

DOCUMENTATION

IM Workshop • Spring 2018 • Miha Klasinc

ROADMAP

1. Introduction

- what does it mean to document, why do it?
- documentation types
- audience

2. Component breakdown

- what makes up good documentation?

3. Examples

- look at good and bad practices

4. Lumarca documentation

- yuppi

INTRODUCTION

INTRO

What is documentation?

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- set of documents serving as proof of work
- your project's afterlife
- text, code, image/video material

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- to get a good grade
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- to get a job

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**If you didn't document
it, it didn't exist**

Pierre Depaz

INTRO

Use cases

- class
- workplace
- portfolio

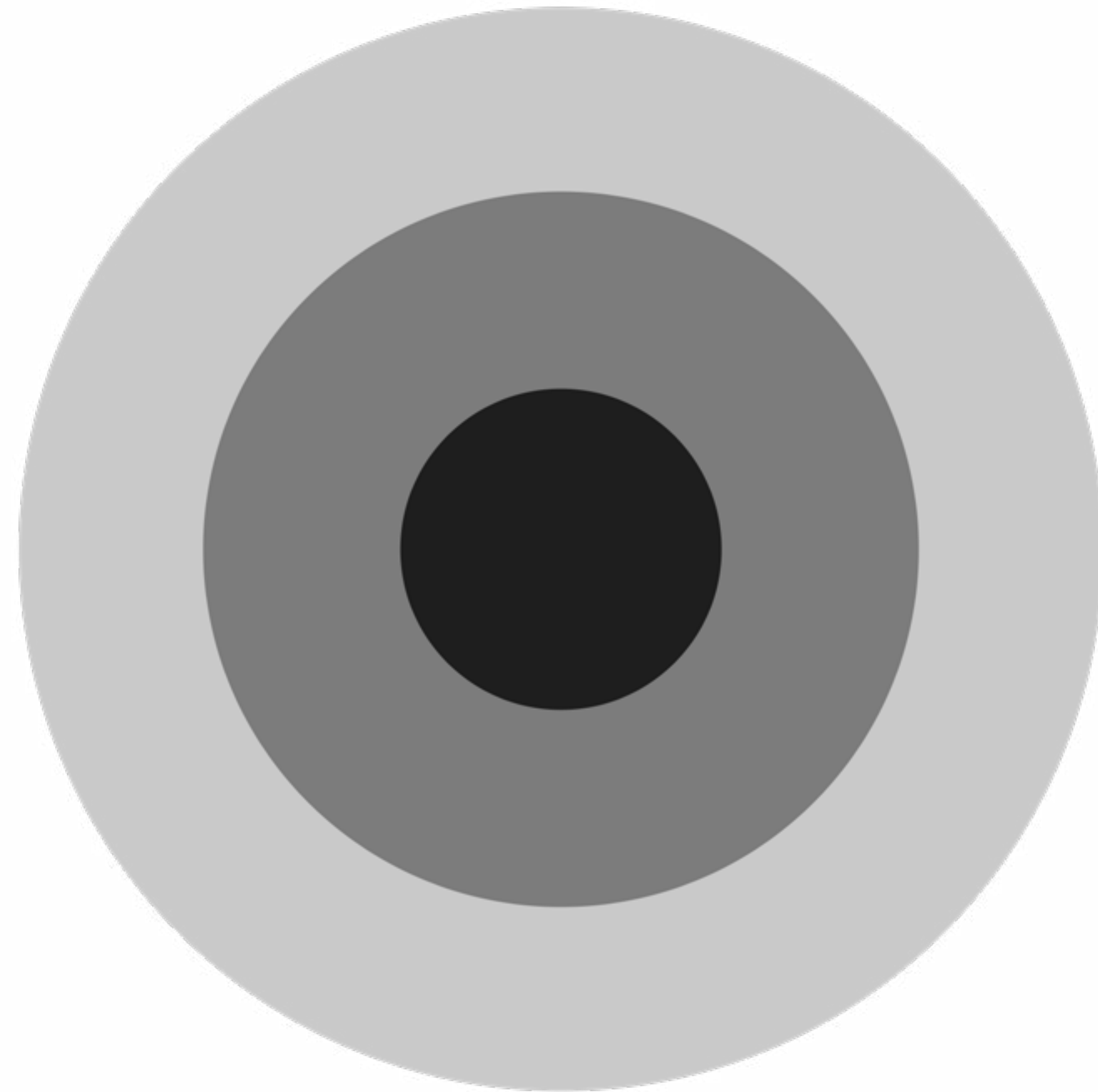
INTRO

Use cases

- class
- workplace
- portfolio

Audience

- your choice



INTRO

Use cases

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CRAIG

INTRO

Use cases

- class
- workplace
- portfolio

Audience

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EXAMPLES

EXAMPLES

Bad

- my Intro to IM final project

Good

- Lumen by Arvind Sanjeev
- Eve Weinberg
- Joaquin
- Harshini

FEATURES

FEATURES – FORM

Text

- oneliner
- concept / research
- process

Image + video

- prototypes / screenshots
- user interaction

Code

- accessibility (Github)
- clarity

FEATURES – CONTENT

WHAT is the project about

- short description, long description

WHY should your audience care

- concept + research

HOW did you do it

- show the process

FEATURES – IMAGE/VIDEO

Create visual excitement

- show you project from different perspectives

Action shots

- show user interaction / mockups

Tell a story

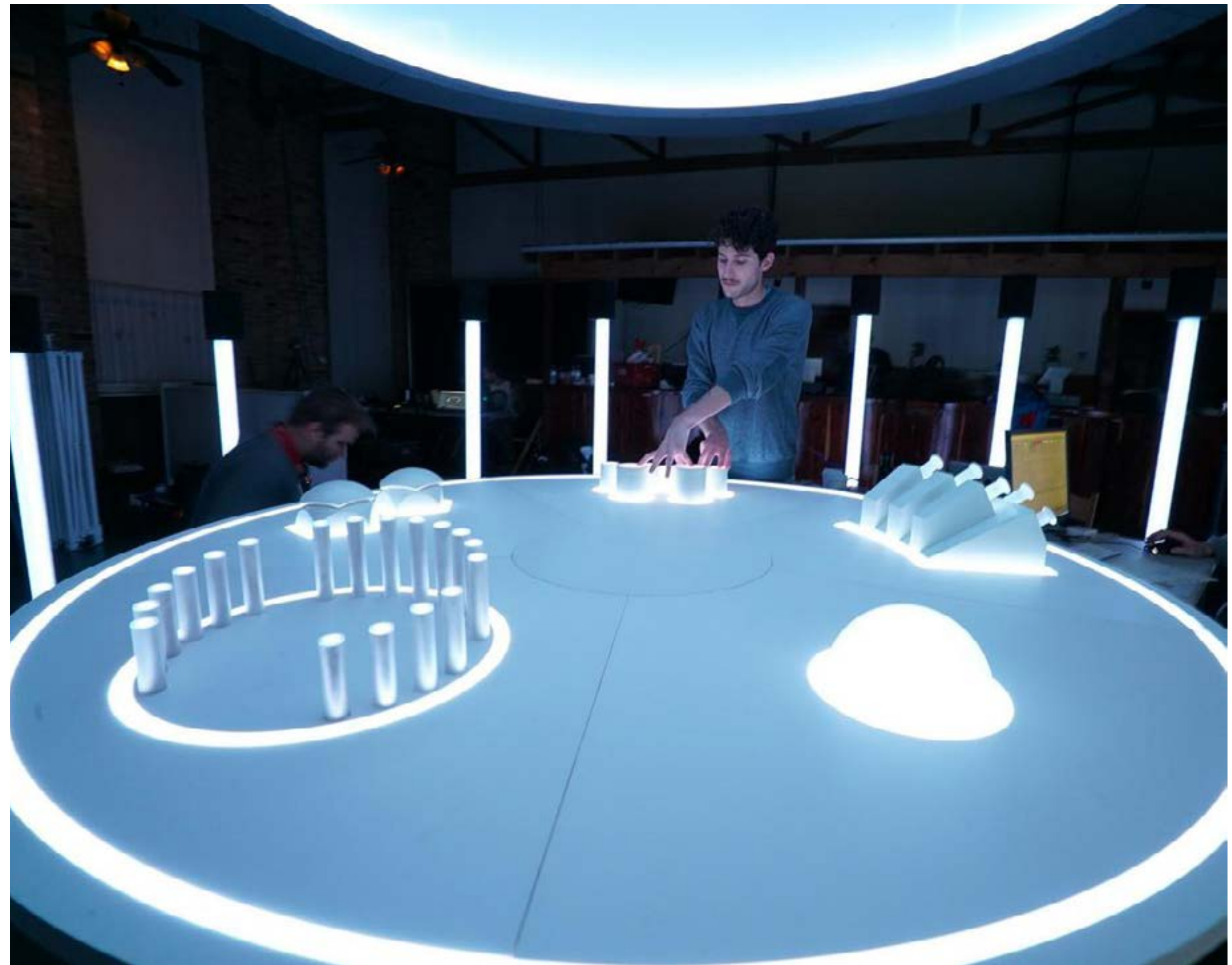
People make a difference



People make a difference

FEATURES – IMAGE/VIDEO

Project 1: Yotamm Mann



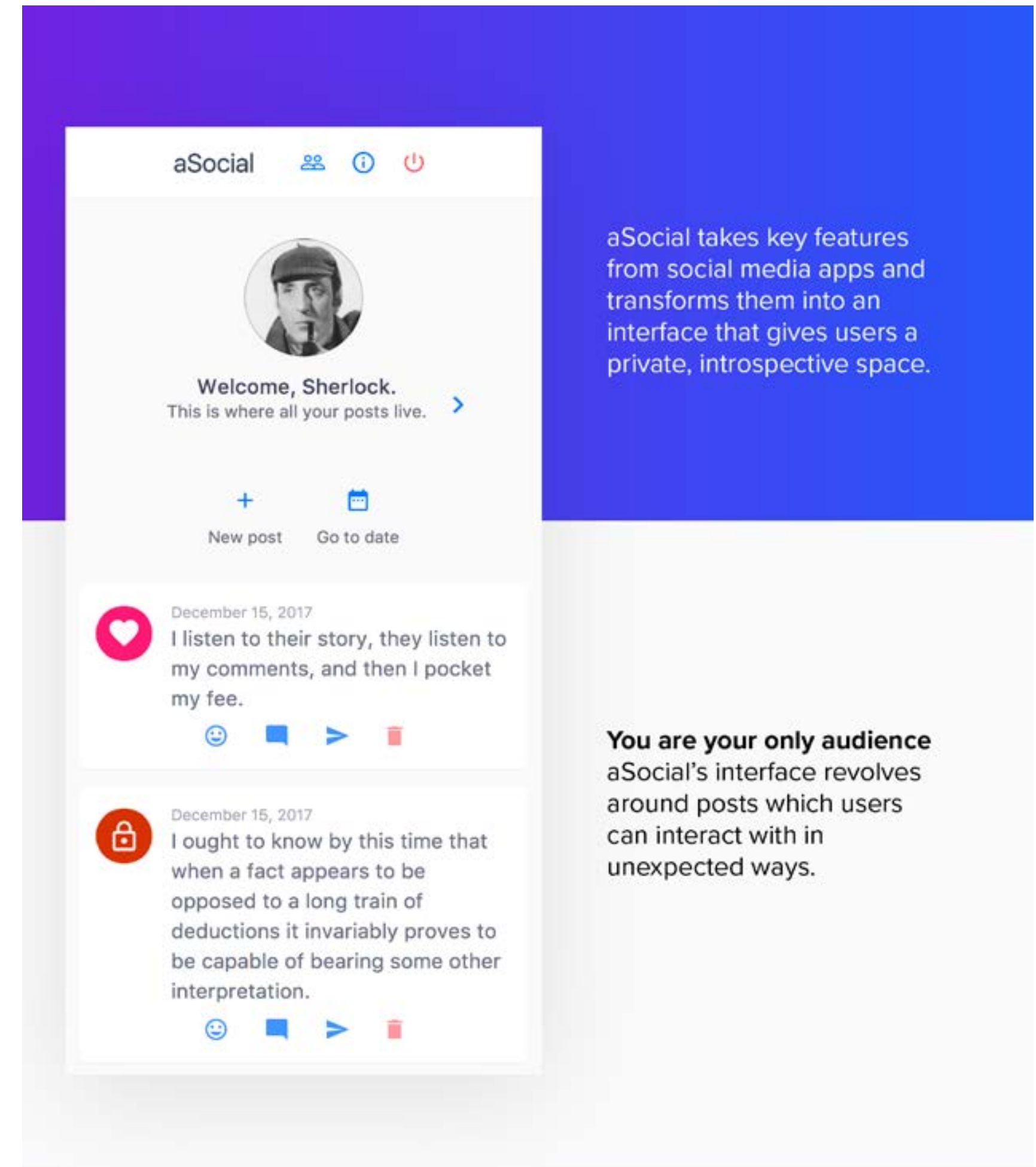
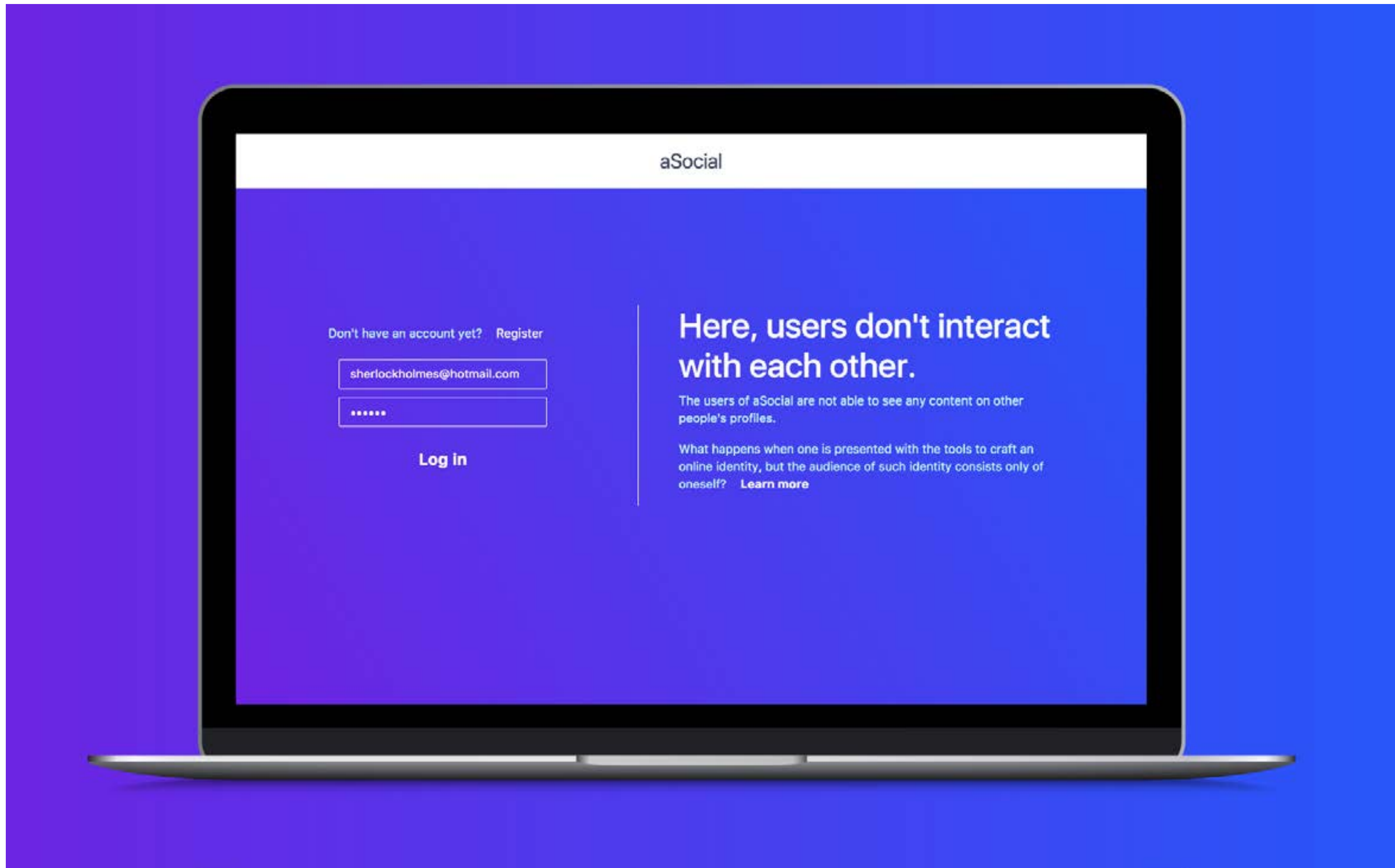
FEATURES – IMAGE/VIDEO

Project 2: Lauren Mccarthy



FEATURES – PHOTO/VIDEO

Project 3: Joaquin Kunkel



aSocial takes key features from social media apps and transforms them into an interface that gives users a private, introspective space.

You are your only audience
aSocial's interface revolves around posts which users can interact with in unexpected ways.

FEATURES – CODE

Organized folder structure

- helps while you work, helps after work is done

NOT SO GOOD

```
| -index.html  
| -style.css  
| -responsive.css  
| -script.js  
| -jquery.js
```

BETTER

```
| - index.html  
| | css  
| | - main.css  
| | - responsive.css  
| | js  
| | - main.js  
| | | vendor  
| | - jquery.js
```

FEATURES – CODE

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Split code into components / classes

- components help with scalability, code revisions etc.

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Readme file

- serves as index

S H O W T I M E

ACTIVITY – DOCUMENT LUMARCA

What we'll do:

- split into groups
- document Lumarca
- share group documentation on Google Drive
- review

Documentation requirements:

- short description (what is it)
- long description (what does it do, how does it work, what is the interaction)
- images (and/or videos)
- optional: image descriptions

RECAP

Documentation components:

- short description
- long description
- images
- video
- code

Content requirements:

- what, why, how

TIPS

TIPS

Documentation toolbox

- Github
- DSLR Camera
- Adobe Premiere / After Effects
- Photoshop / Illustrator

Effort pays off

- good documentation usually takes more time than you expect - but it's worth it

Collaborate!

- share your knowledge + ask for assistance