

Easily Structure & Communicate Ideas using Wireframe

A wireframing workshop

IDX Incubator Bandung



@afnizarnur

Apa kabar?

Sehat?

Yuk kenalan

Apa kabar?

Sehat?

Yuk kenalan

Apa kabar?

Sehat?

Yuk kenalan



Afnizar

Nur Ghifari

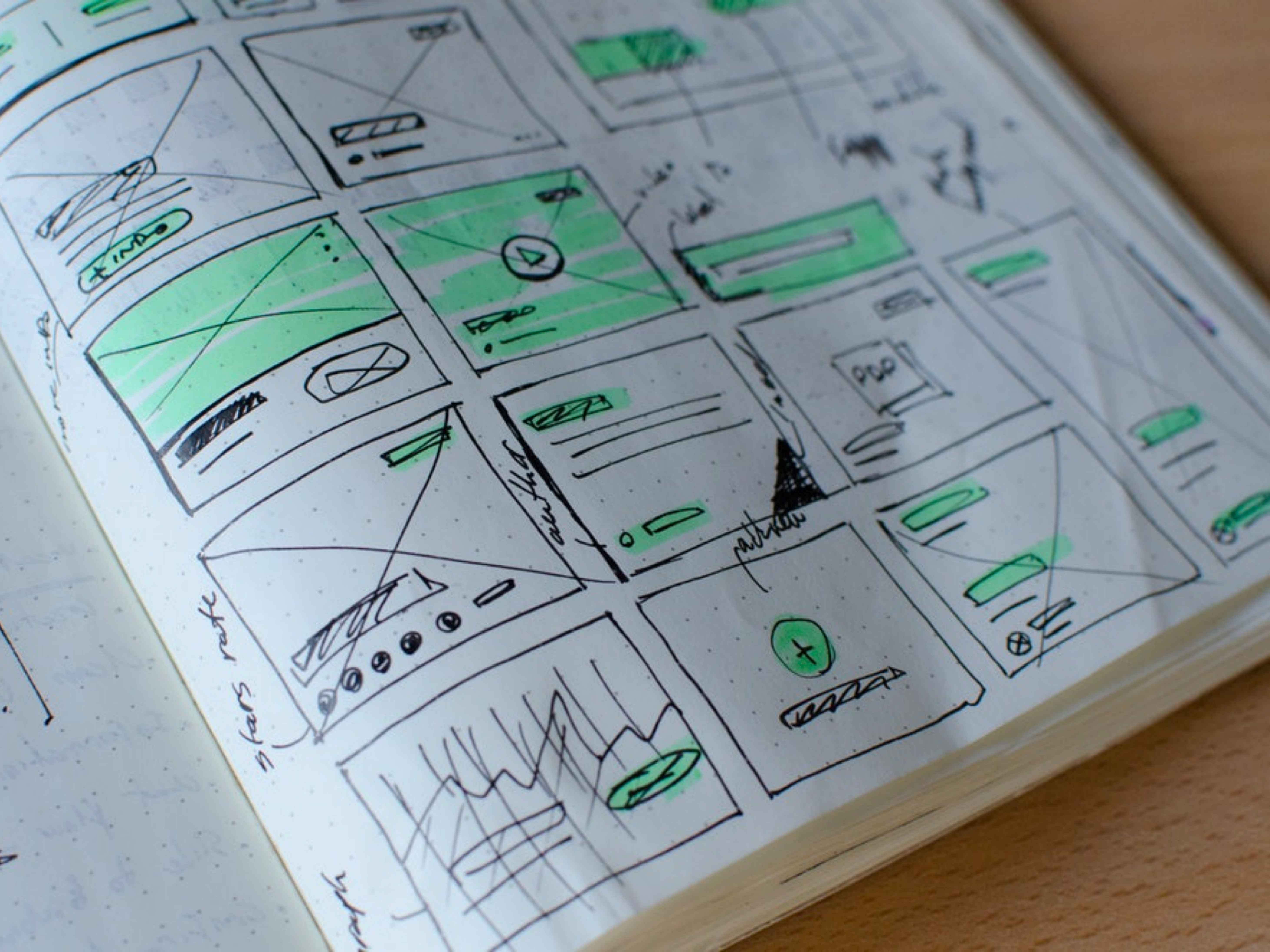
UX Designer at Bukalapak

BUKALAPAK



🕒 **5mins**

**What is
wireframe?**





A wireframe is a two-dimensional illustration of a page's interface that specifically focuses on space allocation and **prioritization of content, functionalities available, and intended behaviors.**

<https://www.usability.gov/how-to-and-tools/methods/wireframing.html>

Wireframe is a visual artifact of brainstorming, and the goal is to make them with minimal effort, as to encourage ideation.

Wireframe is simple diagrams that show placement of elements within an interface

Generally, the first step
of design

SKETCH > WIREFRAME > VISUAL > CODE

SKETCH > WIREFRAME > HI-DEF WIREFRAME > VISUAL > CODE

WIREFRAME > HI-DEF WIREFRAME > VISUAL > CODE

SKETCH > CODE

WIREFRAME > INTERACTIVE PROTOTYPE > VISUAL > CODE

mashroom.6

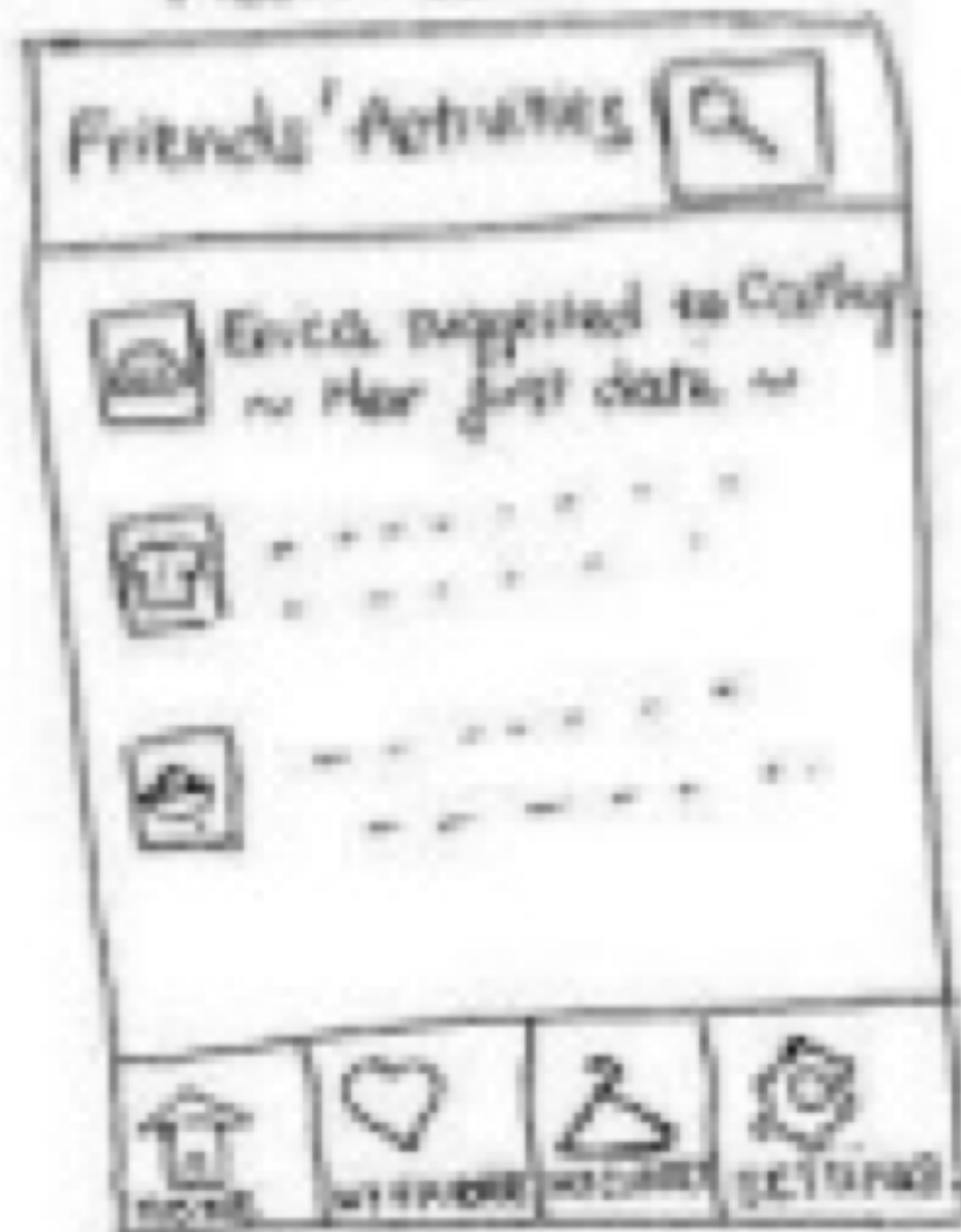


Wireframe play invaluable role in sticking everyone **on the same page** and see the glimbs of how the information, user journey and layout of the application is structured out.

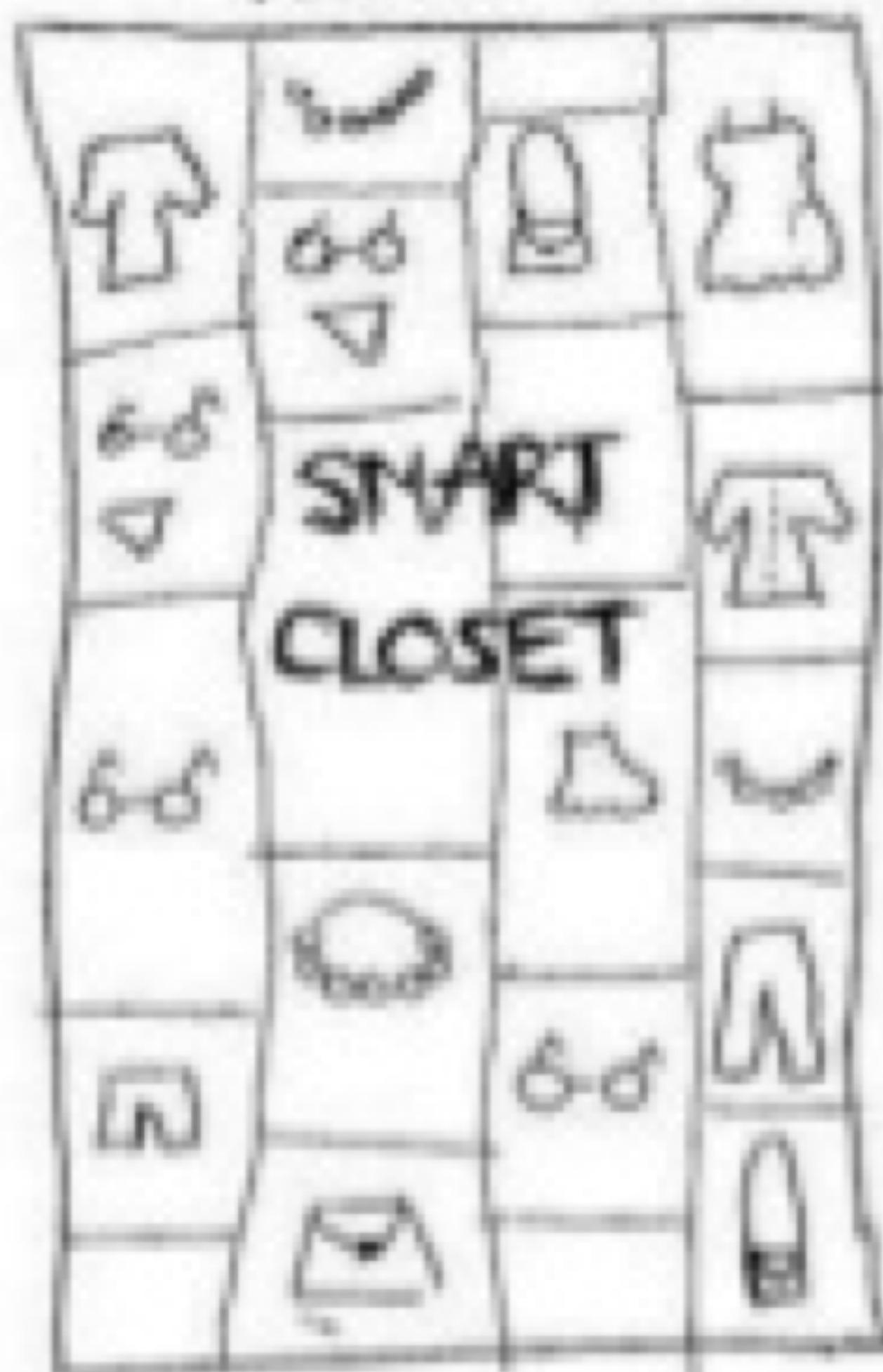
Type of Wireframe

Low-Fidelity Wireframes (Sketches)

Main Screen



FRONT PAGE



MY CLOSET



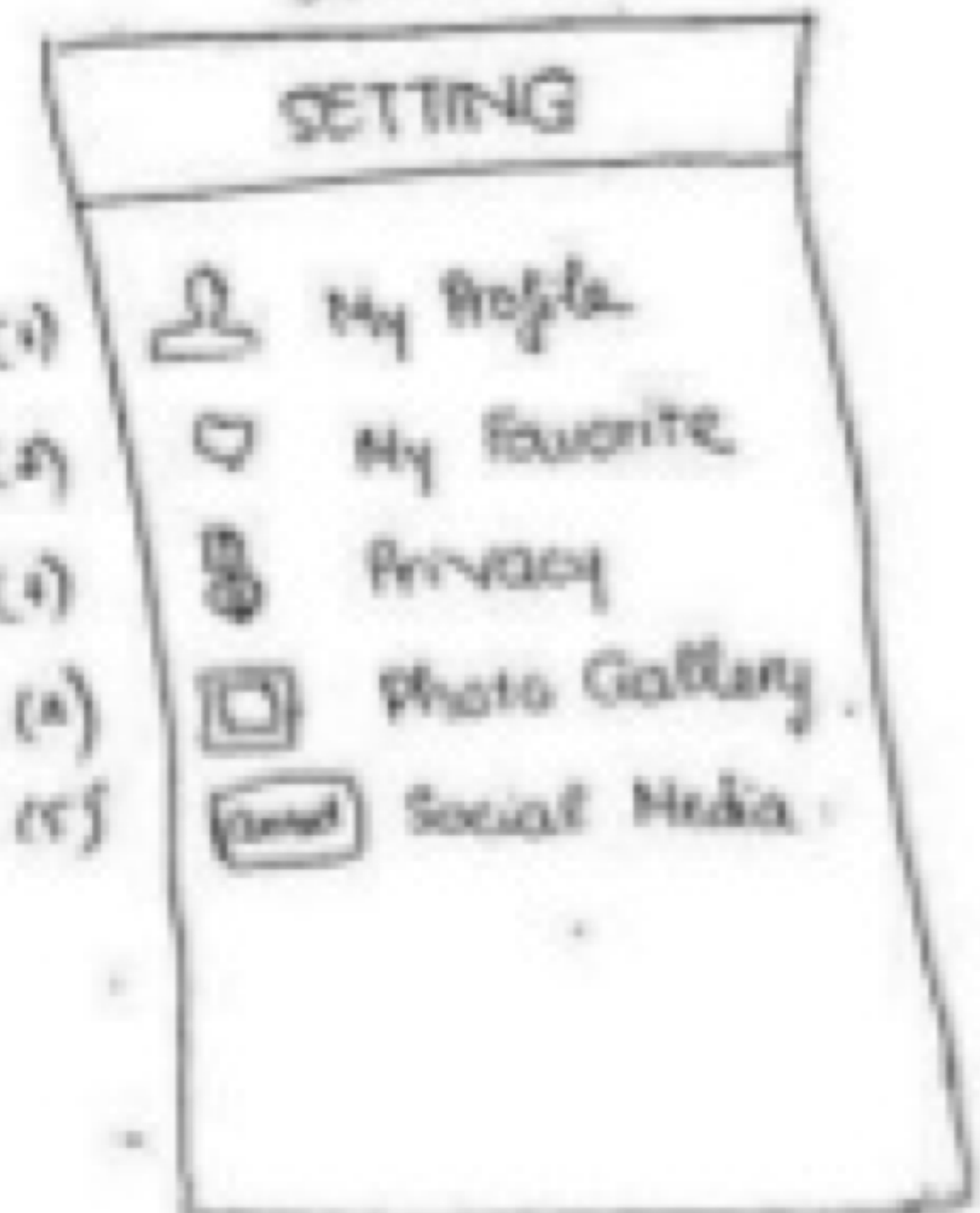
CAMERA



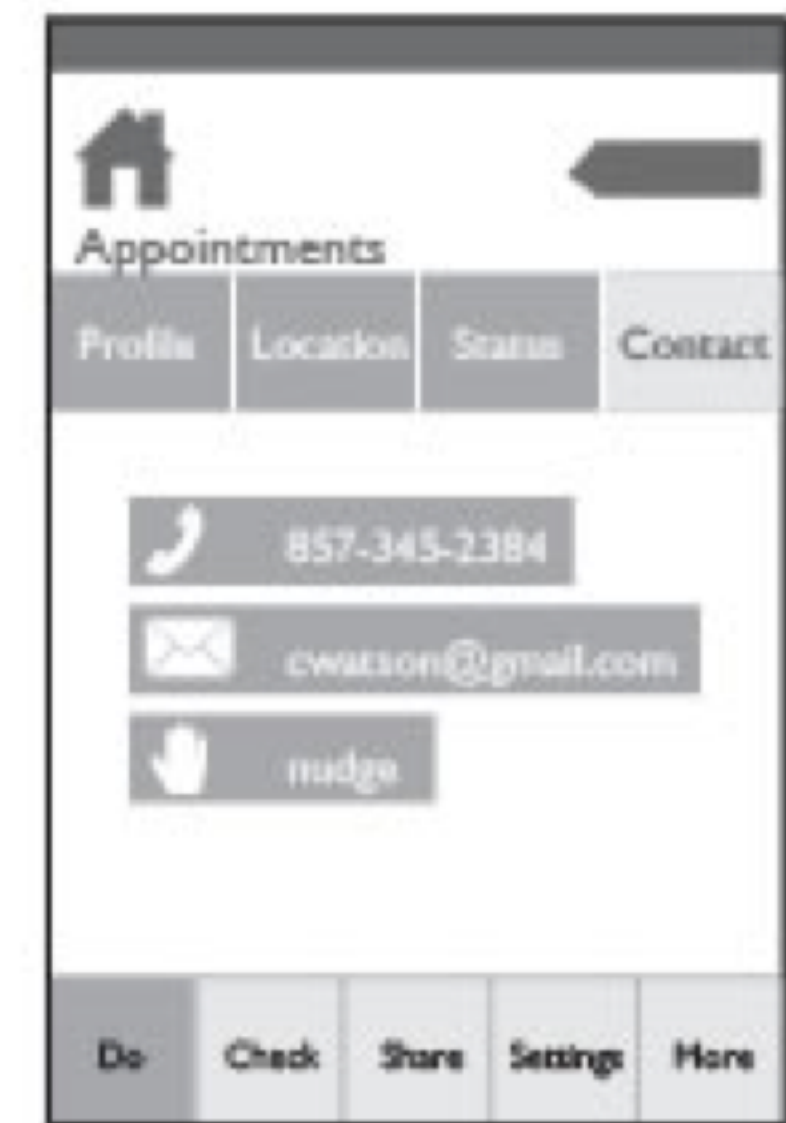
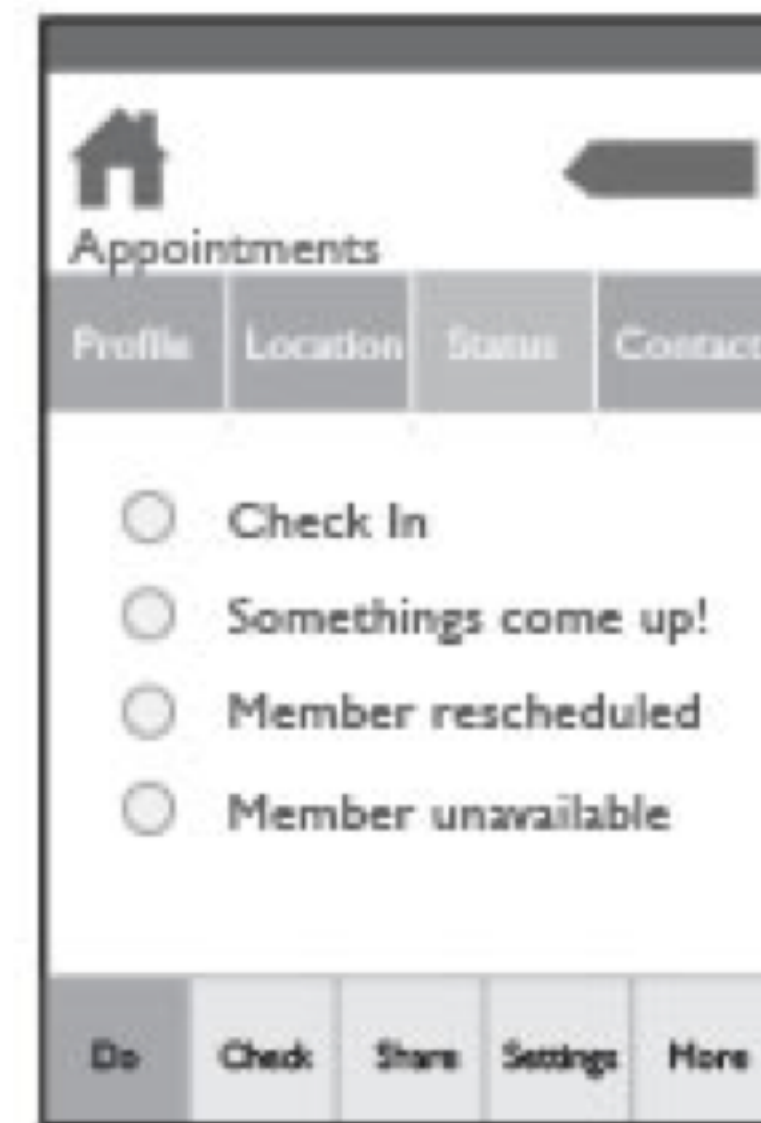
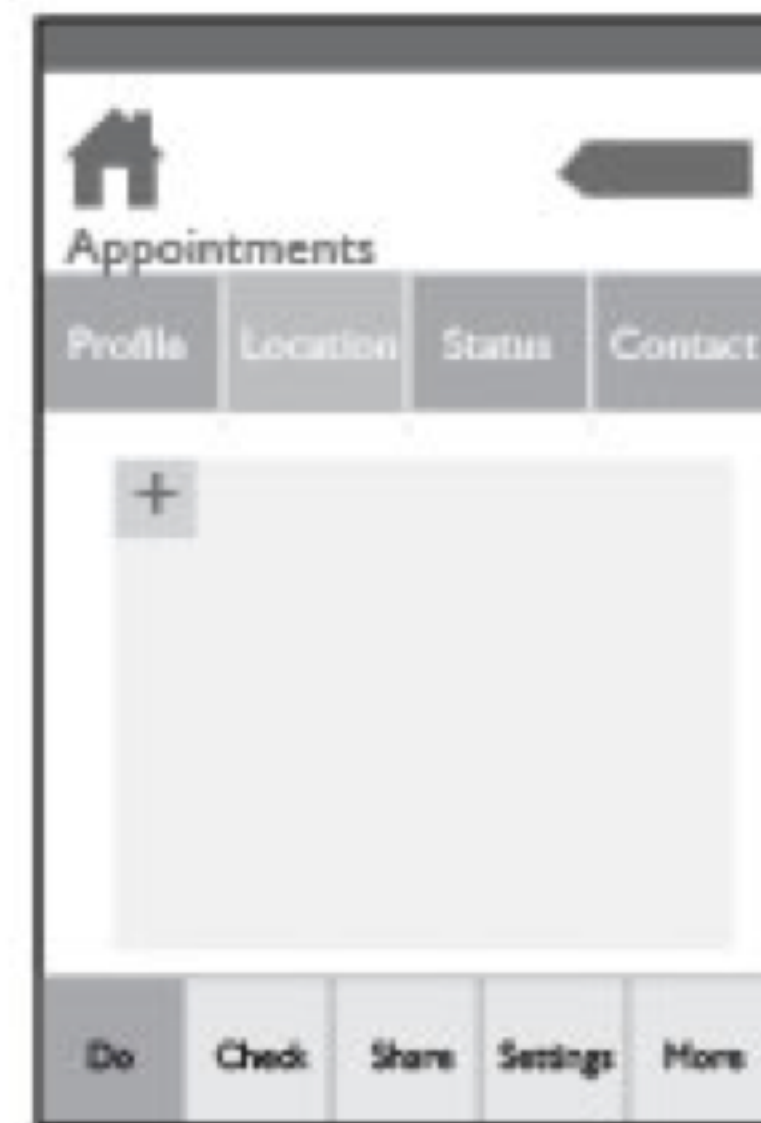
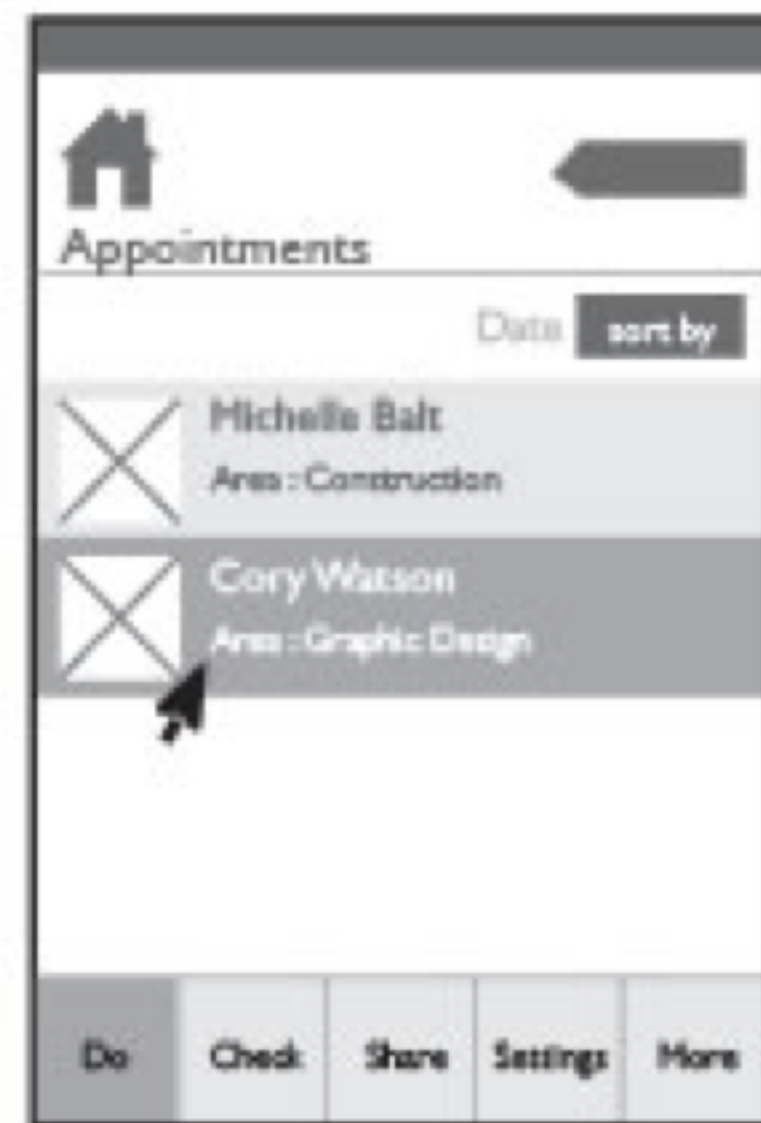
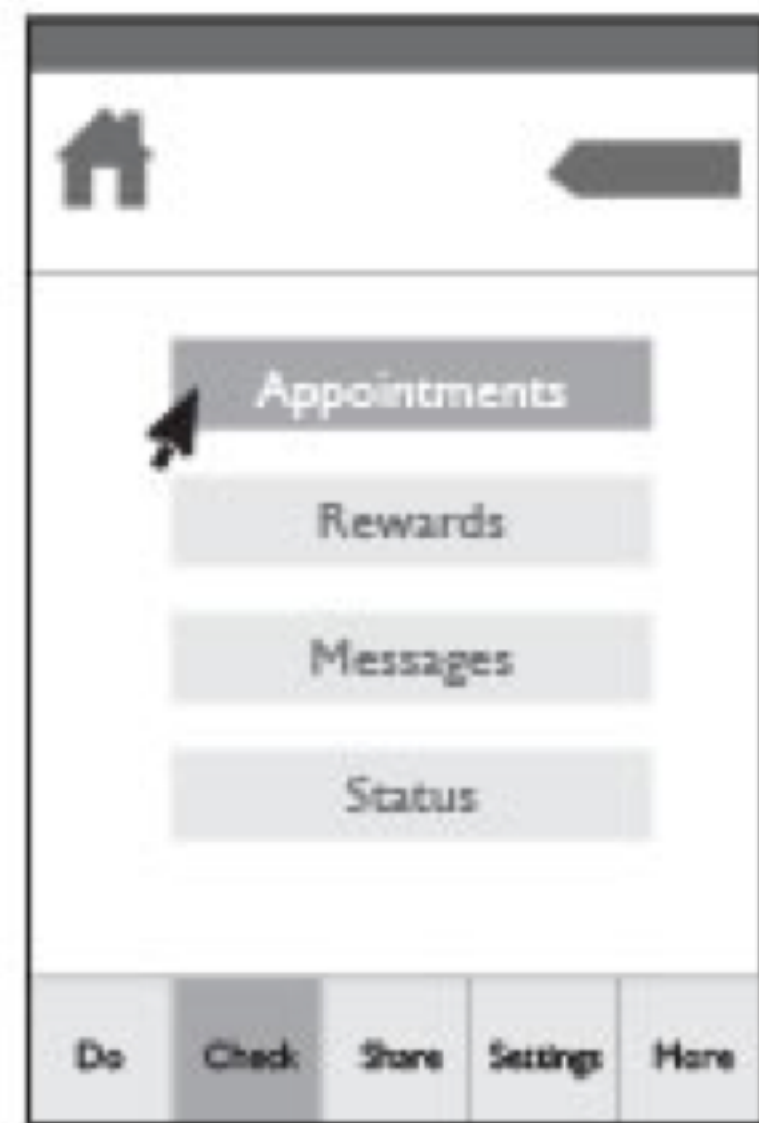
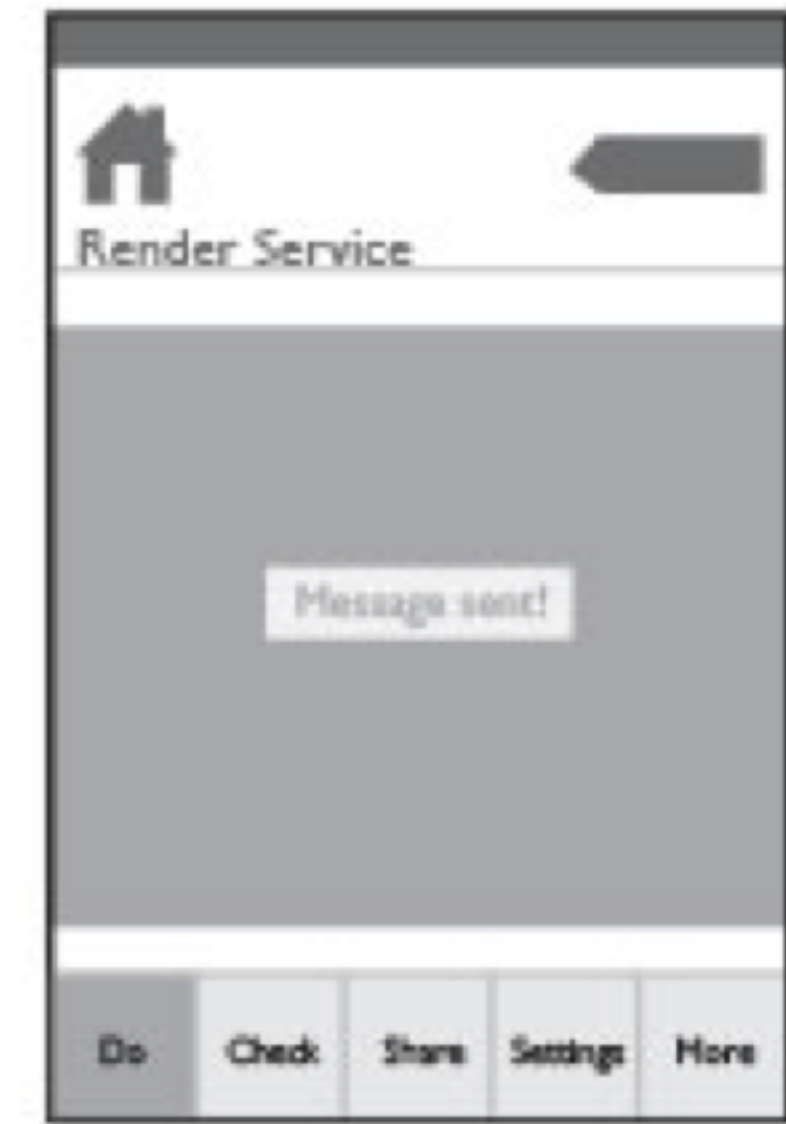
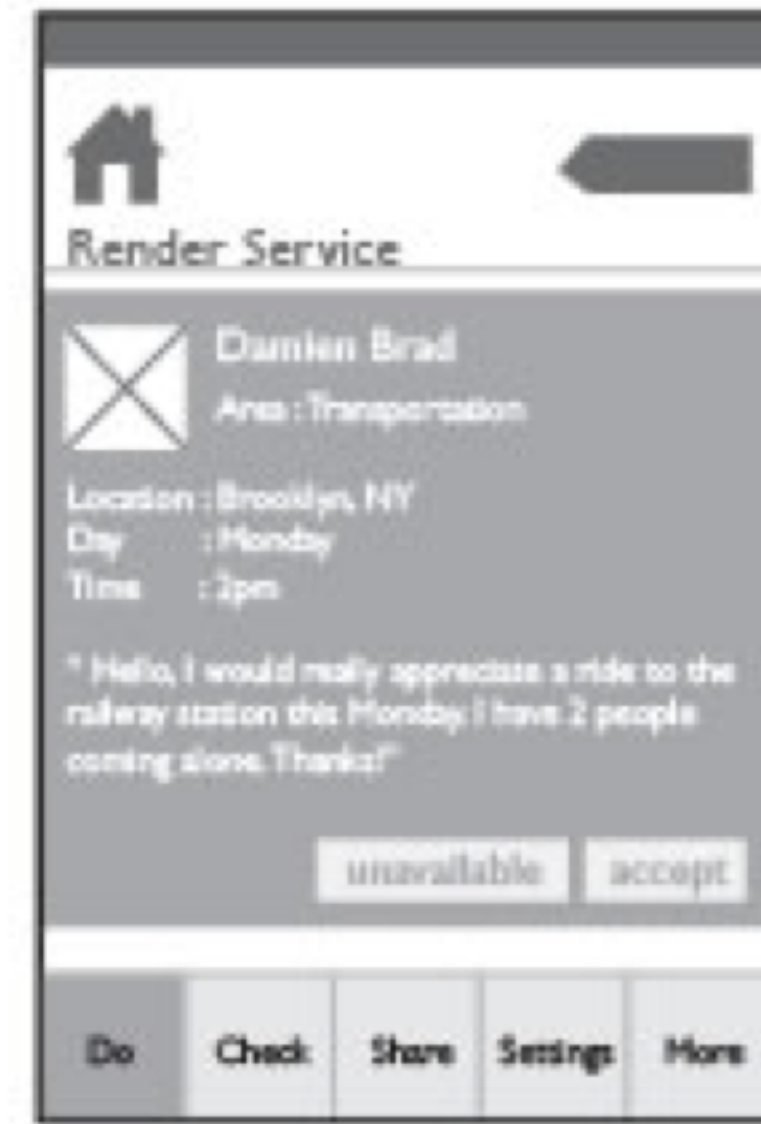
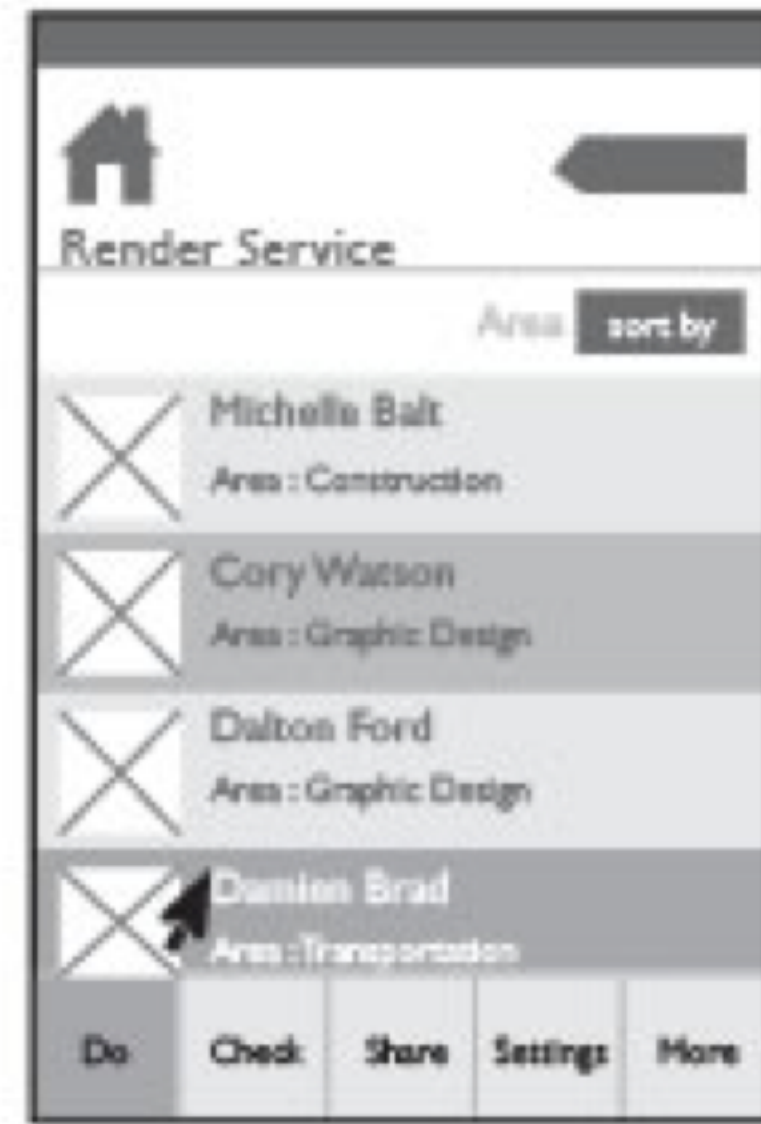
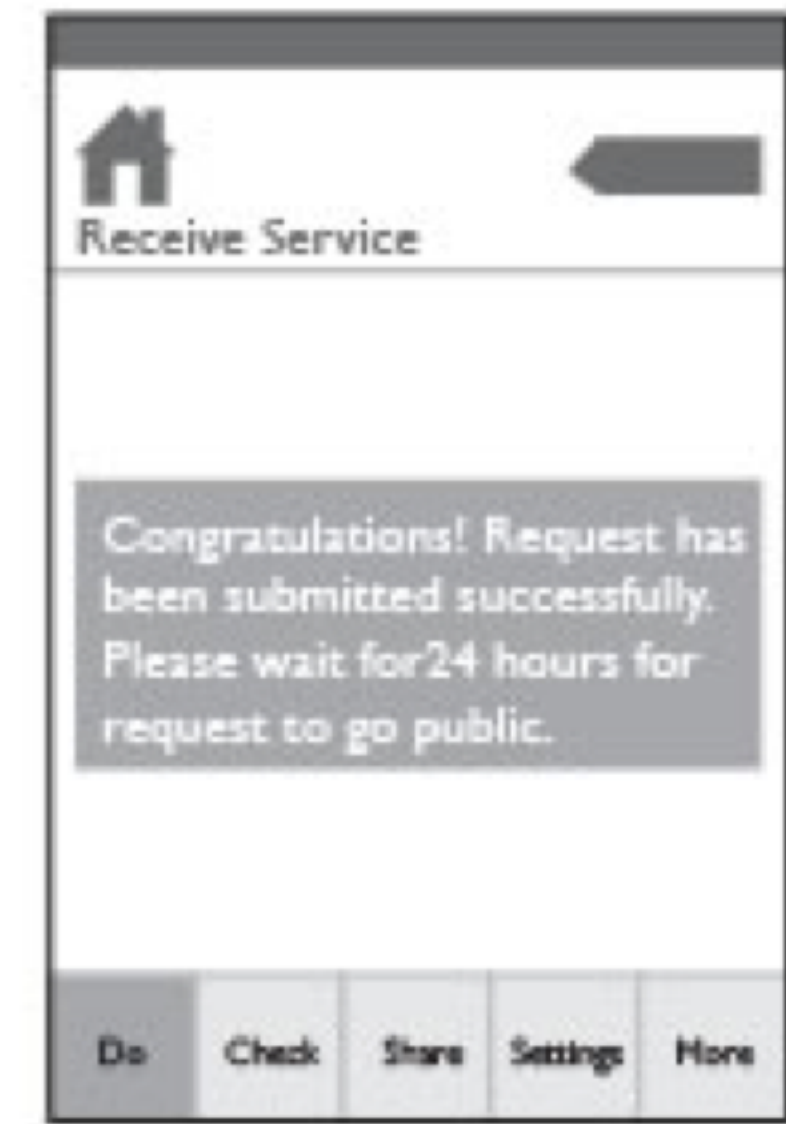
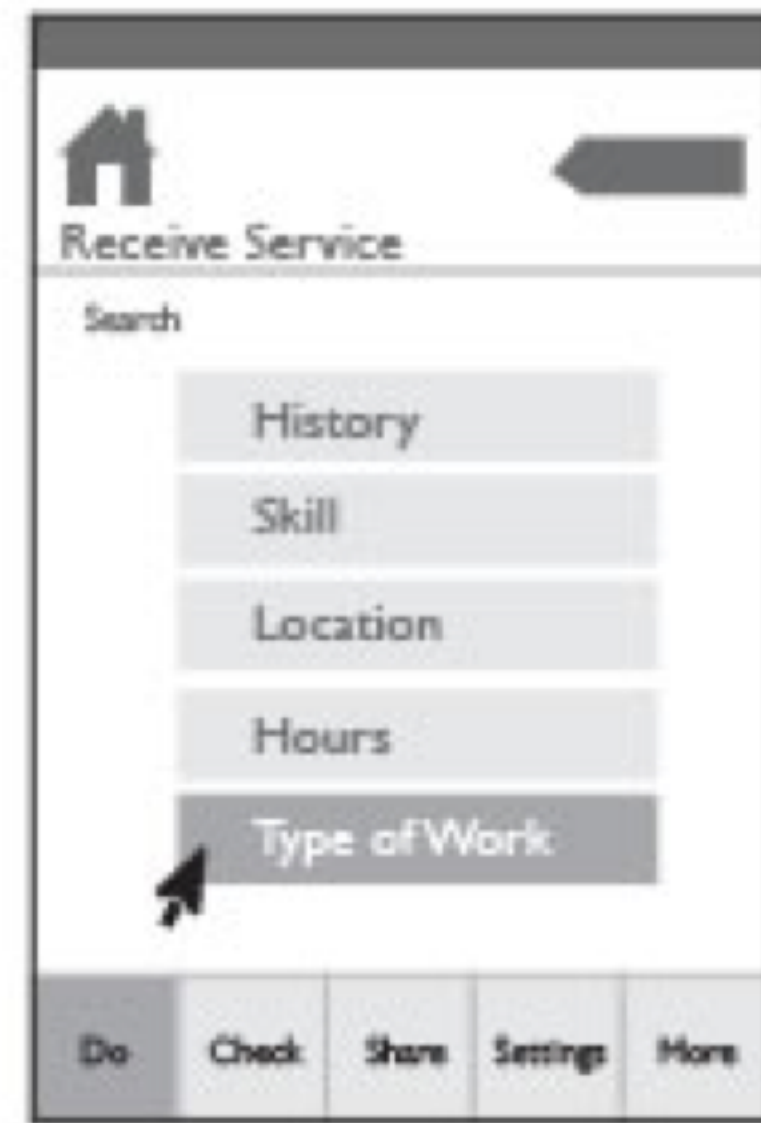
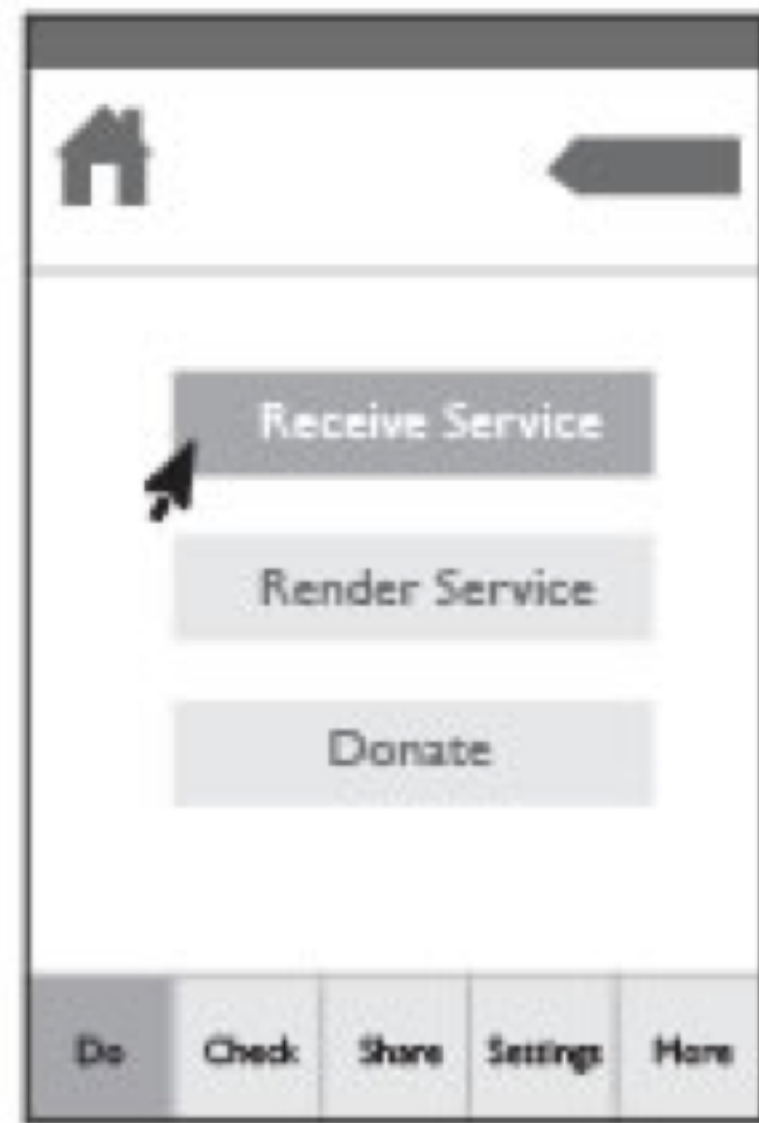
UPDATE



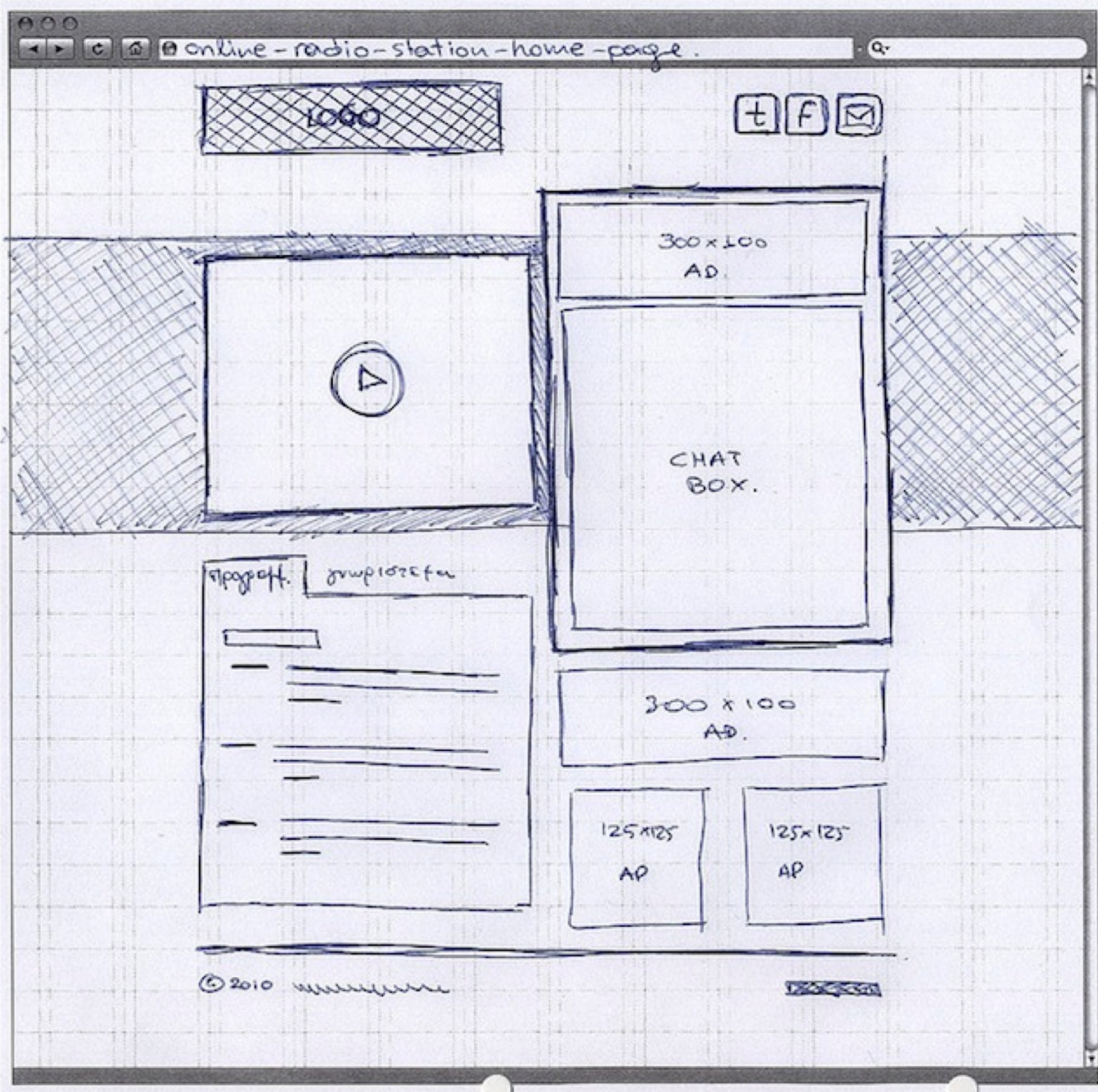
SETTING



High-Fidelity Wireframes (Detailed)



**Keep it
Simple but
understandable**



**Things to keep
in mind when
creating
wireframe**

**Looks and
visual appeal
are not factors
at this stage**

**Feedback early
and often**

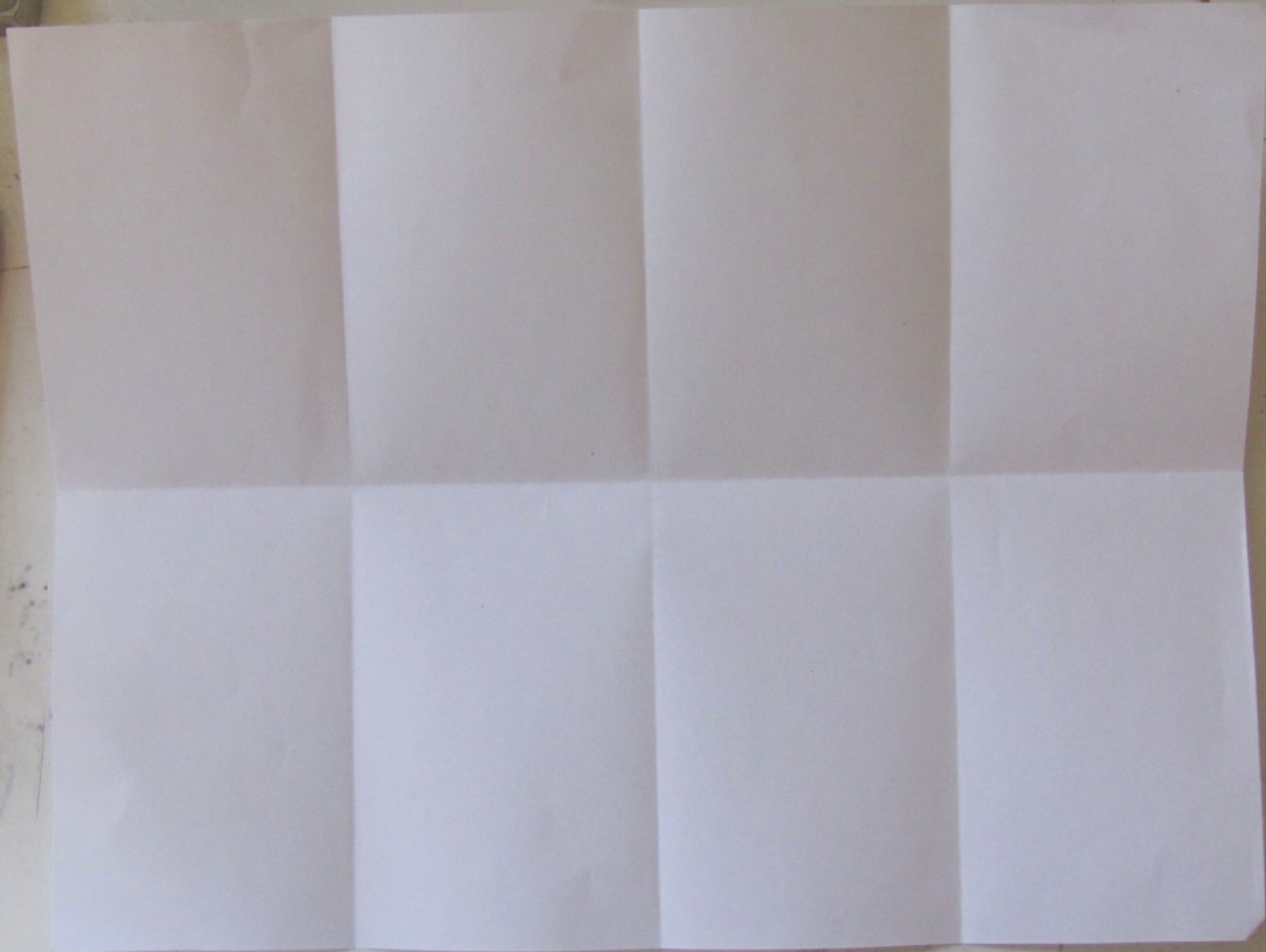
**Always keep
the user in mind**

**Don't be afraid
to experiment**

It's time to
wireframe
exercise!



**Fold your
paper into 8**



**Open any app,
look at it for
10 seconds!**

 **10secs**

**Try to capture
all of the
elements of the
page**

**Draw it in
10 seconds!**

 **10secs**

**Awesome, you
did great job!
Show it to your
teammate 🙈**



🕒 5mins

**Why
wireframing?**



**Connect
stakeholders,
designer &
developer**

**To Help
Communicating
Ideas**

Content

What are the contents which are displayed on the page.

Structure

How the pieces of the application can fit together?

Hierarchy

How are the information organised and displayed together.

Functionality

How will the interface work?

Behaviour

How will the users interact with the interface? And how does it behave?

It's time to
wireframe
exercise
again!



**Look at it for
10 seconds!**

 **10secs**



Rush Delivery



Gratis Ongkir



Voucherku



Barang Favorit

Spesial Untukmu

[Lihat Semua](#)

SPESIAL 2.2
FLASH DEAL
DARI RP22
Mulai 2 Februari 2019
Pukul 09.00-21.00 WIB

Menu Favorit



Tiket Kereta



BukaEmas



BukaDompet



Paket Data



DANA



BukaBike



Lainnya

**Draw it in
10 seconds!**

 **10secs**

Show me and
you'll get nice
sticker! 🌟😊

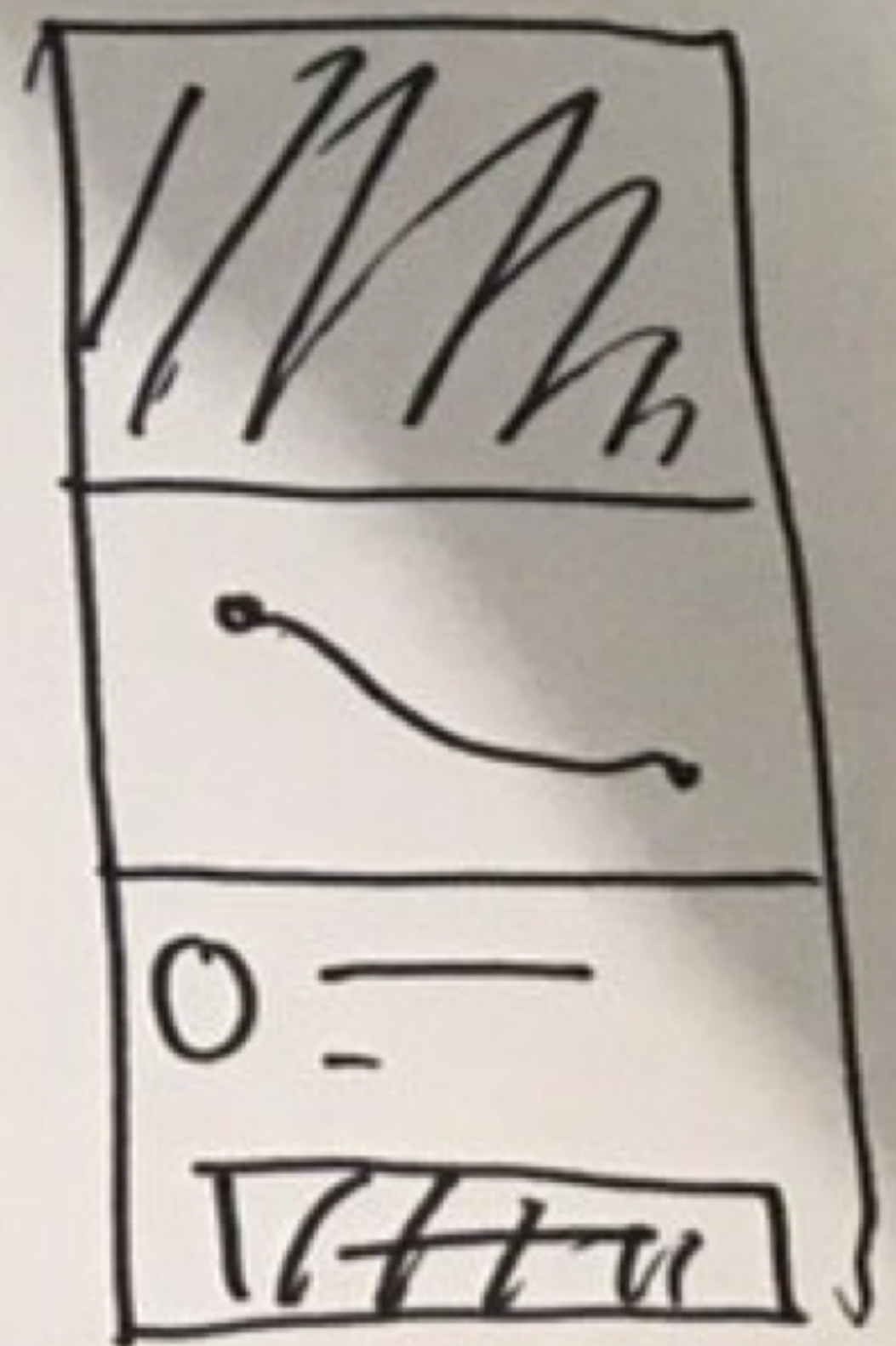
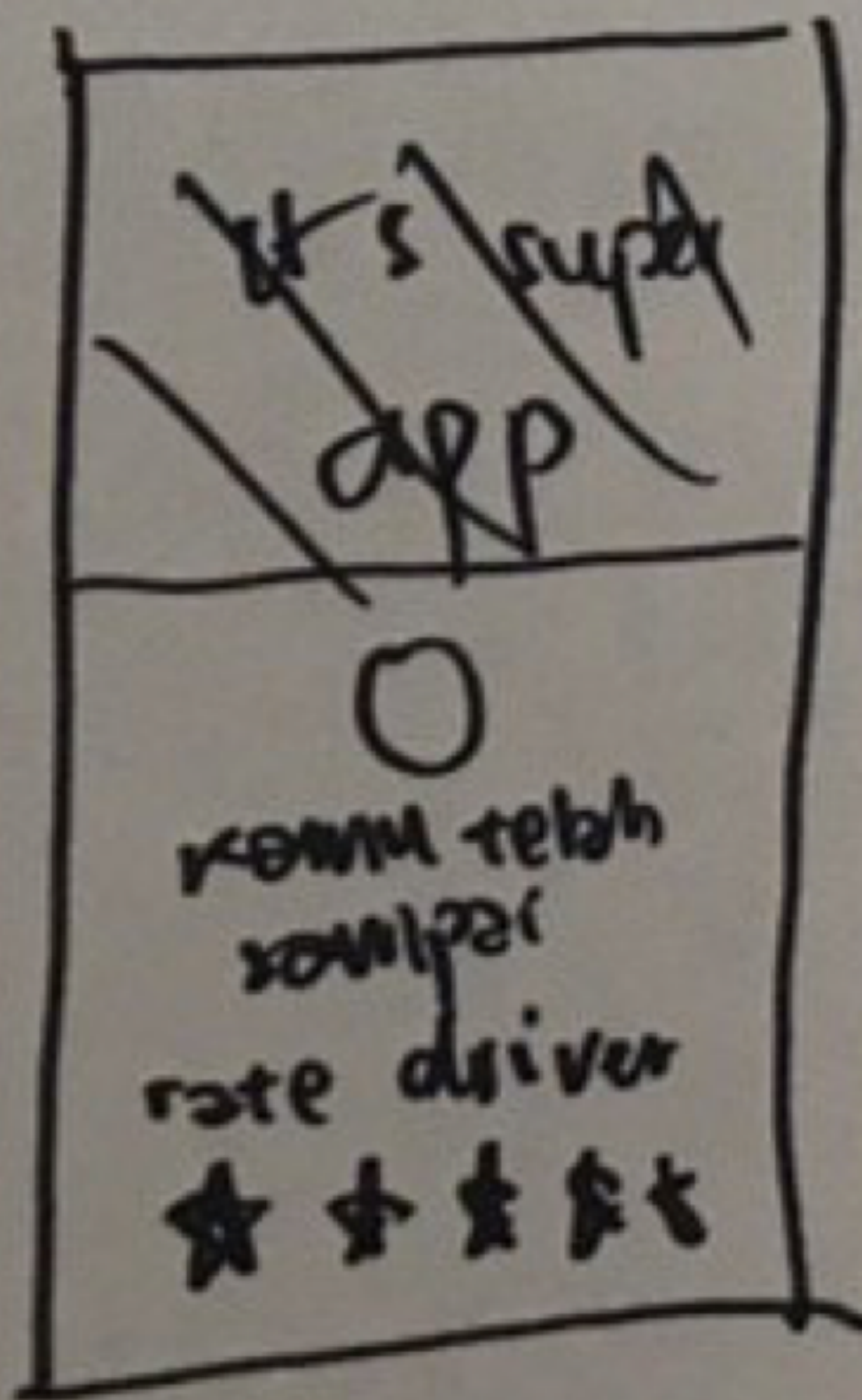
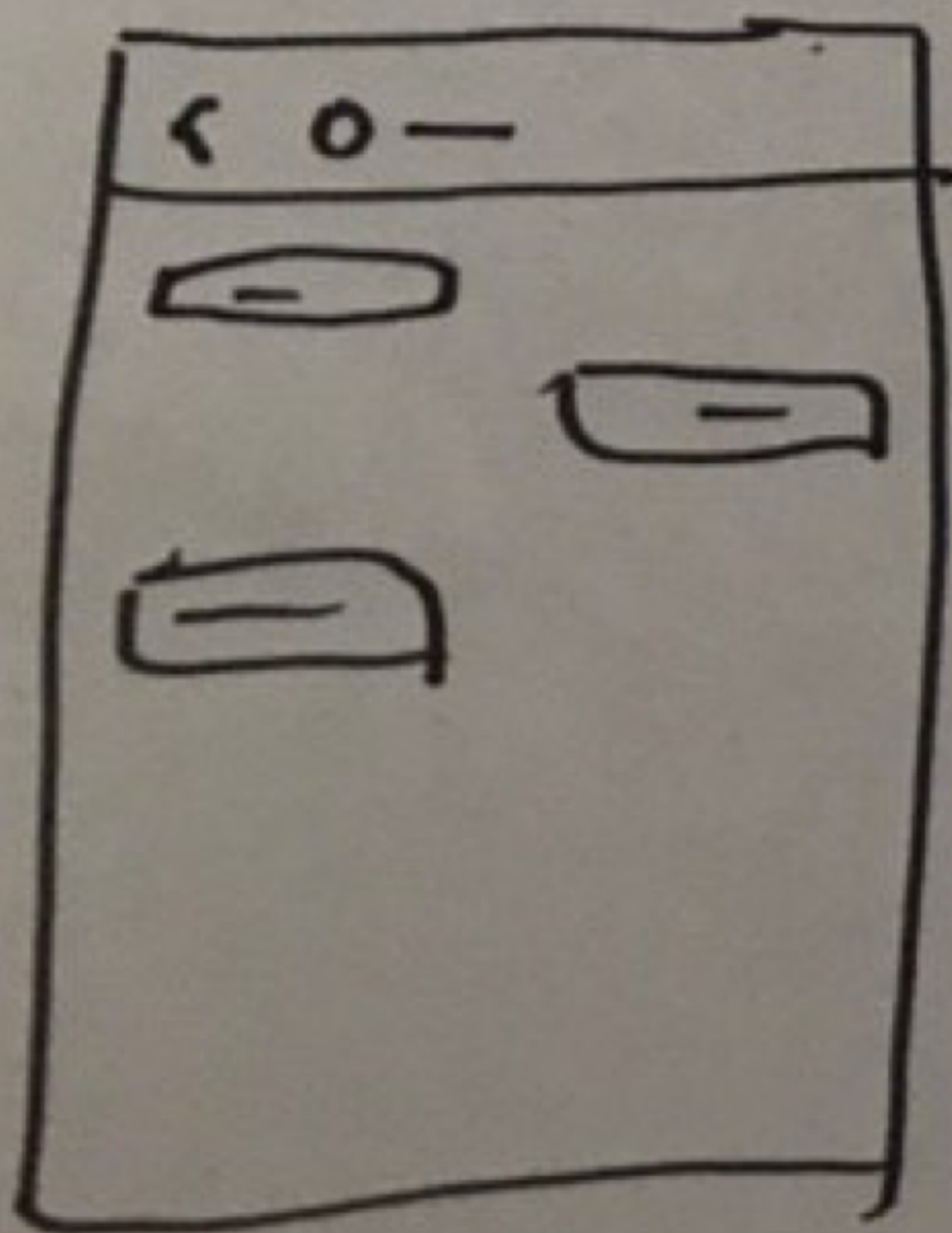
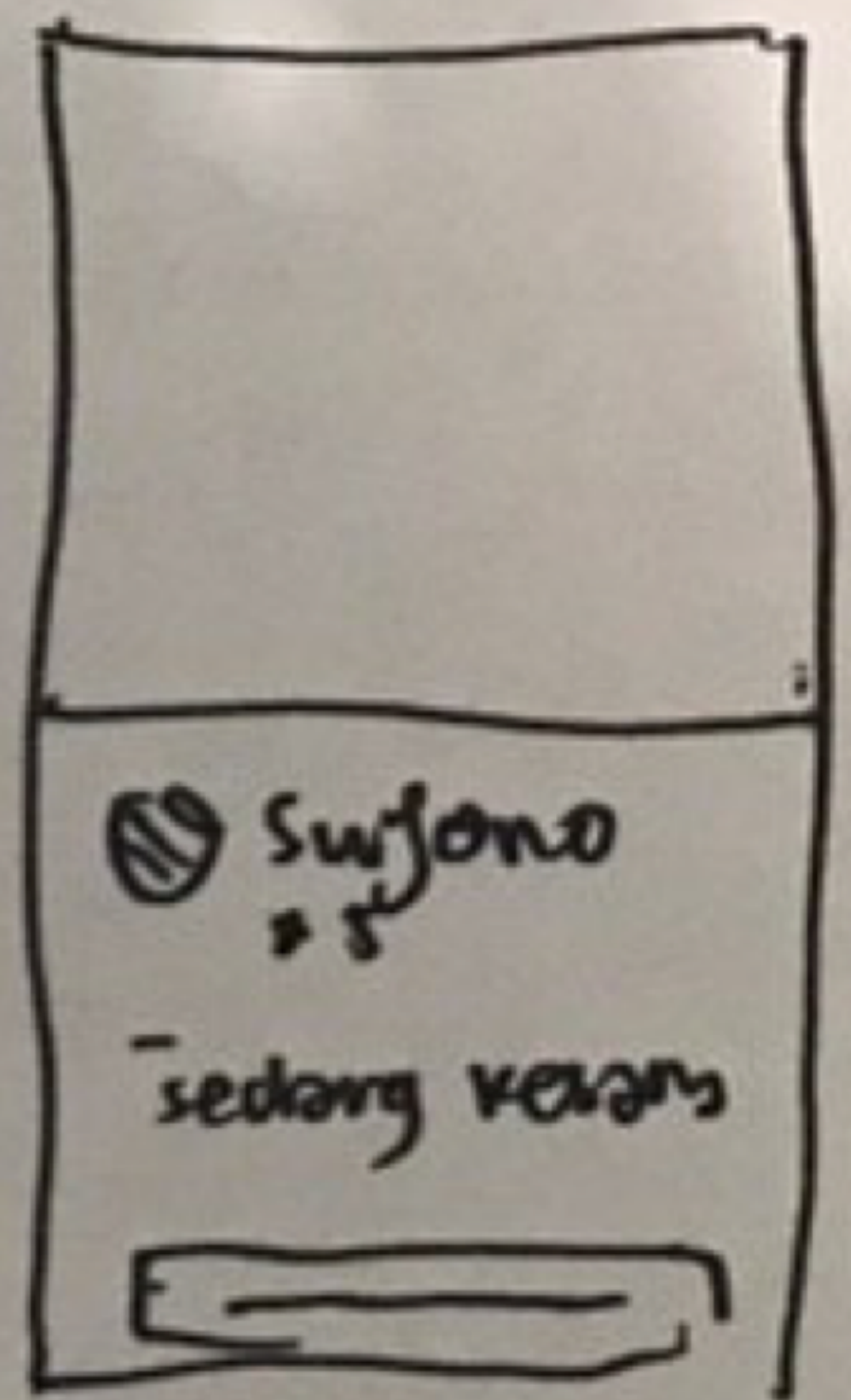
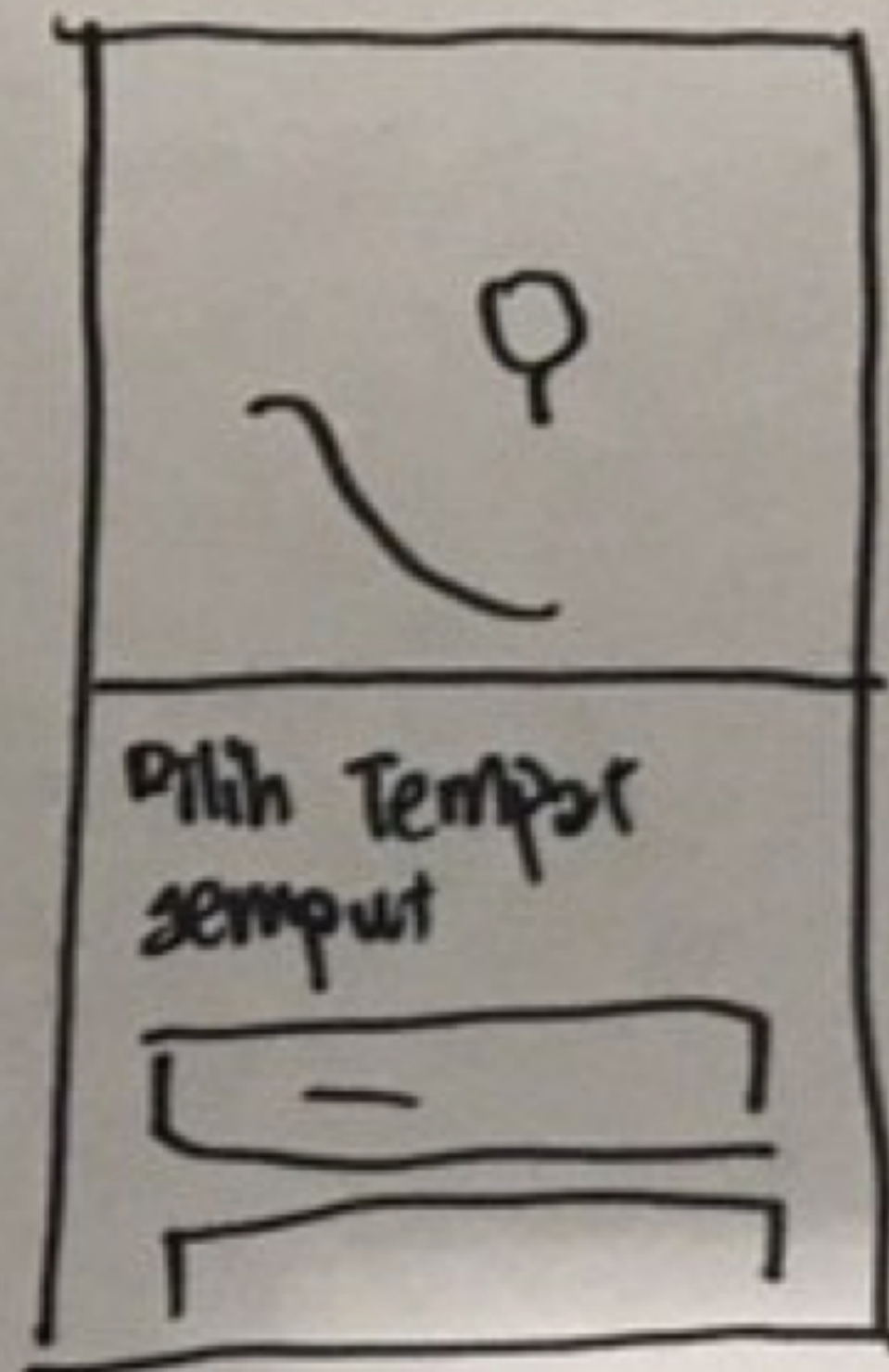
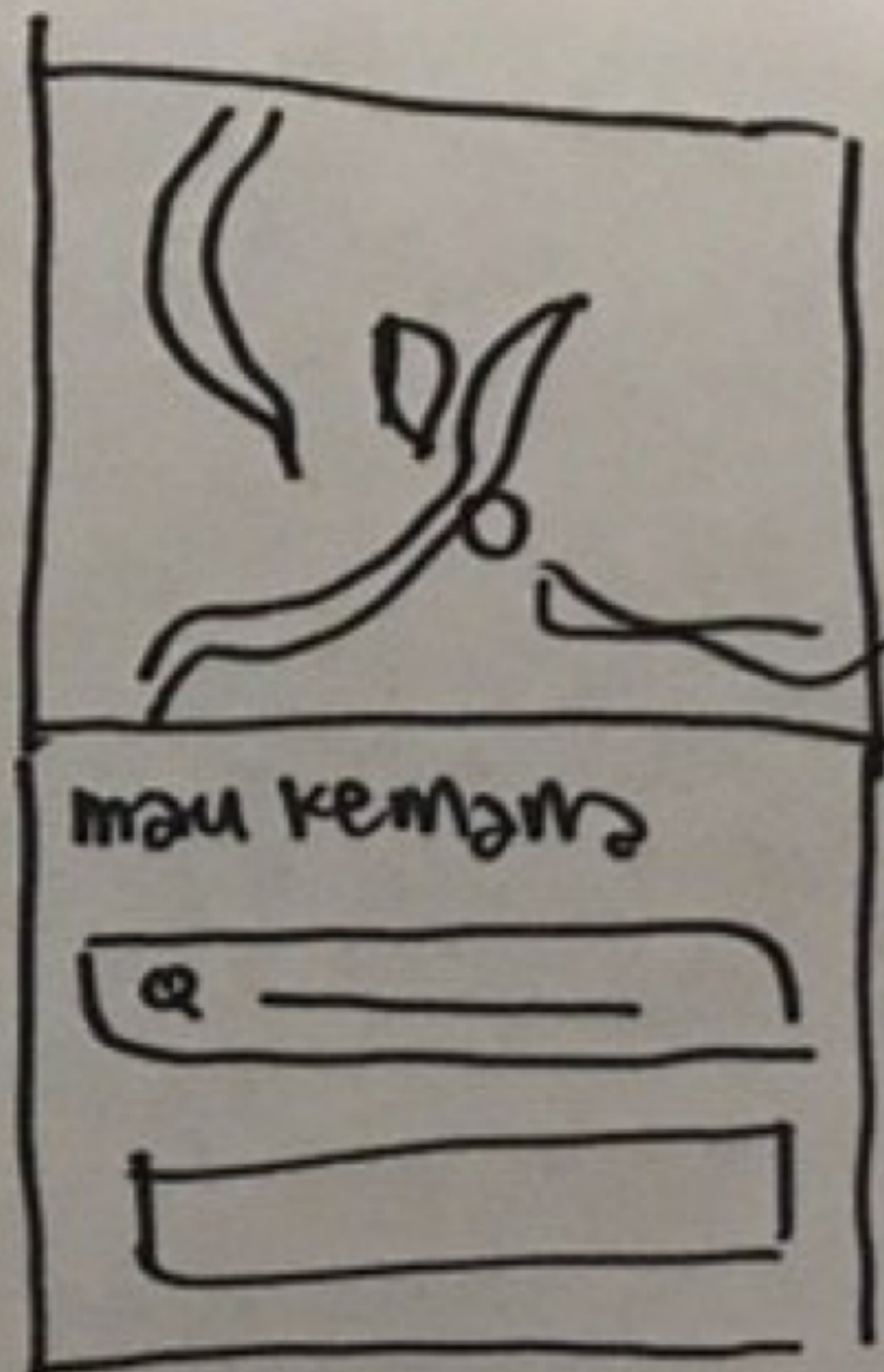
Let's do it again!



Super Ojek

Requirement

1. Homepage
2. Input Destination
3. Input Pickup Point
4. Waiting Driver
5. Chat with Driver
6. Trip Completed
7. Trip History
8. Detail Trip History



Mancing App

Requirement

- 1. Homepage**
- 2. Search Place**
- 3. Detail Place**
- 4. Booking Place**
- 5. Pay Booking**
- 6. Booking Success**
- 7. Booking List**
- 8. Detail Booking**

Start wireframing!

 **10mins**

Group Presentation

 **10mins**

Really well done
everyone! 🎉

**That's all
from me**

Wireframe should be a visual guide to the framework of your product and how it will be navigated.

Matur Nuwun

Feel free to ask
me any question

