Wireframing, Prototyping and Interaction Detailing

Course: UX Design Studio – IV
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Wireframes and Interaction Structure

Introduction

The purpose of this stage is to translate the previously developed navigation architecture into structured mid-fidelity wireframes. This stage focuses on layout hierarchy, interaction clarity, task continuity, and logical grouping of interface elements. Visual styling is intentionally minimized in order to prioritise functional decision making.

Screen Inventory

Screen Name	Purpose
Home / Event Discovery	Browse featured and trending events
Search Results	Display filtered event listings
Event Details	Show event description, venue and timings
Seat Selection	Allow users to choose available seats
Seat Unavailable State	Inform user about seat conflict
Add to Cart	Store selected tickets
Order Summary	Display ticket details and pricing
Coupon Apply State	Validate discount logic
Payment Method Selection	Choose payment option
Payment Processing	System loading state
Payment Failure	Retry or change method
Booking Confirmation	Confirm successful booking
Ticket Wallet	Access booked tickets
QR Code View	Enable venue entry

Screen Name	Purpose
Booking History	View past bookings
Cancellation Flow	Initiate refund request
Refund Status	Display refund progress
Login Screen	User authentication
Signup Screen	New user registration
Profile Overview	Manage account details
Edit Profile	Update personal information
Notification State	Booking alerts and reminders
Empty Booking State	No booking available
Loading State	System data fetch
Error State	Generic failure recovery screen

Interaction Logic

Each wireframe includes clearly marked interaction points such as navigation buttons, form inputs, filtering actions, and task progression indicators. Sequential flows are designed to minimise cognitive load and guide users from discovery to confirmation without unnecessary interruptions.

Flow Sequences

Flow 1 – Ticket Booking

Event Discovery → Event Details → Seat Selection → Order Summary → Payment → Confirmation

Flow 2 – Booking Cancellation

Booking History → Booking Details → Cancel Request → Refund Status

Flow 3 – Authentication Requirement

Seat Selection → Login Prompt → Authentication → Resume Booking

Reflection

During wireframing, additional system states such as loading feedback, seat conflict resolution, and retry mechanisms were identified. These screens were incorporated to improve reliability and ensure

continuity of user journeys.

Prototyping and Interaction Design

Prototype Scope

The interactive prototype demonstrates the core experience of discovering an event, selecting seats, completing payment, and accessing tickets. Secondary flows include booking cancellation and profile management. System feedback such as validation errors, loading indicators, and success confirmations are also represented.

Component Library Overview

A consistent interaction system was prepared including reusable navigation bars, card layouts, form fields, button states, and feedback components such as modals and notification banners. This ensures visual and behavioural consistency across screens.

Interaction Blueprint

User actions trigger predictable system responses. Examples include:

- Tap Event Card → Navigate to Event Details
- Select Seat → Lock Seat and Update Cart
- Submit Payment → Validate Input and Process Transaction
- Booking Failure → Display Recovery Options

Conditional navigation paths such as authentication checks and retry flows are embedded to support real-world usage scenarios.

Usability Check Summary

A basic peer review indicated that users hesitated during seat selection due to limited feedback on availability. Improvements were planned by introducing clearer visual indicators and confirmation messages. Payment failure messaging was also refined to provide actionable recovery steps.

Final Reflection

The prototyping stage highlighted the importance of micro-interactions in guiding user confidence. Structured feedback mechanisms improved task clarity and reduced uncertainty during critical transactions.

Interaction Detailing and Flow Completion

Navigation Summary

The prototype includes one complete primary flow (ticket booking) and multiple secondary flows such as profile updates, ticket access, and cancellation management. These flows are interconnected through contextual navigation and system-driven transitions.

Interaction Notes

- Button press states confirm action initiation
- Loading indicators communicate system processing
- Error messages provide retry or alternate options
- Success confirmations reinforce task completion

Interaction Map

The interaction structure supports multiple entry points including direct event discovery, notification prompts, and returning user access through booking history. Transition logic ensures no dead-end navigation paths.

Prototype Screenshots Explanation

Annotated screens demonstrate how users move from event selection to booking confirmation. Alternate decision paths such as payment failure or session expiry are included to represent realistic behaviour patterns.

Reflection

The final prototype iteration improved alignment, spacing consistency, and transition clarity. If extended further, usability testing with a larger user group and high-fidelity visual refinement would enhance overall experience quality.

Prototype Link

Full Interactive Prototype (Mid-Fidelity Screens):

https://www.figma.com/make/HGSS2J6J8911lh7leZCFf8/Untitled?t=5gihM9cCaTZeiuAR-1

https://www.figma.com/make/HGSS2J6J8911lh7leZCFf8/Untitled?fullscreen=1&t=1v9liNx5RgXc6TFO-1&preview-route=%23%2F

https://www.figma.com/design/HWRBPSK3LcaBcj34VgEAu2/Untitled?node-id=0-1&t=0Qxx0av36ZvOObMn-1