

## CM1040 Web Development Week 3 Lecture Note

Notebook: Web Development

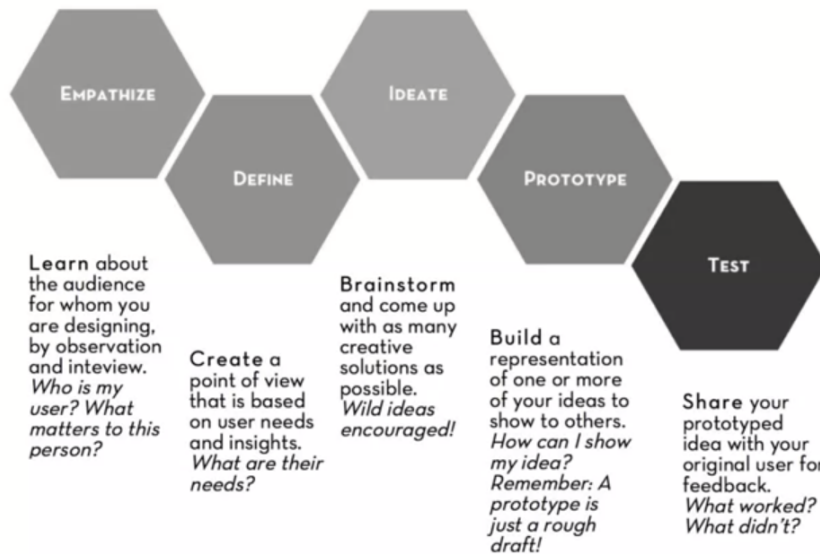
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Cornell Notes	Topic:  Designing Websites	Course: BSc Computer Science
		Class: Web Development CM1040[Lecture]
		Date: October 19, 2020
Essential Question:		
Why is design necessary when developing websites?		
Questions/Cues:		
<ul style="list-style-type: none"><li>• What is a design?</li><li>• What are the three aspects of a design that are critical for web developers?</li><li>• What is design thinking?</li><li>• What is a wireframe?</li></ul>		
Notes		
<h2>What is Design?</h2> <p>A <b>plan</b> or drawing produced to show the <b>look and function</b> or workings of a building, garment, or other object <b>before it is made.</b></p> <ul style="list-style-type: none"><li>• Design for Web Developers =<ol style="list-style-type: none"><li>1. A plan should be laid in the form of a drawing</li><li>2. The design should show the form and function of the website</li><li>3. This should all be completed before the website has started to be built</li></ol></li></ul>		

# Design Thinking



1. Empathize; understand what everyone involved, especially all of the stakeholders are wanting from the perspective of their context
2. Define, specify, what is needed
3. Ideate; propose a conceptual design that will meet the specification to satisfaction of the stakeholders
4. Next is the prototype, in this step you need to build an initial version of the website, that has all the required functionality
5. Lastly, remember to test it, work with the stakeholders to validate, that the outcome does indeed meet the specification and that the specifications are an accurate reflection of the requirements of the stakeholders

- Wireframe = describes a page, it isn't the page, it doesn't show any content, but describes the page, much like a bare bones skeleton.

## Summary

In this week, we learned about what design is, what design thinking is and what a wireframe is.