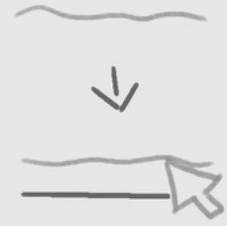


## Challenge ( 2, 5): interaction design

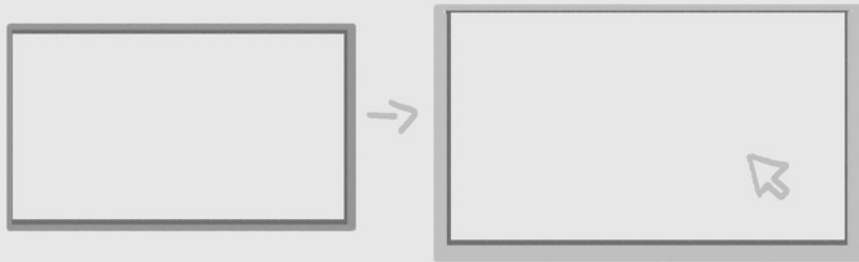
### Navigation bar hover effect

when hovering over a menu item an underline will appear



### Card hover effect

when hovering over the card it will increase in size and the shine behind it will grow brighter, the initial shine is suppose to call to action.



### Button hover- click effect

Button when hovered changes color to signify it a clickable, when clicked it will decrease in size.



### Quick test results

I told my testers to browse this single webpage and not click on anything. only hover and see which thing was clickable or not without clicking.

- **Navigation**

animated things have more chance of being presumed clickable. navigation itself already gives the idea you can click on it, the animation gives confirmation to this.

- **Card**

Presumes its clickable to increase to text size.

the light up effect was noted. and the fact that hovering turns your mouse into a clickable cursor

- **Button**

the button change or color was noticed as a clickable

**Conclusion:** the cursor change has the most general impact, since it is known among all users. The glowing effect and color change have the biggest impact to call to action.

**You can view implemented elements on this test page** <https://i430712.hera.fhict.nl/PHP/Home.html>