

CSCI 3350 Assignment 3

Visual Research / Design Principle / Ideation Sketchbook

Estimated time: 10 hours

Please use the same sketchbook which you used for assignment 1:

Readings (read the following **before** starting this assignment)

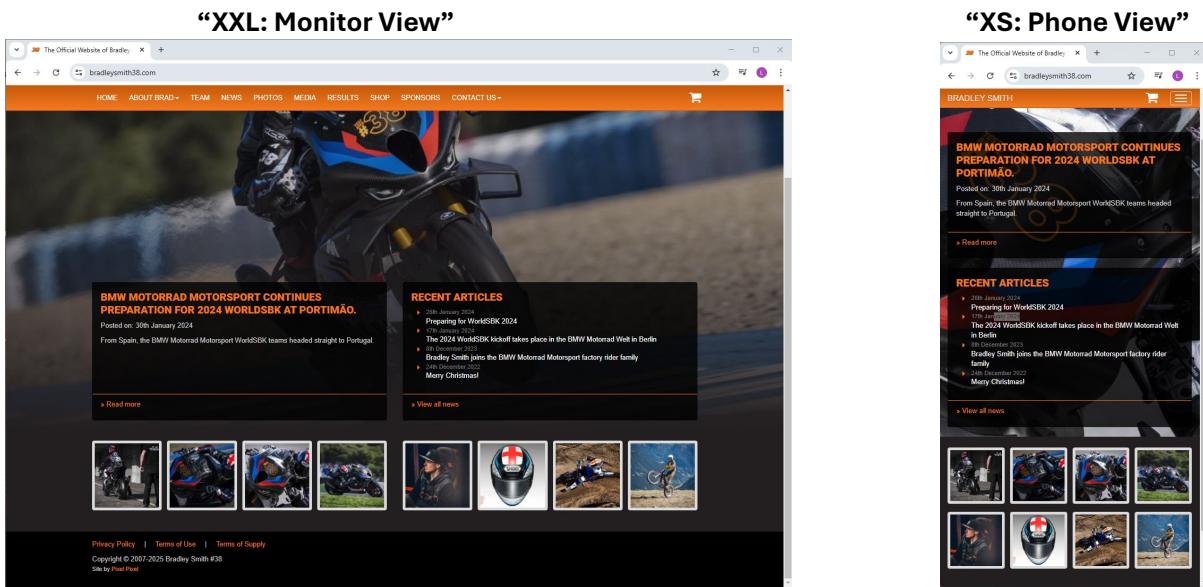
- Textbook – Robin Ch. 2-6, 7, 9-12
- Textbook - Jason Ch. 1-5 (all)
- Powerpoint Slides – Four Design Principles
- Powerpoint Slides – Layout and Composition – Jason
- Powerpoint Slides – Color – Jason
- Powerpoint Slides – Texture – Jason
- Powerpoint Slides – Typography 1/2 & 2/2 – Jason
- Assignment 3 sample scan (for reference only, assignment 3 requirement changed over the years)

Instructions:

- **Robin Williams' Four Basic Web Design Principles:**
 - Contrast
 - Repetition
 - Alignment
 - Proximity
- **Getting Started with Web Design:**
 - Sketching on paper is an effective first step.
 - Conducting visual research across various websites helps in learning and applying design principles.
- **Web Design Inspiration Task:**
 - Explore web design showcase sites and select **7 different website designs**:
 - <https://cssnectar.com/> - Top Menu > Categories
 - <https://www.siteinspire.com/> - Top Menu > Websites > Styles
 - <https://bestwebsite.gallery/> - Top Menu > Filter
 - <http://www.awwwards.com/> - Top Menu > Explore > By Category
 - **At least 2 designs** should be suitable for **corporate/business** websites.
 - You may use other sources for web design inspiration beyond the listed websites.
- **Responsive Website Design: Monitor vs. Phone**



- Modern websites are designed to be responsive, adjusting to different screen sizes while maintaining a consistent design aesthetic. Layout and visual elements shift to accommodate variations in aspect ratio between a computer monitor and a phone.
- For example, the website below adapts dynamically when you resize the browser window, simulating different device views. Let's call these two views "XXL: Monitor View" and "XS: Phone View."



- **Tasks:**
 - Select **7 different website designs**, with at least **2** suitable for corporate/business use.
 - For each website design, Resize the browser window to simulate "**XXL: Monitor View**" and "**XS: Phone View.**"
 - Use either template "**QS2panel_w_notes-landscape.pdf**" or "**QS2panel_w_notes-portrait.pdf.**"
 - Ensure "**XS: Phone View**" does not fill the entire template, as it is smaller and narrower.
 - The provided **Assignment 3 sample scan** is for reference only; **requirements have changed.**
- **Sketching Guidelines:**
 - Use a **sketchbook** to draw each website design.
 - Use **cut cardboard templates** to draw **two rectangles per page** (one for each view).
 - Include **notes** specifying:
 - Website URL
 - Purpose of the website
 - Estimated screen resolution
 - Target audience
 - For each **rectangle (webpage)**, annotate how the **four basic design principles (CRAP)** are applied. You may sketch additional rectangles if needed to illustrate design principles.
- **Submission Requirements:**
 - **7 website designs = 14 rectangles** (each design includes XXL & XS views).
 - **7 pages total** (each page contains **2 rectangles**).
 - Write your **name** at the top of **each** page.
 - Include all required **notes**.



- **Restrictions:**
 - **Black and white only** (no color).
- **Hints:**
 - **Use a ruler** for accuracy.
- **Grading Notes**
 - Total: 14 sketches
 - Deductions:
 - Missing 1 sketch = -7 points
 - Missing details (**-0.5 each**):
 - Website URL
 - Purpose of the website
 - Estimated screen resolution
 - Target audience
 - Missing CRAP analysis = -5 points
 - Quality of drawing:
 - No errors → Score: 80-100
 - Other deductions:
 - Missing name on pages = -5 points (total)
 - Non-PDF submission = -2 points

Submission instructions:

Please scan the pages, save as a pdf file, name the file **lastname_firstname_assignment03.pdf**. Submit the pdf file to D2L dropbox by the end of the indicated submission date. Refer to assignment 3 scan sample for formatting requirement. Do **NOT** copy the design ideas from the scan sample. You should come out with your own design ideas. 0 point will be awarded if you copy the scan sample.

Grading guidelines (programming questions):

Your programs will be judged on several criteria, which are shown below.

- Correctness (50%): correct design principle, understanding of principles, visual composition, following instructions
- Design/Idea (30%): idea generation and exploration
- Cleanliness / Presentation / Wirebound or Hardbound (20%)

