Praktikum Experience Design
Wireframes, Mockups, State-Charts

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Wireframes?
Wireframes

Wireframes are a visualization tool for presenting proposed functions, structure and content of a Web page or Web site.

Attributes & Content

- key page elements and their location, branding elements
- grouping of elements (side bars, navigation bars, content areas)
- labeling, page title, navigation links, headings to content objects
- place holders, content text and images.

- No coloration, typography, graphics
Why Wireframes

Wireframes…

… help to communicate within the design team.

… help to communicate with the costumer
Examples
Examples

pidoco®

A GUI Design Software for clickable Wireframes!

Fast and easy like Rapid paper Prototyping, but completely web-based and with many more features!

Advantages
- Advantages
- Clickable Wireframes
- Fast and easy Prototyping
- Easy Remote Usability Testing
- No Software Installation

Features
- Produce & Features
- Interface Prototyping
- Prototype Reviewer
- Remote Usability Tests
- Realtime Collaboration

More than 5,000 Wireframes & Prototypes have been created with pidoco®!

Many media-agencies, software vendors, web designers etc... use pidoco® successfully in their everyday business:

pidoco® supports your business ...

Our customers are thrilled ...

Jörn Hartwig
Senior Consultant & CEO

Max Ahrens
Productmanager
Examples
Mockups

... are wireframes „enriched with design“

Attributes & Content

• Same as wireframe, but “real” content
• coloration, typography, graphics
• No or limited functionality
Examples

Mac Pro

Choose Processor
Which processor is right for you?

- 3.5GHz 6-core with 12MB of L3 cache - $3,000.00
- 3.0GHz 8-core with 25MB of L3 cache - $1,500.00
- 2.7GHz 12-core with 30MB of L3 cache

Choose Memory
How much memory is right for you?

- 16GB (4x4GB) of 1866MHz DDR3 ECC - $1,200.00
- 32GB (4x8GB) of 1866MHz DDR3 ECC - $800.00
- 64GB (4x16GB) of 1866MHz DDR3 ECC

Price: $9,728.00
Select
State-Charts?
State-Chart

UML (Unified Modeling Language)

• Structure diagrams
  – Class diagram
  – Component diagram
  – Composite structure diagram
  – Deployment diagram
  – Object diagram
  – Package diagram
  – Profile diagram

• Behavior diagrams
  – Activity diagram
  – Communication diagram
  – Interaction overview diagram
  – Sequence diagram
  – State diagram
  – Timing diagram
  – Use case diagram
State-Chart

- Birth
  - (Age <= 18)
  - Childhood
    - (Age > 18) && (willing to work)
    - Study
      - (requirements fulfilled)
      - PhD
    - (requirements not fulfilled)
    - Career
      - (Age < 65)
      - Working life
        - (Age >= 65)
        - Pension
      - Death
        - [believe]
        - [no believe]
State-Chart

- The initial-state, that starts everything
- The final-state, he is ending everything
- The transition, can have a guard to control what the next state is

The states. The secret stars of the UML StateChart-Diagram

https://www.youtube.com/watch?v=ABA3TGQVhTg
Questions?