Some central questions for

"Workflows for web development"
Picked for the course THREE-DIMENSIONAL WEB-INTERFACES WS 13

Number of employees

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Buisness section (BB / BC, eCommerce, any)

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How do you get first in contact with the client AND with the product

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Which basic conditions does the client define?

(e.g. budget, technical borders, target group, design sketch …)

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Do you recomment a client using new visualization solutions?

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Does your client accept new / unconventional interface solutions?

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Do you create a wireframe sketch? If yes, for which purpose?

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How do you ensure the usabilty of your interface?

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Do you develope a prototype?

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If you are prototyping the web application, which tools are you using?

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Which tools and environments are you using to create the final interface candidate?

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Do you provide old browsers? Which version

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Which frontend javascript libraries do you typically use:

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How do you deploy the project?

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Which elements are administrable by the client?

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How do you educate yourself into new technologies or design concepts?

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