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# WEB DESIGN

A WALK THROUGH WEB CONCEPTS AND  
TECHNOLOGIES



# A walk through



A web site...

What actually is?  
Focusing on the  
«dark side»



The magic of  
being online...

A roadmap to  
publish a site:  
domain, hosting...



How is built...

Technologies beyond  
the front end



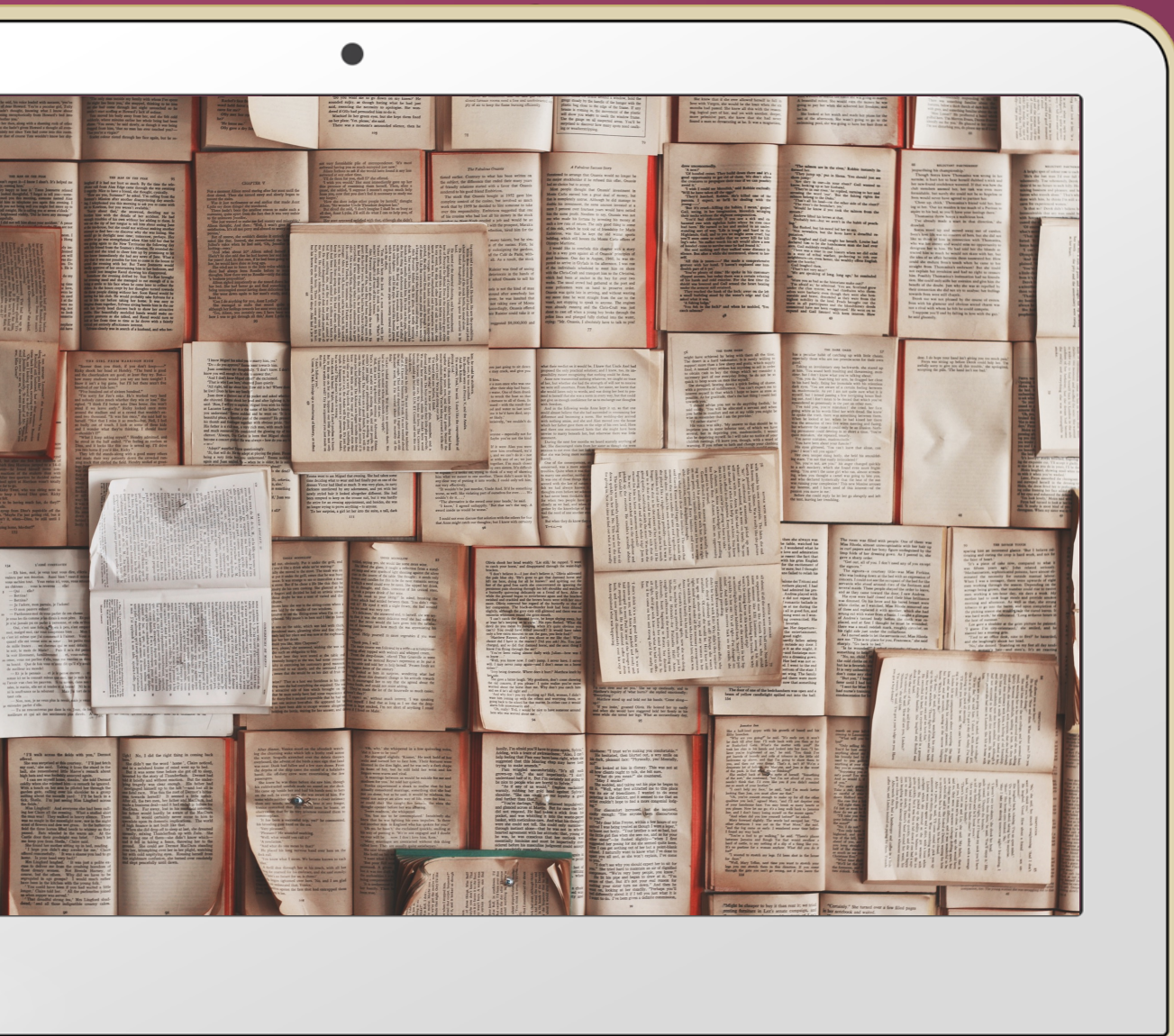
Let's give  
a try!

Practical  
development  
and tutorial



Exam

To obtain the credit  
of the course, a test  
on all topics



# A different (?) kind of study

High practical and interactive

A way of thinking

A methodological approach

# Web Designer or Web Developer?

## Web Designer

**Creative** in nature

Refers to aesthetic elements

Transforms ideas into **appealing** designs

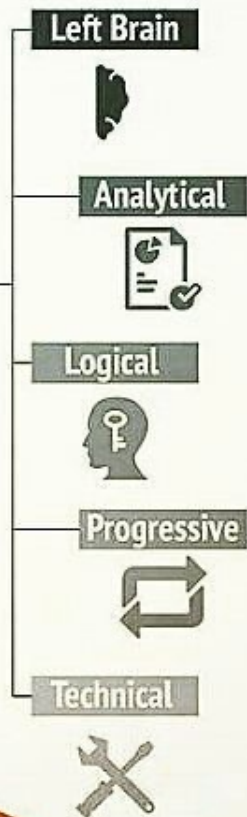
Refers how the website **looks and feels** on the outside

Sw: Adobe Photoshop, Illustrator, DreamWeaver, Sketch, Wordpress, Figma

## WEB DESIGNERS



## WEB <DEVELOPERS>



## Web Developer

More **technical** in nature

Builds user-friendly websites based on clients specifications

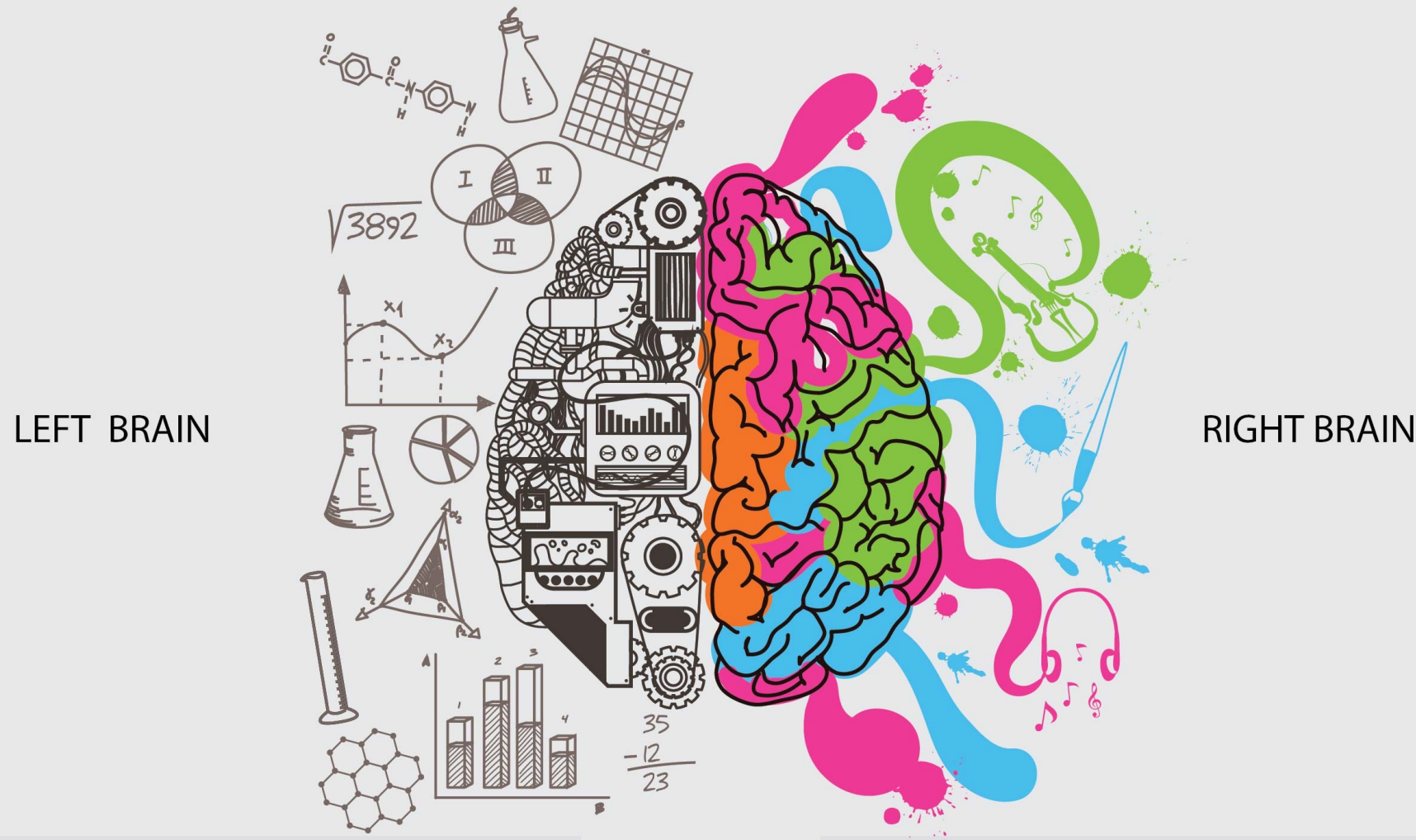
Transforms designs into **functional** websites

Refers how the website **works**

SW: Wordpress, Drupal, Joomla

Language used: PHP, [HTML](#), [Javascript](#), [CSS](#), ColdFusion, Python, [jQuery](#), Ruby,..

# Web Designer or Web Developer?



Both

- Keep on learning - plugins & software updates, check new technologies, check w3c site for new guidelines, new trends;
- Find a compromise between client's needs and technologies;
- Scheduled maintenance;
- Stick to the time;
- All clients and all platforms are important - responsiveness and accessibility;
- Know SEO,
- Know laws.

**WEB-DEVELOPMENT**

**&**

**WEB-DESIGNING**

# Web Designer or Web Developer

## UX

**HUMAN-FIRST APPROACH TO PRODUCT DESIGN**

**APPLICATION:**  
Physical and digital products

**FOCUS:**  
The full experience from a user's first contact to the last

**CREATES:**  
Structural design solutions for pain points that users encounter anywhere along their journey with the product

**RESULTS IN:**  
Products that delight users with their effectiveness

## UI

**HUMAN-FIRST APPROACH TO DESIGNING THE AESTHETIC EXPERIENCE OF A PRODUCT**

**APPLICATION:**  
Digital products only

**FOCUS:**  
Visual touchpoints that allow users to interact with a product

**CREATES:**  
Combinations of typography, color palettes, buttons, animations, and imagery

**RESULTS IN:**  
Products that delight users aesthetically

**BOTH DESIGNERS & DEVELOPERS NEED:**

	HTML	CSS	GITHUB
<b>WEB DESIGNER</b>			
<b>WEB DEVELOPER</b>			
<b>SKILL OR TOOL</b>			
Photoshop	✓	not as often	
HTML	yes, if you choose	✓	
CSS	yes, if you choose	✓	
Typography	✓	not as often	
Color palettes/branding	✓	not as often	
Responsive Design Elements (like media queries)	✓	✓	
JavaScript	yes, if you choose	✓	
jQuery	yes, if you choose	✓	
User Experience Design (Wireframes, mockups, moodboards, user personas, user flows, site maps)	✓	not as often	
Git + GitHub	X	✓	
<b>ADVANCED TOOLS</b>			
Ruby/Ruby on Rails	X	yes, if you choose	
PHP/WordPress	X	yes, if you choose	
Sass and/or LESS	not as often	✓	
Vector graphics	yes, if you choose	X	

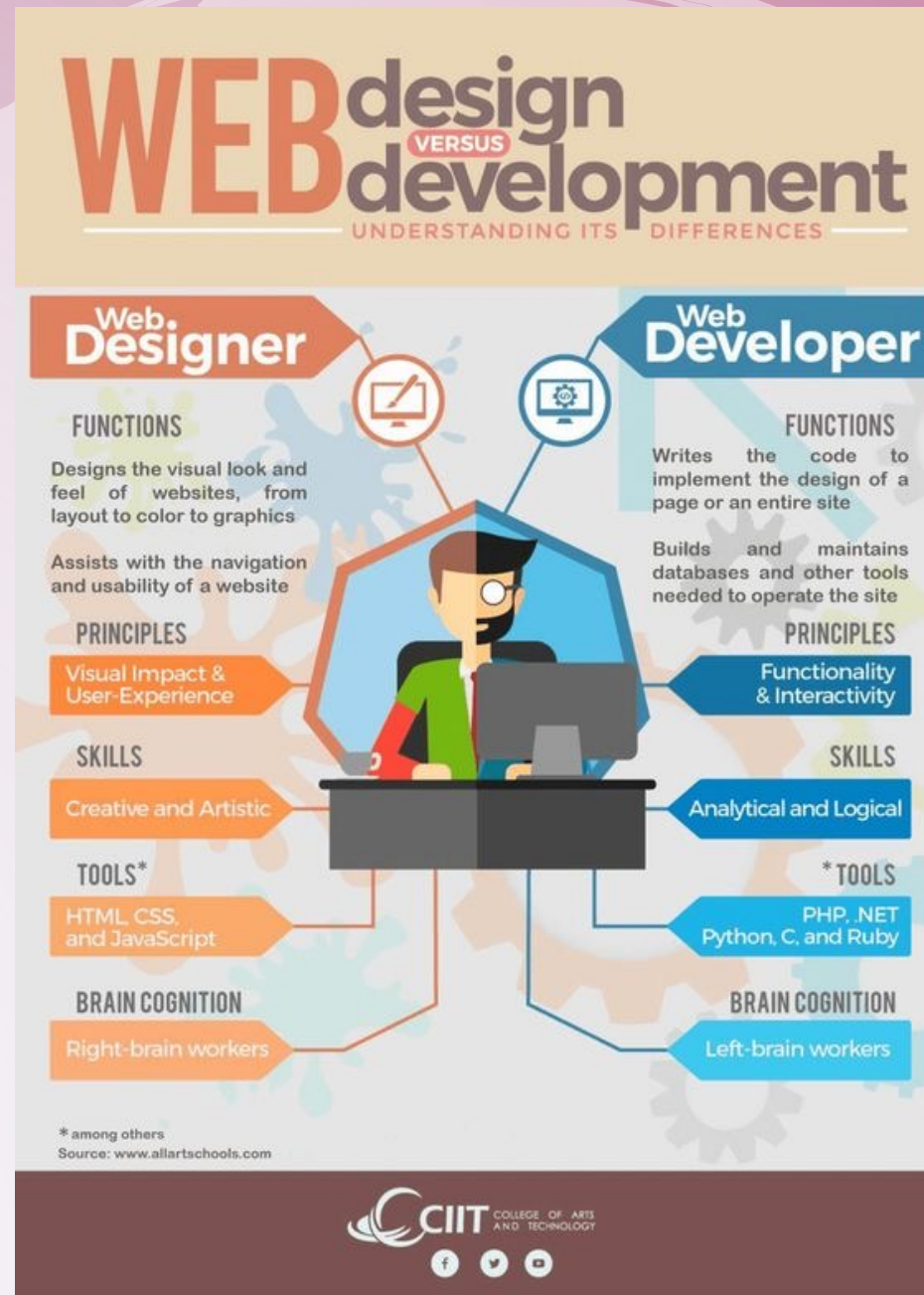
**FUN FACT:** The Skillcrush Web Designer Career Blueprint is actually a web designer/developer UNICORN blueprint in the 3 short months it takes to finish the blueprint, you can start the mythical transformation into a highly valued web unicorn.

SKILL OR TOOL	DESIGN/DEV UNICORN
Photoshop	✓
HTML	✓
CSS	✓
Typography	✓
Color palettes/branding	✓
Responsive Design Elements, like media queries	✓
JavaScript	✓
jQuery	✓
User Experience Design (Wireframes, mockups, moodboards, user personas, user flows, site maps)	✓
Git + GitHub	✓
Sass and/or Less	✓
Vector graphics	✓
JavaScript Templating & Frameworks: This one is EXTRA special	✓

**DO YOU NEED TO BRUSH UP ON YOUR SKILLS?**

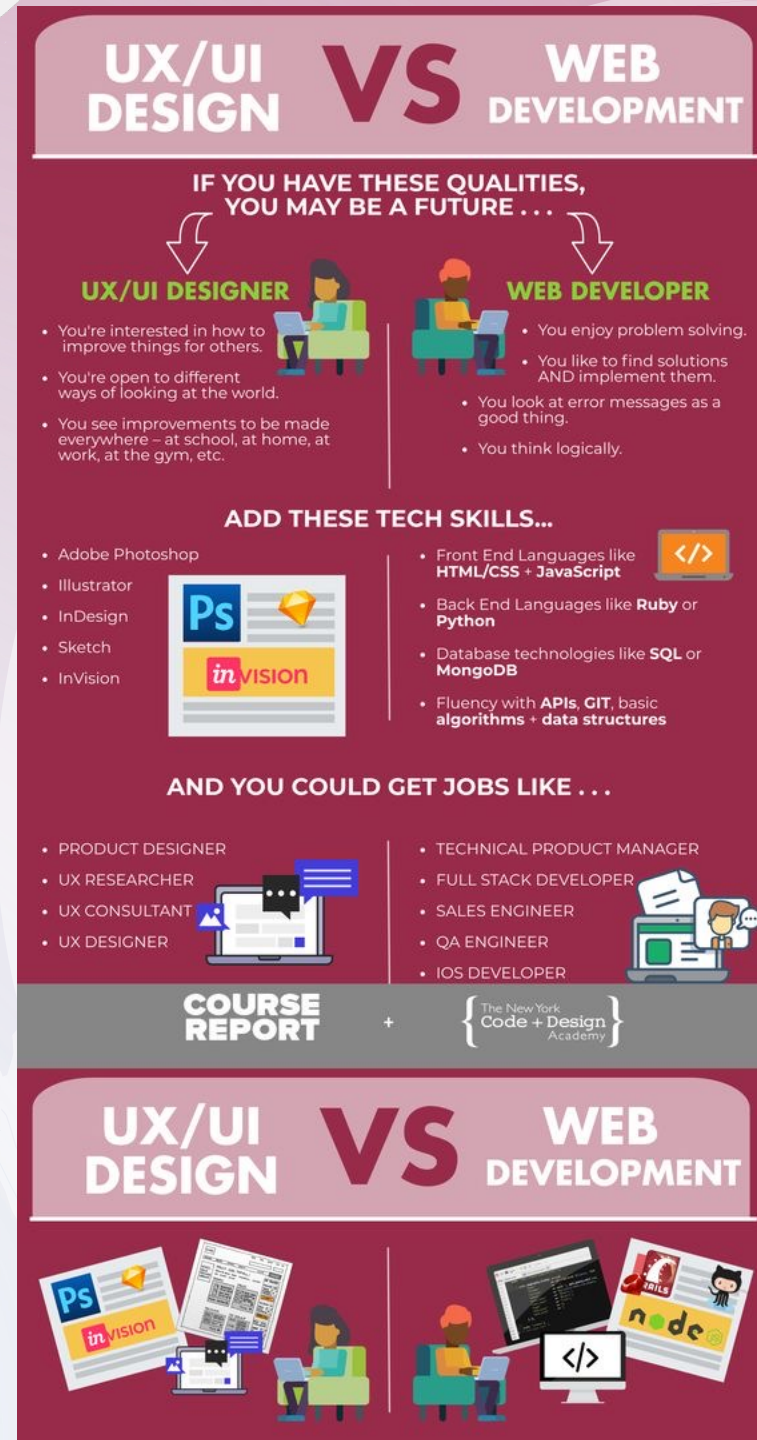
Learn to be a web designer or developer in 3 short months in a Skillcrush Career Blueprint.

✂ ✎ 🖨 📱 📄



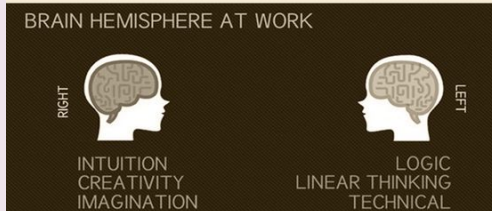
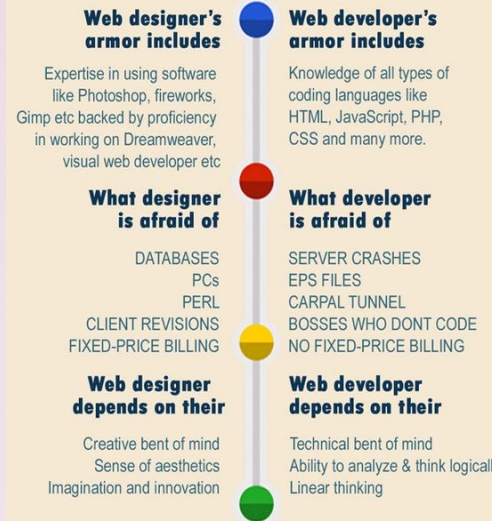
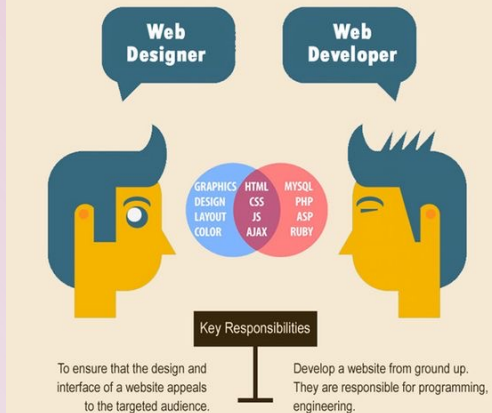
# Web Designer or Web Developer?

- At the end of day, whether the roles of web designer vs web developer overlap or are different to an extent, it is easy to understand that they must co-exist and collaborate to create appealing and interesting web sites
- A couple of nice links  
[savvycomsoftware.com](http://savvycomsoftware.com)  
[careerfoundry.com](http://careerfoundry.com)



## WEB DESIGNERS VS WEB DEVELOPERS

A web developer makes web sites work.  
A web designer makes web sites look good.



# General suggestions about contents and images



- If you are able to use adobe ecosystem you can skip this and next slides
- Free online tools for graphic design
  - Canva, very popular, with a lot of available project - <http://canva.com/>
  - Gravit, again very popular, more for creation - <https://www.designer.io/en/> (also svg for download)
  - Method, less functionality but works with svg - <https://method.ac>
- Free online tools for editing
  - Editorphoto, nice, - <https://editor.pho.to>
  - Optimizilla, optimized compressor - <https://optimizilla.com>
- Other tools are more than welcome, do your choice!
  - Colour pallet generator <https://colors.co/>



# General suggestions about contents and images

- Do not violate copyrights when using photos...
  - Creative commons - <https://creativecommons.org>
- Every image (Google, stock photo sites or social media) gains copyright as soon as it's created, and it's up to you to know whether or not you have legal right to use it



1. Use Public Domain Images ( Wikimedia Commons and Flickr Commons)
2. Use Creative Commons Images ( Creative Commons)
3. Use Stock Photos (Unsplash, pixabay, pexels, others)
4. Use Your Own Images
5. Use Social Media Images Only with Permission
6. Avoid Using GIFs

## Licenses

<input checked="" type="checkbox"/>			CC0			
<input checked="" type="checkbox"/>			Public Domain Mark			
<input type="checkbox"/>			BY			
<input type="checkbox"/>				BY-SA		
<input type="checkbox"/>				BY-ND		
<input type="checkbox"/>				BY-NC		
<input type="checkbox"/>					BY-NC-SA	
<input type="checkbox"/>					BY-NC-ND	

We had in the past a special guest: a lawyer



# General suggestions about images

- Online catalogues of free images/video - creative common licence
  - Unsplash, very very popular - <https://unsplash.com>
  - Pixabay, very interesting - <https://pixabay.com>
  - Pexels, again valid - <https://www.pexels.com/>
  - Isorepublic - <https://isorepublic.com>
  - Stokpic - <https://stokpic.com>
  - Freepik, ai format - <https://it.freepik.com>
- I love for example also the adobe stock <https://stock.adobe.com/it/> that offers also common creative pic but mainly you have to pay
  - Most of the img of my lessons are free downloaded from unsplash and adobe stock
- Free online tools for favicons
  - Favicons generator - <https://www.favicon-generator.org>
  - 1and1 - changed proprietary (I suppose) <https://www.ionos.it/tools/creare-favicon>



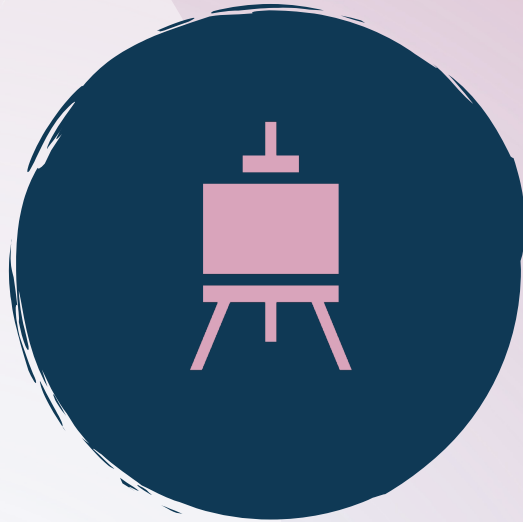
# How to develop a web site

There are several steps: Assuming you already decided your topic and the aim of your site...



## Collect the contents

Text, img, videos,  
renders, logo,  
icon, files



## Design the concept

Draw it as you  
prefer but start  
drawing



## Implement the project

Be focused on  
the concept and  
built it

**A strong emphasis on the design is mandatory!** But remember also considerations about marketing...

# Design the concepts

Highlights to shape your ideas



## Do it manually

draw on a paper or on a dashboard or on a tablet **but do it!**



## Do it with a specific tool

with mockup and wireframe or everything you prefer **but do it!**



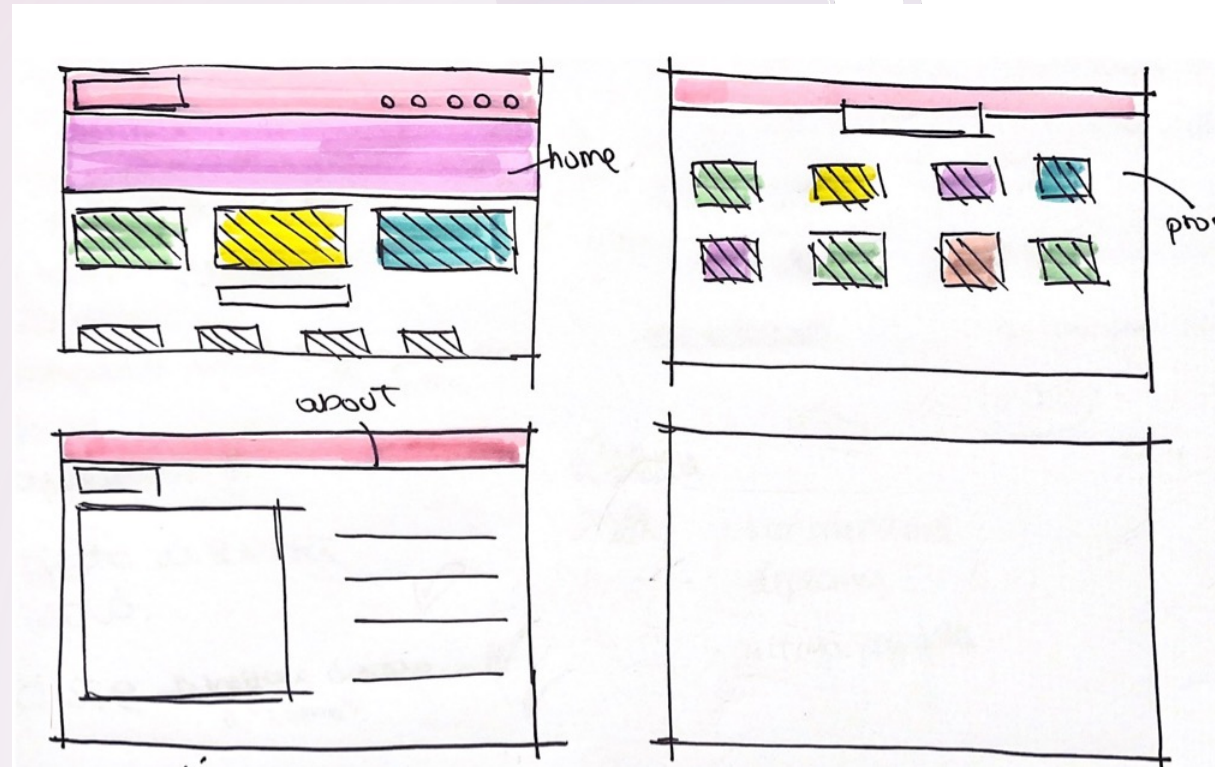
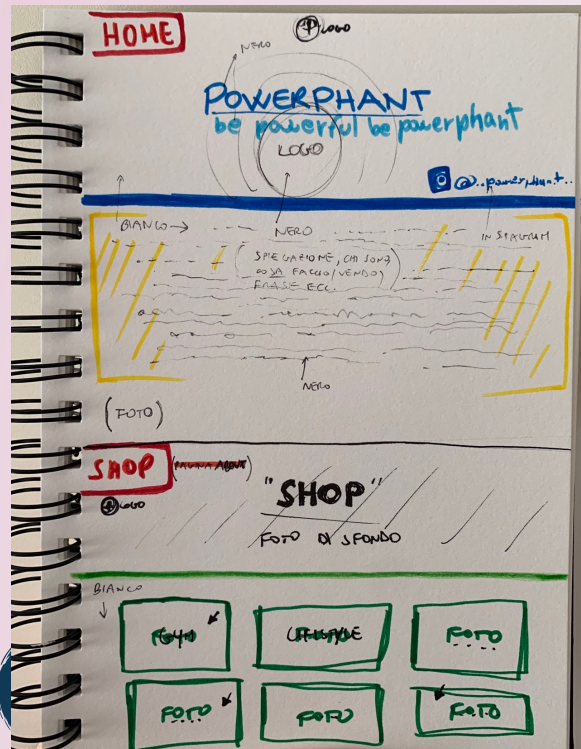
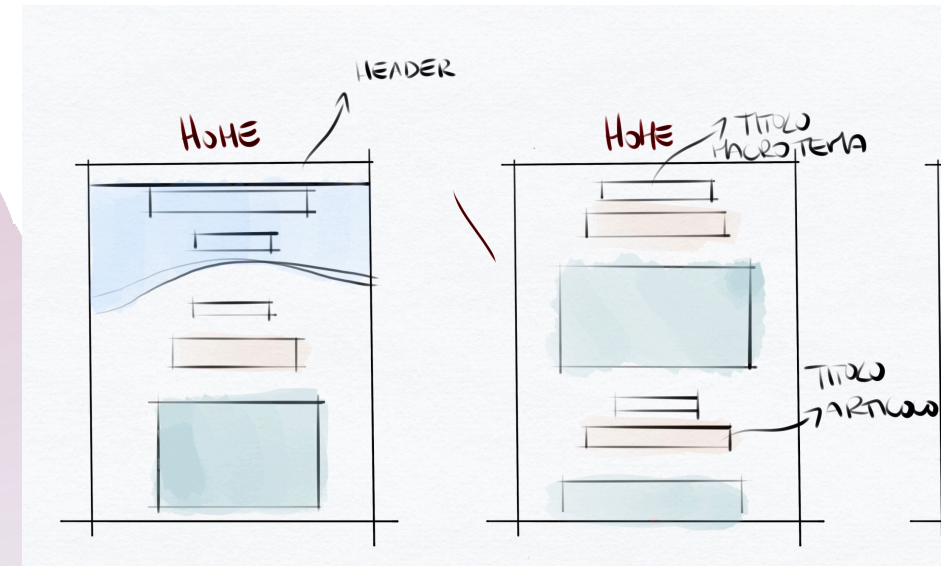
# Design the concepts

Just some examples from your previous colleagues



## Do it manually

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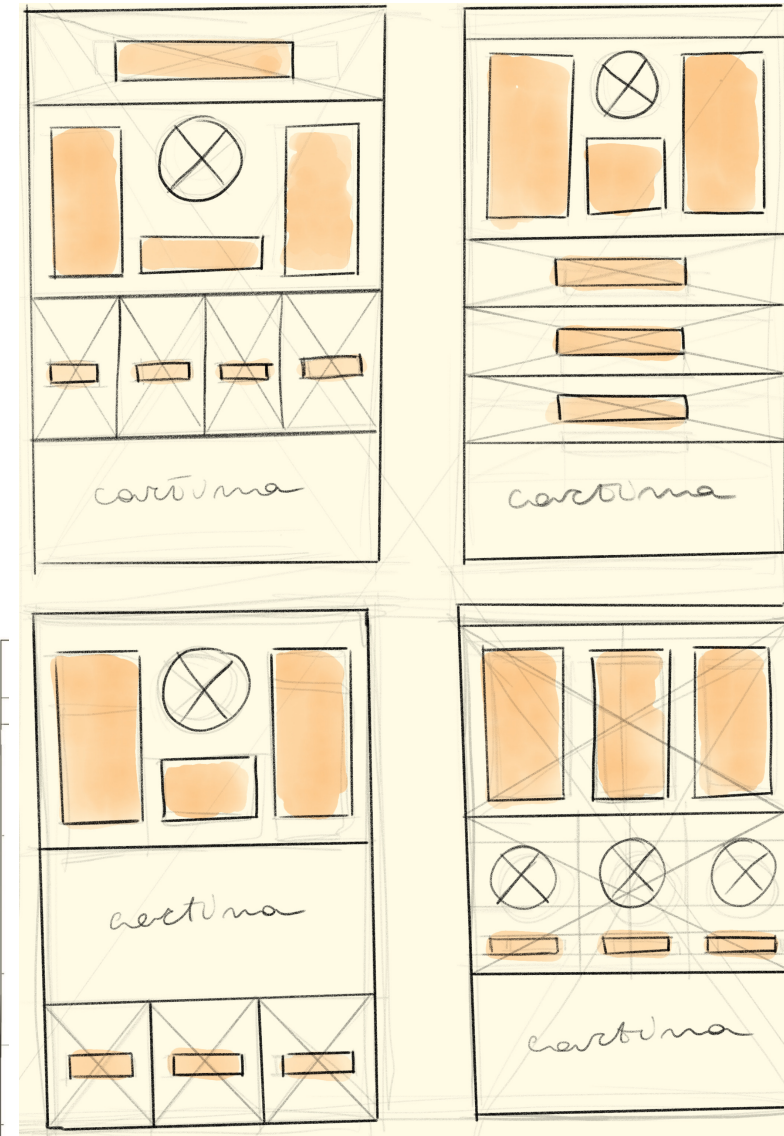
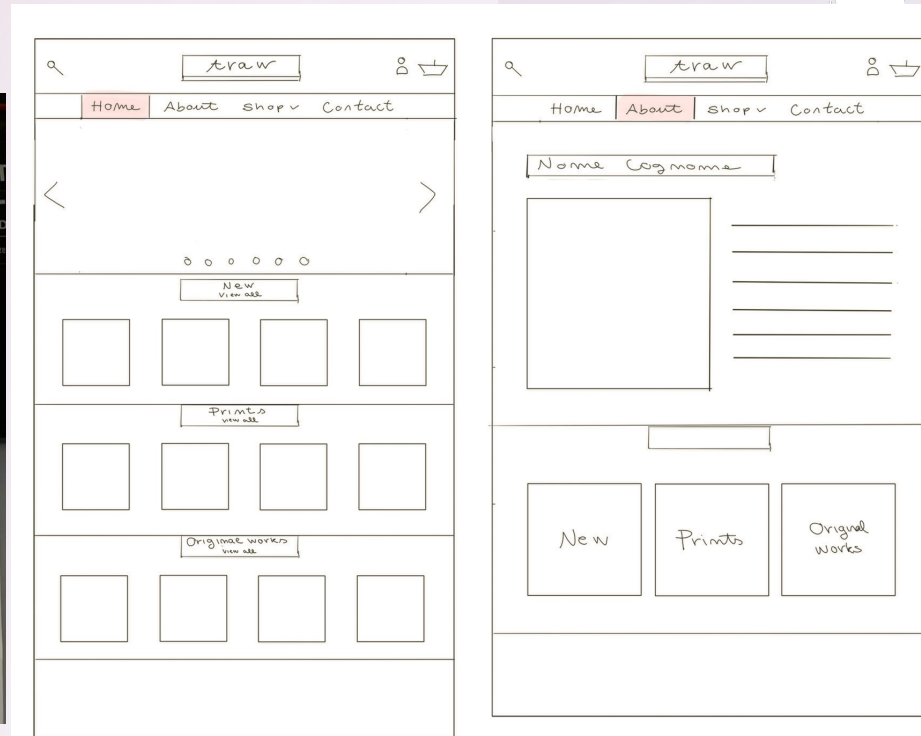
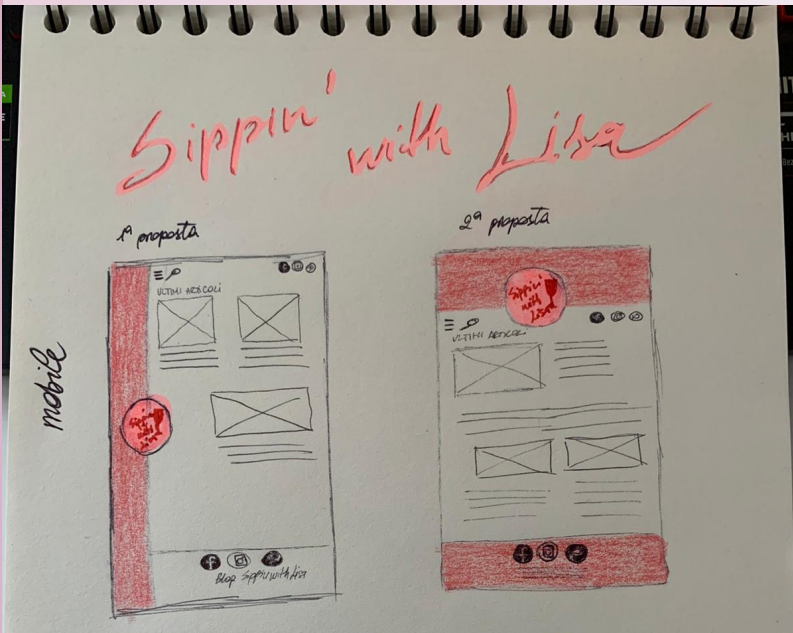
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- Wireframes, mockups, and prototypes are three popular terms used in web design
  - nice links to improve your knowledge
    - <https://www.edrawsoft.com/>
    - <https://www.grafigata.com/>
    - <https://www.figma.com/>
    - <https://www.sketch.com/>
    - <https://miro.com/>

	Wireframes	Mockups	Prototype
Definition	Basic visual representation	More realistic representation of the final product	Similar to the final website or app product
Components	Black and white lines, rectangular boxes. No color or generic font	Colored with a proper font. Images and specified content	Proper details and information with animations
Interactive	No	No	Yes
Function	Assess useability and focus on structure	Assess the design as well as structure	Test user interaction and potential flaws before developing the product
Use	It helps team members understand the project better	It helps provide a visual of the final look to the client	Helps in obtaining user feedback and testing the product
Tools	Balsamiq, Pencil, Wireframe CC	Sketch, Photoshop, MockFlow	Mockplus, InVision, Justinmind

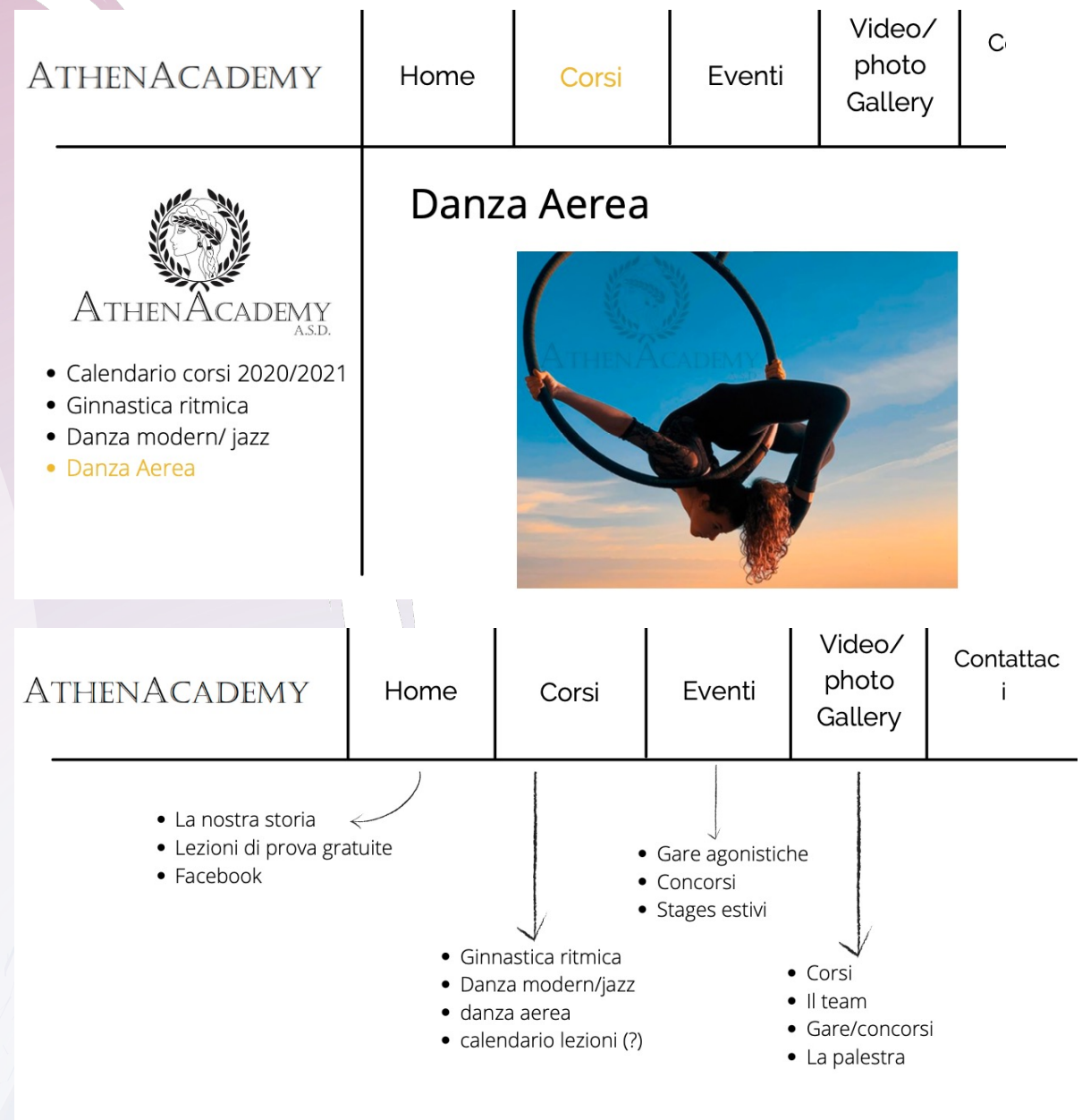
# Design the concepts

Highlights to shape your ideas



**Do it with a specific tool**  
with mockup and wireframe or  
everything you prefer **but do it!**

- If of your interest, we can discuss more this topic
  - I've added a Note tab to collect all your observations, suggestions, difficulties, complaints etc
  - let's see it and try to write



# How to develop a web site

Remember there are several steps – a strong emphasis on the design is mandatory!



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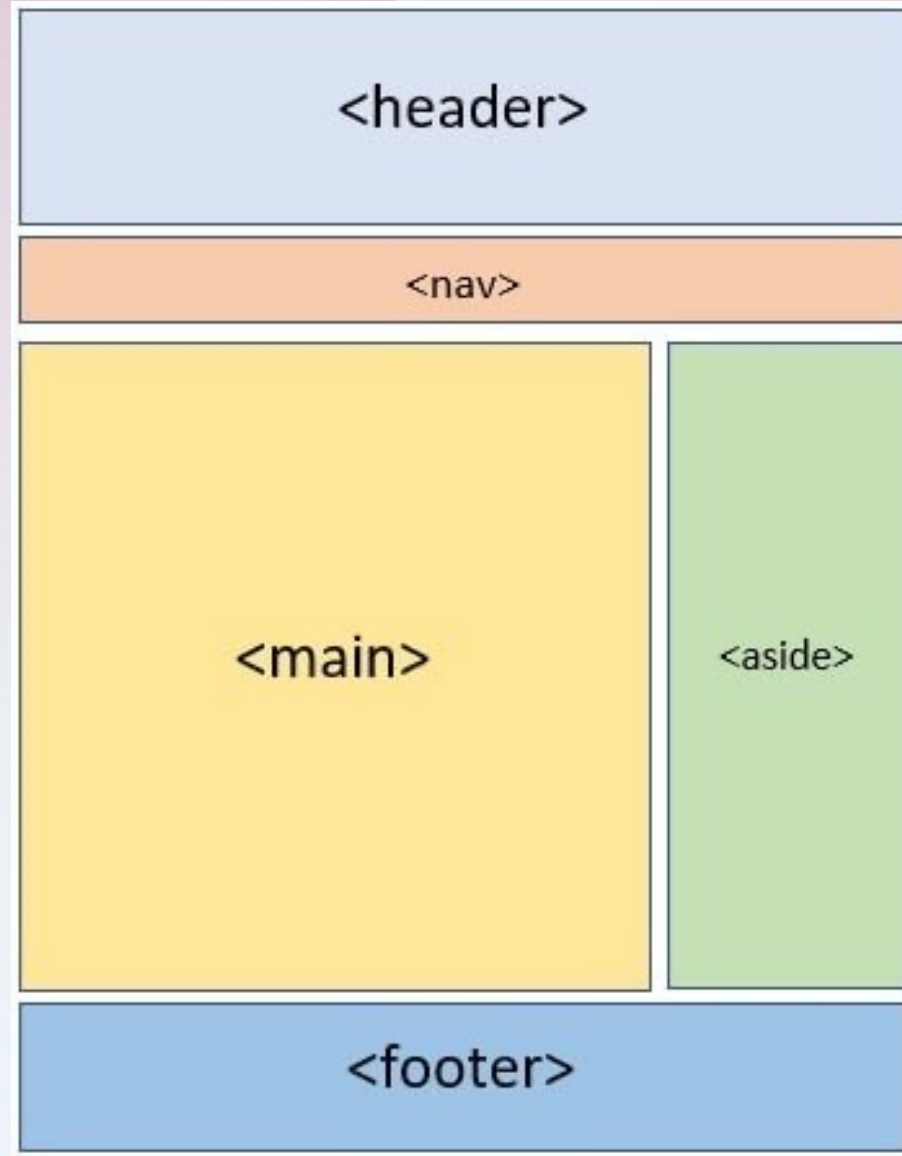
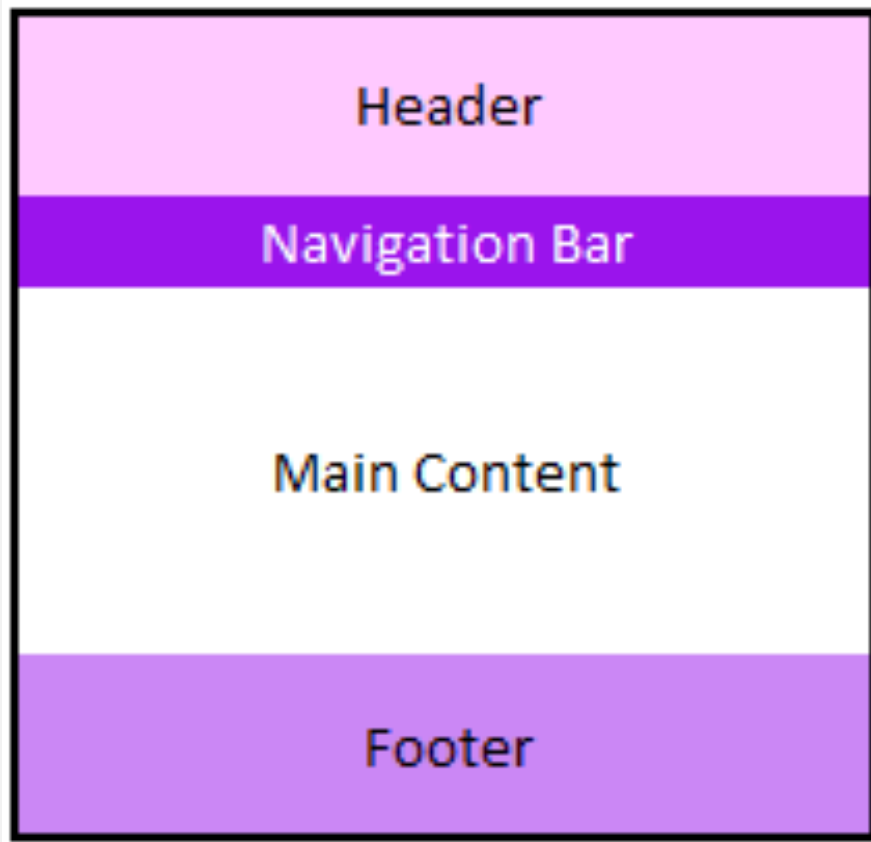


## Implement the project

Be focused on  
the concept and  
built it

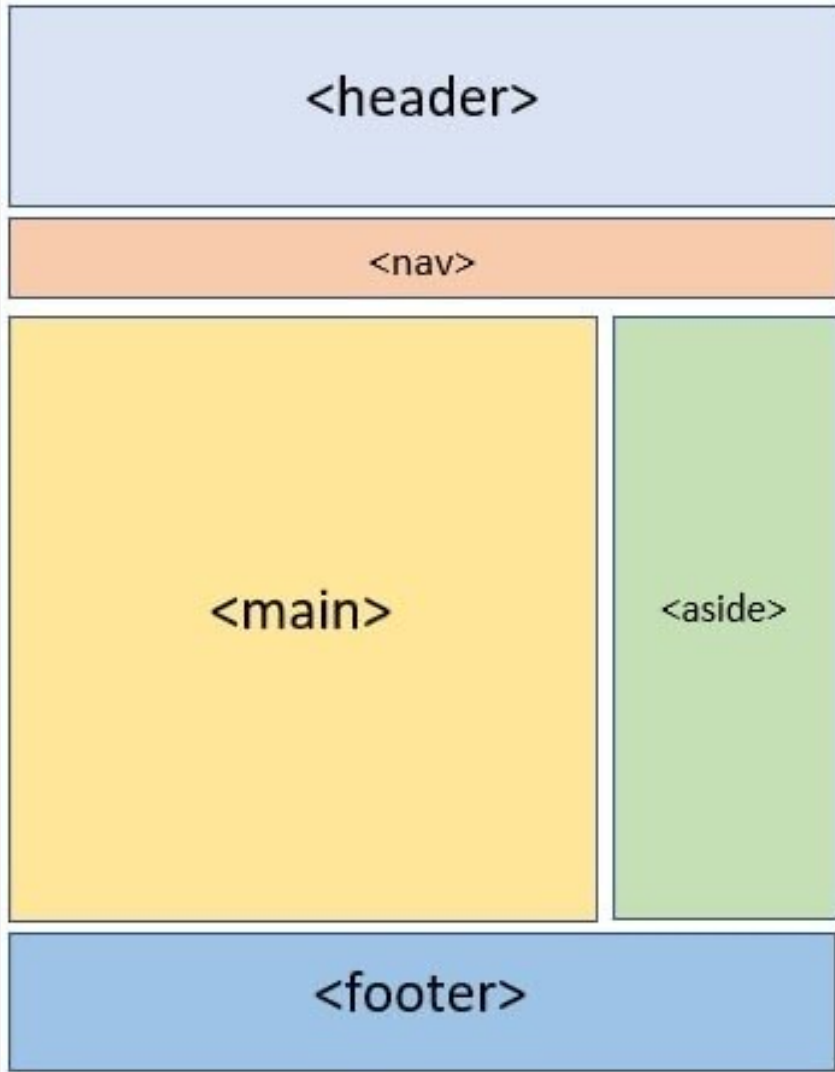
# A web site

Understand a site structure



# A web site

Understand a site structure



- Header - Intestazione
  - Contains distinctive elements such as the logo, the motto, ...
- Navigation bar - Menu
- Main Content or Body - Corpo
  - Contains all the contents, such as text, images and links displayed by the browser
- Side Bar - Barra laterale
  - Provides access to "special" contents
- Footer (& Socket) - Piè di pagina
  - Summarizes information as addresses, contact details, copyright, etc. for easier consultation of the site

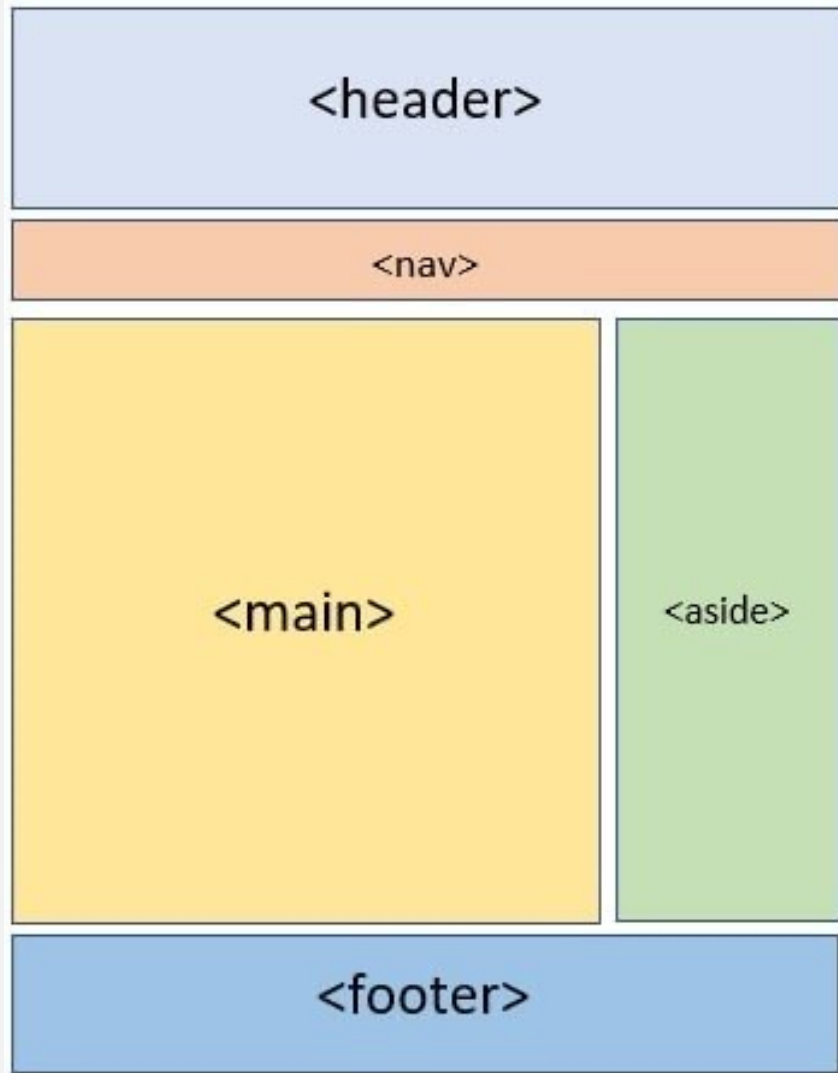


Footer and Header - common to all pages

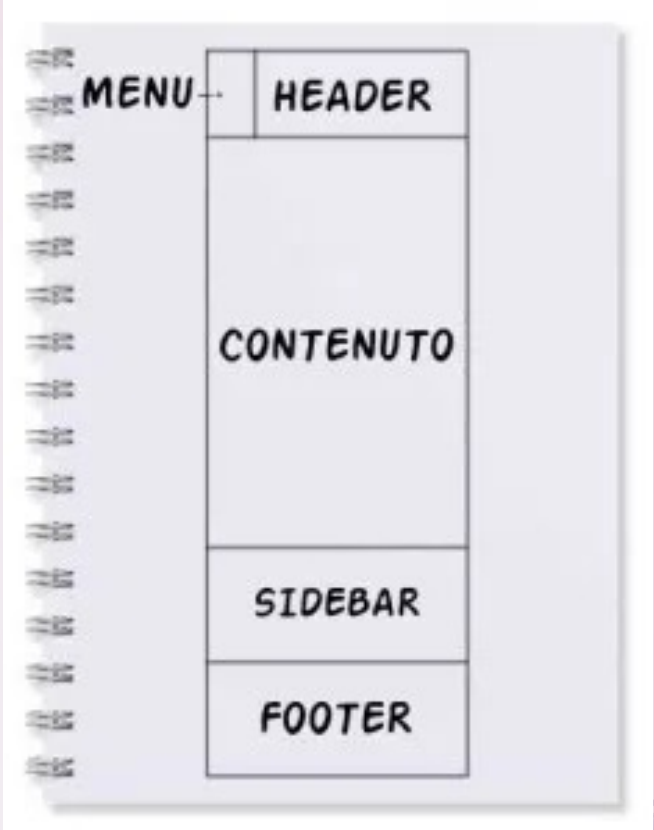
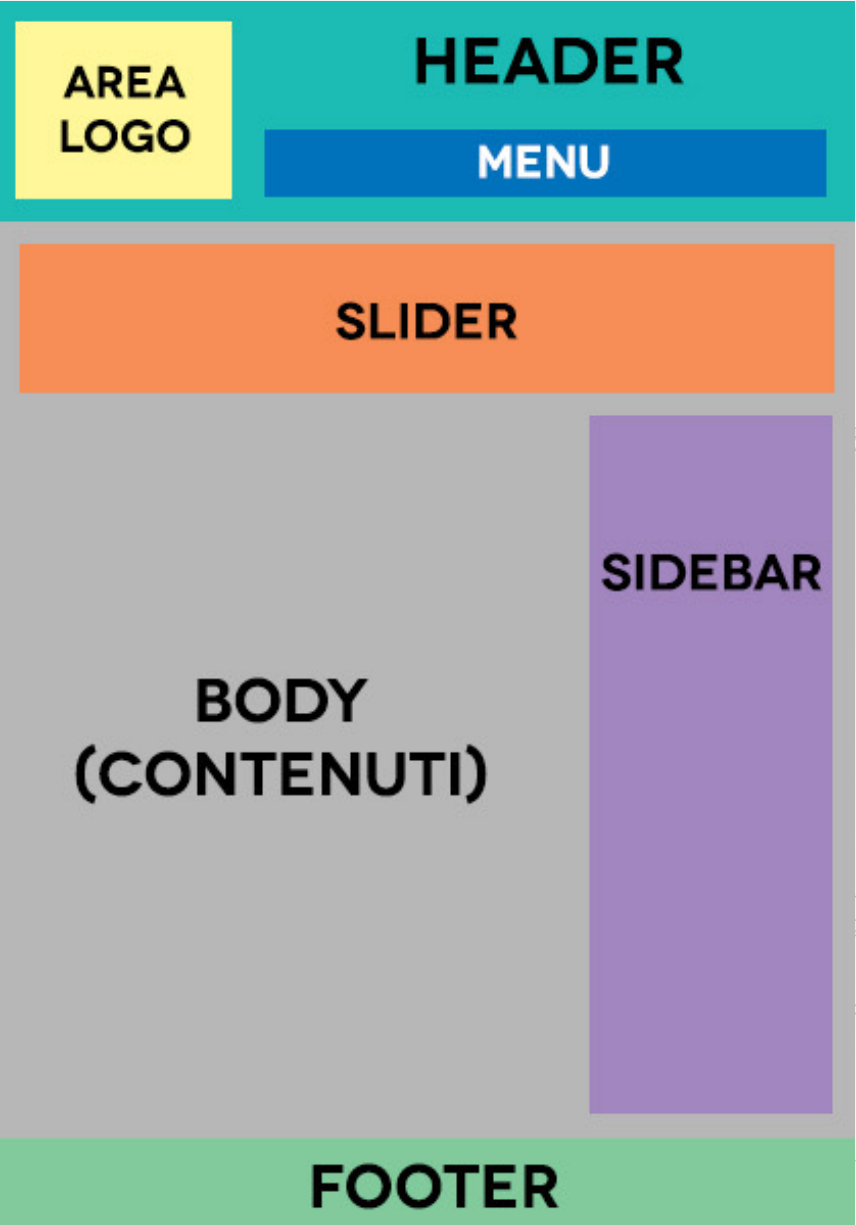


# A web site

Understand a site structure



# A web site



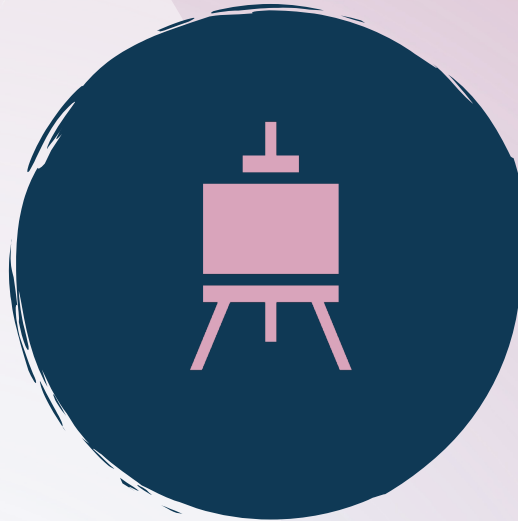
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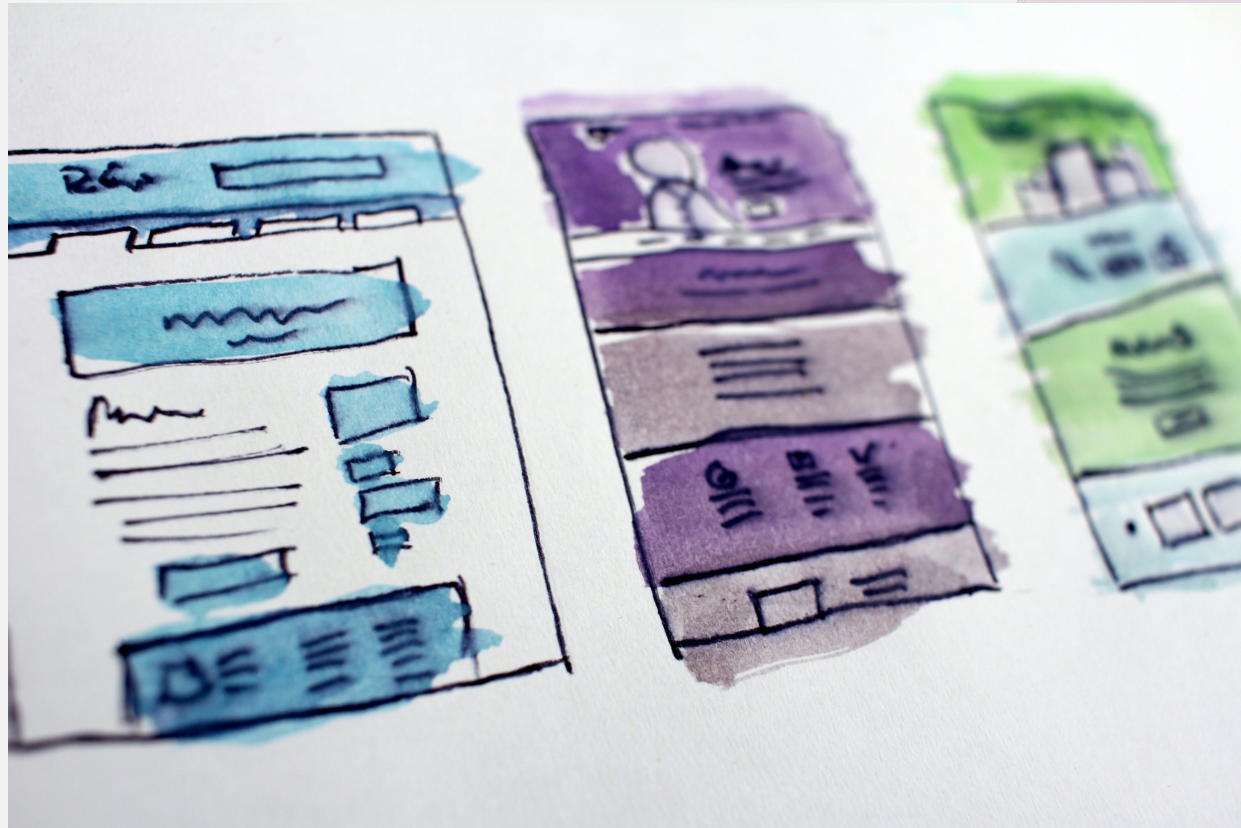
## Implement the project

Be focused on  
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# A web site

Collect and organize contents – you already decided colours, fonts, etc

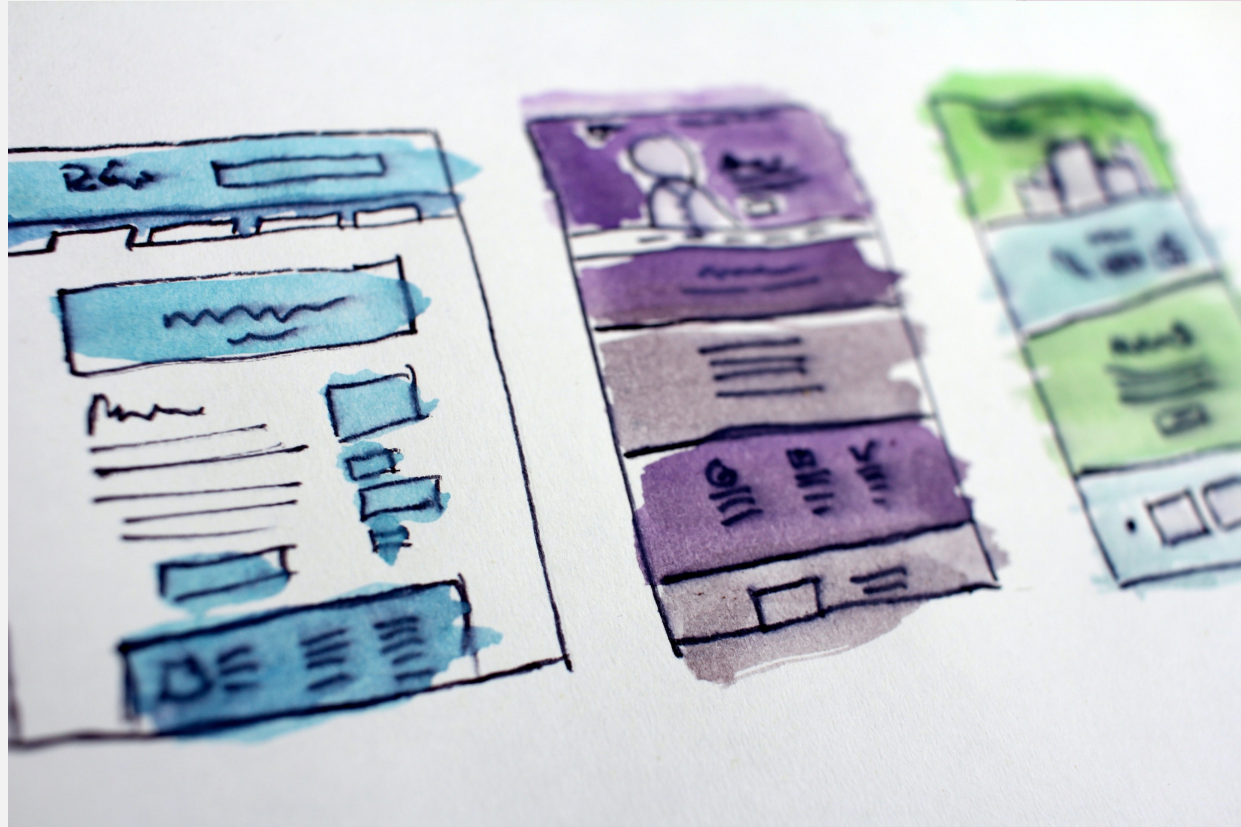
- Which is the objective
- Define the pages
  - Menu
- Collect text and media
  - Whatever you prefer
  - Take care of copyrights
  - Just size and weight
- Design header and footer
  - Take care
- Design home page
- Select layout of other page



# A web site

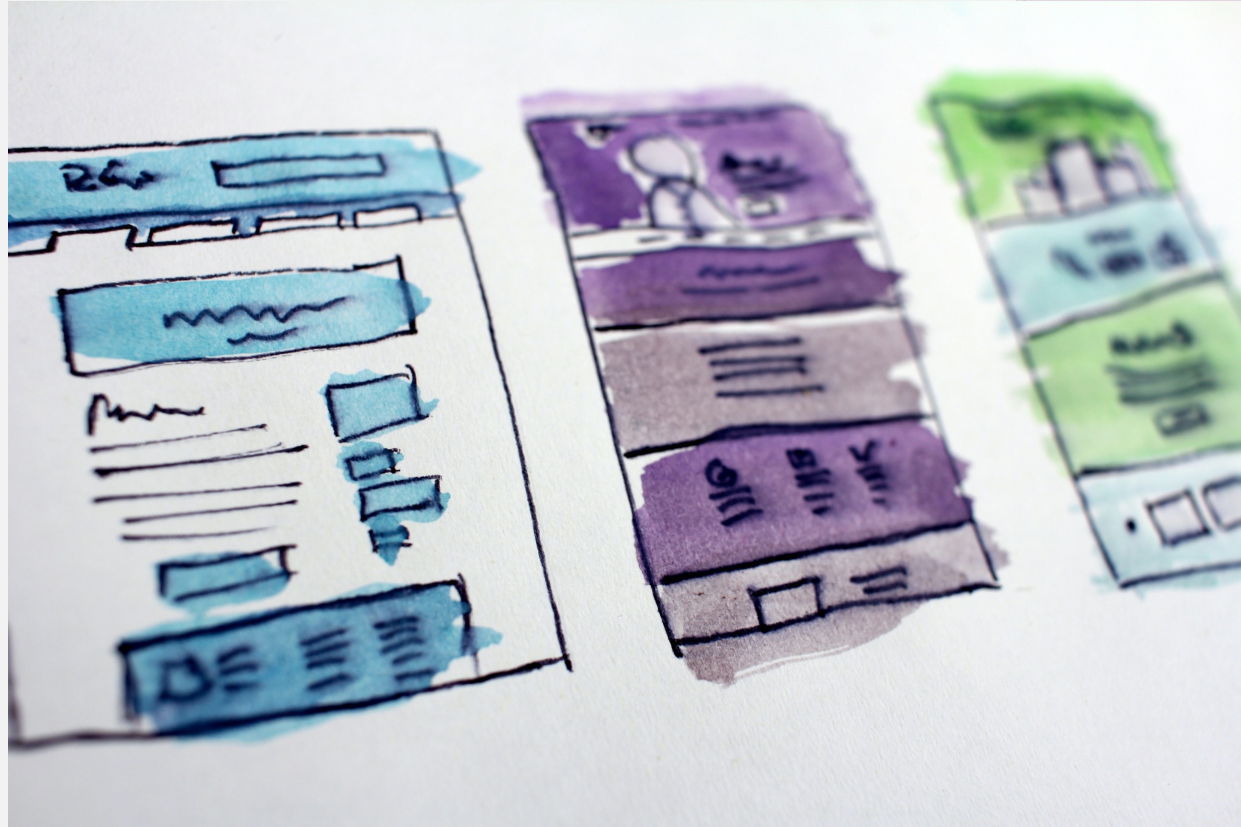
Collect and organize contents– you already decided colours, fonts, etc

- Pages
  - Long term contents, e.g. mission, contacts, etc
  - Organized in menu
- Posts
  - Heart of a blog
  - Short term connotation, commented,
  - Categories & tag - Side bar
- Media
  - Img, video, pdf, etc
  - Keep low the size!



# A web site

Collect and organize contents– you already decided colours, fonts, etc



- Categories

- Method for grouping content
- Symbolizes a topic
- Hierarchical organization
- A post more categories

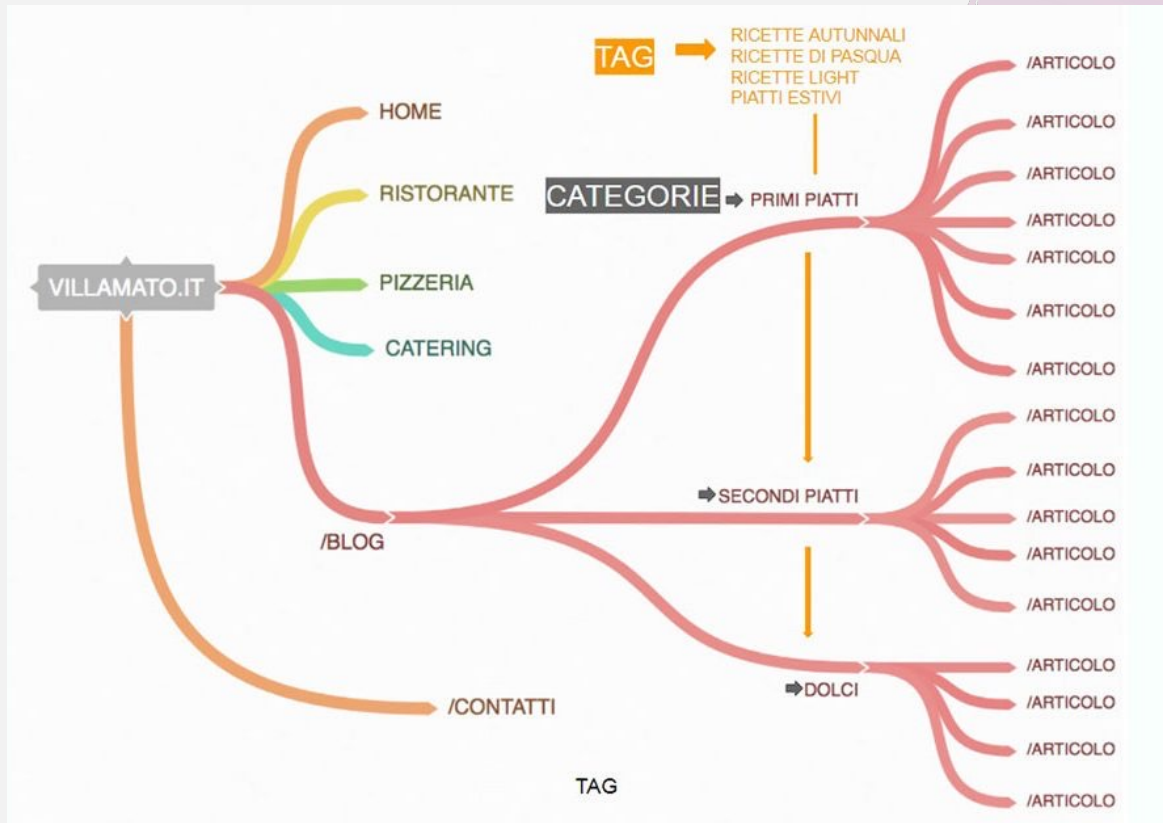
- Tags

- Mechanism to identify a piece of content
- Keywords
- Few words describing a given post the best



# A web site

Collect and organize contents



Fonte: [link articolo](#)

Solo una categoria per articolo e pochi tag ma buoni!  
Molto importanti per la SEO

- Categories

- Aiutano ad identificare ciò che il blog propone, i.e. cosa è in realtà

- La tassonomia orizzontale aiuta i lettori a trovare il giusto tipo di contenuto sul sito
    - musica, cibo, viaggi, libri, moda

- Tags

- Descrivono dettagli specifici dei post e organizzano i tuoi articoli sotto un'etichetta comune anche se sono in categorie diverse
    - un post su viaggio in Vietnam potrà parlare anche di un piatto tipico. Il post farà parte della categoria **VIAGGI**, ma aggiungendo il tag "**cucina orientale**" puoi collegarlo anche alla categoria **CIBO**, sulla quale potrai creare una sotto categoria "*Ricette dal mondo*".



# A web site

Collect and organize contents

- Composing the puzzle with all pieces...
  - Pages, Posts, Category, Tags




## Categorie e Tag

*- la struttura del sito -*

webipedia.it






# I would stress more some of the concepts...

- Resources available on line - for free and in Italian 
  - Youtube playlist and/or sites
    - Figma course [https://www.youtube.com/watch?v=yUeew76e\\_-c](https://www.youtube.com/watch?v=yUeew76e_-c)
    - <https://assistentawponline.it>  
A more structured site, youtube [channel](#) and the last [video](#)
    - <https://www.youtube.com/c/EdoardoMidali>  
He has a lot of courses, one [playlist](#) is devoted to Wordpress
    - [https://www.youtube.com/@Marchetti\\_Design](https://www.youtube.com/@Marchetti_Design)  
Again a lot of courses, one [playlist](#) is devoted to Web Design
    - <https://webipedia.it>  
I had not explore it (yet), but Prof. Pagani extracted some very nice video!



# I would stress more some of the concepts...

- Resources available on line - for free and in Italian 
- Many many other resource available
  - Pls let me know if you find something valuable, I would appreciate it! 
- I use some of the mentioned ones
  - pls let me have your feedbacks, thus to avoid the less “eatable” 
- We would love to discuss your difficulties also during lessons, so pls don't be shame

HINT: read carefully the errors you experience, very very often also a solution is proposed





# A different (?) kind of study

High practical and interactive

A way of thinking

A methodological approach

# GRAZIE

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[laura.pagani@edu.unige.it](mailto:laura.pagani@edu.unige.it)

You find us on Teams chat