

on-screen

Bootcamp Syllabus

General Information

When & Where

- On-Screen is a 6-class bootcamp that takes place over 12 weeks.
- Each class is held from 10am - 3pm at **Grow** (427 Granby St., Norfolk, VA 23510).
- The course culminates in final presentations on Saturday, August 10.

Saturday Group Dates	Sunday Group Dates
May 18: Concepting	May 19: Concepting
June 1: User Research	June 2: User Research
June 15: Content Hierarchy & Writing	June 16: Content Hierarchy & Writing
June 29: Wireframing & Branding	June 30: Wireframing & Branding
July 20: Designing	July 21: Designing
August 3: Prototyping	August 4: Prototyping
Final Presentations: Saturday, August 10	Final Presentations: Saturday, August 10

Important Links

- Course Website: <http://goodatbeing.studio/onscreen-bootcamp>
- Course Slack: <http://onscreen-bootcamp.slack.com>

Learning Outcomes

This bootcamp applies project-based learning to the subject of digital design. You will complete this bootcamp with a digital design product created entirely with your own ideas, copy, and visuals. Throughout the bootcamp, you will learn and apply interactive design theories & principles to your digital design product.

You will produce and review in the same format and timeline that designers in digital design agencies are expected to share & review work. Subsequently, you will:

- Work with the latest industry tools (see Digital Tools below);
- Document your design decisions and processes;
- Present those decisions and processes before your peers;
- Communicate with your peers in-person and remotely.

Instructor

The bootcamp is taught by **Janice Pang**. By day, Janice leads digital design projects for national brands like Google, Adidas, and Adult Swim as the Associate Creative Director at [Grow](#). By night, Janice creates brand systems and organizes design workshops & events as the Principal of [Good At Being](#). Janice has over 4 years of experience teaching digital design in academic and workshop environments.

Class Information

1. Do you need to attend each class?

Yes. As each class builds on lessons, exercises, and discussions from those prior, attendance at each class is essential to your & your project's success. These sessions will not be recorded for viewing in the case of your absence.

2. What is the format for each class?

Each class consists of 2 parts: a lesson in the morning, and studio time in the afternoon. The order is subject to change based on the pace of each class.

Lessons

I will present lessons from pre-prepared Google Slides presentations, along with supporting examples of best-in-class digital work. Lessons will include exercises to practice the discussed material.

To get the most out of each class, I recommend that you give your full attention to the lessons & that you participate in the in-class exercises. I also recommend that you take personal notes in a notebook or document dedicated to this class.

The Google Slides will be posted on the "Schedule" page on the course website following each class. (Note: These cannot be shared outside of the bootcamp without prior permission.)

Studio Time

This is dedicated time for you to complete in-class exercises and to progress on your projects. Studio time is an opportunity to receive feedback from myself & your peers in-person.

3. What materials will you need to bring to class?

You are expected to attend each class with all necessary materials to fully participate with the lesson. I recommend you bring the following tools to each class:

- Your personal computer.
- A dedicated notebook or tablet to sketch ideas and layouts.
- If preferred, an external storage device account to back up work.
- If preferred, earphones or headphones for working sessions.

4. What digital tools will you need?

These are the tools we will be learning & using throughout the semester:

- Communication: [Slack](#)*
- Submitting assignments: [Google Drive](#)**, Google Docs
- Wireframing + Designing: [Figma](#)*
- Prototyping: [InVision](#)
- Presenting: Google Slides

Note #1: Unless otherwise instructed, you do not need to download or learn these tools prior to the bootcamp.

* While working on your project, I recommend you download these tools on your personal computers as you'll likely need to complete assignments outside of class.

** If you don't already have a Google or Gmail account, you will need to create one. This account will enable you to use Google Drive, Google Docs, and Google Slides.

5. Will there be work outside of class?

Yes. I will announce the assignments and readings to be completed on your own at the end of each class. The assignments and readings will take **a minimum of 10 hours** to complete in the 2 weeks between each class.

Assignments

For each assignment, you will receive a guideline detailing the expectations for the following week's check-in & for completion; we will discuss the guideline as a class. It is your responsibility to ask for clarification when my expectations or instructions are unclear to you.

Check-ins

Since classes are held every other week, you will be required to check-in & share your assignment progress with me over Slack the Saturday/Sunday following class. The expectations for each check-in will be established at the end of each class.

Turning in work

You are expected to come to each class with the completed assignment from the previous class. At the start of the class, the assignment will be evaluated according to the guidelines by myself and at least two of your peers.

Resources

All the assignments and readings will be accessible from the “Schedule” page on the course website; the assignments and readings will also be posted on Slack.

6. Will there be office hours outside of class?

Yes. I will be available to communicate over Slack on **Wednesdays** from **7:30 - 9:30pm**. Outside of these office hours, I will respond to your messages at my availability. For more urgent needs, I am available by email at janice@goodatbeing.studio.

7. What do final presentations entail?

The course culminates in final presentations on **Saturday, August 10**. You will present your final project to an audience of digital design professionals, including the speakers from the [On-Screen Speaker Series](#) and designers, art directors, and creative directors from local digital agencies.