Wireframing & App Design Basics

PRELIMINARY — SUBJECT TO CHANGE

A good designer can organize chaos. A great designer can eliminate chaos.

Michael Wong

COURSE DESCRIPTION

Successful applications don't leap straight from idea to reality. It requires a lot of deliberation and iteration. Instead, we'll explore the real journey: full of thought, revisions, and practical steps. Our goal? Transforming your app ideas into tangible, well-designed realities.

WHO SHOULD TAKE THIS COURSE?

If you're new to app design and eager to learn, this course is for you. No prior experience required, just bring your curiosity and willingness to experiment.

OUTCOMES

By the end of this course, you'll have the skills to take an app idea from a broad concept to a detailed, testable wireframe. You'll be well-equipped to collaborate with designers and engineers, and you'll have a solid foundation for further user testing and development.

REQUIRED MATERIALS

Please bring a laptop to class, all other materials and software are free for students.

Whoever best describes the problem, solves it.

Dan Roam

OUTLINE

Introduction to Figma
- What is Figma? Understanding its role in global design teams
- Navigating the Figma interface: A hands-on tutorial

The Art of Wireframing
- Wireframes: Your first step in design
- Experimenting with early-stage prototypes

Prototyping and Testing Assumptions
- How to test your ideas and find gaps
- Creating experiences that resonate with users

From Broad Ideas to Detailed Wireframes
- Refining your app concept: Detailing and iteration
- Collaboration with designers and engineers

GRADING

Final projects are due **the last week of class**, and will be presented during class.

30% In-Class Exercises
50% Homework
20% Final Project

Unexcused absences will result in the loss of a full letter grade. Please email arvin.dang@northwestern.edu prior to class.