1. **Part 1:**

Part 1: The purpose of my website is to inform readers of the seriousness of the problem of homelessness in the United States and to build empathy and understanding in the general public towards that population. In my website, I first present some shocking facts about homelessness and a graph that shows its trend over the years. Then, I went to Downtown Pittsburgh to talk to a couple homeless people with the hope of understanding their background stories. I wish to make their stories into animation, hoping that the visual aspect of the website would have a greater impact on the readers in fostering empathy and awareness. My website is engaging because instead of presenting readers with a bunch of text, I use animation to showcase a person’s story. The shocking statistics at the beginning of the website aim to build curiosity towards the topic of homelessness, and the animation aims to build empathy and understanding towards that population. In addition, the goal is to use emotional and visual appeals to capture readers’ attention and have them interested in the topic of homelessness. My target audience is the general public because I believe most people nowadays pass by homeless people without much thoughts, either ignoring them or are discomforted by them. But with this website, my aim is to show the general public the “humanness” of the homeless population by showcasing their stories.

1. **Part 2:**
2. Statistics about homelessness
   * 1. Interaction type: the animation of the text was used intentionally to build tension. Read the text as the words show up one by one.
     2. Read the shocking statistics, then scroll down.
3. There’s a graph about homelessness.
   * 1. Interaction type: hover over the graph to see the type of homelessness and how the number of homeless population has changed throughout the years.
     2. After hovering over the graph to understand more in-depth about the problem, scroll down.
4. Animation
5. Interaction type: look at the animation (make sure that you have seen the entire animation for each section)
6. After you have seen the animation for each section of the homeless person’s life, you should scroll down to see another animation of a subsequent section of his life. All of the animations would add up into a comprehensive story of the person’s life.
7. **Part 3**

A JS LIBRARY

1. I used a JavaScript library called Plotly to make my graph.
2. I chose it because I wanted to have some visualization on how homelessness’ statistics has changed throughout the years. The library made it easier to create complex graphs, as the format of the graph was already predetermined.
3. I used it by entering the data that I needed into an Excel sheet and saving the file into a csv file. Then, I uploaded the csv file into GitHub, which would allow my HTML file to call the csv file and extract data from there.
4. I used the visualization to make it more intuitive for the readers to understand the changes of homelessness over the years. Sometimes graphs are so much more powerful than a bunch of text, and I wish to take advantage of that. My goal is to let readers understand that homelessness is a serious issue in the United States, and there’s still a huge area for improvement.

ANIMATION

1. I used Illustrator to create the graphics, and I used SVGator to create the animation.
2. I chose Illustrator because it’s a powerful tool that allows me to make detailed graphics that matches the story of the homeless person that I interviewed. In addition, I used SVGator because it was introduced to me as a good animation tooL by a friend.
3. I used Illustrator to make all of the graphics for my story. I was able to personalize each important part of his life with the incorporation of different graphics. SVGator, in addition, allows me to bring the graphics to life by adding motion and animation.
4. Graphics and animation are central to my website. They serve the purpose of not only capturing the readers’ attention, but also they make the homeless person’s story so much more personal. I wish to use those qualities to have the general public resonates with the homeless person’s story, fostering a sense of understanding and empathy.
5. **Part 4**

I decided to add a graph because I realized that telling a homeless person’s story is not enough to emphasize the severity of the homelessness problem in the United States. With the addition of a visualization, it shows that the problem of homelessness hasn’t really improved throughout the years, and there’s so much that we could do to help them. Also, initially, I wanted to make the animation for three distinct types of homeless people—a female homeless person, a male homeless person, and a homeless family—since I believe that they all have very different stories to tell. But after I interviewed them and started making the graphics and animation, I just realized how much time it would require to showcase all three stories. Therefore, with the interest of time, I decided to showcase only one person’s story.

1. **Part 5**

This was my first time designing graphics and making animation, and figuring out how to do those were extremely challenging to me. Also, I struggled with finding the library that could most strongly showcase the data that I have.