Chernobyl Website

by Kristian Kottcamp

Creative Breif

Objective:

This project aims to create a one-page website that outlines the story of the Chernobyl disaster, one of the most catastrophic nuclear accidents in history. The website will provide a brief about section, a detailed list of events, a a section about the impact it had on the environment and the people living in the area.

Target Audience:

The website's target audience will be people like myself who have become interested in the history of the topic because of the different appareances it has had in media, from the HBO series, to various games.

Key Messages:

- The Chernobyl disaster was one of the worst nuclear accidents in history.

- The disaster had a devastating impact on the environment and people living in the area.

- Nuclear safety is critical to preventing similar disasters in the future.

Design Considerations:

– The website should have a clean and minimalist design, with a color scheme that conveys a sense of seriousness while also appealing to the target audience.

– The website should be easy to navigate, with a clear hierarchy of information.

– The website should include images and/or videos that help illustrate the events of the disaster.

– Since the website will be a long one page scroll it should be easy to get back to the top with the push of a button.

User Persona

Name: Kristian Kottcamp

Age: 22
Occupation: Design Student
Location: Bellingham, Washington

Background:

Kristian is a senior design student at WWU who played the video game series S.T.A.L.K.E.R which is set in the Chernobyl exclusion zone, as well as seen the HBO series. He values clean and minimalst design with great color schemes.

Technology:

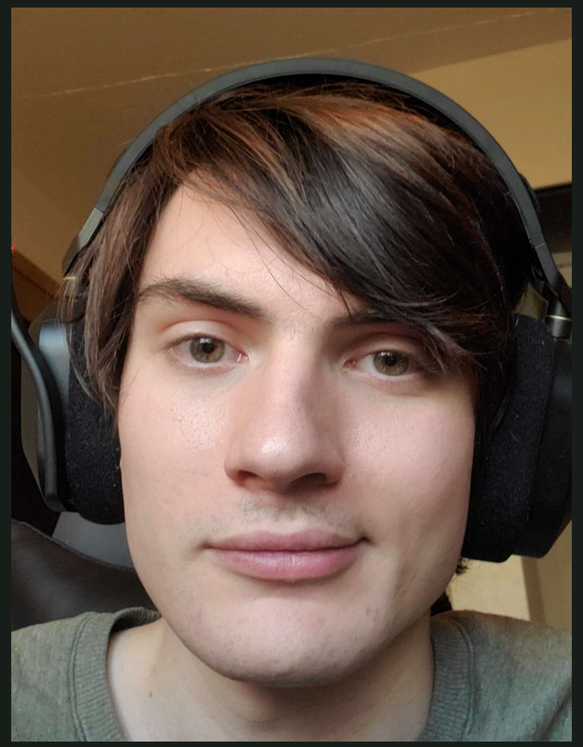
Kristian is an avid user of technology and owns multiple devices, but still values intuitive and straight forward technology.

Communication:

He has a limited attention span and finds content far easier to digest if it layed out in a clear linear manner, esspecially if there is visual imagery that can grab and maintain his attention.

Goals and Motivations:

For infographic sites like the Chernobyl project, his main goal is to learn the real story of Chernobyl in an accurate, yet interesting way. He wants to get straight to the point without lots of fluff or a heavy introduction.



Journey Map

Be greeting by an interesting animated header that grabs the user's attention and immediately provides them a quick understanding of the mood and aesthetic of the website.

A simple nav bar that allows users to skip down the page to content that they are most interested in.

A quick introduction paragraph taken from National Geographic that gives insight on to what the Chernobyl disaster is.

An interesting, eyecatching image that catches the users and guides them down the page.

An in depth list style timeline that provides detailed information about the events of the Chernobyl disaster.

A concluding paragraph that describes the effects of the disaster.

Several images to showcase the disaster visually.

A Back to Top button that allows users to quickly return to the start and nav bar.

Discover website via my main project site.

↓

Greeted by interesting header.

↓

Nav bar for easy access to information.

↓

Scroll down to see brief intoduction.

↓

Image catches attention to scroll futher.

↓

Detailed timeline of events.

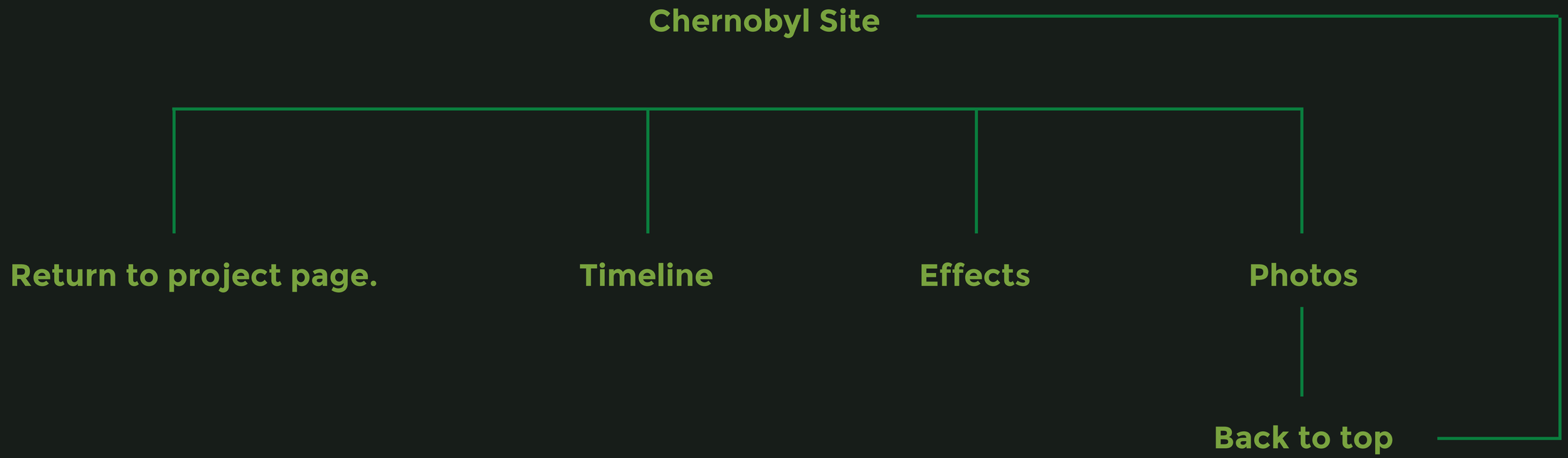
↓

Concluding paragraph and images.

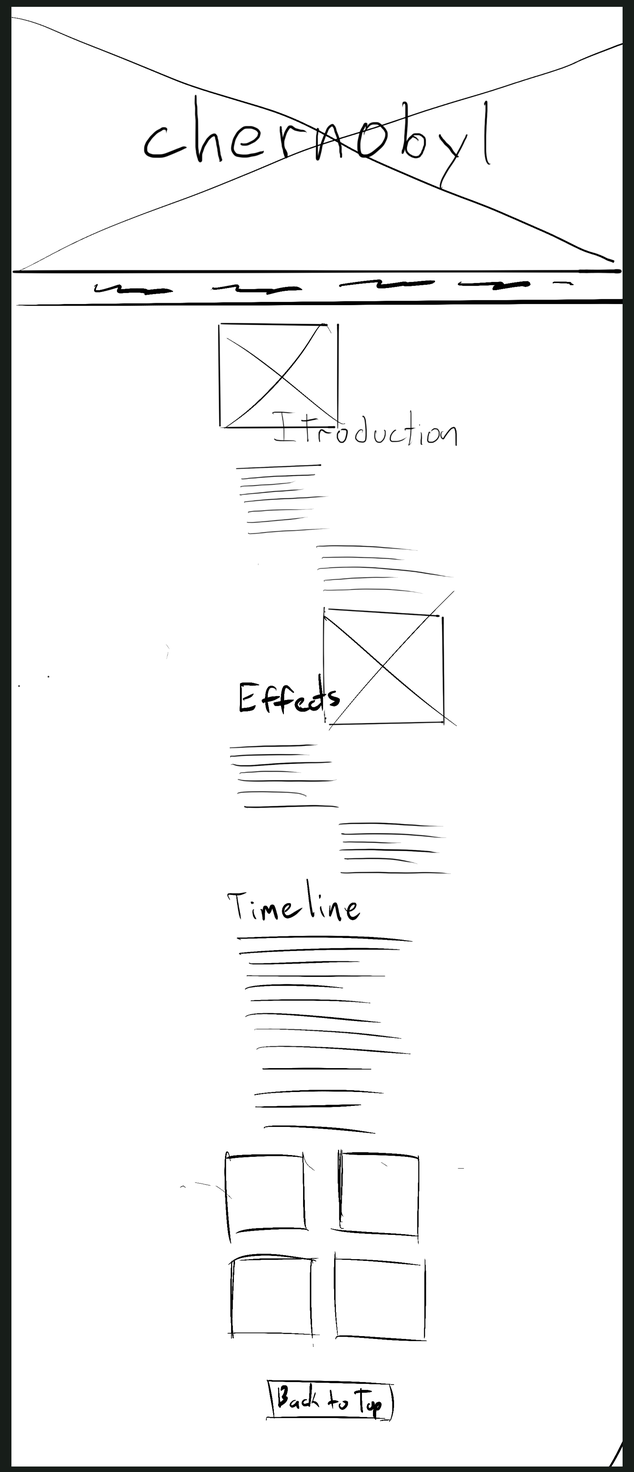
↓

Return to top via button.

Site Map

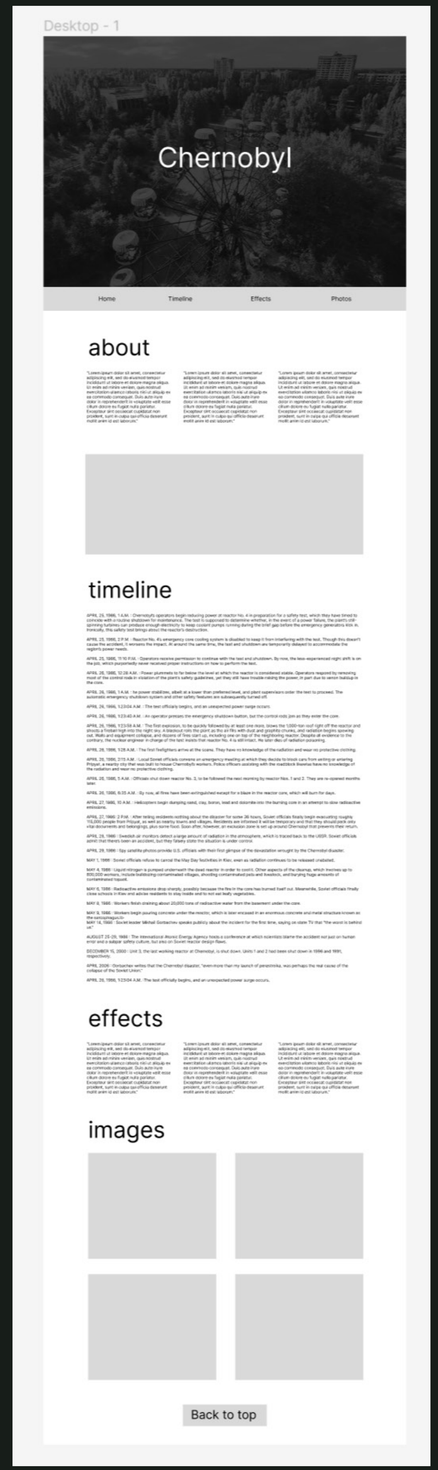

Chernobyl Site
Return to project page.
Timeline
Effects
Photos
Back to top

Wireframes



LOFI Prototype

After getting feedback from some friends I shifted around some of the content to better express the narrative by switching the effects and timeline because it makes more sense to learn about the effects after you know what the causes were.



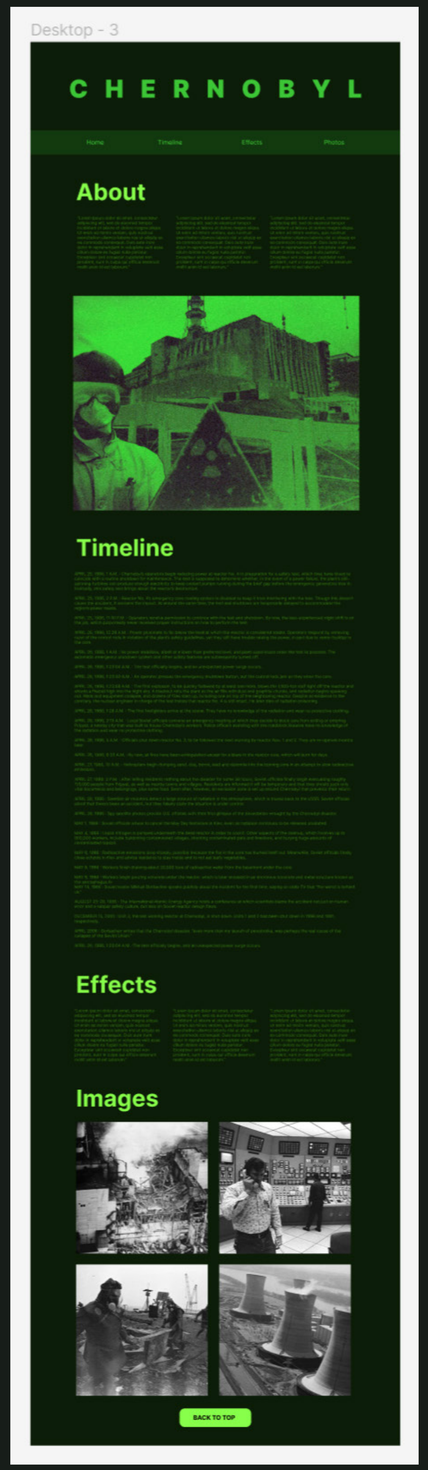
HIFI Prototype 1

This version of th hifi prototype was mostly to establish the aesthetic. I added in color and images and got feedback on how it felt to navigate. Most of my testers felt as if the giant image tha beginning was quite distracting so I would go on to remove it in the next version

HIFI Prototype 2

My testers liked this version of the navigation a lot more because it was much simpler and didn't require lots of scrolls just to get past the header. From here, most of the changes were just tweaking the aesthetics until it was more visually appealing, such as color and fonts.

I would also go on to add an animation to the header text in the final version to make the site feel more alive and interesting.



Final Web Version

C H E R N O B Y L

HOME TIMELINE EFFECTS PHOTOS

ABOUT THE CHERNOBYL DISASTER

BY ERIN BLAKEMORE @ https://www.nationalgeographic.com/

On April 25 and 26, 1986, the worst nuclear accident in history unfolded in what is now northern Ukraine as a reactor at a nuclear power plant exploded and burned. Shrouded in secrecy, the incident was a watershed moment in both the Cold War and the history of nuclear power. More than 30 years on, scientists estimate the zone around the former plant will not be habitable for up to 20,000 years. The disaster took place near the city of Chernobyl in the former USSR, which invested heavily in nuclear power after World War II. Starting in 1977, Soviet scientists installed four RBMK nuclear reactors at the power plant, which is located just south of what is now Ukraine's border with Belarus.

TIMELINE OF EVENTS

- **APRIL 25, 1986, 1 A.M. :** Chernobyl's operators begin reducing power at reactor No. 4 in preparation for a safety test, which they have timed to coincide with a routine shutdown for maintenance. The test is supposed to determine whether, in the event of a power failure, the plant's still-spinning turbines can produce enough electricity to keep coolant pumps running during the brief gap before the emergency generators kick in. Ironically, this safety test brings about the reactor's destruction.

- **APRIL 25, 1986, 2 P.M. :** Reactor No. 4's emergency core cooling system is disabled to keep it from

Outcome

Challenges

The main challenge I faced with this project was working with HTML/CSS. I've played around with it before and done the labs for this class but never really tried to actually make a visually appealing website before. Having to balance functionality with aesthetic and fight against the unknown toolset was quite difficult.

Reflection

With that said, I'm a lot more confident using the tools now and realized that there is so much information out there online. Whenever I had a question about how to display a certain style or function a certain way there were easy tutorials I found to learn to implement my ideas from. I feel now that I'd like to code my own site for my portfolio in the future.

Thank You.