

TECH TASTER APP DESIGN



FROM WIREFRAME TO WOW

Empower your students to design their very own **mobile app**. This Tech Taster takes students from sketching initial ideas using wireframes to building a functional prototype.

A flexible and creative learning experience, students explore app to **design frames** and **create interactions** to bring their digital solutions to life.

By the end of the session, students have a working prototype and understand the importance of key User Interface (UI) and User Experience (UX) design principles, preparing them for future careers.

Industry Links

- UX Design
- Learning Design
- Web Design
- Content Creation
- Entrepreneurship
- Mobile app development

Student Outcomes

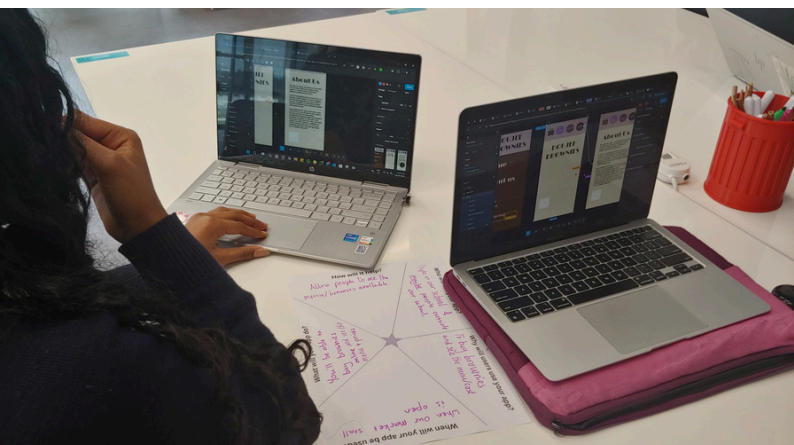
Engage Session

- **Identify** app development careers and industry pathways.
- **Understand** how wireframes shape app design.
- **Create** a basic wireframe layout for an app.

Create Session

- **Develop** an app prototype.
- **Create** a functional app prototype and view it on a mobile device.
- **Design** and **present** an interactive, multi-page app focused on user experience.

What do students and teachers say about BNTS programs?



"When I tested my app, I realised design isn't just about looks, it's about how people feel when they use it."

Student, Ivanhoe Girls Grammar School

"I used to just download apps, but today I thought about what makes them work. I could actually see my ideas take shape."

Pre-service teacher, RMIT



"I noticed students looking at their prototypes through a user's eyes, asking, 'What do people see first, and what might they want to do next?' That shift to thinking like a designer was powerful."

Teacher, Viewbank College



Looking for an option to *deepen the impact* for your students?

This program can run across **two days**, allowing for extended projects, collaboration, and reflection. **Contact our team** to design a **two-day visit** tailored to your learners.

