HackerYou Course Syllabus
Advanced Digital Design

CLASS 1

Intro to Advanced Digital Design

Welcome to Advanced Digital Design! In this class, we'll talk about the differences between digital and graphic design, low fidelity vs. high fidelity, and how to use grids for print vs. grids for digital products.

CLASS 2

A Deep Dive into Responsive Design

Today we're going to take your responsive design knowledge deeper. You'll learn how to design in high fidelity for mobile, including common patterns, sizes, margins, padding, and some online resources that will help you get started.

CLASS 3

User Interface

We're ready for Project Two! Today we're learning about wireframes - why we use them, and what makes a good one? Wireframes will play a big part in your next project.

CLASS 4

There's an App for That

In this class, you'll get more public speaking practice by presenting your second project. We'll also cover the difference between a responsive site and an app, and dive into iOS standards and guidelines for design.

CLASS 5

Intro to Sketch and Redesigning an App

Today we'll walk through your third project, where you'll learn how to use Sketch. In this class, we'll explore case studies of recent app redesigns and dive into the rationale behind the changes.

CLASS 6

The Importance of Accessibility

What is AODA, and what does it mean for us as designers? In this class you will learn all about Canadian Accessibility Standards by using colour blindness and contrast checkers to create a new web pallet to design a compliant page for a client.

CLASS 7

Prototyping Designs

In addition to presenting your work, it's important to learn how to prototype. Today, we'll learn how to create a simple Invision prototype and you'll demo it for the class.

PROJECT TWO

PROJECT THREE

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CLASS 8

Settling Expectations

Today, students will learn the importance of interviewing skills to conduct competitive landscape research that can lead to better designs.

CLASS 9

It's in the Details

Today, you'll work with animation and microinteractions, and begin to create the wireframes for your final project.

CLASS 10

Always Validate

Today, you'll be finalizing the design of your final project, and we'll do some peer user testing exercises.

CLASS 11

There's No 'I' in Team

Design is anything but solitary. Whether you're working with clients, or other designers, in today's class, we'll practice leveraging the variety of skills on a team to create the best final product possible.

CLASS 12

Demo Day!

Congrats! You've completed both of our Design classes! Today, students will demo their projects and reflect on what they've learned throughout the course.

PROJECT FOUR

There will be one project in Intro to Design, and three projects in Advanced Digital Design.

PROJECT ONE

For your first project, you'll create a logo and business card using the design knowledge we've learned so far for a client.

PROJECT TWO

For your second project, you will create a single-page responsive website for an event.

PROJECT THREE

For your third project, you'll choose from three existing iOS applications that you will redesign. You'll be provided with a creative brief, a flow, personas/user research, and an experience map to inform your re-design. You'll be expected to wireframe and design a main flow of the app of your choice.

PROJECT FOUR

For your final project, you will take everything you've learned and design an alumni app for HackerYou. You'll be assigned the native platform, and you will build your project based on a creative brief and a brand guide. You will conduct user research, wireframe, and design the app for all key screens of the app.