THE DESIGN PROCESS

INTERFACE DESIGN

USER PERSPECTIVE
Client needs, User needs, Usability, Features, Site Organization, Visual Designs

Research
Client Documentation (research, project brief, user profiles, feature specs, site maps, wireframes)

Conceptual Designs
Visual Mockups (round 1 designs, round 2 designs, round 3 designs, final designs)

Visual Designs
HTML & CSS (converting from photoshop to html, testing multiple layouts, css positioning, etc)

Production

QA & Launch

SYSTEM PERSPECTIVE
System needs, Scripting & Programming Languages, Content Management, Site Maintenance, Site Validation
THE DESIGN PROCESS

INTERFACE DESIGN

A MORE REALISTIC TIME ALLOCATION:

ART 155 & ART 229
Information Architecture & Interface Design 1

Research
Conceptual Designs

Visual Designs

Production
QA & Launch

Client Documentation
(research, project brief, user profiles, feature specs, site maps, wireframes)

Visual Mockups
(round 1 designs, round 2 designs, round 3 designs, final designs)

HTML & CSS
(converting from photoshop to html, testing multiple layouts, css positioning, etc)

ART 128
Interface Programming 1
THE DESIGN PROCESS
INTERFACE DESIGN

A MORE REALISTIC TIME ALLOCATION:

ART 155 & ART 229
Information Architecture & Interface Design 1

Research
Conceptual Designs
Visual Designs

Client Documentation
(research, project brief, user profiles, feature specs, site maps, wireframes)

Visual Mockups
(round 1 designs, round 2 designs, round 3 designs, final designs)

Production

ART 128
Interface Programming 1

QA & Launch

HTML & CSS
(converting from photoshop to html, testing multiple layouts, css positioning, etc)
IN-CLASS INTRODUCTIONS
WHO YOU ARE, YOUR GOALS, ETC…

NAME

GOAL FOR THIS SEMESTER
  » What do you want to get out of this course?

IDEAL JOB THAT YOU EVENTUALLY WANT
  » What role/position do you want in that job?

HAVE YOU EVER CODED/BUILT A WEB SITE BEFORE?

HAVE YOU EVER USED DREAMWEAVER BEFORE?
  » How comfortable do you feel with using it?
GAME PLAN

SEMESTER OUTLOOK

HOW MY CLASSES WORK

» Video lessons
» 1 on 1 meetings

CRITIQUES

» Critiquing both the presenter and the critic
» Class participation grade
WHAT ARE “WEB STANDARDS”?  
WHAT IS HTML? XHTML? HTML5?  
WHAT IS CSS?  
WHAT’S THE DIFFERENCE BETWEEN USING CSS FOR LAYOUT VS. TABLES?  
SO WHAT IS ALL OF THE HTML5 HYPE ALL ABOUT ANYWAY?
LESSON
TIPS, TRICKS, & TECHNIQUES

SET UP A FOLDER STRUCTURE

INTRO TO THE DREAMWEAVER INTERFACE
» Setting up the interface
» Adding browsers for testing
» Setting up a root directory for your class exercises

SETTING UP A BASIC HTML DOCUMENT/INTRO TO HTML
» What dreamweaver spits out
» Changing the doctype
» Adding some basic code
» HTML5-specific code
John_Doe

school_files

classes

uh_website
EXERCISE
IN-CLASS

WE WILL SET UP OUR CLASS WEB PAGE(S)

WE WILL GO OVER SOME BASIC HTML

TIME PERMITTING:

In-Class Exercise:

Create a simple HTML page with markup alone.
QUESTIONS?
NO QUESTION IS A DUMB QUESTION

IF YOU EVER HAVE ANY QUESTIONS REGARDING THE PROJECT, PLEASE USE LAULIMA

» Post any questions, concerns, etc. on the Discussion board in Laulima.