

Assignment 6: Responsive Design

Create a multiformat site that offers a useful or creative interaction.

Read up on responsive web design:

<http://johnpolacek.github.io/scrolldeck.js/decks/responsive/>

<http://alistapart.com/column/what-we-mean-when-we-say-responsive>

<http://designmodo.com/responsive-design-examples/>

Your site must:

- Be a site (not a page)
- Have design that responds to the device it's being viewed on (computer, tablet, phone, etc), while still retaining consistency
- Communicate tone effectively
- Demonstrate strong design principles
- Contain only originally created assets.

This assignment is deliberately broad. Make something you would use. Make something that inspires and stretches you. Make something that shows off what you can do with design.

Ideas:

- Sites that provide a resource
- Sites that allow the user to create something
- Sites that communicate through gaming
- Sites that collect things for later use

Things to consider:

- Keep it contained and specific. Don't get too big.
- What passive information does a user give you that you can use effectively?
- In what ways can web design be an art?
- Suggest daring things – what haven't you seen?

Dates

4/21 – Concepts

4/28 – Design Critique

5/7 – Final Critique

5/14- Due date

Grading

Concept	/2
Robust concept, interesting execution, originality	
Design and tone	/2
Communicates tone effectively and consistently	
Responsiveness	/3
Works effectively across platforms	
Interaction	/3
Interaction is communicated well, works and is effective	
Total	/10