Course duration

- 1 day

Course Benefits

- Learn about the phases of the design process.
- Learn how to define project scope.
- Learn about creating mockups and working with data.
- Learn how to integrate the pieces of your website project.
- Learn about usability and accessibility considerations.
- Learn the steps in rolling our your project.
- Learn how to analyze and learn from your project for future projects.

Available Delivery Methods

Public Class
Public expert-led online training from the convenience of your home, office or anywhere with an internet connection. Guaranteed to run .

Private Class
Private classes are delivered for groups at your offices or a location of your choice.

Self-Paced
Learn at your own pace with 24/7 access to an On-Demand course.

Course Outline

1. Design Process
    1. Preproject Tasks
        1. Preproject Tasks
    2. Planning Phase
        1. Planning-Phase Process
        2. Top-down Approach
        3. Bottom-up Approach
        4. Plan Implementation
    3. Production-Phase Work Flow
        1. Production-Phase Process
    4. Postproduction Wrapup

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        1. Postproduction Process
2. Project Scope
    1. Preparing a Scope Statement
    2. Breaking Down a Scope Statement
    3. Building Proper Expectations
        1. Build Phases
    4. Demo - Using Phases to Organize a Project File
    5. Iteration Process
        1. Working through the Phases
3. Mock-ups
    1. Best Technologies to Use
        1. Choosing a Technology
        2. Sharing Sample Designs
    2. Best Practices
        1. Creating Samples
        2. Organization Methods
    3. Fine Line between Creativity and Technology Limits
        1. Balancing Ideas with Available Technology
4. Functionality Model
    1. Data Planning
        1. Creating a Data Map
    2. Data Gathering
        1. Gathering and Combining Data
    3. Data Best Practices
        1. Creating a Good Data Solution
5. Integration
    1. Breaking Down the Look
        1. Using Photoshop to Slice a Design
        2. Slicing Rules
        3. Map Twice, Slice Once
    2. Putting It Back Together
        1. Planning the Structure
        2. Building Flexible CSS Rules Using Dreamweaver
    3. Demo - CSS rules with Dreamweaver
    4. Combining the Look and Function
        1. Using Dreamweaver to Combine the Two
        2. Saving a Structure Template
    5. Demo - Combine Look and Code Using Dreamweaver
6. Usability and Accessibility Rules
    1. Define the Rules
        1. 16 Rules
    2. How Do They Impact My Project
        1. Impact of Rules on the Project
        2. Popular Assistive Technology
    3. Enforcing the Rules
        1. Evaluating the Site for Compliance
7. Roll-out

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    1. Setting Up a Safe Test Space
        1. Creating a Testing Space
    2. Setting Client Expectations
        1. Preparing the Client to Test the Site
    3. Dealing with Changes
        1. Making Changes Easy to Track
        2. Options and Ideas
8. Analysis
    1. Post Project Tasks
        1. Testing
    2. Looking Back
        1. Reports to View and Lessons to Learn
    3. Demo: Update a Project Plan
    4. Documentation
        1. Keeping Good Records

Class Materials

Each student will receive a comprehensive set of materials, including course notes and all the class examples.

Follow-on Courses

- Color Theory
- Typography

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