Visualizing Language II
Tuesdays, 1:00 – 6:50pm
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PROJECT 2B: DIGITAL PUBLICATION

Using the design styles, aesthetic, and systems you developed in your printed publication, you will now translate a few pages into a digital publication. You may use HTML/CSS, prototyping software (Invision, XD, Sketch), or InDesign/Illustrator/Photoshop. It does not need to actually be interactive.

Look back to your New York Times anaylsis to see how they move from print to web. Think about creating templates and standards. How do you incorporate images and grids? What happens when you scroll instead of turn a page? How do the reading experiences change? How do you differentiate between front-of-book stories and feature stories?

You should design 2-3 sample article pages — at least 1 of your front-of-book stories and 1 feature story. You may design more if time allows and it helps show your digital system. Design all your pages for desktop screens but show one on both desktop and mobile sizes.

REQUIREMENTS
— 2-3 article pages (1 front-of-book and 1 feature)
— Design for desktop (at least 1200px wide)
— One page should also be designed for mobile (no larger than 480px)
— Include all article content (headline, deck, byline, images, copy)
— Include standard website content (masthead, navigation, footer, links, etc)
— Be sure to develop grid systems, type sizes, etc for web (don't just drop your page layouts into a web browser)