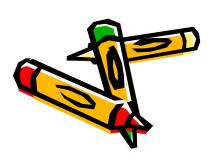
Getting Started on HTML & Web page Design



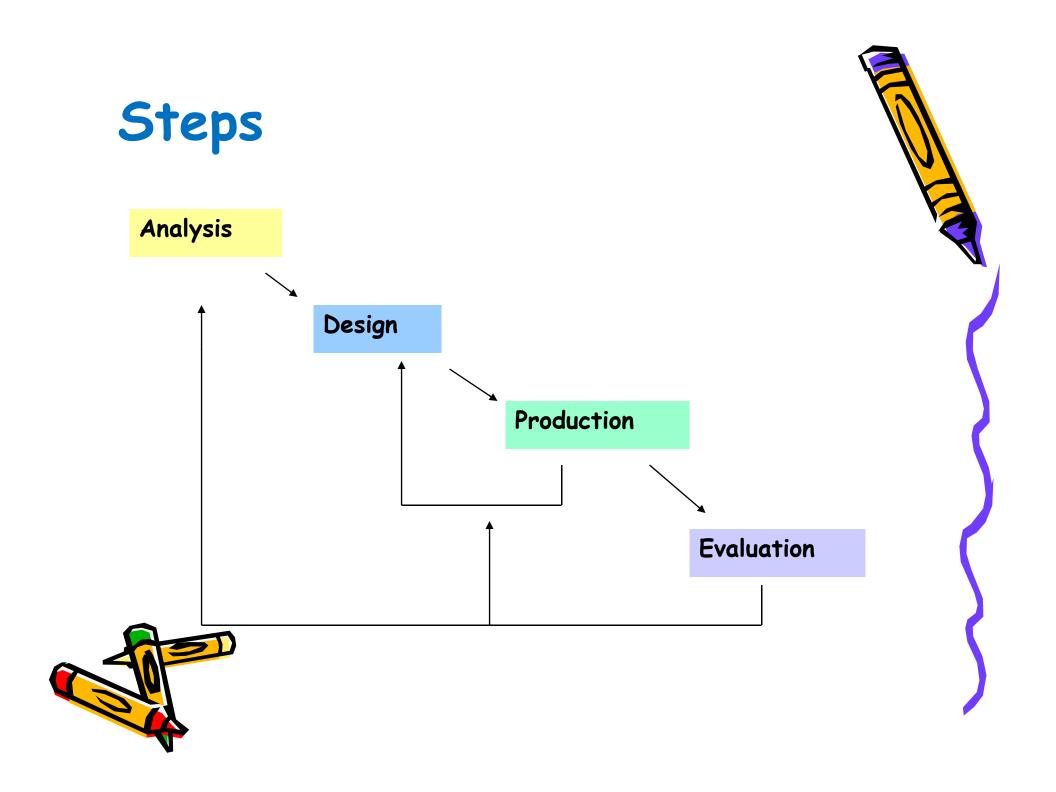
Seema Sirpal Delhi University Computer Centre

How to

- plan a web development project
- draft a design document
- convert text to HTML
- use Frontpage to create web pages
- incorporate images to web pages
- use Frontpage to maintain web pages
- evaluate a web site





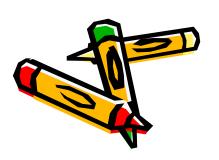


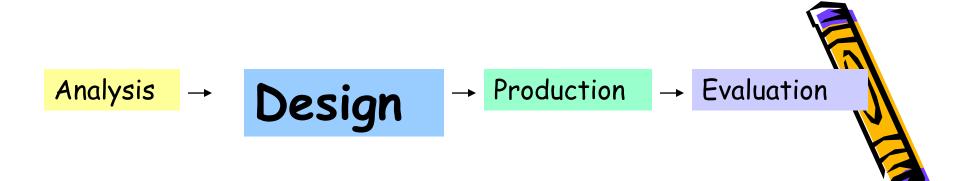


Design

 \rightarrow Production \rightarrow Evaluation

- Ask these questions when planning your web site
 - >What is your goal?
 - \succ Who is the audience?
 - >What is the content?
 - >What is the timeline?





Design Document

Consolidate your planning
 Site structure, content, navigation, page layout, etc.



Analysis



Production

 \rightarrow Evaluation

Usability: Jacob Neilson's "Top 10 mistakes in Web design"

- Using frames
- Gratuitous use of Bleeding-edge technology
- Scrolling text, constantly running animation
- Complex URLs
- Orphan pages
- Long scrolling pages
- Lack of navigation support
- Non-standard link colors
- Outdated information
- Long loading time

Analysis → Design → Production → Evaluation

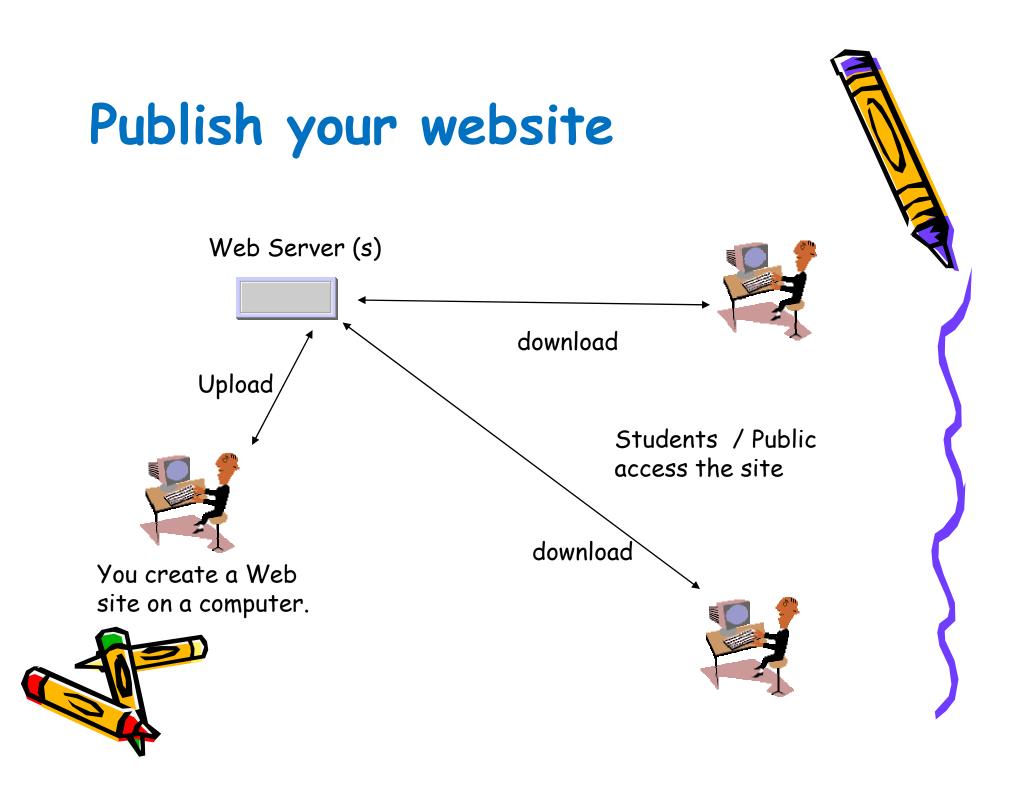
- Use Web authoring tool (Frontpage) to create the web pages
- Other tools
 - > Dreamweaver
 - ➢ PageMill
 - > Netscape Composer
 - ➢ Notepad





- Test the web pages locally
- Upload the files to a Web server: publish your web site
- Get user feedback
- Replan, redesign and revise the site





Top 13 Rules to Follow for Web Design

- Design guidelines for successful web site development
- Keep these rules in mind when creating your web site





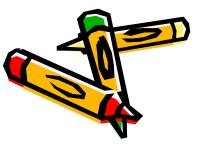
Rule 1: Define your goals

- Without a clear set of goals your site will fail
- Define:
 - ➤Target audience
 - ≻Objectives
 - ≻Purpose
 - ➤Content Outline



Rule 2: Content

- Nothing is more important than the content of the site
- Content should be:
 - ≻Informative
 - ≻Accurate
 - ≻Timely
 - ≻Readable
- Don't design your site without the content



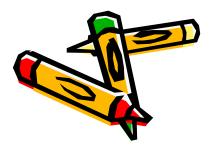
Rule 3: Keep It Simple

- Just because you can add something to the page doesn't mean you should
- Things that get over used:
 - Excessive images, animated graphics or blinking text
 - ➢ Frames
 - Background images
- Ask yourself:
 - What value am I adding with this technique?
 - Is this the best way to communicate what I want to say?

Rule 4: Simple Not Boring

- Don't confuse fancy effects with effective communication
- Think about how people will be using your pages
- Split your information into logical sections

Clean Design + Good Use of Technology = A Good Web Site





Rule 5: Three Clicks

- Get as much information to the users as possible
- Never have information more than three clicks away
- Remember, if someone is visiting your site they are looking for information
 - > Make it easy to find
 - > Ask yourself what they might be looking for

Give contact information



Rule 6: Words Matter

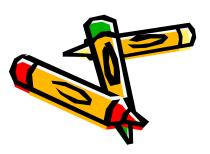
- If content is King it must sound good
- Be sure to use correct grammar
- Spell check and proofread
- In some cases you may need a writer





Rule 7: Links

- Create descriptive links
 7 to 10 words in length
 Avoid "click here"
- Add descriptive "alt" tags to all graphics
- Offer multiple navigation





Rule 8: Graphics

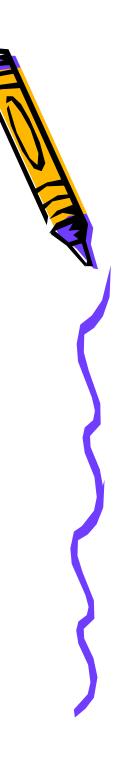
- Avoid overuse of graphics
- In information sites graphics should only be used for information purposes
 - >Charts or diagrams
 - >Maps and drawings
 - ➢Product images
 - ≻Navigation
- Well designed sites don't always need
 graphics



Rule 9: Consistency

- Use a consistent layout for your entire site
- Break sections up with color
- Use consistent navigation
- Makes changes easier





Rule 10: Keep It Fresh

- Keep your site current
- Think about weekly or bi-weekly updates
- Users will only return if they think content is new



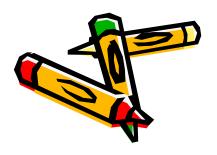
Rule 11: Avoid Under Construction

- If the content is unavailable don't put it on your site
- Web sites are supposed to change all the time
- Follow Rule 10 and add the items when they are available



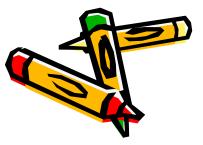
Rule 12: Layout

- Use tables to maintain layout control
- Scrolling pages are OK (within reason)
- If pages are not printable offer a printable version
- Give file sizes for embedded (downloadable) files
- Use descriptive titles
- Offer contact information



Rule 12: Layout (continued)

- Not everyone has a 17" monitor (maybe)
 Design for 600x320 or 723x390
 Use web-safe colors
- Make sure your starting page is attractive and well planned
- Try to have a consistent theme throughout the entire site
- Try to use colors, styles and fonts that complement each other



Rule 13: Have Someone Look at It

- Watch one of your users use the site
 Not a co-worker
 - >Someone who will use the information



Web Languages

- · Client-Side
 - HTML
 - JavaScript
 - CSS

- Server-Side
 - PHP
 - CGI
 - XML
- Hybrid
 - AJAX
 (Asynchronous
 Javascript)



Working with HTML

- HTML is a language for describing web pages.
- HTML stands for <u>Hyper Text Markup</u>
 <u>Language</u>
- HTML is not a programming language, it is a markup language
- A markup language is a set of markup tags
- HTML uses markup tags to describe web pages



HTML Tags

- HTML markup tags are usually called HTML tags
- HTML tags are keywords surrounded by angle brackets like <html>
- HTML tags normally come in pairs like and
- The first tag in a pair is the start tag, the second tag is the end tag
- Start and end tags are also called opening tags and closing tags



HTML Documents = Web Pages

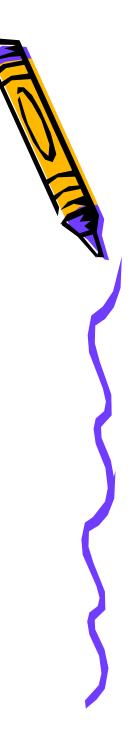
- HTML documents describe web pages
- HTML documents contain HTML tags and plain text
- HTML documents are also called web pages



What do I need to Begin Designing a Web Page?

- A Folder (also called a Directory)
- A Browser
- A Word Processor or FrontPage





Steps

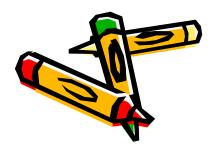
- create your web page in a text editor such as Notepad (typing in all the text and tags)
- save your web page as an HTML file using any appropriate name
- load the HTML file into the browser to see how your web page looks and works
- switch back to Notepad to make any corrections, changes, etc.



Summary

- Good Web design is important
- A badly designed Web site will frustrate users
- Bad design should be avoided by testing
- Content should be relevant and up to date





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