

Sketching & Wireframes

COSC 480: User-Centered Design
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T4: Requirements & Models

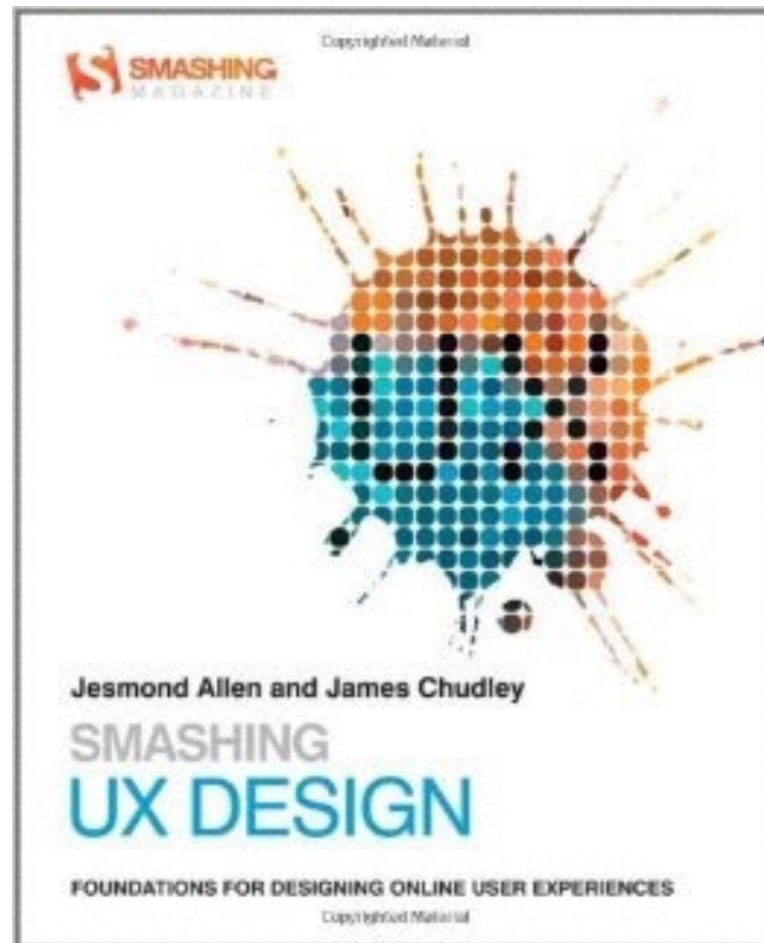
Due this **Sunday** by 11:59pm (PR4 by Monday)

1. Optional: Revise your System Concept Statement
2. Define requirements (user story format)
3. Define user profiles
4. Create journey maps
5. Create concept map
6. Write reflection & list contributions

Team Meetings

- Each group will meet with me over the next week to discuss team progress and work so far.
- Schedule your meeting at: <http://doodle.com/poll/innexrbdkrg6cg9y>
 - One doodle response per group
 - I will email you to confirm your appointment

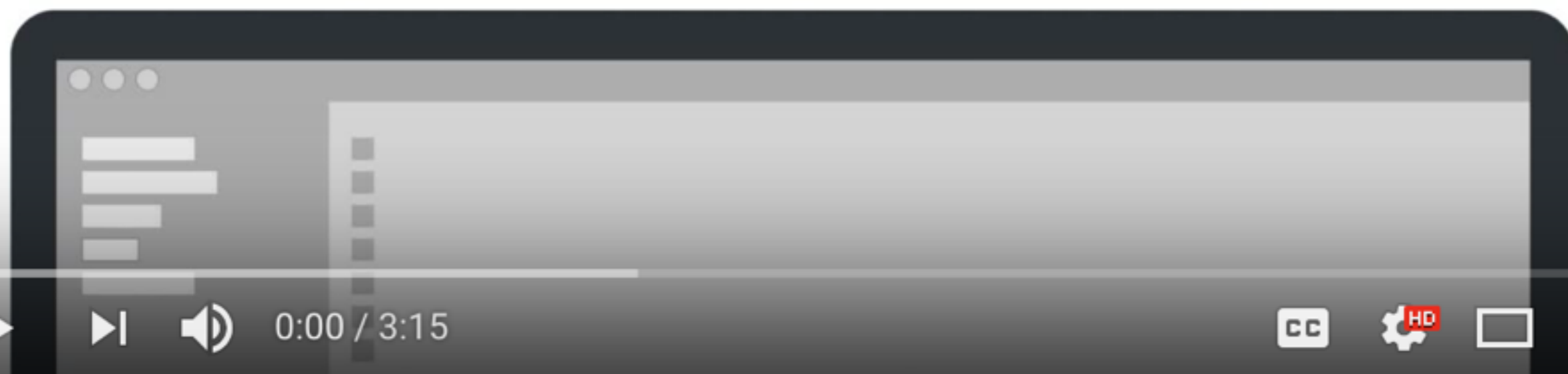
Wireframes



Chapter 17: Designing Great Wireframes

With the groups from last week's lab:

1. Choose one feature from your product idea
2. Individually: brainstorm and sketch six different versions of a single screen related to that feature
3. Compare and discuss all design ideas
4. Create one group design to continue working on
5. Draw a wireframe for that screen
6. Implement your wireframe in presentation software



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