MAY 26, 2022



Template-Based UI Design with Wireframes



IMPORTANT INFORMATION

- This webinar is being recorded and will be posted to our YouTube channel
- If you use the chat feature, your name will be displayed and may appear in the recording

- We will have a Q&A session at the end where you can ask questions via chat
- You can ask questions after the webinar via email learn@balsamiq.com

Agenda

- 1. What templates are
- 2. Why use templates
- 3. Template-based wireframing
- 4. Q&A

What Templates Are

Imagine you run a restaurant...















Why Use Patterns and Templates

The Rise of Design Systems

Design Systems Gallery

A comprehensive and curated list of design systems, style guides and pattern libraries that you can use for inspiration.











REI Cedar

Cedar is REI's open-source Design System for digital products and experiences. Cedar includes the resources to create user interfaces consistent with REI's experience principles, brand styles, and best practices.



RED HAT

PatternFly

PatternFly is an open source design system created to enable consistency and usability across a wide range of applications and use cases. PatternFly provides clear standards, guidance, and tools that help designers and



ELASTIC

Elastic UI

The Elastic UI framework (EUI) is a design library in use at Elastic to build internal products that need to share our aesthetics. It distributes UI React components and static assets for use in building web layouts.



WONDERFLOW

FLEXPORT

Latitude

system.

DESIGN SYSTEMS

Wanda Design System

Wanda is Wonderflow's open-source design system built for digital products and experiences. Wanda aims to provide a solid guidance for designers and developers, to reduce the risks of divergence.

Design guidelines, component documentation, and

resources for building interfaces with Flexport's design

FINASTRA

Finastra Design System

Design and build the future of finance. From prototype to product, build ready to use financial applications faster and better with our design system.



Consistency = Better UX



SUMMER ARCHIVE: MALIBU 1970 Cord Short in Smoke Green \$88

☆☆☆☆☆ WRITE A REVIEW

COLOR Smoke Green

SIZE 30 32 33 34 36 SIZE CHART

ADD TO BAG						
	FREE S	SHIPPING & FREE RETUR	INS			
PRODUCT		FABRIC		DETAILS + FIT		

These cord shorts are about as '70s as it gets: slim fit, above-the-knee, and patch pockets for holding stuff. They've got a few new twists this year— we now gave

SUMMER ARCHIVE: MALIBU 1970

Terry Out Polo in Natural Multi Stripe \$88



 ADD TO BAG

 FREE SHIPPING & FREE RETURNS

 PRODUCT
 FABRIC

 DETAILS + FIT

 This terry polo is about as soft and retro as it gets. Great for sweaty golfers or preppy surfers.



Don't Reinvent The Wheel

B Docs Examples Icons Themes Blog

Blog

modifier classes for cards.

Example

A card is a flexible and extensible content container. It includes options for headers and footers, a wide variety

of content, contextual background colors, and powerful display options. If you're familiar with Bootstrap 3,

Cards are built with as little markup and styles as possible, but still manage to deliver a ton of control and

customization. Built with flexbox, they offer easy alignment and mix well with other Bootstrap components.

Below is an example of a basic card with mixed content and a fixed width. Cards have no fixed width to start, so

they'll naturally fill the full width of its parent element. This is easily customized with our various sizing options.

cards replace our old panels, wells, and thumbnails. Similar functionality to those components is available as

O Search

They have no margin by default, so use spacing utilities as needed.

Components Accordion

About

Alerts

Badge

Breadcrumb

Buttons

Button group

Card

Carousel

Close button

Collapse

Dropdowns

List group

Modal

Navbar

Navs & tabs

Pagination

Placeholders

Popovers

Progress

Scrollspy

Tooltips

Spinners Toasts

Some quick example text to build on the card title and make up the bulk of the card's content.

Card title

Image cap

Easy Checkout Form

Programmers Love Them

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@@include['_tpl_start.inc',
    "metatitle": "@@title | Wireframing Academy",
    "description": "@@description"
}]
@@include['_tpl_header_nav.inc', { "id": "@@id", "sect": "@@sect" }]
<div id="body-header">
  @@include['nav/learn.inc', {"pagetitle": "@@title"}]
</div>
<div id="body-main">
  <div class="container">
   <div class="text--c">
      <h2>@@title</h2>
      @@description
   </div>
   @@articlethumbnails
  </div>
</div>
@@include['_tpl_end.inc']
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For Inspiration



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Template-Based Wireframing

The Template-Based Wireframing Process

1. Exploration

Components / Patterns

- 2. Refinement
- 3. Integration **Templates**



Credit: https://www.tedgoas.com/blog/product-design-process/



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Exploration



Refinement and Integration



Save Time by Importing Templates (Demo)

Recap

Lessons

- 1. Don't reinvent the wheel use components
- 2. Look for repeating layouts and patterns and consolidate them into templates
- Don't jump into solutions too soon - spend time exploring first, let the templates emerge

More Resources

- <u>Five Steps to Creating Great Wireframes</u>
- <u>How to Start a Wireframe Project</u>
- Introduction to User Interface Design Through Wireframes
- <u>Wireframing User Flow with Wireflows</u>
- <u>How to Use Wireframes with Design Systems</u>
- <u>Wireframing for Site-Builder Applications</u>
- Copying to Learn with Wireframes Webinar
- <u>The Two Phases of Wireframing: Ideation and Validation</u>

Q&A

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