

**Week 9:**

**WEEKLY READING: Chapters 20 pages and topics as listed below**

**Site Development Process: concept, research, flowchart, wire-frame & production workflow.**

Steps in site development, conceptual to maintenance, pp405-413

Using a flow chart to make a shell site.

<http://www.smashingmagazine.com/2009/06/29/45-incredibly-useful-web-design-checklists-and-questionnaires/>

**User Experience Design [Information Architecture]**

<http://webstyleguide.com/wsg3/4-interface-design/3-interface-design.html> Interface Design & Web Style Guidea

<http://webstyleguide.com/wsg3/4-interface-design/2-navigation.html>

**Wireframing and Site Maps [flow charts]**

<http://www.smashingmagazine.com/2009/09/01/35-excellent-wireframing-resources/>

<http://webdesignledger.com/inspiration/18-great-examples-of-sketched-ui-wireframes-and-mockups>

<http://www.gracesmith.co.uk/get-wireframing-the-all-in-one-guide/>

<http://www.slideshare.net/hellogroup/what-when-and-why-of-wireframes-james-kelway-2009-08-17>

<http://www.smashingmagazine.com/2010/03/17/starting-out-organized-website-content-planning-the-right-way/>

Elements of User Experience [pdf] <http://www.jjg.net/ia/elements.pdf>

For sitemap, reread pp 98-104 for site linking

**Prototyping:**

<http://www.smashingmagazine.com/2010/06/16/design-better-faster-with-rapid-prototyping/>

Using layers and prototyping between HTML/CSS/Photoshop.

Argument for coding directly, rather than using a PS prototype:

<http://37signals.com/svn/posts/1061-why-we-skip-photoshop>

[http://forabeautifulweb.com/blog/about/walls\\_come\\_tumbling\\_down\\_presentation\\_slides\\_and\\_transcript/](http://forabeautifulweb.com/blog/about/walls_come_tumbling_down_presentation_slides_and_transcript/)

[http://www.digital-web.com/articles/just\\_build\\_it\\_html\\_prototyping\\_and\\_agile\\_development/](http://www.digital-web.com/articles/just_build_it_html_prototyping_and_agile_development/)

<http://24ways.org/2009/make-your-mockup-in-markup>

**Grids: review of grids and their use in CSS and (X)HTML.**

<http://960.gs/> Grid design tool for web; also see the CSS Generator

<http://gridulator.com/> Grid design tool

<http://www.smashingmagazine.com/2007/04/14/designing-with-grid-based-approach/> Grid-based design

<http://fluid.newgoldleaf.com/> A fluid grid system

<http://grid.mindplay.dk/> Grid Calculator

**WORKFLOW and GOOD PRACTICES**

<http://www.smashingmagazine.com/2007/05/10/70-expert-ideas-for-better-css-coding/> Workflow and good practices

<http://reinholdweber.com/?p=1> 50+ CSS Best Practices and Coding Guidelines

**ASSIGNMENT for Week 10:**

Site development proceeding from research/concept development, flowchart, wire frame, and prototypes to production.

**Design an art site exploring an aspect of contemporary culture (3 page minimum).**

Design graphics, logos and interface; incorporate video, animation and/or sound; and design navigation and interaction.

**For next week:**

- come up with a concept for your site, research it, and draw a flow chart and wireframe to describe the structure.
- create an image for the 'look and feel'
- make a sample page in CSS/HTML using the Color Box Method to show the interaction of a typical page.

Think about using metaphor, and/or incorporating a design look that is more free-form and less corporate.

Later on, we will include either an audio and/or video file, so start planning what you will use and where you will get text and images.

**39540 FINAL EXAM:**  
**Wednesday, May 25th**  
**1pm-3:15pm**