

introduction to:// web design

<idesn . 2115 />

prototype

DESCRIPTION

Students will translate the wireframes from the previous assignment into pixel perfect prototypes in an image editor such as Adobe Photoshop or Bohemian Coding's Sketch. To illustrate animated and interactive elements, students will use Keynote, InVision, or another prototyping application. Please include actual imagery and text supplied by the client. Greeking the text should be avoided, if possible.

At a minimum, please illustrate the following elements and styles and include any other elements and styles required by your content:

- » body copy text (regular, bold, and italic)
- » blockquote
- » three subheadings
- » hyperlink styles (inactive, hover)
- » ordered and unordered lists
- » table (heading and body)
- » multiple navigation states (active / selected, hover, inactive / deselected)

Share the design with your client and ask for feedback. As you present the design, walk through the screens in a *narrative scenario*. Incorporate the feedback into the design.

DELIVERABLES

- » A PDF or layered Photoshop file with named layer comps illustrating each template identified in the architecture diagram and any additional styling.
- » A Keynote file with fonts, QuickTime movie animation (QuickTime Player > New Screen Recording), or InVision URL.

course info

idesn 2115
fall 2016
3 credits

meeting time

monday, wednesday
8:00am - 10:30am
university hall
room L023

instructor

saul baizman
sbaizman@lesley.edu
617 863 0136

office hours

by appointment

website

baizman.com/itwd

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OBJECTIVE

The purpose of building the prototype is to create an experienceable version of the website. The client can understand exactly what will be built, and we can assess the behavior and functionality of the website prior to investing the sizable resources necessary to convert the design to HTML, CSS, and JavaScript.

DEADLINE

This assignment is due next Monday, 11/21. Please commit and upload your files to the master branch of your GitHub repository in a subfolder named "14 prototype."

WEIGHT

This assignment carries a weight of 2.

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