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Coding for the Public Good: Front-end Website Design and Development

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Coding for the Public Good:

Front-End Website Design and Development

Creating a Website for the Public Good: Design and Development

Having conducted your needfinding and created personas, scenario(s) and a storyboard, write a brief synopsis of what your website is intended to do. What problem will it solve, for which group of people? What are the demographics of that group? Why do you think this is an important project?

Now it is time to actually design, and then create, your website.

I.   Design and Wireframes

Create several (at least three) wireframes for the design of your UI. (Some things to consider as you sketch your designs (adapted from [this assignment](#)):

1. What is the grid and layout system you're using to organize the information on screen?
2. Are the buttons and other elements consistently placed on screen? Is their placement reasonably intuitive to the average user? Could/should you use an icon instead of/in addition to text?
3. Which form fields should be required fields? Do any form fields have constraints on the contents (e.g. only alphanumeric text)? Why?
4. Are you presenting the content in a clear, accessible way? Are you presenting too much material at once? Not enough?
5. When giving feedback to the user, what is the best way to convey information? Color? Text? Pictures? What should happen after the user submits the page?

Your designs should include:

1. Placement and basic appearance of buttons and other controls, and description of rollover and "click" behavior,
2. Rough text and image placements and styles,
3. May include mention of colors/patterns of text, background, etc.
4. May include audio components (prompts, background music, interface sounds)

Remember to Schneiderman's Eight Golden Rules for interface design and think about how you will integrate them

1. Strive for consistency.
2. Seek universal accessibility.
3. Offer informative feedback.
4.   Design dialog to yield closure.
5.   Prevent errors.
6. Permit easy reversal of actions.
7. Keep users in control.

8. Reduce short-term memory load.

When you have a reasonably clear idea about how your website should look, create at least three wireframes using Balsamiq (choose the 30-day free trial). As you create your sketches, evaluate which ones seem to be best and why. Solicit other people (who fit the profiles of your targeted users) to evaluate your sketches and give their opinion.

II.   Development

When you have chosen a design that you think is a good UI design, proceed to develop the front-end of it using HTML, CSS and Javascript. Your site must consist of at least three webpages, and should be fully functional up to actually interfacing with the back end. That means, for example, that if the submit button is pressed, some sort of confirmation should be given to the user that their information has been saved (even though it has not been).

The focus should be on solving the user's problem (useful) and giving the user a pleasant experience (usable). The site should be reasonably substantive.

III.   Writeup

Write up your design process.

1. Having conducted your needfinding and created personas and scenario(s), write a brief synopsis of what your website is intended to do. What problem will it solve, for which group of people? What are the demographics of that group? Why do you think this is an important project? How does this contribute towards the "public good"?
2. Include pictures of your wireframes (there must be at least 3, created in Balsamiq). Justify your final design choice: why did you make the design decisions that you did? Some things to include: how did you decide on colors? placement of items? user feedback? directions?

Refer to the list of Schneidermans Eight Golden Rules for interface design. Choose four of them and explain how your website adheres to those guidelines.