Design Brief

Project outlines and design choices



BACKPACKER

Interactive magazine

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GRA 332 - Digital Publishing SNHU Date: 03.13.2017

Due: **04.27.2017**

Photo by Adobe

Background



The goals and purpose of the project.

The goal of this project is to create a digital layout for Backpacker magazine with an optimized and content-focused tablet application. Through an interactive experience and a variety of content, I intend to design an app that can satisfy both the print lovers and the new digital generation lovers. The purpose of this project is to create a digital edition that maintains the same identity of the print publication and the same brand characteristics. The magazine will be designed for optimal display on horizontal and vertical layouts on tablet devices in the form of an application; and it will feature a cover, table of contents, feature articles and an interactive ad. I intend to include animated content and rich media to inspire readers, to increase user engagement and to enhance their experience while browsing the App.

MAGAZINE SELECTED

The magazine I selected to convert from print to digital version is Backpacker. Backpacker is one of the North America's leading magazines of outdoor adventure. They provide excellent content through field-tested trail reports, gear reviews, camping skill, videos, photos and much more.

- Published nine times a year.
- Magazine of wilderness travel.
- Offers advice to help readers enjoy every trip.
- Best places, gear, and information for all kinds of hiking and camping trips.
- Each issue delivers fold-out maps and stunning color photography.

Digital Magazine Risks: It's still difficult for users to find new apps much beyond Apple's "Top 10" list, and many digital readers stay within the metered paywall where they can read a certain number of articles before they subscribe; consequently, many people do not pay at all.

Digital Magazine Rewards: Marketed worldwide, immediate access, and decreased production cost.

Target Market



OUTDOOR ENTHUSIASTS

There is a niche market of outdoor enthusiasts that subscribe to Backpacker. These people have a natural interest in the magazine and may come from anywhere around the globe - these people aren't defined by geography but by a shared interest in a subject, activity or topic.



ADVENTURE TRAVELLERS

These people define themselves as travelers and adventurers who are often looking for a way to addon to their holiday as a way to get culturally immersed and experience new things. They also like other outdoor activities such as canoeing, kayaking, snowshoeing, cross-country skiing, to name a few.

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LOCALS

Their focus is foot-based travel. They are ecologically responsible and spread sustainable practices in their travels. They love outdoor lifestyle that inspires ethical travel in North America, and usually, they are with family and friends. Some locals will get the opportunity for immersing themselves in the local scene or becoming part of the volunteer's group.

COMPETITORS:

Outside Magazine, Travel & Leisure, Nat Geo Traveler, The Great Outdoors, Field & Stream, and Outdoor Life.

FEATURES THAT COMPETITORS OFFER:

Embedded audio and video, social sharing, hyperlinks, animated graphics, and mobile compatibility.

INFORMATION ARCHITECTURE:

For this audience, the best information architecture components would be navigation bar (how readers browser through information and find their way through the app), search box (how they search information), and organization (how the content is classified and categorized into groups: table of content).

Content

The most appealing content to include in this magazine app would be featured articles about planning trips, destinations and how to improve the way readers travel.

All information will be accessed through different interactive elements such as multimedia and chats and will provide a unique experience to the users.





I believe this content is relevant to the target audience because it reflects exactly what the audience wants to read: backpacking, hiking, outdoor sports, including rock climbing, mountain biking, trail running, cycling, fly fishing and more. Additionally, the content follows the 5 S's of marketable content: searchable, shareable, supportive, specialist, and sustainable.



Glacier National Park, Montana

Crown of the Continent.

"Content that is too product or brand-focused does not travel well digitally, whereas content that stands on its own merits as entertainment, storytelling, education will be shared and passed along" (Toole, 2017).

Visual inspiration



THE GREAT OUTDOORS

Published Monthly 12 issues per year

Britain's original outdoor magazine is packed full of stunning photography, top class writing and brilliant walking and backpacking routes, along with authoritative gear reviews from the country's most experienced team of testers and essential skills advice from highly qualified outdoor instructors.



NATIONAL GEOGRAPHIC TRAVELER Published Bi-Monthly 6 issues per year

National Geographic Traveler is a travel magazine that is the explorer's guide to planning the perfect trip. With breathtaking photography of must-see destinations and practical tips for every traveler, it will inspire readers to book that next vacation.

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OUTSIDE MAGAZINE Published Monthly 12 issues per year

Outside magazine is a useful guide to the alwaysexhilarating world outside. It motivates people to participate in outdoor activities through awardwinning coverage of the sports, people, places, adventures, discoveries, environmental issues, health and fitness, gear and apparel, trends and events that define the active lifestyle.

For more outdoor magazines, please visit <u>http://www.allyoucanread.com/top-10-outdoor-magazines/</u>

Visual inspiration

THE GREAT OUTDOORS

The Great Outdoors digital version is available in the App Store or Pocketmags. The digital version of The Great Outdoors contains the same features as you get in the print publication. They have social media links that allow readers to connect with different channels.

NAT GEO TRAVELER

The National Geographic Traveler digital magazine is available in the App Store and brings unique features such as interactive photo galleries, 360-degree photos and detailed maps of areas covered. They also use social media links.

OUTSIDE

Outside+ Mag includes everything from the print edition, plus exclusive digital extras, including image galleries, videos, and interactive features. The app also includes especial sections and issues published only on the iPad.



screenshots

Features from these publications that are appropriate to incorporate into my app would be embedded audio and video, social sharing, hyperlinks, animated graphics, bookmarks, page transition, buttons, and mobile compatibility.

I intend to be simple and clear yet engage the audience with astonishing interactive features. I also intend to customize the content to cater the audience's expectations.

Design considerations



SHIFTING NEEDS

Both print and digital magazines might have the same content, however, the visual components between them are very different. The print version is always static. has a tactile experience, the resolution is measured by DPI (dots per inch), the color space is set by CMYK, and serif fonts are preferred. The digital version, on the other hand, adds interactive options, the resolution is measured by PPI (pixels per inch) with RGB color space, and sans-serif fonts are more commonly seen.

ADDITIONAL

Digital magazines need to be legible – one or two column layout is the ideal for this format. Keeping the 4:3 ration is very important because since digital magazines are made for smartphones and tablets, they can be seen in portrait or landscape modes. The recommended page size is 2048 x 1536 px.

DIFFERENCES

Print magazines often vary from two standard sizes: 8 ¾" x 10 ⅔ or 5 ¾" x 8 ¾. Usually, they are done in spreads (two pages) and increments of 8 starting with a minimum of 16 pages signature. The line lengths (usually around 9-12 words or 30 characters) are mostly seen in 2 and 3 column layout that are spread across the page width. The appropriate type size is 12pt. The most visible part is the outer upper part. Digital magazines usually follow the same layout but because the output is much smaller readers have to access one page at the time.

USER EXPERIENCE

It's a good practice to optimize the PDF file in terms of size (not exceed 50 MB) because the digital issue needs to be downloaded by the reader. Another good practice is to avoid underlining text on the digital version unless it is a hyperlink – we do not want to see users getting confused or frustrated.

Design specifications

CONSIDERATIONS

Based on the size specifications of the proposed digital magazine and current elements of print, one of the most important consideration that needs to be taken in transferring images and text is to reduce the size of the pictures bigger than 250ppi to 150ppi and use proper fonts: point size between 15 - 25 pixels, line spacing between 120 - 145% of the point size, and average line length should be between 45 - 90 characters.



The difference between designing the ideal user experience and designing the optimal user experience



IDEAL

Bandwidth fast enough to download the pages as fast as one can flip the page in a print magazine. Screen resolution sharp enough to render type crisply, so that reading speed from screens reaches the reading speed of print. And increase the size of the visible space.



OPTIMAL

Restrict the digital design: fewer graphics, small size for images, a small piece of text (once reading online is not as pleasant as reading a paper), not too fancy typography and simple layouts.



IMPACT

I want to create an app that is much more than a "scrolling experience" where users begin scrolling before even all elements have been rendered on the page or even worse, leave the app before reading the content. To reach this, I will need to focus on the optimal user experience.

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of Conceptual and Visual Process

SECTIONS

LAYOUT VARIATIONS | DESIGN AND TYPOGRAPHIC OPTION SKETCHES | INTERACTIVE ELEMENTS AND NAVIGATION LINKS

I sketched ten different layouts: cover, table of contents, feature article, interactive ad, video, pan, social media chat, audio, gallery and thanks page, respectively (both vertical and horizontal). All the grey boxes will be replaced by images – they are just place-holders, for now.



HORIZONTAL



















VERTICAL















Interactive Magazine App and Draft Content

ELEMENTS ADDRESSED FOR BOTH VERTICAL AND HORIZONTAL LAYOUTS

Cover:

- Masthead and article links
- Link from the cover to the table of contents



Table of Contents:

- Overview and quick access to the articles
- List of all articles listed on the cover
- Brief description of each article, the page numbers, and a hyperlink to the article
- Additional titles and link to their own individual pages





Interactive Advertisement:

- Interactive ad that is appropriate for the target audience
- Includes logo, image, headline, sub-headline, and call to action
- Includes at least two interactive touch elements





Feature Article:

- Feature article that span at least two pages
- Includes graphic elements, headline, pull quotes, and content text
- Incorporates at least two interactive elements (scrollable frame text + video)







Additionally, I designed an internal cover image to appear in the bookshelves in iBooks. Here is the cover in JPEG format:



And a color palette:

~	color paletter for mag CLindsay				
	R=80 G=83 B=92				
	R=60 G=60 B=60				
	R=251 G=119 B=64				
	R=251 G=176 B=64				
	R=230 G=231 B=232				
	R=107 G=178 B=220				
	R=65 G=137 B=198				
	L=55 a=-40 b=35				-
	IMAGES				
	R=218 G=127 B=46 copy				
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Interactive Magazine Application

FINAL PRODUCT







rays of light across his face I proposed the trip a week





rays of light across his face as he stood trans fixed, gazing over northwestern Maine and Flagstaff Lake below. It was a magical father-son moment, one I thought would hook him on hiking, even if the journey had lacked a certain hakuna mata ta tranquility. "Hiking is boring", Wyatt had slipping away. "I'll pack Time to pull out the big gummy area out the big guns. gummy bears", gummy bears" I said. We are going hiking. I chose Bigelow and its rocky ramparts as a dramatic introduction to the Appalachian Trail. I was very confident that the views and vast forests would capture Wyatt's attention.

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(continued page 5)

i can't make my son love hiking-yet. Al hopefully time is on my side. In the me ut outings by picking shorter trails he'll for him to do along the way and avai























thanks for watching!

This is a student project for GRA 332 at SNHU Content taken from backpacker.com Designed with love by Claudia Lindsay March/April 2017

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Animals sounds from: http://classroomclipart.com/clipart-view/Sounds

Article: https://www.magzter.com/article/Mens-Interest/Backpacker/Raise-A-Kid-Who-Loves-Hiking **Video - Appalachian Trail Thru Hike by Reptar Hikes**: https://www.youtube.com/watch?v=ziDJiTJ7knU **Song - Valley Maker - By My Side**: https://www.youtube.com/watch?v=v8DZEFGpQYc