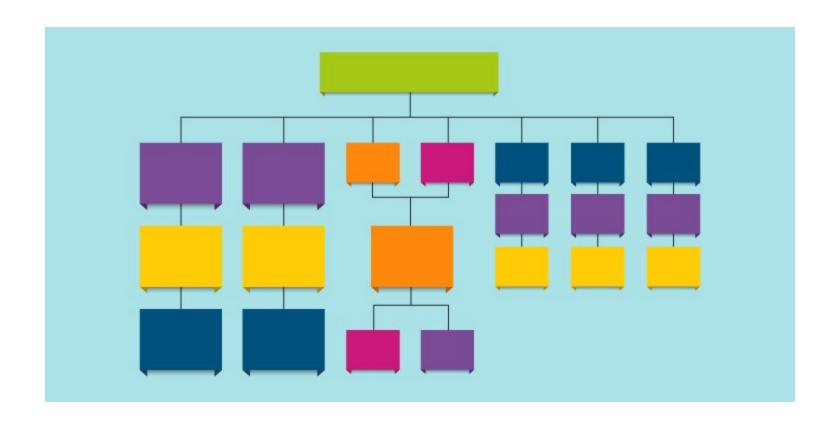**ITI0209: User Interfaces**

# 04. Sitemap and Wireframes.

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Spring 2021

# Sitemap *(Sisukaart)*

**A sitemap is a visual representation of a site's structure . Usually arranged hierarchically, sitemaps indicate how content and information are organized and,consequently, how users will navigate the system. A sitemap documents the system as a whole, pulling back from interface specifics to look from a broader vantage point.**

# Sitemap

- **What:** UX sitemap is a hierarchical diagram of linked pages.

- **When**: Create early in the UX design process, after discovery phase.

- **How**: Each page has a reference number and label, and pages are linked from high-level categories to specific pages. Consider a flat sitemap for smaller websites, and deep sitemap for larger websites.

- **Why**: UX sitemap shows a full picture of your digital product so you can make better design decisions, provide single source of truth and eliminate unneccessary pages.

# Creating a Sitemap

1. Start working on the sitemap from the beginning of the web design process.

2. Review the pages.

3. Prioritize information.

4. Align with user mental models.

5. Minimize the number of steps required to complete the operation.

6. Keep sitemap in a format that is accessible to everyone working on the project.

7. Update sitemap regularly

# Wireframe (Sõrestikmudel)

A wireframe is a low-detail representation of an interface. It omits color, image detail, and other visual design specifics, providing instead a simple inventory of what's on the page and how it should be laid out.

# Wireframe - Decisions

1. Information organization. Which items should be grouped and where? Are there any particular relationships that need to be made more evident than others? How should these groups be prioritized?

2. Content. What content needs to be present on the page? Will it be prose alone or does the page need to accommodate images and video?

3. Functionality and controls. What can users do on the page? How will users navigate the site? Is there a search function? A log-in control? Are there any inputs such as forms?

# Wireframe - Decisions

4. States. What are the various states of the page? How do forms handle errors? Does the page vary depending on the user's status—for example, logged in versus logged out?

5. Behavior. Are there interactions that happen without a full page refresh? How does the page respond to input?

6. Metadata. What page is this? How does it relate to the sitemap? What project does it belong to? Who is the author? What version is it?

7. Annotation. Nuanced interactions or complex points may need further explanation. Use annotation callouts to highlight these areas

# Wireflow

## Wireframe + User Flow

# Links

- How to create a UX Sitemap: a simple guideline. https://uxdesign.cc/how-to-create-a-ux-sitemap-a-simple-guideline-8786c16f85c1

- Sitemaps & Information Architecture (IA). https://xd.adobe.com/ideas/process/information-architecture/sitemap-and-information-architecture/

- A Beginner's Guide To User Journey Mapping. https://uxplanet.org/a-beginners-guide-to-user-journey-mapping-bd914f4c517c

# Thank you!