

# Course outline:

## ADOBE MUSE

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### **Learning objectives:**

- Exploring the best practices in web design.
- How to create a multi-site platform for desktop, tablet and phone with no coding Muse.

### **Syllabus**

- Become familiar with the interface MUSE
- the visual
- interactions

### **Preparing to design a website:**

- Difference between Muse and Dreamweaver
- What web design (links to the Webby Award gallery)
- How Muse can help you design and publish your website without coding
- Define your project: site name, target audience and the purpose of your site
- The importance of a well planned website
- Create a site map
- Content Strategy
- Design your wireframes on paper
- Choose your font and set your color sample

### **Introduction to Muse**

- Screen Muse
- Toolbars
- Menus and commands
- Customizing the work environment
- The Adobe Muse interface details
- Working with page backgrounds
- Create new pages, navigation, states
- assets
- Widgets (menus, composition, button
- links to social, slideshows)

### **Master pages**

- Edit and create models
- Using Templates
- Update masters
- Apply a template to existing pages

### **Inserting dynamic elements**

- Button and text
- Animation and Film

### **Using Forms**

- The insertion of form fields
- Field properties
- Sending form

### **Layers**

- Insert Layer
- Working with layers
- Structure layers
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### **Library**

- Create items in the library
- Insert library items on the page
- Edit library items

### **Publish**

- Adapt your site to a desktop computer, tablet and phone platform
- Manage the website, test and edit your site