dikult 105

web design

Readings and software

Autumn 2018

1: Core readings

You need these four books *before the semester starts* and you need to start reading them before the first lecture. Instructions on this are given at the orientation meeting and the course manual found online. The book store Akademika at Studentsenteret (https://goo.gl/maps/4Njaq2EZNPt or see https://www.akademika.no/node/19258807) has them in store, and has a bundle price if you buy them all there. Ask for Paul Lund.

You need to use direct quotes from these (and the additional readings) and reference them in your work. You must use these exact (newest) editions.

> Jennifer Niederst Robbins: **Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics**. O'Reilly Media. Fifth Edition 2018. ~800 pages. ISBN-10: 1491960205.

> Kim Golombisky and Rebecca Hagen: **White Space is Not Your Enemy: A Beginner's Guide to Communicating Visually through Graphic, Web & Multimedia Design.** A K Peters/CRC Press. Third Edition 2016. 312 pages. ISBN-10: 1138804649.

> Louis Rosenfeld, Peter Morville and Jorge Arango: **Information Architecture. For the Web and Beyond.** O'Reilly Media. Fourth Edition 2015. 486 pages. ISBN-10: 1491911689. *(You will need chapters 1 through 8 (p.1 to 210), but may benefit from the remaining chapers as well)*

> Laura Kalbag: **Accessibility for everyone.** A Book Apart, no. 23. 2017. 166 pages. ISBN-13: 9781937557614.

The authoritative CSS reference source (for looking up the rules) is

> Eric Meyer and Estelle Weyl: **CSS: The Definitive Guide. Visual Presentation for the Web.** O'Reilly Media. Fourth Edition 2017. 1090 pages. ISBN 978-1449393199. Available from the UiB library (inside the UiB network or with VPN): https://ebookcentral.proquest.com/lib/bergenebooks/reader.action?docID=5108667

2: Additional readings

A few classes will be taught jointly with KMD (the Faculty for Art, Design and Music (https://kmd.uib.no/). Additional readings for these will be announced as soon as we have decided on them.

A few readings will be available from the course file repository at Mittuib (https://mitt.uib.no/courses/12523). Those will typically be excerpts from the list of recommended readings (later in this document).

3. Software

For this course, you will need software installed on your computer(s) including your mobile phone. All of the following is free software. Please install the programs and get familiar with them before the course starts.

MAC users: You may of course use your MAC for all purposes, but you will need to have access to a windows PC as well, for testing purposes. The labs provide windows PCs with the programs installed. For accessing PCs when you are off campus, please make an appointment with a fellow student, friend or family to borrow theirs.

1. You have to test your design and evaluate other design on a variety of browsers *in addition* to IExplorer/Edge or Safari. Download and make it a habit to use all of these browsers (Canary needs windows 8 or above, please install what applies to your computer). You may of course use the English or Norwegian (or any) version of these.

   - Google Chrome (https://www.google.com/chrome/browser/desktop/index.html)
   - Google Chrome Canary (https://www.google.com/chrome/browser/canary.html)
   - Firefox (https://www.mozilla.org/)
   - Opera (http://www.opera.com/)
   - Opera Neon (http://www.opera.com/no/computer/neon)
   - Vivaldi (https://vivaldi.com/download/)
   - Brave (https://brave.com/)

2. Install Chrome, Firefox and Opera on your mobile phone. Use them.

3. For all applicable browsers, install the Web Developer extension from http://chrispederick.com/work/web-developer/ and the AdBlockPlus extension from https://adblockplus.org.

4. For file transfer (desktop), install WinSCP (https://winscp.net/eng/download.php) (download the «Installation package» for version 5.13 or later and run the file). This is windows only. MAC users: you may use FileZilla (https://filezilla-project.org/). Linux users will probably have a program and the according skills already. You will of course get instructions on how to use it and what server paths to provide. Please check the file download area on MittUIB.

5. For text processing and coding, install Notepad++ (https://notepad-plus-plus.org/), (Installer for version 7.5.6 or later). This is for windows. MAC users are advised to use Sublime (https://www.sublimetext.com/)

6. For image processing, install GIMP (https://www.gimp.org/downloads/).

7. For screenreading, install JAWS (https://www.freedomscientific.com/Downloads/JAWS). This is for windows. MAC users are asked to use the lab computers or borrow PCs.

4. Recommended books

This is a collection of books I will mention during the classes and present at the lab. They are not mandatory readings, but may be a starting point if you want to explore more, and to find literature for your personal assignment and semester report.

General design

Donald Norman: **The Design of Everyday Things.** Basic books. Revised and Expanded Edition 2013. 368 pages. ISBN-10: 0465050654

John McWade: **Before and After. How to design cool stuff.** Peachpit Press. 2009. 240 pages. ISBN-10: 0321580125

Curations

Dave Shea and Molly E. Holzschlag: **The Zen of CSS design.** Peachpit Press. 2005. 304 pages. ISBN-10: 9780321303479

Patrick McNeil: **Web Designer's Idea Book, Volume 4: Inspiration from the Best Web Design Trends, Themes and Styles.** HOW Books. 2014. 267 pages. ISBN-10: 1440333157

Patrick McNeil: **Mobile Web Designer's Idea Book: The Ultimate Guide to Trends, Themes and Styles in Mobile Web Design.** HOW Books. 2013. 266 pages. ISBN-10: 1440330085

Writing

Redish, Ginny. **Letting go of the words. Writing Web Content that Works.** In Series: Interactive Technologies. Morgan Kaufmann. Second Edition 2012. 368 pages. ISBN-10: 0123859301

Typography

Laura Franz: **Typographic Web Design: How to Think Like a Typographer in HTML and CSS.** Wiley. 2011. 336 pages. ISBN-10: 1119976871

Richard Rutter: **Web Typography: A handbook for designing beautiful and effective typography in responsive websites.** Ampersand Type. 2017. 336 pages. ISBN-10: 099566420X

Ellen Lupton: **Type on screen: a critical guide for designers, developers, writers, and students.** In Series: Design Briefs. Princeton Architectural Press. 2014. 208 pages. ISBN-10: 161689170X

Storytelling

Ellen Lupton: **Design is storytelling**. Cooper Hewitt, Smithsonian Design Museum. 2017. 160 pages. ISBN-10: 194230319X

Scott McCloud. **Understanding Comics.** William Morrow Paperbacks. Reprint edition 1994. 224 pages. ISBN-10: 006097625X

Visual perception

Jeff Johnsen: **Designing with the Mind in Mind. Simple Guide to Understanding User Interface Design Guidelines.** Morgan Kaufmann. Second Edition 2014. 250 pages. ISBN-10: 0124079148

Sean Adams: **The designer's dictionary of colour.** Harry N. Abrams. 2017. 256 pages. ISBN-10: 141972391X

Interaction

Alan Cooper, Robert Reimann, David Cronin, Christopher Noessel: **About Face: The Essentials of Interaction Design.** Wiley. Fourth Edition 2014. 720 pages. ISBN-10: 1118766571

Jennifer Preece, Helen Sharp and Yvoonne Rogers: **Interaction Design. Beyond human-computer interaction.** Wiley. Fourth Edition 2015. 584 pages. ISBN: 978-1-119-02075-2

Mobile

Josh Clark: **Designing for touch.** A book apart (no.14). 2015. 169 pages. ISBN-10: 1937557286

Karen McGrane: **Content strategy for mobile.** A book apart (no.8). 2012. 162 pages. ISBN-10: 1937557081

Vitaly Friedman (editor): **Smashing Book 5: Real-Life Responsive Web Design.** Smashing Magazine GmbH. 2015. ISBN-13: 9783945749258

Accessiblity

Sarah Horton and Whitney Quesenbery: **A web for everyone.** Rosenfeld Media. 2014. 288 pages. ISBN-10: 1933820977

Heydon Pickering: **Inclusive Design Patterns.** Smashing Magazine GmbH. 2016. 308 pages. ISBN-13: 9783945749432

Joshue O Connor: **Pro HTML5 Accessibility. Building an inclusive web**. Apress. 2012. 365 pages. ISBN-13: 9781430241942

Standards

Jeffrey Zeldman and Ethan Marcotte: **Designing with Web Standards.** New Riders. Third Edition 2009. 432 pages. ISBN-10: 0321616952

Leslie Sikos: **Web Standards: Mastering HTML5, CSS3, and XML.** Apress. Second Edition 2014. 524 pages. ISBN-10: 1484208846

User testing

Jeffrey Rubin, Dana Chisnell: **Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests.** Wiley. Second Edition 2008. 384 pages. ISBN-10: 0470185481.