

## Do. Go.

### Idea/Introduction

Wireframes should help realize the core actions during a design process and should help a team iron out bugs before they get stuck in development work.

### Learning Outcome

By the end of the activity, participants should be able to map every action “Do” and every reaction “Go” in a simple app.

### Time

20 min

### Definition

Wireframe: “A simplified view of what content will appear on each screen of the final product”.<sup>1</sup>

### Activity

#### Step 1. Introduce the topic

Wireframes are a map of what an app does. They can be even simpler than the paper prototype. When making a wireframe, tell participants not to worry about being a great artist. In a wireframe, you don't have to pick out the colors or designs. The wireframe is a tool to map out everything your app will do so that participants can imagine the flow and function of their app.

#### Step 2. Explain “Do. Go.” worksheet

To begin a wireframe activity, have participants map out all the possible screens their app will have (draw a box and title them). Then on each screen, have participants list what their user can “Do” on that screen and where the user can “Go” from that screen (draw an arrow between your screens to illustrate this).

The wireframe can serve as the first step of a design process. As participants move forward with their design and start deciding what their app should look like, the wireframe serves as a simplified version of the app so that participants can test their concept. Go back to it when you build your paper prototype.

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<sup>1</sup> Brown, Daniel M. *Communicating Design: Developing Web Site Documentation for Design and Planning*. Berkeley, CA: New Riders, 2011. Print.

**Framing for slower-paced participants**

If participants are struggling with what they can “Do” on a screen in their app, show them the “App Lab Guide.” Ask them to look at the right-hand side at the list (Create components, Edit components, and Get info about components) and choose what their app can “Do” from this list. This is a list of what App Lab can do. Choosing from this list will help them simplify what the interaction will be on their app screens.

**Framing for faster-paced participants**

“Do. Go.” can be made more complex by adding the mechanisms that make the actions possible in App Lab. After they write a list of what the app will do, they can annotate the actions with the skeleton code that could make those actions possible.