



**Noroff**

School of technology  
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# **Semester Project 1**

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## Design

### What went well on the project

I tried to make the website design fitting for the target audience which were primary and middle school children and their family. I made the design to be fun to look at, with strong colors which I think tied together well with the brand which represents science and the cosmos. The goal with the design was to make the target audience want to visit the museum which fulfills the brands ultimate goal of the website.

Starting the design-phase of my project I made a paper prototype for each page which went well, because it gave me an idea of what the UX-design would look like.

Then I made a high-fidelity prototype using Adobe XD, which also went well. I've become familiar with the tool, and it all went very smooth when making the prototype. I made a prototype for both the desktop-version and the mobile version. I started to design for mobile first, which was very useful because it made the design come out very simple which is good in order to create a smooth and easy user-experience.

I chose only one font-family called "Rubik" which I found at Google Fonts, which I think fitted well with the design. It's easy to read and it's simple so it doesn't make the pages to "loud" when considering all the strong colors and images. I made the name of the brand in this font as well to make it all tie together and look more professional.

The images on the website represented what the museum looks like and also what the different sections of the webpage was about which gives the target audience a taste of what they should expect and experience when visiting the museum. I chose different stock images which sort of looks similar so it looks like a real museum and that every image is the same museum.

### What was difficult/didn't go well on the project

I found it challenging to make the design for both children and adults, but I think the website should appeal more to children because they are the reason the family/teachers are visiting the website and museum.

I found it difficult to place that amount of text on every page and still make it look fun for children. I tried to make up for this with exciting images and colors.

When I designed the paper prototype I didn't make it very detailed or "nice", because I find it a bit hard to "picture" everything on a piece of paper. I also didn't cut out buttons and additional menus because I didn't perform a user test. The reason why was because it wasn't very detailed or nice it was just to get an idea of the user experience.

### What would you do differently next time



Next time I will spend more time thinking about my color choice which I will explain more about under WCAG guidelines section. I will spend more time on my paper-prototype so I won't change as much when starting to design in XD.

## Technical

### What went well on the project

It was a lot easier to code this website than my first one. I started by writing all the html-pages with the basic html code. For the CSS part I worked on my homepage till it looked how I wanted it to, and then moved onto the other subpages.

The website looked very similar to my XD-project except some changes of color and different positions of elements.

The website is also responsive and is easy to use on different devices. I used three different media queries. I started to work with the mobile version which I used iPhone 6/7/8 as a viewport. The two other media queries was not based of a device, but the site itself. The media querie with a width of 1020 pixels and wider is for laptop/ipad devices, and the 1400 and wider pixels media querie is for desktop devices.

On the pages "Exhibitions", "Events" and "Get Involved" I added buttons that should link to other subpages. I did this in order to make the site seem more professional and to make the site more realistic to other museum pages. An example of my thoughts is that the museum states they have over thousand exhibits, so it would be natural that the museum offers more information about the different themes like cosmology for example.

### What was difficult/didn't go well on the project

The homepage I found difficult to get similar to my XD-design. In the XD prototype my homepage is different looking to my coded homepage when its viewed in desktop/laptop version. It was hard to get it right syntax-wise, so I went for a quite large homepage header instead.

I added percentages to the margin of the sections in order to make the text easy to read, and the site to become fluid. I mostly used flexbox in order to get the images beside the paragraphs so that the user will understand that the image represent what the paragraph is about.

When making the h1s I used span in the second word in order to create the separate lines. I wanted to make the words appear a little more closer together so it wouldn't be as much space between them but I didn't find a solution to this.



The third section of my homepage was also quite difficult to get as I wanted it to. I saw that the paragraph color were not giving as much contrast and could be difficult to read so I changed the color and added a background color to the container. When the section is viewed in laptop-version the text is set to center and I'm a bit unsure if this could be difficult to read for some. The background of the third section were supposed to be a space image, but the quality when rezising the image made it look bad.

The logo is named "Community Science" and is a weird name, but my thoughts were that in real life it would probably be named something else.

What would you do differently next time

In some of the CSS I repeated myself, especially with the header images. It wasn't a lot of code, but it was mainly because each header had a different image and sometimes different values so I didn't give it any thought before I'd come quite far into the development.

I would've given more thought into how my homepage would look in laptop/version. My homepage header was quite tricky to get right when it ended up being larger than expected from the XD-version. I would've given more thought of the transition from mobile to desktop.

I also would've added some animations to enhance the content since the target audience are children, and I would imagine they find it fun.

## **WCAG guidelines, content management and SEO**

What went well on the project

In the finished version I would say that all information gives good contrast and is easy to read. Most colors follows the WCAG guidelines, and those who does not I've added shadow on the text so that it's easy to read.

The "Explore" part of the page I added into the homepage to give the user a bit more information before they need to actually click on the page. This can be helpful to keep the user interested and informed at the earliest stage of the user journey.

When designing the site the content I thought should be presented in a simple way, so most of the content is divided into columns. There is a lot of text in most of the sections, and it should be easy for the user to read.

The title of the pages I kept very simple, along with the descriptions so that the user understands the meaning of the page.

What was difficult/didn't go well on the project



What would you do differently next time

When I considered the colors for the design, I didn't think about the fact that neon-green offers low contrast with a white background. I definitely should think more about the contrast earlier in the development stages.

## References

(place references to websites, books, forums etc. that helped you in the project)

Map

- Location: Frognerveien 67, Oslo Norway. *Google Maps*, 12 December 2020, <https://www.google.no/maps>

Images

- SDI Productions. *Students and teacher look through microscope during science field trip - stock photo* [Stock image]. Getty Images. <https://www.gettyimages.no/detail/photo/students-and-teacher-look-through-microscope-during-royalty-free-image/576894432?adppopup=true>
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## Icons

- Fonticons 2020, accessed 11 December 2020, <https://fontawesome.com/>

## Project Planner

<https://trello.com/b/ErGSL2fV/semester-project-planner-helena-bustrak>

