

TIMELINE

CLASSES

WNM 601: Inside Programming (Andrea Pimentel)

WNM 606: Principles of UX (Michael Vincent Ang)

WNM 608: Web Technology 1 (Ethan Wilde)

GLA 603: Anthropology: Experiencing Culture (Jennifer Taylor)

WNM 613: Topics in Motion Graphics (Nicole Oettinger)

WNM 617: Mobile Web Technology (David Kanter)

WNM 643: Interactive Design & Concepts (Alex Pineda)

FALL '12

SPRING '13

FALL '13

MIDPOINT

SPRING '14

FALL '14

SPRING '15

FALL '15

SPRING '16

GLA 602: The Art & Ideology of the 20th Century

WNM 699-5: Special Topics: Advanced Mobile Web Design

[DS] WNM 801-17: Responsive Web

[DS] WNM 801-9: User Experience 1

[DS] WNM 801-10: Visual Design

WNM 661: Interactive Infographics

[DS] WNM 801-17: Responsive Web

GLA 610: Balancing Creativity and Profitability

GLA 676: Professional Practices for Designers & Advertisers

[DS] WNM 801-16: Content Management Systems

GOALS

- Redefine goals
- Research/gather data
- Hone user personas/task flows, etc.
- Determine best technologies

- Develop UI/UX
- Begin prototyping/testing technologies
- Begin exploring databases & front-end/back-end communication
- Usability testing

- In depth visual exploration
- Develop best displays for data/content
- Usability testing

- Further prototyping
- Continue to develop database
- More refined template build
- Usability testing

- Fine-tune entire project
- Usability testing
- Develop a homepage to advertise app and concept