

Class 1: Content out and design

Summary

Isn't web design easy?

What is the web?

Historical context (The Web at 30ish)

Geographic variation

Web standards

Content out exercise

What is design?

Design principles

Good design

References

Above the Fold by Brian Miller

Web Style Guide (3rd Ed.) by Patrick J. Lynch and Sarah Horton

Universal Principles of Design by William Lidwell, Kritina Holden and Jill Butler

A Practical Guide to Designing for the Web by Mark Boulton

The Shape of Design by Frank Chimero

Class 1 Homework

Read: <https://shapeofdesignbook.com/> (as much as you like)

<https://webstyleguide.com/> (good general reference)

https://en.wikipedia.org/wiki/World_wide_web

<https://designingfortheweb.co.uk/> (parts 1 and 2)

<http://news.bbc.co.uk/1/hi/technology/5242252.stm>

<https://vimeo.com/88343326> (message from TB-L on the Web's 25th birthday)

Find 3 examples of good design (not websites) and photograph them. Put your photographs along with a description of the objects and an explanation of why you consider them to be good design on your journal (two to three hundred words per object).

Find 3 examples of good websites. Describe why you think each one is good and post this along with a link to each site as a journal post. Include some screen grabs to illustrate your points.