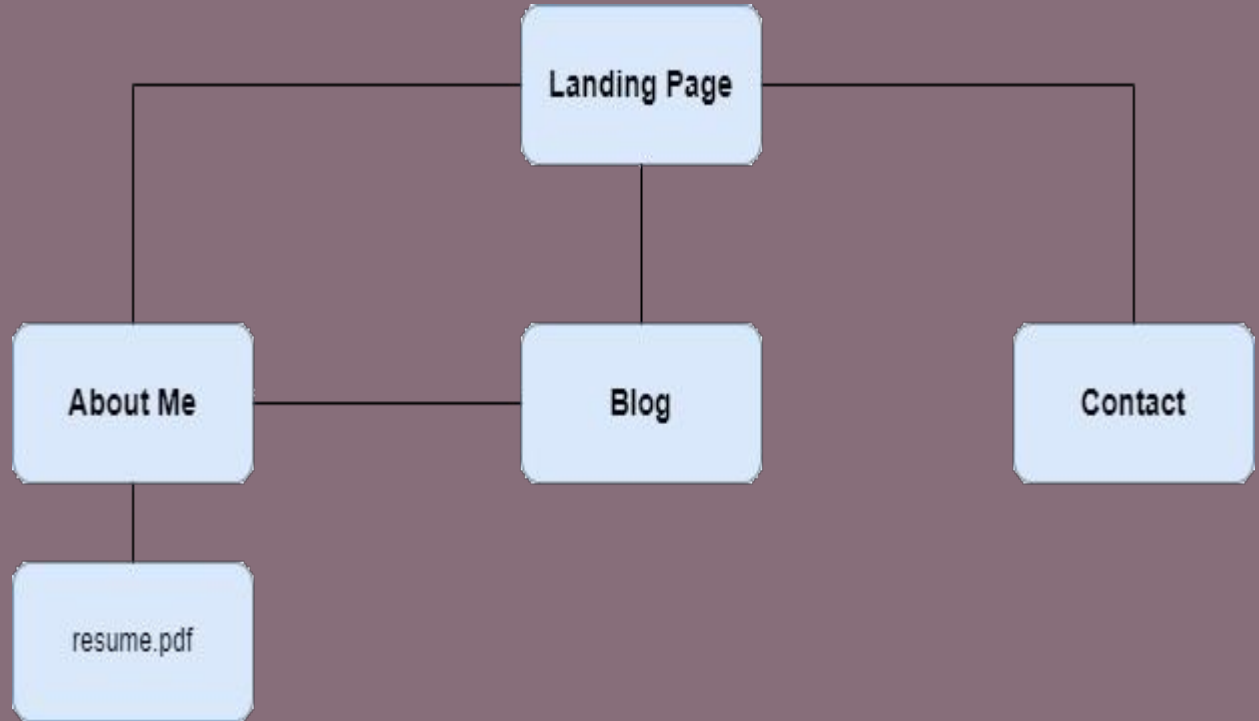# T1A2 - Portfolio Website

The Prototype Tour

Site Map

- Simple structure
- Navbar on all pages
- "About Me" page links to blog, hosted resume file, and YouTube.
- Contact page links to accounts, email

Components and Styling

- Footer used across all pages with navbar to allow navigating the site.
- Images heavily relied on in landing page and contact page to create personal impression.
- Visual components: icons, logos, photos
- Separate articles in blog page to allow for multiple posts, navbar to provide easy selection.
- Links to navigate the site, find more information, and follow/get in touch.
- .pdf attachment to allow viewers to learn more about my professional history
- Simple colour scheme, softer background colour combined with specific shade of peach I use in different online platforms
- Text and styling kept simple. Toned down from some initial concepts to make the site more approachable, readable, and welcoming.

Landing Page

- Image for a more personal feeling
- Invitation to explore, get to know me
- Simple and clean, to feel approachable; no distractions from invitation.
- Components: Image, heading, navbar

About Me

- Maintained colour scheme
- Simple icons to match rest of site
- Brief introduction to me, one of my hobbies, and career until now.
- Icons animated to make the page more visually engaging, capture attention.
- Components: Text, graphic links, images, navbar

Blog

- Wanted a different image for this page, one that wasn't looking directly at the viewer
- Tried to maintain simplicity - 'blog sites can get cluttered
- Navigation menu to select
- particular entries
- Envisaged improvements unable to implement
- Components: 'Info box' - Image, heading, navigation links; articles - images, text, headings, etc.

Contact

- Reused landing image to "frame" the site
- Reinforce the "invitation" aspect - in this case, to connect
- Again, simple, with minimal content to reduce distraction from the purpose of the page
- Two most important pages
- Components: Image, logos, text links, navbar

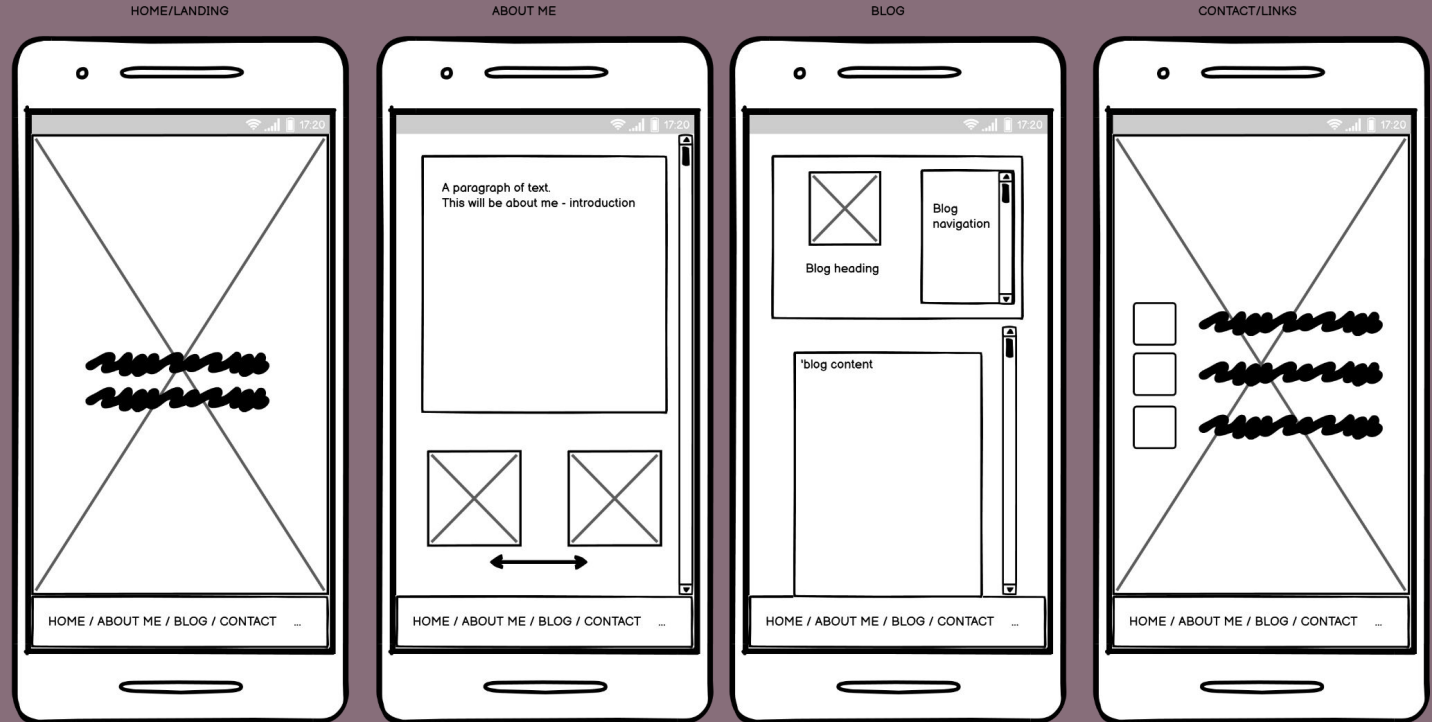# Design - Beginning

Initial Ideas

- Landing page: Friendly image for first impression
- Color scheme
- Simple, clean design
- Landing + contact pages to "frame" site
- Animations and visually engaging layout

- Immediate problems: Image rights, image scaling, design process.
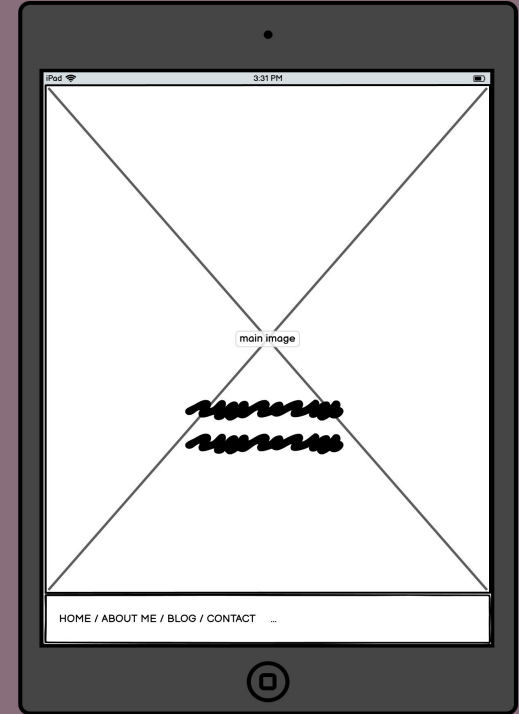
Wireframes - Mobile

Began with mobile.

Made significant changes from early design of "About Me" and blog pages.

HOME/LANDING

ABOUT ME

A paragraph of text.
This will be about me - introduction

HOME / ABOUT ME / BLOG / CONTACT ...

BLOG

Blog navigation

Blog heading

'blog content

HOME / ABOUT ME / BLOG / CONTACT ...

CONTACT/LINKS

HOME / ABOUT ME / BLOG / CONTACT ...

Wireframes - Tablet

- Developed each device separately
- Beginning of later design problems
- Some significant differences between tablet designs vs other devices
- Planned use of extra real-estate to develop more engaging designs
- Overestimated display area
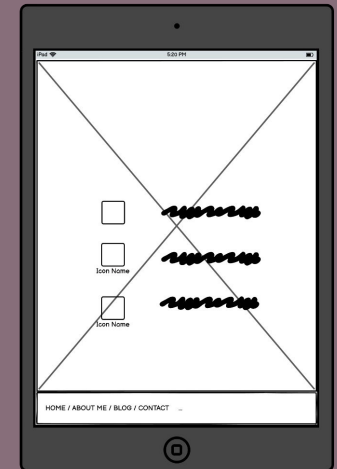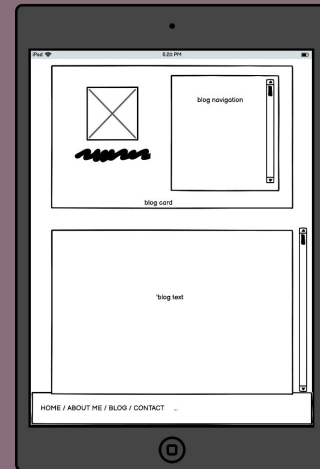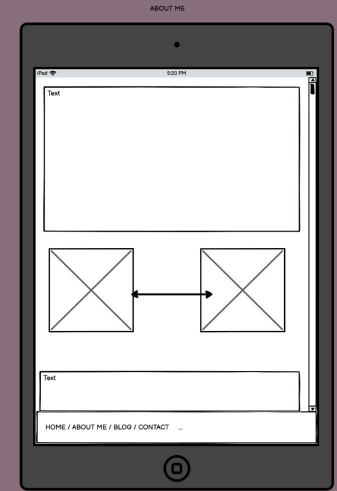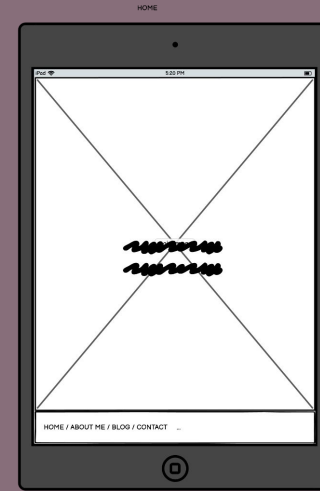
Wireframes - Desktop

- Reorient landing and contact page
- Initial design for "About Me" page: novel layout, movement; attention-seeking, like me.
- Reversed direction of landing and contact pages to emphasize "frame" effect
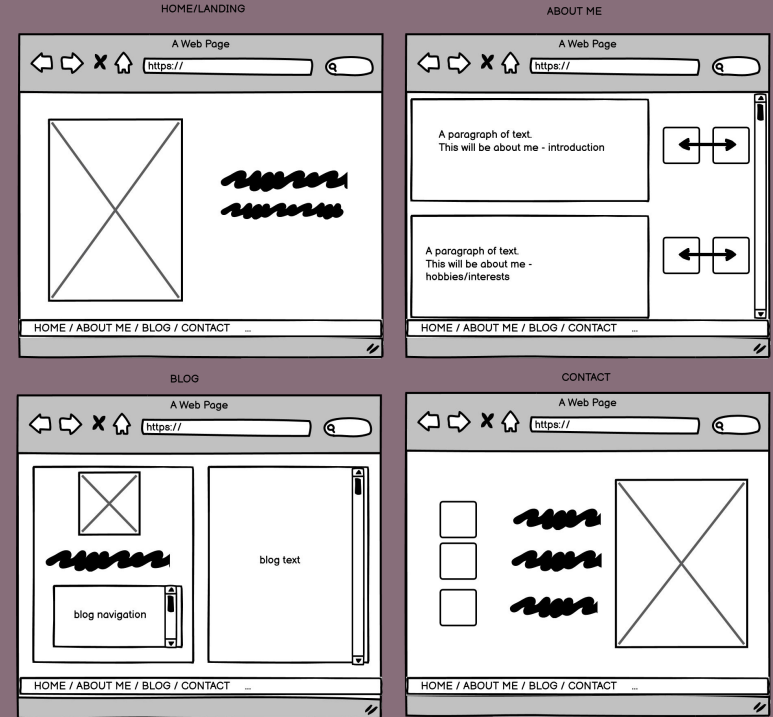
Design - Realities

- Initial design vs. end product - "About Me" example.
- Screen space
- Time constraints
- Amount of work, extra coding + points of failure
- Technical ability
- Complexity + novelty vs function and UX
- Design overhaul mid-project

Highlights

Shift in understanding of layout and manipulating objects:

- What I see
- What a browser sees

Approach to learning:

- Forced to assess shortcomings and challenges
- Need-to-know basis vs forming understanding and connecting ideas
- Find a way to implement problem-solving and thinking skills from different field