

Pemrograman Web

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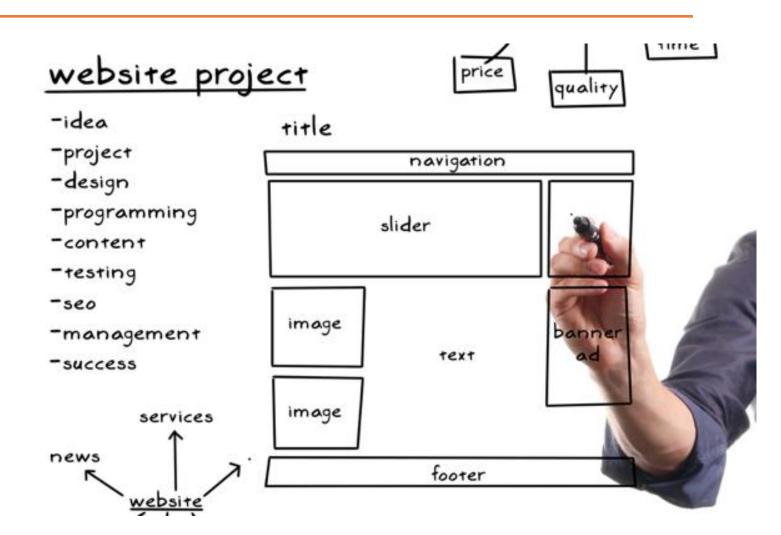


Web Development Process



Tahapan Pengembangan Web

- Project Definition (Define)
- Site Structure (Plan)
- Visual Design
- Site Development (Build)
- Testing
- Launching





Tahapan Pengembangan Web

1 Define

Interview Project Brief

purpose target audience branding goals content tech specs strategy

Develop Personas

demographics tech profiles preferences user goals objectives 2 Plan

Project Plan

timeline deliverables tasks phases resources

Develop Site Architecture

content outline site diagram menus interface page diagrams wireframes 3

Design

Create Design Options

brand identity colors typography graphical mockups:

- home page
- sub-pages

4 Build

Review:

project brief site structure visual design

Build Templates

css (x)html scripting test

Create Pages

add content add images verify links proof content usability seo analytics 5

Test

Quality Tests

content links functionality validity accessibility browser checks speed usability seo load testing Security 6

Launch

Go Live

fine tune promote training





#1 Project Definition

- Terdiri atas ringkasan proyek (project brief) dan rencana proyek (Project Plan)
 - Tujuan yang diinginkan (reason to achieve)
 - Target audience
 - Branding
 - Target yang ingin di capai (time based)
 - Konten
 - Strategi
- Pengumpulan informasi yang dibutuhkan untuk project brief dan project plan dilakukan dengan wawancara client (survey)



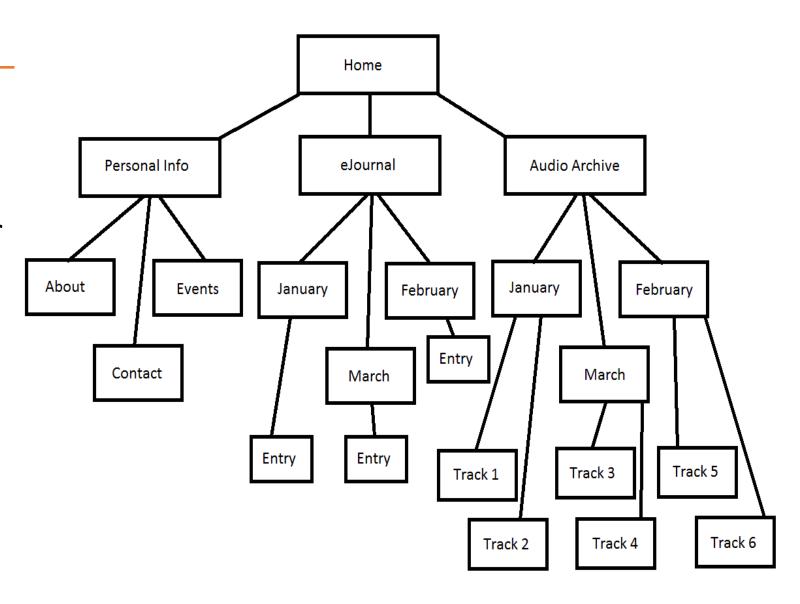
#2 Site Structure

- Rancang bangun web yang baik memerlukan arsitektur site yang jelas berdasarkan tujuan (purpose) dan target (goals) user yang dijabarkan dalam project brief
- Project brief disampaikan dalam bentuk:
 - Content Outline
 - Site/page Diagram
 - Wireframes
 - Menus
 - Interfaces



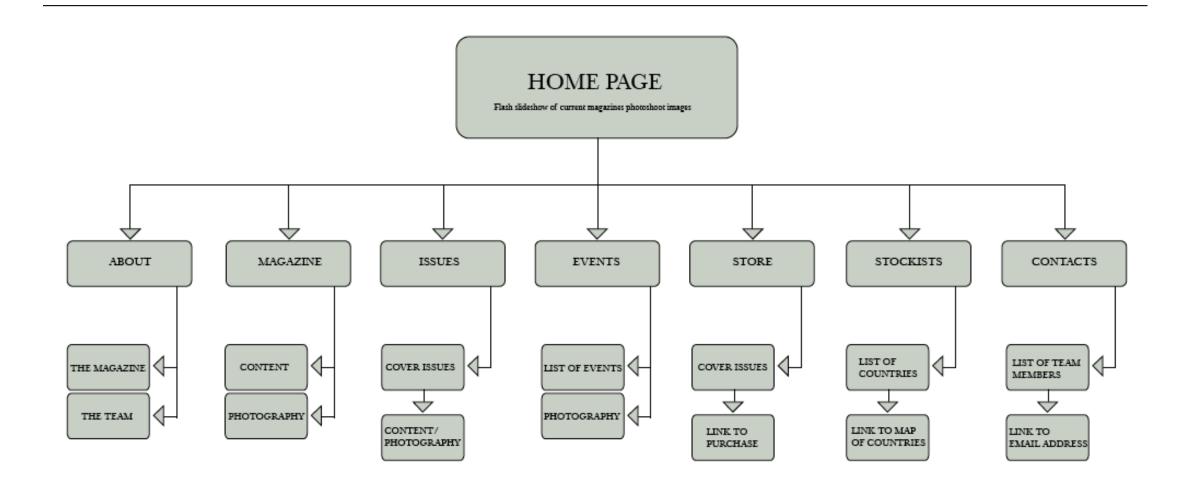
Site Diagram

 Site Diagram / Site Map (Peta Situs) adalah representasi visual dari garis besar isi dan struktur website





Another Site Diagram

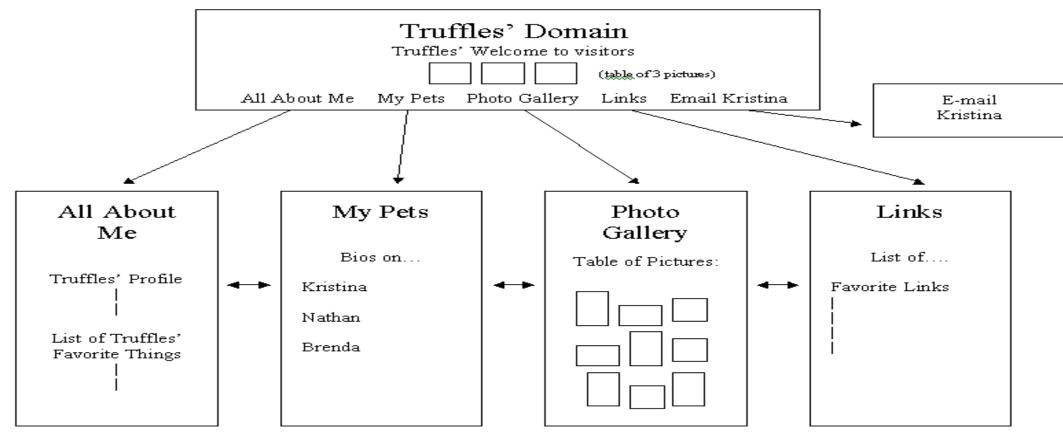




Another Site Diagram

Web Site Diagram

Kristina Beenken CIS 120 Rock Creek



(All Pages Linked to Each Other)



- Wireframes adalah informasi yang menggambarkan apa yang akan ditampilkan pada setiap halaman web.
- Tahapannya:
 - Gambarkan elemen2 yang umum : header, footer, sidebar dan konten area
 - Tambahkan elemen2 spesifik : dynamic widgets, search, menu navigasi, grafik, login form



Wireframes

LLops Blog





RSS

LLOPS BLOG

Home Artículos Contactos Acerca de

Articulo siquiente

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Articulo

Articulo anterior

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1 Comentario

#1 Usuario

Texto comentario

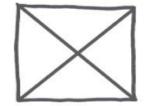
Texto comentario más largo.

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Categorías

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Lab

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Tags

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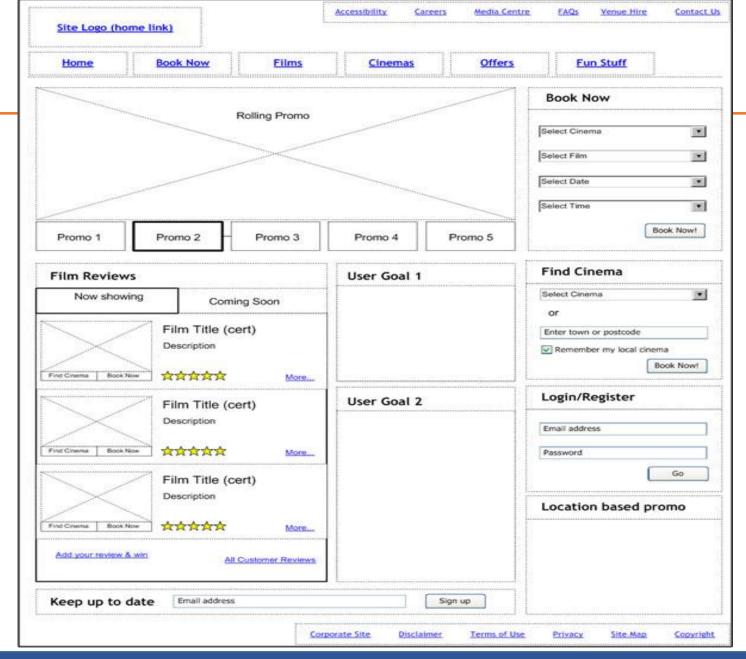
Archivos

Enero 2008

Febrero 2008

Marzo 2008

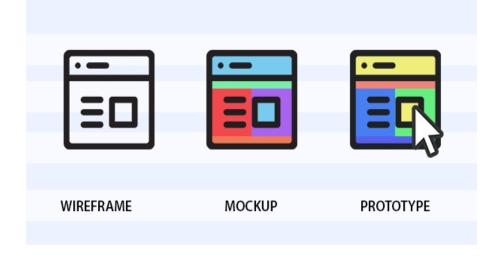






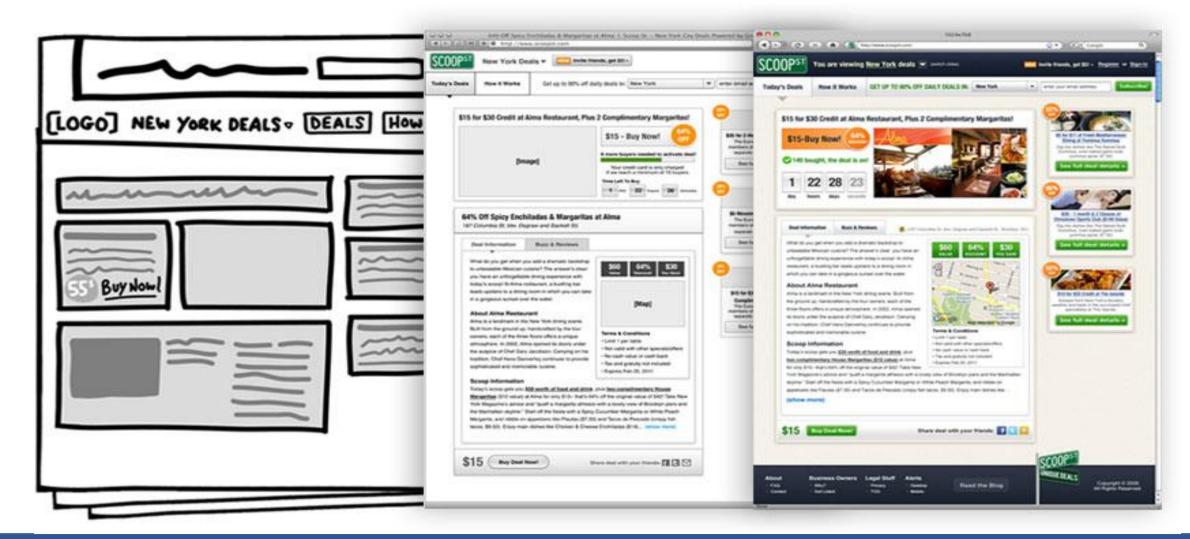
Wireframes vs. Mockups vs. Prototype

- Wireframes: ilustrasi desain awal dari struktur dan komponen website yang akan dibangun
- Mockups: ilustrasi desain mendekati final dari website termasuk didalamnya unsur warna, gambar (graphics), font/huruf (typography) dan elemen lainnya. Mockup masih dalam bentuk gambar
- Prototypes: bentuk aplikasi web yang telah memiliki UI (User Interfaces) dan telah tersusun dalam kode HTML/CSS





Wireframes vs. Mockups vs. Prototype





10 Dasar Efektif Desain Web

- Purpose
- Communication
- Typefaces
- Colours
- Images
- Navigation
- Grid Based Layouts
- "F" Pattern Design
- Load Time
- Mobile Freindly

https://shortiedesigns.com/2014/03/10-top-principles-effective-web-design/



10 Kesalahan Desain Web

- 1. Bad Search
- 2. PDF Files for Online Reading
- Not Changing the Color of Visited Links
- 4. Non-Scannable Text
- Fixed Font Size
- Page Titles With Low Search Engine Visibility
- 7. Anything That Looks Like an Advertisement
- 8. Violating Design Conventions
- 9. Opening New Browser Windows
- 10. Not Answering Users' Questions

https://www.nngroup.com/articles/top-10-mistakes-web-design/

Jacob Nielsen (2011)



Bad vs Good Design



Good Design





Good design

