EXSM 3933: Design For Developers - Layout <u>Assignment</u>

Deadline: Sunday Nov 21, 2021 at 11:59 PM

Introduction

This assignment is meant to be an exercise and is repetitive in nature. To complete this assignment you will have to use a pen and paper to hand-draw 10 wireframe/prototype sketches using the shorthand discussed in Module 2: Layout. Each drawing should be small - approximately 3 inches to 6 inches big. At least 3 of your sketches should be 'research' sketches showing the layout of an existing website like Google, Facebook, Twitter or some other common site. At least 3 of your sketches should be an original site idea. At least 2 of your sketches should demonstrate iterative improvements - that means one sketch should be a version 2 of another sketch with an improvement or an added feature shown.

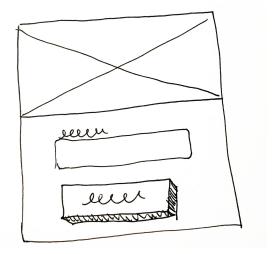
Submissions should be in the form of images uploaded to eClass. All images should be high enough in resolution that all shorthand should be easily readable.

Criteria

Requirement Description	Maximum Point(s)
Shorthand:	
☐ Loopy loops used for headlines	1
☐ Links are underlined and/or coloured/highlighted	1
☐ Squiggly lines are used for blocks of text	1
☐ Boxes with an 'x' through them are used to show images	1

☐ A web control like a radio button group, checkboxes, text inputs, etc. are shown in the wireframe WITH labels	1
Volume of work:	
☐ 10 sketches are present	1
☐ At least 3 sketches are of an existing website and are labelled with the url for the source site (so we can compare the site and your sketch).	1
☐ At least 3 sketches are your own original layouts	1
At least one sketch is an iteration of a previous sketch showing an improvement or added feature.	1
Conventions, heuristics, and other ideas discussed in class:	
☐ Your sketches should demonstrate a common web convention. (If you want, you can circle the part of your sketch and label it as a convention).	1
Sketches should not include words, logos, images, or a colour palette.	1
Sketches showing mobile screen sizes should use appropriate conventions for mobile devices.	1
At least one sketch demonstrates some use of CRAP principles.	1
☐ At least one sketch demonstrates a clear visual hierarchy	1
 At least one sketch demonstrates an appropriate use of a grid 	1
Grand total:	<u>15</u>

Example sketches from slide deck



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