

Studio class notes 2/5

Link to class page: <https://coreinteraction.github.io/home/>

Assignment due 11pm Thursday 2/7

(30 minutes)

Now that we've talked a little about how to give criticism that's useful, read this piece (by moi) about how to use criticism:

<https://deardesignstudent.com/why-is-so-much-of-design-school-a-waste-of-time-39ec2a1aa7d5>

Read this about the materiality of the web, by Frank Chimero:

<https://frankchimero.com/writing/the-webs-grain/>

(4.5 hours)

- 1) Revise your design based on feedback in class. Some global things:
 - At the first level, think about how effectively you are using scale and position. Is there enough contrast in scale? Are you being timid about how much room you are taking up on the screen? It's all yours to use. Use it all.
 - At the next level, think about how you would diagram your dialogue. What is it about these words that moved you in the first place? Is it repetition of a word? Is it a gradual increase of drama? Is it the rhythm? The pauses? The difference between the speakers' tones? A specific mic-drop end? Whatever it is, make it visible, the thing that drew you in.
 - Use color in a diagrammatic way, beyond evoking the scenery. If characters have different colors for their voices, make sure that they are equally different from each other (one is not significantly different). Choose a background that will not be closer to one of the foreground colors than the other.
 - Show that you know how to set type. Go back and refer to last week's slides if you're unsure what to follow. First: **Things that go**

together should be closer to each other than they are to other things. Second: **You should be able to take a breath at the end of each line without either gasping or hyperventilating.** Third: **Choose appropriate type.** The type that came with your computer is not there because it's the best. The spacing is *very very bad* for interaction design. Go find type that has good spacing. Refer to the [last class notes](#) if you don't know where to look.

- If you're past those considerations, think about what's the best way for someone to move through the dialogue. Is scrolling better? Clicking through a series of screens? If they are clicking, what's a good way to show them that they should click, and where?

- 2) **Upload it to your Github site so that it's accessible from the class site.** If you are having trouble with this, save your files to your hard drive in a separate folder, and slowly go through [Dustin's instructions](#) again about how to set up your index site. Rinse and repeat as necessary. You can also reach out to the TA for help.

Class notes

On *The Information*

Being a good designer means reading and interpreting a lot of text that is not necessarily from the field of design. Try to get good at reading things that you don't understand 100% and picking out what is relevant to design and relevant to you.

- This book is a pretty great (and relatively accessible) book about the history of information science.
- Information was not necessarily considered a thing until Claude Shannon rolled around. We had it but we didn't consider it to be something to be measured and moved, like atoms. Now it is pervasive: we are in the "information age." As designers, we are squarely "information workers."

- It's impossible to overstate the impact of computers on our lives. Even the way we see ourselves — what we're "wired" to do, how we are "programmed" — has changed as a result of our relationship to and understanding of computers.
- Bits are our material. A bit is a single yes/no, an on/off switch in your computer. 1 byte is 8 bits; 1 kilobyte = 1,024 bytes. 1 megabyte = 1,048,576 bytes = 8,388,608 bits. So that 8 million yeses and nos in a small jpg file. "Bit" stands for "binary digit."
- Now that storage is no longer much of an issue, it's transmission that limits the information that we have and use and send around.
- Communication is essentially a transmission problem. We tend to think that shorter is always better, but ambiguity often leads to confusion. Sometimes more communication, not less, leads to clearer communication.
- Our roles as communication designers is to care about how faithfully a thought or idea in one person's brain gets into another person's brain. This is hard to do.

On critique

Learning to give good feedback is just as important to you as making good stuff. This will take about as long, too. You're hesitant to critique someone in class because 1) You're not sure if they will get mad; 2) You don't want to be misunderstood; 3) You don't want to look stupid in front of a lot of people. You can gain confidence in this situation by practicing in smaller groups, and testing/asking if your feedback is helpful. Also you can observe when other people are critiquing, what is the reaction. You can also change how you frame your feedback. Starting with strengths first and then offering observations (How I read this is..., what I first see is...) and interpretations (This reminds me of..., To me this feels like...) is more useful in many cases than advice is, especially if the advice is not explained. [These prompts](#) can

be useful in framing new ways to talk about others' work. "I like it" is as useless as "I hate it."

On being here

Thank you for sharing your honest responses to "why are you here?" It was very useful in talking to first year students. It's also very inspiring to hear how you view each other as a community, even though you don't have too many opportunities to really be together all the time. If you support each other in class, and build relationships with other students in the program, you will be unstoppable as a group. The time building those relationships is never wasted.

Some links

Yes, you can jump to a specific part of a page using only html:

<https://stackoverflow.com/questions/17687328/getting-a-link-to-go-to-a-specific-section-on-another-page>

Here are some cool hover effects to adapt/play with:

<https://css-tricks.com/having-fun-with-link-hover-effects/>

Some demos of proximity hover effects:

<https://tympanus.net/Development/ProximityFeedback/>