

FA102d, Design for Smartphones and iPads

Professor Tom Klinkowstein

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Course blog:

<https://102dspring2020.school.blog/>

Peer Teacher:

Janel Santana, jsantana2@pride.hofstra.edu

Peer teacher blog: <https://jsantana102d.wordpress.com/>

Purpose

This course introduces the procedures necessary for researching, planning, creating content and designing a user experience / user interface for mobile devices, using a human-centered design approach. You will learn the basics of ethnographic research, wire-framing and the aesthetic and design-related considerations needed to successfully complete the course assignment.

Class Structure

Class time is used for research, presentations, lectures, software demonstrations, individual critiques and working on the assignments. You must work approximately 1.5 hours outside of each class to get the work done for a passing or better grade level.

As is the standard operating procedure in contemporary design practice, course work is divided between:

- Research
- Individual and/or group presentations
- Sketching and planning
- Prototyping / artifact making

When we use class time to work on assignments and there is no lecture or group critique, you are encouraged to discuss that assignment with others in the class in a respectful and helpful manner. Do not use phones (turn them off), check email, text or hold non-class related discussions during class time. Ignoring this rule will cause a grading penalty up to and including not passing the course. If you need to leave the classroom during class, please inform me before

leaving and always return to the classroom afterwards. Do not come late, leave early or leave the classroom during class without my permission.

Absences, coming late or leaving class early will result in a significantly lower grade.

Project

There is a semester-long assignment with multiple components. Ample time is given to complete the assignment and to learn the necessary skills as well as to iterate files numerous times to achieve superior aesthetic results. If you finish an assignment module before we begin the next one, use that time to improve your results or complete an additional version of the same module, do not work ahead.

Grading

Based on the successful completion of all assignments, the blog, final exam, portfolio site and attendance.

Weighted as follows:

Project results: 6/16

Presentation(s): 2/16

Blog including slide presentation showing project progress: 5/16

Final exam: 2/16

Portfolio site: 1/16

Attendance: see below

Once during the semester we meet individually in the office adjacent to the lab or in my office and discuss your grade thus far. You will have the rest of the semester to make any necessary iterations.

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Unexcused missed, late or leaving-early from class will have a material effect on your grade as follows:

More than 1 missed, leaving early, coming late to class or phone warning: one letter grade lower

More than 2 missed, leaving early, coming late to class or phone warning: two letter grades lower

More than 3 missed, leaving early, coming late to class or phone warning: three letter grades lower

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Notes on the Course Structure

Please review this syllabus carefully to familiarize yourself with all this course's special characteristics since it may be structured differently from other courses you have had at Hofstra.

If you have taken courses with me previously, there may also some differences compared to past course structures.

Course Organization:

- The first third of the course is used for research
- The second third is for design-related planning and designing visual assets
- The last third of the course is for applying all previous work to creating a mobile device app prototype and finalizing a presentation and portfolio website that summarizes the entire project.

All the above is encapsulated in a semester long assignment specified below, under, "Multi-Part Semester Long Assignment".

There is also a Team Presentation—a presentation project you make and present as a team.

You may present your research and design work as documented on your blog and in slides to the class throughout the semester.

Schedule and specifics of the assignment, subject to change. Please check the course blog for updates weekly.

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Office Hours

I am available during these office hours (below). Please make an appointment.

1:40-2:20 Tues. / Th. (by appointment)

5:55-6:35 Tues. / Th. (by appointment)

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Note: during class time, I may leave the room for a few minutes to retrieve a replacement adapter for the large screen monitor (the lab adapters frequently fail), or to find a missing file or related item in my office, or to use the restroom. I will always let you know when I am leaving and will always return shortly; you should continue working while I am out and not leave the class before the end of that class period.

Peer Teacher

The Peer Teacher works with me to maximize your enrichment from the course by assisting you individually (in class tutoring) and short co-presentations with my assistance to the group as appropriate.

The Peer Teacher does not teach the course, create or administer tests or do any of the grading, and is always under my supervision.

Blog

Create a blog that can access the required slides that documents all of your work throughout the semester, as well as a place to put class notes.

If you use a Wordpress blog:

Go to <https://bit.ly/2YbasII> to set up your blog site.

Always choose the Free option (look carefully around the page to find the Free option).

After signing up for Wordpress, choose a name for the blog that includes your name, fa27 and another word that relates to design (be inventive, but professional).

Do not use a theme that contains decorative elements or built-in images (they are distracting “noise” relative to the purpose of a design blog).

Go to WP Admin and choose themes to select a clean, simple theme that is without decoration or built in images.

If provided images (or text) still somehow appear, delete those through the Edit link.

Make the blog accessible to everyone.

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You may also use another blog platform as long as it allows you to show the required slides as well as course notes.

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Presentations

Time permitting, you will periodically present to the class during the semester.

Portfolio

At the end of the semester, everyone in this course makes an online portfolio using Behance.net or similar portfolio site with work from this course (as well as optionally with work from other design courses).

An online portfolio is useful for internships and applying for your first professional position after Hofstra (even if this position is not a design-related position, since working with designers and thinking like designers is now common in many disciplines).

Required Materials

At least 3 GB of storage space on an external USB or FireWire drive or a cloud-based backup.

Important: Backing up Work

Back up your files after every class. No grading consideration will be given for lost files.

Exam

The Final Exam will be held on the university-designated exam day. You prepare for the exam by reading through the documents posted on the course blog as well as your notes.

As you leave the Final you hand in specified files on a USB drive. Be prepared to purchase or borrow a drive for this purpose. I keep the drives for one semester beyond the semester you took the course in. If you choose, you (or someone you appoint), may retrieve the drive after 1/3 the following semester has passed.

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Semester-Long Assignment

Summarized Description of the Project

Research, conceptualize, design and make a prototype of an application for a phone that answers an unmet need / desire within a group you belong to, have some connection with and/or have access to.

The goal is to develop a solution that simultaneously addresses a true need and creates engagement.

The app must include links, a splash screen and three sub level screens appropriate to its function.

Place all in-progress elements of the project in a slide presentation you keep on your blog.

Software

Photoshop, Illustrator, PowerPoint, Blueprint or Adobe XD

Steps in the Assignment

(subject to change)

- Ethnographic Research (Ethnography is the study of groups.)
- Conceptualize ideas for the App
- Ideation Session (meeting with others to further clarify the concept and features of your app)
- Research Smartphone Apps
- Tighter Application Description
- Create Name
- Create Logo / Logotype
- Create Wireframe to plan the app
- Create Large Display Print from All Slides Created Thus Far
- Create Prototype in Blueprint App (iPad) or Adobe XD
- Add Prototype Documentation to the Presentation Slides

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Additional writing (blog posts)

During the course of the semester, ***write five blog posts*** related to **the origins of Human Centered Design**. (You will also do a team presentation related to this subject).

Since each step in the semester long assignment builds on the previous steps, there may be classes when you are not ready to move to the next step because you have not yet collected a

needed resource. During those class days, work on the required, five, short, blog-length summaries (no more than 150 words), using respected, vetted sources you locate. Avoid using marketing materials, opinion blogs or political sites as references. One of the topics has a supplied reference; you should find additional source(s).

Human Centered Design posts to do:

- Definition and history of ergonomics
- Definition and history of universal design
- Henry Dreyfuss and ergonomics
- Victor Papanek and ergonomics
- Design for humans interacting with artificial intelligence, see:
<https://hai.stanford.edu/news/humans-loop-design-interactive-ai-systems>

Work on this on days in class when you are not occupied with other current work.

Characteristics of a blog post

A good blog post is not a formal "review" or merely reporting.

It should be personal but with links and images that add, support or are critical of the design articles being commented upon.

Blog posts can be lists, phrases, sentences, questions or very short paragraph (1-2 sentences).

Avoid filler phrases like, "I think...", "I feel..."

Don't exaggerate.

Find unexpected connections and support them with links between the two articles and to other sources.

Know the material and argument you have written for possible class discussion.

Keep the posts to a maximum of 300 words each (they can be as short as 50 words).

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Examples of blog style writing

Argument-based blog post:

<http://designobserver.com/feature/bad-design-great-signs/39491/>

- Provocative Headline for which an argument is made
- Makes an argument with use of quotes and links; is not an unsupported opinion
- Is personal
- Has an image or video

Other Blog Post Examples**-Use of lists:**

http://sethgodin.typepad.com/seths_blog/2006/06/how_to_get_traf.html

-Use of short paragraphs to make a big point (in this case regarding sustainability):

<https://www.fastcoexist.com/3067365/ideo-says-the-future-of-design-is-circular>

-Be personal (reveal something about who you are):

See “Rereading my childhood: The Snarkout Boys and the Avocado of Death” on boingboing.com

<http://boingboing.net/2013/01/04/rereading-my-childhood-the-sn.html>

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Semester-Long Assignment Details. Individual project and team presentation.

(Content and dates subject to change. It is suggested that you check for updates before each class.)

1_Set up your blog.

You may use the free Wordpress blog or use any other blog format (but not Google) as long as you can embed your slides into the blog.

For free Wordpress blog set up:

Go to <https://bit.ly/2YbasII> to set up your blog site.

Always choose the Free option.

After signing up for Wordpress, choose a name for the blog that includes your name, fa27 and another word that relates to design (be inventive, but professional).

Go to dashboard>themes and choose a clean, simple theme that is without decoration or built-in images.

Delete any provided photos or text. Go to WP Admin and choose Themes.
Pick a free theme with no built-in photos.

Make the blog accessible to everyone.

Do not use a theme that contains decorative elements or built-in images (they are distracting “noise” relative to the purpose of a design blog).

2_Set up slide format to use throughout the semester to document all of the course work with these specifications:

- Small banner area at top with your name and name of the course.
- Establish a grid for the layout so that elements line up and are consistent throughout
- Similar purpose type is of the same size
- Neutral for the type and background
- No more than two type fonts (one for the banner area and one for the content below)

Save you slides as a pdf and post to Slideshare.net, then embed that link in your blog.

Set up blog and slides by Jan. 30

(example first slide)

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3_Team Presentations, Human Centered Design

Each team will make a presentation based on sources located at
<https://www.designkit.org/human-centered-design>.

Edit and summarize your team's assigned materials as needed.

No more than 25 words per page.

Identify your team members and give a name to your presentation.

Include this information on each slide.

Use simple graphics you make digitally or hand-drawn.

Only use graphics of reasonably high resolution (clarity) with no fine detail that would not be understandable from a distance or not work in the allotted 20 seconds per slide (see below).

Use one or more additional reliable source(s) relating to your topic(s).

For additional sources, avoid marketing materials, opinion blogs or political sites.

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Create a Pecha Kucha-style presentation, where each slide is on the screen for exactly 20 seconds and then auto-advances. So 15 slides x 20 seconds = 5 minutes. (Our presentation is 15 slides in 5 minutes; the original Pecha Kucha presentation format is longer.)

Pecha Kucha is a style of design and business presentation originally developed in Japan. The original Japanese language meaning is, “continuously and in a lively fashion”.

See for instance this Pecha Kucha-style presentation from a design student at a London design school: <https://www.tobiasrevell.com/filter/talk/Worldbuilding-For-Designers-CSM-Pecha-Kucha>

Complete by Feb. 6 (draft due Feb. 4)

Team 1

Mind Sets tab:

Learn from Failure, Creative Confidence,

Case Studies tab:

Vroom

Team 2

Mind Sets tab:

Embrace Ambiguity, Iterate Iterate Iterate

Case Studies tab:

MoneyThink Mobile

Team 3

Mind Sets tab:

Make it, Empathy, Optimism

Team 4

Methods tab:

Body Language, Photo Journal, Frame Your Design Challenge

Team 5

Methods tab:

Recruiting Tools, Interview, Analogous Inspiration

Team 6

Methods tab:

Define Your Audience

Case Studies tab:

Asili, SmartLife

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Team Members:

Team 1



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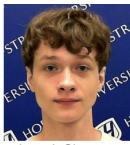


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4_Ethnographic Research for Individual Project (“need finding”)

Conduct ethnographic research (observations, interviews, photos and/or videos) of a group you belong to or have contact with (for instance, groups of students you study with, students you socialize with, people you live with at the dorm or at home, social circles inside or outside of school, your family, etc.).

Through a series of observational sessions (spending time observing the group), infer or discover, an unmet need or desire in regard to that group.

Identify cohort to be observed.

Make an appropriate slide.

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Cohort: Users of Bill of Rights Hall kitchen

Bill of Rights Hall Characteristics:

- Part of the high rises
- All years, freshmen through seniors
- Nearest building to the student center

Document this as follows:

5_Make a photo-journal of 10-20 medium and close-up images of the people in your research cohort

On the slides, highlight or circle objects, conditions and activities of interest.

Complete photos by Feb. 11



6_Write 20-40 words regarding your anecdotal observations of the chosen cohort.

Use bullet point phrases (not long sentences or paragraphs).

One or more slides.

Complete by Feb. 13

Observation Summary

- Kitchen is used for cooking, baking and washing dishes
- Cooking appliances are brought up in bags.
- Residents cook for more than one day.
- Kitchen is mostly used in the afternoon and evenings.
- Kitchen is used in groups, rarely alone.
- All residents open the lid of the garbage can.

7_List unmet needs and desires. Conceptualize draft ideas for an App.

From your ethnographic research, list the unmet needs and desires you uncovered.

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Unmet Needs

- A place to store cooking appliances in the kitchen.
- Being able to borrow needed cooking appliances
- A platform for communicating with other residents to make cooking more efficient.

Additionally: infer / conceptualize a draft idea (one to three sentences), for an app which meets a need or uncovers a hidden desire.

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Application Concept

A storage space for cooking appliances in combination with a virtual environment where people can lend out their cooking appliances, open their locked storage space for someone on a distance and share when they are cooking.

Complete by Feb. 20

Grading Discussion Feb. 20

8_Preliminary Naming of the Application

Make a list of three words you collected during the ethnographic / unmet needs research phase of the project. Add other related words as needed.

From these words, invent a new non-existing word, as your app name (one to three syllables).

Document your name creation process (elements of how you came up with the name).

(no example given)

Complete by Feb. 25

9_Ideation Session

Plan and facilitate an ideation session to further develop the application concept. The session should have at least two others present (minimum three including yourself). At least one of the participants should be from outside of the class.

Goals of the session:

- Review your draft concept(s) for the app and to generate an altered or new concept for the app
- Further specify unmet needs or desires
- Sketches you make in the ideation session on a white board, paper and / or post-it notes on the functionality of the app as expressed in a home screen and three sub-level screens.

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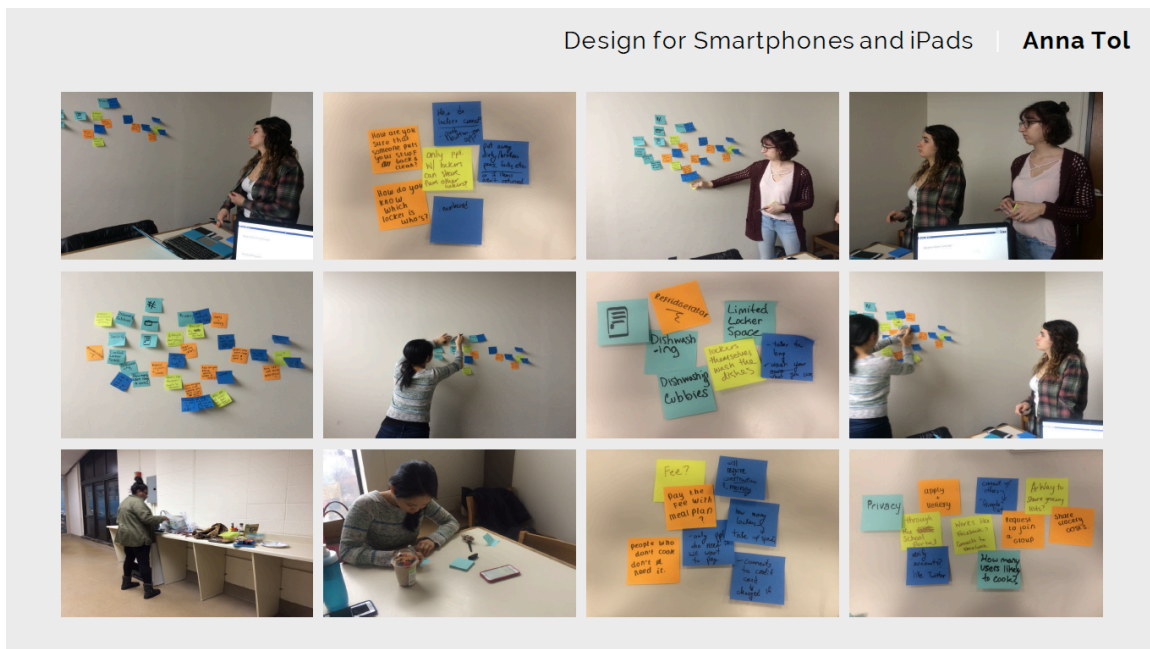
Review and use the tips in the Brainstorming_Ideation session pdf on the course blog as a guide to your ideation session:

- 30 minutes per session
- Defer judgement (don't filter or say why something is not possible)
- Encourage wild ideas
- Build on the ideas of others
- Stay focused on the task at hand
- One conversation at a time
- Use text and simple drawings
- Go for quantity

Ideation Session Ideas

- Share grocery costs
- Dishwashing cubbies
- Pay for locker + app with meal plan
- Sign up for locker through portal
- Fee for broken / dirty items

Use photos to document the session.



Complete by Feb. 25

10_Possible data privacy and digital footprint considerations

Make one slides listing possible data privacy / digital footprint considerations, as pertains to your

proposed app.

Review the material at:

<https://www.internetsociety.org/tutorials/your-digital-footprint-matters/>

and then list two or more possible areas of concern regarding your app proposal.

Complete by Feb. 27

11_Research Regarding Phone Apps

Review 5 existing apps as research for the visual and interaction design of smartphone apps.

The apps need not relate directly to the purpose of your proposed app. Choose them for their variety of visual design and user interface approaches.

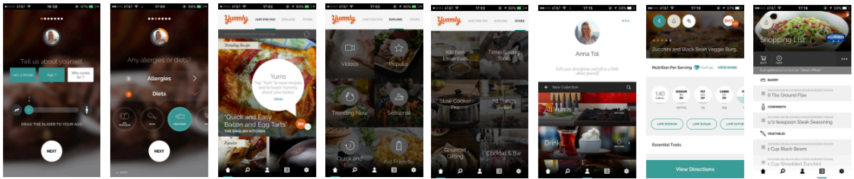
For each app, show the name of the app and a sub-title that summarizes the purpose of the app.

Show four or more screens. For each screen, describe the user interaction in 15-30 words.

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App Research: Yummly

Yummly is a cooking app



The first page of the app asks you to put in personal information.

The second page asks you about your preferences, like allergies, diets and even page with favorite kitchens.

This is the home page of the app. It has two navigation panels, at the top and the bottom. The page shows recommended recipes.

At the explore page you can watch video's, see popular recipes, seasonal recipes and a lot of other features.

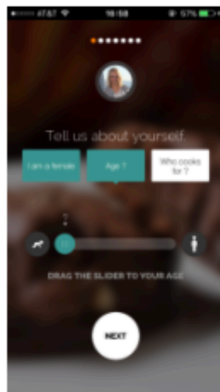
In the store section you can buy cooking appliances.

On your personal profile you can see all the recipes that you marked as a favorite.

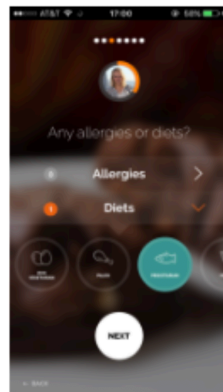
If your click on a recipe you can see directions, ingredients, nutrition information, essential tools and reviews.

You can add the ingredients to a grocery list and view this separately.

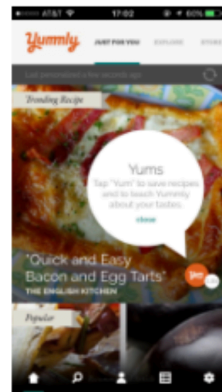
(detail view)



The first page of the app asks you to put in personal information.



The second page asks you about your preferences, like allergies, diets and even page with favorite kitchens.



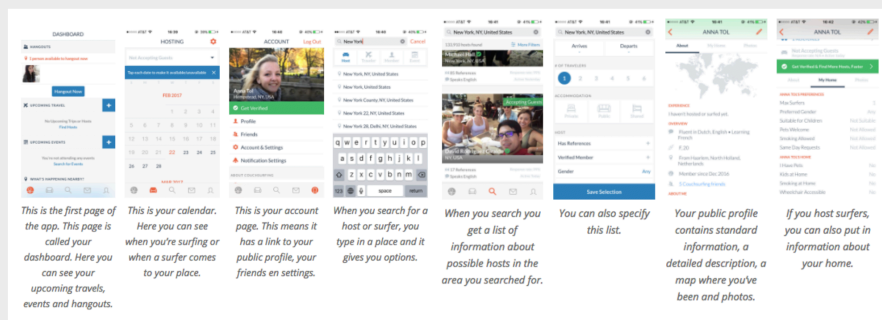
This is the home page of the app. It has two navigation panels, at the top and the bottom. The page shows recommended recipes.

Design for Smartphones and iPads

Anna Tol

App Research: Couchsurfing

Couchsurfing is a way to stay with locals.



This is the first page of the app. This page is called your dashboard. Here you can see your upcoming travels, events and hangouts.

This is your calendar. Here you can see when you're surfing or when a surfer comes to your place.

This is your account page. This means it has a link to your public profile, your friends and settings.

When you search for a host or surfer, you type in a place and it gives you options.

When you search you get a list of information about possible hosts in the area you searched for.

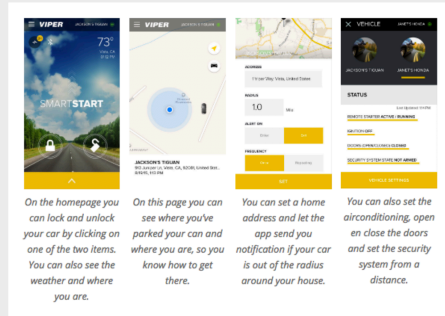
You can also specify this list.

Your public profile contains standard information, a detailed description, a map where you've been and photos.

If you host surfers, you can also put in information about your home.

App Research: Viper

With Viper you can start your car from a distance.



Complete by March 5

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(Note: beyond this point, the syllabus has been altered to account for the re-configured second half of the semester. Also note that you are only required to do two of the five Human Centered Design blog posts mentioned earlier in this syllabus.)

12_ Create a logo and logotype for the application

You will need a logo (symbol) and logotype (the name you created for your app), to use in the final app screen designs step 15.

To create the logo:

Use the same words from the naming process as search terms to find images. Use one or more of the found images as a basis for a SIMPLE logo but do not copy directly. Make the file 6 x 6 inches, 326 dpi. Save as a png.

Use Photoshop or Illustrator to simplify the selected image in order to facilitate turning them into a logo for your app.

A logo should be a VERY simple form with only one, two or three elements. There should be no detail at all, as small detail does not look good when displayed at the size needed for a phone app.

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Add the app name (the name set in a type font you choose, nearby the logo in an aesthetically appropriate font on a separate layer in Photoshop or Illustrator.

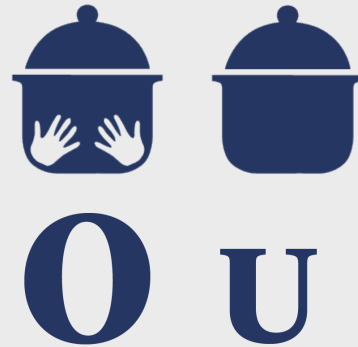
Position the logotype near the logo but not inside it (see the third slide example below).

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Logo inspiration

		
Share	Kitchen	Cooking

Logo Sketches + Drafts



Logo + Logotype



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If you don't have access to Photoshop or Illustrator or do not know how to use them, do not make a logo. Only make a logotype (the app name in a font you choose), using PowerPoint.

It is best to use a bold version of the font you choose so that it reproduces well at smaller sizes

typical of an app on a phone screen.

Making the logotype in PowerPoint:

File>Page Setup

Custom

6 in. width, 6 in. height

Then type your app name in a bold version of a font your choose. Best to avoid outlines, shadows, etc. Use a neutral (black, gray) or a not very vibrant color (vibrant or 'saturated' colors tend not to reproduce well at smaller sizes).

Then: File>Export>png

Complete by April 9

13_ Create bullet point descriptions of home screen and two or more sub level screen features

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Home screen

- Button to lock and unlock locker
- Notification if there is something wrong with the locker
- Search bar for needed cooking appliances
- Public and personal requests for borrowing

Message screen

- Messages from individuals or groups
- Search through messages
- Start new personal message or group
- Public and personal requests for borrowing
- Notifies user when there are new messages

You screen

- Banner of choice
- Personal information of user
- Settings
- Content of the locker
- Borrow history

Complete by April 9

14_ Visual user scenario (three or more screens). A story about the proposed app, showing the unmet needs the app would fulfill, who the users are, what context it would be used in and how it would work.

You may make your own photos, or use existing photos you have or find.

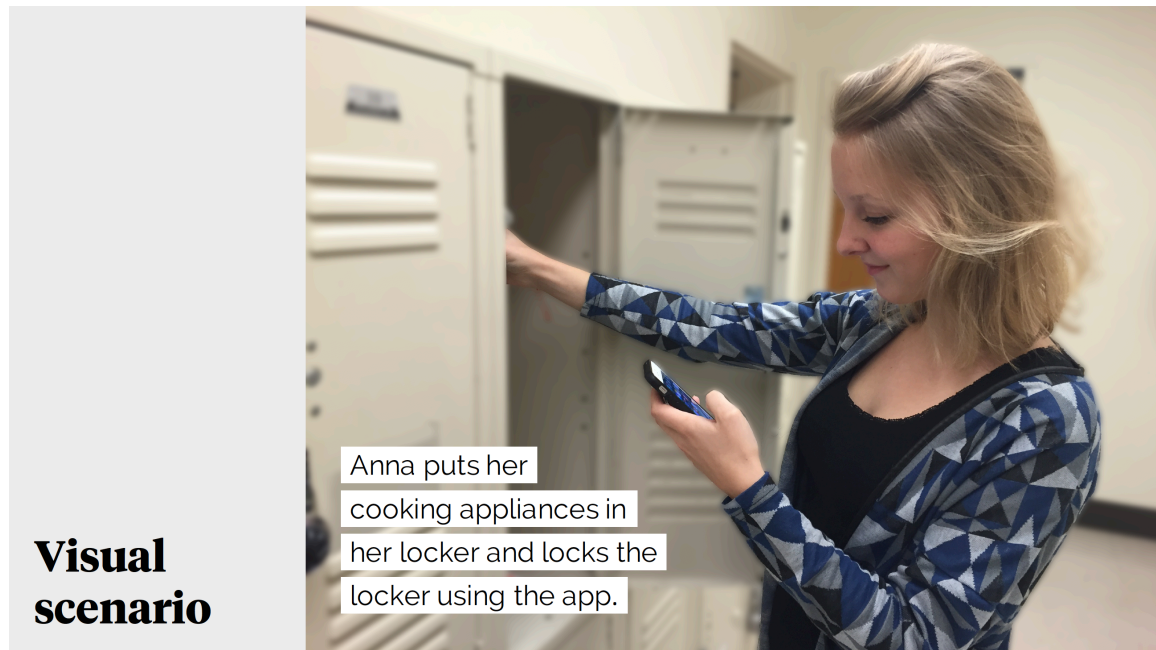
Always credit photo sources if you did not make the photo.

In either case, use the photo balancing features in Photoshop to make the images similar to each other in color and contrast.

If you don't have access to Photoshop or do not know how to use it, use PowerPoint.

In PowerPoint: Insert Picture from File, then select photo on the screen, then: Home>Corrections or Color). Using either Photoshop or the built in tools of PowerPoint, the goal is to make them appear to be part of the same visual environment (color, contrast, lighting, etc.).

Example with self-made screens:



**Visual
scenario**

Anna puts her
cooking appliances in
her locker and locks the
locker using the app.

Visual scenario

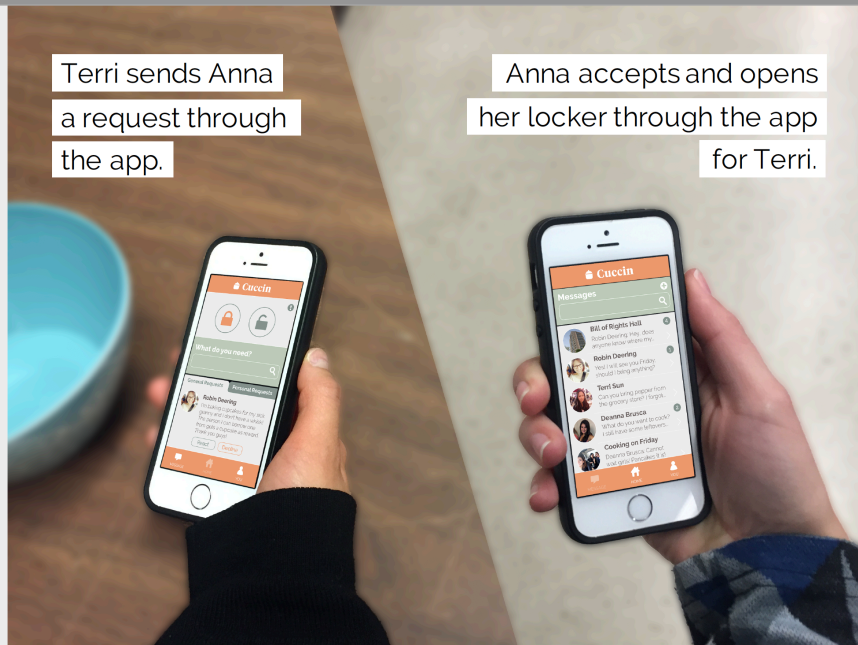
Terri needs a spoon for her cereal and she knows that Anna has a spoon in her locker.



Visual scenario

Terri sends Anna a request through the app.

Anna accepts and opens her locker through the app for Terri.



Visual scenario



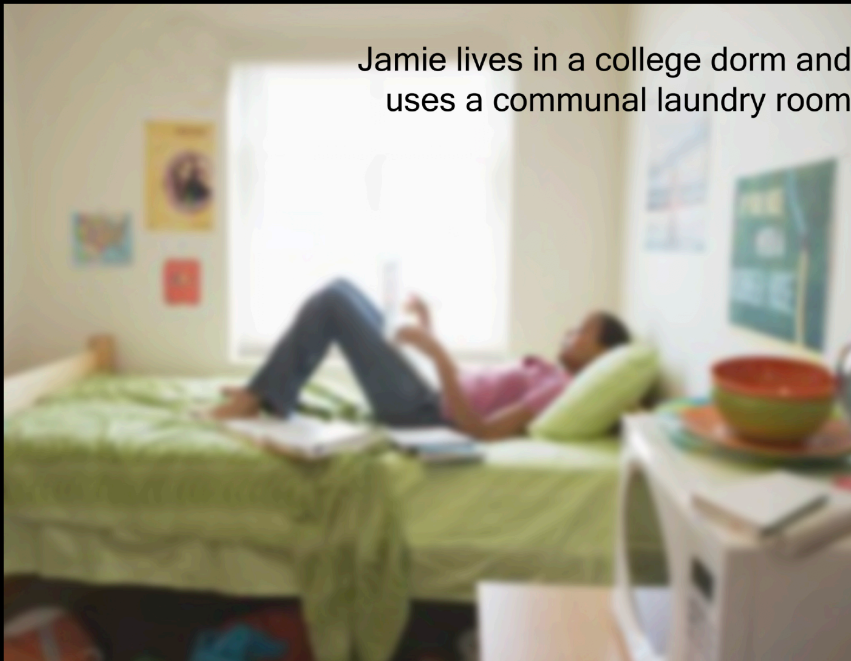
Terri eats her cereal,
washes the spoon and
puts it back into
Anna's locker

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Example using existing photos (below).

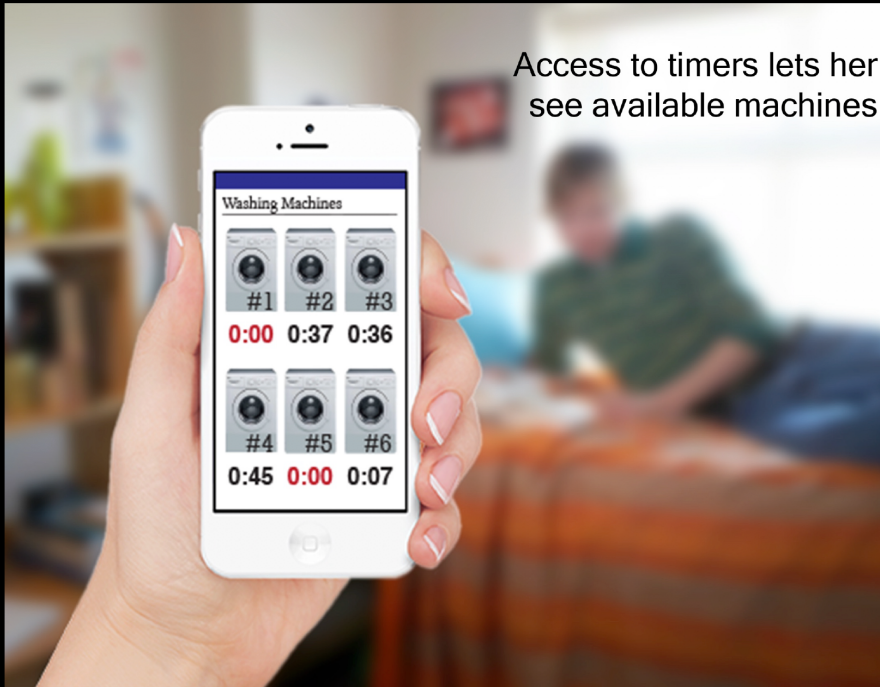
To find images, use a search string such as, "indie-films, students in laundry".

User Scenario Visualization



Jamie lives in a college dorm and
uses a communal laundry room

User Scenario Visualization



User Scenario Visualization



Complete by April 9

15_ Sketched wireframes

Use InDesign or Illustrator to make five “wireframe” schematic representations of the content of the five required screens in the app (you may show more if you choose).

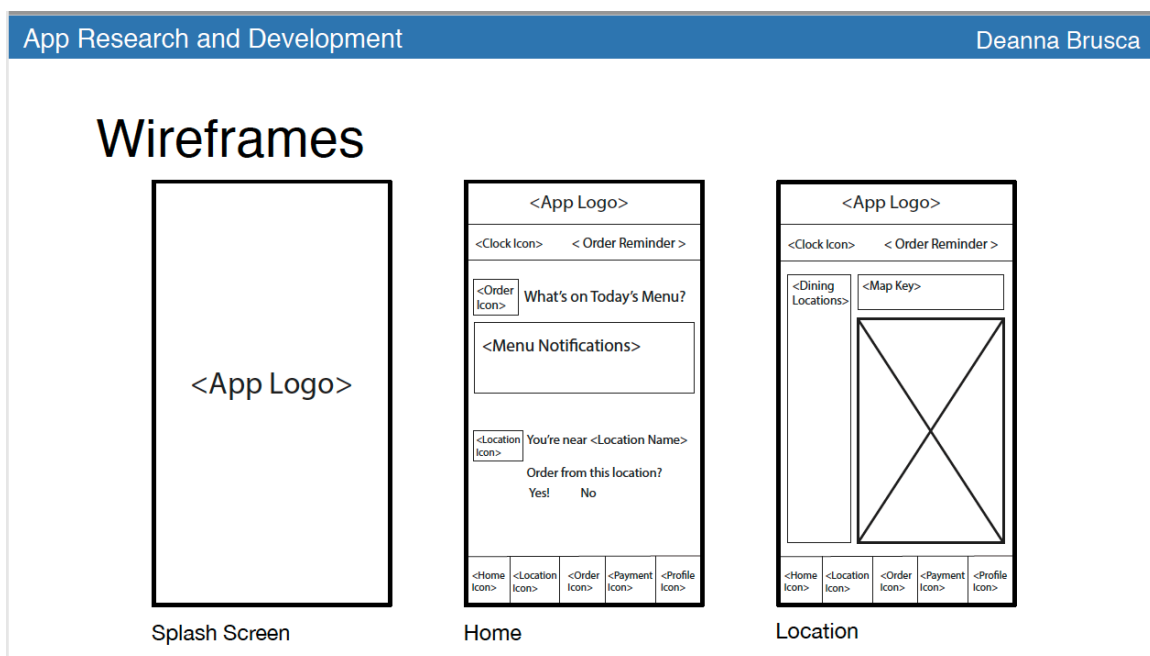
If you are unfamiliar with InDesign or Illustrator, or do not access to these programs, use PowerPoint (see instructions below).

Wireframes are outlined rectangles (in black or medium gray) to indicate approximate positioning of content and links. They only show position of features. They DO NOT show visual design.

Make all the wireframes 640 wide ×1152 high pixels each.

The five wireframes are of these screens:

- Splash screen (see below for what goes in the Splashscreen)
- The home screen containing a menu bar at the top and/or bottom of the screen with links to three sub-level screens appropriate to your app. In the area below and/or above the menu bar, show home screen functionality (or a news feed which is often the home screen functionality).
- Three additional screens that have the same menu as the home screen and which are graphically consistent with the home screen. Based upon your previous research, you determine what goes in these three additional screens.



If you are using PowerPoint to create your wireframes:

- Select the File menu and select Page Setup.

- In the **Orientation** section of Page Setup dialog box, across from **Slides**, select the **Portrait orientation**. ...

- Choose OK to apply the **changes**.

Complete by April 23

16_Splash screen

A splash screen is generally the first screen the user sees when launching an app. The contents of the splash screen are usually a simple background (a solid color usually) and the logo and logotype.

Make a splash screen with the logo and logotype on a neutral tone or appropriately chosen one-color background. The logo and logotype must be the primary visual element and be easily readable.

The logo and logotype generally occupy 20-30% of the splash screen.

Make the file 640×1152 pixels at 326 dpi, png format in Photoshop or Illustrator.

If you do not have access to Photoshop or Illustrator or do not know how to use them, use PowerPoint:

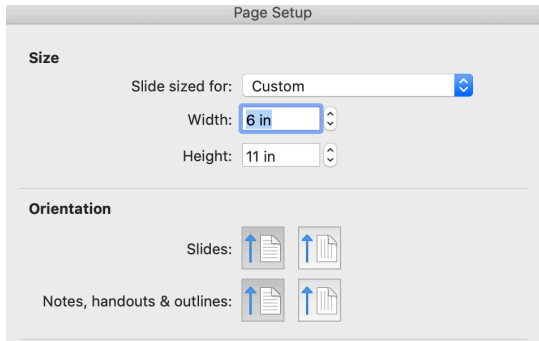
- Select the File menu and select Page Setup.

File>Page Setup

Custom

6 in. width, 11 in. height

Orientation: Slides (arrow facing up)



Then: File>Export>png

Complete by April 23

17_ Create other screens and the prototype using Adobe XD

In this last part of the assignment, we use Adobe XD to create the phone app prototype.

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The app prototype will at minimum (you may do more), contain:

- A splash screen (logo and logotype on a neutral or appropriately colored background).
- The home screen containing (most likely) a menu bar at the top or bottom of the screen with a news feed (or other functionality appropriate to your app's purpose on the home screen).

The home screen should also contain links to the additional three sub-level screens.

- Three sub-level screens you make based on your research and wireframes in the previous steps.

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Note: in the event that you do not have access to Adobe XD, skip to Step 18 and post your five screen designs.

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Adobe XD notes as a guide to creating the prototype.

-Choose what kind of prototype

-Choose **custom size** and enter dimensions we are using for the pre-created screen designs (640×1152 pixels)

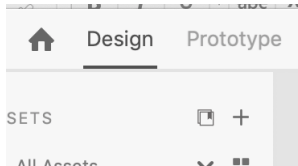
-There are two main areas in Adobe XD:

Design

Prototype

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In **Design mode**:



Choose Artboard tool (left side of interface near bottom) to copy and paste same size artboards (screens). You will have five (minimum).



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You can adjust properties of an element (photo etc.).

You can drag and drop the screen files you have already created onto these Artboards in Design mode.

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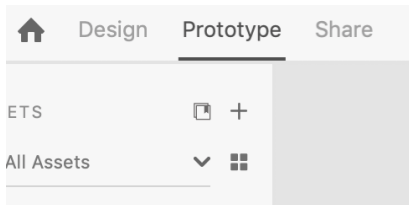
Select arrow tool to select an imported file and adjust its properties in the pane on the right.



You can also use the select/arrow tool to move screens (artboards) around in the workspace.

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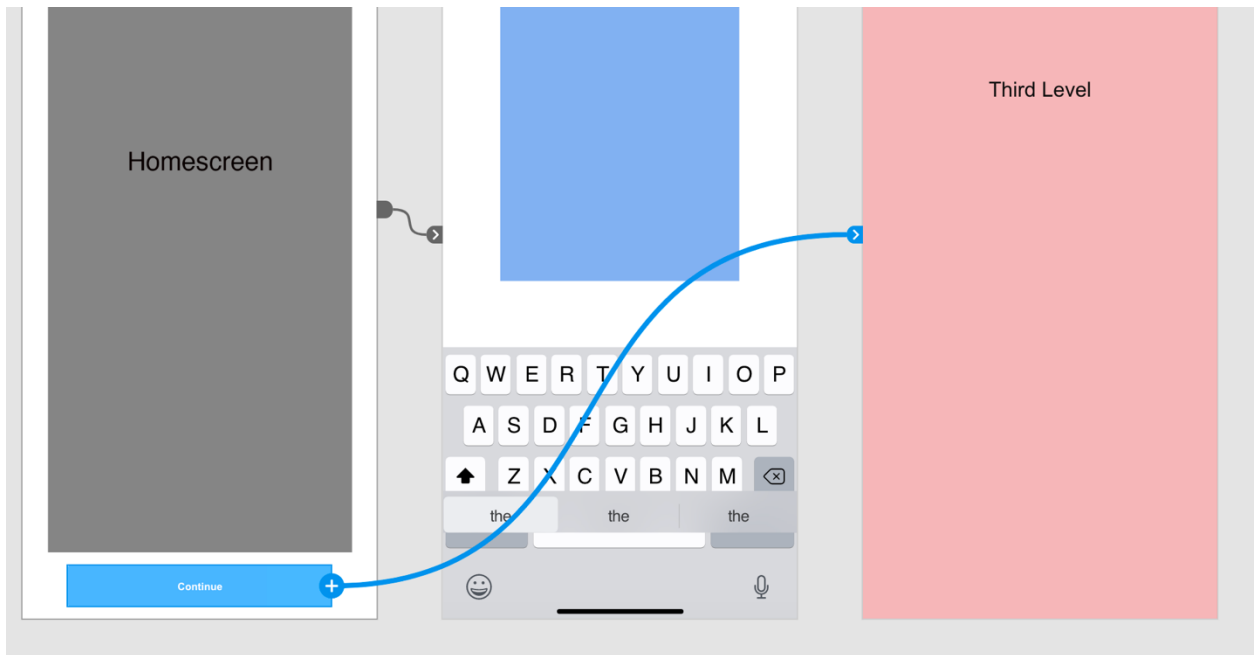
The Prototype mode is for defining links between the artboards (screens) or any elements / objects in the artboards (buttons, etc.)



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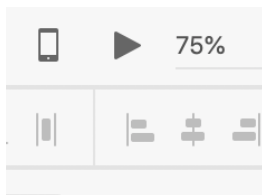
To make links between artboards or elements (buttons), etc., click on the artboard or the specific elements and then drag a flexible line from the arrow that pops up to the artboard or element you want to link it to.

In this example, the Homescreen artboard is linked the second level screen (with the keyboard), and the Continue button from the Homescreen is linked to the third level artboard (the whole screen)

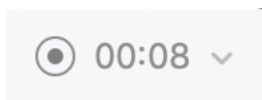


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Arrow in upper right hand corner allows you to see a Preview of what you have made.

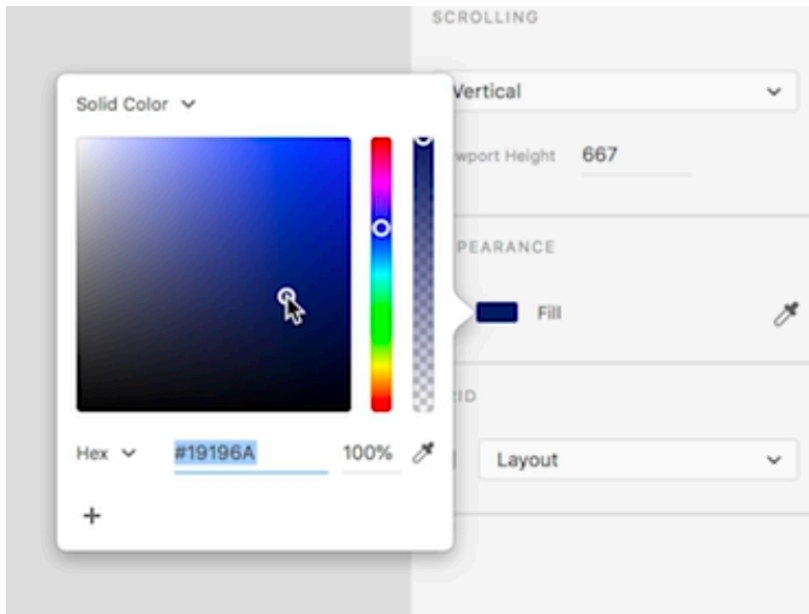


By clicking the timing number in the resulting Preview window, you can make a 'click-thru' movie prototype of your file: it will record in real time while you click through your five screens.



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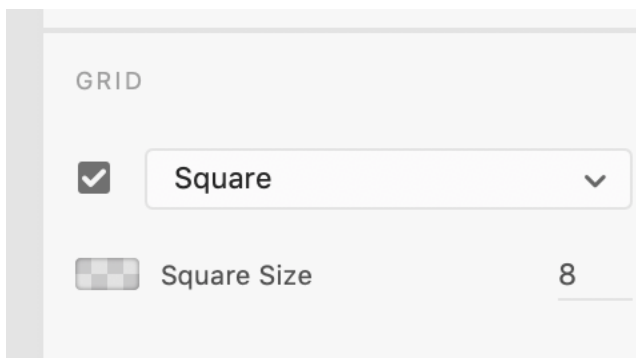
In the Design mode, to change background color of a screen that is not composed of a pre-made file:



You can also change the transparency of the background with the vertical bar to the far right of the Color Picker

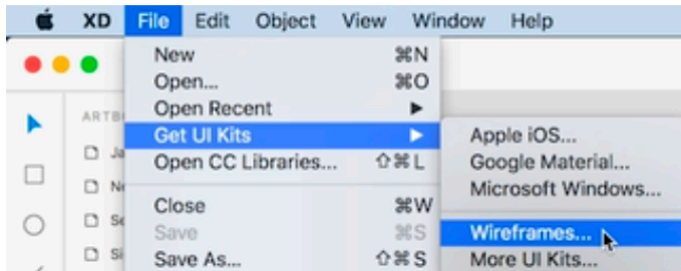
--

You can optionally use a layout grid to align elements in a screen. Use the select/arrow tool and then adjust the Grid in the lower right of the workspace.



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To access **UI Kits** (pre-made elements for common app requirements like Maps, Menus, Sign-up, etc.)

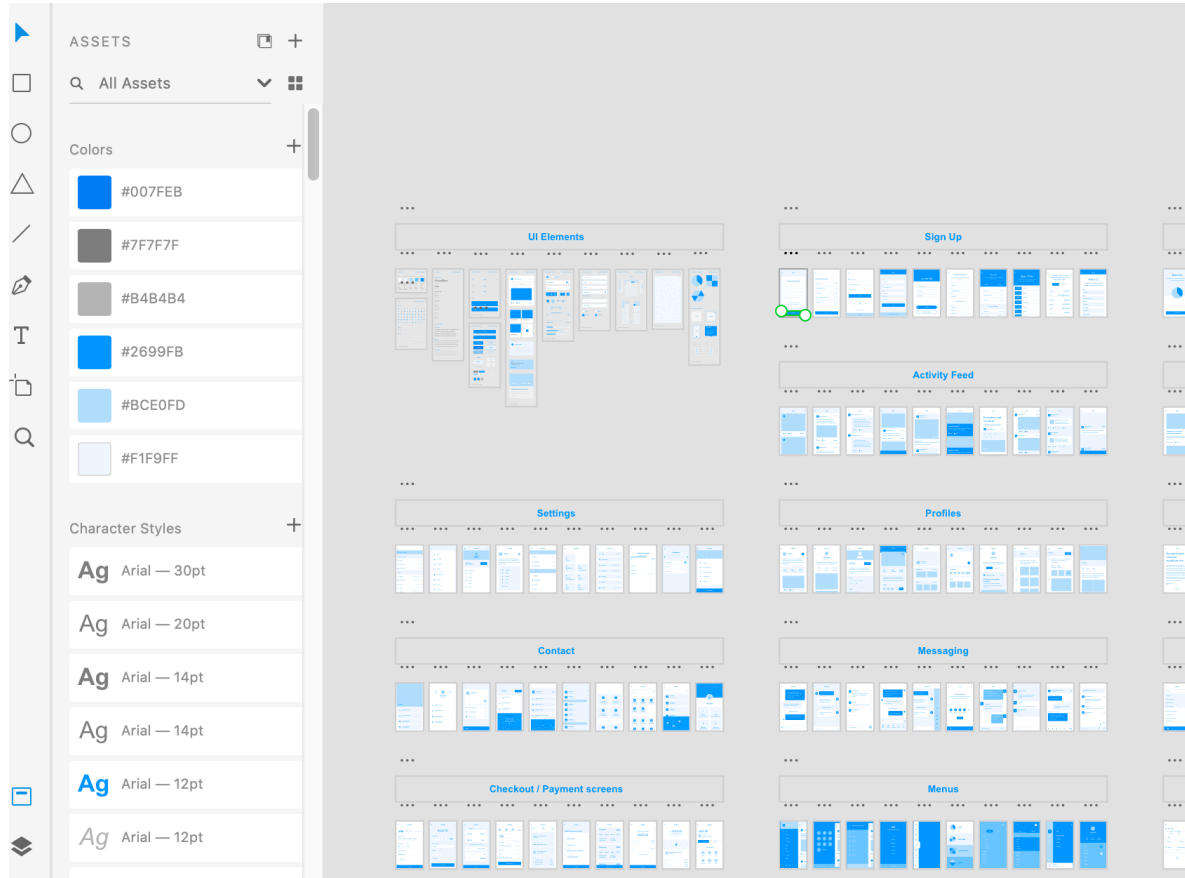


Get UI Kits>Wireframes

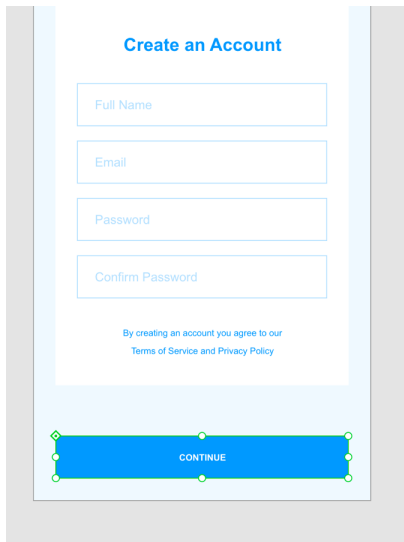
Click: Download Kit

Open the mobile file.

Look around and choose elements you need.



Using the select/arrow tool, run mouse over an element you wish to use (you can use just an element, not necessarily the whole screen of elements).

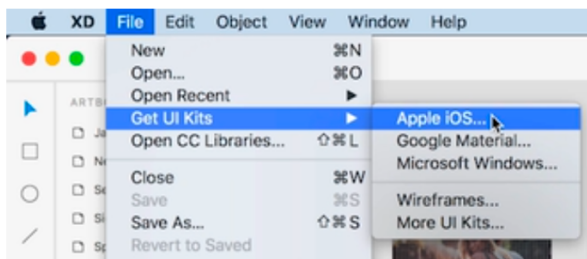


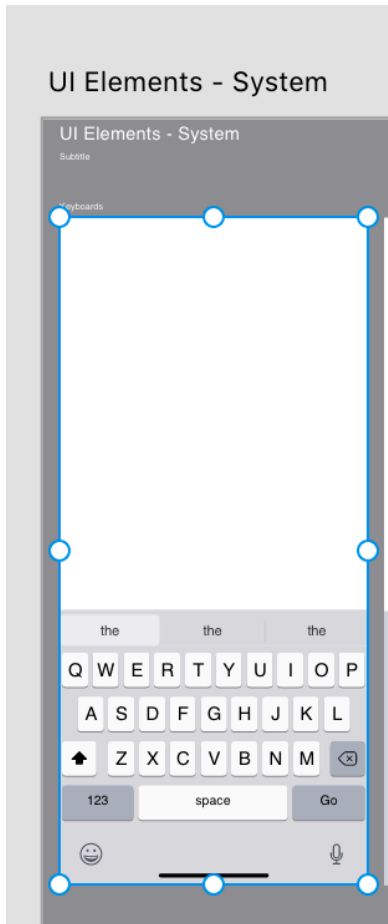
Paste the selected element into your own artboard/screen.

Adjust the element as needed for size, color, text etc. using the pane at the right of your working area in the Design mode.

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You can get Keyboards, etc. from File>GetUI Kits>AppleIOS





There are others (although it can take time to look around), at: [File>GetUI Kits>More UI Kits](#)

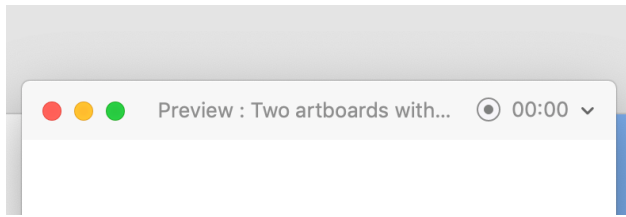
--

You can optionally make an mp4 video of your click through final work in Adobe XD Design mode in order to embed a link (via YouTube or Vimeo) in your blog of you final prototype.

Create the video via clicking on the arrow in the upper right of your work area in XD



A Preview window will appear. You make video recording via the Circle on/off video recording button in the upper right corner of the Preview window



Once the video is created, you upload it to either YouTube or Vimeo. You use the link from YouTube or Vimeo to embed in a blog post on your blog.

18_Make slides of all the final screens.

Design for Smartphones and iPads

Anna Tol

Splash + Login

The splash screen on the left features a white cupcake icon above the word "Cuccin" in a white sans-serif font, centered on an orange-to-green gradient background. The login screen on the right has a white cupcake icon at the top, followed by the text "Welcome to Cuccin." in white. Below this are three input fields: "School" with a dropdown menu showing "Hofstra University", "Username" with the text "h702522081", and "Password" with a masked input. A white "Start" button is at the bottom.

Design for Smartphones and iPads

Anna Tol

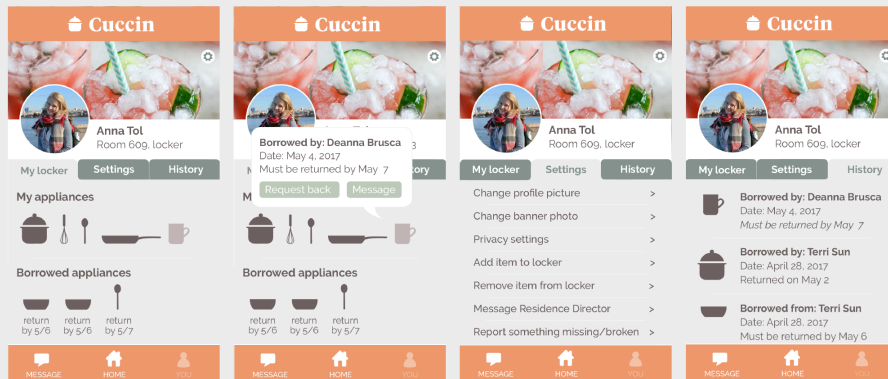
Home

The home screen is divided into three vertical panels, each with an orange header containing a cupcake icon and the word "Cuccin". Each panel has a search bar with the placeholder "What do you need?" and a magnifying glass icon. Below the search bar are two tabs: "General Requests" and "Personal Requests". The first panel shows a request from Robin Deering about borrowing a whisk. The second panel shows a request from Terri Sun about borrowing a spoon. The third panel shows a request from Robin Deering about borrowing a whisk. Each request includes a profile picture, a text description, and "React" and "Decline" buttons. At the bottom of each panel is a navigation bar with three icons: a speech bubble for "MESSAGE", a house for "HOME", and a person for "YOU".

Chat



You



Complete by May 12

19_Portfolio site

Create an online portfolio using Behance.com or <https://www.portfoliobox.net/school/hofstra>

Include the same images as you included in your slides but omit the header portion of the slides.

You may also include work from other design classes you have taken. Do not include fine art projects.

Complete by May 12

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Fine Arts Department Mission Statement:

The program teaches students to develop familiarity with central elements and concepts in visual culture, and gain facility in the methods of understanding and discussing them. Students will also develop an awareness of the power of images to influence their audience in various social and historical contexts, other cultures and historical eras.

Hofstra University Policies:

Academic Honesty

Hofstra University Honor Code: “As a member of the Hofstra community I pledge to demonstrate integrity and ethical behavior in all aspects of my life, both inside and out of the classroom. I understand that I am accountable for everything I say and write. I will not misrepresent my academic work, nor will I give or receive unauthorized assistance for academic work. I agree to respect the rights of all members of the Hofstra community. I will be guided by the values expressed in the P.R.I.D.E Principles. I accept the responsibility to follow this Honor Code at all times.”

Honor Code Short Form: “I pledge on my honor that I have done this work with honesty and integrity, without giving or receiving unauthorized assistance.”

Academic Honesty: Plagiarism and other forms of academic dishonesty are serious ethical and professional infractions. For information regarding Hofstra’s statement of principles with respect to academic honesty, examples of violations, procedures for handling violations, as well as a student’s right to appeal a charge, see Faculty Policy Series #11 for undergraduate students (http://www.hofstra.edu/pdf/Faculty/Senate/senate_FPS_11.pdf) and Faculty Policy Series #11G for graduate students (http://www.hofstra.edu/pdf/Faculty/Senate/senate_FPS_11G.pdf).

Students With Disabilities

If you believe you need accommodations for a disability, please contact Services for Students with Disabilities (SSD). In accordance with Section 504 of the Rehabilitation Act of 1973 and the

Americans with Disabilities Act of 1990, qualified individuals with disabilities will not be discriminated against in any programs, or services available at Hofstra University.

Individuals with disabilities are entitled to accommodations designed to facilitate full access to all programs and services. SSD is responsible for coordinating disability-related accommodations and will provide students with documented disabilities accommodation letters, as appropriate.

Please note that accommodations may require early planning and are not retroactive; please contact SSD as soon as possible. All students are responsible for providing accommodation letters to each instructor and for discussing with him or her the specific accommodations needed and how they can be best implemented in each course. For more information on services provided by the university and for submission of documentation, please contact the Services for Students with Disabilities, 040 Memorial Hall, 516-463-7075.

Deadlines

Please be mindful of University deadlines. See www.hofstra.edu/deadlines.

Incomplete Policy

Hofstra's policies regarding Incomplete grades, default grades, and associated deadlines can be found in the Undergraduate and Graduate Studies Bulletins (<http://bulletin.hofstra.edu/>).

Notice On Campus Sexual Assault And Discriminatory Harassment

University policy and federal laws such as Title IX, Title VI and the ADA make it clear that sexual violence and harassment based on any protected characteristic are strictly prohibited and are subject to standards of accountability at the University. If you or someone you know has been sexually assaulted or subjected to discriminatory harassment, the University offers multiple resources to support you and has policies and procedures to address these offenses. For more information, contact the University Title IX Coordinator, Jean Peden-Christodolou, at 516-463-6815, Jean.C.PedenChristodolou@hofstra.edu; the University Equal Rights & Opportunity Officer, Jennifer Mone, at 516-463-1800, eroo@hofstra.edu; or refer to the applicable University policy at www.hofstra.edu/eoe.