# Web Design

1. **Learning Objectives** (fundamental concepts)

   Understand and be able to put into practice the theory of:

   ✓ Information Architecture (IA)

   ✓ User experience (UX)

   ✓ UI Design Principles

   ✓ Colours

# IA is important because ...

**0**

makes easy
finding and
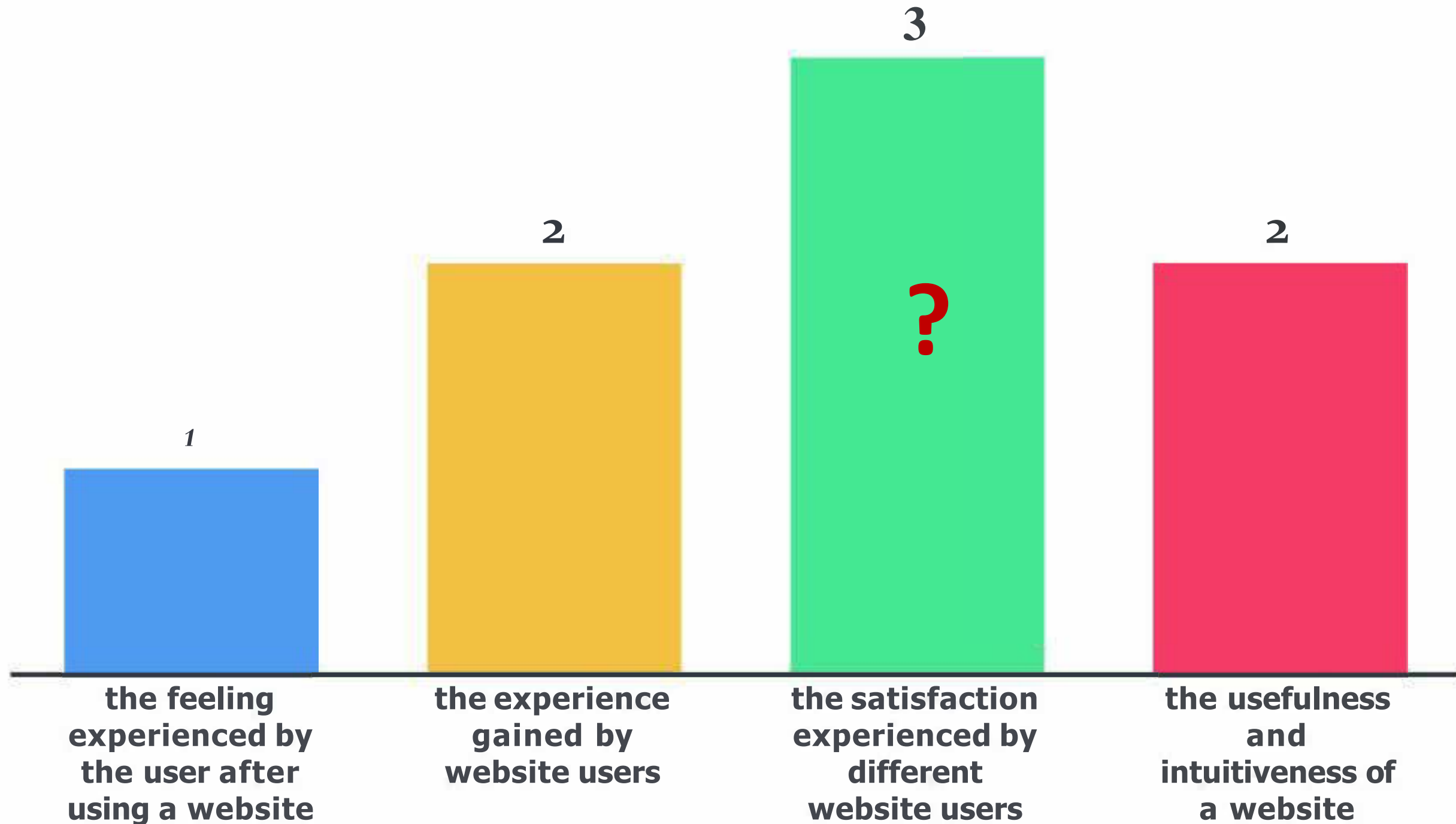using
information

**0**

organises
websites'
content

**0**

implements UX
principles

**0**

enables to
design
information
architectures

# UX is chiefly concerned with



1 — the feeling experienced by the user after using a website

2 — the experience gained by website users

3 — ? — the satisfaction experienced by different website users

2 — the usefulness and intuitiveness of a website

# You implement the UI design principle of Reuse by:

**0**

**0**

**0**

0

Considering that
humans can have
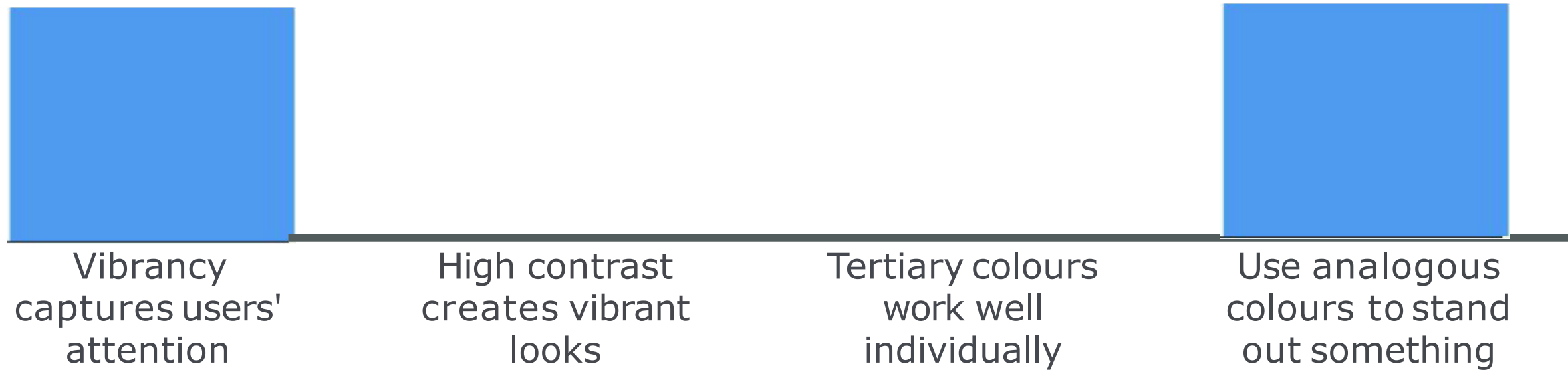different levels of
memory

Providing the
ability to undo
actions

Ignoring obvious
errors made by
the user

Using consistent
elements
throughout your
site

## **2. Learning Objectives** (front-end development)

Be able to design websites using

✓ HTMLS

✓ CSS3

✓ JavaScript

# Which of the following is not a semantic element?
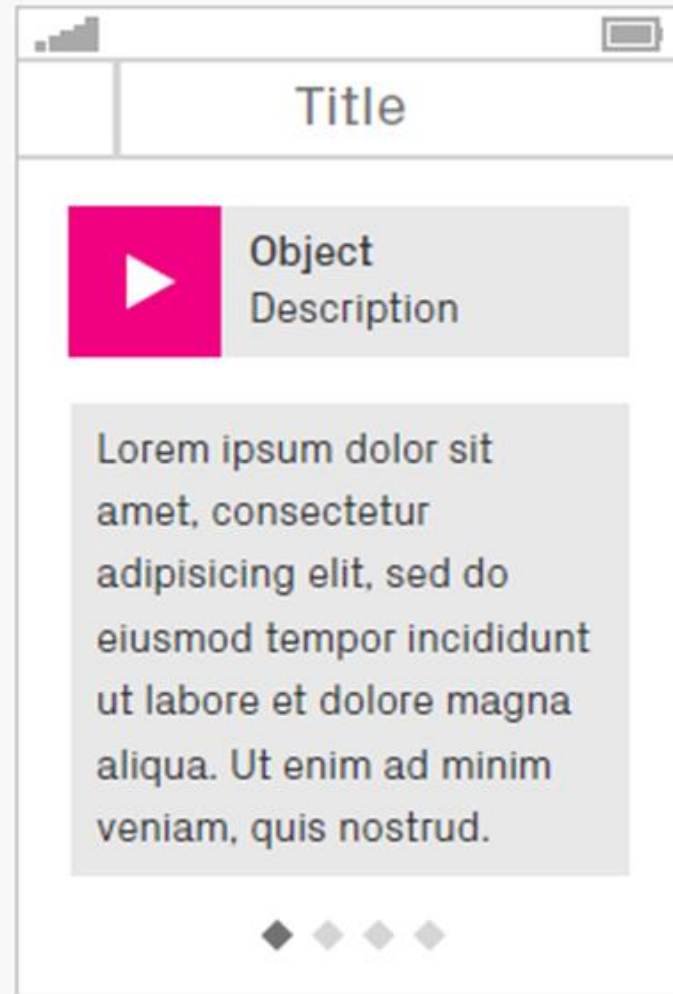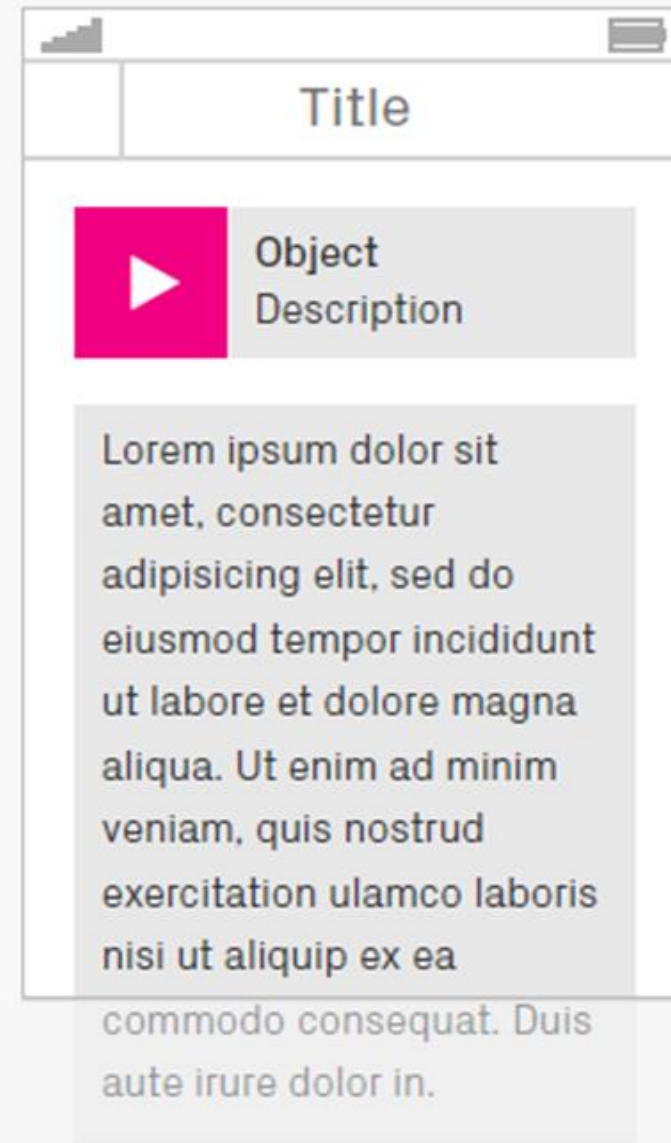
| 0 | 0 | 0 | |
|---|---|---|---|
| <footer> | <article> | <table> | <span> |

# Explain: li:nth-child{3) > a  { color: red; }

**What could be the result of this JavaScript code:**

**for ( var i=1; I <3; i++) 2+ 1 + "4"**

| | | | |
|---|---|---|---|
| 34 | 44 | 54 | 74 |

**Write the correct JavaScript to replace "like" with "Unlike" in:**
**<span class="c1">Like</span>**

## 3. Learning Objectives (mobile-first design)

Be able to design for Multiple Screen Sizes

✓ RWD:

- Front-end-only design

- One design for multiple screen sizes

✓ AWD:

- Front-end and back-end design

- Multiple designs for multiple screen sizes

# Which of the following techniques is not used in RWD

| Fluid images | Viewport tag | Meta queries | Fluid grids |
| --- | --- | --- | --- |

## 4. Learning Objectives (critical reflection)

Be able to

✓ critically analyse the design of websites

✓ understand the importance of reusability
(using external CSS styles and JavaScript files)

UX

I set the alarm clock of my smart watch at 7:00 AM and went to sleep. I was fast asleep when it started vibrating on my wrist. *Chrrr, chrrr, chrrrr, chrrrr* - it kept going long enough to wake me up. It was 4:30 AM. The screen said: *Battery is almost depleted, turning off.* My smart watch was good enough to warn me before 7:00 AM and helped me not to wake up late. This is an example of a good User Experience.

- False

- True

# The Naughty – Nice Game

Colour

Select colour ▼

Pink

**Orange**

Green

Blue

Colour

Enter colour

✔ Nice

✘ Naughty

| Title | Title |
| --- | --- |
| ▶ Object Description | ▶ Object Description |
| Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud. | Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ulamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in. |

✖ Naughty     ✔ Nice

## Delete Files

| | |
|---|---|
| ☐ | File 1 |
| ☑ | File 2 |
| ☑ | File 3 |

To delete the items tick the box below and press Delete

☐  I want to delete them

**Delete**

## Delete Files

File 1

Deleting these files will permanently remove them. Are you sure you want to do that?

Yes    No

File 5

Delete

✔ Nice

**Something went wrong!**
But don't worry, press
Return to go back to the
previous screen.

Return

**Error code 04 type 11**
An error has occurred in
the bus_1234 Library.
This problem has caused
a crash in the dynamic
states of the system.
Please contact your sys
admin on the IT floor.

OK

✔ Nice

✖ Naughty