web design 101

2.744 Product Design
teams!

what's your logo?

2.744 PRODUCT DESIGN

Two Toed Sloths's Portfolio

Home > Student teams > Two Toed Sloths's Portfolio

Your logo

transparent png, feb. 23
ABCs OF SKETCHING

2.744 Product Design
ABCs OF SKETCHING
ABCs OF SKETCHING
but first!

mini quiz results

will our mystery mansion be guided or unguided?
but first!
mini quiz results

a good show element or gag should __________?

wow factor!
**but first!**

**mini quiz results**

<table>
<thead>
<tr>
<th>A good show element or gag:</th>
<th>Instead of:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1  Involves many members of the group in a “hands-on” fashion at the same time</td>
<td>A solitary activity with the rest of the group watching</td>
</tr>
<tr>
<td>2  Works well at both the minimum and maximum group sizes</td>
<td>Too hard with a small group; not enough to do in a large group</td>
</tr>
<tr>
<td>3  Is not too hard for kids or too easy for adults</td>
<td>Working well with only one demographic</td>
</tr>
<tr>
<td>4  Complements the theme</td>
<td>A generic puzzle with a themed facade</td>
</tr>
<tr>
<td>5  Complements the storyline</td>
<td>Shoehorned into the plot</td>
</tr>
<tr>
<td>6  Simple—easy to understand, even if difficult to achieve</td>
<td>Complex/lengthy instructions required</td>
</tr>
<tr>
<td>7  Plays off existing archetypes &amp; foundational common knowledge</td>
<td>Requires excessive introduction</td>
</tr>
<tr>
<td>8  High “wow-factor”—provides a neat visual gag opportunity</td>
<td>Mundane and not visual in nature</td>
</tr>
<tr>
<td>9  Physically interactive—requires motion and manipulation. Takes advantage of NOT being simply a video game!</td>
<td>Simply something you watch</td>
</tr>
<tr>
<td>10 Can be done convincingly and completely, or else isn’t attempted at all</td>
<td>Executed half-way</td>
</tr>
<tr>
<td>11 Offers repeat play-ability through variation</td>
<td>The same every time</td>
</tr>
<tr>
<td>12 Easily “score-able”</td>
<td>Hard to gauge performance</td>
</tr>
<tr>
<td>13 Possible to adjust difficulty</td>
<td>Inherently one level of challenge</td>
</tr>
<tr>
<td>14 Clear points of completion, lots of visual and audible feedback</td>
<td>Ambiguous milestones and an unclear ending</td>
</tr>
<tr>
<td>15 Lends itself to a timing mechanism</td>
<td>Hard to force throughput</td>
</tr>
<tr>
<td>16 Cycle time predictable within a narrow range</td>
<td>Wide range of durations possible</td>
</tr>
<tr>
<td>17 Lends itself to robust design &amp; construction</td>
<td>Inherently weak/unsupported</td>
</tr>
<tr>
<td>18 Operates without staff oversight</td>
<td>Requires close supervision or manual involvement from staff</td>
</tr>
<tr>
<td>19 Can be made to be self-resetting</td>
<td>Requires manual reset by staff</td>
</tr>
<tr>
<td>20 Requires simple (or not!) show control</td>
<td>Requires complex/proportional show control</td>
</tr>
</tbody>
</table>
but first!
mini quiz results

What does this symbol mean?

- ghost whisperer
- shout quietly
- yell at asteroids
- spit milk
- partied too hard, puke

sneeze
but first!

mini quiz results
and now
warm up!
let’s get started!

1 point perspective
learning the rules

types of perspective

1 point
1 point perspective exercise

cubes in space
1 point perspective exercise
roman aqua duct
1 point perspective exercise
seated in the 70s
web design 101
have you installed?

A Text Editor - Brackets/Sublime
FTP/SFTP Client - SecureFX/Fetch
how do websites work?

client

you!

mit.edu

server

MIT / Akamai

104.97.44.122

HTTP Request

HTTP Response
how do websites work?

**static**

but more exciting!

2.744 Website

delivered to the user exactly as stored

**dynamic**

Facebook

server delivers unique content based on user
how do websites work?

client

you!

mit.edu

HTTP Request

server

MIT / Akamai

104.97.44.122

HTTP Response

File documents
what’s in a website?

- **HTML**: hypertext markup language describes structure of content
- **CSS**: cascading style sheets defines the look and feel
- **JS**: javascript adds interactivity
Visual memory lobster results! See your project design brief!
Team pages and nascent portfolios

Class Tuesday (February 23): One point, making websites.

due March 1: Storyboard design (mystery manor user experience)
due March 3: Human use analysis

Of interest: (archives)
- Online visual memory game
- brain sex test

Chrome: View > Developer Tools
Firefox: Tools > Web Developer > Inspector
Safari: Safari > Preferences > Advanced > Show Dev Tools
then Develop > Show Inspector
build & upload a web page!

thursday: learning to
build & upload a web page!

http://web.mit.edu/2.744/www/Results/studentSubmissions/web101/ [your kerberos/mit username]

Hi I’m Victor \(._.)/

host: athena.dialup.mit.edu      port: 22 (sftp)
username/password: your athena username/password

/afs/athena.mit.edu/course/2/2.744/www/Results/studentSubmissions/web101
or mit/2.744/www/... etc
It’s your turn!

http://web.mit.edu/2.744/www/Results/studentSubmissions/web101/ [your kerberos/mit username]

host: athena.dialup.mit.edu  port: 22 (sftp)
username/password: your athena username/password

/afs/athena.mit.edu/course/2/2.744/www/Results/studentSubmissions/web101
or mit/2.744/www/... etc
what’s next?
for class Thursday, February 25
writing HTML/CSS
building your storyboard site
what’s next?

human-use analysis
Tuesday, Feb. 4
Thursday, March 3

user experience design/storyboard
Thursday, Feb. 18
Tuesday, March 1