

# Creative Computing Summer Camp

## Day 2 - Web and UI Design

### Part 1: Morning session 9.30 - 11.00

In this session we will be learning about the process of screen design. You have recently learned (even though you might not have mastered it, yet!) about how we make web pages using HTML and CSS.

It can be helpful to separate the process of coding a web-page and designing it. When we're designing a web page or an app we start by asking ourselves:

- What is this website about?
- Who is the website for?
- How can we let the visitors access what they are looking for?
- If the website does more than one thing, how do we balance the goals?

All of these questions are things that Web Designers and Digital Designers ask themselves regularly.

**Discussion: There are many different types of workers and industries that use the term 'design', can you think of some? What do they do?**

In computing, we are mostly interested in designing for the computer, but even in that sub-category, there are lots of designers: games designers, interaction designers, database designers, network designs, security designers.

By now, you might be starting to see that there are tons of different types of designers. Try to start thinking about 'design' not so much as somebody's job, but more as a way of thinking, or a way of making. Designing anything means considering what the thing is used for, who will be doing the usage and how can that usage be helped. Designing something also involves considering the aesthetics of the thing that is made. If you are designing a database, or a security system, it's beauty might not be very apparent (but there is skill in doing that) but in the case of the design of a game, or a garment, of a piece of clothing, or a website, we can agree that some of them look good and some of them look bad.

Just like you can learn to draw, or paint, or cook, or speak a new language, you can learn to design. In this sense, we are going to begin learning to design good websites and apps.

**Discussion: what makes a website or an app good? What examples of good web design can you find?**

**Activity 1: on your computer, collect 5 examples (by taking screenshots) of what you think is good design. There are no wrong answers here! Good design can be a nice colour scheme, nice buttons, nice icons, nice images, anything that catches your eye. Try to explain with words what makes that design good. A bonus would be if you can find examples of good designs on websites that few people know!**

When you have collected your examples, we will start learning about a prototyping tool called Penpot. We need to take the word prototyping apart to understand it, and to figure out where/when it fits in the design process.

**Activity 2: Create a Penpot account (penpot.app) and put all your collected examples in a document. Add some text beside each example (a simple list of a few observations is fine) that explain why you think it is good design.**

**Activity 3: To learn more about the intricacies of web-design, go to <https://hci.cyberskillslesson.com/#> and fill out the questionnaire there.**

## **Part 2: afternoon session 1.30 – 3.15**

Using Penpot again, design your own music playing app. We will learn some ways of using the prototyping tool together, but try to make at least one full screen. There is a lot to consider here, so I suggest picking one or two colour maximum, and picking a font that you like and start with that. Think about making the buttons that will control the music, but also the buttons that will let you navigate the app itself.

This is a hard task, and it might take professional digital and graphic designers weeks to complete. The goal is to experiment, get a feel for the process of designing (and the design tools) and to enjoy yourself during the camp. We would love to see some of your ideas for new ways of making digital apps! What if you couldn't touch the screen? What if you had only the two buttons to navigate the entire app? What if the app was in black and white? What if the app had no screen at all?