

vocabulary flashcard app prototype

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introduction

“Double-sided” flashcards are a great way to learn vocabulary terms. The simple flashcards are created just with a stack of 3x5-inch index cards. Write a term on the front of a card, then flip it over and write the definition on the back of the card. Other options include:

Professionally printed cards:

- Same as above, but they are professionally printed on a nice, undestructible card stock. Depending on the audience (and the printing budget), the design system can either be simple grayscale on white paper or much more extravagant –even to the point of being collectible, beautiful pieces. The the cards also come in a package, oftentimes a “tuck box” that has a label repeating the design system on each card.
- [See more here](#).

Free/paid apps online:

- There are plenty of free online, many already stocked with crowd-sourced information about different subjects. [Quizlet](#), [Brainscape](#), and [Cram](#) are great examples. There are not many free apps available that allow the user to create their own flashcards and also have at least some sense of design. [This Google app](#) is one of the few examples.
- Other apps, usually not free, are pre-stocked with vocabulary terms.

WHAT YOU WILL BE CREATING >>

Professional Flashcard App (Prototype):

- Reflecting the care that professionally printed cards would display while still keeping in mind the simplicity and consistency of a design system, you will create a vocabulary flashcard app prototype of basic html/css terms. Due to the subject matter, no images are expected - only perfect typography. Color and pattern can also be explored, taking care to not override the learning experience with distracting elements.

Spring 2024 student work*:

- Kennedy Crawford: <https://www.behance.net/gallery/193351707/HTML-and-CSS-Flashcards>
- Lydia Strickland: <https://www.behance.net/gallery/193351609/Vocabulary-Flashcard-App-Prototype>
- Charlee Hounihan: <https://www.behance.net/gallery/193699741/HTML-CSS-Vocabulary-Flashcards>
- My Huynh: + Index Page <https://www.behance.net/gallery/193351481/Code-Vocab-Flashcards-Prototype>
- Ca Nguyen: + Index Page <https://www.behance.net/gallery/193355951/Vocabulary-Flashcard-App-Prototype>

*Spring 2024's project was similar to this one, but not identical. In other words, follow this project's Behance directions instead of blindly copying what these students did.

objectives

This project reflects a tool that is traditionally found in printed form to the digital interaction of an app prototype for a phone. It also covers the following concepts whose graphic design foundations genesis has evolved to UI/UX interactive non-linear platforms.

- **Design Process** >> Research. Research more. Brainstorm. Mindmap. Sketch. Repeat.
- **Color, Contrast, and Content** – [The 3 C's of Interface Design](#) – should be considered when designing the interface. **Continuity** is the 4th C, which is easily controlled by creating a Design System that is enforced throughout the entire piece.
- **Typography** is about space as much as shape; plus, screens affect reading in a different way than print because the former is pixels of light while the latter is dots of ink on paper. Though type always has a voice, it should be easy to read on a screen; therefore, students should be careful with fonts that are overly detailed or difficult to read.
**FYI: If creating a prototype to be developed that high-quality custom font files often have a hefty licensing fee when live (vs. print).*
- **User Experience** will be explored, but within the constraints of basic Figma capabilities. In other words, this app will only navigate in a linear card-to-card manner with a scroll down mechanism to see the back of the card.
- **Figma building elements** will reflect those students are familiar with in InDesign, specifically Character Styles and Components (like Object Styles). Once those are set and assigned, they can be adjusted across the entire build quickly.
- **Design of a series** >>Once one flashcard is built in Figma, duplicate the Artboard.

As always, please remember:

- **Every skill takes practice.** If it were easy, you wouldn't need 4+ years to get a degree in it. After that, you will continue to learn – and relearn – throughout your career. Never stop learning.
- Likewise, **the only way to learn software is to use it again and again and again.** There isn't any magic trick. It just takes time.
- If a student doesn't understand how to do something, **professional communication** with the professor is required. Fellow students with more experience may also have suggestions.
- You must understand how to **organize your time** and **prioritize what is important.**

As explained in the syllabus, grade sheets will be returned with rubrics and brief comments. By each rubric point, CR, 1/2 CR, or No CR will be listed. The numerical equivalent would be:

CR = **100%** | 1/2 CR = **50%** | No CR = **0%**

OVERALL:

- **Directions were followed accurately.**
- **Participation** in all class and/or one-on-one discussions.
- Time management. **All work turned in on time or before due date(s).**
- Ambition. The overall evolution of work shows commitment and creative problem-solving.
- No spelling mistakes.

RESEARCH + LO-FI WIREFRAME:

- Flashcard design research provided on Canvas as directed.
- Low-fidelity wireframe and other sketches show significant critical thinking.
- Ideas presented are creative in relation to research and project goals.
- Minimum of 10 card "front" and its "back" created.

NAVIGATION MAP:

- Navigation Map is legible and turned in on time as directed.
- Navigation Map displays awareness of its purpose.

DESIGN SYSTEM + MED-FI WIREFRAME + FINAL WIREFRAME:

- Design system created in Illustrator.
- Minimum of 1 card "front" and its "back" created in either Illustrator or Figma.
- Design system font choice(s) make sense aesthetically per UI/UX needs.
- Design system color choices make sense aesthetically per UI/UX needs.
- Design system UI elements make sense aesthetically per UI/UX needs.
- Medium-fidelity wireframe displays design system.

see next page

APP PROTOTYPE BUILD

- **Directions were followed accurately.**

This includes understanding how one publishes once, then continues to update the link. In other words, only one URL should be needed.

- All elements in final design show awareness of the 4 C's of Interface Design:

Color | Contrast | Content | Consistency

- Composition and Layout take into account shape vs. space within the artboard.
- At least 1 Text Style created and assigned in Figma. (More are highly suggested!)
- At least 1 Component* created and assigned in Figma.
- At least one button is created with multiple states. *A multi-state button is a Component.
- Any designs using Text Style and/or Components function correctly.
- Prototype wires/noodles are used correctly to create proper interaction and flow.
- Prototype is shared correctly.
- Local Figma file turned into Google Drive linked on Canvas matches Figma URL updated link.

MOCK-UPS

PHOTOSHOP

- Directions were followed accurately.
- Mock-Up displays work correctly.

QUICKTIME

- Directions were followed accurately.
- Recording displays prototype interaction correctly.

BEHANCE:

- **Directions were followed accurately.**

- [No spelling or grammar mistakes.](#)

- Work displays significant, unrushed efforts of critical thinking and self-reflection.

required terms

There are **35 required terms**, so 35 required flashcards, each with its own front and back. This is easy to accomplish once the design is built and then copied on every artboard, so do not let this overwhelm you. To truly understand these, see the examples provided at the following sources. One may use these samples (re-create them in your style) if wished, as it would be an easy addition and make these definitions much more clear!

- <https://www.codecademy.com/article/glossary-html>
- <https://www.codecademy.com/article/glossary-css>
- <https://physics.weber.edu/schroeder/html5/vocabulary.html>

[The following is available in a Google Doc at this link.](#) All of these are required for flashcards. The term is the “front side” and the definition is the “back side.”

HTML TERMS

HTML - HTML stands for Hyper Text Markup Language. It is the language used to define the logical structure of all web pages, breaking them down into various elements using tags.

attribute - A property or characteristic of an HTML element, such as id or src or style or onclick, that is specified inside its opening tag using the syntax `attributename="value"`. Attribute values should be enclosed in quotes (though browsers don't always enforce this rule), and multiple attribute assignments are separated by spaces. The order in which multiple attributes are specified doesn't matter.

basic formatting - You can easily format text to be bold, italic, or underlined using simple formatting tags.

body - The body is the container for all of a page's content. Comes after the `<head>` tag, within the overall `<html>` tag. Almost all content belongs inside the body tag. The main exceptions are script and style tags, as well as the page title tag.

class - HTML elements can have one or more classes, separated by spaces. You can style elements using CSS by selecting them with their classes.

children - An element that is an immediate descendent of another element or nested within another element is called a child. These become useful when using CSS child selectors and psuedo-elements.

comments - HTML comments are sometimes used in code to explain parts of the markup. They are similar to comments in other languages. Users do not see comments in their browser.

content - Everything between the opening and closing tags of an HTML element. The content can consist of text and/or nested HTML elements.

closing tag - A unit of HTML code that marks the end of an element, such as `</h2>`, `</p>`, and ``. Each closing tag is the same as the corresponding opening tag, except for an additional slash after the first angle bracket and the omission of any attributes.

div - A block level container (or 'division' of the web page) for content with no semantic meaning.

head - Tag that surrounds important content that is invisible to the user, but is important to the browser. Elements within this tag contain metadata about the page and links to stylesheets, scripts, etc.

headings - Heading elements like `<h1>`, `<h2>`, `<h3>`, etc. allow you to use six levels of document headings, ranging from largest to smallest, breaking up the document into logical sections. For example, the word 'Headings' above is wrapped in a `<h2>` tag.

horizontal rules - This tag creates a black line one pixel thick that runs the all the way across its container. It can be styled to look differently with CSS.

href - Links tell the browser where to go using an href attribute, which stores a URL.

<html> tag - All HTML files live within an over-arching html tag. This is the basic tag that defines an html document.

hyperlinks - Hyperlinks (or just links) take the user to another webpage when they click on it. The most common attribute used with links is href, which tells the browser where the link goes.

id - An HTML element can have an id attribute to identify it. id elements should always be unique to that single element, and each element should never have more than one id.

images - The img tag embeds an image into your HTML. Always found with the 'src' attribute, which tells the browser where to find the image. Note that the `` tag is self-closing.

line breaks - This tag is used in a block of text to force a line break. This is to be used for things which are a single paragraph, but where this formatting is necessary such as poems or addresses. To separate paragraphs, separate each paragraph into a separate element instead.

links - Link elements are used to connect your document to a related resource (very different from hyperlinks, which take you to another webpage when you click on them). Links appear only in the head section of a document so they do not alter the content, but only the presentation. Links are most commonly used to connect to a stylesheet, script, favicon, or alternate format of the page such as an RSS feed or PDF.

lists - HTML supports two kinds of lists: ordered lists and unordered lists. Within lists each individual list item has its own tag. Ordered lists' items are denoted with numbers. Unordered lists are just lists whose items are denoted with bullet points.

opening tag - A unit of HTML code, enclosed in angle brackets, that marks the beginning of an element. Examples include `<h2>`, `<p>`, and `<a>`. Some opening tags, such as `` and `
`, are self-contained elements that have no content or closing tag.

paragraphs - `<p>` One of the most common tags in HTML - it denotes a paragraph of text. It often has other elements nested inside of it, such as ``, `<a>`, `` and ``.

property - Any characteristic of the appearance or placement of an HTML element that can be specified using CSS, such as color or font-family or margin. The syntax for specifying a property is property-name:value; (note the colon before the value, the semicolon after it, and the absence of quotes). The order in which multiple properties are specified doesn't matter.

semantic formatting - These tags are similar to the previously mentioned formatting tags which have fallen out of favor. The difference is that these tags have semantic value (meaning). `` is used for something that you wish to emphasize and `` is used for something that is important. With both of these elements, you can convey the level of emphasis or importance with nesting. The more times that you nest the element within itself, the higher the magnitude of the text it contains.

tables - An element for displaying information in rows and columns. Supports headers and footers for labeling columns. Divides information into rows (denoted by the `tr` tag) which contain cells (denoted by the `td` tag).

tags & elements - TTags tend not to do much more than mark the beginning and end of an element. Elements are the bits that make up web pages. You would say, for example, that everything that is in between (and includes) the `<body>` and `</body>` TAGs is the body ELEMENT. As another example, whereas "`<title>`" and "`</title>`" are TAGS, "`<title>Rumple Stiltskin</title>`" is a title ELEMENT.

title - This tag tells the browser what to display as the page title at the top and tells search engines what the title of your site is. It goes inside `<head>` tags. Try and make your page titles descriptive, but not overly verbose.

CSS TERMS

CSS - Cascading Style Sheets, the language used to specify the appearance (e.g., fonts, colors, borders, and placement) of HTML elements. CSS code can be placed in an external .css file or inside the special HTML <style> element, but for simple web pages it is easiest to assign it using the style attribute.

comments - Comments in CSS are signified by a forward-slash and asterisk.

properties - Properties are defined within selectors by defining a property and a value. They are separated with a colon and delineated with a semi-colon. Each CSS rule can have as many properties as you like. Each of them applies to the elements that the selector applies to.

padding - The padding is the spacing between the content and the border (edge of the element.). We can adjust this value with CSS to move the border closer to or farther from the content. Here, the div with id 'box' will get 10px of padding all around it.

margin - The margin is the space around the element. The larger the margin, the more space between our element and the elements around it. We can adjust the margin to move our HTML elements closer to or farther from each other. Here, the div with id 'box' will get 10px of margin above and below it, and 5px of margin to the left and right.

font-family - The font-family property sets the font of an HTML element's text.

selectors - Selectors are used in CSS to select the parts of the HTML that are being styled. You can use several different methods for selecting an element. These include: Class Name Selectors, Element Selectors, ID Selectors, Attribute Selectors, Child Selectors, Universal Selector, and Pseudo Class Selectors.

1 research + lo-fi wireframe

Evidence of all of the following is required on Canvas because students then have easy access when building their final Behance page. Therefore, be sure you take clean, clear pictures of your work in addition to showing up with the tangible sheets.

RESEARCH

Professor will place samples of flashcard designs in Discussion thread on Canvas and students should continue to provide more in this location.


SECTION 1: DISCUSSIONS : Research

These flashcard samples can be print or apps. The point is to observe modular elements with a consistent design system, plus consideration of helpful elements to a user of that application.

- Each student will post examples of their favorites in the same thread. Directions provided in class and on Canvas.
- Students must also **review all of the required terms and their definitions**. Fully understand the comprehensive design of the system and how to best convey the information to the user.

DUE > WHAT • WHEN • WHERE

DUE by the end of class on **Thurs Jan 16**:

- Significant evidence of research. This includes required posts and explanations in Canvas Discussions  [Research](#).

With this research, student will proceed to next steps in class on the same day. >>

BASIC IDEA(S) > LO-FIDELITY WIREFRAME SKETCHES

A wireframe is a layout of a product that demonstrates what interface elements will exist on key pages. Just like sketching ideas for a layout for print, wireframing in UI/UX Design is one of the most crucial steps which involves visualizing the skeleton of digital applications and understanding how the user will interact with these elements.

This app prototype is built to display only on your smartphone. The “back” of the flashcard is viewed by scrolling down, as shown here [as shown here](#).

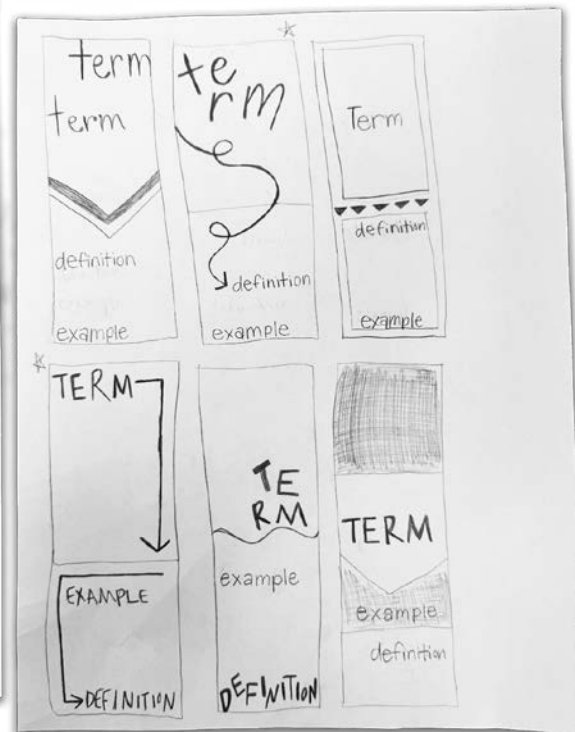
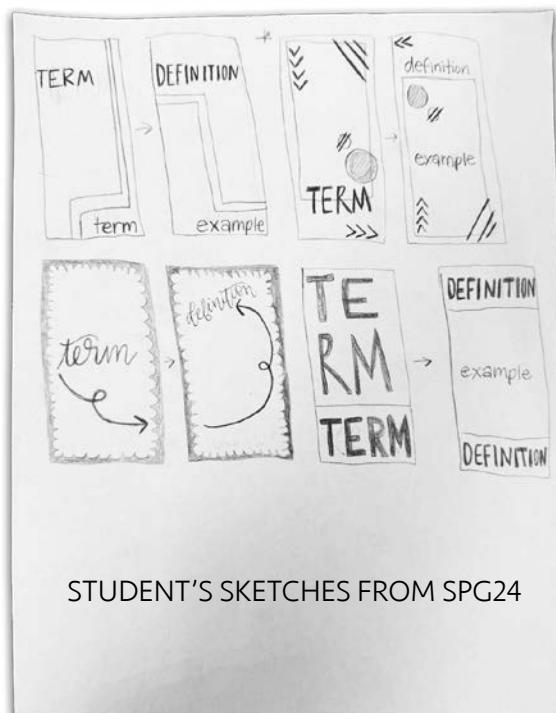
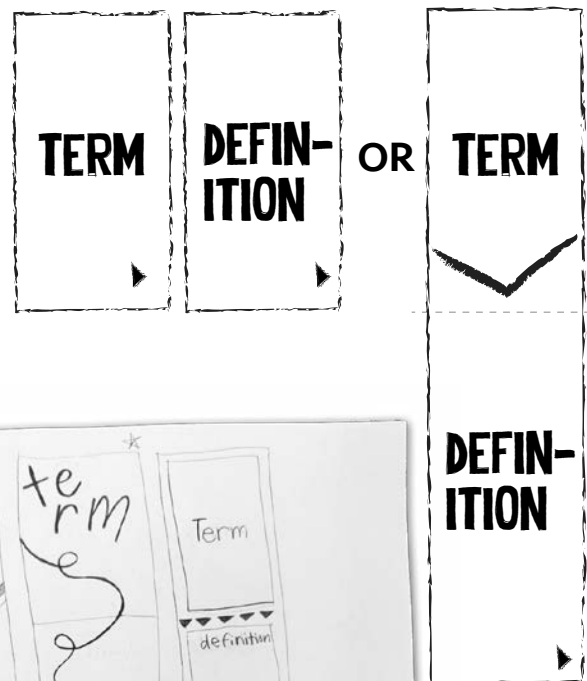
- *Extra Credit: Only if student is already comfortable with large builds on Figma, she/he/they can build cards that will [flip on the phone](#). Remember the effort to build this does not override the importance of design.*

While considering, start sketching wireframes that fit into one (or both) of the frames below. Though you will build the longer one, it might be easier to think about what is viewed on the screen as front and back. This can be done on paper, Procreate/Fresco, or Illustrator.

Complete at least 10 sketch “sets” in whichever of the 2 formats you prefer.

Each “set” is the term and definition.

See next page for requirements.



- Concentrate on the design via shape vs. space, typography, and hierarchy.
- Consider how one is directed to get to the answer, as well as to the next card.
This prototype will only works card to card in a series.
- Color is optional at this point, but is highly suggested.
- Illustrations, patterns, and other dense imagery can be considered, but would only be picked if they do not obstruct the user experience and objective of the flashcards.


These are due for discussion by the end of class. Also see requirements for Navigation Map.

Also, take clean, clear pictures and upload to

SECTION 1: DISCUSSIONS : Lo-Fidelity Wireframe Sketches

DUE > WHAT • WHEN • WHERE

DUE for discussion when class starts (2:05) on **Tues Jan 21**.

- Tangible sheets of sketches tight enough to understand shape vs. space and hierarchy correctly.
- Photos of these sketch sheets (as many as you find necessary to clearly document your process) uploaded to Canvas Discussions  [Lo-Fidelity Wireframe Sketches](#).

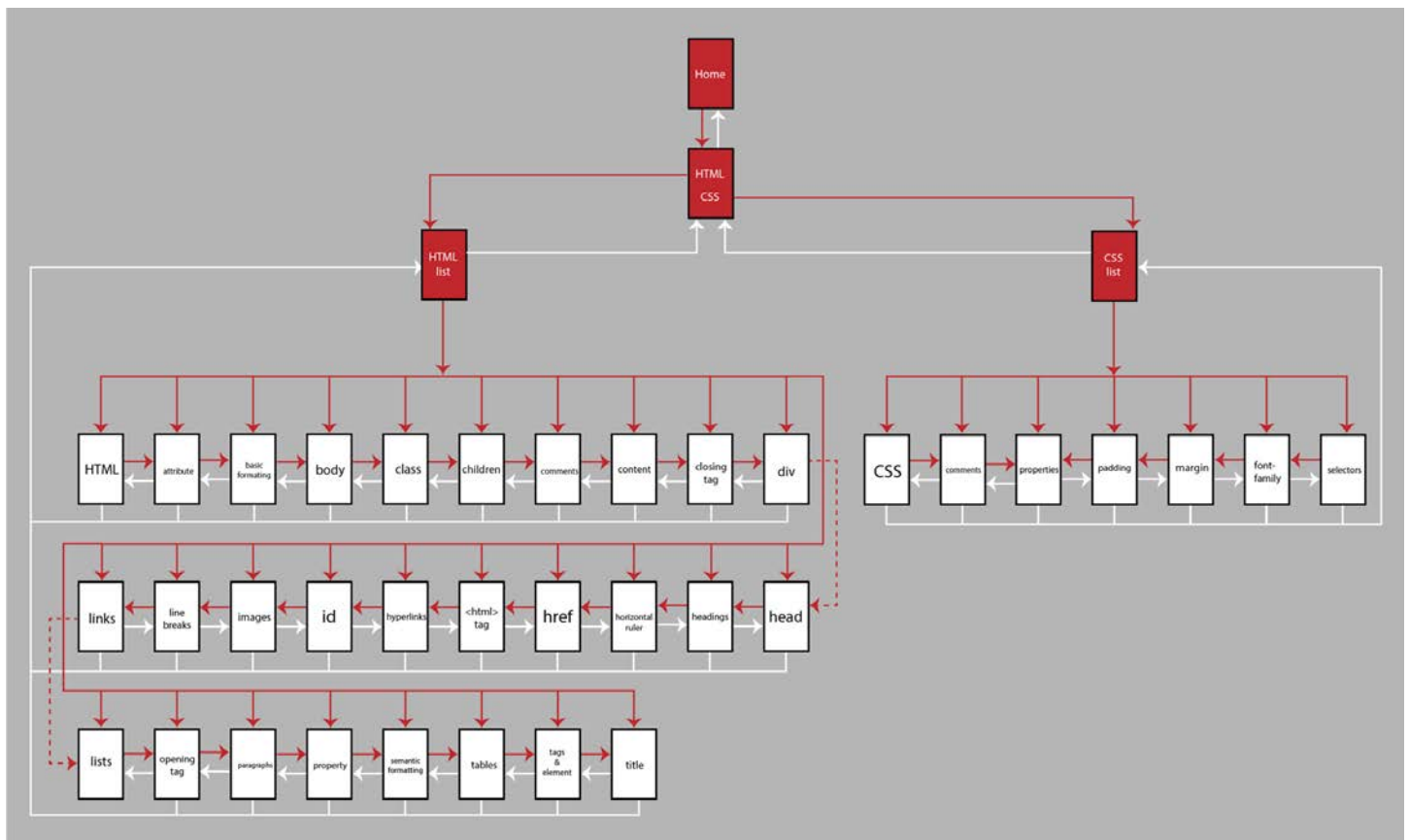
2 navigation map

Navigation maps will also be introduced in class on Thur Feb 16.

In Illustrator, student should create a basic Navigation Map. Do not do in Figma.

Save it whatever name you would like. This will be shown in class and be on your final Behance post, so be sure it is legible and professional.

Most navigation maps will be the same in class due to the constraints of using the basics in Figma. In other words, we will not randomize flashcard order. It is also not suggested to have the user go back to the index for each card because that's too clunky and not how flashcards work.



Requirements:

- Home screen.
- An index page that goes to either HTML or CSS.
- All 35 cards. The design isn't important, but the term is.
- Remember navigation between cards can go forward and backward.
- All cards must be able to return to the home page and/or the index.

Optional:

- Consider on this page or another index page to have a list that displays all words.
- What else? :)

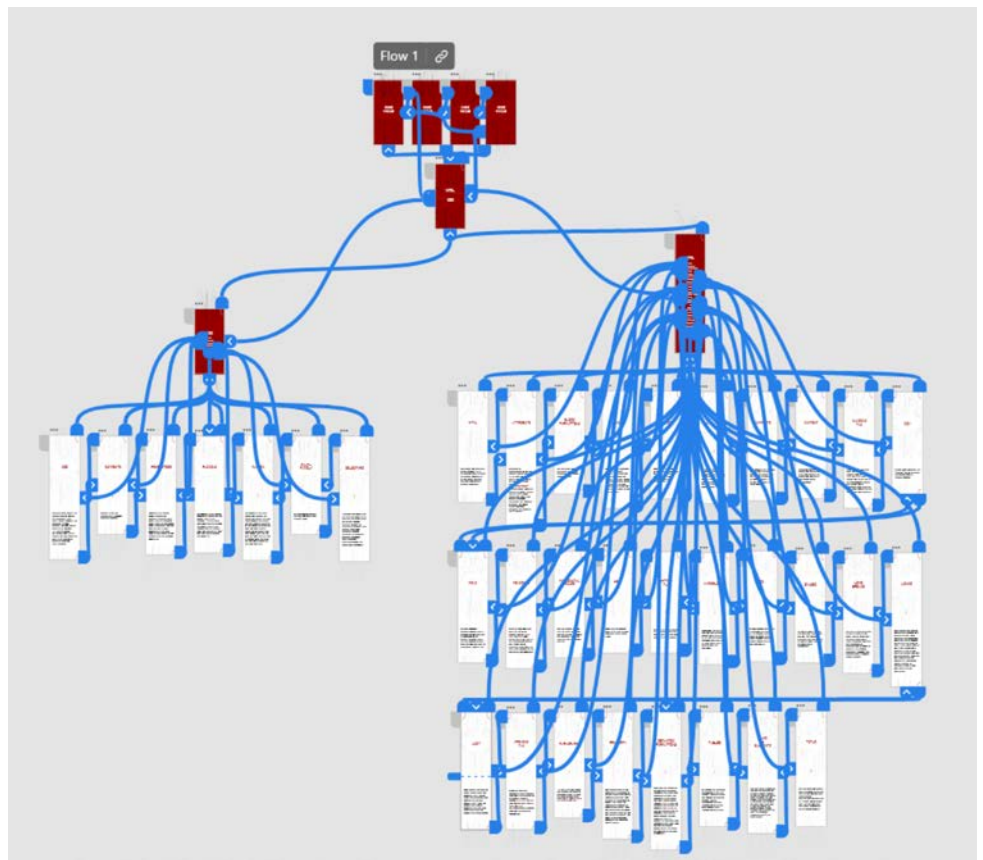
DUE > WHAT • WHEN • WHERE

Regardless of program used, screenshots (JPG or PNG only) will be shared in Canvas **SECTION 1: DISCUSSIONS : Navigation Map**.

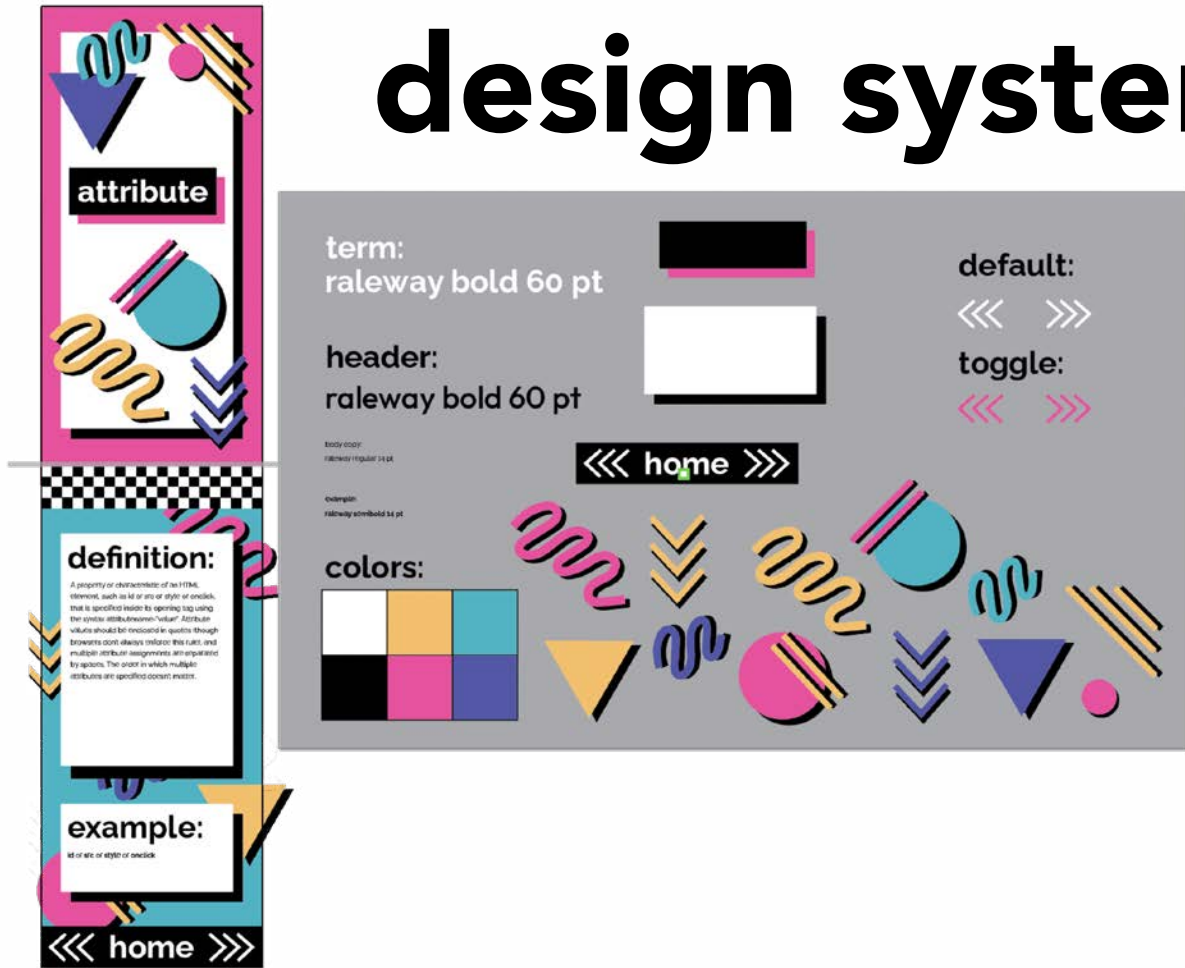
DUE for discussion in class on **Tues Jan 21**.

Each student will share one post with all screenshots.

FYI: When you finish building in Figma, the navigation is easy to view because you've pulled all your noodles. You create a preliminary navigation MAP before you build to understand how the user's experience will inform the interface.



med-fi wireframe + design system



MEDIUM-FIDELITY WIREFRAME

Building out a medium-fidelity (tighter, but not final) wireframe should correspond to the development of the design system.

5 options (minimum) must be designed with the following requirements. Once these are decided, one basic design system will be created.

- Use **Figma** or **Illustrator** to create.
- Must be in the scrolling format “front” down to “back” at the correct size.
- Stick to 1 or 2 typefaces per design
- Colors > be aware of a system.
- Can you use a pattern or other design elements?
- Buttons and Navigation Symbols are necessary. They should be obvious to the user and respond to the color, type, visual tone your design sets.
- Navigation must be obvious how to:
 - > Scroll down to get answer
 - > Proceed to the next flashcard.
 - > Return to Home page

If working in **Figma**:

- Save your file as **YOUR LAST NAME_2803-PROJ1_Med-Fi**.
- Character Styles and Components do not need to be assigned yet, but can be.
- Noodles (wires) can be pulled if you would like to show an interactive element. If you have done this, share a URL in addition to screenshots.

If working in **Illustrator**:

- Start a new file for Web that reflects the pixel width and height.
 - [Resize your artboard](#) to a longer document, but be aware of the original screen's view.
- See requirements for **design system** on resized artboard.
- Name the file **YOUR LAST NAME_2803-PROJ1_Med-Fi.ai**.

DUE > WHAT • WHEN • WHERE

Progress **DUE** for one-on-one discussions with professor in class on **Thurs Jan 23**.
No posts on Canvas will be necessary for this.

Then >>

Regardless of program used, screenshots (JPG or PNG only) will be shared in Canvas
SECTION 1: DISCUSSIONS : Medium-Fidelity Wireframes (Illustrator or Figma).

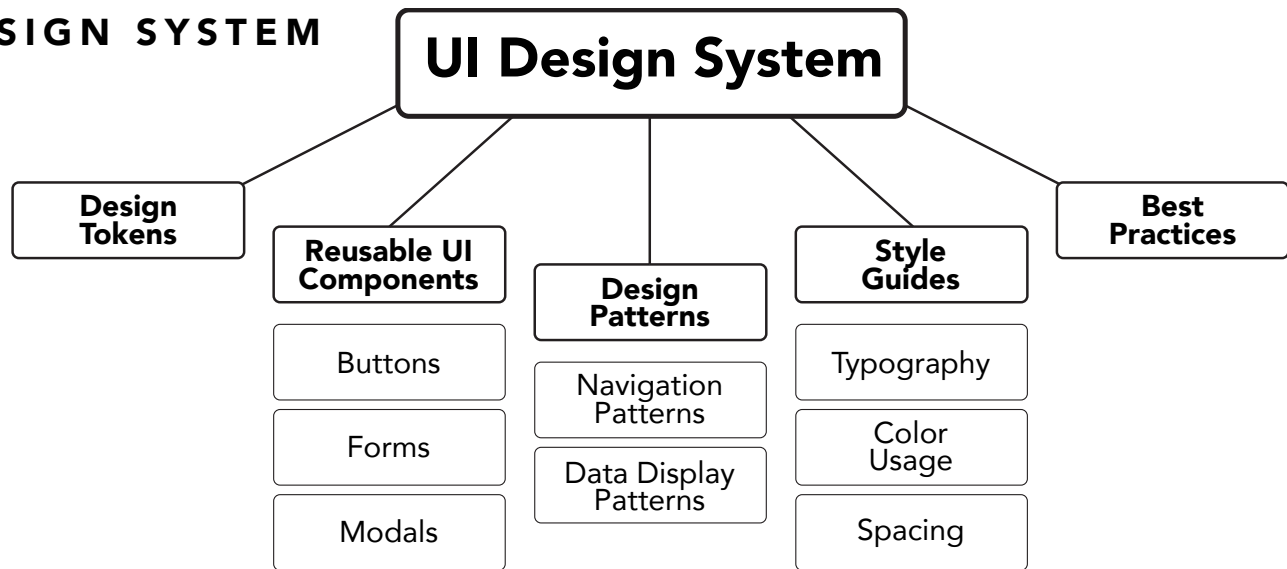
DUE for discussion when class starts (2:05) on **Tues Jan 28**.

Each student will share one post with all screenshots.

- **If on Figma:** Take as many screen shots of your work as necessary to share on Canvas and document your process on Behance. If you prototyped interactions, also share the URL.
- **If on Illustrator:** Take as many screen shots of your work as necessary to share on Canvas and document your process on Behance. You may instead export to PNG, but you will not have as much control of what will show for the discussion.
- If you've used both, just share all screenshots in one post.

Once a design has been chosen, the design system will be easy to complete. This design system might change before the project is over, but set one now anyway.

DESIGN SYSTEM



- A “design system” at its most basic is about consistency. This makes more sense when one extends a design system to a corporate presence. However, consistency is always key for any design series, from multi-page book design to multi-screen app design alike.
- A full UI Design System is a comprehensive set of standards, documentation, and reusable components that help teams build more consistent and efficient user interfaces [See this example.](#)
- A UI Design System is similar to Brand Guidelines because a system is set throughout for consistency in everything. As a graphic designer, the “Style Guide” aspect of a system is where your work shines. This is where typography, color, and other visual elements are set.

Your design system should be obvious on your Medium-Fidelity Wireframe. Create a document that reflects this in Illustrator, InDesign, or Figma. **Requirements:**

- **Font(s)** to use for headings, subheads, body text, etc. Instead of using many fonts, try to differentiate the same font with such parameters as size, weight and color. [Google Fonts](#) provide a great collection of choices and ensure fewer problems when showing online.
- **Color Palette:** There are many apps online to help you with this. Know the basics of color psychology and choose the color palette that will be suitable for a certain kind of a product/industry.
- **General Shape/Line:** Will you use straight edges or curves on everything? Be consistent.
- **Buttons/Arrows:** How will you guide the user through the app? These might be how you show the previous design system requirement.
- **More to Consider:** Do you have drop shadows on elements or definitely not? Will you use solid flat colors or will you attempt gradients? Do you want patterns on the edges or elsewhere that bring the piece together without impeding the read?

DUE > WHAT • WHEN • WHERE

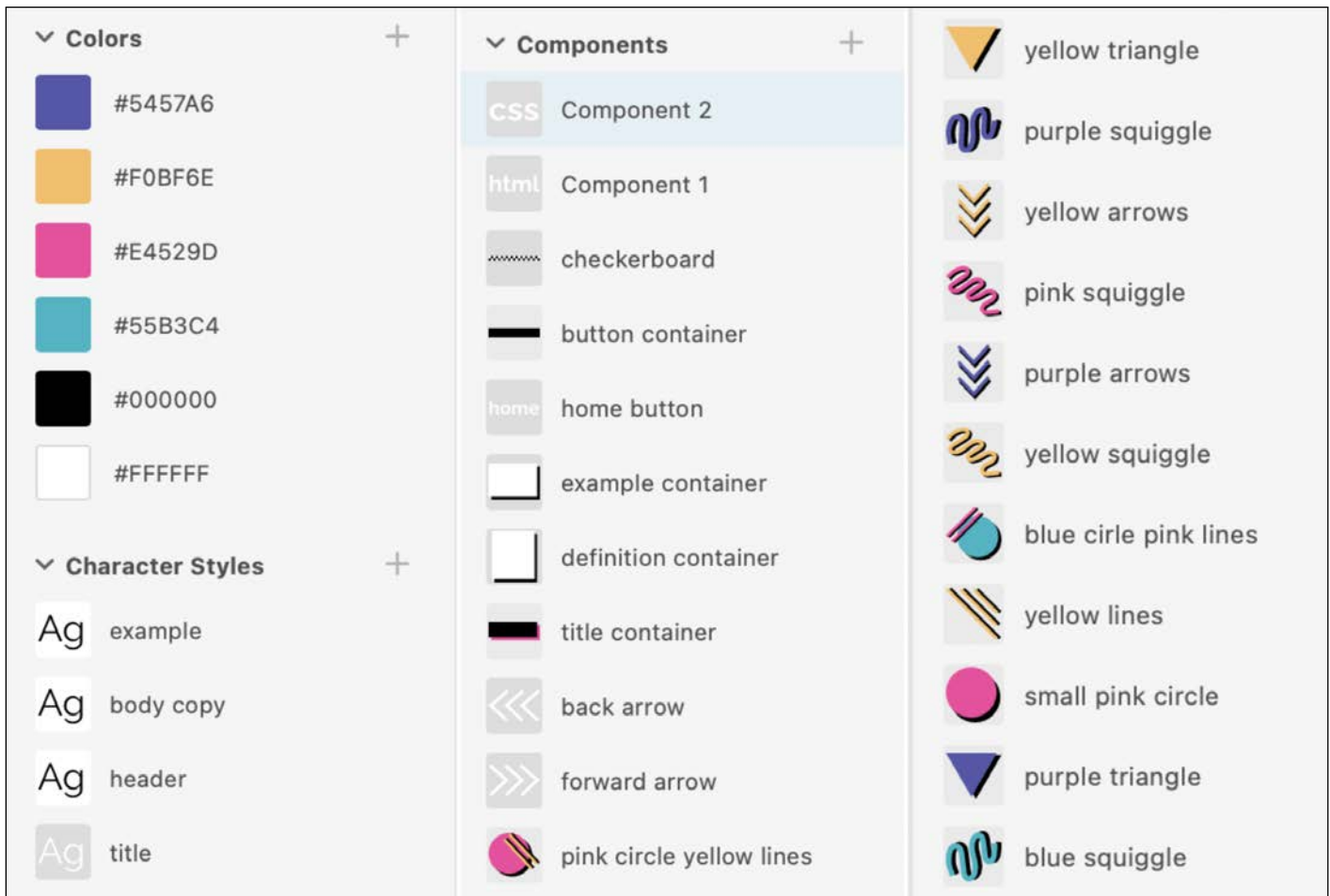
Regardless of program used, screenshots (JPG or PNG only) will be shared in Canvas **SECTION 1: DISCUSSIONS : Preliminary Design System.**

DUE for discussion when class starts (2:05) on **Tues Jan 28.**

Each student will share one post with all screenshots.

- **If on Figma:** Take as many screen shots of your work as necessary to share on Canvas and document your process on Behance. If you prototyped interactions, also share the URL.
- **If on Illustrator or InDesign:** Take as many screen shots of your work as necessary to share on Canvas and document your process on Behance. You may instead export to PNG, but you will not have as much control of what will show for the discussion.

FYI: Final design system of student's shown on earlier page:

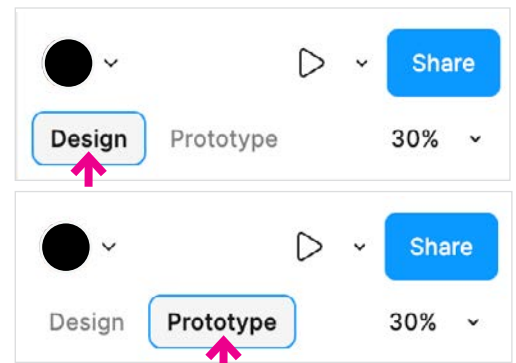


4 final wireframe

This step is the final approval before the app is created. Student should revise anything needed on flashcard wireframe to become final art. **This must be created in Figma.**

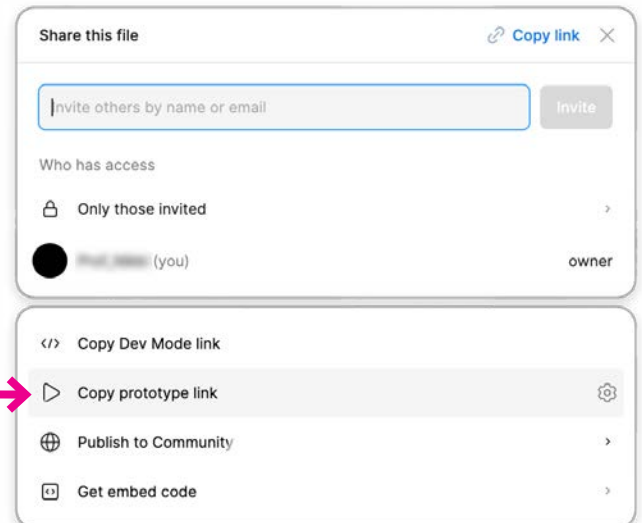
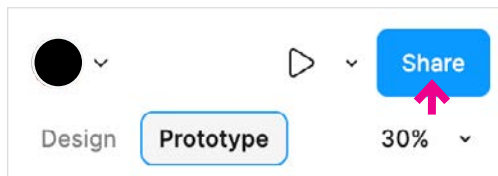
- Name the file **YOUR LAST NAME_2803-PROJ1.fig**.
 - If your Medium-Fidelity wireframes were built in Figma, it is suggested you start a new document for a cleaner build; however, you could just rename the previous file.
- Though vector Illustrator files can be imported into Figma, extra steps are required the more elements are part of the design. In other words, don't import an entire layout unless you want to pick it apart by double-clicking on everything in Figma.
- Instead, it is suggested to build the basics that will become components in Figma and only import individual elements from Illustrator.
- Also, do the type in Figma so it stays live*.
Exceptions to this are logotype or similar word art that acts like an image.

*In graphic design, "live type" refers to text that remains editable and can be easily changed within a design program, while "outlined" text is converted into a vector shape,



Start work in **Figma DESIGN** mode:

- Build out any buttons or other interactive components that will change with rollover or toggle. You do this in PROTOTYPE mode.
- [Assign all Character Styles and Components.](#)



- To turn in Figma file, go to **SHARE** mode.
Choose Share Prototype Link*. **This may change in class if Figma Team is created.*
- After this link is created, Figma should automatically update when you share again.
(Always double-check the URL before assuming.)

DUE > WHAT • WHEN • WHERE

DUE for discussion when class starts (2:05) on **Tues Feb 4**.

Each student will share in one post on **SECTION 1: DISCUSSIONS : Final Wireframe**

(Figma) Screenshot and URL:

- Screenshot of final wireframe.
- Screenshot of full workspace with File (not Assets) panel showing.
- URL of prototype link. (Check it in a web server before you hand it in!)

5 app prototype

Continue working with the previously created **YOUR LAST NAME_2803-PROJ1** Figma file that is “in the cloud”. DO NOT work with a Local Document. Guidance will be provided in class; however, student is expected to learn by doing and Googling. Professor will be around to help answer questions. **Remember to save early, save often.**

DESIGN

- Build out the rest of the flashcards. Remember the easy way to quickly duplicate an existing #Frame (= an artboard or page) is to select the top left name of the Frame. Then click Option + Command + Shift and drag. Command + D will also quickly duplicate, but then the artboard may need to be repositioned.
- Make your life as easy as possible by working with **Components** and **Styles**! Remember if building buttons with hover and toggle stages, you will use Design and Prototype mode to complete this. Then when the button itself becomes a multi-state Component, it is easy to use repeatedly.

PROTOTYPE

- This should be an easy construction with noodles that imitate your navigation map. Remember that randomizing flashcard order is not expected.
- This should be a linear read like going through a deck of cards.
- Card groups relating to an index page will require additional noodles, but these are also very easy to organize.

SHARE

- To turn in Figma file, go to **SHARE** mode.
Choose Share Prototype Link*.
- After this link is created, Figma should automatically update when you share again.
(Always double-check the URL before assuming.)

DUE > WHAT • WHEN • WHERE

There will be multiple progress checks via Canvas discussions. Remember screenshots are required so you can document your progress on Behance after your file has changed.

PROGRESS CHECK 1

DUE for discussion when class starts (2:05) on **Thurs Feb 6**.

Each student will share in one post on

SECTION 1: DISCUSSIONS : App Prototype Progress 1: Screenshots/New URL:

- Screenshot(s) of completed work in any way that best explains design, understanding that zooming in on a raster image and it staying clear/crisp is not possible.
- URL of prototype link. (Check it in a web server before you hand it in!)

PROGRESS CHECK 2 + USER-TESTING

DUE for discussion when class starts (2:05) on **Tues Feb 11**.

Each student will share in one post on

SECTION 1: DISCUSSIONS :

App Prototype Progress: 2 Screenshots/Updated URL + User-Testing:

- Screenshot(s) of completed work in any way that best explains design, understanding that zooming in on a raster image and it staying clear/crisp is not possible.
- URL of prototype link. (Check it in a web server before you hand it in!)
- Results of User-Testing.

PROGRESS CHECK 3

DUE for discussion when class starts (2:05) on **Thurs Feb 13**.

Each student will share in one post on

SECTION 1: DISCUSSIONS : App Prototype Progress 3: Screenshots/Updated URL:

- Screenshot(s) of completed work in any way that best explains design, understanding that zooming in on a raster image and it staying clear/crisp is not possible.
- URL of prototype link. (Check it in a web server before you hand it in!)

see next page >>

FINAL WORK - DISCUSSION

DUE for discussion when class starts (2:05) on **Tues Feb 25**.

Each student will share in one post on

SECTION 1: DISCUSSIONS : Final App Prototype Updated URL:

- Screenshot(s) of completed work in any way that best explains design, understanding that zooming in on a raster image and it staying clear/crisp is not possible.
- URL of prototype link. (Check it in a web server before you hand it in!)

FINAL WORK - FILE UPLOAD

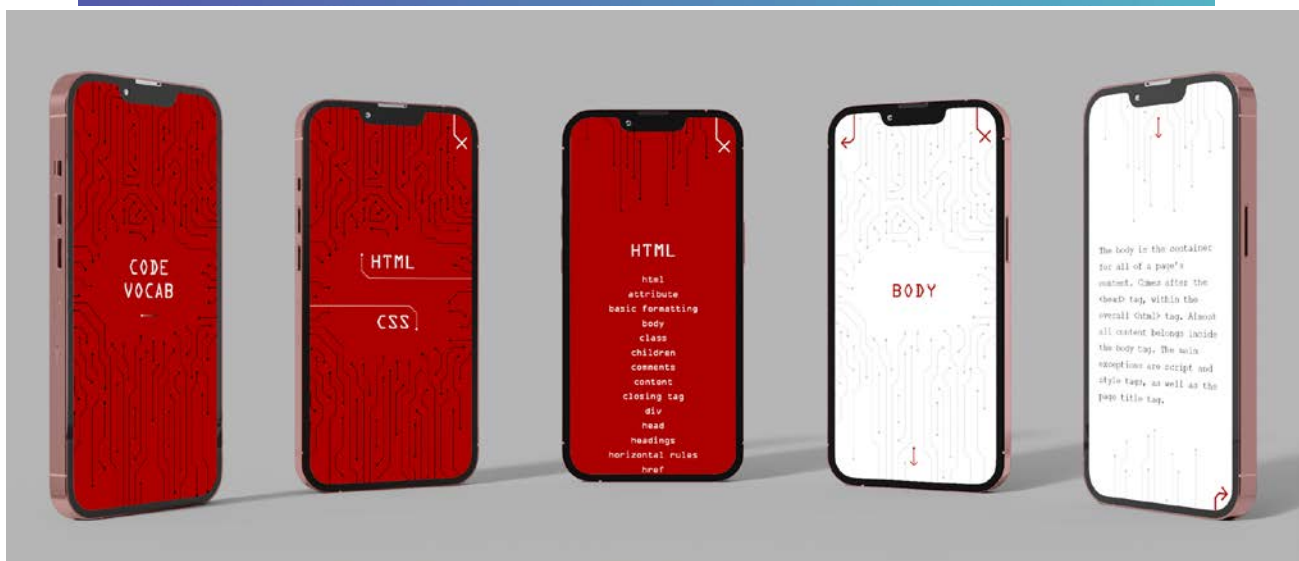
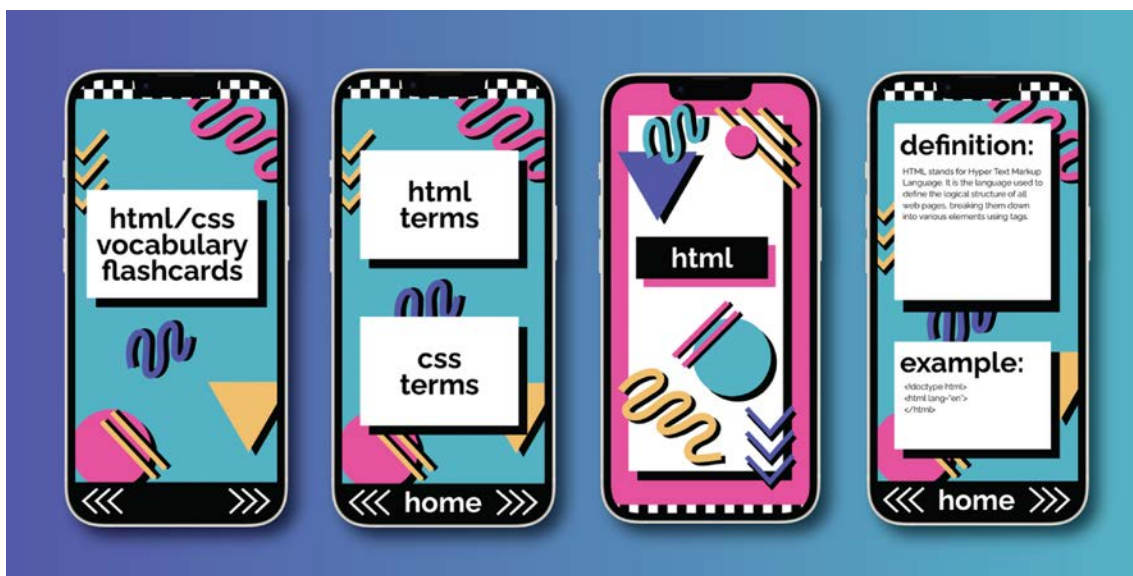
Also, save the local **YOUR LAST NAME_2803-PROJ1.fig** file and upload this to

SECTION 1: Final App Prototype Figma File. If the file is larger than 50MBs, please ask professor for another way to submit the work.

This last step will be completed together in class on **Tues Feb 25**.

PHOTOSHOP

- A layered template PSD file will be provided in class on Canvas **SECTION 1: DISCUSSIONS : Mockup Screenshots**. If student finds other mockups or wishes to use Adobe Dimension (or similar), just speak with professor.
 - File : Save As **YOUR LAST NAME_2803-PROJ1_MockUp.psd**
If more are created, use **YOUR LAST NAME_2803-PROJ1_MockUp_1, _2, etc.**
- Student should build the mock-up to best represent their work. Keep the PSD layered file.
- **File : Export : Quick Export as PNG**. Turn this PNG in as explained on the next page.



DUE > WHAT • WHEN • WHERE

DUE for discussion in class on **Tues Feb 25**.

Each student will share in one post on

SECTION 1: DISCUSSIONS : Mock-Up Screenshots:

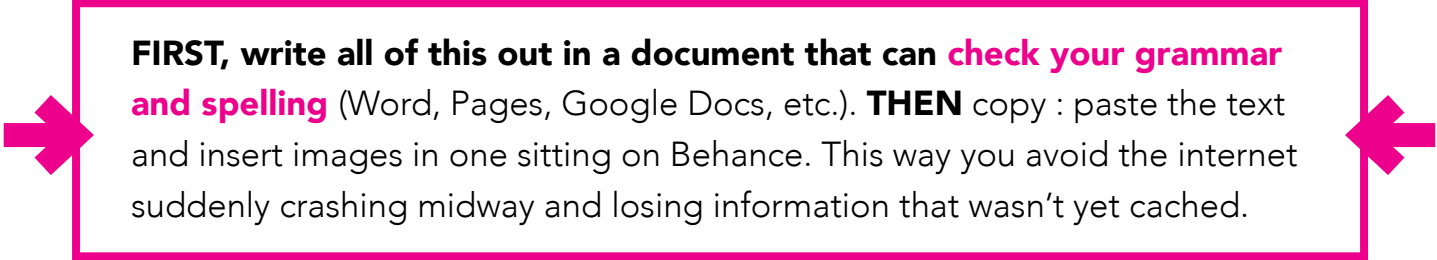
- Screenshot(s) of final mockups. DO NOT UPLOAD PSD FILE.

QUICKTIME



- In class, students will be shown how to use QuickTime, which is native on all Macs, to complete a Screen Recording of a cropped space of them using the Figma prototype.
- Save the file as **.MOV**, as this will upload as a working video to **Behance** where it will be graded.
 - **The video of the app being used does not replace hyperlinking to the prototype on Behance. Both are required.**

Save all steps of this project, and be ready to write a brief explanation of your design choices and self-evaluation. Your Behance page will be updated with each project.



FIRST, write all of this out in a document that can check your grammar and spelling (Word, Pages, Google Docs, etc.). **THEN** copy : paste the text and insert images in one sitting on Behance. This way you avoid the internet suddenly crashing midway and losing information that wasn't yet cached.

- Remember that you are **telling a story to the public**, not just the professor who knows what you did and why you did it.
 - » When creating the post, remember this should also display comprehension of design. **You must use visual hierarchy** by making sure sections, like **SUMMARY**, are clearly defined via type weight (and/or other techniques) so the information's "chunks" are clearly defined.

Below are specific directions for this project's Behance artist statement page:

- **SUMMARY:**
Minimum of one paragraph summarizing the project and its objectives. Do not copy the project sheet. Instead, explain it like you would explain to a friend.
- **GOALS:**
What did you want to learn with this project AFTER you read the preliminary (or full) project sheet. Aside from "my goal was to get an A," what did you hope to LEARN for your future use as a designer?
- **FLASHCARD DESIGN:** In the following story of your design process, you are explaining how you came up with the overall design vs. the entire deck; therefore, concentrate on only one "front" and "back" side of a card.
 - » **LO-FI WIREFRAME:**
 - » Briefly **EXPLAIN** in a minimum 1 paragraph your starting point. You might reference earlier research here and any notes you made while considering your design choices. Show your thinking!

- » Optional to **SHOW** image(s)/screenshot(s) of research, especially if it inspired your lo-fi wireframe.
- » **SHOW** image(s)/screenshot(s) of your low-fi wireframe.
- » **NAVIGATION MAP:** Briefly **EXPLAIN** in a minimum 1 paragraph your choices for how the user will move through the flashcards in the prototype.
 - » **SHOW** your navigation map.
- » **MED-FI WIREFRAMES AND PROPOSED DESIGN SYSTEM:**

Briefly **EXPLAIN** in a minimum 1 paragraph how you refined your design to this level.

 - » **SHOW** image(s)/screenshot(s) of your med-fi wireframes.

Then briefly **EXPLAIN** in a minimum 1 paragraph how you refined your design to the final pick and its conclusive design system.

 - » **SHOW** the final pick.
 - » **SHOW** image(s)/screenshot(s) of your design system.
- » **FINAL DESIGN:**

Briefly **EXPLAIN** in a minimum 1 paragraph the choices for your final overall design of the flashcard's scrolling "front" and back." Include choices of the design system's style like type and color, as well as navigation elements.

 - » **SHOW** as many image(s)/screenshot(s) as best tell your story.
- **APP PROTOTYPE BUILD:** Minimum of one paragraph each bullet point below, explaining your steps and design choices. **Explain your progress.** Explain any results from user-testing that informed design and/or prototype choices. **Use screenshots. Tell a story. :)**
 - » **DESIGN:**

Briefly **EXPLAIN** your process of building out the app using your assigned **Character Styles** and **Components**.

 - » **SHOW** screenshot(s) of as much as you can, showing how much work you put into it by taking these shots THROUGHOUT the process. Also, remember the more you show, the less you have to verbally explain.
 - » **PROTOTYPE:**

Briefly **EXPLAIN** your process of building the app's interactions by pulling the noodles and assigning transitions, etc.

 - » **SHOW** screenshot(s) of as much as you can, showing how much work you put into it by taking these shots THROUGHOUT the process. Also, remember the more you show, the less you have to verbally explain.
 - » **SHOW** screenshot of your final "navigation map" >>

In PROTOTYPE, **Command(or Control) + A to display all noodles.**

- **FINAL WORK:**

SHOW all of the following and **EXPLAIN** anything that is necessary. >>

- » **Mock-up** made in Photoshop, obviously resaved to a JPG or PNG.
- » **Video** of you using the app prototype.
- » **URL link** from Figma. Check it be sure it works!!

- **KNOWLEDGE GAINED:** Minimum of one paragraph explaining what you learned. Share the technical skills of the software used, design choices, UI and/or UX considerations, but also discuss any changes to your mindset or expectations of graphic design.
-

- Make sure you check your grammar and spelling using Grammarly, or similar. **Improper grammar and misspellings greatly reduce your project grade!**
- **Also check to be sure you published your Behance post and that your security settings allow for anyone to view it.** The best way to do this is to have somebody other than you (or you on somebody else's computer/device) to try the URL. The post should not need somebody to sign in to Behance or be blocked in any way.

DUE > WHAT • WHEN • WHERE

Project 1 Behance post **DUE** for discussion when class starts (2:05) on **Thurs Feb 27**.

- » Make sure your post is **published** on Behance.
- » It should be reachable via the link provided in the **INTRODUCTION : Behance Page URL** Canvas module as soon as you publish the page because that's how the internet works.

Also, go to the actual Project 1 Behance page and copy that URL. Paste it into the discussion on **SECTION 1: Project 1 Behance Post URL**.

FYI:

Section 2 will begin on **Thurs Feb 27**, including lectures and assignments about web design.