#### Introduction



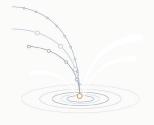
#### Welcome

School of Design Faculty of Liberal Arts and Sciences (FLAS)











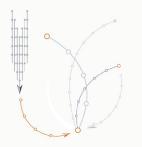




## Our philosophy #1

Website Architecture

A balanced approach with no bias towards either the *technical* or the *aesthetic* aspects of web design. The two work together, hand-in-hand.













# Our philosophy #2

A community of learners
Web design is a fast-evolving
discipline. We can only hope to
get to grips with it by working as
a team; students and tutors
working together.











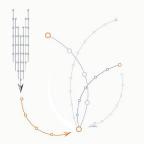


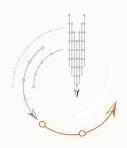
## Our philosophy #3

Work hard, have fun



Good social bonds are good for learning and hard work should be rewarded.













## Our philosophy #4

#### Industry focus

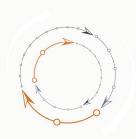


Our curriculum is informed by industry trends and contemporary ideas.













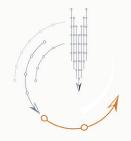
#### Courses

Design for Web Content (30) User Experience Design (15) Content Management (30) Social Media & SEO (15) Applied Art for the Web (30) Major Project (60)

Part-time, year 1

Part-time, year 2





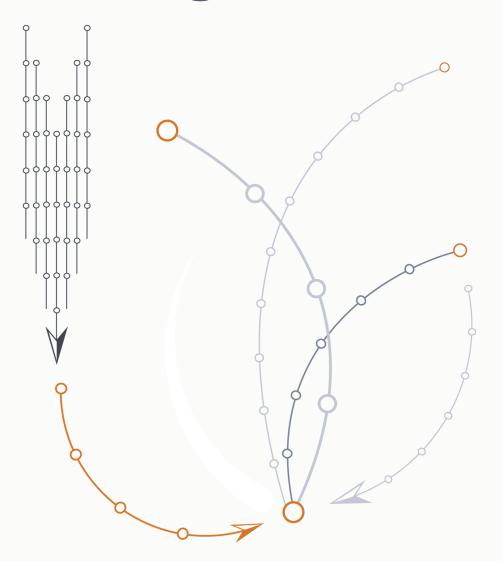






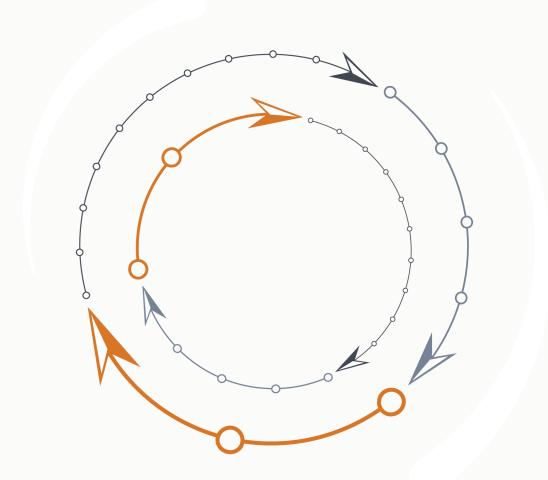


# Design for Web Content



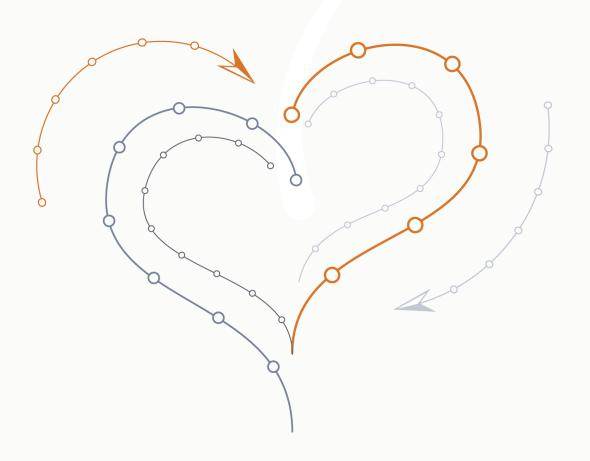
- The web design process
- Coding principles (web standards, RWD etc.)
- Introduction to graphic design ideas
- Building small websites with HTML & CSS

# User Experience Design



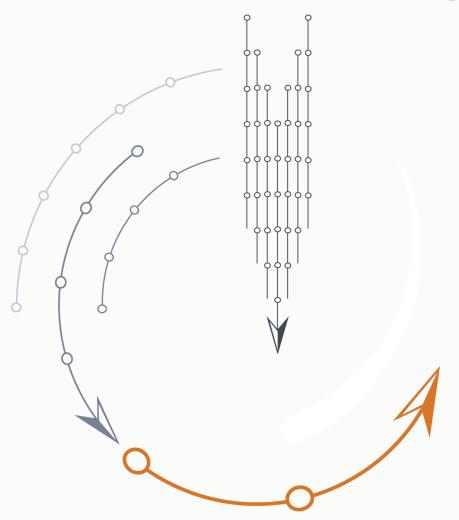
- User research
- User-centred design
- User personas
- User journeys
- Information architecture
- Website testing

# Applied Art for the Web



- Principles of graphic design
- Typography
- Use of colour and image
- Composition and layout
- Raster and vector graphics
- WordPress theme design
- Always with code as a context

# Content Management



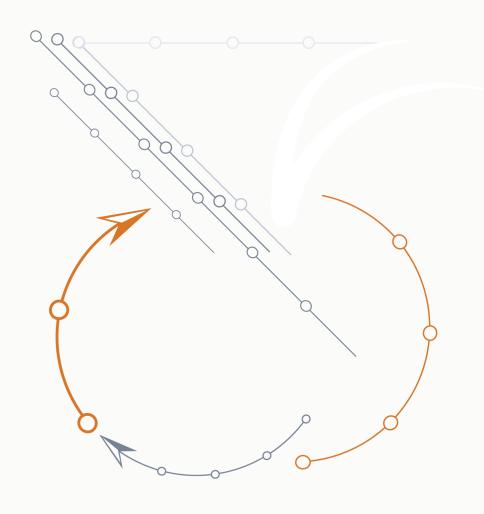
- Introduction to JavaScript
- PHP and MySQL
- Website management
- Security
- Content strategy
- Content management systems (CMS)
- Managing larger websites

## Social Media & SEO



- Search Engine Optimisation (SEO)
- Communities and social media
- Analytics
- Revenue generation
- Branding

# Major Project



# Business Cultural Context Commodity Firmness Delight

- Research and critical analysis
- Development of brief
- Elevator pitch
- Vitruvian principles + business and cultural context
- Designing, building, testing, deployment and analysis

#### programme schedule

Week 1 Sept 11th 2023 Week 2 Sept 18th 2023

Programme welcome

with David, Prisca & Fabiana

Our first meeting will be online ~ we'll do introductions and discuss what's ahead. We will be using Teams and you will receive the link to our session ahead of time via email.



**Your Teachers** 

Nov 15th 2023

- **Timetable & Rooms**
- Week 2 Sept 20th 2023 Sept 22<sup>nd</sup> 2023 Week 2
- Week 3 Sept 27th 2023
- Week 4 Oct 4<sup>th</sup> 2023
- Oct 11th 2023 Week 5
- Oct 18th 2023 Week 6
- Week 7 Oct 25<sup>th</sup> 2023
- Week 8 Nov 1st 2023
- Nov 8th 2023 Week 9 \* Week 10

#### deadlines

more info

#### November

08/11/23

MP concept: workshop



2 17/11/23

Design for Web Content: Three designed objects

#### December

1 08/12/23

Applied Art for the Web: Typesetting literature

#### January

1) 12/01/24

User Experience Design: UX Design

2 24/01/24

MP Crit #1:

Business, Cultural Context, and Commodity

#### **February**

1) 02/02/24

Design for Web Content: Small business website

2 28/02/24 MP Crit #2:

Delight



#### March

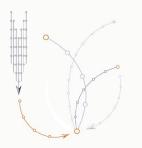
1 08/03/24 Content Mana

Seminar/artic

maweb.design

# Programme delivery team

David Watson (programme leader)
Prisca Schmarsow (module tutor)
Fabiana Lassandro (module tutor)
Steph Troeth (UX research)
Chris How (UX design)
Emma Axelsson (guest critic)













#### Hello

David Watson

Programme leader, course tutor and your personal tutor.

D.Watson@greenwich.ac.uk















#### Hello

Prisca Schmarsow

Course tutor, educator and freelance designer/developer

P.Schmarsow@greenwich.ac.uk















#### Hello

Fabiana Lassandro

Course tutor, developer, and accessibility specialist

F.Lassandro@greenwich.ac.uk















#### Hello

Steph Troeth
UX Strategist/Researcher

Chris How UX Designer at Clearleft

Course tutors: User Experience Design

















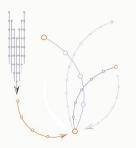
## Programme admin team

David Watson (programme leader)

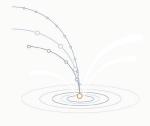
School of Design admin team

design\_school@greenwich.ac.uk

<u>Virtual reception on Teams</u>













#### How we teach

We use an "active learning" approach Classroom activities (e.g. coding challenges)

Discussion

**Presentations** 

We understand that not everyone will be familiar or comfortable with this approach.













# **Teaching sessions**

Sessions are 3 hours long with a 15 minute break mid-session

Sessions begin at 10am and 3pm

Punctuality is important (maweb.design/asides/etiquette.html)

Active participation is encouraged













# Grading at Level 7 (postgraduate)

Grading bands

70% and above = Distinction

60% to 69% = Merit

50% to 59% = Pass

Below 50% = Fail













#### You will need...

A laptop or MacBook with Wi-Fi

Web hosting

Books

Dedicated study time













# Laptop/Macbook

Ideally, something light and easily portable for use in class and at home. Should include a webcam and microphone for online sessions.

We'll introduce software during the workshop.













# Web hosting

Best option: clook.net (intro)

Everything you need for £29.99 per year (or £2.99 per month) Add a uk domain name for £7.99 per year

Total cost including VAT: £45.58

clook.net/website-hosting/

Full details: websitearchitecture.co.uk/resources/helpers/web-hosting-details.pdf











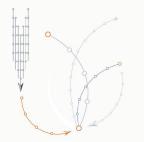


#### **Books**

Learning Web Design (5<sup>th</sup> Edition) by Jennifer Robbins

Adaptive Web Design (2<sup>nd</sup> Edition) by Aaron Gustafson

A Practical Guide to Designing for the Web by Mark Boulton











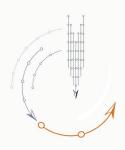


#### **Time**

The amount of study time needed per week will vary depending on project stages and previous experience.

Students tell us they usually spend between 10 and 25 hours per week in addition to the time spent in taught sessions during full-time study.













#### Part-time work

International students on study visas may work up to 20 hours per week in addition to their studies. We understand that some will need to work to supplement their finances but be aware that working 20 hours per week is likely to adversely impact your studies.













# Learning resources

maweb.design

Our programme hub

websitearchitecture.co.uk

Our programme website and David's materials

eyelearn.org

Prisca's materials

moodlecurrent.gre.ac.uk

Moodle (the university VLE)













#### Communications

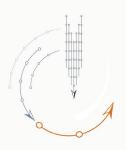
#### Slack

Our Slack group has been running for several years. It's a useful way to keep communications organised and Slack is an industry standard platform.

#### **Teams**

We'll use Teams for our interactive online sessions.













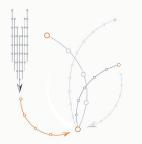
#### Reminders...

ID card pickup

Any time before our induction workshop

The student centre at Dreadnought building. You will need your ID card to access the Stockwell Street building. If you need access before you get your ID card, please use the virtual ID card on the Greenwich mobile app.

Induction sessions (GREFest) libcal.gre.ac.uk













# **Greenwich campus**



# Next meeting

#### Induction workshops

Wednesday, 20<sup>th</sup> September: 10am to 1pm and 2pm to 5pm

Friday, 22<sup>nd</sup> September: 10am to 1pm and 2pm to 5pm

Venue: Stockwell Street, room 11\_2014 (11\_2016 on Friday morning)

#### You will need...

- Laptop or MacBook
- Web hosting account (login details)

