

HW8 Write-up

Website link: https://laurenhungcode.github.io/assignment_8/index.html

Part 1

(5 pts) Part 1: In 300 words (only!) describe your website

- i. What is the purpose of your website?*
- ii. What information do you convey with your website?*
- iii. How is it interesting and engaging?*
- iv. Who is the target audience?*

The purpose of my website is to showcase my portfolio for my target audience: the recruiters and designers looking for UX candidates for hire. The majority of the information on my site will be the contents of each individual portfolio piece. In this project, I created a template for the portfolio page using a previous project. In addition, the website also presents information about myself. I integrated small animated elements triggered by scrolling and hovering to make the website more interesting and engaging. At the same time, keeping in mind who the target audiences are for the website, I was also conscious of not adding too much animation so as not to distract from the content.

Part 2


(5 pts) Part 2: Use a bulleted list to describe how a user would interact with your website. For each item in your list, say

- i. the interaction type you implemented*
- ii. how I should reproduce it (i.e. click on X on page Y, or scroll on page X, etc.)*

Overall navigation

1. Hovers over the icon on the top left corner to trigger icon animation (float down) and click to go back to the home page.
2. Click on "About me" to go to the about page.

On the home page

1. Scrolls to a project to trigger project image animation (zoom-in).
2. Hovers over the "Check it out!" button to trigger button animation (shake and change color) and click the button to go to the individual portfolio page.
3. Click on the  button that is sticky at the bottom of the screen to scroll to top.

On the portfolio page

1. Scroll down for images to appear.

2. Click on items in the side menu to automatically scroll to that section of the page.
3. Click on the icon on the bottom center to go back to the home page.

On the about me page

1. Profile picture animate automatically upon page load.
2. Hovers over the contact buttons to trigger button animation (shake and change color) and click for resume and links to social media.

Part 3

(4 pts) Part 3: Describe what external tool you used (JavaScript library, Web API, animations, or other). Following the bulleted list format below, reply to each of the prompts. (I will stop reading at the 4th sentence, so please be concise)

i. Name of tool

ii. Why you chose to use it? (2-4 sentences max)

iii. How you used it? (2-4 sentences max)

iv. What it adds to your website? (2-4 sentences max)

Name:

UIKit

Why:

I choose UIKit because it is lightweight and has clear documentation. I considered picking between bootstrap vs UIKit and chose UIKit because it's minimal style makes it easier to customize. In addition, UIKit has a wide variety of animations that are appropriate for my purposes.

How:

I use UIKit to add animation on hover and on scroll, and to add consistent spacing. I also used the grid component for parts of the responsive layout.

What it adds:

The animation adds a playful element to the website. For example, the slow zoom of project images on the homepage signals the user to click into the project. In addition, the minimal style and consistent spacing contributes to the simple aesthetic that I was going for.

Part 4

(2 pts) Part 4: Describe how you iterated on your HW7 mockups, if at all, including any changes you made to your original design while you were implementing your website. (2-4 sentences max)

The final implementation follows my original design very closely. Only a couple small spacing and font size changes were made because the original typeface I chose is not available from

Google fonts. Also, I made the top menu transparent so that the user can see a little more information on the page.

Part 5

(2 pts) Part 5: What challenges did you experience in implementing your website? (2-4 sentences max)

The biggest challenge I experienced during this project was making it responsive. Although UIKit has preset features for making objects responsive, I decided to use css media queries for the majority of the responsive layout because I wanted very specific control over the font size and spacing which ended up being very time consuming.