1.Programming Design Systems Introduction

" Furthermore, digital products often have temporal logic where a linear narrative is replaced by a set of complex states and transitions. All in all, digital products all share a common trait: They are created with programming languages."

Designing for digital products is like crafting a choose-your-own-adventure story rather than a straightforward novel. In digital design, we're not stuck with a single path; we have complex states and transitions, like different story branches. And all this digital magic is conjured up using programming languages, where creativity meets code. It's like being both the storyteller and the magician behind the scenes, making the digital world come alive.

"Many graphic design schools have resorted to teaching a waterfall philosophy where students are positioned to think of themselves as creatives who come up with ideas for others to build."

"waterfall philosophy." It's a bit like a production line where students are assigned the role of idea creators, while others do the hands-on work. While this approach has its advantages, it can sometimes stifle a designer's ability to fully engage with their creations from start to finish. Design is changing, and today's designers often need to be both the dreamer and the builder to thrive in this ever-evolving field. It's like being the director and the actor in your own creative movie.

"What happens when we try to redefine the graphic design curriculum using a programming language as the tool for the designer? "

I find this prospect exciting because it empowers designers to gain a better understanding of how their designs will be brought to life. Additionally, in today's job market, many designer roles demand coding skills, making it challenging for students to secure these positions when traditional education often neglects to provide such training.

2. What do Prototypes Prototype?

“By focusing on the purpose of the prototype—that is, on what it prototypes—we can make better decisions about the kinds of prototypes to build. With a clear purpose for

each prototype, we can better use prototypes to think and communicate about design. “

The purpose of a prototype is important, specifically what it aims to represent or test; What happens when I don’t have a clear initial purpose? What if I have multiple purposes? Should I have different prototypes for each purpose? OR should I determine the most important purpose.

"This set of three prototypes from the same project shows how a design problem can be simultaneously approached from multiple points of view. Design questions of role, look and feel, and implementation were explored concurrently by the team with the three separate prototypes. The purpose of the model is to make it easier to develop and subsequently communicate about this kind of prototyping strategy."

When working on a complex project, it is often smarter to focus on specific parts of the design one at a time, like the role, look and feel, and how it works. Instead of trying to build one big prototype right away. By doing that, we can save time and avoid making big changes later. It’s easier to work on one piece at a time before putting them all together.

" Integrated prototypes help designers to balance and resolve constraints arising in different design dimensions; to verify that the design is complete and coherent; and to find synergy in the design of the integration itself. "

Integrated prototypes are really helpful for designers because they help manage and solve problems that come up in different parts of a design. Different design dimensions could be accessibility, usability, functionality, user experience… (synergy: when different things work together, they create a result that’s better than what each could achieve alone, like teamwork making the final outcome more impressive