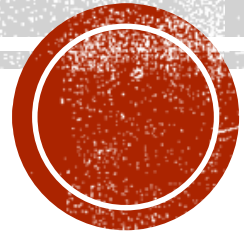
ITMD-362 WEEK 9

March 05, 2018



TONIGHT'S AGENDA

- Intro to Material Design
- Motion: Function of…
- Semantic Motion
- Lab 5
- Project 2 & 3

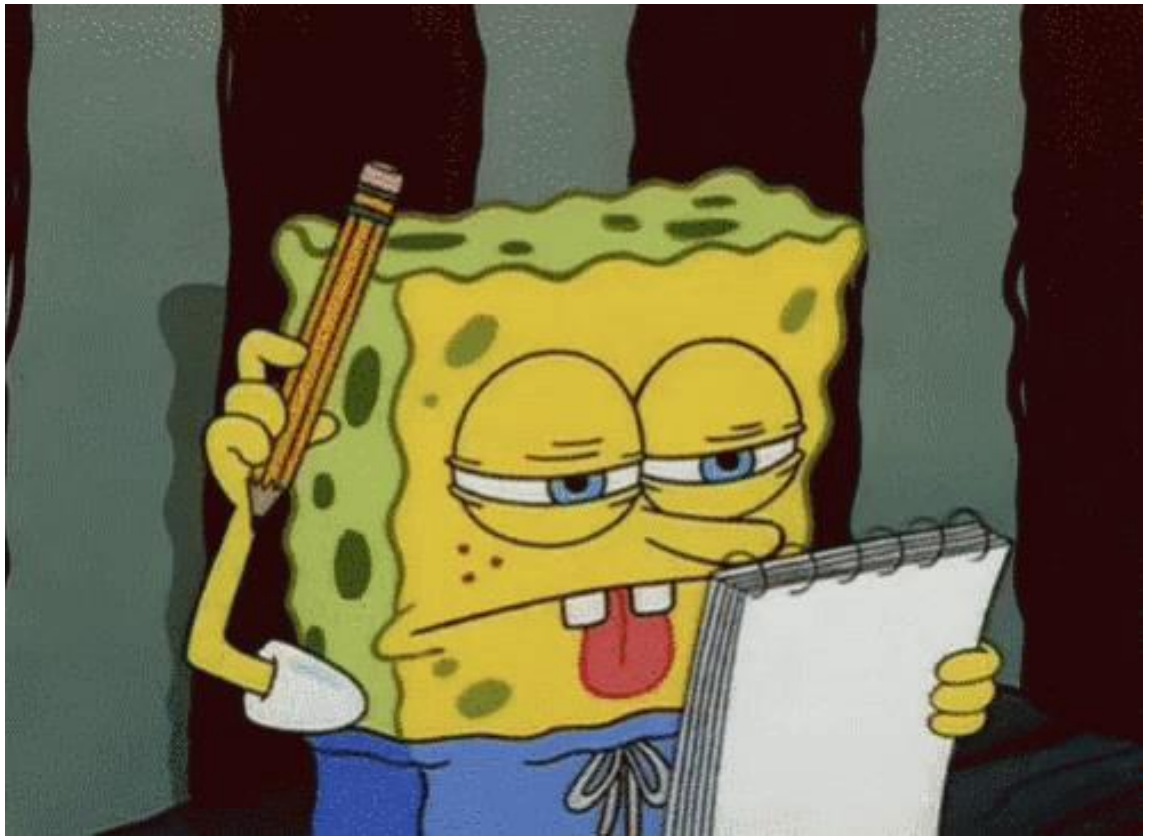
Material Design

INTRO TO MATERIAL DESIGN

- YOU'RE NOT A DESIGNER!
  - So Don't Reinvent the Wheel!
- Google's Ultimate Guide: Color
- This Page: Monochromatic
  - Background: #9C27B0 (500)
  - Font: #e1bee7 (100)
  - Accent: #d500f9 (A400)
  - Box Background: #7b1fa2 (700)

Motion: Function of…

MOVEMENT AS COMMUNICATION

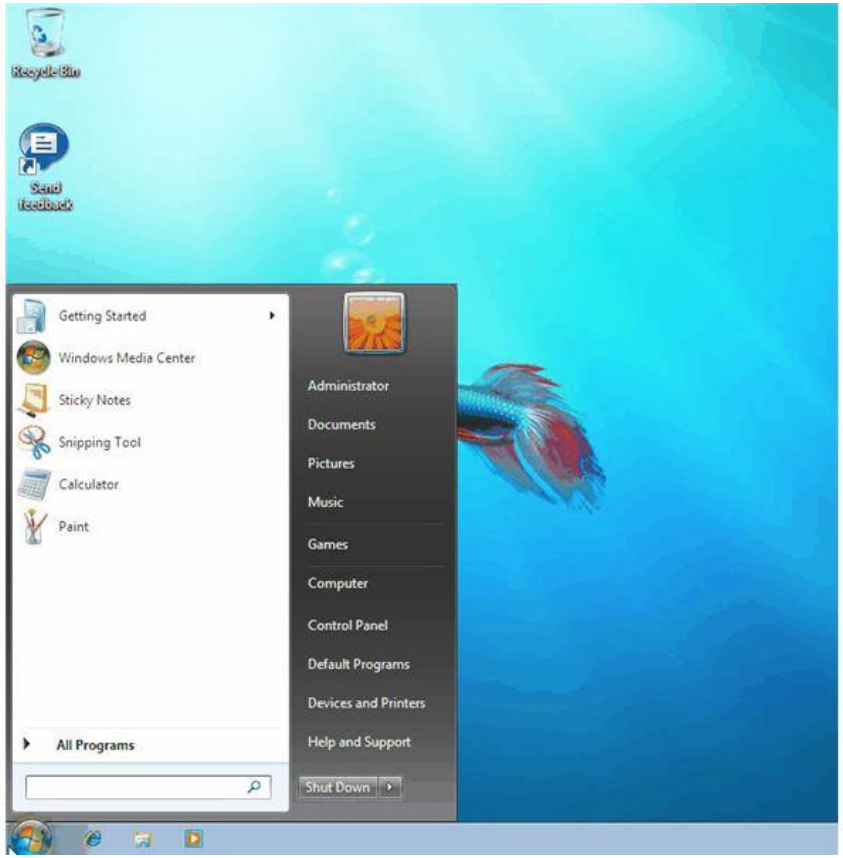


MOTION EXAMPLES

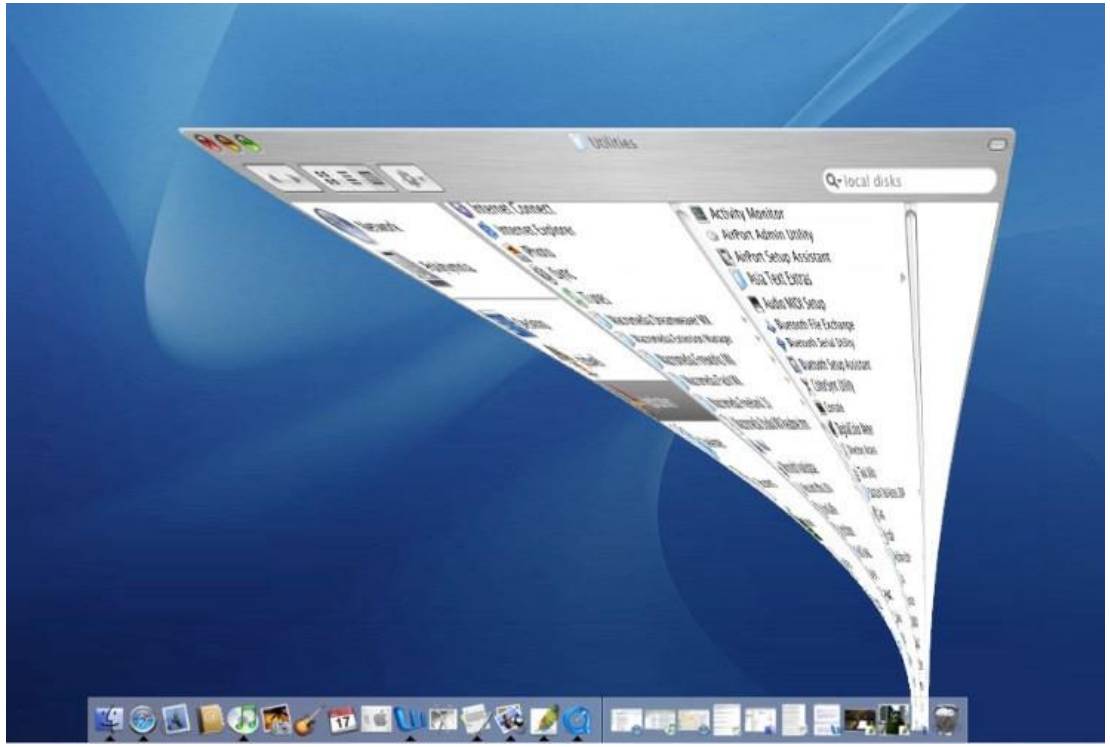
- Content Location
  - Where to find downsized screens
- Motion Emulation
  - Video games (2d, 3d)
  - Maps (Google Street View)
- Time Elapsing
  - Software loading (Spiny Wheel)
  - Antivirus working (Status Bar)
- Events
  - You Win With Fireworks!
- Catch User Attention
  - Movement Trumps Shapes
- Creating Mental Models of Software
  - Users understand tech through motion

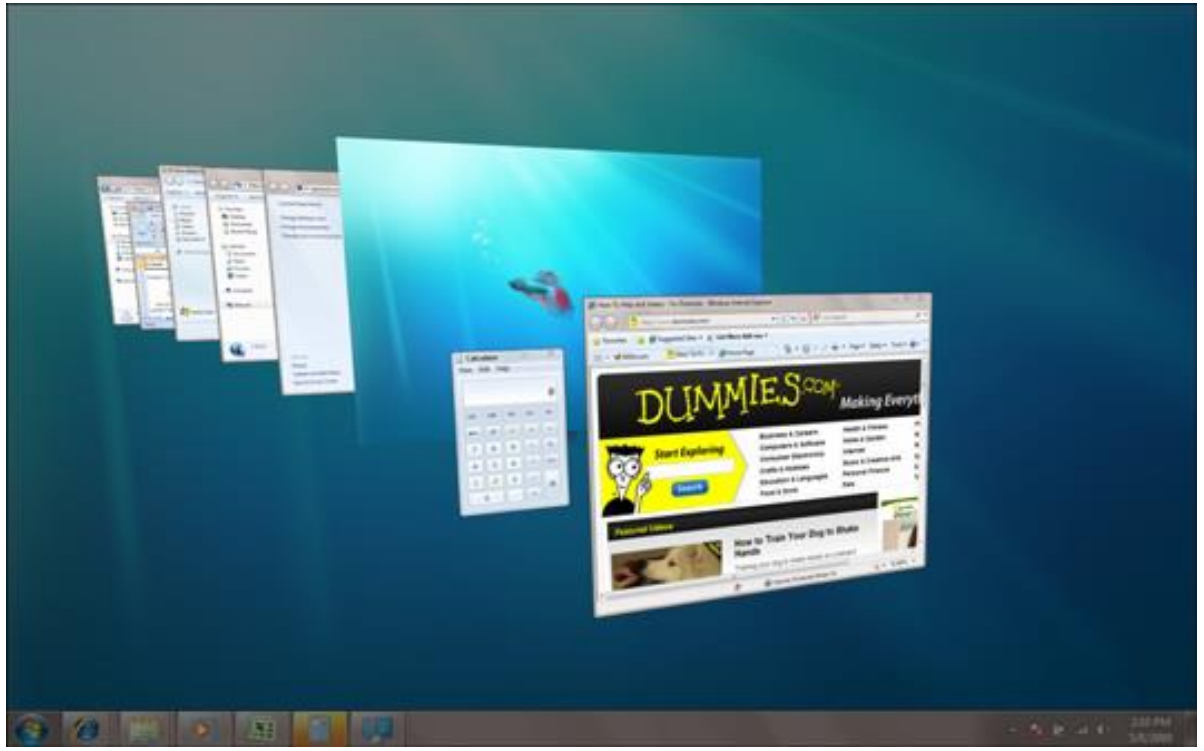
WHAT IS A DESKTOP?

TRANSITIONS: USER EXPECTATIONS



CONFUSING TRANSITION:





SO WHY DID WINDOW'S PHONE FAIL?

ANDROID APP TRANSITIONS

- App opens from app icon!
- But where does app close to?

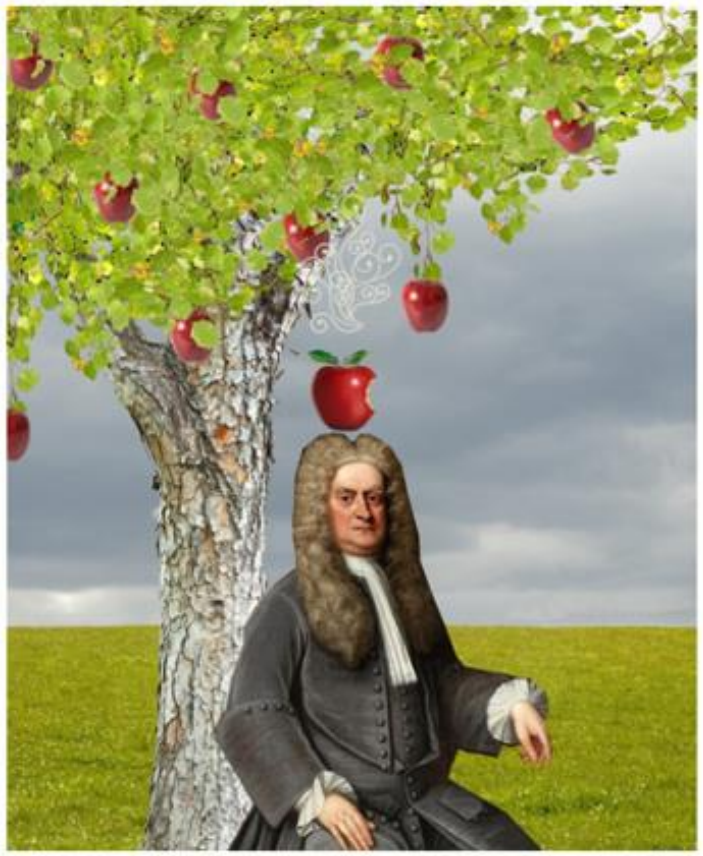
Programmers still aren't universally coding transitions to make sense.

Today, "What's Cool" drives too much motion design.

Semantic Motion

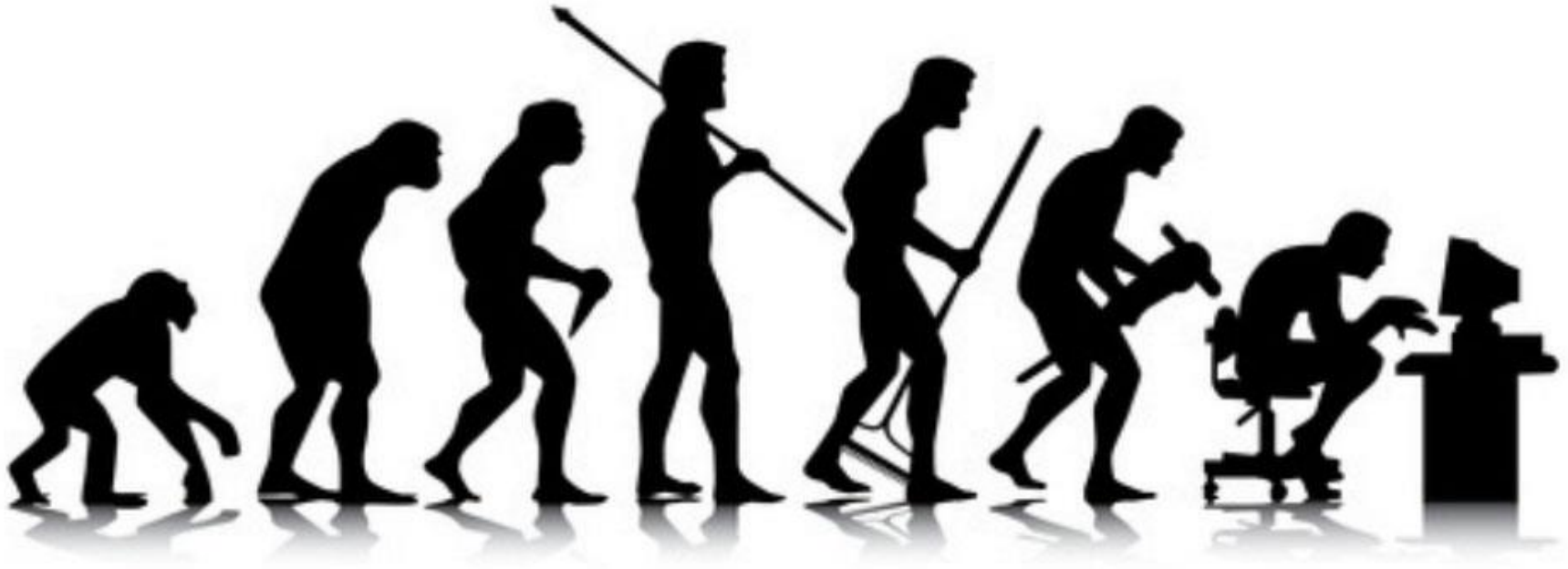
SEMANTIC MOTION

- All motion has meaning.
- Users experiences 1 object
- Model Newtonian Physics
- Meaning for motion-1 should not conflict with motion-2

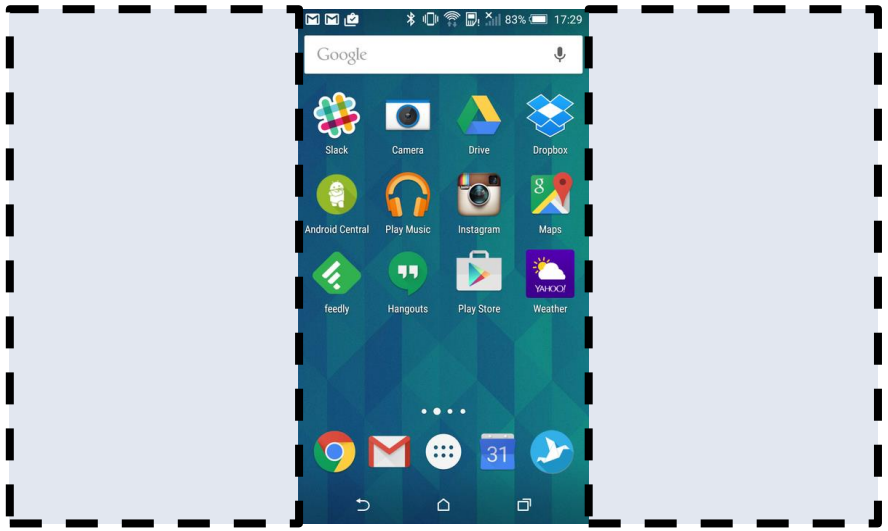


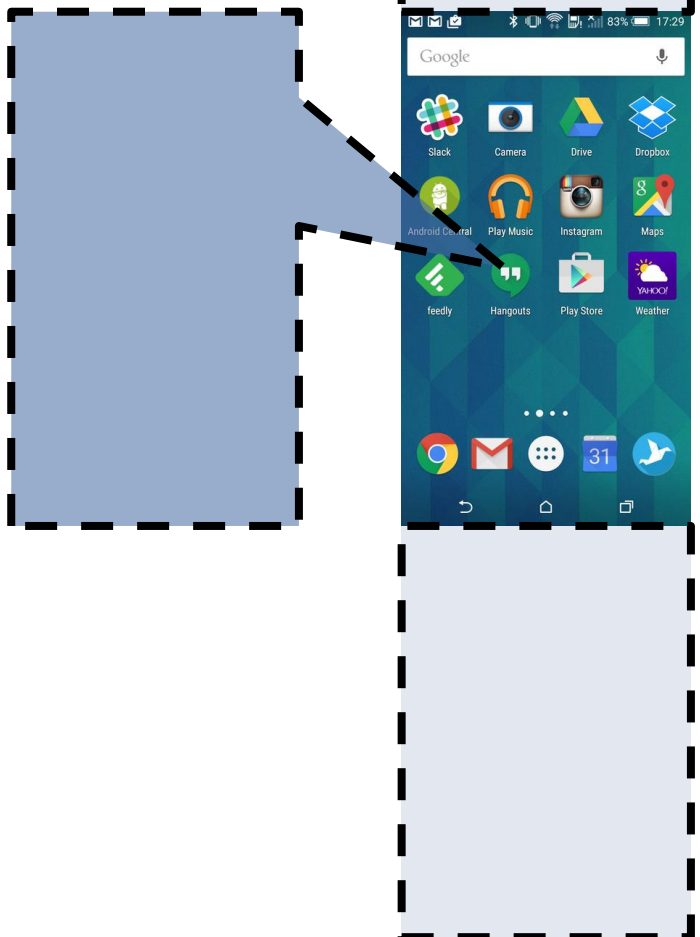
SO INTUITIVE A BABY CAN DO IT

DESIGNING FOR OUR PRIMATE BRAIN!



MANAGING HIDDEN SPACE



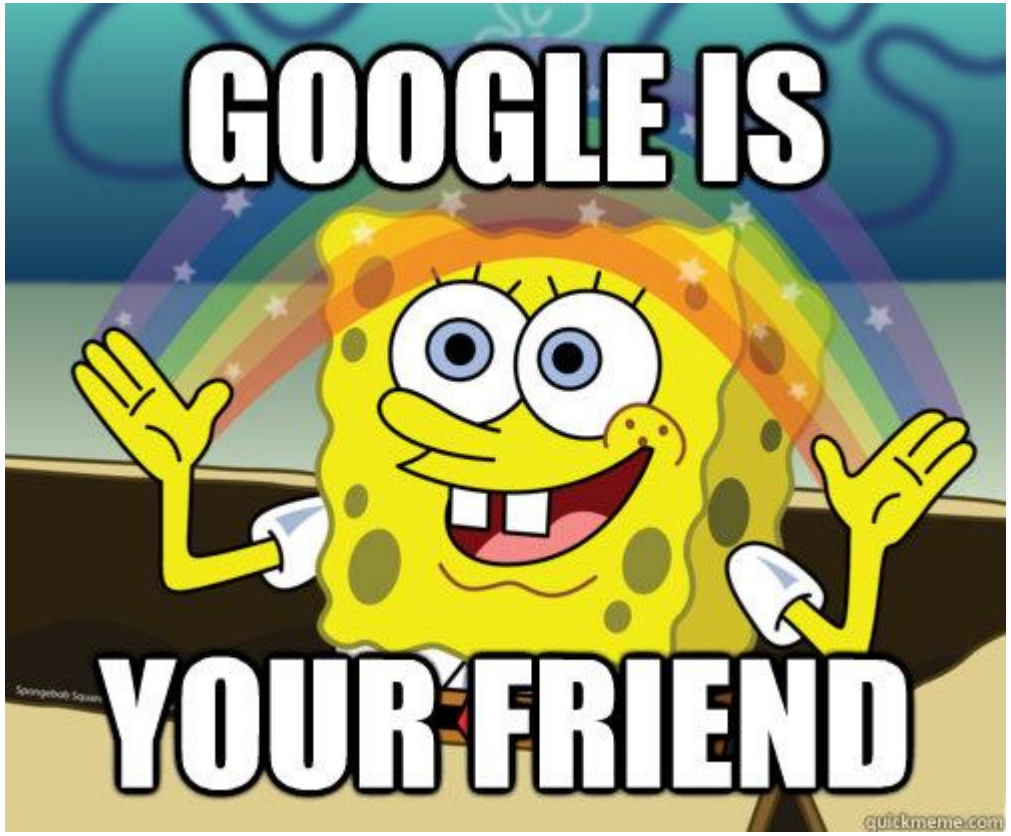


TRANSITION EASING

- Transition Easing Tool:
  - A link

GOOGLE MATERIAL DESIGN: MOTION

- A Link



Lab 5

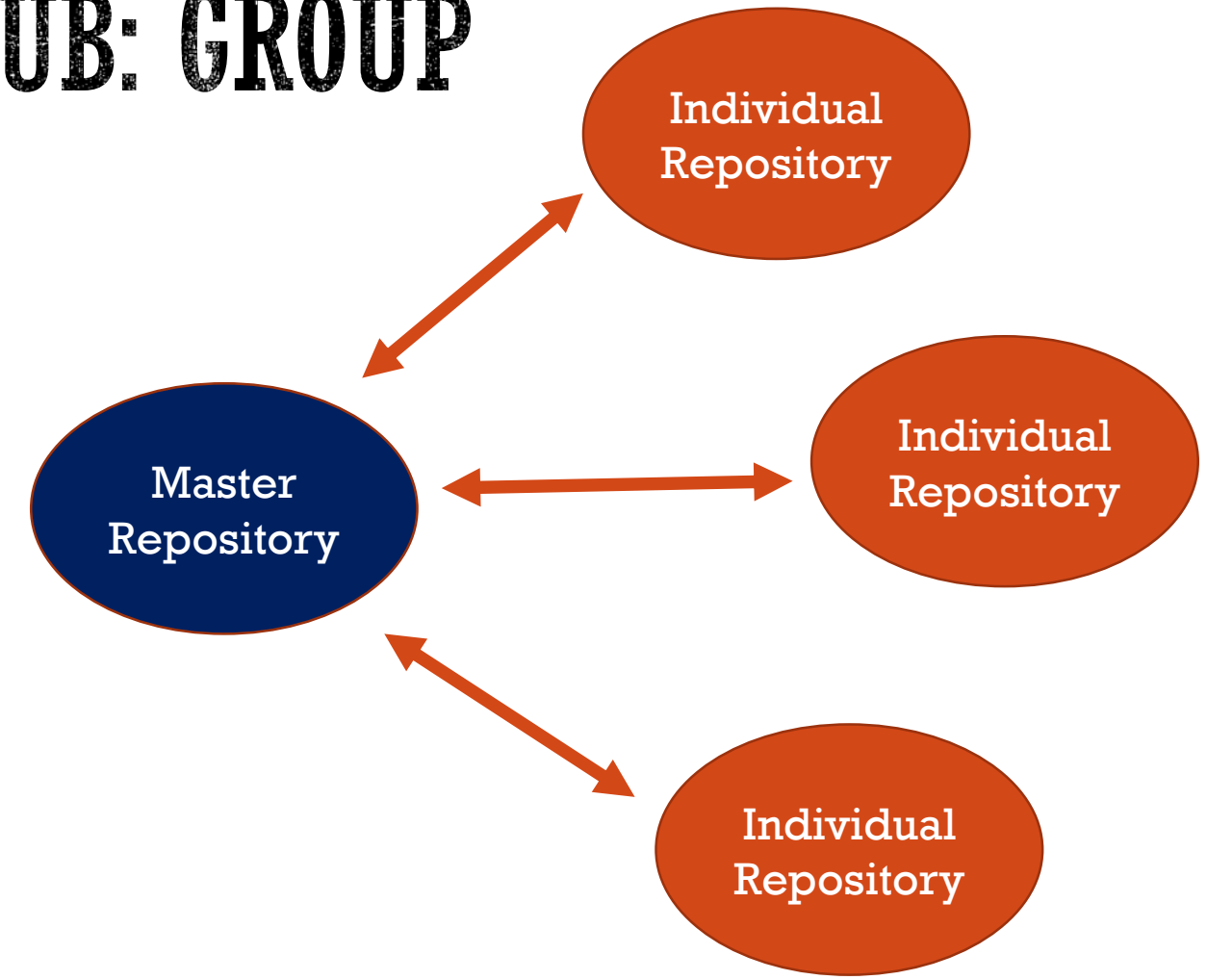
LAB 5:

1. For this lab, you and your group are going to establish your group within a GitHub Organization (see https://help.github.com/articles/creating-a-new-organization-account/), create a shared group repository within the organization, and then fork individual repositories for Project 2. You will also practice submitting a pull request.
2. Choose one member who will create the GitHub Organization for your team. That member can click the + (plus sign) next to their avatar, or go straight to https://github.com/organizations/new
3. As part of that process, the member creating the organization should also invite the other team members. GitHub may also ask you to take a survey, which you can take or just skip. Finally, create a new repository within the organization. Initializing it on GitHub with a `README.md` file is fine. That will be your shared repository for Project 2.

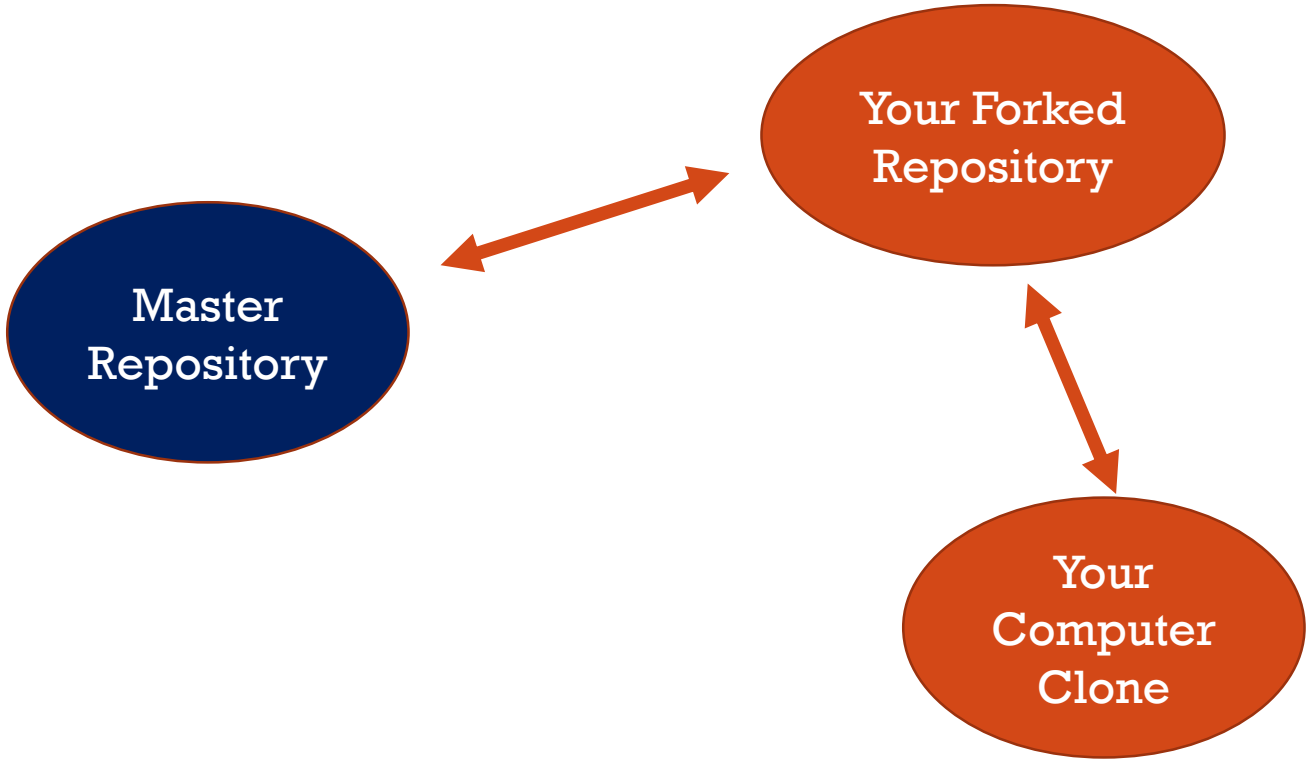
LAB 5:

4. Each member of the group should fork the repository (including the group member whose account contains was used to create the GitHub organization for your project).
5. Each member of the group should clone their forked copy of the repository to his/her computer. Once you have cloned the forked copy, you should add the *group* repository as a second remote.
6. Each group member creates their own Basecamp lab 5 post with the following:
   A. The name of your group members:
   B. The URL for your group's github organization:
   C. The URL for your shared repository:
   D. The URL for your personal fork of the repository:

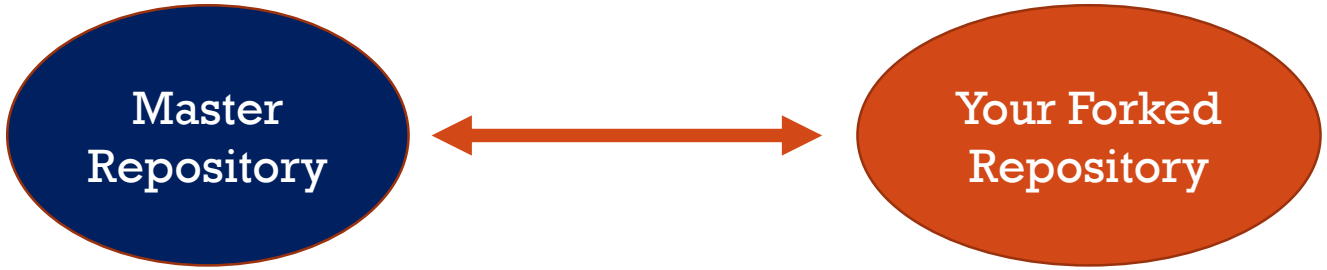
GITHUB: GROUP



DO NOT PUSH TO MASTER



WHEN READY: USE PULL REQUEST



Project 2

DESCRIPTION: CAPTIVE MARKETS SUCK

- Some of the very worst designed websites you'll come across are for banking, credit card payment, HR portals, and other non-optional websites for certain classes of customers or workers.
- Self-selected teams of 3 students will redesign this website.
- Additionally, you will add a compelling log in page, as if this were an on-line course for sale.
- Your redesigned should employ sound principles of human-computer interaction, user experience, and emotional design.

PROJECT GOALS

- Conduct a task analysis for creating a user-centered design
- Apply design principles including color/material, typography, accessible media, and grid-based design
- Execute a progressively enhanced, touch-friendly, mobile-first responsive design focused on system users and tasks
- Write informative text content; catch error conditions and guide users accordingly
- Experiment with design and interaction patterns for pleasing user experience
- Engage in agile, iterative web design and development within a team-based workflow on GitHub, via pull requests and code reviews

FIRST DELIVERABLE: WHOLE TEAM

- Create a Basecamp post describing your work in progress.
- Title the post with your team name and project number (example: Team Wonder Women - Project 2).
- Your post should include the full names of all team members, and a screen-by-screen task analysis of your redesign.

SECOND DELIVERABLE: WHOLE TEAM

Update your project 2 basecamp post with the URL to your group GitHub repository, live link (GitHub pages), and two questions eliciting feedback on from fellow students.

COMMENT DELIVERABLE: INDIVIDUAL

Give constructive comments to help at least three other teams.

FINAL DELIVERABLE: WHOLE TEAM

Revise your team basecamp post under Project 2 to add links to each member's individual fork to the group GitHub repository. Individual forks should include README.md files with following:

- A 3-4 sentence self-critique memo of your project and your progress in class to this point.

REQUIREMENTS

- All source files in UTF-8/Unicode character encoding.
- No code-generators like WYSIWYGs, Bootstrap, or other off-the-shelf frameworks
- HTML, CSS, and JavaScript files should all be indented with 2 spaces per level of indent; indent all CSS style rules inside the declaring block, and further indent all rules and blocks inside your media queries.
- Must pass HTML and CSS validators!

HTML REQUIREMENTS

- Only structural, semantic uses of HTML elements and attributes. Absolutely no table markup, break tags, or any other use of HTML to achieve a particular page layout.
- Valid HTML form elements, written in conjunction with <label> tags and the for attribute
- Semantically structured text-based HTML content to accompany any media elements (image, audio, video)

CSS REQUIREMENTS:

- CSS file should open with a set of reset styles. Meyers, and the Form section of Normalize.
- Use at least two min-width media queries to enhance your mobile-first styles for larger screens

JAVASCRIPT REQUIREMENTS:

- JavaScript that throws no uncaught errors and is loaded unobtrusively (no JavaScript event attributes in your HTML, in other words; attach events to any elements requiring interaction)
- JavaScript that uses only asynchronous methods and callbacks

GIT REQUIREMENTS:

- Whole team: A shared team Git repository with frequent commits from each team member and meaningful commit messages that accurately reflect each set of changes
- Each team member: An individual Git repository with feature branches, frequent commits, and meaningful commit messages that accurately reflect each set of changes that you make, including experimental work that you ultimately might not push upstream to the shared group repository
- All GitHub repositories (team and individual) must contain only the files and commits from this project

Project 3

PROJECT 3: GROUP WORK

The final project of the course asks you to subject your group's Redesign project to a series of low-stakes user tests, and to suggest improvements to the website, based on what you learn through your user tests.

You should structure your tests around the guidance in Chapter 9 of Krug's book. You are welcome to use as a starting point his sample script and recording release form available at Krug's website. However, your script must be modified to match your specific project and tasks, obviously.

DELIVERABLES: WHOLE GROUP

Create a Basecamp post for the group describing your work. Title the post with the same group name and project 3. Your post should include the names of your group members and the following:

- Testing script with a welcome to your participant, an explanation of the process, and an outline of the exact tasks you will be asking participants to complete.
- Testing notes + 3 major issues per participant.
- A group-authored recommendation report on the three most pressing issues identified through your testing, including:
  - an explanation as to why the issues you've selected are most pressing.
  - possible approach to implementing fixes/improvements to address the issue.
  - future usability tests you'd run to ensure the quality of the fix.