
Objectives	To allow students to work together on a complex design problem. Students will explore elements of HTML table-based grid and template production. Problems relating to large-scale website design will be explored, including integration of multiple designers' work within a common wireframe and the delegation of design responsibilities.														
The Assignment	<p>For this assignment, students will collaborate in groups to design and produce three websites that showcase the work of designers, artists or other visual communicators, or a related design topic. Attention will be given to interfaces that allow navigation between each of the subjects and associated subsections of the site.</p> <p>Students will be divided into three teams, each responsible for researching the sections of their group's site. Once content is gathered, the group as a whole will evaluate it to discover common areas that can be repeated throughout the site. Some content may need to be eliminated to ensure consistency between sections. This discovery phase will end with the development of an information architecture for the team's site.</p> <p>Once content is established, each student will develop a proposal for the site wireframe. The team will discuss the merits of each approach and arrive at a final solution which will be implemented as a template in Macromedia Dreamweaver.</p> <p>Students will design within these templates while also applying their subject's visual style to the interface. The amount of consistency that can be sacrificed should be determined as a group and those guidelines followed as closely as possible.</p>														
Presentation	Several presentations will be required for this project. The final site will be executed in HTML and posted to the Web. Other informal designs may be submitted as hardcopy, on boards as necessary. More information will be given during the project.														
References	<p>Kelly Goto's <i>Web Redesign: Workflow that Works</i>, Phase 4: Production Jeffrey Veen's <i>The Art and Science of Web Design</i>, Chapter 2: Interface Consistency David Sigel's <i>Creating Killer Websites</i>, Chapter 4: Laying Out Pages Jeffrey Zeldman's <i>Taking Your Talent to the Web</i>, Part III: Tools and Techniques</p> <p>http://www.macromedia.com/resources/education/curriculum/ http://www.alistapart.com/stories/process/</p>														
Schedule	<table><tr><td>2/26</td><td>Assignment sheet distributed. Select a subject and begin research.</td></tr><tr><td>3/3</td><td>Present individual research. Group evaluation and development of IA.</td></tr><tr><td>3/5</td><td>Workday for wireframe proposal.</td></tr><tr><td>3/10</td><td>Present wireframes. Group evaluation and development of final direction.</td></tr><tr><td>3/12</td><td>Workday for visual designs. Begin implementing HTML prototype.</td></tr><tr><td>3/17</td><td>Finished visual designs. Production of final HTML for sections.</td></tr><tr><td>3/19</td><td>Final presentation and class critique.</td></tr></table>	2/26	Assignment sheet distributed. Select a subject and begin research.	3/3	Present individual research. Group evaluation and development of IA.	3/5	Workday for wireframe proposal.	3/10	Present wireframes. Group evaluation and development of final direction.	3/12	Workday for visual designs. Begin implementing HTML prototype.	3/17	Finished visual designs. Production of final HTML for sections.	3/19	Final presentation and class critique.
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