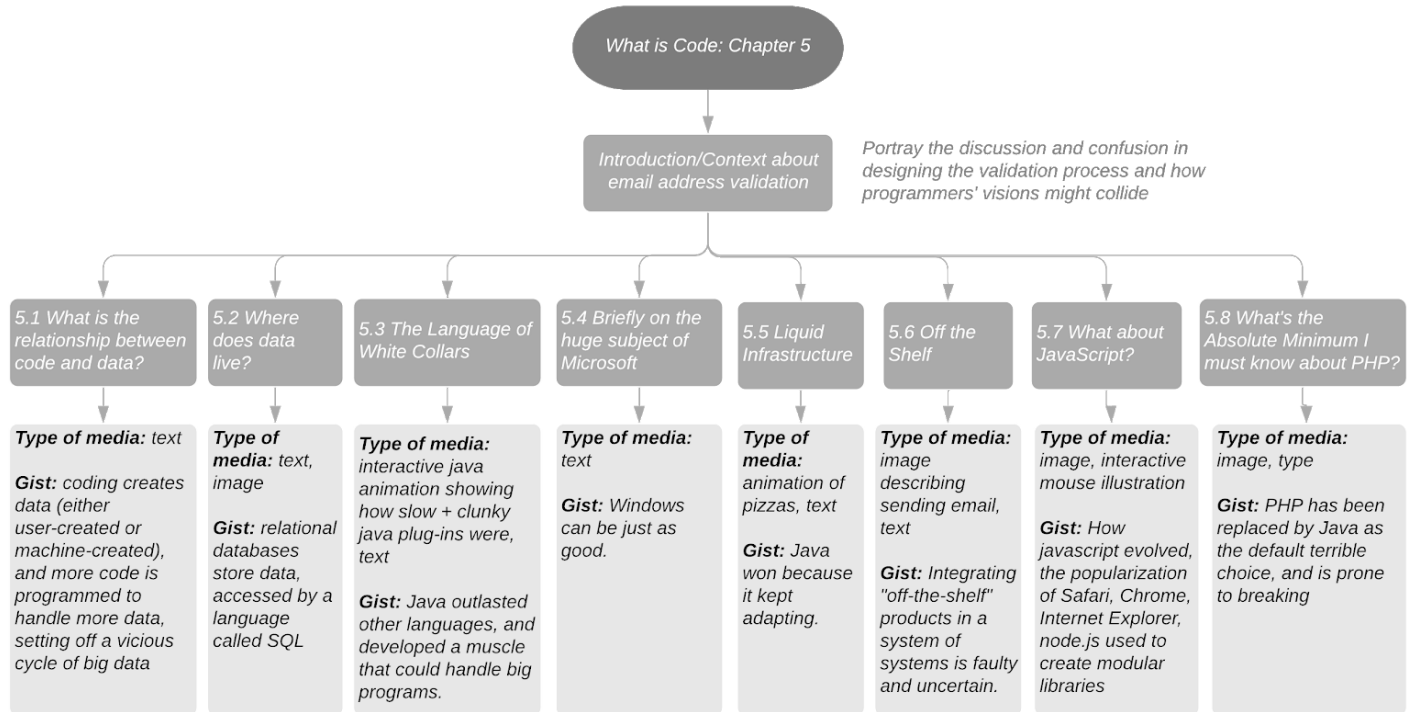**What is Code | RISD Wintersession Web Design 2020**

Informational Sitemap
Summarizes the content of each sub-chapter and describes the type of media involved

What is Code: Chapter 5

Introduction/Context about email address validation

Portray the discussion and confusion in designing the validation process and how programmers' visions might collide

| 5.1 What is the relationship between code and data?	5.2 Where does data live?	5.3 The Language of White Collars	5.4 Briefly on the huge subject of Microsoft	5.5 Liquid Infrastructure	5.6 Off the Shelf	5.7 What about JavaScript?	5.8 What's the Absolute Minimum I must know about PHP?
Type of media: text **Gist:** coding creates data (either user-created or machine-created), and more code is programmed to handle more data, setting off a vicious cycle of big data	**Type of media:** text, image **Gist:** relational databases store data, accessed by a language called SQL	**Type of media:** interactive java animation showing how slow + clunky java plug-ins were, text **Gist:** Java outlasted other languages, and developed a muscle that could handle big programs.	**Type of media:** text **Gist:** Windows can be just as good.	**Type of media:** animation of pizzas, text **Gist:** Java won because it kept adapting.	**Type of media:** image describing sending email, text **Gist:** Integrating "off-the-shelf" products in a system of systems is faulty and uncertain.	**Type of media:** image, interactive mouse illustration **Gist:** How javascript evolved, the popularization of Safari, Chrome, Internet Explorer, node.js used to create modular libraries	**Type of media:** image, type **Gist:** PHP has been replaced by Java as the default terrible choice, and is prone to breaking

Audience
The primary audience I am designing for is my 9 year-old brother who is currently taking coding classes in Scratch and has an unhealthy addiction with the Internet.

Persona questions/statements
➔ **"**As a student in primary school, I want to know how the internet happened."
➔ "If coding is a language, why doesn't everyone speak it/understand it?"
➔ "What happens to data? Does it just stay in thumb drives? What happens when we don't save data?"
➔ "Why are there different kinds of computers?"
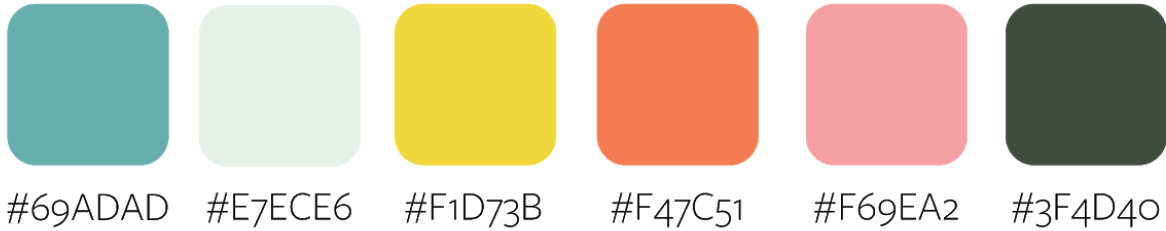➔ "Why am I learning Scratch and what is Java?"

Website moodboards, style guide, wireframes, mockups

[Creating a moodboard on Pintrest](#)
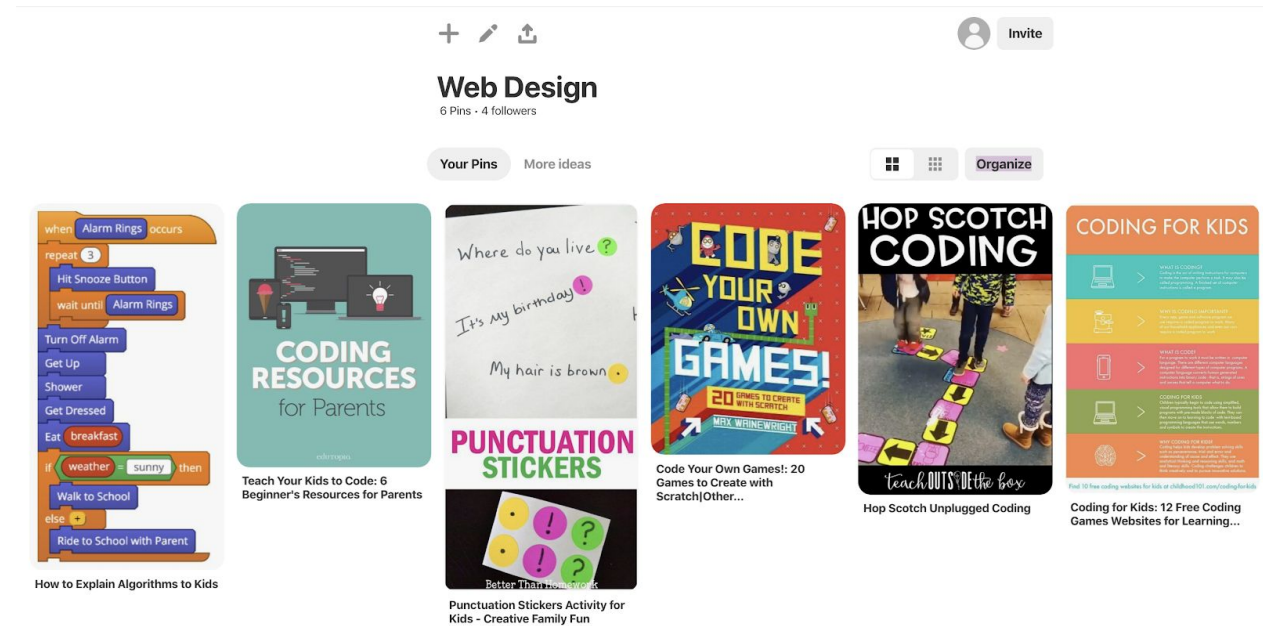
STYLE GUIDE FOR WHAT IS CODE:
CHAPTER 5 DESIGNED FOR KIDS

PRIMARY PALETTE

#69ADAD	#E7ECE6	#F1D73B	#F47C51	#F69EA2	#3F4D40

FONTS

What is Code | Tisa Sans ProRegular
What is Code | Tisa Sans Pro Medium
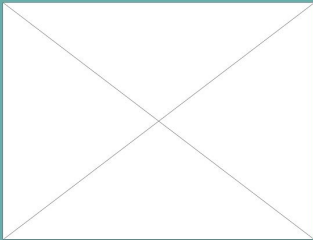**What is Code | Tisa Sans Pro Bold**

GRAPHICAL ELEMENTS
Hexagons, 3D isometric shapes and text

Wireframes

Designed wireframes on Adobe XD, lo-hi fidelity

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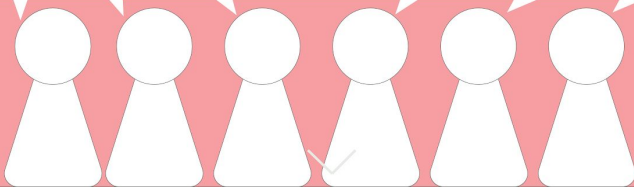
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Chapter 5

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Part 1: Code & Data	Part 2: Why Java Won	Part 3: Systems in Systems	Part 4: What Java is today and why it matters

Part 1:
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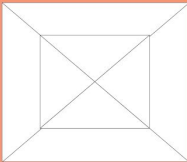Id aliquet lectus proin nibh. Justo eget magna fermentum iaculis. Et malesuada fames ac turpis egestas integer eget

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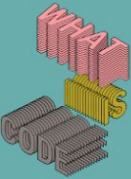
Part 4:
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Mockup

So, if you're learning Scratch, you might ask..

code is different languages that talk to our computer.

What is Code – 4

Chapter 5

Sometimes programmers can't agree on how programming should happen. There are a lots of reasons — different ideas, different methods. Part of why Java is so useful is that there are many ways of solving the same problem. One of our main problems today is how to handle data..

?!#&$#Q^

What is Code – 7

Part 2:
Why Java Won

What is Code – 5
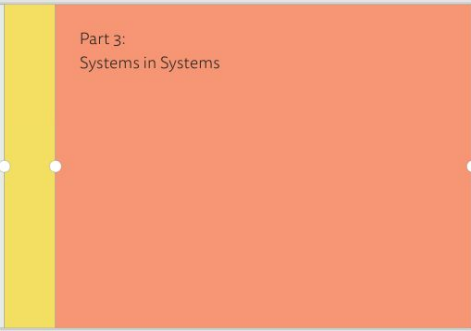
Part 1:
Code & Data

Part 2:
Why Java Won

Part 3:
Systems in Systems

Part 4:
What Java is today and why it matters

What is Code – 8

Part 3:
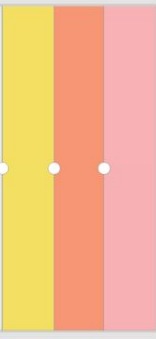Systems in Systems

What is Code – 11

Part 1:
Code & Data

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Learn more here

What is Code – 9

Part 4:
What Java is today and why it matters