

GRAPHIC DESIGN
PROJECT 4

Project Title Sports Team App

PROJECT DESCRIPTION The term “app” is a shortening of the term “software application”. It has become very popular, and in 2010 was listed as “Word of the Year” by the American Dialect Society. In 2009, technology columnist David Pogue said that newer smartphones could be nicknamed “app phones” to distinguish them from earlier less-sophisticated smartphones.

PROJECT GOALS For your final project you will need to design a fully flushed out mobile app for your ride rental. It can be designed as a iOS, Android or Windows app (*I recommend going with what you are familiar with*).

The content of the app will need to be created by you but some recommendations I can make are to include a log in and form for signing up, a schedule to show when games will be played, an area to purchase tickets with the ability to choose seat(s), a team roster area, a news area that can include showing scores and play-by-plays for a game that is currently happening, etc. I would recommend looking at existing apps or even the websites for some teams within the sport your team plays but overall be creative.

For your final you will show screenshots of how the app works (*you do not need to know how to actually build the app but use photoshop to create the screenshots*). If you have Creative Cloud you can use Adobe XD to prototype your app, it gives the option to create a link that can be reviewed online that you can present as your final as well. I recommend using this online link feature because it will embed your fonts into your presentation, if you don't and you are using a font that is not on the presentation computer your app will not appear correctly.

The finals need also be saved in PDF format and uploaded to Canvas on the date the project is due. For all projects your PDFs should use the following naming conventions. Your First initial and Lastname - Class - ProjectNumber > *FLastname-ART217-Project4.pdf*