Throughput

(Why?)

To explore a typography for unpredictable input
To consider the relationship between form and content on the web
To look at how output affects input

(What?)

Design a blog   *about* interaction

A blog exists in time   (it has a sequence)
but it can also categorize information   (with tags, dates, &c)

Remember that everyone in the world with an internet connection
      can see your blog
Why would you want to make something public?
Who do you want to address?

Consider what particular editorial focus / position / voice
you want your blog to have

Is it a soapbox?
      Is it an op-ed page?
            Is it a guided tour?
                  Is it a 'commonplace book'?
                        Is it a storage bin?
                              Is it a graveyard?

*
We will use Tumblr as the prefabricated back-end
      because it provides a very simple structure that is highly modifiable

The goal of this project is not to learn how to desgin Tumblr pages
but to understand how design changes when you are creating 'templates'
      into & through which variable content can be fed

(Required reading)

'De Stijl, new media and the lessons of geometry', Jessica Helfand
'Design and research', Paul Graham
'Understanding web design', Jeffrey Zeldman

(When?)

#	Date	What	
04	Jul 26	Review	. . . Project 4 (Initial design)
		Demo	. . . Added functionality
	Jul 28	Review	. . . Project 4 (Refined design)
		Workshop	. . . Code issues
05	Aug 02	Review	. . . Project 4 (Refined design, all parts)
		Workshop	. . . Code issues
	Aug 04	Review	. . . Project 4 (Final), *Throughput*

(How?)

At each stage of the project, bring your completed work
ready to present your process and form to the class

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