

VSAR 404 - Art and Web Design

VSAR 404 - ART AND WEB DESIGN 1 - Fall 15

California State University San Marcos

Tuesday - Thursday 9:00-11:50 ARTS 239

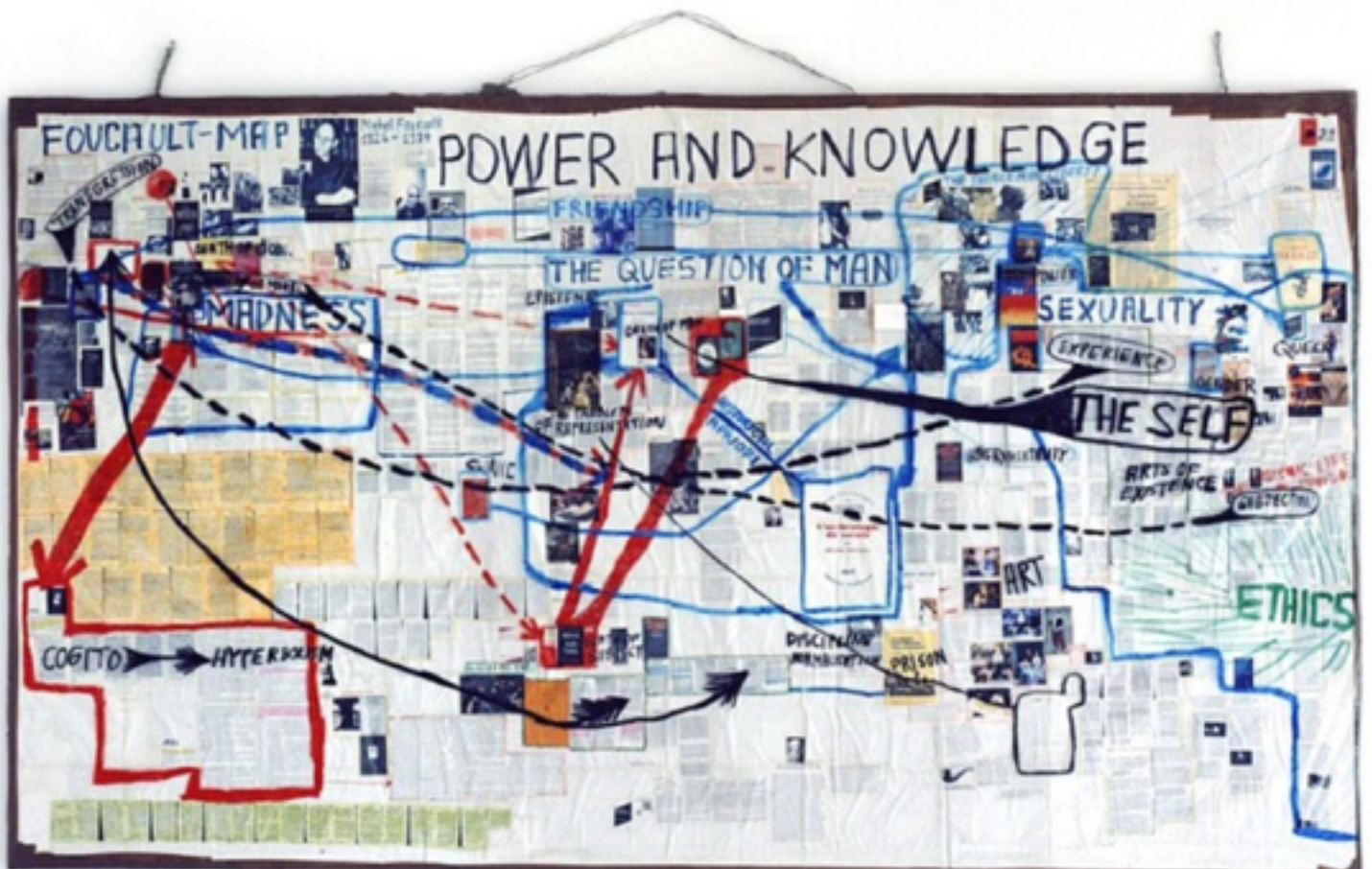
Instructor: Curtis Bracher

E-mail: teach@curtisbracher.info - Use email for all out-of-class communication

Office hours: Tuesday and Thursday after class. ARTS 355

Course Objectives

This course is designed to be both a technical and aesthetic introduction to Web Construction and Design. Students will learn work with responsive HTML5/CSS3 and touch on interactive coding with PHP/ Javascript/JQuery. The student will be introduced to popular Web design and graphics programs including Dreamweaver, Edge Animate and Photoshop, as well as the Content Management System - Wordpress.



Thomas Hirschorn

The course will cover the multi-media usage of graphics, sound and video and discuss the growing trends of Responsive and Interactive Web Design. Students will be introduced to User Experience Design Concepts and Navigational Theory. Students will work on several small Web projects that will lead to a final Multimedia Portfolio project.

The goal of this class is to emphasize more than just the skills associated with individual programs, but the integration of art and technology. It is also designed to allow the student to explore the Internet and to use the Internet as a resource for the production of art and design projects.

Course Format

Explores the ethical and social implications of the information superhighway and examines the impact of Technology and the the Internet on the arts. Includes lectures, demonstrations, hands-on training, discussions, and research papers. Two hours lecture and two hours laboratory.



Learning Objectives

At the completion of this course students will have a working knowledge of the following:

1. Students should be able to evaluate a range of subject matter, symbols, and concepts in relation to the history of the internet.
2. Students should be able to integrate skills and concepts from other disciplines with the visual arts experience.
3. Students should acquire their own working definition of the term “responsive/interactive” which reveals an understanding of the current trends in Web Development
4. In their own words, students will be able to list and define the basic design principles as pertaining to web design.
5. Develop and apply creative ideas to web design problems as a deeper understanding of User Experience
6. Students will be able to recognize basic trends and styles in the development of web content.
7. Define the uses of HTML, CSS, PHP, MySQL and touch on jQuery/Javascript
7. Define the uses of CMS or Content Management Systems such as Wordpress or E-Commerce.
8. Develop an understanding of popular web creation apps such as Dreamweaver, Edge Animate, and Photoshop.
9. Each student will begin to develop a personal set of standards for judging the visual information that surrounds them.
10. Each student will feel confident writing about and discussing various Designers, Design Theorists, their artwork.
11. Students will become familiar with the creative process of making art. This will be achieved through assignments geared towards understanding how the generation of ideas leads to creation of artwork.

Important Dates and School Policies

Important Dates

Last day to add class: NOW. Labor Day: Sept 1. Veterans Day: Nov. 11. Thanksgiving Break: Nov.27-28th. Dec 6th Last day of classes. Class Final: Dec 10th. Grades Due: Dec 18th.

Academic Honesty Policy

Students will be expected to adhere to standards of academic honesty and integrity, as outlined in the Student Academic Honesty Policy. All written work and oral presentation assignments must be original work. All ideas/material that are borrowed from other sources must have appropriate references to the original sources. Any quoted material should give credit to the source and be punctuated with quotation marks.

Students are responsible for honest completion of their work including examinations. There will be no tolerance for infractions. The instructor reserves the right to discipline any student for academic dishonesty, in accordance with the general rules and regulations of the university. Disciplinary action may include the lowering of grades and/or the assignment of a failing grade for an exam, assignment, or the class as a whole.

Incidents of Academic Dishonesty will be reported to the Dean of Students. Sanctions at the University level may include suspension or expulsion from the University.

Disability Considerations - ADA

Students with disabilities who require reasonable accommodations must be approved for services by providing appropriate and recent documentation to the Office of Disabled Student Services (DSS). This office is located in Craven Hall 5205, and can be contacted by phone at (760) 750-4905, or TTY (760) 750-4909. Students authorized by DSS to receive reasonable accommodations should meet with the instructor during her office hours in order to ensure confidentiality.

Classroom Behavior

As this is a participatory class, please **keep a considerate attitude** throughout the semester. **Consider the classroom a safe space, worthy of your respect.**

Disruptive behavior includes (but is not limited to): making/receiving cell phone calls, leaving and returning for reasons other than an emergency, repeated tardiness, sleeping, doing other homework or any other extraneous activity in class.

Despite their importance to our daily lives, please limit **your cell phones or other electronic devices – e.g. Ipads** - usage to **class-based activities**.

You will be asked to leave, and thus considered absent, if you ignore these basic considerations. Disruptive behavior will be defined and dealt with in terms of the policies of CSUSM.

Class Participation and Requirements

A student's **participation**, in the form of **consistent attendance, contributions to class discussions and completion of course assignments**, is **required** and essential to a successful learning experience.

Class Attendance

Attendance is required in all Art + Technology classes. In each class, attendance is tied to specific learning outcomes and to course grades. Any absence will affect your ability to complete coursework successfully. Students critique and evaluate each other's work in class and it is essential for your progress and learning experience to be present to do so.

Non-attendance will result in a lower grade. Scheduled tests, the mid-term and or the Final are weighted as **two** absences. I will take attendance at every class with a **sign-in sheet**.

Lack of attendance or tardiness results in:

Four absences lowers final grade **one grade**.
Five absences lowers final grade **two grades**.
Six absences lowers final grade **three grades**.
Seven absences lowers grade **automatically to an F**.

It is crucial that you attend each class meeting **at its scheduled starting time** and be ready to work. **Habitual tardiness** and/or absence will detrimentally affect your learning and progress in the course.

You are considered absent if:

You miss class, habitually arrive late, or leave early.
You are not working during class.

Lecture material will not be repeated, neither in class or by email.

In-Class Participation

Students are **required to participate in class projects**. These exercises are designed to help facilitate students understanding and appreciation of the various techniques and processes of web design. This is not busy work. If you put forth the effort to complete the project, you will do well. Students will be informed what materials they will need. Students will be given assignment sheets explaining the requirements of each project.

Class Assignments on Cougar Pages

Handouts and other materials will be available on the class Cougar page. It is **your responsibility to check Cougar Courses regularly for changes**.

You are enrolled in a Cougar account after the first day of class. This schedule and the assignments might be changed as the course progresses. Additional readings or assignments might be added.

Late Assignments

Late assignments are never accepted at full credit. You must turn in a fully completed assignment to receive partial credit. Make-up assignments for **excused** absences (notified in advance) will be on a case-by-case basis but will not be available for the scheduled tests, critiques, midterm and final.

Class time is Work Time

As class time is for developing your **current projects**, please **schedule** an office hour visit if you have any questions about grades and class participation.

Grading

Grades will be determined by **attendance, participation, and completion of assignments.**

Assignment of the grade breaks down as follows:

- 15% Tests and Quizzes on reading material
- 20% "Why Responsive Design?" Mid-Term Research Paper
- 50% Class Projects and Participation (Includes Attendance and Blog)
- 15 % Final - Portfolio Theme Presentation

These tests are necessary for the establishment of the visual/critical vocabulary that is needed in order to communicate ideas effectively in class, in assigned papers, and in the art world at large.

Required Materials and Texts

Required Reading

Each assignment will be accompanied by a number of articles and books suggestions, some of which will be **required reading**. All required readings will be posted on-line or delivered in-class. Additional readings will be added as the course progresses.



Hosting your own web space

You will be **required** to host your own web space. This will require the purchase of a domain name and hosting on a cheap (tho not free) server. Suggested: Blue Host or GoDaddy. We will discuss the parameters of this purchase during the second class.



Sketchbook

This sketchbook can take many forms, **including webspace** (an example would be Pinterest - [Secret Boards](#)) The requirement is simply that you have a place to develop and store your **visual** ideas.

Digital Camera with Video Capabilities

At minimum, this can be Smart Phone if it has at least a 8 MP camera.

Large Flash Drive - 16 GB minimum

Graphic files can be large, so this time, bigger is better.

Lab and Arts 342

The Arts 340 lab is open 24 x 7 for your use when other classes are not in session. If you want to use the lab after hours and weekends, you can call security at x4567. They will let you in if you have your student ID.

CLASS SCHEDULE

Class Schedule	Discussion	Project	Reading
Week 1 - Intro's	What is the Web?		History of Web
Week 2 - Intro Web Graphics	Who is a Web Designer?		The Art Career Project Handouts on Visual Elements, Principles, Perceptions
Week 3 - Info Architecture	Content Management What is Information Architecture	Navigational Design - User Flow Chart Animatic - Storyboard	Narrative Theory as Navigation
Week 4 - Intro to HTML/CSS	HTML and CSS, the Backbone of Web. Old and New. Basic Html5/CSS3 coding.	Pocket Project: Code Gallery Live Intro to DreamWeaver	W3C Schools Laying out a DIV structure Handout: CSS3 Animations
Week 5 - 7 User Experience	Designing from User Experience, User Centered Design - User Research - Game Play Theory	User Research Toys - R - Us Site Redesign Site Visit Stalking 101	Experience as Context Wiki: Game Play Theory Watch <i>Persona</i>
Weeks 8-9 Interface Design	Designing Web interfaces. The Browser Model Augmented Reality Providing Feedback. Guiding Experience What are Touchpoints?	Design new web browser interface for e-commerce site.	How to Apply AI to Wearables Augmented Reality vs Virtual Reality User Interface Design Make it Wearable - Human Communication
MID TERM WRITING PROJECT	Read: Responsive Design AND Mobile First from A List Apart	For Each: Write a Two Page Summary. Add Examples for third page. Six Pages Total	

<p>Weeks 10-12 Designing the FLOW. Responsive Web Design</p>	<p>Responsive Web Design - Making your designs responsive. Available for all - Mobile First Considerations. Grid Patterns. The Big View - Page Silhouettes. Scaling. Visual Hierarchy.</p> <p>Using Typography.</p>	<p>Public Service Announcement - Designing from Purpose. Design a Type-first, mobile access website with a message. Page Silhouettes. Visual Hierarchy.</p> <p>Pocket Project: Code Contact Form in DreamWeaver</p>	<p>Mashable-Typography Resources</p> <p>Designing from Purpose</p> <p>Typography - Using Typography as expression</p> <p>Google Fonts - TypeKit</p>
<p>Week 13 CMS - Content Management Systems - WordPress</p>	<p>What is a Content Management System? Why do you use them? Client vs Server. FTP. mySQL Database instructions. Live vs Local. PHP</p>	<p>Buy Domain and Hosting (cheap, not free)</p> <p>www.yourname.com</p> <ul style="list-style-type: none"> -Get Wordpress/Fetch -Make Database -Install Wordpress -Install Theme -Tour Wordpress Admin - Dashboard 	<p>Separating Structure from Design - CMS</p> <p>The Advantages of Dynamic Page Building</p> <p>Clients and Content</p>
<p>Week 14-15</p>	<p>Wordpress Intro. Themes. Child Themes. Plugin Architecture.</p>	<p>Design Personal Portfolio Website in Wordpress</p>	<p>How to Write a Artist Statement</p>
<p>Final</p>		<p>Present Portfolio with Splash, Art Statement, Bio, Portfolio, Contact</p>	

CLASS OVERVIEW

This schedule is **tentative and should be considered an overview**. It will be **adjusted** as the semester unfolds. There will also be a number of class projects that help us better understand the concepts being discussed. I will hand out information at that time.

Week 1

INTRO - WALK THROUGH CLASS

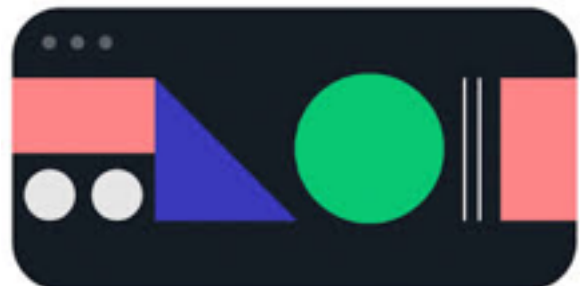
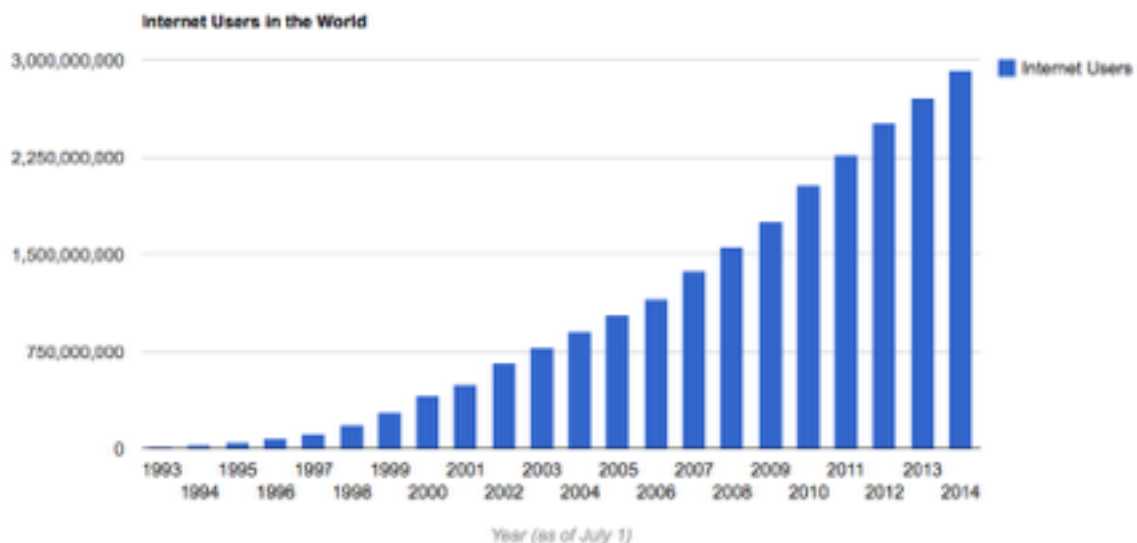
Syllabus, Class Procedures - Digital Sketchbook/Blog - References - Social Media

INTRO - WALK THROUGH WEB

What is the Internet? History of Everything Linked - Internet - Connectivity Webpace? Why Connectivity? Where is the Web going? The Browser Model

<http://www.internetlivestats.com>

[History of Web in GIFS - CoDesign](#)



[HTTP://WWW.FASTCODESIGN.COM/3039402/THE-HISTORY-OF-WEB-DESIGN-EXPLAINED-IN-9-GIFS](http://www.fastcodesign.com/3039402/the-history-of-web-design-explained-in-9-gifs)

CONTENT MANAGEMENT - WEB GRAPHICS

WEB GRAPHICS OVERVIEW

How Images/Graphics work on the Web vs Print.

Vector vs Raster/Bitmap, motion, transparency, OPTIMIZATION -
Lossless vs Lossy. JPG, PNG, GIF, SVG. Video Codecs. MOV, MP4, AVI.
Audio Formats MP3, AAC, WAV - Cross Browser Support.
Commercial Licensing Problems



CONTENT OPTIMIZATION - The Size/Quality Balance -
Preparation, Formatting, Codecs, Cropping - Visual Weight, Positioning. High Density Displays
- Retina Displays Image Prep

Discussion - Understanding the use of Color in Web Design - Color Schemes

WEBSITE USING COLOR SCHEME



ADOBE COLOR APP

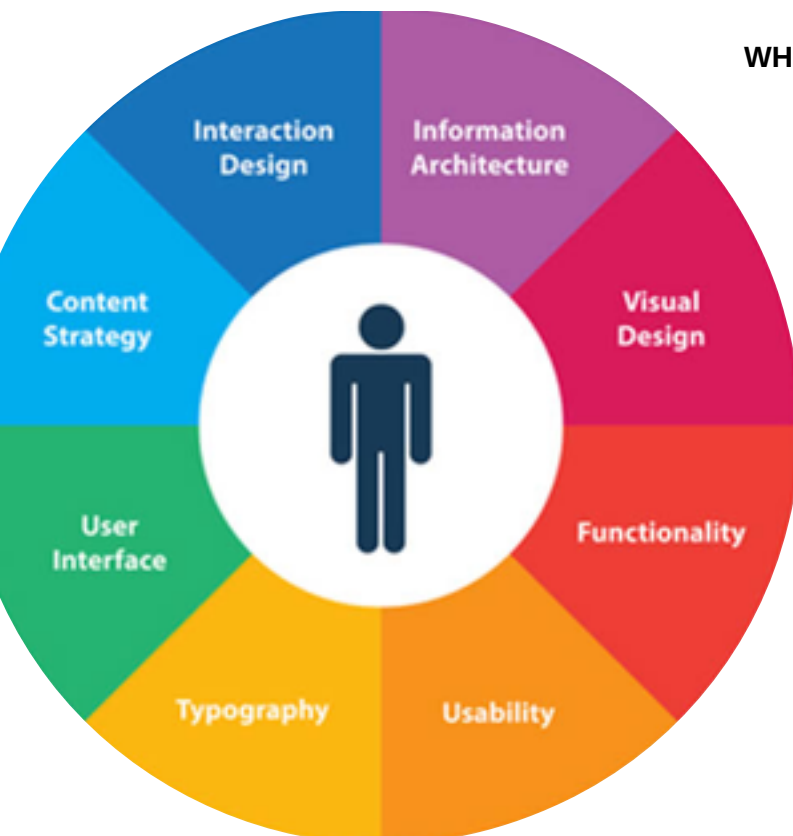


Discussion - Understanding the use of Design Principles and the Elements of Art in Web Design



WEB DESIGN OVERVIEW - INVISIBLE DESIGN

Designing in the Age of Experience.



WHO IS A WEB DESIGNER?

Designing User **motivation** and **movement**

Call to Action - Content is Everything, but make that content match the Purpose, Functionality, Usability, Activity, Message.

Visual Abstract Thinking. Visual Elements, Principles, Perceptions. Moving from Form/ Subject to Content and Meaning

Designing As Psychological/Social Construct.

Watch **User Centered Design** Introduction

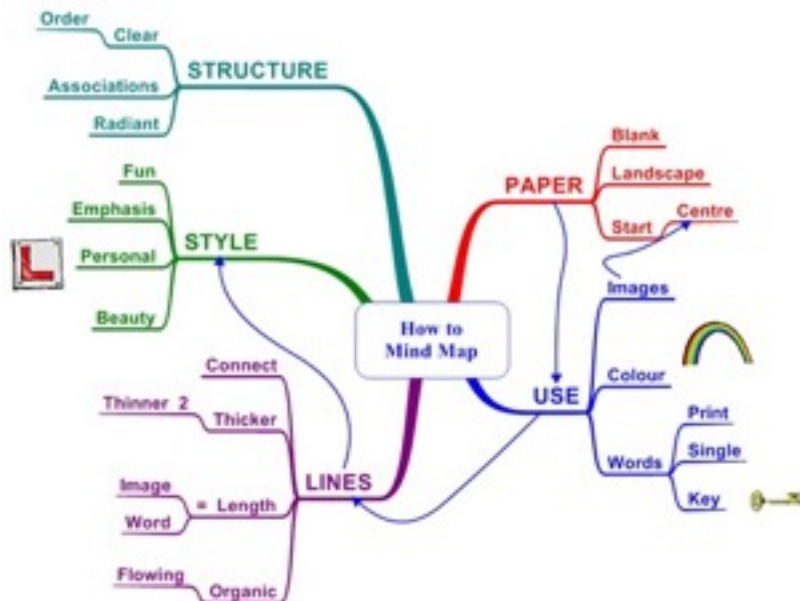
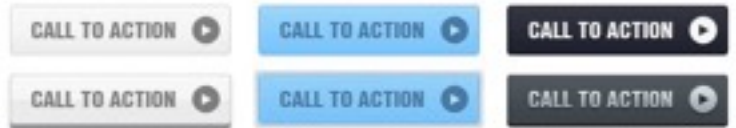
ANATOMY OF A BUTTON

AFFORDANCES
EXPECTATIONS
CONVENTIONS



LINK STRUCTURE
PSUEDO-ELEMENTS
TOOL-TIPS
CSS ANIMATIONS
CSS SPRITES

Others button's styles



INFORMATION ARCHITECTURE

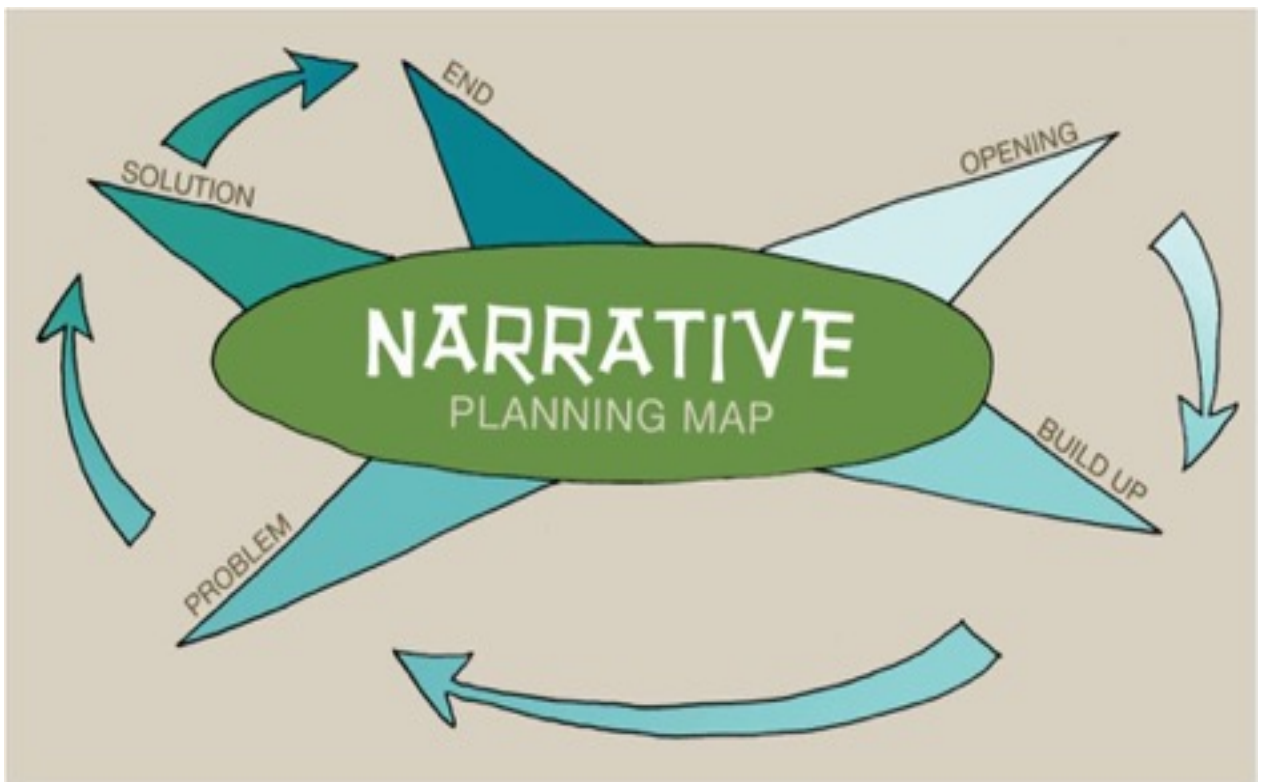
DESIGN AS STORY-TELLING - TELLING A VISUAL STORY WITH THE FLOW OF INFORMATION

Information Structure Web Navigation. Developing Navigation in Responsive Environments . New Menus, New Conventions.

Sequencing - Timed and Specific delivery of Information to the User - Cognitive Load.

Narrative Theory. StoryBoarding-Narrative Story-telling as a design

Week 3



INFORMATION ARCHITECTURE - Exercise 1

Working with Navigation Theory. **Tell a Visual Story.** Develop an **image gallery** in 10 scenes. Descriptive design elements. Include one animated GIF, Animatic, two blended /layered, One image with effect or filter. Visual **action** being part of the Story.

PICK AN **ACTIVITY**. FIND **PICTURES*** THAT TELL A STORY, WITH EACH PICTURE TELLING A SEPARATE PART OF THAT STORY. STORY SHOULD FLOW, **CONNECT**. STORY SHOULD CONSIDER **LEADING THE USER** THROUGH DISTINCT STAGES: CONTEXT, CHARACTER, DESCRIPTION, CLIMAX, RESOLUTION. SPELL OUT RELATIONSHIPS AND ENGAGEMENT **VISUALLY** - NO WORDS

PHENOMENOLOGY OF CONCRETE STORYTELLING

DESIGNING NARRATIVE WITH DESIGN.



ANTONIO SCARFANI - CC BY SA 4.0 - WWW.CONCEPTUALDEVICE.COM



INTRODUCTION TO HTML AND CSS

HTML/CSS - BACKBONE OF THE WEB



Browser Model

Intro to HTML, CSS

HTML - Structure, Semantics. DOM

CSS - Styling, Placement, RELATIONSHIP

Elements, Tags Structure Head, Style, Title, Meta, Body, Headers, Attributes, Heading, P, Divs, Footers....HTML5 - Article, Section, Aside, Nav, Link Structure

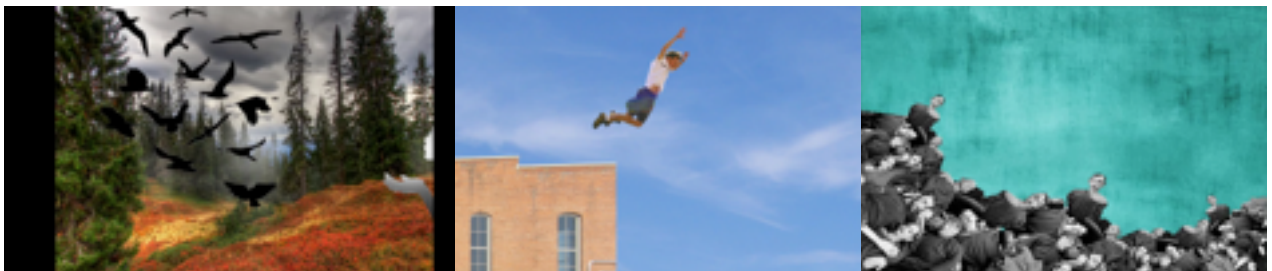
The DOM. What's a DOM? The **document outline** is the structure of a document, generated by the document's headings, form titles, table titles, and any other appropriate landmarks to map out the *structure* of the document for the browser.

CSS Style Rules, Order, Classes, ID, Selectors, Property/Value Pair - Relationship Considerations.

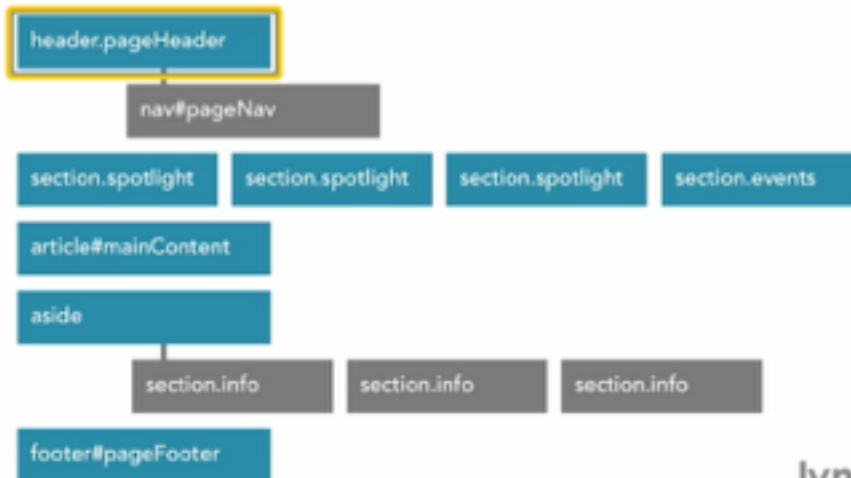


Intro to Dreamweaver - WYSIWIG Editors. When and Why to use them....

POCKET PROJECT: CODE GALLERY WITH VIDEO - HTML/CSS INTRO



index.htm page structure



lynda.com



USER CENTERED DESIGN - UX

DESIGNING FROM PURPOSE

USER CENTERED DESIGN AND RESEARCH

DEVELOPING AN INTERACTIVE EXPERIENCE STRATEGY
DEVELOPING A SITE STRUCTURE THROUGH THE POINT OF VIEW OF THE USER.



RE- DESIGN THE TOYS ARE US WEBSITE INCREASING THE OVERALL USER EXPERIENCE

STALKING 101, PERSONAS, EXPERIENCE MAPPING

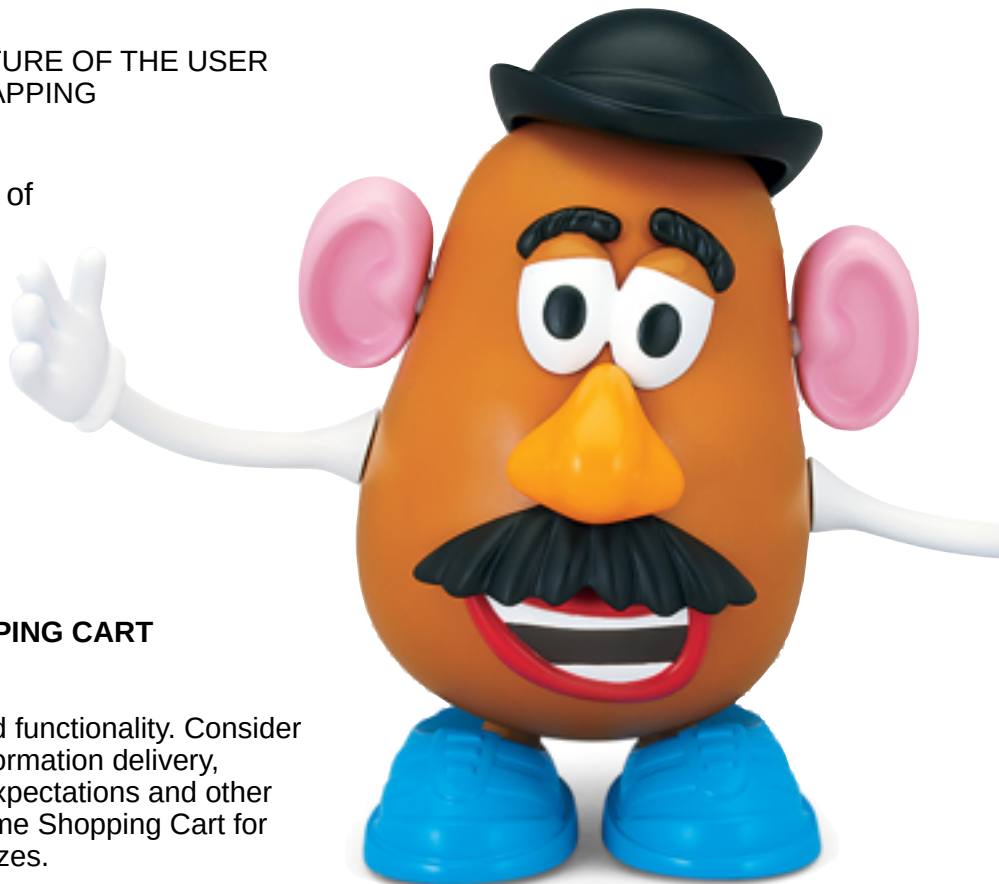
1. FIELD VISIT
2. DEVELOP A PICTURE OF THE USER
3. EXPERIENCE MAPPING

PRODUCT RESEARCH -

Research the experience of playing with a toy as an activity. Note this activity step by step. Compare this experience with another toy or game. Look for similarities, differences. You will be mapping INTERACTIVE relationships.

DEVELOPING THE SHOPPING CART EXPERIENCE

Map-out the experience and functionality. Consider usability, functions, help/information delivery, affordances, motivations, expectations and other user requirements. Wireframe Shopping Cart for both Desktop and Mobile sizes.



DESIGNING AN EFFECTIVE USER INTERFACE



Design Store Interface App using Augmented Reality

New Day, New Thoughts...What is the future of the Web. Where is the future? Why the Interactive change? Differences between Augmented Reality, Mediated Environments, Virtual Reality, Spatial Augmented Reality. Examples. New Browser Technologies.

Wireframe an Augmented Reality Overlay/Display as a Help Section Mobile App for the Toys R US site redo. Design the Functions - Info, Rating, Buying Options, Social Media, Style - Fonts (both Display and Body), Colors, Price Hero Boxes, Navigation Graphics and Instructions.

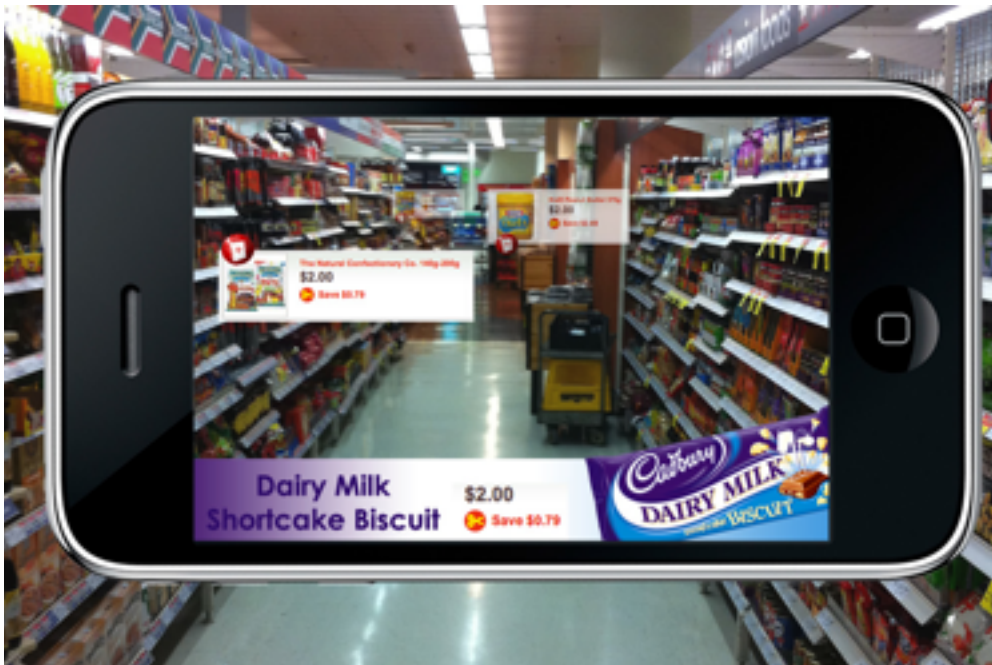
Consider User Perceptions and Motivations, Actions - Visual Hierarchy, Visual Weight, Color Symbology, Fonts as descriptive, Page Structure as Overlay over real-time store imagery

S O C Method - Simple - Organized - Clear

8 EFFECTIVE USER INTERFACE DESIGN PRINCIPLES

"A modern paradox is that it's simpler to create complex interfaces because it's so complex to simplify them." – Pär Almquist

1. Keep it simple
 2. Pay attention to conventions
 3. Stay consistent
 4. Use visual hierarchy
 5. Provide feedback
 6. Be forgiving
 7. Empower your user
 8. Speak their language
-



READING:

<http://blog.teamtreehouse.com/10-user-interface-design-fundamentals>

<http://www.networkworld.com/slideshow/90615> - Augmented Reality Examples

http://en.wikipedia.org/wiki/Augmented_reality

ANATOMY OF A BUTTON

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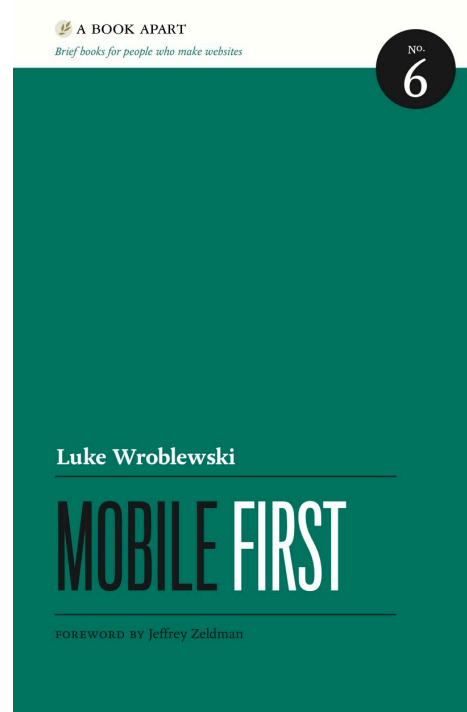
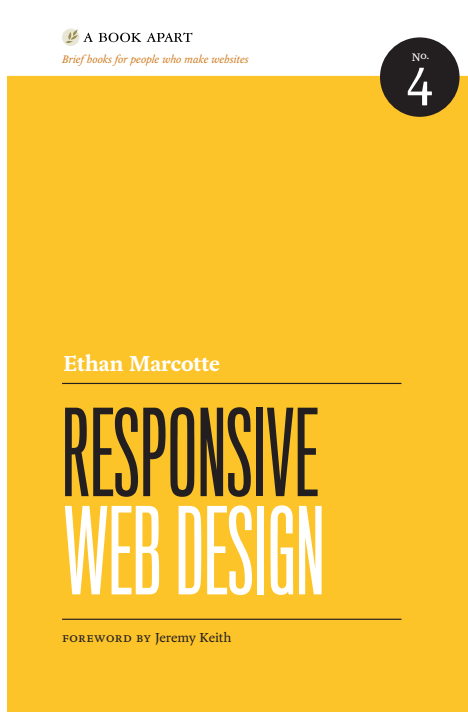
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Others button's styles



MID TERM ASSIGNMENT



MID-TERM READING:

RESPONSIVE WEB DESIGN AND MOBILE FIRST -

FOR EACH - WRITE TWO PAGE SUMMATION WITH WEBSITE EXAMPLES.

RESPONSIVE WEB DESIGN

FLOW IS THE NEW KING

Designing the Page FLOW. Structure
Grid Systems - Working with a Responsive Design approach.
Fluid Layouts, Flexible Images,

@Media Queries, Using Bootstrap and other Responsive Templates

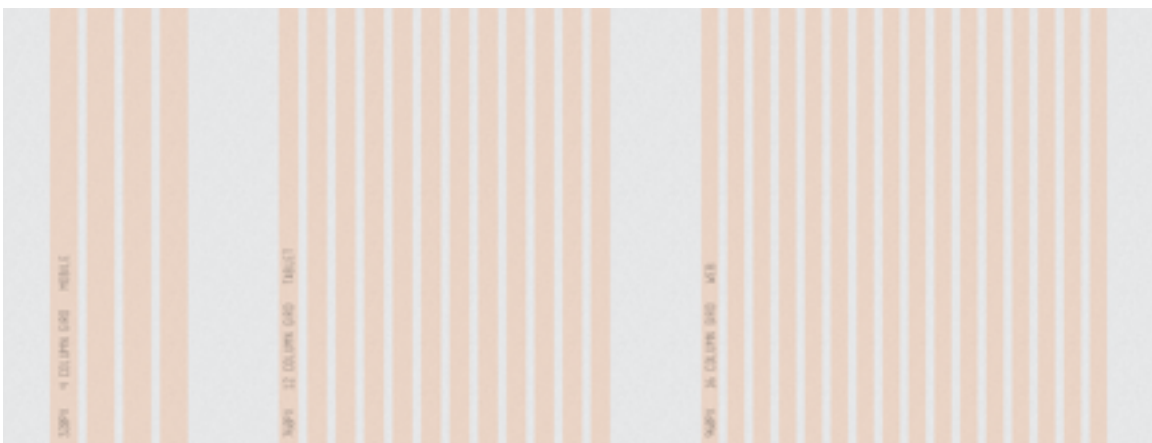
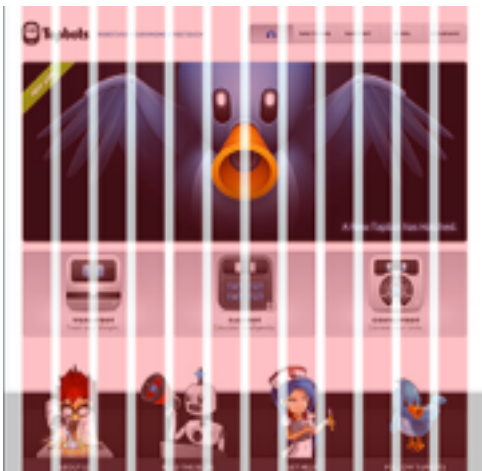
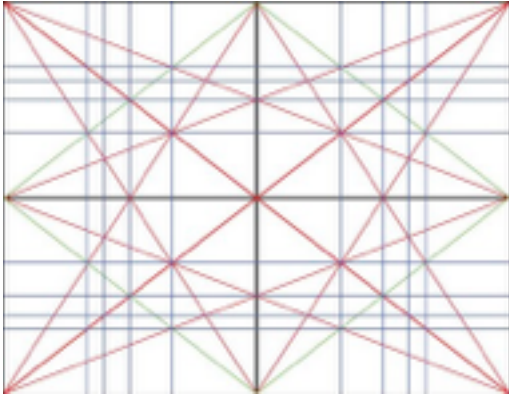
Fluid Grid Templates - <http://960.gs> - 960 pixel width Gridded Layout System
What is a CDN? - Bootstrap

Above the Fold. Eye-Tracking. Formats. The Long-Scroll
Grid Systems - Organization, Visual Importance - Hierarchy.



[HTTP://GETBOOTSTRAP.COM/GETTING-STARTED/](http://getbootstrap.com/getting-started/)

THE GRID



Concept

Technical

Variations

A Multi-Device Web Layout Pattern

Inspired by the observations of Luke Wroblewski, this Off Canvas layout demo has 3 panels that display differently depending on the viewport width. The idea here is to have the two supporting panels of navigation and sidebar content hidden just off-screen to the left and right for easy access on small/medium viewports. Off Canvas is a design pattern, not a plugin or framework.

Mobile-First styles centered by default.



Mobile-First styles for access to the left.



Resources

[Multi-Device Layout Patterns](#)

[Responsive Navigation Patterns](#)

[Mobile Web Best Practices](#)

[Swipeable jQuery plugin](#)

[A Plea for Progressive Enhancement](#)

Live Examples

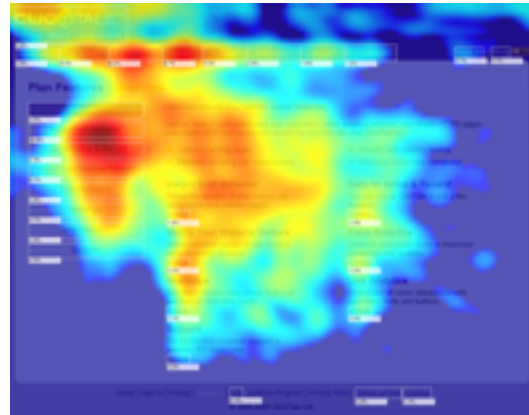
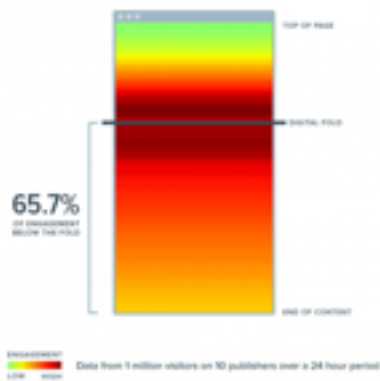
[Lukew.com](#)

[Koenigk Christmas 2012](#)

Credits

Device Outline Illustration by Pold

WHERE WE SPEND TIME READING



Structuring and Designing a **Website Experience** from Purpose, Interactivities and the Perspective of a Non-Profit. Find a cause that you can be passionate about and design a **minimum four page** (Splash, Info, About, Contact) web “message” that expresses that belief. Convince us.

Assume a non-profit company hires your team to create an original campaign of public service announcements that will persuade people to change their behavior.

Visit: psacentral.org



Four Part Web Project -

25 - User Research - Concept Statement

Find a Cause - Understand Cause - Know Goals - Reasons - Audience
Find Three Examples PSA on web - Effective Strong Passionate Clear
Develop a PSA Message - Message Determines Site Form and Function
Write a Concept Statement

35 - Wireframe Construction - Page Silhouette - Photoshop

Develop the Surfboard - Structure of PSA - 4 pages
Visual Scaling and Hierarchy
Content is King - Design with SEO
Site Usability - Open-Note Test on Usability Guidelines
Pocket Project: Build an HTML Email Template - [Tutorial](#)

20 - Visual Style Sheets - Create Style Tile

Overall Design - Visual Language - Perception - Symbology
Color - Relationships/Symbologies - [Tutorial - Using Color App](#)
Typography - Font Usage - [Tutorial Must Read ALL](#)
Icon/Graphics Design - Logo Design Basics
Layout - Grid structure as Navigation/Above the Fold
Navigation - Information Architecture/Story-Telling

20 - Work Flow - Site Build - Dreamweaver

Port Photoshop Wireframes into WYSIWYG editor- Dreamweaver
Responsive Fluid Layouts - Using @mediaqueries/Templates in Dreamweaver
Make Site Functional - Live vs Local
Pocket Project: Developing a Usable Form in DW - [Tutorial](#) - [PHP Tutorial](#)
Pocket Project: PhoneGap - App Builder



Your concept statement must include:

A tag line that succinctly sums up your concept.

A concise description of your target audience

The name of the organization and the objective(s) of the campaign you are producing. For example: “The Salvation Army seeks to increase awareness and financial support for their new ‘work here/live here’ initiative.” or “Surfrider is awesome cause they protect the environment”

One or two well-written paragraphs that describe your idea/concept. This should cover the goal of the campaign (increase awareness, encourage people to contribute, increase membership, etc.) and what you expect anyone who visits to understand or experience. Why do you think your concept will meet the campaign’s objectives? Know the facts of your campaign!

A concise description of the website; if your site was a person how might you describe them?

How you will use social media, gorilla marketing tactics. and other possible touch points to interact with the viewer. Describe purpose. How will they embed in your site?

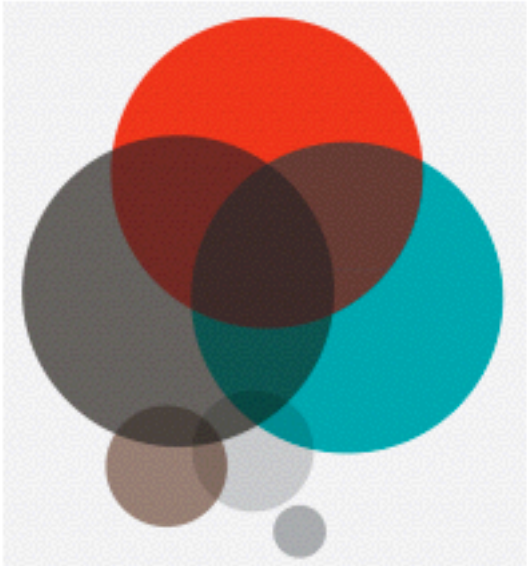
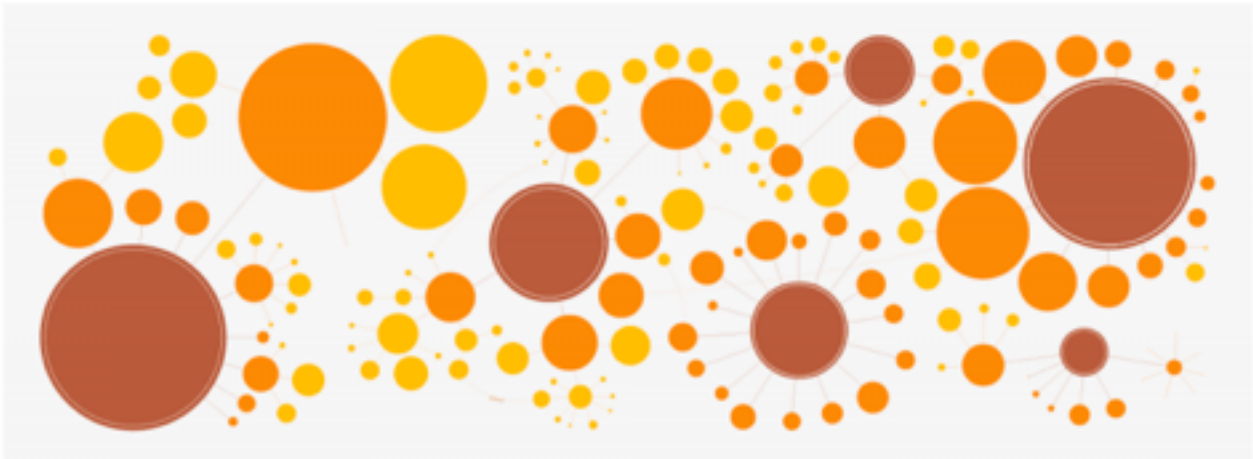
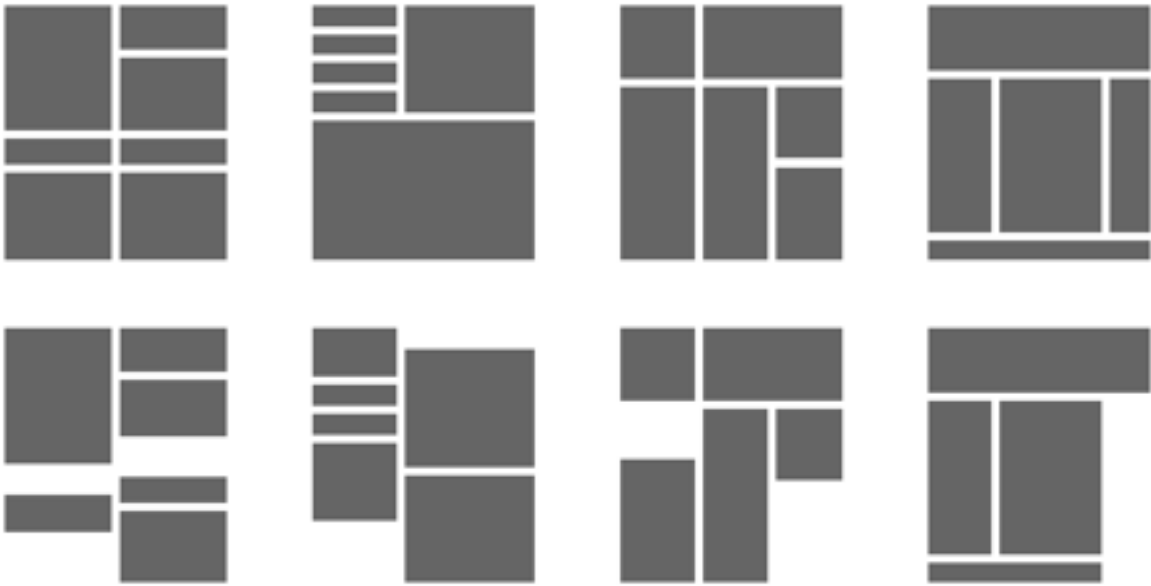


Possible Touchpoints:

- Game Design
- Interactive Displays
- Animations
- Maps
- Links/Relative Content Feeds
- Hero Boxes/Teaser Content
- Social Media
- Live Event

Wireframe Construction - Page Silhouette - Photoshop

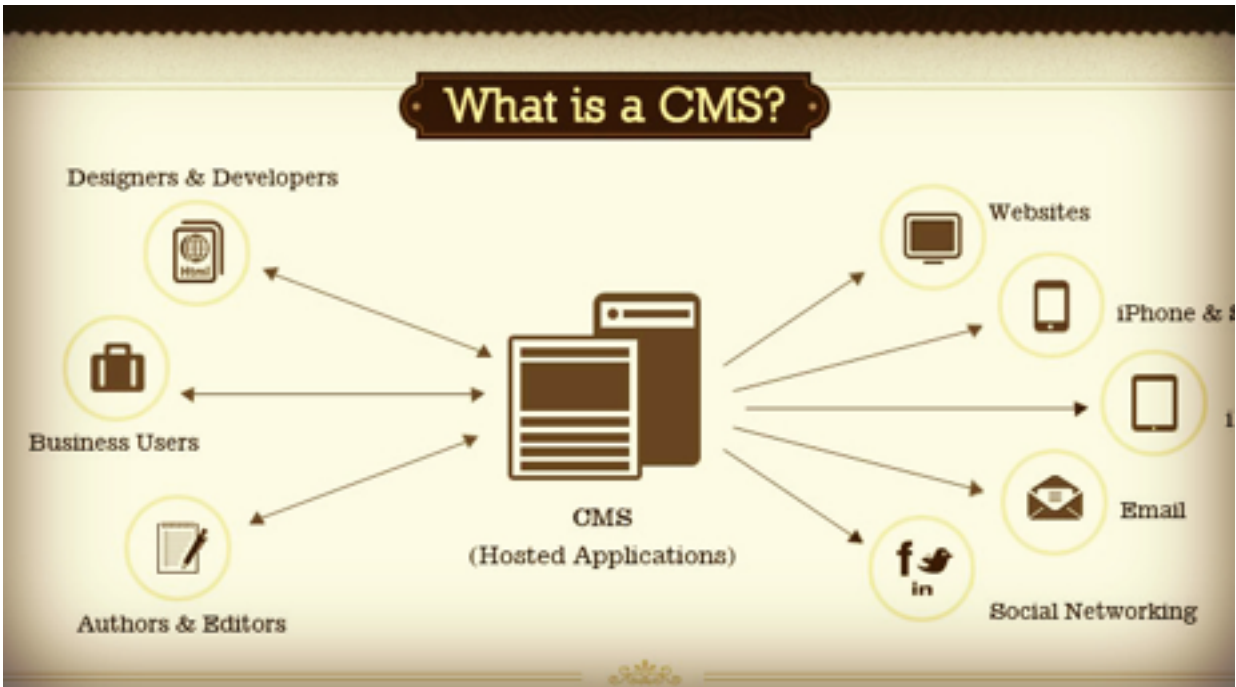
Develop the Surfboard - Structure of PSA - 4 pages
Visual Scaling and Hierarchy



CONTENT MANAGEMENT SYSTEMS

FTP Protocol - mySql /PHP - How databases work
Server vs Client side design
Mamp/Wamp - Live vs Local

What and why Content Management Systems



Boiko, Bob. *Content Management Bible*. Wiley 2004

Hackos, JoAnn T.. *Content Management for Dynamic Web Delivery*. Wiley. 2002



WORDPRESS - PORTFOLIO

Theme of your own - Wordpress Developing PORTFOLIO

Wordpress development. Installment
Hosting Procedures
Back end management with Wordpress
Adding plug-ins. Plug In Architecture
Widgets - Information Architecture
Developing specific use - E-Commerce



PLUG-IN ARCHITECTURE, WIDGETS IN WORDPRESS....

Functional Coding - PHP, Javascript, jQuery, Ajax Libraries - What, Why, and How they work.



VSAR 404

FINAL PROJECT

PERSONAL PORTFOLIO - CMS PROJECT



- 1 USING A CMS
 - BUY DOMAIN NAME + HOSTING
 - CREATE DATABASE
 - ACTIVATE WORDPRESS
- 2 BUILD A PORTFOLIO
 - FUNCTIONALITY - PURPOSE
 - USER EXPERIENCE
- 3 THEME CHANGE
 - ADAPT NEW THEME - CSS
 - PERSONALIZE
 - CHANGE "HOME" PAGE
- 4 POPULATE
 - PORTFOLIO ITEMS - ARTWORK
 - CONCEPT STATEMENT
 - BLOG - ONE POST - ACTIVITIES
 - CREATE PAGE - ABOUT - BIO
 - CREATE PAGE - CONTACT - MINIMAL

NORDIC
A theme for artists

- HOME
- PORTFOLIO
- ABOUT
- BLOG
- SERVICES
- CONTACT
- SHORTCODES
- BUY NOW!



Fika Bar
Marketing Print



Studio Birdball
Design Templates



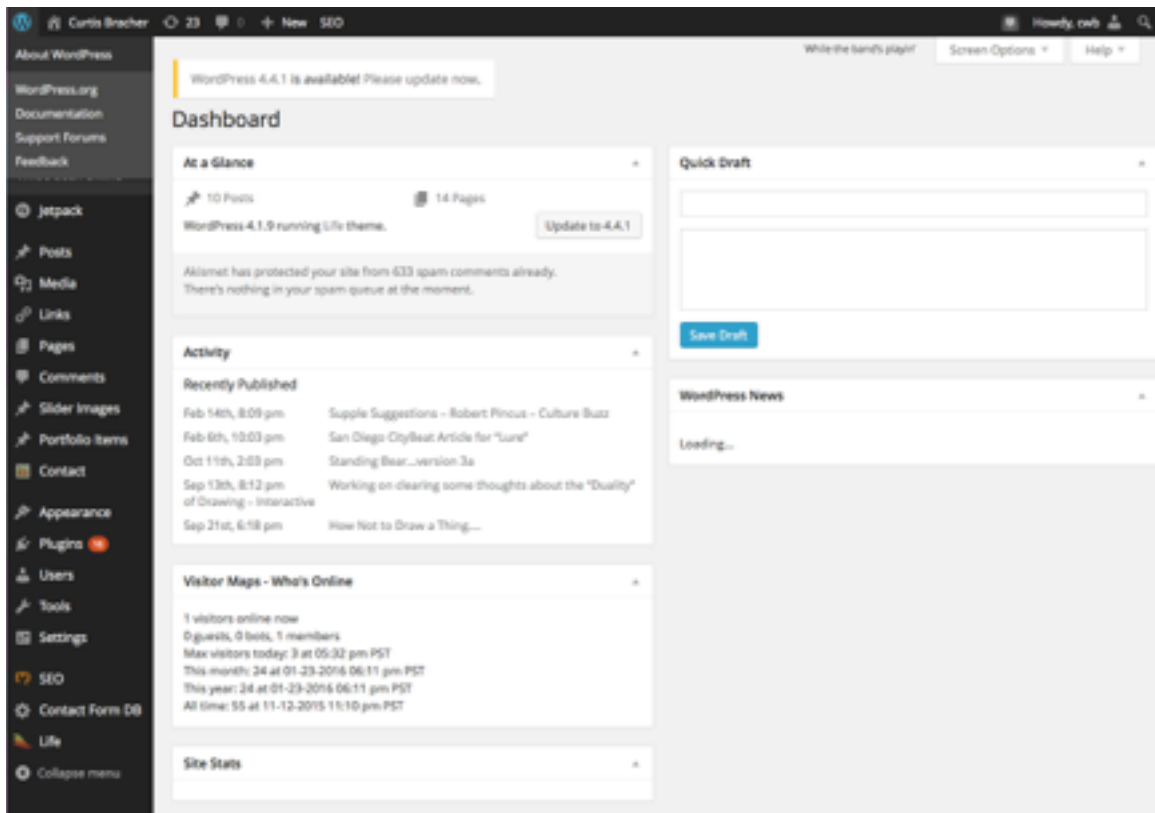
Blue Rock Design
Templates



The Secret Little Agency
Design Marketing







The screenshot shows the WordPress 4.4.1 dashboard. At the top, a notification states "WordPress 4.4.1 is available! Please update now." The main content area is divided into several sections:

- At a Glance:** Shows 10 Posts and 14 Pages. A button for "Update to 4.4.1" is visible. A message from Akismet indicates 633 spam comments were protected.
- Activity:** A list of "Recently Published" posts with dates and titles, such as "Supple Suggestions - Robert Pinous - Culture Buzz" and "San Diego CityBeat Article for 'Luna'".
- Visitor Maps - Who's Online:** Shows "1 visitors online now" (0 guests, 1 member) and provides statistics for visitors today, this month, this year, and all time.
- Quick Draft:** A form for creating a new draft post, with a "Save Draft" button.
- WordPress News:** A section for news, currently showing "Loading..."
- Site Stats:** A section for site statistics, currently empty.

The left sidebar contains navigation menus for "About WordPress", "Jetpack", "Posts", "Media", "Links", "Pages", "Comments", "Slider Images", "Portfolio Items", "Contact", "Appearance", "Plugins", "Users", "Tools", "Settings", "SEO", "Contact Form DB", and "Life".