Assignment 2
Interactive (Responsive Design)

Create the Graphic User Interface for a web site that will also be viewed on phones, tablets and kiosks.

This piece will be interactive - meaning the user has to participate in discovering the information, ideas, etc, that you are trying to convey. Depending on the design,

Step 1:
Complete a Design Brief. Present the site you wish to create. Show initial iterations (you must start with static sketches - here's where your sketchbook reappears). Create an initial sitemap and first-round wireframes

Step 2:
Present a re-working of the sitemap. Show at least 3 iterations for the graphic user interface on the web and smartphones (tablets come next). Present layouts in Acrobat, created from Photoshop or InDesign files.

Step 3:
Present a refinement of interface. This is where both the design language and the possibilities (and limits!) of today's interactive climate come together. present Photoshop, Illustrator or InDesign files as an interactive PDF. If you prefer, you can build out some areas in Muse.

Step 4:
Final refinement presented on board (as completed Storyboard), in a process book and as an interactive piece. These books will be published at a local vendor.

"Recently, an emergent discipline called "responsive architecture" has begun asking how physical spaces can respond to the presence of people passing through them. Through a combination of embedded robotics and tensile materials, architects are experimenting with art installations and wall structures that bend, flex, and expand as crowds approach them. Motion sensors can be paired with climate control systems to adjust a room's temperature and ambient lighting as it fills with people.... This is our way forward.

Rather than tailoring disconnected designs to each of an ever-increasing number of web devices, we can treat them as facets of the same experience.
                    -Ethan Marcotte, Responsive Web Design

Graphic User Interface ("GUI")

GUI (pronounced GOO-ee). A program interface that takes advantage of the computer's graphics capabilities to make the program easier to use. Also referred to as the "Front End" of an interactive device (computer, tablet, phone, etc).