Interactive Design — AR589

What is interactive design?

Class Overview

Goals for this class

- Develop an understanding of the interactive design process.

- Adapt your design skills to the screen.

- Use code as your design tool.

- Put your work on the web.

- Become a better designer.

Assignments

Assignment 1 — Art-Directed Article

You will find a newspaper or magazine article and create a digital experience.

Assignment 2 — Portfolio Website

You will create a portfolio that displays your project work, classes, and information about yourself.
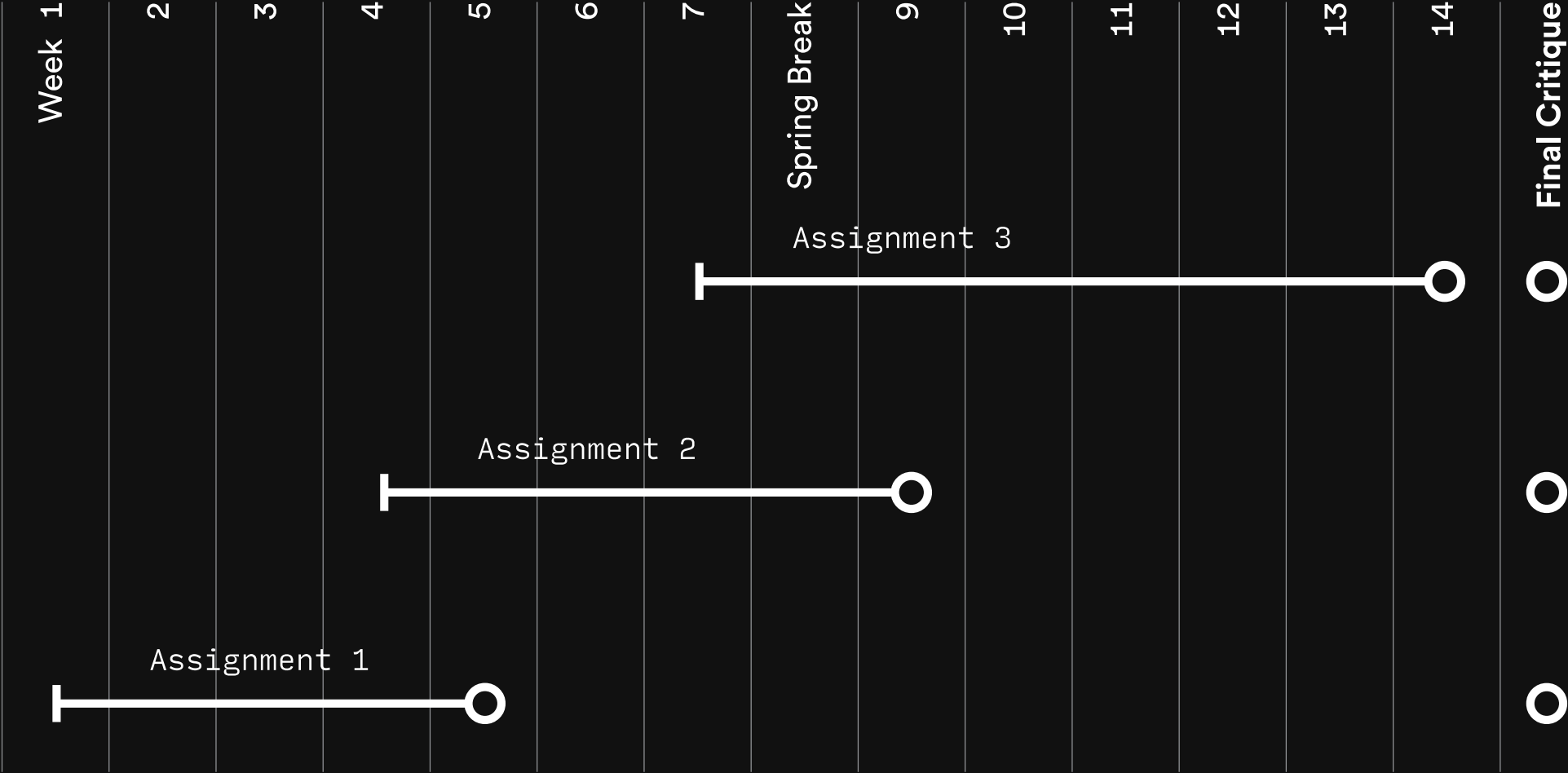
Assignment 3 — Exhibition Website

You will find an exhibition at a museum and create a multi-page website for it.

Requirements

- You'll be using HTML, CSS, and JavaScript to achieve your designs.

- Your designs must be responsive.

Schedule

| 2 | 3 | 4 | 5 | 6 | 7 | Spring Break | 9 | 10 | 11 | 12 | 13 | 14 | Final Critique

Assignment 3

Assignment 2

Assignment 1

The Design Process

- Understand the content

- Block out content in the browser

- Sketch your ideas

- Style and layout

- Iterate and refine

- Launch

Assignment 1 — Art-directed Article

Design Brief

Find a newspaper or magazine article and create a digital experience using HTML and CSS.

Goals

- Create an engaging experience.

- Enhance the viewer's understanding of the content.

- Push your boundaries.

- Have fun!

Examples

- 41 Days

- Driving Uber

- Where's the Beef?

- Daft Punk

- Snow Fall: The Avalanche at Tunnel Creek

- The Boat

Housekeeping

- Course Website

- Course GitHub Account

- Class Slack

Let's get set up

What do we need?

- Text Editor

- Web Browser

Next Week

- Find some good examples for Assignment 1

- Find an article to work with

- Start learning HTML

- Sign up for a GitHub account