Design Checklist

General
- What's the goal of your project?
- Who is the intended audience?
- What's the personalities of the project?
- What medium will it live in?
- What does the materiality of the medium communicate?

Modalities of Design
- Communication Design — delivering messages
- Interface/Interaction Design — user experience; behavior of products, people and systems
- Information (Visualization) Design — data visualization
- Critical Design — conceptual scenarios; hypothetical objects; social-political-cultural commentary, speculative

Visual Language
- Choose your typography
- Select a color theme
- Formal elements
    - line, shape, color, form, motion, texture, pattern, direction, orientation, scale, angle, space and proportion
- Check if the visual forms and rules are coherent
- Is there any referent of your style? Why?

Visualization
- Think about your intention (spectrum)
    - *Medium* or *Tool*
    - Transparent analysis or Arguments
    - *Representative* or *Generative*
- Think about your justification
    - Are the bias explained?
    - What's the parameterization of data?
    - Is your method reductive?
- Is the translation from statistic parameters into graphical elements appropriate?
- Does the following spatialized relations help the production of meaning?
    - hierarchy, juxtaposition, proximity, connectivity, grouping, separation by lines, alignment,, orientation

Cases

https://www.behance.net/gallery/20364255/An-Information-Design-made-by-a-non-Designer

https://www.behance.net/gallery/40819275/Dear-Data

http://www.puffpuffproject.com/languages.html

https://www.behance.net/gallery/31862711/Words-of-war-Svetlana-Alexievichs-vocabulary

https://www.behance.net/gallery/19469225/Who-are-our-teachers-La-Lettura

https://www.cartercenter.org/syria-conflict-map/

http://histography.io

http://www.gsmlondon.ac.uk/global-oil-map/#2004-importers-842

https://frightgeist.withgoogle.com

https://www.behance.net/valeriopellegrini

https://www.behance.net/gallery/32603631/TakeFive-Exhibition