

UX

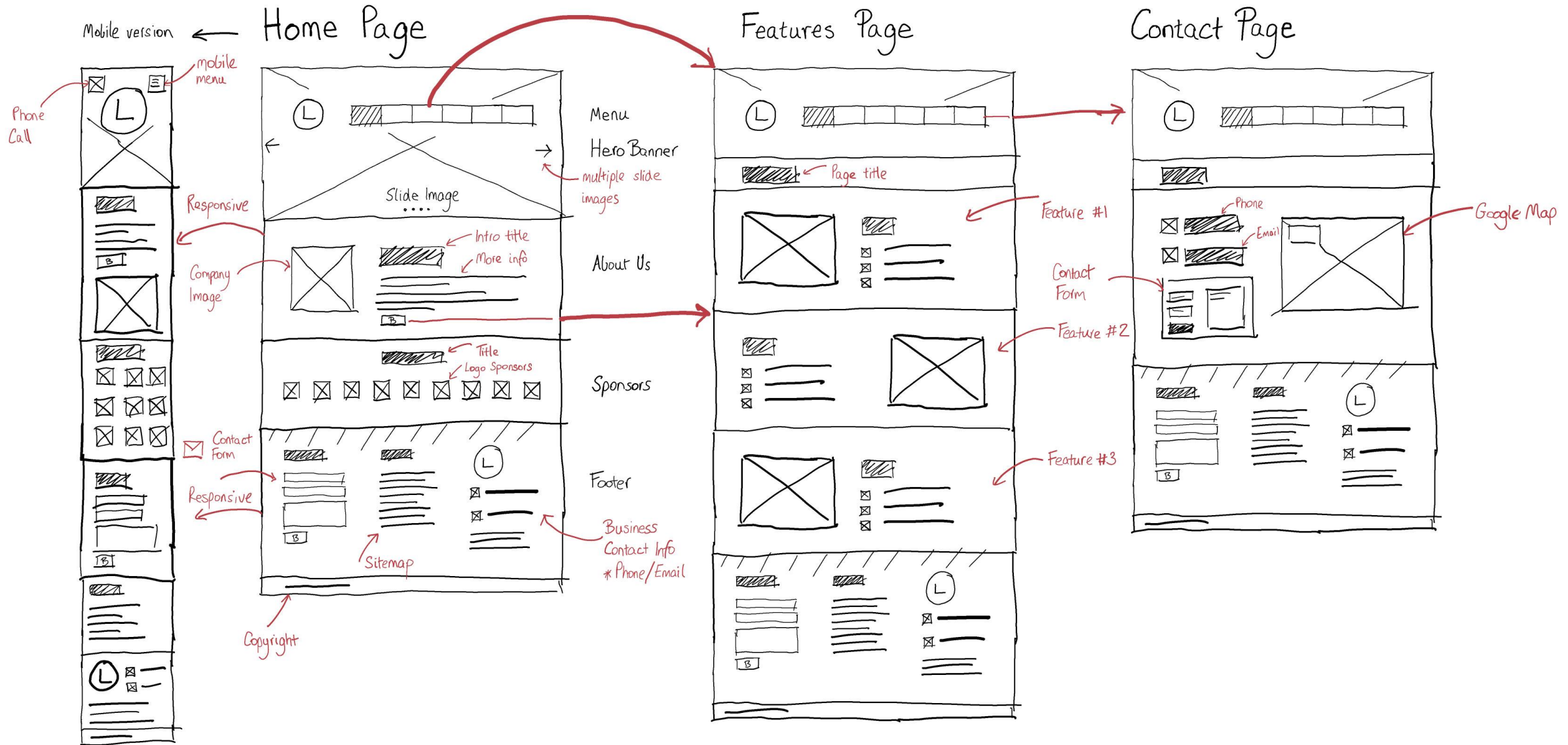
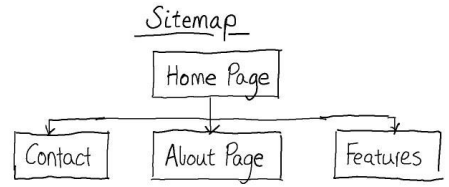
User Experience includes things like

- Information architecture
- User psychology
- Usability testing
- Content strategy
- Interaction design
- **Wireframes**

UI

Includes Front-end visual appearance elements such as:

- Color
- Typography
- Spacing
- Images
- Icons
- Shapes

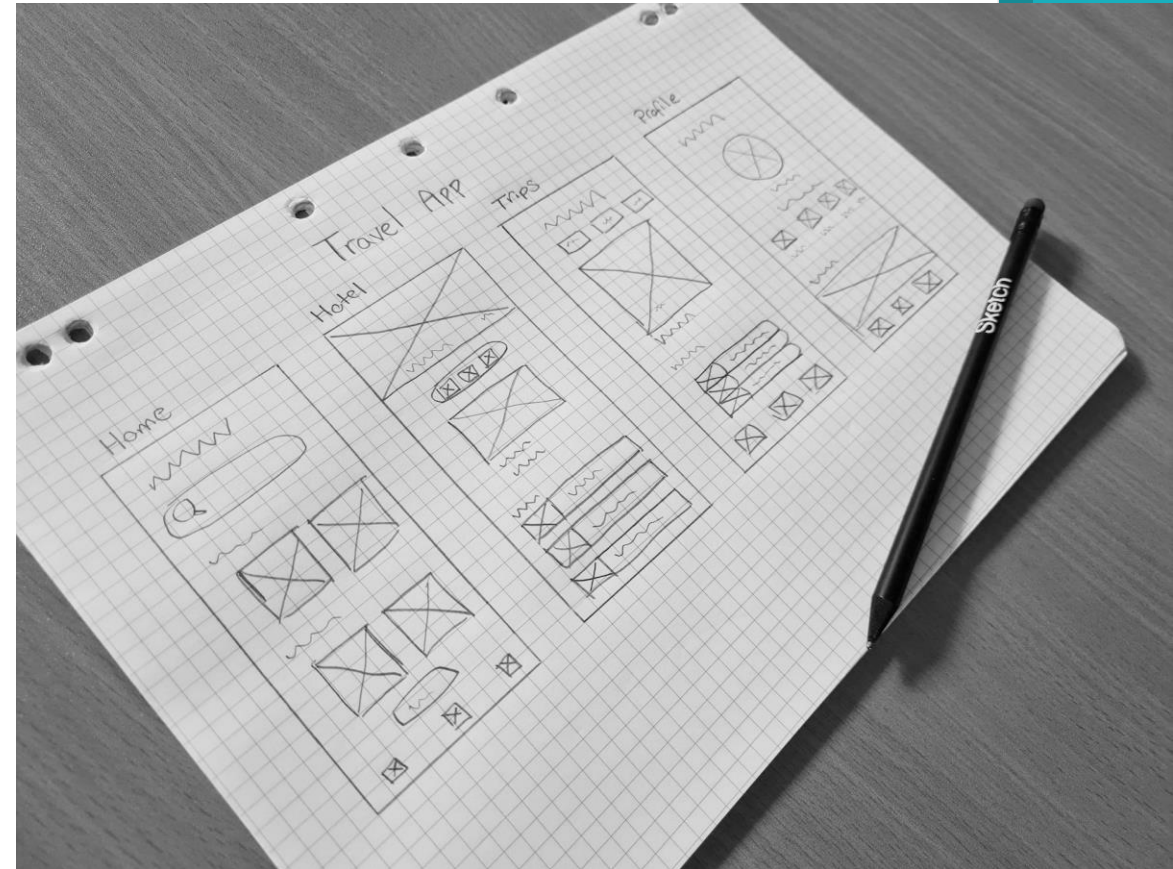


What is Wireframe?

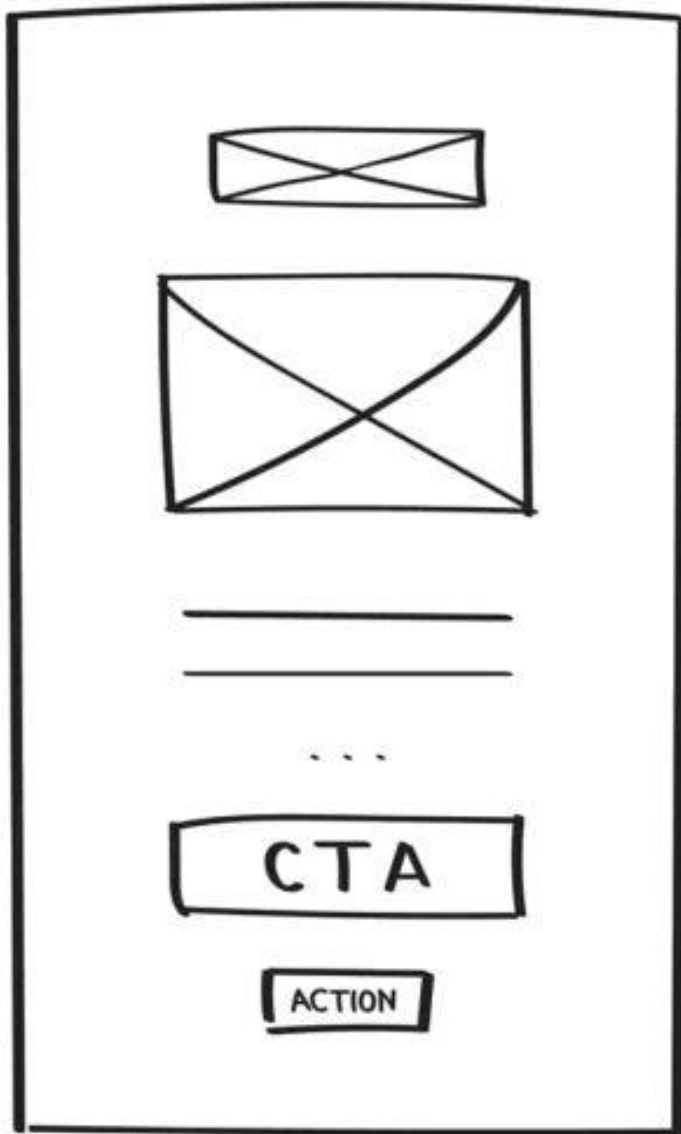
Wireframe vs. mockup vs. prototype.

Software (**Figma**, Sketch, & Adobe XD).

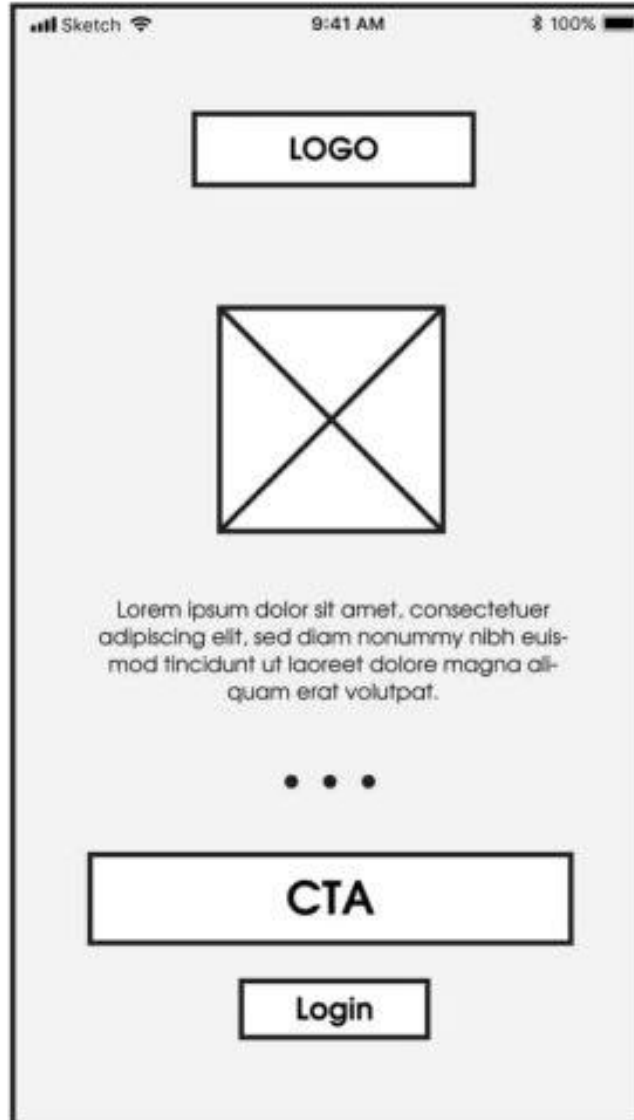
Pay attention to time (client).



Wireframe



Mockup



Prototype



What should you know Before you start?

- **One page vs Multi pages website**
- **Main pages in most websites:**
(Homepage, About, product or service, and Contact)
- **Main components for a web page:**
(Header, Footer, And content).
- **Content sections and elements.**



Homepage purpose

- To answer the first question: **Who** are they? **What** the do?
- To build Trust: **With Whom** did they work? or **What** did they do before?
- To highlight core of business: Products, or Services.
- To show updates: News, Events, offers, Blogetc.

About, Product or Service, and contact pages

If your client didn't prepare the sitemap and website pages. You can help him by suggesting the previous pages as a start point.

Components of a webpage

Header

Usually is in the **top** area of the webpage and it contains **logo, navigation menu** and some utilities such as (search, social icons, information, CTA ..)

Content

It is the **middle** area between Header and Footer and It should contains all the content of the website and usually divided to **sections** and **elements**.

Footer

Always in the **bottom** area of the webpage and usually contains **sitemap**, logo mirror and some utilities such as (search, newsletter subscription, social media icons..)

Most common sections and elements

- **Hero section:** **Below** the header and contains core business **message** and **CTA**.
- **Slider:** **Below** the header or in internal pages.
- **Carousel:** We use it to slide **blocks** of content that we sometimes call them **cards**.
- **The button:** **Fundamental** interactive element that trigger **CTA**.
- **Photo gallery:** We use to display a **collection** of photos.
- **Toggle or Accordion:** We use them to store large information in small area.
- **Bar counter or Circle counter:** We use to display **animated numbers** and statistics.
- **Form:** We use to gather information, receive messages, registration, loginetc.