
02JSKOV - HUMAN COMPUTER INTERACTION

LAB 5 - WIREFRAME AND SKELETON

This lab bootstraps the work needed for Milestone 3 (M3), by asking you to create a few wireframes and UI skeletons for your application. As always, the lab should be completed as a group. Milestone 3 needs to be submitted by November 28, 2019 on the GitHub repository assigned to your group, by following the [Markdown template](#) available in the course website.

WIREFRAME

By reflecting on and including the results of Milestone 2 (Heuristic Evaluation), create **two medium-fidelity digital wireframes**: 1) the main page of your app, and 2) another significant page. As illustrated during the [Prototyping](#) lectures, a wireframe provides the main details about the layout of a screen and the rough information it holds, leaving out smaller details and styling. For this lab, you may use, e.g., PowerPoint, Keynote, or Google Slides to create your wireframe.

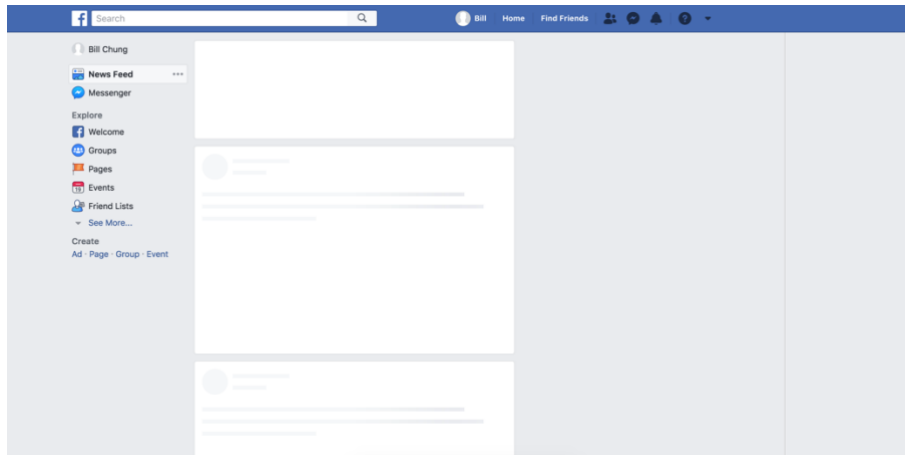
In your wireframe, if needed, assume that all the trivial (yet mandatory) steps are done, for instance that the user has already logged in. While the main page of your app will probably be the homepage, the second page of your wireframes should illustrate a significant screen, with some core functionality. You do not need to worry about aesthetics/styling for either pages. These wireframes are important to help you organize your app and decide how you would like to implement it (in code, see below). They need to clearly convey the task or goal of the page, so that person (e.g., the teachers) can look at the wireframe and understand what function the page will serve. Wireframes have to include all the buttons, text boxes, ... necessary to perform the main action(s) on the page.

Save your wireframes in PDF, since you will need to include them in the M3 report.

UI SKELETON

Plan the navigation flow of your prototype and create the UI skeleton of your **entire** (upcoming) app, with one HTML/CSS page for each screen. Particular care should be put for the *two pages* realized as wireframes, which must be easily discoverable by following key links.

The UI skeleton should include a complete set of navigation links on all webpages, so that *every* link and button is functional (no dead links, no disconnected pages). Although the links should all work, the pages they lead to do not need to be complete or filled with actual content; only a “skeleton” of the page should appear. As an example, this is a ([very accurate](#)) UI skeleton of Facebook’s homepage:



The UI skeleton of your app is not required to be so accurate nor with an already defined and stable aesthetic. After this lab, you can start coding your interactive prototype: a first version, complete in its main features, needs to be ready for December/January (in time for a usability evaluation).