Introduction to Interactive Design: World Wide Web

ART S167 01 (30218)
3 July – August 4

Mon, Wed, 1.30 – 6.30pm
Green Hall Room 210
YaleInteractiveSummer2017.com

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COURSE DESCRIPTION

This studio-based course introduces students to basic interactive concepts and techniques on the web. Over the course of the class, students will engage the browser as a medium, conceiving and creating a series of web-based exercises and projects. Through tutorials, readings, group discussions, and critiques, we will aim to develop our individual design interests and methods while honing our critical eye for evaluating experiences on the web. In the process we will lean basic concepts of graphic design, including how to discuss the design process and the importance of digital craft. We will contend with the web as a relatively young and unique space in which content, form, function, and time all play a role in the performance of a website.

Of primary importance is fostering the role of the designer as an author with agency, personal history, and a subjectivity that is apparent in her work. Students will begin to consider and explore a personal method in dealing with interactive experiences. How can the conventions of the browser be engaged to express a point of view? Our aim throughout will be to make thoughtful, intentional design decisions that support our individual points of view while remaining engaging to users.

Class meetings will be composed of a lab and studio, each with their own assignments, projects, and readings. In the lab we will develop basic coding skill in HTML, CSS and Javascript. In addition to readings, the lab will include short weekly projects to hone technical skills. In the lab, students will be expected to present their code to the class and explain technical decisions. The lab will operate in service to the studio where two longer term design projects will be developed through critique. No previous design or programming experience necessary.

GOALS

By the end of this course, students will have experience in designing and coding their own websites using basic HTML, CSS & Javascript, making and evaluating typographic and design decisions within the context of the web, proposing and developing unique interactive projects, and describing their design process while engaging with peers in a critique setting.

CALENDAR

3 – 5 July, Week 1
Browser as medium
Git, Command Line, HTML, Basic CSS
Project 1 / Digital Reissue

10 – 12 July, Week 2
Form, Space, and Navigation
CSS, Positioning, Responsive Design
Project 1 / Digital Reissue

17 – 19 July, Week 3
Making and Breaking Systems
Transforms & Animations, Basic Javascript
Project 1 & 2 / Digital Reissue & Personal Algorithm

24 – 26 July, Week 4
Performance as Change Over Time
jQuery, Frameworks, APIs
Project 2 / Personal Algorithm

31 July – 2 August, Week 5
Inputs, Outputs, and Variables
Review HTML, CSS, Javascript
Project 2 / Personal Algorithm

MATERIALS

We'll be working primarily in Sublime Text, a text editor designed for writing code. Additionally we'll be exploring the command line through Terminal, an application that comes with all Macintosh computers. We'll save and archive our work through a version control system called Git and share our projects with one another using Github an online platform for sharing code. For showing design we'll use Sketch, a tool similar to Adobe Indesign but tailored to designing websites. Finally, we'll use Principle to prototype interactions. Laptops are not required in class, however students must have access to computing

facilities (laptops, computers, or computer labs) outside of class hours in order to complete projects.

ACADEMIC PERFORMANCE

Attendance at all classes is required, and work must be turned in on time. Please email me in advance if any absence or delay is absolutely necessary. All students are responsible for reviewing and adhering to the guidelines in the 2017 Yale Summer Session student handbook during their time in this course.

Halfway through the course, students will receive an unofficial midterm grade showing their progress. At the end of the course, students will receive a final grade. Grades will be based on each student's effort to create functional, original projects as well as participation in class discussions and critiques.

The grading scale is as follows

A Outstanding performance, work excels in all areas
B Exceeding basic expectations for all assignments
C Satisfactory performance, the completion of all assignments on time and at an acceptable level
D Less than satisfactory performance
F Failure

RESOURCES

Tools

Sketch, https://www.sketchapp.com
Sublime Text, http://www.sublimetext.com
Github, https://pages.github.com
Principle, http://principleformac.com
iTerm, https://www.iterm2.com

Learning

Code Academy, https://www.codecademy.com
Eloquent Javascript, http://eloquentjavascript.net
Code School, https://www.codeschool.com

Programming

Stack Overflow, https://stackoverflow.com
Learn to Code, http://learn.shayhowe.com

Inspiration

Arena, https://www.are.na
Hover States, https://hoverstat.es
Many Stuff, https://www.manystuff.org
Rhizome, http://rhizome.org