Interaction
Design Style

ASIS&T IA Summit
Monday, March 24, 2007
A last minute addition with no title as yet.

ASIS&T IA Summit
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Fashion = Style

“As for fashion, it is change for its own sake – a constant unbalancing of the status quo, cruelest perhaps to buildings, which would prefer to remain just as they are, heavy and obdurate, a holdout against the times. Buildings are treated by fashion as big, difficult clothing, always lagging embarrassingly behind the mode of the day.”

- Stewart Brand, How Buildings Learn
“Art is radical, but buildings are inherently conservative. Art experiments, experiments fail, art costs extra. Art throws away old, good solutions.”

- Stewart Brand, *How Buildings Learn*
What is Style?
The Complete Guide to Kung Fu Fighting Styles

By Jane Hallander
What is Style?

“A style is the consequence of recurrent habits, restraints, or rules invented or inherited, written or overheard, intuitive or preconceived.”

- Paul Rand, Good Design is Good Will, 1987
  (as quoted in Steven Heller’s Stylepedia, 2007)
Why Style is a Dirty Word

Style is superficial, incomplete
Style diverts focus from functionality
Style-based solutions are impermanent
Style is exclusionary and elitist
Style provokes “the anxiety of influence”
A ROUGH DESIGN MATURITY CONTINUUM

**DESIGN AS**

<table>
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<th>DESIGN AS</th>
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### A Rough Design Maturity Continuum

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Why Style is Good

- Style encourages innovation
- Style normalizes practices
- Style is inspiring
- Style has emotional impact
- Style sells
- Style happens anyway
Style in History
Fashion Design
belt loop  mock turtleneck  grommet  ascot  selvage  Nehru collar
four-in-hand  French cuff  off-the-shoulder neckline  flounce  dog-ear collar  kimono sleeve
dropped shoulder  hidden zipper  peasant sleeve  keyhole neckline  dickey  Chinese collar
Music
Writing and Literature
Figure 9: British novelistic genres, 1740–1900

For sources, see ‘Note on the Taxonomy of the Forms’, page 91.
Conversion novel
Newgate novel
Nautical tales
Military novel
Silver-fork novel
Romantic farrago
Historical novel
Evangelical novel
Village stories
National tale
Anti-Jacobin novel
Gothic novel
Jacobin novel
Ramble novel
'Spy' novel
Sentimental novel
Epistolary novel
Oriental tale
Picaresque
Courtship novel

1750  1750  1800  1850  1900

For sources, see ‘Note on the Taxonomy of the Forms’, page 91.
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Figure 9: British novelistic genres, 1740–1900

- Kailyard school
- New Woman novel
- Imperial gothic
- Naturalist novel
- Decadent novel
- Nursery stories
- Regional novel
- Cockney school
- Utopia
- Invasion literature
- Imperial romances
- School stories
- Children's adventures
- Fantasy
- Sensation novel
- Provincial novel
- Domestic novel
- Religious novel
- Bildungsroman
- Multiplot novel
- Mysteries
- Chartist novel
For sources, see "Note on the Taxonomy of the Forms", page 91.
Elements Of Style

Place yourself in the background.
Write in a way that comes naturally.
Work from a suitable design.
Write with nouns and verbs.
Revise and rewrite.
Do not overwrite.
Do not overstate.
Avoid the use of qualifiers.
Do not affect a breezy manner.
Use orthodox spelling.
Do not explain too much.

Do not construct awkward adverbs.
Make sure the reader knows who is speaking.
Avoid fancy words.
Do not use dialect unless your ear is good.
Be clear.
Do not inject opinion.
Use figures of speech sparingly.
Do not take shortcuts at the cost of clarity.
Avoid foreign languages.
Prefer the standard to the offbeat.
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Art
"MAYBE HE BECAME ILL AND COULDN'T LEAVE THE STUDIO!"

Roy Lichtenstein, "Maybe I'm a Girl (plus)"

Roy Lichtenstein, "Preparedness" 1968

Roy Lichtenstein, "Landscape with Figures and Rainbow" 1980
ROTATING CIRCLE, 1960

A metallic sheet, red brush with the wall, edge of fact that it
appears to be mandatory.

The metallic sheet even photographs I the next windows of heat,
cut form out of one wall.

Two in the W and ironed out, aluminum sheet to depict the wall
which, have an off-president sphere.
Graphic Design
1. Locate emergency exits.
2. Assess outside conditions.
3. Check for electrical wires, other trains, debris, and steep drops.
4. Exit train, and move away from track.

**EXIT OPTIONS AND OPERATION**

1. First Choice
   Move to next car

2. Second Choice
   Exit train

3. Third Choice
   Exit through emergency window

**WARNING!** Never exit a moving train.
The Elements
of Typographic Style

second edition, revised & enlarged

Robert Bringhurst
Renaissance
Baroque

\[ \text{abpfoe} \]

\[ \text{abpfoe} \]
Romantic

abpfoe-

abpfoe
Neoclassical

abpfoe

abpfoe
Realist

abpfoe

abpfoe
Lyrical Modernist

abpfoe

abpfoe
Geometric Modernist

abpfoe

abpfoe
Postmodernist

abpfoe

abpfoe
Stylepedia

STYLEPEDIA

A Guide to Graphic Design Mannerisms, Quirks, and Conceits

Steven Heller and Louise Fili
Stylepedia

- Agit Retro
- American Patriotic
- Art Deco
- Art Deco Type
- Art Nouveau
- Arts and Crafts
- Artybasheff
- Bass
- Bauhaus
- Beardsley
- Big Book
- Big Idea
- Black Letter
- Bonehead
- Bull's-Eye
- Camouflage
- Cappiello
- Chantry
- Cheap Chic
- Chinese Calendar Girl
- Christmas
- Club Flyer
- Comics Lettering
- Commercial Modern
- Conceptual Illustration
- Constructivist
- Container Corp of America
- Cuba
- Dada
- De Stijl
- Deconstruction
- Do-It-Yourself
- Dwiggins
- Emigre
- Expressionist
- Fascist
- Fear
- Fella
- Food
- Futura
- Futurist
- Generic
- Geo-Graphic
- Grunge
- Halloween
- Handlettering
- Helvetica
- Heroic
- Hip Hop
- Hohlwein
- Instructional Guide
- International Typographic
- Junk Mail
- Kodalith
- Kruger
- Less is More
- Lubalin
- Magazine Cliche
- Massin
- Matchbox
- Me-Too
- Mini-Mannequin
- Modernist
- Mushroom Cloud
- Neuland
- New Typography
- New Wave
- Novelty Type
- Obey the Giant
- Object Poster
- Panter
- Pastiche
- Peignot
- Pictogram
- Playboy
- Polish Poster
- Postmodern
- Psychedelic Poster
- Pulp
- Pun
- Push Pin
- Ray Gun
- Razor Blade
- Record Cover
- Red Scared
- Religious Message Board
- Ripley’s Believe It or Not
- Schutzmarken
- Screamer Type
- Shadow Letter
- Shock and Roll
- Show Card
- Skateboard
- Socialist Realist
- Spectacular Sign
- Stenberg Film Poster
- Streamline
- Street Sign
- Surrealist
- Sutnar
- Swatch Watch
- Teen Magazine
- Tibor
- Tijuana Bible
- Underground Press
- Vegas
- Vernacular
- Victorian
- Ware Lettering
- Wendingen
- Wendingen
- Zanol
Styles vs. Trends
Trends: One-Hit Wonders
Trends: Hemlines
Trends: Color of the Season
Design and Commerce
The New Culture of Style
The New Culture of Style

“We are just on the threshold of creating a new world on top of our modern industrial efficiency, a world in which it is possible through the much criticized machines to replace the beauty that the machines displaced. We demand beauty with our utility, beauty with our amusement, beauty in the things in which we live.”

- Earnest Elmo Calkins, “Beauty the New Business Tool”
The New Culture of Style

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- Earnest Elmo Calkins, “Beauty the New Business Tool”, 1927
Obsoletism
Styling
DER NEUE BMW
MIT SCHWINGACHSE
UND WESENTLICHEN VERFEINERUNGEN!
Admiral gives you the BIGGEST PICTURE for the least money $695

MAHOGANY®
Out-refreshes them all!
The New Packard Caribbean

WITH TORSION-LEVEL RIDE
Lemon.

This Volkswagen missed the book.
The chrome ring on the glove compartment is bleached and must be replaced. Choices are you wouldn’t have noticed it, Inspector Earl Erpener said.

There are 3,896 men at our Volkswagen factory with only one job to inspect Volkmotors of each stage of production. 3,896 Volkmotors are produced daily, there are more inspectors.

Then came the shock absorber, broken last checking won’t all, every windshield is checked. Winds have been rejected for surface scratches barely visible to the eye.

Real inspection is really something! VW inspectors roll each car off the line onto the inspection stand, look and see if all check points, get ahead to the automatic brake stand, and say “no” to the VW car of life.

This preoccupation with detail means the VW both longer and requires less maintenance, by and large, than other cars. It also means it used VW depreciates less than any other car.

We pluck the lemon, you get the pears.
Introducing Macintosh.

For the rest of us.

In the olden days, before 1984, not very many people used computers. For a very good reason.

Not very many people knew how.
And not very many people wanted to learn.

After all, in those days, it meant listening to your stomach growl through computer seminars. Falling asleep over computer manuals. And staying awake nights to memorize commands so complicated you'd have to be a computer to understand them.

Then, on a particularly bright day in Cupertino, California, some particularly bright engineers had a particularly bright idea: since computers are so smart, wouldn't it make more sense to teach computers about people, instead of teaching people about computers?

So it was that those very engineers worked long days and late nights and a few legal holidays, teaching tiny silicon chips all about people. How they make mistakes and change their minds. How they refer to file folders and save old phone numbers. How they labor for their livelihoods, and doodle in their spare time.

For the first time in recorded computer history, hardware engineers actually talked to software engineers in moderate tones of voice, and both were united by a common goal: to build the most powerful, most portable, most flexible, most versatile computer ever.

And when the engineers were finally finished, they introduced us to a personal computer so personal, it can practically shake hands. And so easy to use, most people already know how.

They didn't call it the QZ300, or the Zippin 9000. They called it Macintosh.
And now we'd like to introduce it to you.
Put some colour on. iPod shuffle
Donald Norman: *Emotional Design*

“Affect” as a Functional Benefit

“Attractive things work better”
Architecture
The Architecture of Happiness

Alain de Botton
Architecture: House Styles

- A-frame
- Adirondack
- American Craftsman
- Bungalow
- California bungalow
- Cape Cod
- Catslide cottage
- Châteauesque
- Colonial revival
- Dingbat
- Dutch Colonial
- Federal
- Federation
- French Colonial
- French-Canadian colonial
- Georgian Colonial
- Garrison
- Georgian
- Gothic revival
- Greek Revival Style
- International
- Italianate
- Lanai
- Log house
- Longhouse
- McMansion
- Mobile home (or trailer home)
- Moderne
- Neo-classical revival
- Neo-colonial revival
- New Old House
- Octagon
- Pacific lodge
- Palladian
- Portuguese Baroque
- Post-modern
- Prairie style
- Pueblo style
- Queen Anne
- Queenslander
- Ranch
- Richardsonian Romanesque
- Rumah Gadang
- Saltbox
- Second Empire
- Semi-detached
- Sod dug-out
- Sod house
- Shingle style
- Shotgun House
- Southern plantation
- Spanish colonial
- Split-level garrison
- Split level home / split-level ranch
- Stick style
- Swiss chalet
- Tudor Elizabethan
- Tudor Jacobean
- Tudor revival
- Victorian house
Architecture: Styles through History

- Neolithic 10,000 BC–3000 BC
- Ancient Egyptian 3000 BC–373 AD
- Sumerian 5300 BC–2000 BC
- Classical 600 BC–323 AD
- Ancient Greek 776 BC–265 BC
- Roman 753 BC–663 AD
- Byzantine 527–1520
- Romanesque 1050–1100
- Norman 1074–1250
- Gothic
- Early English Period c.1190–c.1250
- Decorated Period c.1290–c.1350
- Perpendicular Period c.1350–c.1550
- Brick Gothic c.1350–c.1400
- Tudor style 1485–1603
- Manueline 1495 to 1521
- Spanish Colonial style 1520s–c.1550
- Elizabethan 1533 – 1603
- Palladian 1616–1680
- English Baroque 1666–1713
- Sicilian Baroque 1693 earthquake–c.1745
- Gothic Revival 1760s–1840s
- Neoclassical
- Adam style 1770 England
- Empire 1804 to 1814, 1870 revival
- Italianate 1802
- Egyptian Revival 1809–1820s, 1840s
- American Empire 1810
- Tudor or Tudor Revival 1835–1885
- Victorian 1837 and 1901
- Jacobethan 1838
- Queenslander 1840s–1960s
- Australian architectural styles
- Romanesque Revival 1840–1900
- Neo-Grec 1848 and 1865
- Second Empire 1865 and 1880
- Queen Anne Style 1870–1910s
- National Park Service Rustic 1872–1916
- Shingle Style or Stick style 1879-1905
- Chicago school 1880s and 1890
- Neo-Byzantine 1882–1920s
- Jugenstil 1888 to 1911
- Modernisme 1888 to 1911
- American Craftsman 1890s–1930,
- Richardsonian Romanesque 1880s
- City Beautiful movement 1890–1900s
- Early Colonial Revival 1890s–1915
- Mission Revival Style 1894–1936
- Pueblo style 1898–1990s
- Prairie Style 1900–1917
- Heliopolis style 1905–ca. 1935
- Futurist 1909
- Expressionist 1910–ca. 1924
- Amsterdam School 1912–1924
- Spanish Colonial Revival style 1915–1940
- Bauhaus 1919–1930s
- Mediterranean Revival Style 1920s–1930s
- Art Deco 1925–1940s
- List of Art Deco architecture
- Modern movement 1927–1960s
- International style 1930–today
- Streamline Moderne 1930–1937
- Nazi 1933–1944
- Constructivism 1925–1932
- Postconstructivism 1930–1935
- Stalinist 1933–1955
- Bauhaus 1919–1930s
- Usonian 1936–1940s
- New towns 1946–1968
- Mid-century modern 1950s
- Googie 1950s
- Brutalist 1950s–1970s
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- Arcology 1970s–today
- Postmodern 1980s
- Deconstructivism 1982–today
- Blobitecture 2003–today
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Form Follows Function
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Do as I say, not as I do.
Do as I say, not as I do.
“Despite their claims to a purely scientific and reasoned approach, the relationship of Modernist architects to their work remained at base a romantic one: they looked to architecture to support a way of life that appealed to them. Their domestic buildings were conceived as stage sets for actors in an idealized drama about contemporary existence.”

- Alain de Botton, *The Architecture of Happiness*
Style Methodologies
Proposition  

Concept  

Structure  

Information  

Interaction  

Appearance  

User experience  

Usability
PROPOSITION: value to customer

CONCEPT: model for how value is delivered

STRUCTURE: right elements in the right order

INFORMATION: information required and used at different stages

INTERACTION: how the user interacts with the product components

APPEARANCE: what it looks like and how it is arranged
I don’t know anyone who actually works this way.
Inductive + Deductive
Inductive Reasoning

Observation
  → Pattern
    → Tentative Hypothesis
      → Theory

Bottom-Up
Learn first, Decide later
Deductive Reasoning

Theory
  → Hypothesis
  → Observation
  → Confirmation

Top-down
Decide First, Learn Later
Inductive Reasoning

Observation
  ➔ Pattern
  ➔ Tentative Hypothesis
  ➔ Theory
Inductive *Design*

Observe Users

→ Identify Patterns

→ Form Design Strategy

→ Implement Design
Deductive Reasoning

Theory
→ Hypothesis
→ Observation
→ Confirmation
Deductive *Design*

Form Design Strategy

→ Build Model

→ Observe Model in Action

→ Make Money ... or not
Inductive + Deductive Design

Observe Users
- Identify Patterns
- Form Design Strategy
- Build Model
- Observe Users
- Identify Patterns
- Observe Model in Action
- Make Money
Induction...
Deduction...
Abduction?
Abduction?
Abductive Reasoning

Observation
→ Hypothesis
→ Build Model
→ Validation (not Confirmation)

Sideways: “The logic of what might be”

Decide First, Try It
Rhinocéros

Ionesco
Abductive Reasoning

Example:

1. All cats die.
2. Socrates is dead.
3. Therefore, Socrates is a cat.
Abductive Reasoning = Creativity
The dirty little secret of innovative design.
“When I do a design project, I begin by listening carefully to you as you talk about your problem and read whatever background material I can find that relates to the issues you face. If you're lucky, I have also accidentally acquired some firsthand experience with your situation. Somewhere along the way an idea for the design pops into my head from out of the blue. I can't really explain that part; it's like magic. Sometimes it even happens before you have a chance to tell me that much about your problem! Now, if it's a good idea, I try to figure out some strategic justification for the solution so I can explain it to you without relying on good taste you may or may not have. Along the way, I may add some other ideas, either because you made me agree to do so at the outset, or because I'm not sure of the first idea. At any rate, in the earlier phases hopefully I will have gained your trust so that by this point you're inclined to take my advice. I don't have any clue how you'd go about proving that my advice is any good except that other people – at least the ones I've told you about – have taken my advice in the past and prospered. In other words, could you just sort of, you know... trust me?”

– Michael Beirut, Pentagram/designobserver.com
It’s not a miracle...

“I think you should be more explicit here in step two.”
It’s Design Thinking

“The most fundamental difference between [design and science] is that design thinking deals primarily with what does not yet exist; while scientists deal with explaining what is. That scientists discover the laws that govern today's reality, while designers invent a different future is a common theme. Thus, while both methods of thinking are hypothesis-driven, the design hypothesis differs from the scientific hypothesis.”

- Jeanne Liedtka, *Strategy as Design*
Pattern Languages
“A pattern language is a structured method of describing good design practices within a particular domain.”

– Wikipedia
Pattern Language: Structure

1. Name
2. Problem Description (often including the Context for the pattern)
3. Pattern for a Solution
4. Discussion and Examples
5. Cross-references (links) for other related patterns
Unless the spaces in a building are arranged in a sequence which corresponds to their degrees of privateness, the visits made by strangers, friends, guests, clients, family, will always be a little awkward.

Therefore:
Lay out the spaces of a building so that they create a sequence which begins with the entrance and the most public parts of the building, then leads into the slightly more private areas, and finally to the most private domains.
127: Intimacy Gradient

Office

Home
21: Four-Story Limit

There is abundant evidence to show that high buildings make people crazy.

Therefore:

In any urban area, no matter how dense, keep the majority of buildings four stories high or less. It is possible that certain buildings should exceed this limit, but they should never be buildings for human habitation.
In a healthy town every family can grow vegetables for itself. The time is past to think of this as a hobby for enthusiasts; it is a fundamental part of human life.

Therefore:

Set aside one piece of land either in the private garden or on common land as a vegetable garden. About one-tenth of an acre is needed for each family of four. Make sure the vegetable garden is in a sunny place and central to all the households it serves. Fence it in and build a small storage shed for gardening tools beside it.
Pattern Languages in Information Architecture
Apple UI Guidelines

Figure 14-36 Progress bars

Full-size progress bar

Determinate progress bar
16
Active fill
Inactive fill

Indeterminate progress bar
Active fill
Inactive fill

Small progress bar

Determinate progress bar
10
Active fill
Inactive fill

Indeterminate progress bar
Active fill
Inactive fill

Figure 14-37 Asynchronous progress indicator
Microsoft UI Guidelines

Determinant progress bars

**Modal determinate progress bars**
Indicate an operation's progress by filling from left to right and filling completely when the operation is complete.

Because this feedback is modal, users cannot perform other tasks in the window (or its parent if displayed in a modal dialog box) until the operation is complete.

Copying new files...

In this example, the progress bar gives feedback on a file copy operation.

**Modal determinate progress bars with a Cancel or Stop button**
Allow users to halt the operation, perhaps because the operation is taking too long or isn't worth the wait.

Configuring Windows Installer...

In this example, users can click Cancel to halt the operation and return the environment to its previous state.

**Modal determinate progress bars with a Cancel or Stop button and animation**
Allow users to halt the operation and includes an animation to help users visualize the effect of an operation.

Deleting items...

In this example, users can click Cancel to halt the operation and return the environment to its previous state.
Welcome
Welcome to the Yahoo! Design Pattern Library. We are celebrating our one-year anniversary by releasing two new patterns (with more in the offing), including pointers to the Yahoo! User Interface Library code. We’re thrilled to be sharing patterns and code with the design and development community, hope it’s useful, and look forward to your feedback.

What’s a Pattern?
A pattern describes an optimal solution to a common problem within a specific context. more...

Recent Patterns see all...

- **Alphanumeric Filter Links**
The user needs the ability to look up information alphabetically within a large data set.

- **Animate Transition**
Designer needs to communicate that an object is changing its spatial relationship within the page.

- **Calendar Picker**
User wants to find or submit a particular piece of information based on a date or between a date range.

- **Collapse Transition**
The designer needs to communicate that an object is no longer of primary importance.

- **Dim Transition**
Designer needs to communicate that an object is of secondary importance.

- **Expand Transition**
Designer needs to show the detail of an object in its context or reveal a previously collapsed object.
Chris Messina’s Design Patterns

http://www.flickr.com/photos/factoryjoe/collections/72157600001823120/
## Web Design patterns

### Site Types
- Artist Site
- Automotive Site
- Branded Promo Site
- Campaign Site
- Commerce Site
- Community Site
- Corporate Site
- Multinational Site
- Museum Site
- My Site
- News Site
- Portal
- Web-based Application

### User Experiences
- Community Building
- Fun
- Information Seeking
- Learning
- Shopping

### Ecommerce
- Booking process
- Case study
- Login
- Newsletter
- Premium Content Lock
- Product Advisor
- Product Comparison
- Product Configurator
- Purchase Process
- Registration
- Shopping cart
- Store Locator
- Testimonials
- Virtual Product Display

### Navigation
- Bread crumbs
- Directory
- Coform Navigation
- Double tab
- Faceted Navigation
- Fly-out Menu
- Header-less Menu
- Icon Menu
- Image Browser
- Main Navigation
- Map Navigator
- Meta Navigation
- Nine-swiping
- Overlay Menu
- Populated Menu
- Retractable Menu
- Scrolling Menu
- Shortcut Bar

### Searching
- Advanced Search
- FAQ
- Help Wizard
- Search Area
- Search Tips
- Search Results
- Simple Search
- Site Index
- Site Map
- Topic Pages

### Basic Page Types
- Article Page
- Blog Page
- Contact Page
- Event Calendar
- Form
- Home Page
- Guest Book
- Input Error Message
- Processing Page
- Printer-friendly Page
- Product Page

### Related sites:
- These patterns in russian!!
- Jenifer's new UI patterns
- Jan Borchers's patterns
- Carli Lovelock's patterns
- Berkeley patterns library

### NEW!
View a random pattern

### ATTENTION:
This section contains many incomplete patterns. I know. That is because it is work-in-progress.

If you have any comments, suggestions or if you know of better examples, let me know so that I can improve these patterns!!!

### Last update:
4 January, 2007
THE DESIGN OF SITES

PATTERNS, PRINCIPLES, AND PROCESSES FOR CRAFTING A CUSTOMER-CENTERED WEB EXPERIENCE

DOUGLAS K. VAN DUYNE
JAMES A. LANDAY
JASON I. HONG

Foreword by Naihan Shadroff
Pattern Languages, Pattern Libraries, and Methodology
Style and the Design Process
Sharpie Concepts
Design Landscape Analysis Boards
(Mood Boards)
Bombs Explode in Baghdad Ahead of Muslin

By MICHAEL LUO
Published: October 22, 2006

BAGHDAD, Oct. 22 — A series of bombs exploded in the Iraqi capital today, apparently aimed at residents who did last-minute shopping before the start of the Muslim festival of Id al-Fitr that begins this week.

How to Be a Great Host
by JOHN GLADDING

Online communities can take time to get off the ground, like small businesses, most fail to thrive due to poor planning and support. John Gladding explains how a great party can start a successful one.

“Design can do many things in many ways. If you have the ability to translate your beliefs and passions visually,
MAKE: 06

Make a sculpture that seems to defy the laws of gravity

Sunday, October 29, 2006

with Phillip Torrone

Dried apple shrunkhead

Somebody posted a link to these for Halloween, but hey - it's always a good time to make things from apples. - Link

Update: Here's a good apple sculptor's website: Maypole (1.5 lb later). - Read More

Projects

Make a Squid Gun - Weekend Projects: A Make Magazine Video Podcast

In this episode of weekend projects, I make a squid gun and teach you how to make one too. In the process, I get hit with a potato shot out of a stun gun, caught by security, and attempt to... - Read More

Make a Squid Gun Instructions and 3D PDF

For the first time ever, you can watch a video on how to make something, print out the magazine article with instructions and then manipulate the object in 3D (10) within the pdf to check it out from everv... - Read More

LPI Sparky - Miniature electric chair Halloween gadege

MAKE Flick photo pool member Rob Gaskin made an awesome miniature electric chair, the video is hilarious! He writes: “Putting the “fun” in “electricchair”! Powered by a 19 battery, it delivers just a little jolt. Endless possibilities for... - Read More

6,000th photo in the MAKE photo pool

The MAKE Flick photo pool hit another milestone, our 6,000th photo! It’s from MAKE Flick photo pool member DigitalAgop (a DIY chair guard) - Link. We’re thrilled to have 9,000 members for now. - Read More

Strange Love

Or, how they learned to start worrying and how to hate the bomb.

Ted Taylor had the time of his life designing bombs and spent the remainder of it trying to get the machines of threatening to use them stopped. Download a free sample PDF of this article by George Dyson from MAKE 07.

Awards for Makezine.com

The MAKE Podcast, Make: Best Podcast of 2005

Makers of the Year 2005

Short ANC awards for MAKE

Scissors

Tencent

Small Business

On The Edge

Under One Roof

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Style Inspiration
Web Typography


The Design Element

Typography can be a beautiful thing, and sometimes it can be the most elegant part of a design. The sites featured below followed this model and choose to use the type as the primary focus. This reduces the need to rely on strong photography or illustration and forced them to resort to basic elements such as hierarchy, balance, and composition. The end results are elegant and very readable.

Sample Usage

<<Load samples into frame

Editions: 1 2

Ads by Cocopop
Las Vegas Graphic Design
Ferolato Design, professional design services with flair
www.ferolato.com

Identity Overhaul
From Ethan to Brand X: Fresh Ideas, Killer Creative & Savvy Strategy
www.brandxvoice.com

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The Daily Slurp
A Daily List of Beautiful Sites

PMcNiel.com
The evil genius behind the curtain

ezWIDGETS
rapid plugin deployment

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Amazon.com
Shop at amazon and support Design Meltdown

Text Link Ads

Design Meltdown — Design Elements, Trends & Problems in Web Design

FREE Job Board Trend Search

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Siluate Srieve ................................... 1, 2, 3

Web Typography

Curt Cloninger, *Fresh Styles for Web Designers*, 2001

- Paper Bag
- HTMinimaLism
- Mondrian Poster
- 1950s Hello Kitty
- Gothic Organic
- Grid-Based Icon
- Drafting Table/Transformer
- Lo-Fi Grunge
- Pixelated Punk Rock
- SuperTiny SimCity
- Hand-Drawn Analog
- Dusty Cowboy
Staying in Style

Don’t follow trends – locate genuine stylistic movements

Look for things to avoid as much as things you want to emulate

Always explore new interaction paradigms, no matter how trendy they seem

Voraciously consume aesthetic varieties

Don’t be afraid to have style in mind from the beginning
Thank you!

Christopher Fahey

Behavior
www.behaviordesign.com

graphpaper.com