



RWD

Class 15

Overview

In Class Work + Instructor Reviews
Part 1 (45 min)

Testing (50 min)

What Would You Tell Your Past Self?
(10 min)

Evaluations (10 min)

Preparing for Next Week (10
minutes)

In Class Work + Instructor
Reviews Part 2 (45 min)



In Class Work + Instructor Reviews 1



Reminders:

Usability Testing Plan + In Class Testing (Turn In During Class): Today

Final HTML/CSS Prototypes/Templates: May 9

Review Session/Pattern Library/Critiques In Class: May 9

Self/Group Evaluation: May 11

Make sure you submit your assignments to your project hub and Blackboard Learn so that I can grade them!



In-Class Usability Testing



4 Testing Stations

Usability 1 (Lab)

Run through testing scenarios with other group and make notes (may use eye tracking)

Usability 2

(Conference Room)

Run through testing scenarios with another group and make notes.

Technical Testing (Glyphix Table)

Run through testing on 5 different browsers and devices and make notes.

Accessibility (Class Area)

Run through accessibility checklist and make fixes to site and make notes about what you fixed.



Round 1 (10 min)

Usability (Lab)

Group 1

Group 2

Group 3

Technical Testing (Glyphix Table)

Group 4

Group 5

Usability (Conference Room)

Group 6

Group 7

Accessibility (Class Area)

Group 8

Group 9



Round 2 (10 min)

Usability (Lab)

Group 8

Group 9

Technical Testing (Glyphix Table)

Group 1

Group 2

Group 3

Usability (Conference Room)

Group 4

Group 5

Accessibility (Class Area)

Group 6

Group 7



Round 3 (10 min)

Usability (Lab)

Group 6

Group 7

Technical Testing (Glyphix Table)

Group 8

Group 9

Usability (Conference Room)

Group 1

Group 2

Group 3

Accessibility (Class Area)

Group 4

Group 5



Round 4 (10 min)

Usability (Lab)

Group 4

Group 5

Technical Testing (Glyphix Table)

Group 6

Group 7

Usability (Conference Room)

Group 8

Group 9

Accessibility (Class Area)

Group 1

Group 2

Group 3



Thoughts for the Future



1

We Need Good,
Structured
Content (Early)



2

Be Realistic With Your Timeline



3

Mobile-First (You're Not In Control)



4

Test Your Designs



5

More Prototypes



6

**Don't Forget
Performance &
Accessibility**



7

Feedback Early and Often



8

Document/Write About Your Process



9

Use Good Coding Practices



10

Learn to Collaborate



How Much Does RWD Cost?

<http://bradfrost.com/blog/web/how-much-does-a-responsive-web-design-cost/>



RESEARCH	\$12
INFORMATION ARCHITECTURE	\$12
VISUAL INTERFACE DESIGN	\$15
HTML, CSS, JAVASCRIPT	\$14
MAKING IT RESPONSIVE	\$200,000
	\$200,053



It depends.

Think of real estate.



It costs more.

(but brings more
value over time)



Budget Considerations

Discovery & Client/Team Education

Build in time for Process Change (Prototyping)

What To Do With Existing Content?

More Testing/QA Time + Device Purchases

Creating/Enforcing a Pattern Library

Replacing Existing Backend System (CMS)



Rollout Strategy

Retrofit

Beta Release

Mobile-only responsive

Section by Section

ALL AT ONCE



What Would You Tell Your Past Self?

<http://codepen.io/challahan/pen/bWWmvX>



Evaluations

Undergrad CRN: 20718

Grad CRN: 20719



Process for Next Week



During each presentation, each class member will use their own devices to submit an evaluation of the final project.

www.rwdkent.com/class/eval



No more than 15 minutes

Bring Up Project Hub

Brief History of Project (Goals, Etc.)

Show Templates and Implementation

Show Main Components in Pattern Library

Next Steps

Feedback and Questions from Class/Client



You'll be graded on:

Required Components

How Well You Matched Goals

Presentation of Project

Discussion/Q&A

Participating in Review of Other Projects



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Group Work + Instructor Review Part 2

