What currently exists:

DHRIFT is an offshoot of the DH Institutes project. DH Institutes refers to the NEH-funded events that were run in 2018 and 2021, along with the communities of people who participated in those events. When we shifted to an online course delivery in 2021, we created a platform for publishing workshops.

This grant-funded project will turn DHRIFT into a reproducible, customizable, interactive site built on principles of minimal computing and accessibility. Its development is community-centered. The platform is intended to be used for in-person and remote events.

DHRIFT includes:
- An informational website (dhrift.org)
- A sample DHRIFT website (DHRIFT Core)
- An API-driven gallery of DHRIFT sites
- A community of people who use DHRIFT
- Documentation

http://dhinstitutes.org
Media: https://www.dhinstitutes.org/about/media/
DHRIFT info site (undesigned): https://dhri-curriculum.github.io/Dhrift-Homepage/
- Information Architecture
  https://docs.google.com/document/d/1vS5NJVVdJFpGj0rxrccxb4df3nETWTU4V7DbfyVvlUM/edit

Design choices

1. Logo
2. What specific design elements or visual cues do we want to incorporate into DHRIFT
   a. Gallery of Icons
   b. Color palette/strategy for different layers of the site
   c. What should be allowed to customizable on DHRIFT core?
   d. Style guide/sheet with coherent colors that are connected meanings and expected actions (CSS)
      i. "All buttons behave the same"
      ii. "Register always has the same color"
      iii. Text font should always be consistent
3. What's the visual difference between DHRIFT and DHRIFT core?
4. Does Patrick need anything from a designer for accessibility?
5. Do we have a "brand identity" that we need to develop/stay consistent to?
6. What are the key design principles we want to give to the designer?
7. What does Steve/Zach need to keep building?
8. Design concerns we have:

a. The grammar of the boxes
b. How to communicate that one subsection is distinct from the previous subsection

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Workshop Format

This workshop is meant to be *interactive*--it intends to immediately engage you with the concepts you are learning. To that end, all of the Python programming you will learn about can be done here, **directly in your browser**. Throughout the workshop, you will encounter several designated code sections in which you can write and run your Python code. These emulators are meant to allow you quick and easy access to coding principles. However, there are many ways to interact with Python, and you will also learn about how to interact with your Python installation locally on your machine.

With that said, let's get started!

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