



This lesson teaches you how to create a mockup of your app, and hand over a detailed wireframe to your developer. This is essentially where you make the “blueprint” of your app.

You will learn:

- Why it is important to use a digital wireframe
- The 10-step wireframe process
- How to use UXPin— the tool which helps you create wireframes

Why Use Wireframes?

Many times, especially starting out, budgeting can be an issue, and wireframes can help you get a more accurate quote from your developer. Wireframes can also be a lot more comprehensible, especially if you are less artistically inclined. Digital tools can help your work look much more professional, and easier for others to grasp. Digital wireframes are also simple to edit, and allow you to make changes to your designs without having to start over from the beginning.

Many wireframe programs make it much easier for you to share and engage with your team members, allowing people to comment, edit, share, and test the design. You can also save your work, and can export the files to a variety of formats (jpeg, pdf, etc.).

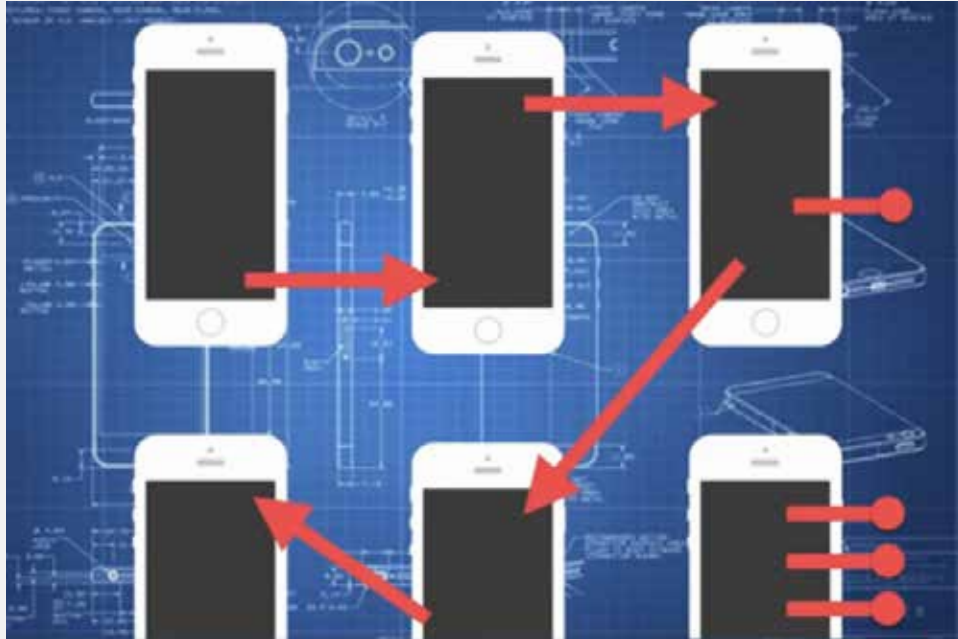
However, wireframes are not great for games. Games usually involve too many features and mechanics to make using a wireframe worthwhile. In those situations, it might be better to hire a gaming dev team, or purchase a template to build off of.

The 10-Step Wireframe Process

Take the following steps to get your app design put together and delivered to your development team:



1. Start as soon as possible— the faster you get your ideas on paper or digitally mapped out, the better. When you build out the idea, you can validate the app idea and the work needed to create it. You need a complete understanding of what is going on in your own project.
2. Understand the language— it is crucial to be able to efficiently communicate your ideas with developers by knowing the right terminology.
3. Reference other projects— this can be as simple as taking screenshots of existing apps in the store, and plugging it into your wireframe, or emulating another app's framework and drawing it out.
4. Use visuals and symbols— anyone should be able to look at your wireframe and understand exactly how your program works.
5. Don't assume anything— it's okay to over-explain your app! If you don't explain in detail everything you want, then you won't get it.
6. Use multiple media if you can— consider using visual media, text, voice-overs, and other helpful means of communication, so that you leave very little room for confusion. For example, record a screencast of you walking the developer through the way you want something done, so that they have a step-by-step guide to refer to.
7. Note your navigation— show the developer how the user is being taken through the app. Make sure that you have back buttons, exit buttons, and menus. Use dots, arrows, lines, and anything else that accurately shows positions, routes, and actions. Your navigation might look something like this:



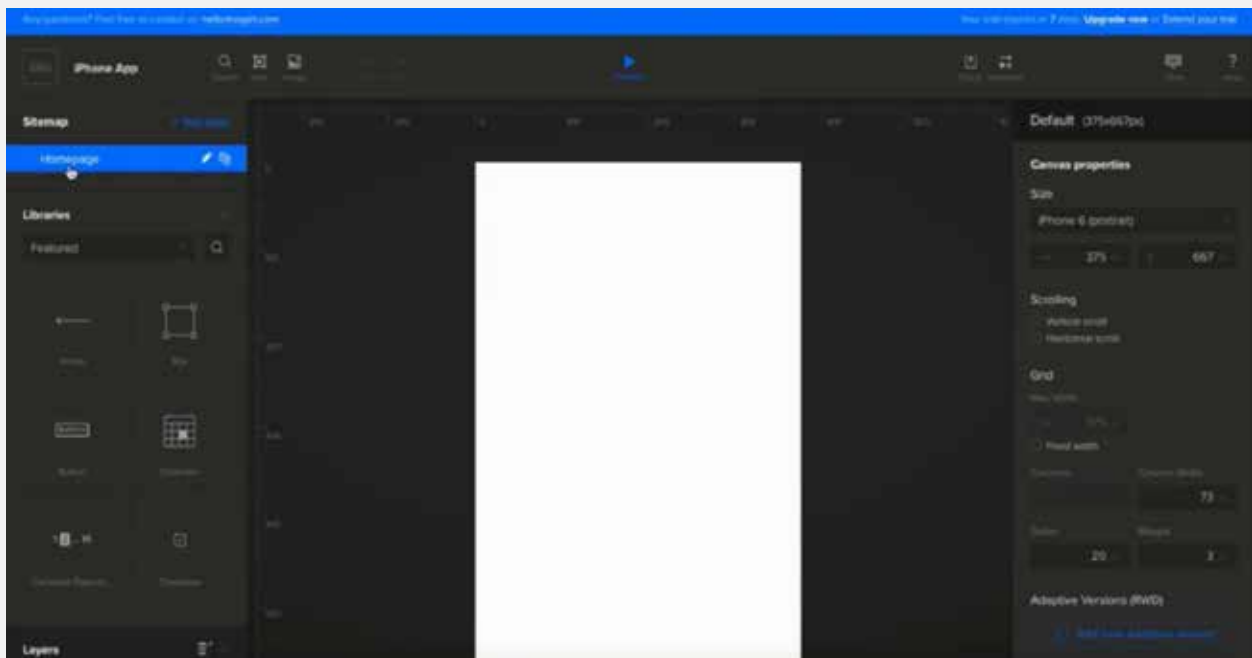
8. Make sure that your UI (user interface) and UX (user experience) are clear— UI refers to the layout of the app, and UX refers to how pleasing the app is to use. It must be clear to the user where you are taking them.
9. Understand your end goal— are you effectively executing the app’s purpose? If the app’s goal is to drive users to a purchase, or to gather emails, does it do so easily and effectively?
10. Get feedback— listen to not only your friends, but also your developers. They may know of an easier way for you to achieve your end goal, which can save you time and money!

### UXPin Walkthrough

There are many digital services and apps that can help you set up a wireframe. You can use any of those services that you prefer, or create your wireframe manually. This lesson focuses on walking you through UXPin.

Go to <https://uxpin.com> and take the following steps, to set up your wireframe:

1. Enter your email, then click “Create First Project,” and select the type of project you want to create from the drop-down menu. For this lesson, we’ll select “iPhone App.” Your homepage will look something like this:



2. The left side of the page contains your sitemap and your “Libraries” section, which houses your shapes, buttons, menus, and categories.
3. Type the name of the feature that you are looking for (e.g., “navigation bars”) into the search bar on the left side of the page, and UXPin gives you a selection to choose from. Select the features that best complement your app design.
4. UXPin has several templates that you can use, if you do not want to design your own. If you want to get more technical and detailed, there are several tutorials that you can find online, and will walk you through more specific design tasks.



5. Click “Preview” at the top of the page to see what your app will look like as the user goes through it.

Take the time now to sign up for UXPin , and create several basic mockups , trying out all of the different tools. Decide which mockup is your favorite, then share it with five of your friends . Find out which one they like the best—which one has the best UI and UX. That’s the design that you should spend the most time developing.

Your app can be as simple or as elaborate as you want to make it—spend time familiarizing yourself with all of the available tools, shapes, backgrounds, etc. There is no real limit to the ways that you can design your wireframe!