**How and why Behance, Dribble and Codepen are different from one another**

Behance and Dribble provide great convenience for designers to share and showcase most of their work. While Codepen is great for testing out bugs by designers and finding new inspiration from other people’s codes.

Behance is a leading portfolio platform for the display and exploitation of creative works. The themes focused on are mainly on web design, interactive design, user interface/user experience, photography and also industrial design which give designers massive design inspiration.

Dribble is a platform where designers are encouraged to upload their own works, whereby designers share what they are doing at any time .The entire site is full of basketball elements ,all are basketball terms. You can see its logo is a basketball image. Users are called Player, works are called Shot, the administrators are called Coach, and the user level is divided into Rookies to All-Stars.

Behance focuses on systematic display, for the series of works. It is an open platform, anyone can register and visitors can like the works uploaded.

On the other hand Dribble, one needs to be invited to join it’s where one has to pay attention to feedback and communication . This encourages members to propose amendments to each other, and deduce their work from some people’s ideas. Behance is released like a blog, a work can be made multiple plans, no size, number of restrictions, you can also add formatting text, paste code, add video, set the background and so on. The Dribbble can only publish one image at one time with limited size (300x400 or 600x800).

Behance shows more visual content, Dribbble focuses more on the performance of visual snippet and Codepen focuses on code-snippets created using HTML/CSS and JavaScript .

Behance focuses on displaying works while dribble focuses more on social interactions.Behance is more corporate, often browsed by recruiters and hiring managers while dribble is used and browsed exclusively by designers. Designers use behance for presenting projects that are detailed,polished and require context, they on the other hand use Dribbble for presenting project snapshots, logos and design elements.

These sites are different because all of them play different roles for the users, still users do different things, there are those who code, those who illustrate, those who like to watch and gain inspiration.

Behance , dribbble and codepen are different because behance mainly focuses on displaying of works, Dribble focuses on social interactions and Codepen focuses more on showcasing user-created HTML, CSS and JavaScript code snippet.

**How Designers and Developers work-**<http://ri8designers.com/how-do-web-designers-and-developers-work/>

2.<https://uxdesign.cc/how-designers-work-with-developers-7552be5e40e9>

**3.** <https://www.interaction-design.org/literature/topics/ui-design>

Firstly, both designers and developers require both skills to complete a project hence they require to work together.

Designers use graphic design software such as Adobe Illustrator and Photoshop to create what websites would look like the na web developer uses the coding languages such as HTML/CSS and JavaScript to code and make everything on the web work

Mostly designers and developers work together, to bring about great interaction and interface of the product to users.

Designers and developers have different processes but because of their interdependence, they both are usually referred to as similar, although there is a major difference between them, designer deals with the overall look and feel of a product while a developer is responsible for building a fully-functional website.

Designers provide an overall visual perception of users, thay use their own aesthetic knowledge with variety of tools as I had mentioned above to design beautiful products they create prototype designs for developers to use, they assist developers in page design and other work.

Developers get the design that has been laid out by a web designer and then use the front-end technology to encode the pages. They usually care about clean code mostly.

Designers work by being more artistic while developers work by being analytical.

**how I would like it to work if I were to work in User Interface Design, which is part of Graphic Design**

I would like it to work well for me, with disappointments and no disappointments, I will take it positive. I would also not like to create designs that users will not find easy and pleasurable to use

I would like to design the layout of the website and still collaborate with the developers so I can have understanding of their work too.