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Travel Madison Wisconsin

On my website ([Bouncing Badger](https://joshcbert.github.io/wdd130/madison_wi/index.html)), I created a travel guide to Madison, Wisconsin. This is intended to help people interested in visiting Madison find things to do. It is designed to assist people in all stages of life to discover activities in downtown Madison, along with fun options within an hour’s drive of the city. While the guide is meant for anyone traveling to Madison, it has a stronger focus on family-friendly activities, although I made sure all activities it includes are things that anyone would enjoy.

With my website, I hope to show people who have never been to Wisconsin that it is much more than just snow and cheese (although those are still plentiful here). I want visitors to see some of the unique aspects of the area, like Devil’s Lake State Park and Epic Systems' campus, which are two of my favorite places. My vision is to open people's eyes to the many exciting things Wisconsin has to offer and mitigate the stereotypes that many have.

When coming up with the idea for my website, I thought about how I wanted to showcase a variety of activities in the area and present them in a way that made the information easy to skim through and sparked interest. Since each of my suggestions had its own website, I realized that to catch people's attention, I only needed to give them a quick blurb and an eye-catching picture. There rest they can go find for themselves. Once I had selected my activities, I categorized them into two sections to make the information more manageable for visitors. I decided that having a "Downtown" section and an "Around Town" section would make the most sense. This allows visitors to plan a day or two downtown, where everything is close by, so they don’t have to worry about traveling too far. It also allows people who are more interested in the city to stay on one page instead of jumping between multiple pages for information. For the "Around Town" section, two attractions needed more visual representation, so I opted for a slightly different layout. Epic Systems has so many uniquely themed buildings that I felt multiple pictures were necessary to capture its diversity. The same went for Devil’s Lake, which also warranted a gallery to better convey its beauty.

While completing this project, I learned how important it is to map out your ideas for a website and work toward unifying elements as much as possible. Using a few key classes across much of my content helped make my website more cohesive across all pages. It also saved me time with each new page I created, as I could reuse the classes for patterns I had established. Additionally, a well-thought-out plan meant I didn’t have to revisit my HTML code as often for tweaks. These skills will be valuable in the future because time is money. If I can reuse CSS efficiently, it will save me time on future projects. Plus, using fewer classes reduces the risk of errors and unwanted behavior due to overrides. I look forward to continuing to grow my HTML and CSS skills.