Intro to Web Design and Computer Principles

CSCI-UA 4 005

3:30 PM - 4:45 PM

Professor Sarah Dahnke

Design is a process that involves you.

Design Thought Process

- Empathize: Learn about and understand your audience.
- 2. **Define:** Narrow the problem you're addressing to a simple statement.
- 3. **Ideate:** Brainstorm solutions to your problem statement.
- 4. **Prototype:** Create a first draft of your design that you can use to demonstrate your solution to a potential audience.
- 5. **Test:** Show your prototype to your sample audience, gauge reactions, and adapt as necessary.



Design forms

- Photography
- Illustration
- Line and Shape
- Texture
- Color
- Typography
- Composition

Color

- Hue
- Value
- Intensity

Typography

- Font selection
- Type size
- Alignment
- Letter spacing
- Line spacing
- Grammar

Composition

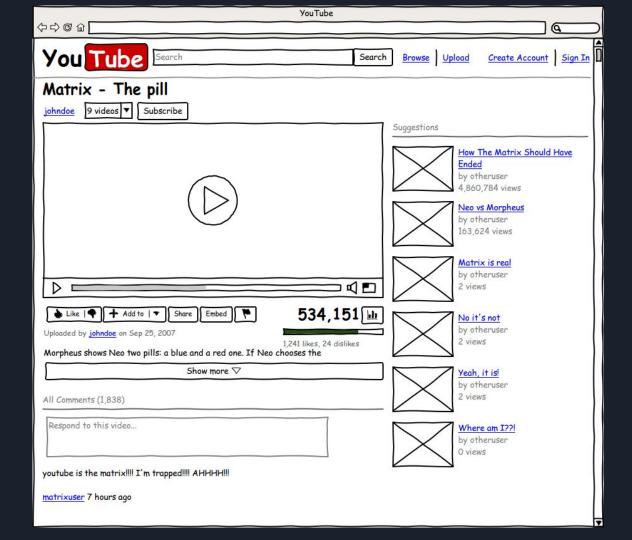
- Rhythm
- Proportion
- Structure
- Variation
- Balance
- Boundary
- Space

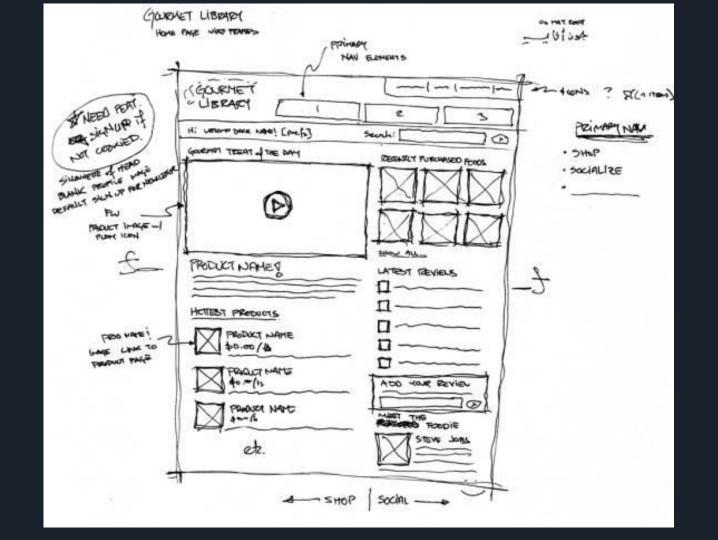
Context is important!

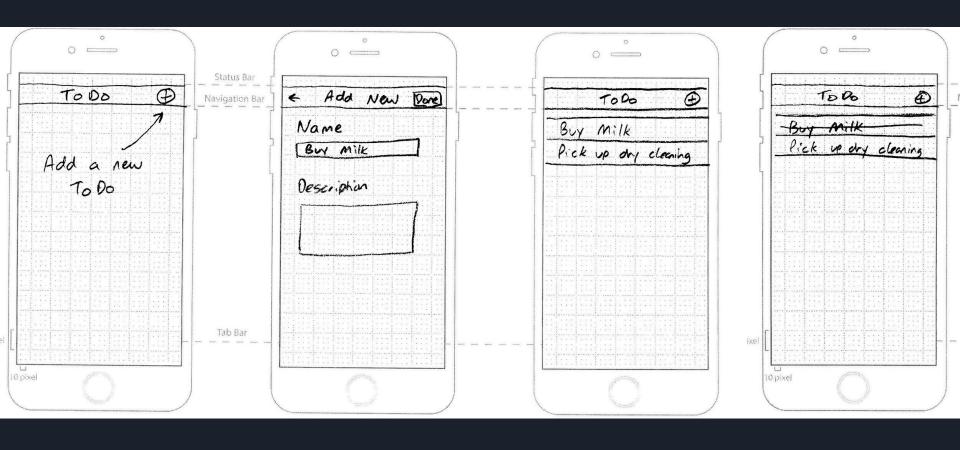
- Age
- Ethnicity
- Geography
- Interest
- Education
- Market
- Social Group

Wireframing

- Website wireframing allows you to plan the layout of your website
- It is the process of making design decisions before they are implemented
- Wireframing can range from a simple skeletal framework to a detailed mockup of each page
- Spending time planning your site makes coding easier

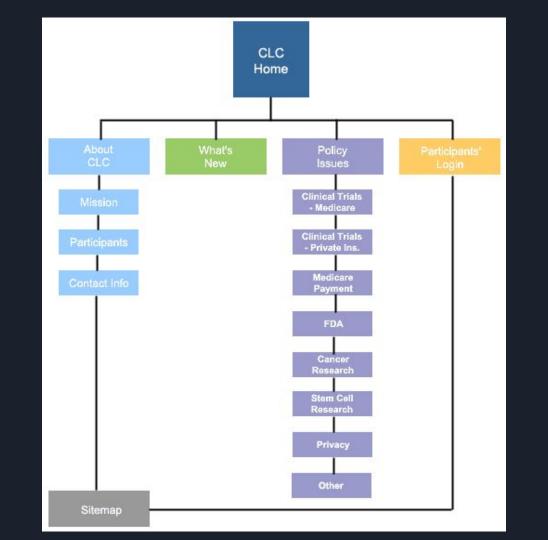






Approach to Wireframing and Prototyping

- Think
- Design
- Implement
- Revise



Homework

Image editing and CSS Layout assignment on NYU Classes (Assignment #4)