

In this assignment students will use all elements of design and a well thought out grid to design an original app layout for an iPhone XR. Students will research online different examples of apps to generate ideas for their own design.

This assignment will have students create the logo, home page, and three other pages involved with the app.

Students will first research and come to the decision of what type of app to design for. Design the logo and create a series of thumbnail wireframes exploring different layout ideas for each page of the final design.

RESEARCH online a variety of app designs as well as app page layouts for inspiration.

Logo must be designed in Illustrator and Saved as a PNG.

The Home page is the first thing the viewer will see. Think about how you want your app to work.

Functionality, navigation, purpose. Always think about what your about is about. Second page, depending on what the app is about. This page will hold more images and content related to the app. EXAMPLE: Cooking App; this page will contain a list of recipes with info and images. Sales App: images and info about the products.

INSTRUCTIONS

MEDIUM: Photoshop

iPHONE XR SIZE: 828x1792px

RESOLUTION: 326ppi

Decide on what kind of app to design and research online a variety of different app designs.

Create a series of 8 different wire frame thumbnails exploring different layout compositions. 2 per page.

Have thumbnails looked over before starting the final designs

Design the logo in Illustrator and save the file as a PNG. (max. 4 colours)

be sure to turn type used into outlines

Keep your page designs consistent through out each page.

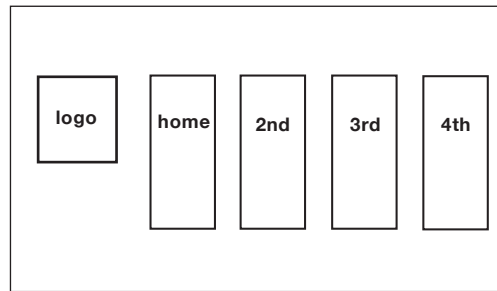
Think about the overall composition: typography, colour scheme, high quality images, content matches the concept and designs.

Once all pages are complete, Organized them on a 11x17in LANDSCAPE and turn into a PDF.

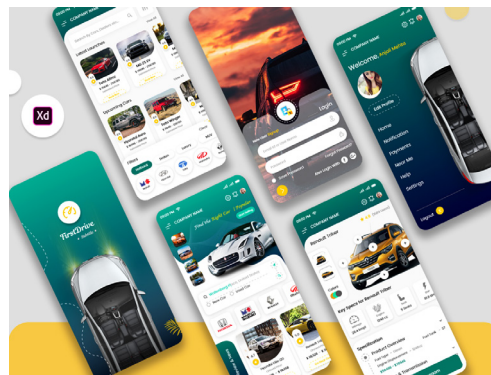
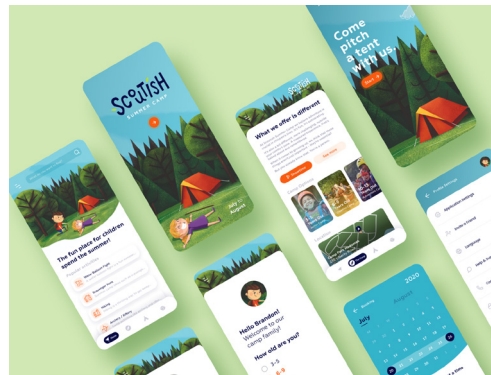
HAND IN

FOLDER: LastNameFirstInitial_APP DESIGN

Folder containing Photoshop files, Illustrator files, and PDF to DBEAUDIN INBOX.



FINAL PDF EXAMPLE



LAYOUT

/5

This portion of the mark represents how well thought out the layout was and implemented for the assignment.

CRAFTSMANSHIP

/5

This portion of the mark is an evaluation of effort, care and attention to detail for the assignment.

CREATIVITY

/5

This portion of the mark represents how well thought out the students idea was for the assignment.

USE OF TIME

/5

This portion of the mark represents how well the student used their time in class and was focused through out the assignment.

DESIGN PROBLEM SOLUTION

/20

This portion of the mark represents how well the students solution solves a design problem posed in the assignment, and fulfils specific assigned requirements.

TOTAL

/40