



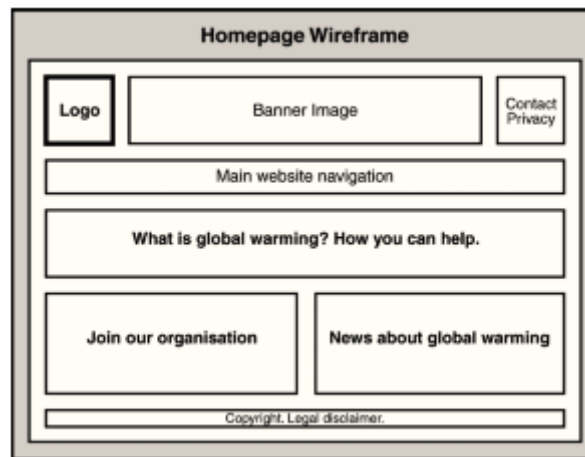
WEEKLY HOME STUDY PACKAGE - WEEK 5 (02/08/21 – 06/08/21)

Subject	Computer Studies	Year/Level	13
Strand	Application Package		
Sub-strand	13.3.1 Web Designing		
Content Learning Outcome	Discuss and develop web design skills		

LESSON NOTES/ACTIVITY:

5. Information Design

Information Design is concerned with the effective presentation of content on a screen. The objective is to optimize communication by organizing information in a cohesive and pleasing layout. When creating a layout, the principle output of the Designer is called a 'wireframe'. **A wireframe is an outline drawing of a possible arrangement of web content.** It often does not contain any colour or other visual elements. It simply shows where content could be placed for the purposes of good communication. It is up to a Graphic Designer to then take the Wireframe and convert it into a full visual design. These wireframes include advice on the most important content that should appear on the site.



An example of a wireframe for the home page of a web site about global warming.

6. Visual Design

Visual Design is what most people think of when they consider web design, that is cool on line graphics. It should be based on how well it matches:

- The goals of the site.
- The expectations of users.
- The values of the organisation.

When evaluating a Visual Design, it is crucial that analysis remain as dispassionate as possible. While everybody has colour preferences, they are usually not relevant.

Usability Explained

Usability is a term often used during web site development. It has 2 distinct definitions:

Definition 1: Usability encompasses quality attributes that determine how easy a design is to use.

There are 5 attributes of something that is “usable”:

- It is easy to learn how to use it.
- It is efficient to use
- It is easy to remember how to use it.
- The possibility of errors happening is low.
- People feel satisfied when using it.

Definition 2: Usability refers to methods used to achieve ‘usability’ during the design process.

These methods are also referred to as User Centered Design, User Experience Design or UX Design.

Some methods include:

- Personas
- Card sorting
- Wireframes
- Expert view

Activity 1.7

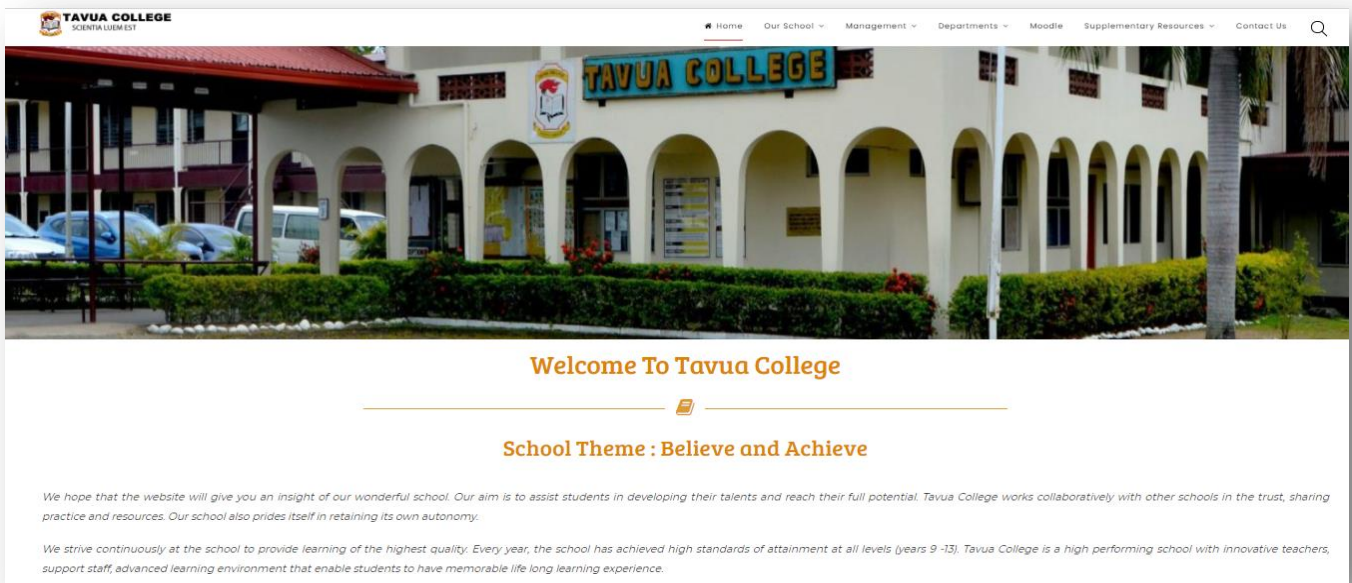
1. Explain the term wireframe (2 marks)

2. What is the purpose of information design? (1 mark)

3. Visual design should be based on 3 objectives of the website. Name these objectives. (3 marks)

4. Usability is defined in 2 distinctive ways. Differentiate the 2 definitions. (2 marks)

5. Draw the wireframe for the Tavua College home page (Note: draw only what is shown in the snapshot) (2 marks)



THE END