

Web Design Support

The staff of the Marriott Library Student Computing Labs are able to assist in the design and uploading of web sites for student projects and assignments. During the semester there are Dreamweaver classes designed to help create a basic web site and to learn how to use the software. There are also (depending upon availability) workshops on HTML, Javascript, and Flash. The Knowledge Commons staff offer limited support in assisting with designing web sites using these programs. The staff can also offer assistance in image preparation with scanners and Photoshop. Advanced web design questions regarding CSS, PHP, forms, and more can be forwarded to the Knowledge Commons technical groups for assistance. You can also receive assistance from the Campus Help Desk at 581-4000.



The Marriott Library Knowledge Commons offers assistance in building and uploading web sites using Dreamweaver in classes during the semester. Call for details.

Web Building Assistance

These workshops are free for all U of U students, faculty and staff.

HTML Part One

Wednesday, February 11th 3-5pm Rm 1735

HTML Part Two

Wednesday, February 18th 3-5pm Rm 1735

HTML Part One

Friday, March 6th 10:30-11:30am Rm 1735

HTML Part Two

Friday, March 13th 10:30-11:30am Rm 1735

Javascript Part One

Monday, February 23rd 3-5pm Rm 1735

Javascript Part Two

Monday, March 2nd 3-5pm Rm 1735

Dreamweaver classes may be added to the Spring 2009 schedule at a later date.

Additional information about these and other workshops can be found at:

<http://www.lib.utah.edu/instruction/workshops.html>

Student web building assistance is available at all Marriott Library Student Computing Labs. Appointments can be made with the lab staff for those with special needs or one on one sessions.

**MARRIOTT LIBRARY
KNOWLEDGE COMMONS
UNION
BENCHMARK
SAGE POINT**

Marriott Library Student Computing Labs

295S. 1500E. RM DOCK
Salt Lake City, Utah 84112-0860
University of Utah
Phone: 581-6494

Email: suggest@scl.utah.edu



Student Web Design

*Marriott Library Student
Computing Labs*

STUDENT WEB DESIGN



Students Helping Students

**Marriott Library
Knowledge Commons
Union
Benchmark
Sage Point**

 **J. Willard Marriott Library**
THE UNIVERSITY OF UTAH

Web Design Basics

Preparation

Before beginning to design your web site you need to plan the layout and decide upon a number of items. What color should the background be? How many and what size images should be on each page? Should the site only be two pages or a massive site over twenty? It's best to sketch out how you would like your site to look. Remember to include things like the navigation bar, frames or no frames, links to other sites, font colors and sizes, and will it include multimedia. Once you have a design in mind, it's time to assemble the images and graphics that you will need. Completing these simple steps will save you hours of time and plenty of frustration as successful web design is all about preparation.

The best way to store your site and the easiest media to work with is a USB drive. It will store your entire site and have plenty of room for images, plus it can be used at all of the lab computers on campus. Create a folder on the USB drive for your site. This is where all of your web pages and images will be stored. Then open up your web site folder and create other folders to store the images for each separate web page.



Dreamweaver, Flash, and Fireworks are powerful web authoring tools available in the SCL labs. They can create impressive web sites, but they do have a steep learning curve.

For example, if you have three web pages called Index, Tours, and General, then you would have three folders called index images, tours images, and general images. This helps to organize your site and will make it easier to create the web pages.

Preparation Do's and Don'ts

1. Use a USB or flash drive. It is the best way to store and transport your files around the labs.
2. Create a series of folders inside of the web site folder on your drive to store images, multimedia, etc..., to help with organization.
3. Do not put the page, image files, or folder names in capital letters. The Unix based servers may have problems uploading them.
4. Experiment with the various software applications to determine what's best for you.
5. Keep it simple for your first web site. Don't try to do a Fireworks navigation bar if you have not had training in that software.

Create Your Site

After you have a good idea of what layout you will use and have assembled all of your images and graphics, it's time to build the site. Most web design programs have tools for creating pages, inserting images, changing colors, etc..., so it is impossible to list all of the steps here. Again, simplicity is the best idea in web design, so start small until you familiarize yourself with how to use the software or source code if using HTML or Javascript.

Begin with creating the index or home page as the rest of the site flows from that page. Insert your images, text, fonts, and navigation bar or links. Then, design the other pages in your site after the index page is completed. As you design, continually check your sites with the preview functions to check for errors, alignment, and consistency with the other pages in your site.

Design Dos and Don'ts

1. Use a standard size and look for all of your pages. It helps in the design process and lessens confusion for anyone visiting your site.
2. Choose lighter shades of colors that match well for your page and check your font colors to see if they are readable.
3. Use smaller images on your page that can link to the original full size image to save page space.
4. Avoid any flashing graphics or media that increase the download time of your site.
5. Check your site in different browsers. How your site looks in Internet Explorer, Firefox, and Safari can be three entirely different things.

Uploading Your Web Site

The final step in web design is to upload your files to the server that will store your site. The most popular way to do this is using FTP programs, or File Transfer Protocol. There are a variety of these available on the lab computers, including Fetch for Macs and Leech for PCs. If you are uploading your site to the University of Utah servers you must create a directory called **public_html**. If you are having difficulty uploading your files, ask a lab consultant for assistance.

*Marriott Library Student
Computing Labs*

295S. 1500E. RM DOCK
Salt Lake City, Utah 84112-0860
University of Utah
Phone: 581-6494

Email: suggest@scl.utah.edu