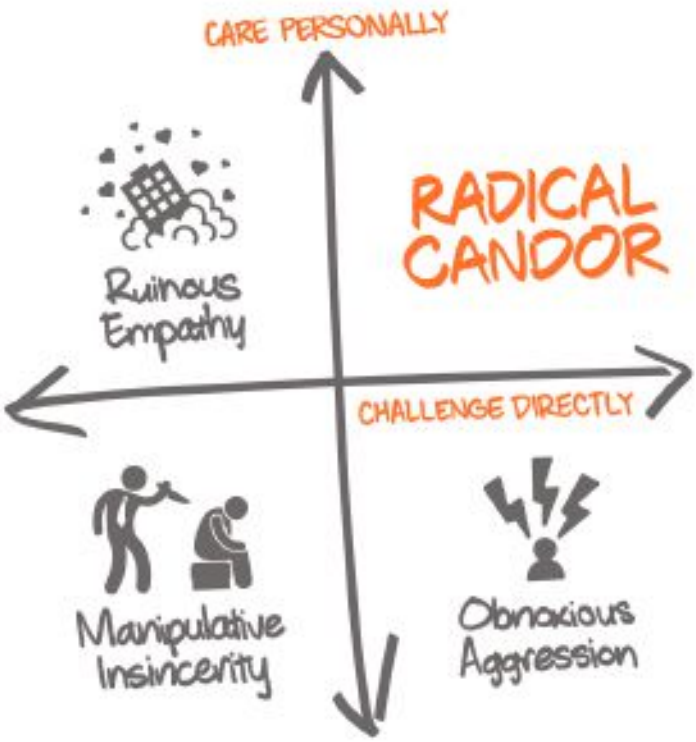
AGENDA

- Submitting proj 1
- On Critiques
- Present your designs
- Discuss web design + dev workflows
- Discuss proj 2

On Critiques

RADICAL CANDOR



RADICAL CANDOR

Requires *first* that folks **care** enough to give folks direct feedback

I cannot force you to care about one another's development and progression, but know that I'm treating you as members of my team and, at the very least, my feedback is rooted in caring

RADICAL CANDOR

I go into critiques expecting them to be a teambuilding exercise, not about tearing anyone down

Feedback, to me, is a form of collaboration

Giving feedback

Giving feedback

- Understand the context
- Communicate the **WHY**

Giving feedback

- Understand the context
- Communicate the **WHY**

- Be **descriptive** about any problems *without* being **prescriptive** about the solution

Receiving feedback

- Learn your tell
- Set your expectations
- Ownership

DURING PRESENTATIONS + CRITIQUES

Shared understanding + agreements

1. Be present and undistracted
2. Listen before speaking
3. Ask questions, don't rely only on statements
4. Know the **WHY**

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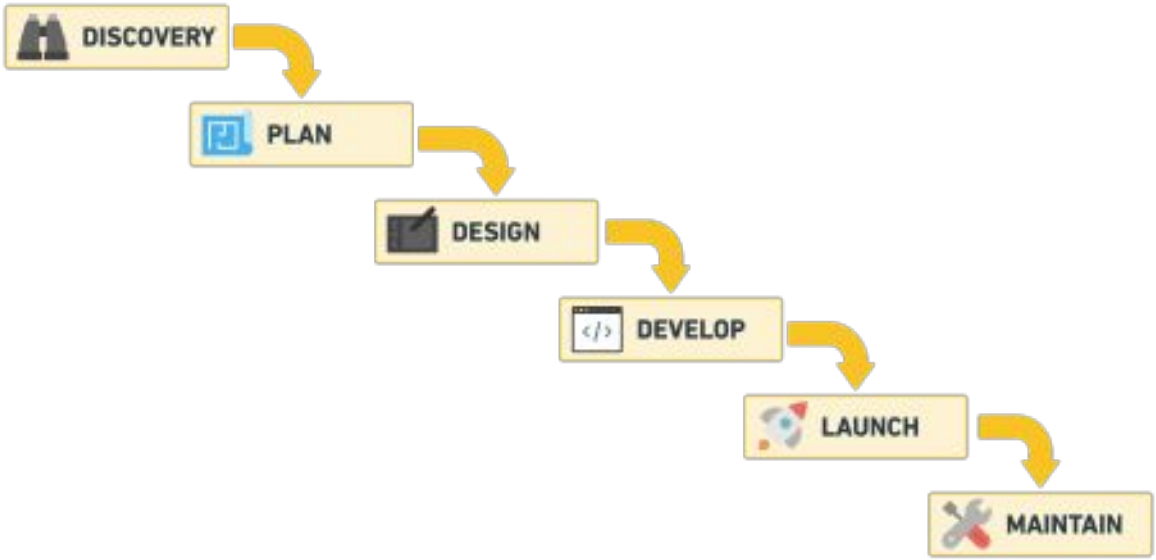
PROCESS / WORKFLOW



Discovery

- goals/objectives
- scope
- target audience/customer/users
- budget + timeline
- competitor + user research

Plan

- seo
- sitemaps
- content
- features

DESIGN

- comps

Develop

- HTML, CSS, JS
- programming languages + DBs
- accessibility
- testing (functional qa, browser + device testing)
- optimization

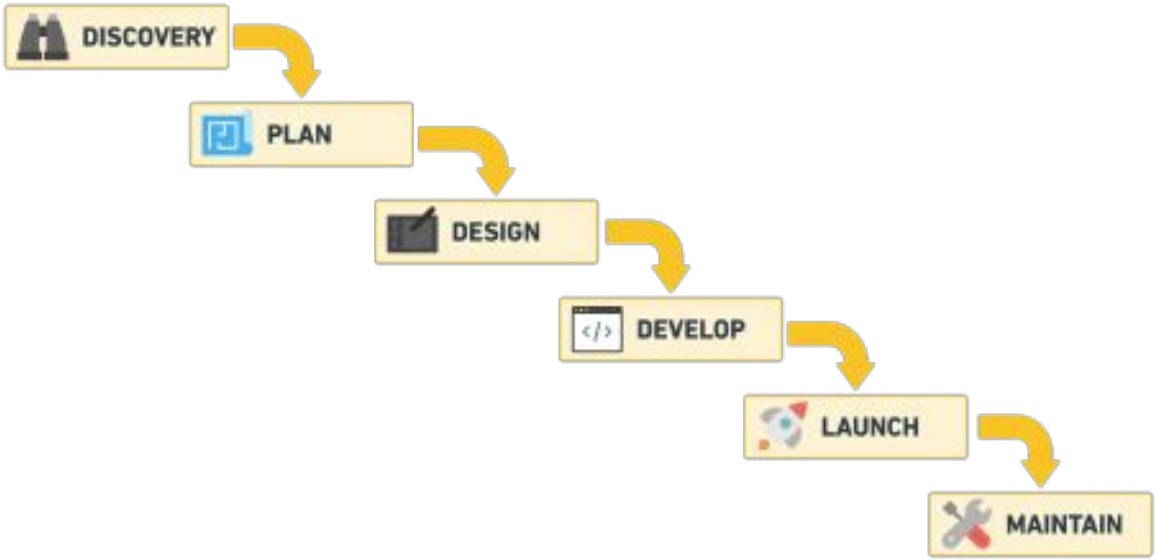
Launch

Maintain

- updates
- security

WATERFALL

PROCESS / WORKFLOW

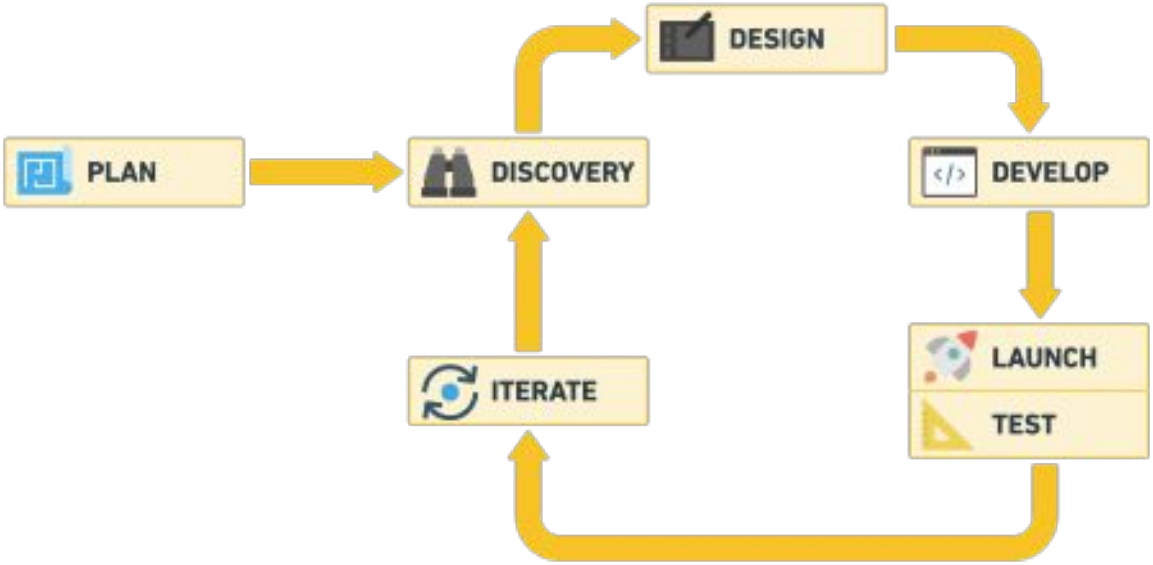


Waterfall

SO WHAT ELSE?

twelve Principles of AGILE
1
REGULARLY reflect on HOW to become more EFFECTIVE
then TUNE and ADJUST BEHAVIOR accordingly
2
BUSINESS PEOPLE and DEVELOPERS must work TOGETHER daily throughout the PROJECT
3
CONTINUOUS ATTENTION to TECHNICAL excellence and SUPERB DESIGN enhances agility
4
AGILE PROCESSES PROMOTE sustainable DEVELOPMENT
5
DELIVER working SOFTWARE frequently
6
OUR HIGHEST priority IS TO satisfy THE CUSTOMER
7
THE BEST ARCHITECTURES, requirements, and DESIGNS emerge from SELF-ORGANIZING teams
8
welcome CHANGING REQUIREMENTS
9
WORKING SOFTWARE is the PRIMARY measure of progress
10
SIMPLICITY IS ESSENTIAL
11
THE most EFFICIENT METHOD of CONVEYING information IS FACE-to-FACE conversation
12
BUILD PROJECTS around motivated individuals

PROCESS / WORKFLOW



Agile

Wireframes

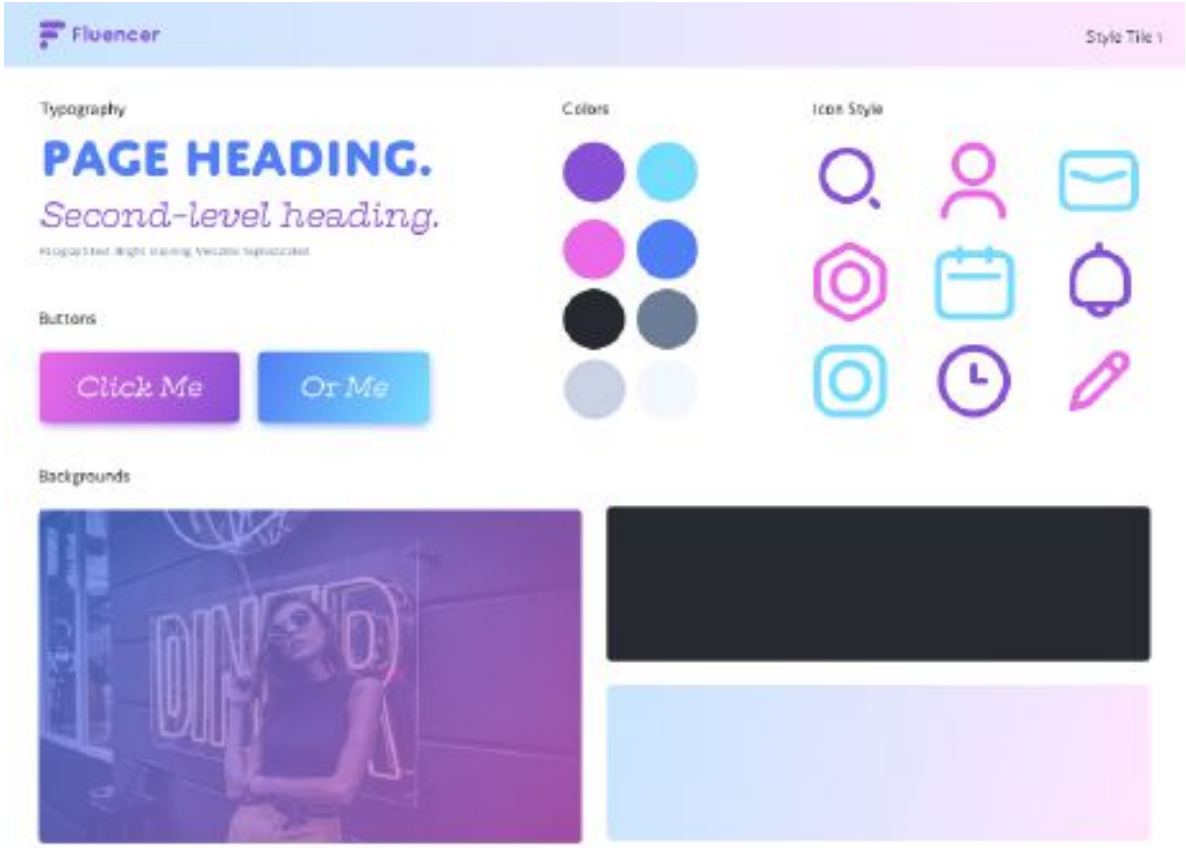
Style tiles

Moodboard
too vague
Style Tile
just right!
Mockup
too precise

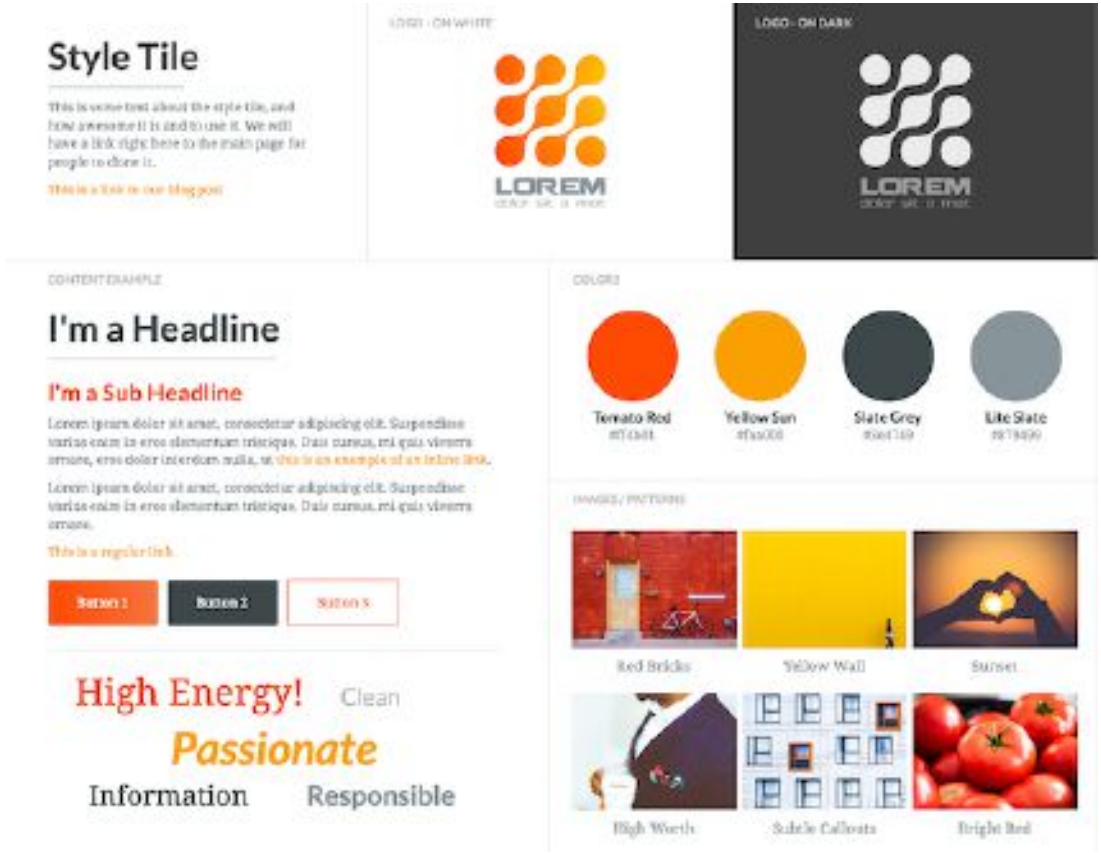
STYLE TILES

STYLE TILES
version: 2
PROJECT NAME:
CLOSE MARKET
COLORS
ICON SET
HERO IMAGE TITLE
ORGANIC AND NATURAL GROCERIES MARKET
MAIN BUTTON
BUTTON HOVER
This is an Example of a Header
This is an Example of a Sub Head

STYLE TILES


Fluencer
Style Tile 1
Typography
PAGE HEADING.
Second-level heading.
Buttons
Click Me
Or Me
Colors
Icon Style
Backgrounds
DINER

STYLE TILES


Style Tile
LOGO - ON WHITE
LOREM
LOGO - ON DARK
LOREM
CONTENT EXAMPLE
I'm a Headline
I'm a Sub Headline
Button 1
Button 2
Button 3
High Energy!
Clean
Passionate
Information
Responsible
COLORS
Tomato Red
Yellow Sun
Slate Grey
Lite Slate
IMAGES / PATTERNS
Red Bricks
Yellow Wall
Sunset
High Worth
Subtle Callouts
Bright Red

Learn more

HTTP://STYLETIL.ES/

Q&A about workflow

Project 2

HTTPS://MICA-WEB.GITHUB.IO/GD-220/PROJ2.HTML