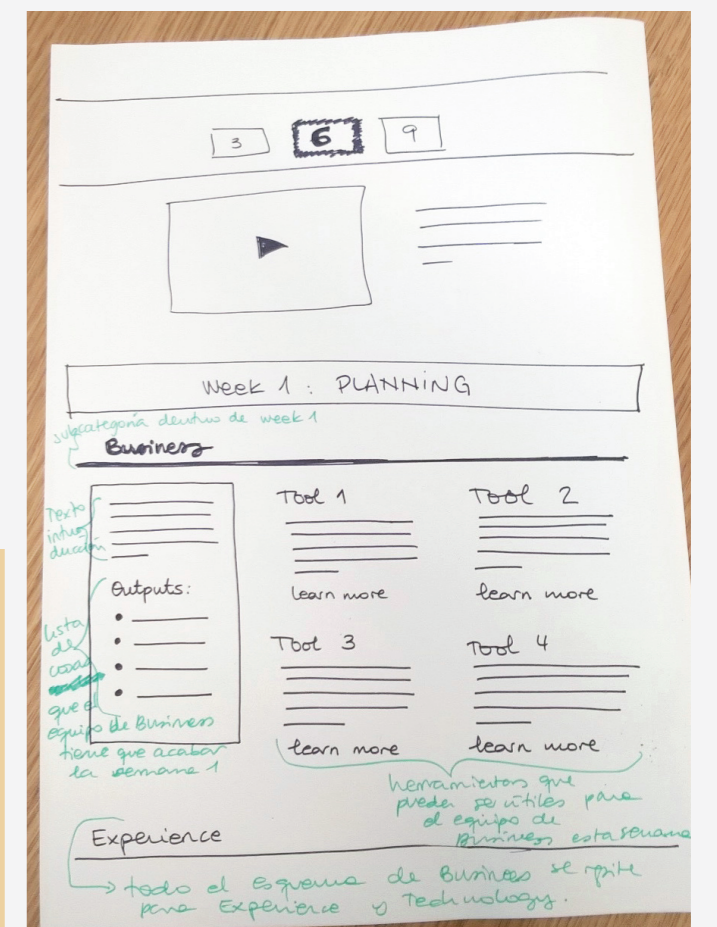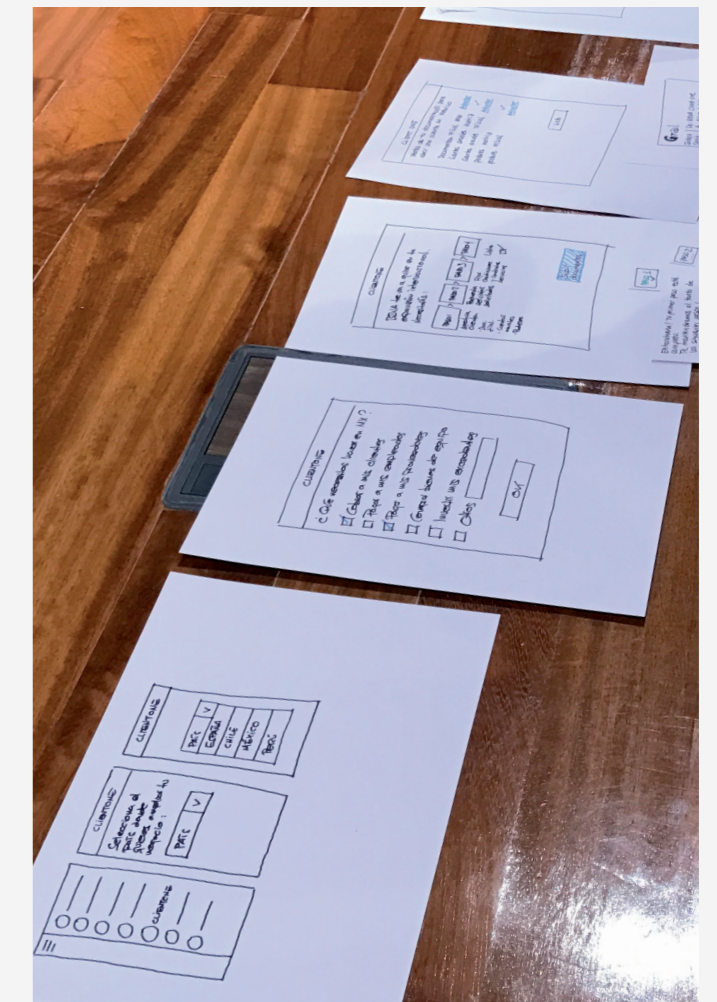# Detailed Wireframes

Example

Here are some suggestions and examples that might help you creating your Detailed Wireframes.
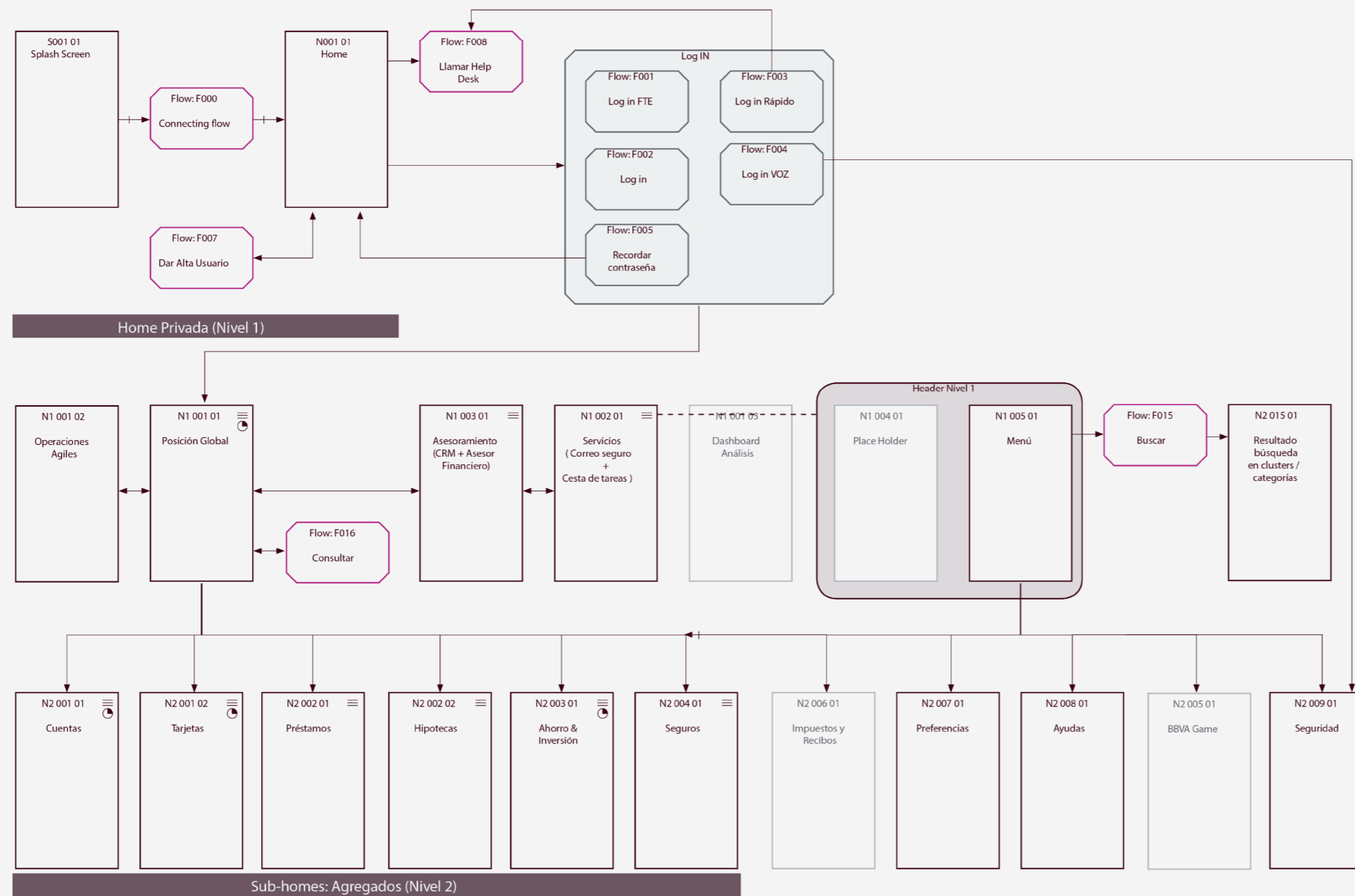
Initial detailed wireframes can be done with a pen and paper. Make sure you provide enough description and details to define the flow and interaction elements.

High-fidelity, realistic digital wireframes are usually drawn in tools such as OmniGraffle (Mac), Visio (Windows) or Adobe Illustrator.
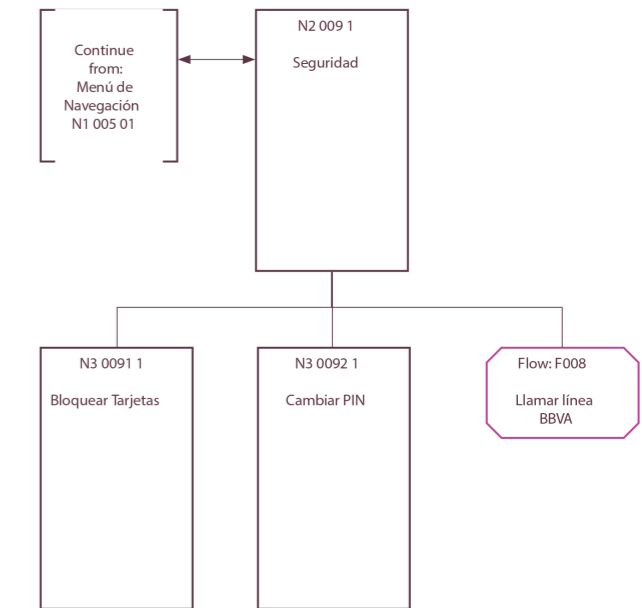
Information Architecture
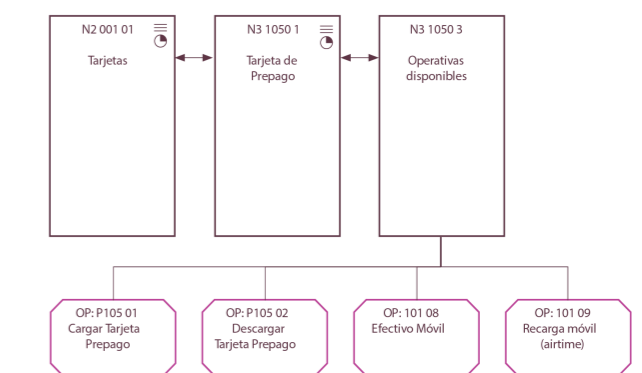
Main Information Architecture

General structure

Main Information Architecture diagram:

- S001 01 — Splash Screen
- Flow: F000 — Connecting flow
- N001 01 — Home
- Flow: F008 — Llamar Help Desk
- Flow: F007 — Dar Alta Usuario

Log IN
- Flow: F001 — Log in FTE
- Flow: F003 — Log in Rápido
- Flow: F002 — Log in
- Flow: F004 — Log in VOZ
- Flow: F005 — Recordar contraseña

Home Privada (Nivel 1)
- N1 001 02 — Operaciones Agiles
- N1 001 01 — Posición Global
- Flow: F016 — Consultar
- N1 003 01 — Asesoramiento (CRM + Asesor Financiero)
- N1 002 01 — Servicios (Correo seguro + Cesta de tareas)
- N1 001 03 — Dashboard Análisis
- N1 004 01 — Place Holder
- N1 005 01 — Menú
- Flow: F015 — Buscar
- N2 015 01 — Resultado búsqueda en clusters / categorías

Header Nivel 1

Sub-homes: Agregados (Nivel 2)
- N2 001 01 — Cuentas
- N2 001 02 — Tarjetas
- N2 002 01 — Préstamos
- N2 002 02 — Hipotecas
- N2 003 01 — Ahorro & Inversión
- N2 004 01 — Seguros
- N2 006 01 — Impuestos y Recibos
- N2 007 01 — Preferencias
- N2 008 01 — Ayudas
- N2 005 01 — BBVA Game
- N2 009 01 — Seguridad

Seguridad

Estructura de la sección

- Continue from: Menú de Navegación N1 005 01
- N2 009 1 — Seguridad
- N3 0091 1 — Bloquear Tarjetas
- N3 0092 1 — Cambiar PIN
- Flow: F008 — Llamar línea BBVA

Tarjetas

Tarjeta de Prepago

- N2 001 01 — Tarjetas
- N3 1050 1 — Tarjeta de Prepago
- N3 1050 3 — Operativas disponibles
- OP: P105 01 — Cargar Tarjeta Prepago
- OP: P105 02 — Descargar Tarjeta Prepago
- OP: 101 08 — Efectivo Móvil
- OP: 101 09 — Recarga móvil (airtime)

Principles of Information Architecture

Dan Brown, a senior information architect defines 8 principles:

1. Principle of objects: content should be be treated as an evolving thing that has its own lifecycle.
2. Principle of choices: you should offer your users meaninful choices.
3. Principle of disclosure: not overload your user by trying to give all information on a single page.
4. Principle of exemplars: using examples for describing the content makes it easier for your users to understand what they're getting.
5. Principle of front doors: every page your user land on should include some basic information to know what kind of site they're on.
6. Principle of multiple classification: there should be different ways for your users to browse the content on your site.
7. Principle of focused navigation: navigational menus should be defined by what they contain.
8. Principle of growth: content is a fluid, changing thing.

Detailed Wireframes

What it is

Detaied Wireframes is a high-fidelity evolution of the low-fidelity paper and interactive prototypes. They actually fill in the details that are missing in their predecessors. For example, a high-fidelity wireframe might include labels, some text, utilize a logo, and sometimes color. They define the weighting and visual hierarchy of the page, actual form and interaction elements.

Why use it

Ideally, wireframes can be used in sequence to show how a specific task can be accomplished in a sequence of screens, helping to define product interaction details. Ultimately, wireframes should provide a clear enough visualization of an application or site to allow developers and the engineering team to begin their work.

NOTE: Creating Detailed Wireframes is a very specialized craft and we recommend that, if possible, it be performed by an experienced designer.

How to use it

Your starting point should be a paper or an interactive PROTOTYPE, and the Information Architecture map if done already.
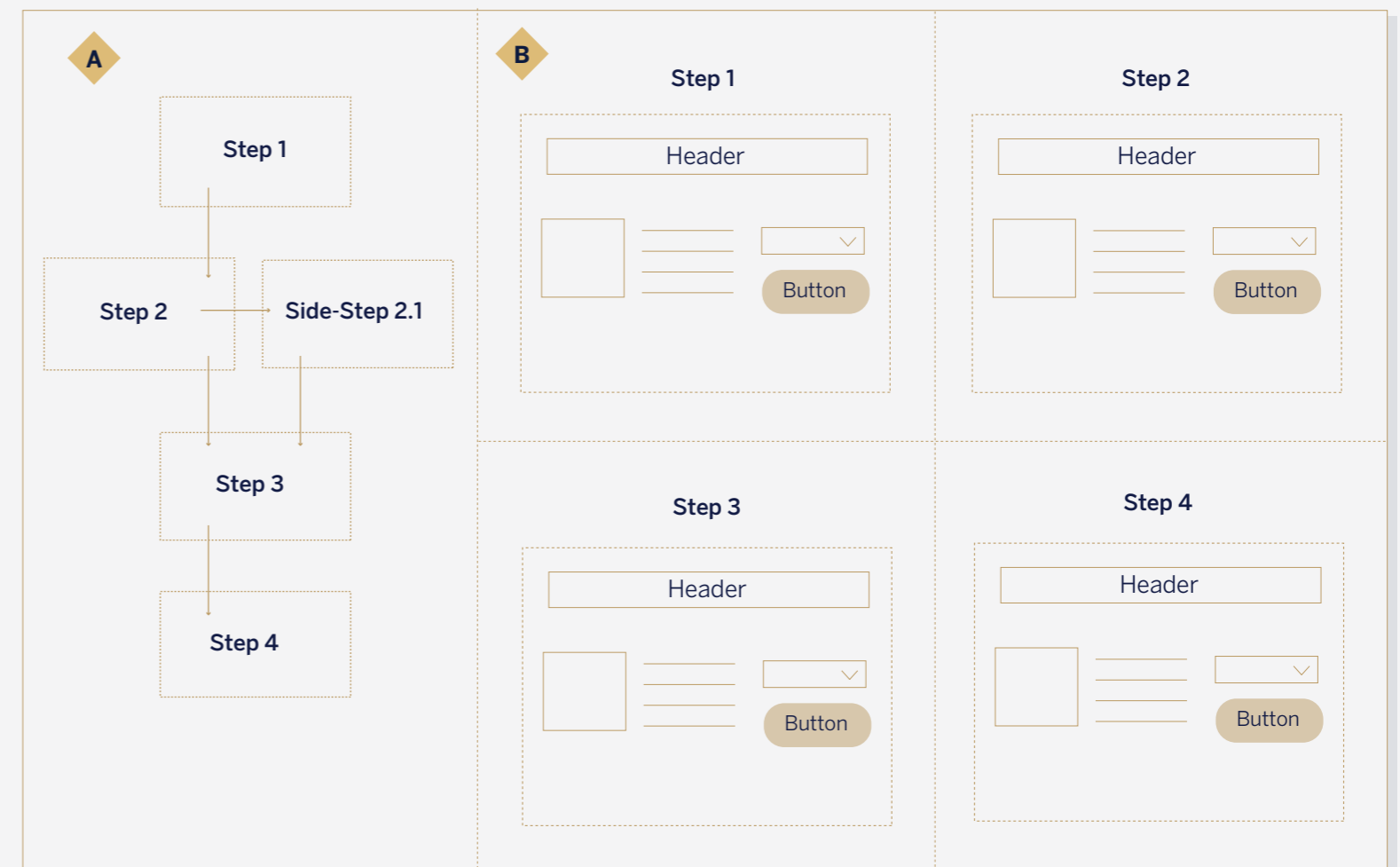
1. List your different interactive flows in order of importance (use you use Information Architecture as a base). Take into account all the possible side-steps that may take place in the flow, eg. register. **A**

2. Starting from the top of the framework and draw each page/screen separately to start filling in the details, UI elements and placeholders. **B**

Things to consider:

· Elements and Contents: consider what you want the user to do on each page/screen and decide what elements (buttons, input fields, drop down menus, etc.) and contents (photos, texts, maps, videos, etc.) is most suitable for each step.

· Navigation: consider how the user will get from one screen to the next (for each flow). Be sure they don't come against a dead-end and have to hit the Back button.

A

Step 1

Step 2 — Side-Step 2.1

Step 3

Step 4

B

Step 1
Header
Button

Step 2
Header
Button

Step 3
Header
Button

Step 4
Header
Button

Tips & Tricks

TEAM
1-2 people

TIME
From one hour to one day, depending on the complexity of the solution, the number of screens and fidelity of the earlier prototypes.

MATERIALS
A couple of sheets of paper and pens. The final version of the wireframes can be created digitally in any graphical or wireframing software.

FOR BEST RESULTS
Creating Detailed Wireframes means they need to reach certain level of fidelity to give a better taste of that the real UI elements might look like.To save time, create basic structure and placeholders first and fill them with example content once happy with the general structure. Feel free to copy and resuse common UI elements that you like such as buttons, headers, text boxes, icons...

WHAT IT HELPS YOU ACHIEVE
- Give a better taste of that the real UI elements might look like
- Make it easier to communicate functionality to developers
- Identifying how to improve the value proposition.

FOR AGILE
Wireframes are useful to present to a client and developers as a sample of UI elements, colours and general feel of the solution. Be clear when it is a prototype prone to iteration.

TOOLS AND ACTIVITIES BEFORE YOU START
- Information Architecture
- Interactive Prototype– Paper Prototype
- Journey Map
- Blueprint

TOOLS AND ACTIVITIES FOR AFTERWARDS
- Information Architecture (if not done before)
- Further prototyping
- Iteration

Information Architecture

What it is

Information architecture is the practice of deciding how to arrange the parts of something to be understandable. It is the creation of a structure for a website, application, or other project, that allows us to understand where we are as users, and where the information we want is in relation to our position.

It results in a creation of app / site maps,hierarchies, categorizations, navigation, and metadata.

Why use it

It helps to understand how the pieces fit together to create the larger picture, and how items relate to each other within the system.

IA informs the content strategy as well as informing user interface design and interaction design which will help you create the final wireframes.

NOTE: Information architecture is a very specialized craft and we recommend that, if possible, it be performed by an experienced designer.

How to use it

Information Architecture map depends on your solution complexity and there is no universal template for that. Instead, we propose a checklist and some examples in order to help you create your IA:

1. Early planning
Identify the business goals of the website.
Identify the target audience and their needs.
Determine what services, functionality or information will be provided via the website or app.
Describe how users will interact with the website/app to meet their needs.
Consider what type of website structure will be appropriate.

2. Defining the content
Identify the content required to support the services that will be provided on the website.

3. Grouping and labelling the content
Determine how content will be grouped on website.
Determine a logical content hierarchy.
Identify related information.
Create labels to represent information on the website.
Define any symbols you might be using.
Map content to the IA.
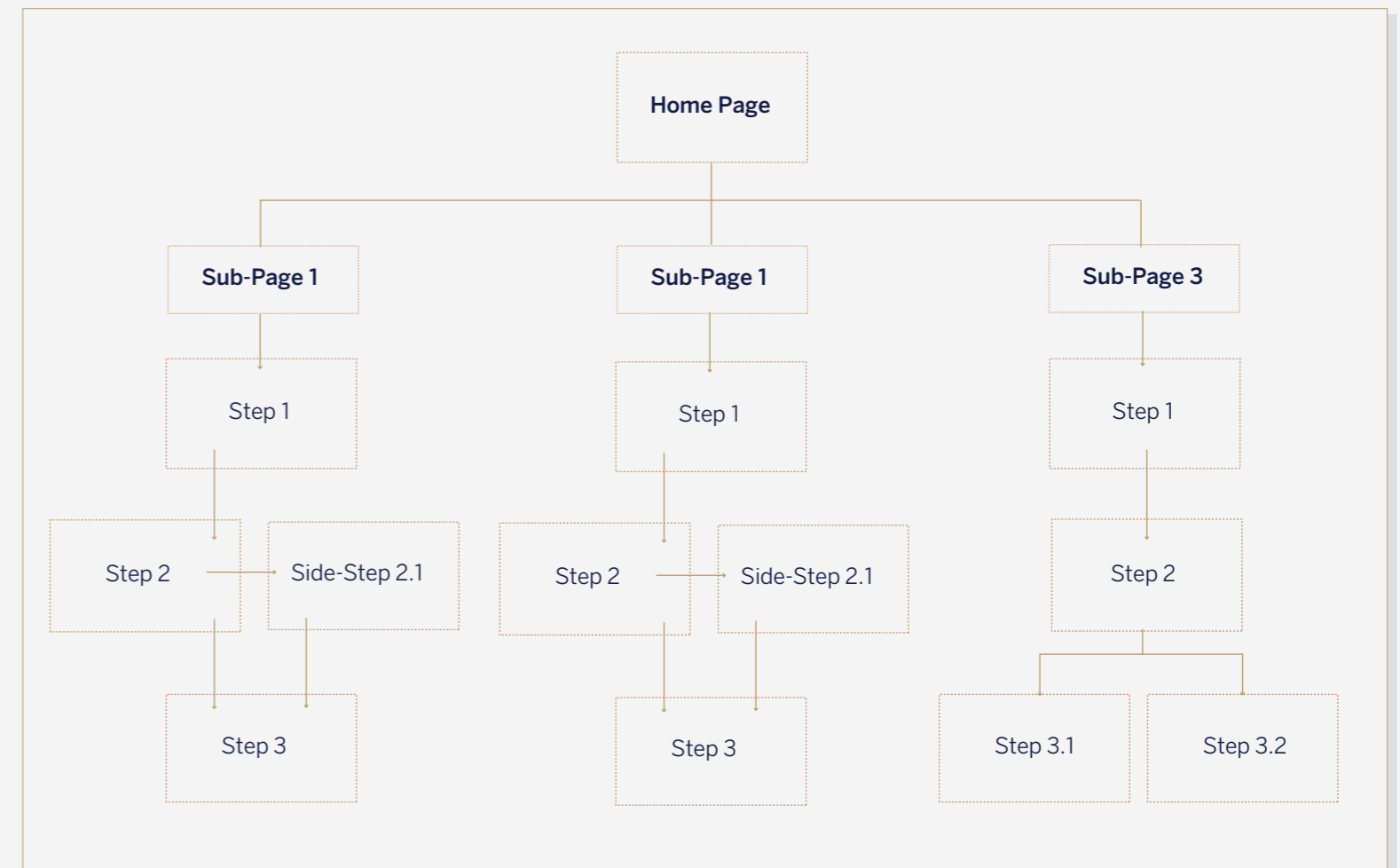
Tips & Tricks

TEAM
1-2 people

TIME
From 40 minutes to one hour, depending on the complexity of the system.

MATERIALS
A couple of large sheets of paper, colorful pens and post-its. The final version of the map can be created digitally in any graphical or text editing software.

FOR BEST RESULTS
Try to keep things simple and do not overload the page with the information.
In the initial phase use post-its to move elements around until you are happy with the system hierarchy.

Remember that you do not need to represent the whole system in one page. Instead, focus on the high level hierarchy first and go deeper into each functionality on separate sheets of paper.

WHAT IT HELPS YOU ACHIEVE

• Undestanding of the whole structure of your solution
• Unify the labelling and the language
• Detailed information about the flow of action
• Seeing whether the solution is technologically feasible.

FOR AGILE

It is a crucial tool of communication between interaction designers and developers in the team.

TOOLS AND ACTIVITIES BEFORE YOU START

• Paper Prototype
• Interactive Prototype
• User Journey
• Blueprint

TOOLS AND ACTIVITIES FOR AFTERWARDS

• Detailed Wireframe