

# Portfolio project (V2)

Jackie Lando  
IGME 230

## Strategy

 Who are the users?

The audience / the people viewing my page will consist of Job employers, colleagues, freelance clients, and professors. The people who choose to view my portfolio page will be looking to do at least one of these three things; critique my artwork, learn more about me and my experiences, or find a way to contact me to hopefully hire me for openings / positions.

## Scope

 What do the users expect?

When the user opens my portfolio page they will expect to have easy and clear navigation (through the use of a navigation bar or hamburger menu), clearly and logically labeled links to my artwork, resume, and contact information, and an overall generally pleasing page layout.

## Changes

 What changes will be made?

Problems:

There were a lot of issues with my first portfolio page. The layout was not very appealing, the mobile version was not accessible for most users, the grids were used inappropriately, I didn't include a downloadable pdf version of my resume, there were technical issues with my code and overall it was not an enjoyable experience for users.

## Solutions:

I am going to design a cleaner layout for my pages, and focus more on displaying my artwork in an appropriate manor and making sure my code is functional than worrying about the branding of my page. I will make sure the navigation is more logical and straight forward for the user and include some interactive animations of the links for a more enjoyable experience

# Interactivity

😄 How will the users have fun?

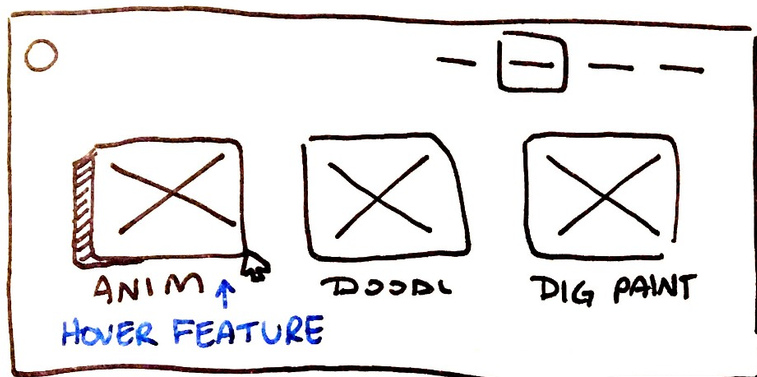
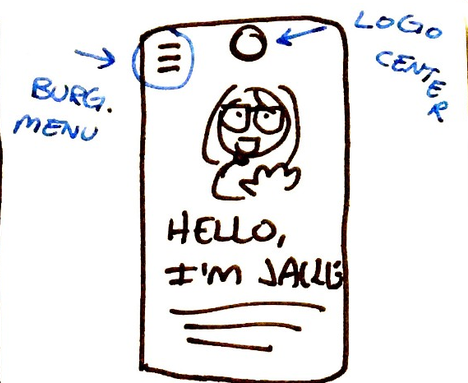
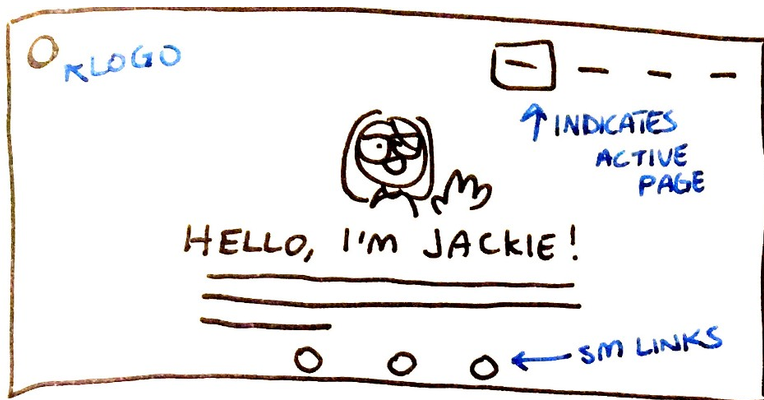
I want the users of my site to have a good experience not only through a clean layout and design and functionality, but through nice interactions. I figure I can improve the user's experience by adding fun little animations or golden nuggets to the site, like allowing the user to click a graphic and change its current state, and having the links animate when the user hovers over them. These features however will only be available on the desktop version since the user cannot hover or see a cursor on a mobile screen. Instead I will add a hamburger menu with a little animation when the user opens and closes it.

Hamburger menu

CODE SOURCE: [https://www.w3schools.com/howto/howto\\_css\\_menu\\_icon.asp](https://www.w3schools.com/howto/howto_css_menu_icon.asp)

# Sketches

✏ Sketches of the page layout



MOBILE

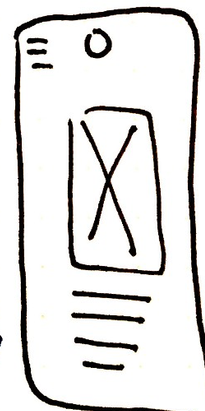
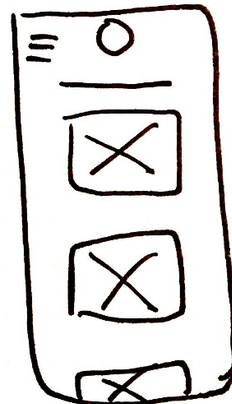
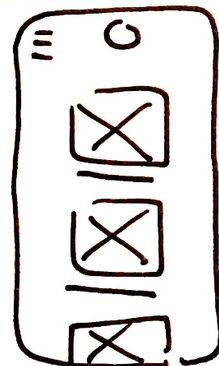
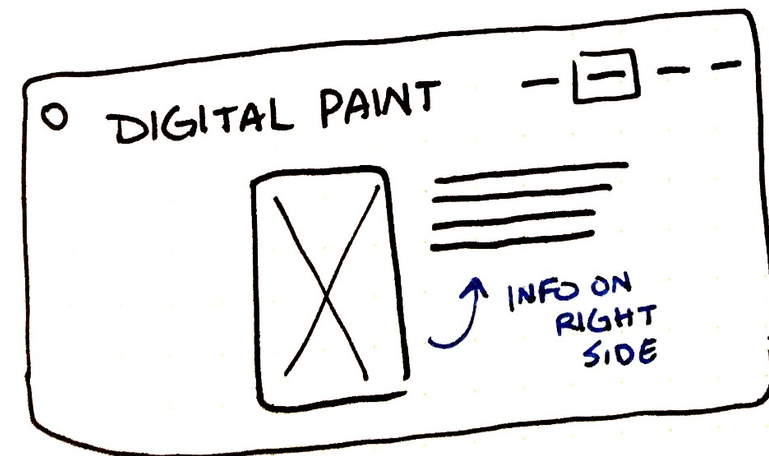
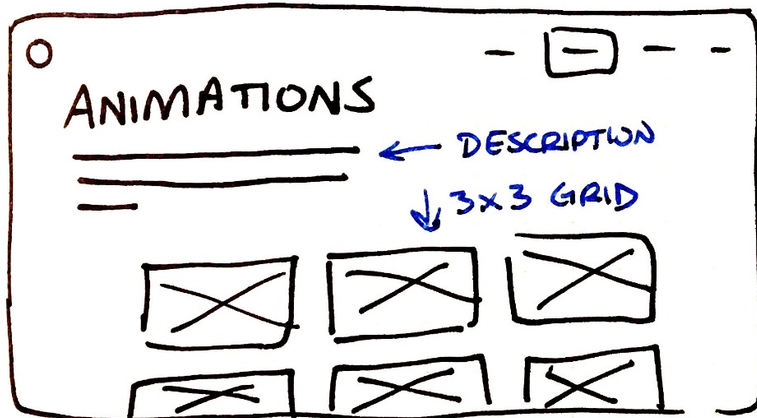
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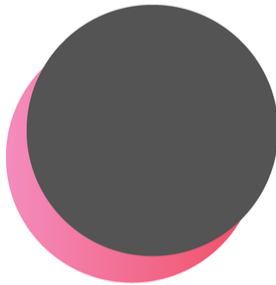
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2 3 CLOS

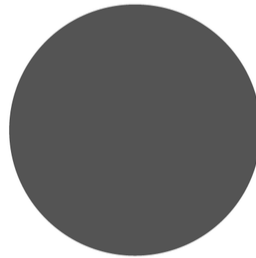


INFO UNDER IMG

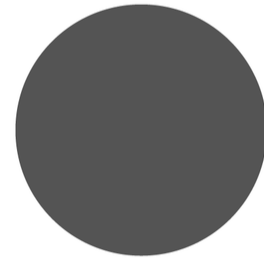


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Animation



Postal



3D Models

[Work](#)[Resume](#)[About](#)

## Animation

Brief page description will go here



I will focus on including hover interactions and clear concise navigation in the second version of my portfolio page. The grids will be appropriately sized and so will the page descriptions to viewport width ratio. I will indicate to the user more clearly what page they are on, and I will make legibility more clear by keeping the background white instead of having an image conflict with the text.

I also plan on including a screen media query for tablets / iPads. iPad layouts are often under-appreciated and are not given much thought or love to as they should be.