CLASSROOM IN A BOOK®

Instructor Notes

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Adobe® XD Classroom in a Book® (2020 release), Instructor Notes

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Main Title ISBN
ISBN-13: 978-0-13-658380-6
ISBN-10: 0-13-658380-6

Instructor Notes ISBN
ISBN-13: 978-0-13-658373-8
ISBN-10: 0-13-658373-3

INSTRUCTOR NOTES

Getting Started

The Adobe XD Classroom in a Book™ (2020 release) course presents students with tips, techniques, and solutions for using the Adobe XD software. The Instructor Notes are intended to complement the information in the Lessons. The information presented here is organized to follow the sequence of instruction in each lesson.

About the workbook

It is recommended that each student in the class have an individual copy of the Adobe XD Classroom in a Book (2020 release). Students will use this book as you lead them through projects. Additionally, the book can be used as a self-paced tutorial. There are separate lesson files that are available to those who purchase the book as well, and those are separate from the lesson files supplied with these instructor notes. Purchasers will find instructions for accessing the lesson files in the Getting Started section of the book, in "Accessing the lesson files and Web Edition"

Web Edition

This book comes with a free Web Edition that enhances the instructional value of the book itself and can be accessed from any device with a connection to the Internet. The Web Edition contains the complete text of the book, plus hours of instructional video keyed to the text and interactive quizzes. In addition, the Web Edition will be updated when Adobe adds significant feature updates between major Creative Cloud releases. See the "Web Edition" section in the book's Getting Started section for more information.

Course strategy

If you're teaching an 11-session class, you can teach one lesson of this book per class. The book contains 11 lessons, some of which may take a while to complete. If you are teaching a class with fewer sessions, you may want to combine some of the lessons into a single class. For example:

1. Lessons 1 and 2 could be combined since lesson 1 is shorter. If you have a class where students are already familiar with other Adobe tools, such as Illustrator or Photoshop, you can move more quickly through the parts of the workspace in lesson 1.
2. Lessons 3 and 4 could be combined and shortened. If you have a class where

students are already familiar with drawing tools, such as the Pen tool, you can skip or move more quickly through the vector creation section in Lesson 4. Make sure to point out what's different in the drawing tools as compared to other Adobe apps (Illustrator, etc.). For instance, there is no Direct Selection tool in XD, editing requires double-clicking a shape, etc.

3 Lessons 8 and 9 are focused on creating and previewing a prototype. You could combine and shorten these two lessons by not covering as many of the prototyping features.

We recommend that you teach all lessons. You can, however, shorten or minimize sections that students may already be familiar with in other Adobe apps. The majority of the basic Adobe XD features and the XD work environment are covered in these lessons. However, completing all the lessons makes a far superior introduction.

Before beginning a lesson, encourage students to browse through it, and read any sidebars.

Note: Make sure that all Notes found in the text and in the sidebar are read! They can contain helpful, even problem-solving information.

Managing student projects

One way to simplify file storage and retrieval in classroom situations is to ask students to create a folder on their hard disks, name it [Student's] Lessons (substituting the student's actual name for "Student"), and then copy each project folder into the main Lessons folder. Having students keep all their working files in their own Lessons folder makes it easy for you to clean up files when a class is over.

This method for organizing folders is also discussed in the Getting Started section at the beginning of the book.

Fonts in the lesson files

The lesson files were set up using the default font on macOS (Helvetica Neue), and for some of the lessons, the Apple San Francisco font (SF Pro) that comes with the Apple UI Design Resources kit. If students are learning on Windows, they can simply replace the fonts used with the default Windows font, Segoe UI, or another font.

Additional resources

Adobe XD Classroom in a Book (2020 release) is not meant to replace documentation that comes with the program or to be a comprehensive reference for every feature. Only the commands and options used in the lessons are explained in this book. For comprehensive information about program features and tutorials, please refer to these resources:

Adobe XD Learn & Support: helpx.adobe.com/support/xd.html (accessible in Adobe XD by choosing Help > Learn & Support [macOS] or clicking the menu button on Windows and choosing Help > Learn & Support) is where you can find and browse tutorials, help, and support on Adobe.com.

Adobe Forums: community.adobe.com lets you tap into peer-to-peer discussions, questions, and answers on Adobe products.

Adobe Create Magazine: create.adobe.com offers thoughtful articles on design and design issues, a gallery showcasing the work of top-notch designers, tutorials, and more.

Resources for educators: www.adobe.com/education and edex.adobe.com offer valuable information for instructors who teach classes on Adobe software. Find solutions for education at all levels, including free curricula that can be used to prepare for the Adobe Certified Associate exams.

Also check out these useful links:

Adobe XD product home page: See adobe.com/products/xd.html.

LESSON 1: AN INTRODUCTION TO ADOBE XD

This lesson provides an overview of the work area and basic functionality of XD. By the end of the lesson, students should understand how all the basic XD elements work together to create designs and the overall workflow for app and web design. They should also understand the overall interface of XD, including how to access panels, where tools are located, and get an idea of prototyping, previewing and sharing as well.

Introducing Adobe XD

Page 8: It's important for students to understand that XD does NOT create code. When they create a design and/or prototype in XD, they are creating a proof of concept. At the end of the design process in XD, students can export production-ready assets, design specs, design system, and a working prototype. The app or website is developed in another tool, outside of Adobe XD.

We also wanted to point out that XD does not have to be used solely for app or web design. We know of classrooms that use XD to create working presentations or even student portfolios, maybe for a review. When you design something in XD, you can share it out to the world using several methods. A link is created to the project that is hosted on Creative Cloud.

The UX design workflow

Pages 8–9: This introductory section is meant to give an overview today's UX workflow which includes all of the stages of design. You can skip this if students already grasp UX design and generally understand what prototyping and wireframing are. Once again, this is a general workflow for an app design and may not accurately reflect steps taken for another type of project like a presentation.

The Home screen

Page 10: The Home screen is the first thing students will see when they open XD. It is a place where they can create a project, open a previous project, check out a tutorial, access UI Kits and other resources. When XD is first launched, the Home screen will look a bit different than after students have saved and closed their first project.

On Page 10, step 2, We ask them to close the Assets panel if it opens on the left side of the workspace because of missing fonts on the document. If the font is an Adobe font (formerly Typekit), then it is automatically synced. If it is a local font, then the missing font will show in the Assets panel, where the student could right-click the name to highlight where it is used on canvas or replace it.

Exploring the workspace (macOS)

Page 11: We split out the macOS and Windows workspaces since Windows does not have a menu bar with commands. If students are used to working in other Adobe apps, they will find that the workspace in XD is very streamlined. Panels are permanently docked and cannot be moved.

They can think of the Property inspector on the right as the Properties panel in Illustrator or InDesign, for instance.

Exploring the workspace (Windows)

Page 12: On Windows, the XD workspace is minimal with no menus showing. Instead, there is a "hamburger" menu in the upper-left part of the application window that, when opened, will reveal some of the options available in the menus on macOS. On Windows, you will find that all of the same commands are available as on macOS, but on Windows, they are accessed either by right-clicking on content or through keyboard commands.

Adobe XD is a native macOS and native Windows application. That means that it takes advantage of some of the typical OS features available on each.

Working in Design mode

Pages 13–15: This section introduces modes in Adobe XD and gives students an overview of Design mode. Students will most likely stay in Design mode initially and later switch between the three modes (Design, Prototype, and Share), depending on what they want to achieve.

Getting to know the tools

Page 13: The toolbar in XD is one of the smallest in any Adobe app. That's mostly due to efficiencies in creating and editing, found in XD. For instance, in Illustrator and InDesign, you'll find Selection and Direct Selection tools. In XD, you only have one Select tool which doubles as the Selection and Direct Selection tools, as you'll see.

The figures for the lessons in this book were taken using macOS. Make sure that students read the notes available in each lesson, since they can lead to information on finding options in their workspace, especially on Windows.