# MI349

Web Design 7 Development

# Class Updates

# Final Project Progress

- Ideation and Pitch Boards
- Persona Development
- Content Organization and Card Sorting
- IA and Copywriting
- Wireframes
- Comps
- Production and Testing

# Upcoming Schedule

- Week 9: Layouts, Flexbox and Wireframing
- Week 10: Design Principles and Comps
- Week 11: Mobile and Responsive Design
- Week 12: JavaScript Primer
- Week 13: Deployment
- Week 14: TekSystems/Final Project
- Week 15: TBD/Final Project Time

### Grades

# Layouts and Flexbox

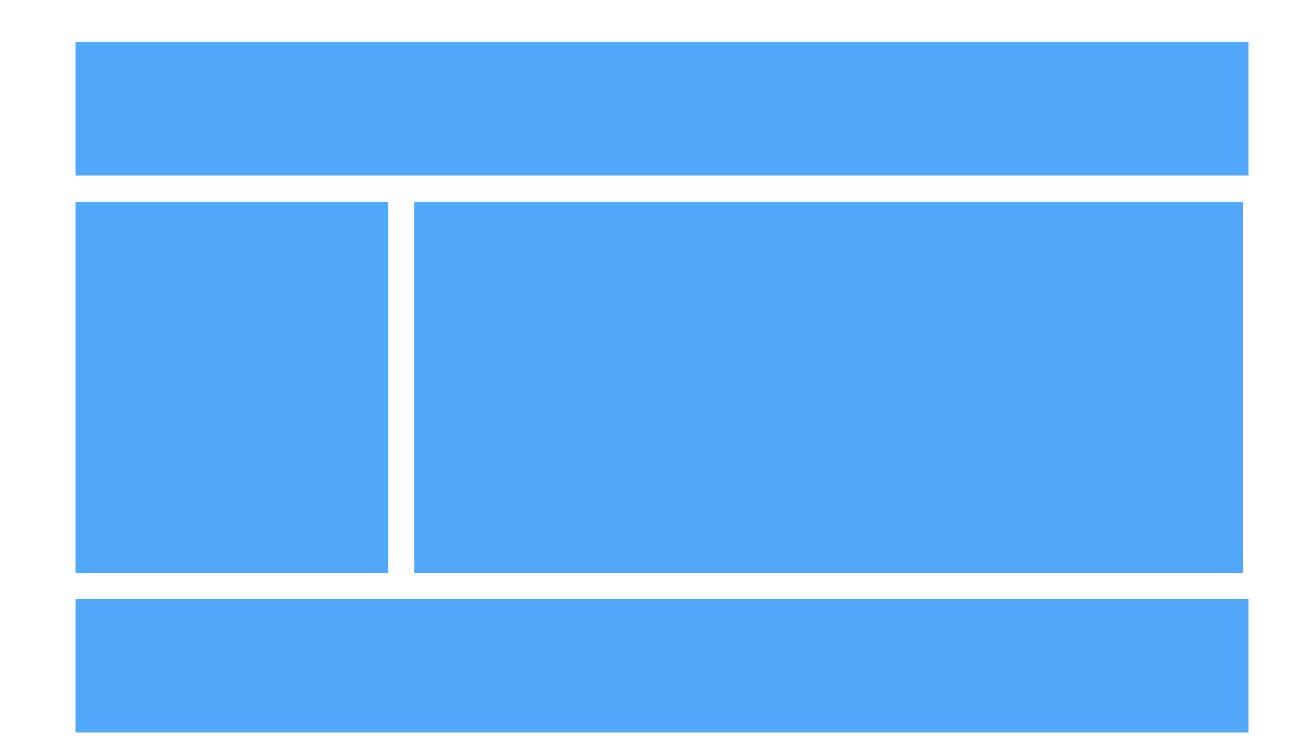
#### A Brief History of Web Layouts

- **1994:** Basic Layouts
- 1994 1998: Table-based Layouts
- 1998 2002: Mostly tables, CSS2 introduced
- 2002 2006: Killing tables, Browser incompatibility and hacks
- 2006 2010: Tables are dead, long live browser incompatibility; Mobile
- 2010 Present: CSS3/Flexbox

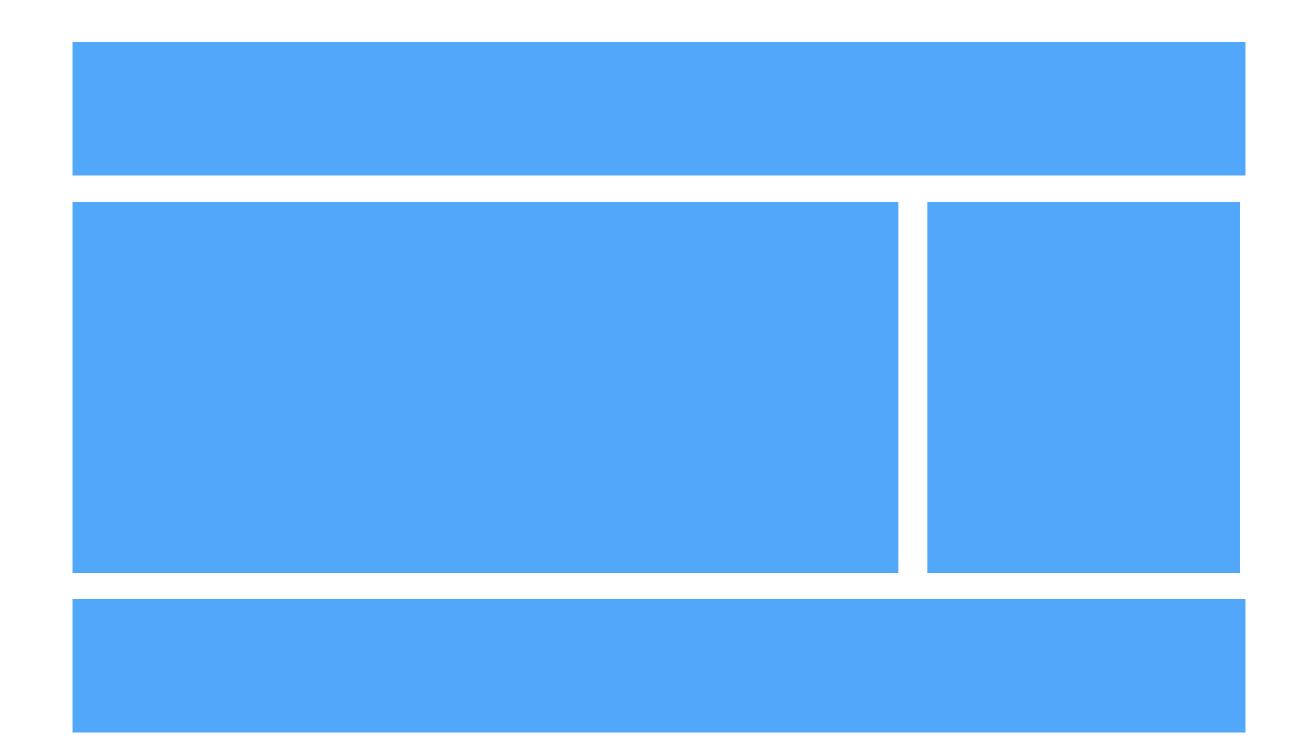
# Common Layout Patterns



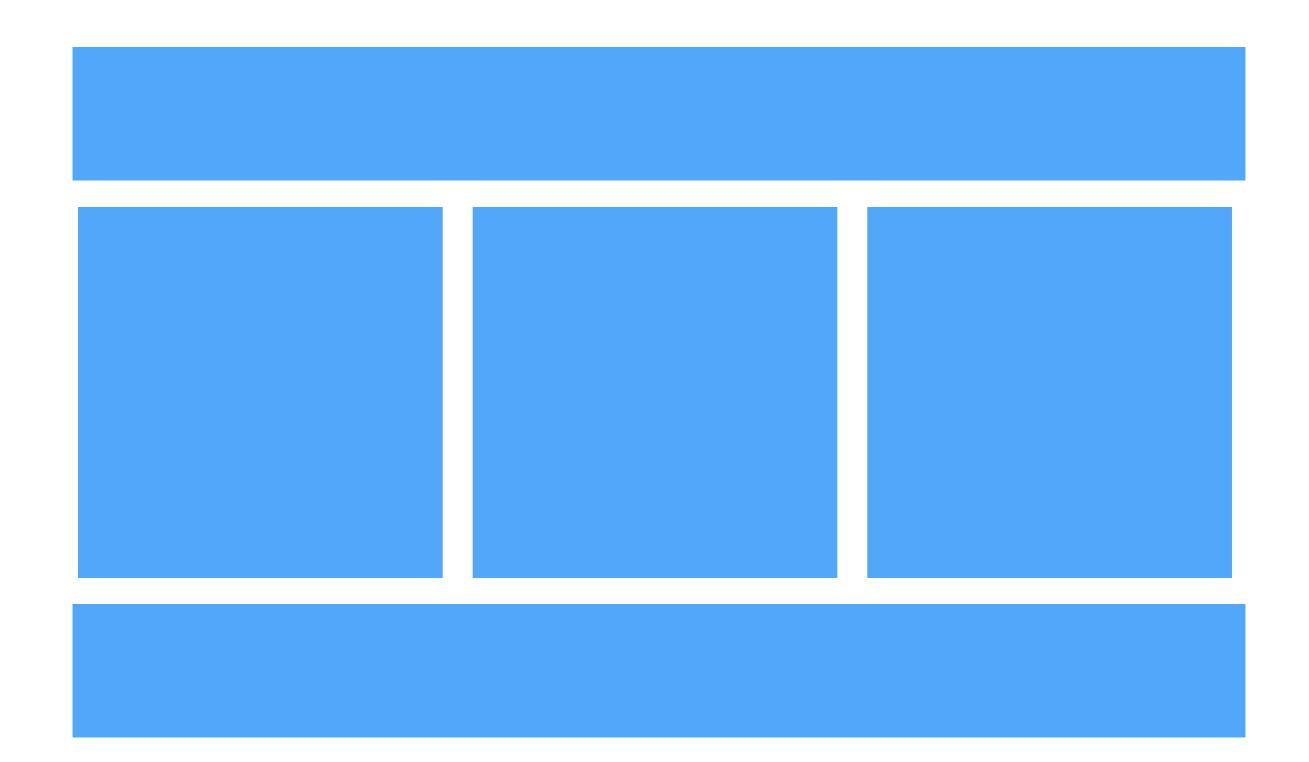
Header + Full-width content + Footer



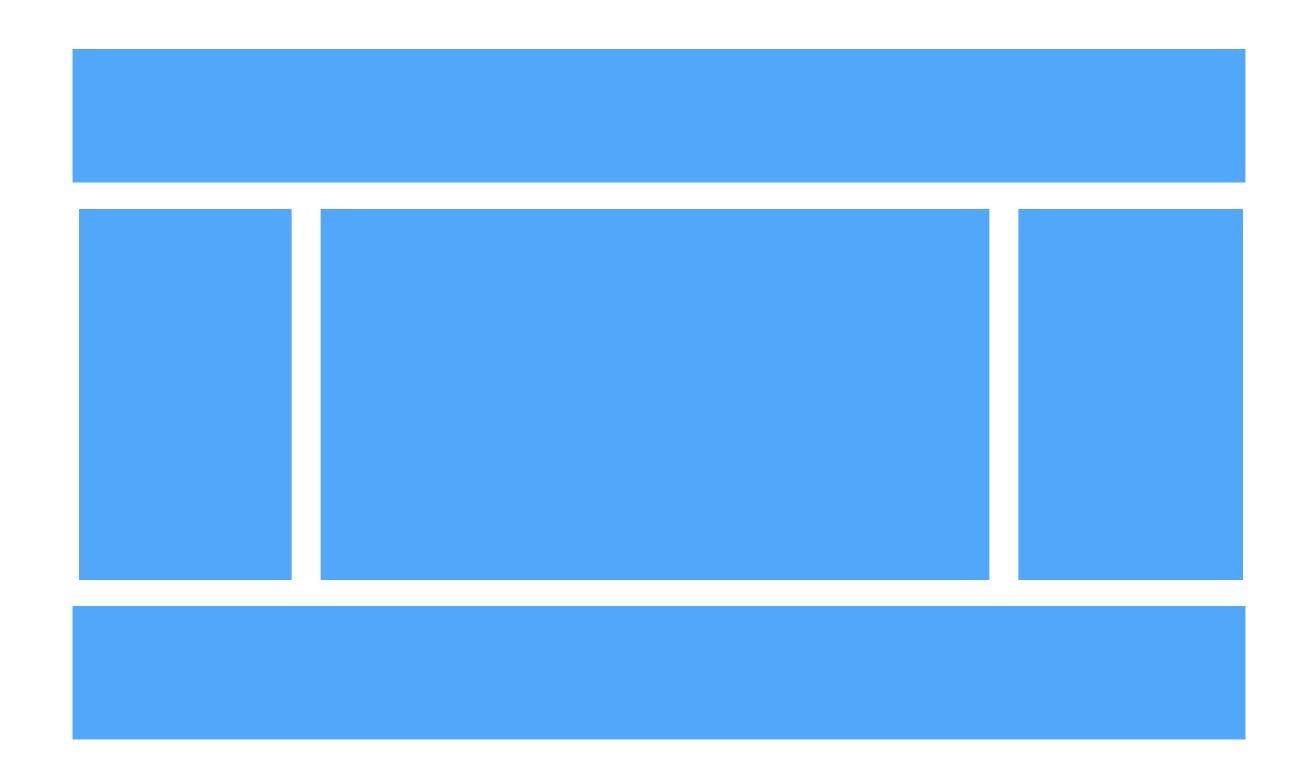
Header + Left sidebar + Content + Footer

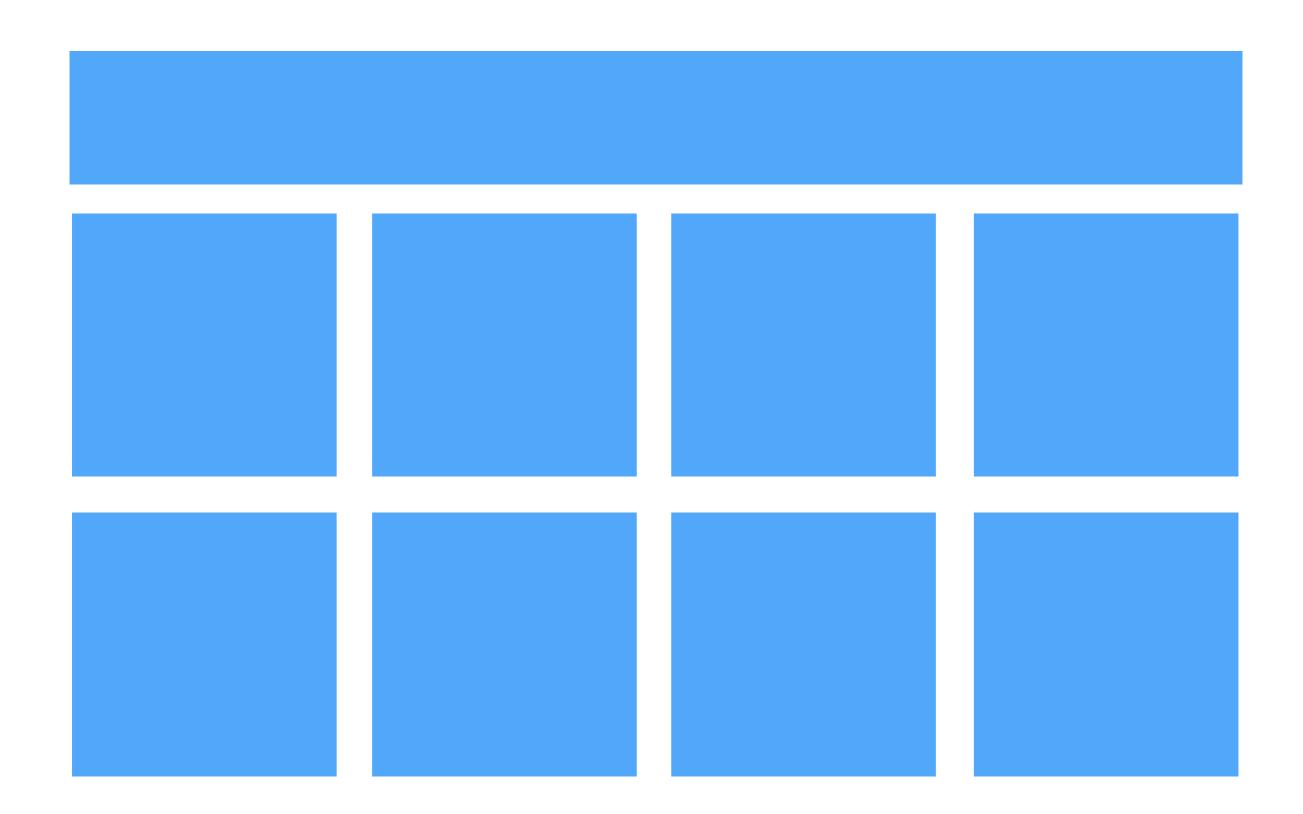


Header + Right sidebar + Content + Footer



Header + Three Column Content + Footer





Header + Grid

#### Flexbox Basics

 "...aims at providing a more efficient way to lay out, align and distribute space among items in a container, even when their size is unknown and/or dynamic (thus the word "flex")."

- CSS Tricks

 Flexbox gives the container the ability to change the size of its items based on the width of the view.

### Lexicon



#### Flex Container

- The primary element that holds the "display: flex" rule.
- Most properties have to do with the behavior of the child items.
  - Direction
  - Wrap
  - Content Justification
  - Item Alignment

#### Flex Items

- Flex items are the direct children of the flex parent container.
  - Grow/shrink
  - Basis
  - Self-alignment

### Flexbox Demo

#### Wireframes

## Why We Wireframe

- Because it takes less time than creating a Photoshop comp.
- Because it takes less time than creating HTML and CSS.
- Because we're pretty sure our first guess won't solve all our problems.
- Because visual ideation is important.

## Paper Prototyping

- You only need paper, pens/markers and maybe some scissors.
- Create low-res elements in different configurations (you can even cut them out and overlay them over your background)
- Show them to people on your team and use them as the basis for further design discussion.

#### Resolution

- How thick of a marker do you use?
- The idea behind wireframes is to articulate enough design to get your point across or your idea down on paper.
- 37signals famously uses a thick Sharpie for their wireframes: <a href="https://signalvnoise.com/">https://signalvnoise.com/</a> posts/466-sketching-with-a-sharpie

#### Software Tools

- Wireframe CC <a href="https://wireframe.cc/">https://wireframe.cc/</a>
- Axure
   http://www.axure.com/
- Balsamiq
   https://balsamiq.com/
- UX Pin https://www.uxpin.com/

D2L

#### Lab Preview

- CSS Flexbox and Layout Lab
- Final Project Wireframes