Visual Interface Design

Project 3: The Ecommerce Website: Wireframes

Wireframes are the visual and written manifestation of all functionality and content of a site, done on a page-by-page basis. They are the skeleton of a site, revealing how a site works without the complications of the visual language.

Every unique page that you showed on your site map needs a wireframe. This means you don't need to do 100,000 wireframes, one for each song, just one wireframe for what *a* song page would look like.

What you need to indicate on your each wireframes:
- Space for content
- Space for images
- Navigation (or an indication where navigation would be, then detailing it elsewhere)
- Links
- Other functionality
- Forms/form elements
- Annotations. If something isn't clear (a link target, a piece of functionality), you need to put a note somewhere on the document that shows how it works.

For most content, you can simply use greeking (Lorum Ipsum text) in place of actual copy. You won't want to do this for specific things, though, like link text, field labels, navigation labels, and anything else that anyone looking over your wireframes wouldn't otherwise understand. For images, use grey boxes in place of actual images.

I recommend using a program like Visio or Omnigraffle to make these wireframes. I also recommend considering using paper bigger than 8.5x11 for them.

Wireframes, being time- and labor-intensive, are being broken up over two weeks and two deliverables, with two worksessions in between.

Top-Level Wireframes are the pages that are all at the top (or the center) of your site map. These should be the pages that comprise the global navigation.

Print your wireframes out. We will be hanging them up on the wall for critique.

Due Dates:
Thursday, February 26: Top-Level Wireframes
Thursday, March 4: All Wireframes

THE NEXT TWO TUESDAYS ARE WORKSESSIONS! CLASS NOT MEETING