INTRODUCTION TO DESIGN

Zero to Hero | Hack Western presented by Cathy Chen

(1)	What is "Design"? Context, terminology, and methodology	4:30 – 5:00 PM (30 minutes)
(2)	The Design Toolkit Design tricks + cheat sheet	5:00 – 5:30 PM (30 minutes)
(3)	Q&A	5:30 PM onwards

Design is **not always** about making things look *pretty*.

WHAT IS DESIGN THINKING?

Design thinking is a formal method for practical, creative resolution of problems and creation of solutions, with the intent of an improved future result.



WHAT DO (GOOD) DESIGNERS DO?



- Create delightful experiences with a product – visually and practically.
- Choose the right combination of features that best facilitates a user's goal.
- Create and test different interfaces.
- Satisfy the goal of the product.

FRONT-END DESIGN TERMINOLOGY

- User Experience (UX) and User Interface (UI)
 - UX is concerned with interactions, UI is concerned with the layout
 - Commonly bundled together
- Graphic Design
 - Vectors:
 - Images created with mathematical equations, therefore are scalable
 - Used in Adobe Illustrator, common formats: AI, PDF, SVG, EPS
 - Created on storyboards

- Raster graphics:
 - Images created with pixels and are not scalable
 - Used in Adobe Photoshop, common formats: PSD (working file), PNG, JPEG, GIF
 - Created on canvases
 - Colour formats: RGB, CMYK

WEB TERMINOLOGY

Common web languages:

- HyperText Markup Language (HTML)
- Cascading Style Sheets (CSS)
- JavaScript (JS)
- JQuery

THE PRACTICAL DESIGN TOOLKIT

FREE IMAGE EDITORS

- www.figma.com
- http://pixlr.com/editor
- www.picasa.google.com
- www.sumopaint.com
- www.gimp.org

OTHER RESOURCES

- Design Thinking:
 - www.designkit.org (IDEO)
- Free icons (downloadable in both raster and vector formats):
 - http://flaticon.com
 - http://thenounproject.com
- UI/UX
 - http://UI8.net

- Colour schemes
 - Sip for Mac
 - https://color.adobe.com
 - https://www.materialpalette.com/
- Prototyping
 - http://www.invisionapp.com/
- Free stock photos
 - http://deathtothestockphoto.com/