

Project Introduction Report

1. Project Name

Intro Gaziantep

2. Project Objective

The aim of this project is to create a promotional website that introduces the province of Gaziantep, prepared with a user-friendly and aesthetic user interface. The website is prepared for local and foreign tourists, visitors who want to visit the city, get to know the local flavors or see historical places.

3. Target Audience

- It was made for everyone who is curious about Gaziantep.
- Nationality: Turkish
- Interests: Touristic, adventure, cultural, flavors...

User Interviews:

- User needs were analyzed with short surveys and observations.
- The topics that users are most curious about: Food, touristic areas and historical places

Task Analysis (Use Case & Scenario):

Scenario Example: A tourist named Ali has come to Gaziantep for the first time. He searches for information on the internet before touring the city. He finds our website, clicks on "Places to Visit" on the home page, lists the places he wants to go and creates a travel plan.

4. Website Pages

- Anasayfa Page

There is a login screen and three buttons. With these buttons, you can access the other three pages. It is a simple and easy to use page. There is contact information for recommendations and complaints.

- **Antep Sofrası Page**

It is a page that introduces Gaziantep's cuisine. There is a filter panel on the left. It contains three buttons to access other pages. The content is enriched with informative texts and visuals.

- **Antep'te Adım Adım Page**

This is a page that introduces historical and touristic places to visit in Gaziantep. There is a filtering panel on the left. It contains three buttons to access other pages. The content is enriched with informative texts and visuals.

- **Antep: Yaşayan miras Page**

History of Gaziantep is a page that introduces important events and personalities in its past. The content is enriched with informative texts and visuals.

5. Design Choices

Content Diagram (in 4 steps):

1. Basic content areas were determined: Food, Places, Historical Places
2. Page hierarchy was created: Home → Subpages
3. Content of each page was designed
4. Page connections were planned

According to UI Design Principles:

- **Simplicity:** Simple structure that does not tire the user
- **Structure:** Clear headings, image-text layout
- **Consistency:** Same design language on every page
- **Tolerance:** Back buttons and redirects

Evaluation with Human-Action Cycle:

- **User Goal:** To learn
- **Action:** Page navigation, button usage

- **Feedback:** Hover effect on buttons and active page highlight

User Interaction:

- **Buttons:** For page orientation
- **Menus:** Mobile friendly navigation with Bootstrap
- **Cards:** Bootstrap card structure for content presentation
- **Responsive structure:** For proper appearance on different devices

6. Technologies Used

- HTML5
- CSS3
- Bootstrap
- JavaScript

7. Project Team

Developed by 3 “Antepli”:

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