



MM3301 Interaction Design for Entertainment

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Week 6 Homework Assignment: Develop three (3) Final Project mock-ups.

Purpose: Apply skills developed through readings and classroom exercises to create three screen designs or prototype mock-ups for your final project.

Task: Please show the underlying grid structure associated with your designs. Use for reference: http://desktoppub.about.com/od/designprinciples/l/aa_balance4.htm and <http://www.thegridsystem.org/> or even <http://960.gs/>

Goals for students: Practice both visual hierarchy and information architecture to convey key ideas of your project. Using grids for structure, visual hierarchy to order the information, and typography, color, rhythm, etc add interest and convey your design to the target audience. You are creating the experience.