Name

Next-Gen Web Design: No-Code Strategies and Animated Experiences

Classroom ☐
Studio or workshop ☐
External venue ☐
Online ☐

Codes ***B-SZ-401-DI-202402-01 M-SZ-301-DI-202402-01, M-SZ-E-301-DI-202402-01***

Host **Design Intézet**

Basic info

Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
Gyakorlat	**5**	**22**	**138**	**Elective**	**Spring**	**Interaction Design**

Recommendation

A foundational understanding of UI design principles is required for this course. Prior experience with a UX/UI design tool such as Figma or Sketch is recommended.

Short Description

The course provides an in-depth journey into no-code and low-code design methods. Students will explore a variety of topics, such as free-form site building, interaction design, creating 3D web scenes, and experimenting with techniques like AI-generated layouts. Using Figma, Webflow, Spline, and ChatGPT, they'll learn industry-standard building methods, equipping them with versatile skills that are applicable beyond a single tool.

Teachers

Name	Contact information	Short bio	Open hours
Ádám Simon	adam@adms.hu	Senior UI Designer at Dentsu Creative, Instructor at Krea Design School & xLabs	

Semester schedule

Course scheduling	Weekly class appointments
weekly	Wednesdays, 18.00-19.30

#	Date	Weekly educational content	Topics
1		[Course Week]	
2			Students will learn to construct essential web components using Webflow, gaining an understanding of HTML and CSS fundamentals without writing a single line of code.
3			
4			
5			Getting deeper into classifications and animated experiences. Learning more about immersive visuals such as 3D scenes and vector animations.
6			
7			
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9			
10			Blend all skills, topped with an introduction to low-code using ChatGPT for custom code generation.
11			
12			
13			
14			

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation

Homeworks	Homework assignments will include multiple website sections, with feedback primarily given outside of class sessions.		20
Project	Students will be required to create a responsive section that incorporates experimental typography, animations, and, if desired, 3D elements.		70
Individual contribution	Effectively replicate the tasks in class.		10

Compulsory readings

Recommended readings

Useful knowledge to deep dive into pre-defined classification systems.
https://finsweet.com/client-first
A playful way of practicing Webflow layouts.
https://university.webflow.com/interactive-learning
Learn more how to build and integrate 3D scenes into websites
https://spline.design/tutorials

Learnings

Knowledge	Webflow, as the main platform, helps students understand essential site-building strategies used in the industry. These skills are versatile and can be applied to multiple platforms, ensuring that students are not restricted to just one tool. They will also learn about advanced and experimental techniques such as web-based 3D and AI.
Skills	Students will acquire the skills to build fully-functioning websites without writing code. Additionally, they will gain a better understanding of how to create designs that are ready for handoff, and acquire basic knowledge about creating live 3D scenes and AI code generation.
Attitude	The course fosters technical proficiency while providing opportunities for creative exploration, especially within the context of homework assignments and the final project.
Responsibility	Students will take responsibility for completing assignments, participating in classwork, and effectively presenting the final web project

Exemption

☒ Exemption from attending and completing the course cannot be granted
☐ Exemption may be granted from the acquisition of certain competencies and the fulfilment of tasks
☐ Some tasks can be substituted with other activities,
☐ A full exemption can be granted

Curriculum connections

Unit	Parallel courses	Course proportion in unit

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
-	yes	-

Misc. information