Interactive Design — Week 2

Today's Agenda

Review inspiration

Making design decisions

Work-along project workflow demo

Studio time

Join the Class Slack

- Add your full name

- Add a photo

https://bu-interactive-design.slack.com

Review Inspiration

Making Design Decisions

Set Your Parameters

- Who is your audience?

- How do you want them to feel?

- What's the point?

Identify Design Opportunities

- Print it out.

- What can you pull out?
  - Photos
  - Videos
  - Statistics / Data
  - Quotes
- Make notes / highlights.

Consider the Context

Devices

- Phone

- Tablet

- Desktop

Viewer's Environment

- Train
- Couch
- Desk

How does your design adapt?

Work-Along Demonstration

Next Week

Read *Git for Humans*

Learn about the box model

Learn about Flexbox

Work on Assignment 1