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From: Hack Design
Sent: Mon, 19 May 2014 17:11:27 +0000
To: saqibrazzaq@gmail.com
Subject: Lesson 49 - Vim as a Design Tool(Aspose.Email Evaluation)

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LESSON 49

Vim as a Design Tool

Curated by Adam Morse, Product Designer, Salesforce

For many designers, editing and writing text comprises a large chunk of our work. Whethe ideas, editing code, or comprising an email, text-editing makes up a non-trivial part of our mind we'll explore how and why we could use Vim, a command-based text editor, to impr workflow.

Learning vim - common workflows

Videos

Task: This series of screencasts reviews some common workflows for front-end development. Learn how to q manage windows, record macros, and more. All in the context of designing with html and css in the browser.

Learning vim - common commands

Article

Task: This is a comprehensive list of common vim commands used for front end development.

Read through the list of commands and practice using five that look like they might be of common use recognize patterns in the commands and think about different ways you might construct your own com

common editing tasks.

Learning vim - vimtutor

Tutorial

Task: Vimtutor is an interactive tutorial on how to get started with vim. You can launch it by opening your term vimtutor then enter. It will walk you through step by step instructions to get going with vim.

Complete all of the steps in vimtutor. This should take less than 30 minutes.

How to learn vim

Article

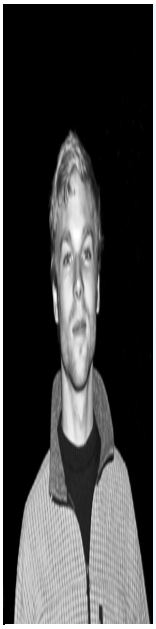
Task: Vim can be frustrating to learn at first. This article covers some helpful hints and tricks on, what to read, adopt, and how to think like a veteran vim user.

Why learn vim?

Article

Task: This article introduces some basic concepts of command-based editing and how it might help you desig over time.

Think about the text editing tasks you dread / spend the most amount of time on. How could you auton



Adam Morse

I'm a product designer at Salesforce focused on responsive design, readability, fast scalable systems. I mostly just try to leave the web a little better than I found it. Mak or make fun of my code on github.

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From: Hack Design
Sent: Mon, 12 May 2014 17:12:41 +0000
To: saqibrazzaq@gmail.com
Subject: Lesson 48 - Why Design?(Aspose.Email Evaluation)

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LESSON 48

Why Design?

Curated by Alex Baldwin, Designer, thoughtbot

“Questions are places in your mind where answers fit. If you haven’t asked the question, the answer has nowhere to go. It hits your mind and bounces right off. You have to ask the question – you have to want to know – in order to open up the space for the answer to fit.” – Clayton Christensen

When learning, you must question before you can receive an answer. This lesson, we explore problem solving, finding your own voice, and growing as a designer. Each task has a perspective to consider, but ultimately you must find your own perspective.

How might you resist?

Article

Task: Read “Resistance” from artist and creative director Paul Soulellis as he discusses scenes from his counter-practice (1 hour). Paul’s journey serves as a fantastic reflection on design culture and how he chose to opt-out in favor of something truly different. Ask yourself, are you truly satisfied with the status quo?

What’s your responsibility?

Video

Task: Watch Mike Monteiro, Director of Mule Design, show How Designers Destroyed the World (48 minutes). Consider the broad impact of your work and think about the dangers of thoughtlessness.

What's your purpose?

Video

Task: Watch Chase Adams from Y Combinator's first non-profit, Watsi, tell their origin story (26 minutes). Chase overcame huge obstacles in the traditionally stale non-profit world by forging a unique path. Consider how redefining success might allow you to achieve it. How do you find something to work on where it's impossible to fail?

What do you stand for?

Video

Task: Watch Maciej Cegłowski, founder of Pinboard, share his inspiration for independence in Thoreau 2.0 (20 minutes). Maciej's has knack for making you take a step back and reconsider The Why, while making you laugh. Take a moment to question your own principles and reconsider how independent you can really be.

What Is Design?

Video

Task: Watch Frank Chimero, author of The Shape of Design, reflect on how to think about design, what it means to delight audiences, and realize nourishment in our lives (42 minutes). Frank goes through the philosophy, history, and anthropology of design to arrive at a clear working definition (hint: It's a vessel). Write your own working definition down. How has it changed over time?

Alex Baldwin

I'm a designer at thoughtbot in San Francisco. Previously with 500 Startups, Techstars, and Console.fm. I write and tweet.

Not related to Alec Baldwin.

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