

**Interactive Design with SVG :** *Collaborative Project*

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# Interactive Information Poster

**Individual completion and submission**

**This assignment is worth 7.5%**

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## Assignment Description:

The basis of this assignment is to take complex information – statistics, research results, data comparison, forms, charts, analysis, etc., – and present it in the most efficient and easily understood way possible. The specific difference between this form of design and traditional infographics is the dynamic nature of the interactive information design. In this context the complexity of information can parse both live and static content from a variety of sources with realtime results. This data could be drawn from data bases, user inputs, algorithms, etc.,

With the added feature of interactivity, information design can engage users in new and interesting ways that traditional mediums, both static and dynamic, have been limited in achieving. The added benefit of vector based design comes with the inherent flexibility due to the algorithm of that graphic type. All aspects of it can be targeted and manipulated to any desired outcome.

This project will be a collaborative effort between the MMED-3002 class and MMED-1012 class. The data based designs you develop into a vector poster in MMED-3002 will be manipulated and controlled dynamically in the MMED-1012 class.

## Assignment Specifics:

### **Part I - MMED3002:**

Each student will choose a subject on which to collect data. The data collected will be the basis of the information that will be designed in a thoughtful and interesting way while considering its dynamic nature. Does it animate? Does the information

populate from an outside repository? How does the data get inputted and what is the result in relation to the graphics that has been designed? How does a user know how to interact with the content. Intuitiveness. User experience. Engagement. Communication. These are some, not all, of the questions and concerns you must consider when developing your design and layout.

Part I will focus on the development of the visuals that will populate the information for the poster. The overall aesthetic, brand – if relevant – considerations, vector style, typography, colour, textures, patterns, shapes, etc., will all need to be considered and developed so that you can complete the second half of the project – Part II – in Trevor's class.

## **Part II - MMED1012:**

Each student will develop a responsive one-page application to showcase an interactive implementation of your design. Please note that this means that you can consider how the graphics and interactivity evolve as a web app - it doesn't need to be a static graphic with animated overlays. You can show pieces or elements of your design in sequence, animate them in, develop additional controls, animate the internal pieces... it's entirely up to you.

The data that you harvest and use to drive the graphics on your printed piece should be stored in an object as the data source for your web application. Retrieve that data using a series of AJAX calls (you can do one main one, or break it apart into multiple calls and only retrieve the relevant data when needed).

Part of the design process outlined above is consideration of UX - aesthetics and engagement. This part of the project involves executing on those considerations with code - express your creativity with your Authoring skills.

You will create a repository for this project and add development branches as required. Be sure to include a detailed Readme.md file.

Remember that only the master branch will be graded, so merge everything to that branch before the project deadline.

Use best practices as outlined in both your first and second year classes: semantic tagging, mobile-first design, document outline, a detailed Readme, build files etc

## Assignment Requirements:

This is a two part assignment.

Part I is the design portion and will be completed for MMED3002 = 7.5%.

Part II is where you will build the dynamic data management of the poster graphics for MMED1012 - 10%.

The responsibility to achieve the graphic style for your assignment will be entirely up to you to consider, research and deliver. Remember, you are required to design this entire poster in vector graphics. In Trevor's class you will be targeting the vector data to make it fully interactive. This assignment is a precursor to the interactive portion of your 'About Me/Resume' section of your personal portfolio.

## Submission Requirements:

Only 1 file needs to be submitted for this assignment in MMED-3002. It will be the finished vector artwork of your information design poster in SVG format.

### **Part I - MMED-3002**

The assignment must be submitted to the FOL dropbox at the start of next class

**Week 8 (October 22-26, 2018)**

**All late submissions will incur a 30% reduction off the final awarded grade.**

### **Method of Submission:**

Finished **file** name:

LastName\_FirstName\_IID-SVG.svg

Finished **folder** name:

LastName\_FirstName\_IID-SVG.zip — **no .rar files**

- There is a mark attributed to the use of proper naming conventions.

### **Grade Value for this assignment:**

**Total = 7.5%**

## **Part 2 - MMED-1012**

The assignment (repo url) must be submitted to the FOL dropbox by **Week 9 (October 29-Nov2, 2018)**

**All late submissions will incur a 30% reduction off the final awarded grade.**

### **Method of Submission:**

#### **Repo name:**

LastName\_FirstName\_HWxxx

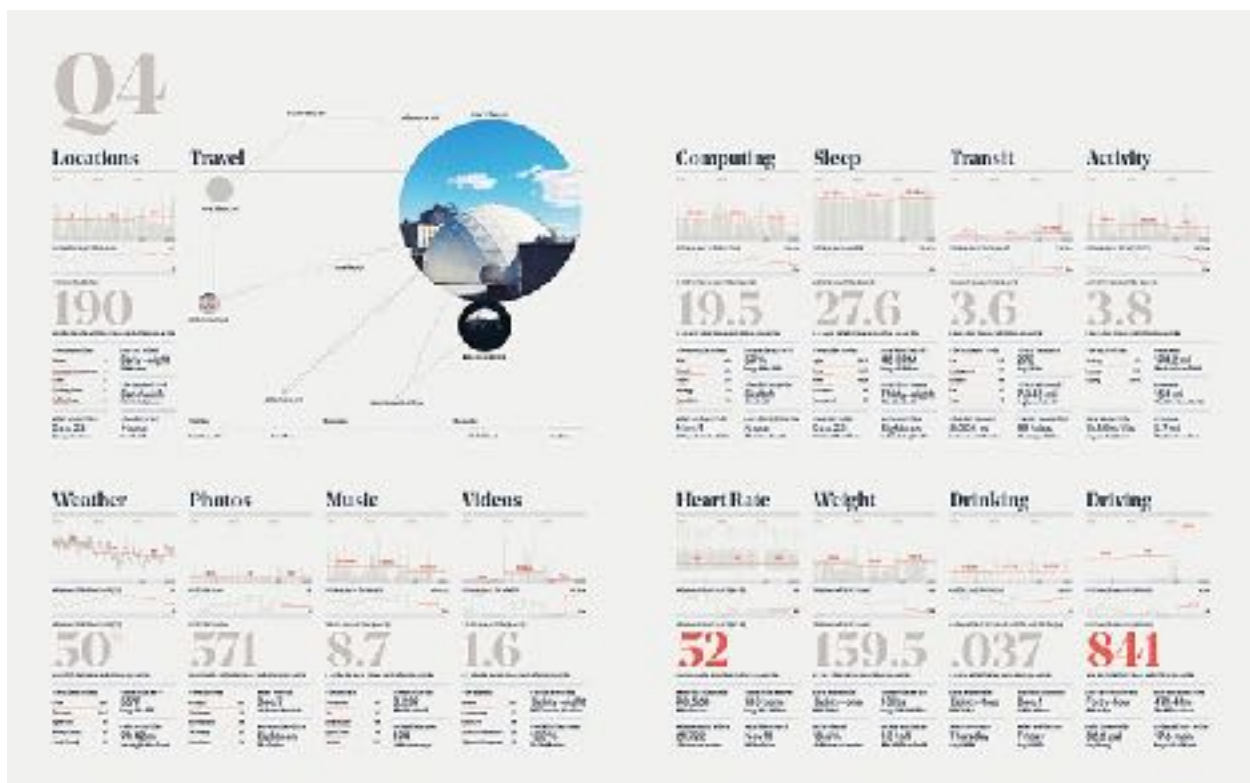
Please follow best practices for project structure (folder names and contents)

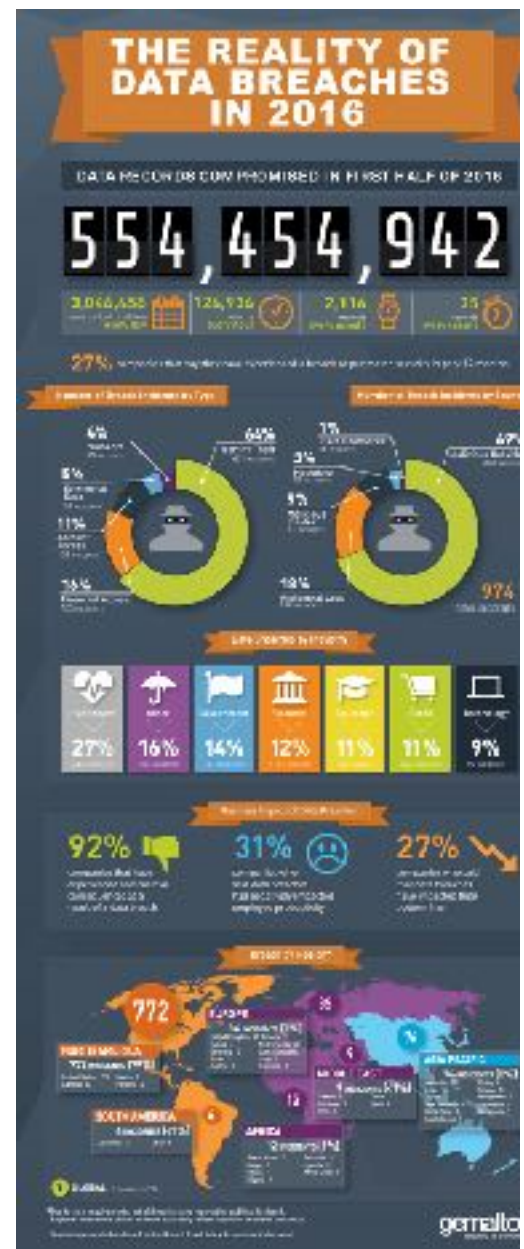
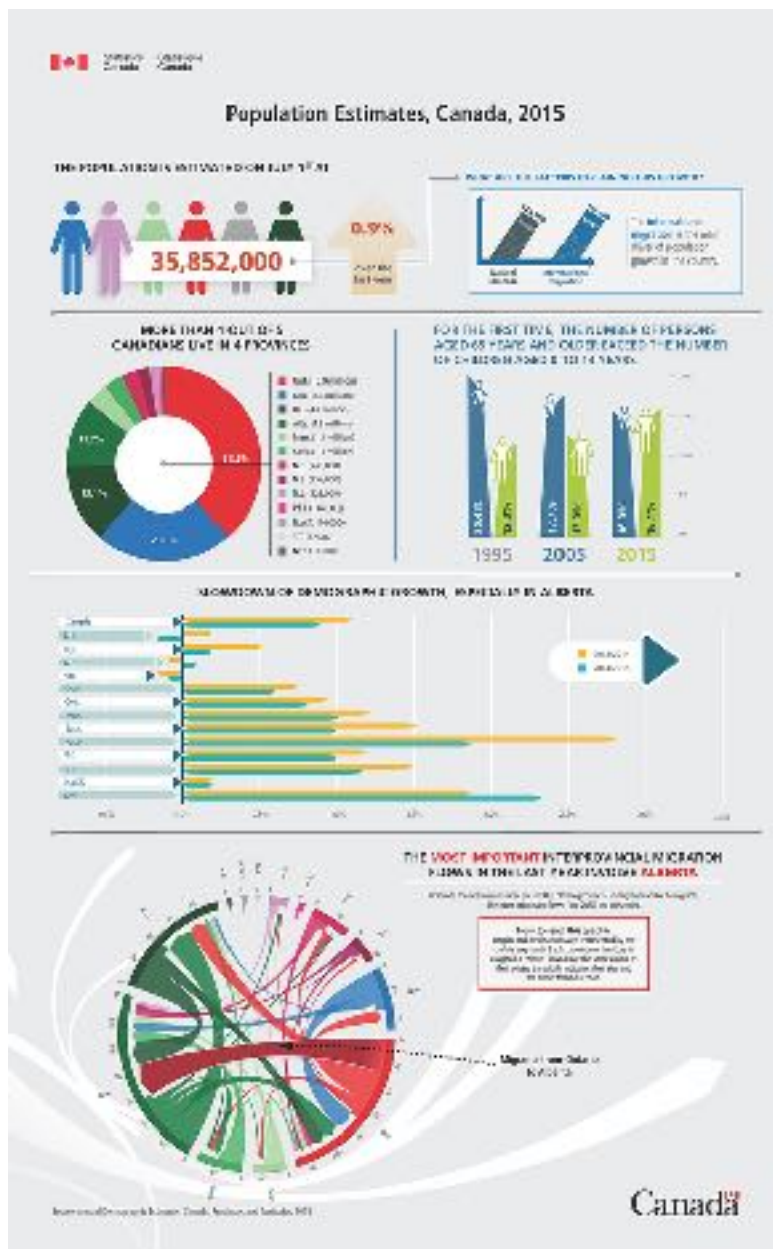
- There is a mark attributed to the use of proper naming conventions.

### **Grade Value for this assignment:**

Total = 10%

Your grade for this assignment will be based on how closely you follow the requirements listed in this document. Please read each section carefully. Do not hesitate to ask question in class and/or by email.







# Q: Who's the tech leader at *your* school?

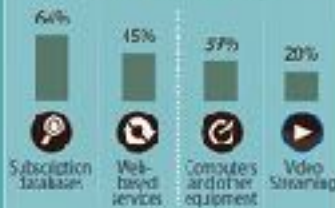
**A:** Odds are, it's the librarian.

## STATUS AS LEADER



## PURCHASING POWER

Librarians are responsible for purchasing and/or recommending technologies further their school including:



## INFLUENCE

- In a group of 100 school librarians...
  - 72 are responsible for technology usage in the library
  - 54 help introduce technology at the classroom level
  - 42 officially serve on the school's tech team
  - 34 impact technology adoption school wide
  - 19 officially serve on district tech team

## TECH DESTINATION

LIBRARY



**57%**

of librarians surveyed say

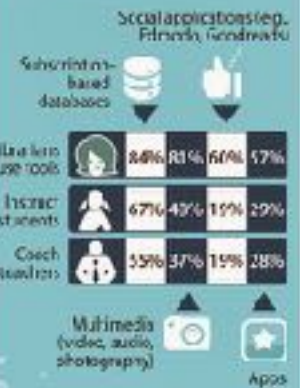


Students and teachers come to the library to learn new technologies.

## TECH TOOLS

Multimedia, social apps, Web-based resources, wikis, etc.

Here are the top tools:



See the survey at <http://ow.ly/rfZRD>

Brought to you by *School Library Journal*® Source: School Library Journal's 2013 School Technology Survey



