Greeting:

Start slide.... wait.

Good Morning

my name is Andrew Soncha and I am from Ender Design Talk on Creative Web Design

Slide 3: Trans(1)

To Begin:

- ñ Cover key topics in Web Site Design:
 - > Theme
 - > Hierarchy
 - > Navigation
 - > Style
 - > Layout
- ñ Global items applicable to any Web site
- $\tilde{\mathbf{n}}$ Will procede from general to specific
- $\tilde{\mathbf{n}}$ Apply techniques to a demo site

Slide 4: Trans(2)

Theme:

- ñ Theme closely tied to Target Audience (marketing)
 - > identify their preferences
 - > construct theme to suit Target
 - > broad enough to draw others
- $\tilde{\mathbf{n}}$ Connects unrelated topics into coherent site
- ñ Theme examples for Site:
 - > Land Type-
 - → Areas of Island on Ender's Realm
 - → Desert, water, rain forest, etc
 - > Corporate Division
 - > Topical
 - → Store for CD Sales
 - → Campus buildings Link Digital Mag
 - → Library for information

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- $\tilde{\mathbf{n}}$ Example of a poorly designed site.
- $\tilde{\mathbf{n}}$ Was an actually a very popular site
 - > changed text to preserve identity
 - > Will improve it, applying techniques
 - > Will call this the Astronomy Library
 - > Archive of astronomy related info
 - > Will work with Library theme

Slide 7: Trans(4)

Hierarchy

- ñ Order is needed
- ñ limited time to capture viewer attention
 - > in that time, person needs to find site interesting
 - > or find something he/she can relate to.
 - → Order make that search quick
- ñ Limit the number of main topic on a page
 - > 6-8 or less ideal
 - > more can be overwhelming

Types:

- ñ Hierarchy based on presented topics
 - > much like chapters in a book
- ñ Product lines
 - > letting viewer search for type of product quickly
 - > and see what you are offering
- ñ Corporate Division
 - > regional divisions a highest level
- ñ Thematic
 - > relating to the theme
 - > all one land type or item in the working theme

- ñ Back to our demo, need to arrange middle part
 - > many topics scattered
- ñ Divide info based on Library theme
 - > Front Desk
 - > Features
 - > Card Catalog
 - > News
 - > The Shelves

Slide 9: Trans(5)

- ñ Condensing the middle to the 5 categories.
- ñ Clears up page
 - > all information preserved.
 - > organized

Slide 10: Trans(6)

- ñ Site index excellent illustrator of hierarchy
 - > can see topics quickly
 - > how they're arranged in the site
- $\tilde{\mathbf{n}}$ Makes info easy to find
 - > viewer can go to what they are interested in
 - > reduces time required to find topics of interest
 - > thus, reduces chance of person leaving

- $\tilde{\mathbf{n}}$ Example of the index used on Ender's Realm
- ñ Must be fast... low graphics
 - → all graphics almost all loaded on the first page→ then cached, works quickly
- $\tilde{\mathbf{n}}$ A couple global topics listed at the top
- ñ Subsections expandable
 - > like a file list

Slide 12: Trans(7)

- ñ Topic expanded: viewer sees sub categories.
- $\tilde{\mathbf{n}}$ Go to main page, or look deeper more specific info
- $\tilde{\mathbf{n}} \text{ Hierarchy evident}$
 - > one main expansion list per main division

Slide 14: Trans(8)

Navigation: Related to hierarchy

- ñ Navigation must use hierachy
 - > to move between sections, and topics
 - > move from the general to the specific in a site.
 - → Each level becoming more detailed
 - → direct viewer: in top down manner

Common elements:

- ñ Home, Contact Us, Help, Search
- \tilde{n} Should be on every page
- $\tilde{\mathbf{n}}$ May include Products or Software button / link
 - > dependant on specific site application
- $\tilde{\mathbf{n}}$ Be choosey about what to have on every page
 - > when in doubt, leave it out.

Scaleable:

ñ Test site

- > if site is cumbersome to get around
 - → If yes, some kind of arrow scheme
 - > Good also for multi page documents
 - → small sites:
 - > simple next / previous
 - > site under 10 pages
 - → Larger sites:
 - > work with hierarchy
 - > present navigation in levels & loops

ñ Example: Ender Directions

- > Round mall with floors
- > Enter in first store... top
- > Go down to sub stores
- > Can then loop that level with right / left arrows
- > Can go up to main store
- > Go down: more specific stores / info
- > Then loop in that level with left / right
- > And the pattern continues.

- ñ Considering scaleability, your site will not be static
 - > Plan for growth
 - → changes handled without destroying site
 - > Ender Directions:
 - → you can easily add / delete element in the loop
 - →if in a loops:
 - > easy to add / delete sections / pages
- ñ Navigation is a topic that confuses many
 - > no standards.
 - > on-line help will make it easier on the viewer.

Slide 00a: Trans(9)

Add a very small line on the bottom

- ñ has Home, Mail Us, Help, Search
 - > not overpowering
 - > gets the common elements across

a site this size need a set of arrows to navigate easier. For now however, we will deal with just the common elements

Slide 16: Trans (10)

Style is the "Look" you choose for your page Must appeal to your target Audience Should have visual impact

Color and image style:

Light vs Dark:

ñ Light:

- > important distinction
- > Light usually prefered
- > People are used to dark text on light page in a book
- > Good contrast
- > Easier to layout visually

ñ Dark however has a certain visual impact

- > In demo needed to maintain the theme.
- > May be used to maintain technical appearance

Technical vs Traditional:

ñ Technical:

- > Electronics, Software, hi tech companies
- > Angled, beveled, sharp edges, contemporary.

ñ Traditional:

- > law firm, doctor, financial planning firm
- > Wood, rounded... older looking.

- ñ Elements depend on the corporate image
 - > what image you want to convey
 - > Concept: hi tech firm, with traditional design
- $\tilde{\mathbf{n}}$ The image you want to convey
 - > should apparent in the LOOK of your site

look at example then we can cover image considerations

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Astronomy library... dark and starry... space-like

- ñ technical look
- ñ Text color another issue
 - > the orange w/ blue links
 - > poor contrast, difficult to read.
 - > doesn't fit theme

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Change to whit text, teal / cyan links... Easier reading.

Slide 19: Trans (11)

Type of image, GIF or JPG important

- ñ all browsers see gif (except text based!)
- ñ many have JPG
- ñ GIF Format: pros / cons
 - good for low number of colors (compresses better)
 - > Bad for photos, loses too much quality
 - Good for irregular shapes (transparency mask)
 - → Designate one color in palette as clear
 - → Problem, not every browser recognizes this
 - > can now do animations using only GIF standard.
 - → Some can't see them... will only see first frame.
- ñ JPG Format: pros / cons
 - **>** good for Photos
 - → retains more color information
 - > generally smaller
 - > bad for irregular shapes
 - → difficult to hide edges on a background

Visual effects:

- ñ GIFs can interlace... fade in to the page...
- ñ JPGs have a new progressive decompression
- ñ Both give a neat effect
 - > not compatible with all browsers though...
 - → Need to consider what your viewer will see
 - → Interlaced gifs more compatible
 - → progressive JPG appear broken

Size and Speed for page download:

- ñ Don't consider the size of individual images
 - > aggregate size of the page: all text all images
 - → This is the measure of download speed
 - → Keep total under 50K for normal pages.
 - → 35K for indexes / high volume pages.
 - → Not a hard rule.. guideline
 - > If significantly enhanced, by more image
 - > Do IT!
 - > just be aware of slow down
- $\tilde{\mathbf{n}}$ size and color depth of an image to reduce file size
 - > Example: can banner to 90% of original size
 - > cut 25% off file size... both as medium quality JPGs

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- ñ Add a title... so we know what this is
- \tilde{n} division bar... for separation.
- ñ Add appropriate buttons for the sections...
 - > Book shelves for The Shelves
 - > Newspaper for Current News
 - > Add little images to navigational system
 - → again... small, but adds some color.

Slide 22: Trans(13)

- ñ Layout: tied to style of designer... but
 - > common guidelines
- ñ Keep it simple
 - > remove excess text and images
 - > consolidate into levels of hierarchy

ñ Viewing

- > Text size: primarily determined by browser settings
 - → Don't make bigger using bold
 - > Like reading a book all in bold text
 - > nothing to highlight important headings
- > Page length...
 - → Keep it short, split pages up if you need to
 - → No one likes the mega page...
 - > It just keeps on scrolling down
 - → One, tops two page downs maximum
 - → If long related text (press release)
 - > then you can have it scroll
 - > use judgement

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- ñ This is what we have so far...
 - Have a couple extra images
 - > search form which should be under common elem.
 - > and some unrelated text...
 - > Let's clean it up

Slide 24: Trans(14)

With that clean up....

Let's move the mirror links down,
add some visual appeal to this

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Now lets give some info about the site... Can put higlighted topics in a small blurb

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and there it is..

So we went from this:

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To this

- \tilde{n} applying the principles
 - > theme
 - > hierarchy
 - > navigation
 - > style
 - > layout
- ñ all information is retained, but more orderly....
- ñ using public domain images...
 - > All free from archives like Realm Graphics
- $\tilde{\mathbf{n}}$ Can achieve a much higher impact
 - > with a designer, using custom images

And so we have the final custom product.

- ñ That concludes my presentation on Creative Web Des.
- $\tilde{\mathbf{n}}$ It's been a pleasure to offer you this information
- \tilde{n} I hope it will be helpful in fulfilling
 - > corporate and
 - > personal web development needs.
- \tilde{n} Thank you and Good day.