

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 1/22/16

Over Winter Break, I finished setting up the GitHub repository to host the website's code. I also came up with the "story", or the way that I would tell the information without just having information on a page. I decided that I would describe how each technology/advancement changed web design, but through websites styled for each era. For example, for the original HTML site in 1991, I wouldn't style anything, because websites at that time were just black text on a white background. Since this is only the beginning of my project, and I haven't started coding any websites, the project hasn't been too difficult, but I realize that making 8 separate websites will be time consuming. I think I should be able to finish the project in its entirety on time; the only thing I'm not quite sure how I'll pull off is showing how website will look in the future. It's easy to look back and show how websites used to look, but predicting how websites will look like in the future seems really difficult. I'll most likely talk to a few professional web developers I know for their opinions on how web design may change in the coming years, and take their advice into consideration. Overall, I'm excited to work on this project, I love web development, and I think this is a great way to practice my skills.

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 2/5/16

These past few weeks, I finished up the main page for the project and the website for when HTML was created. For the homepage, I added placeholder links for the remaining 6 sites, since I've yet to make them. I also used placeholder text on the 1991 website, I'll fill it in with content later on. The 1991 website was really easy to make, since it doesn't have any CSS styling, just HTML code. All I had to do was lay out the text with headers and links, and it was done. I'll most likely be taking the same approach to design the other sites, since the other sites will take longer to iterate and design. I'll fill in the text later, since I'd also want to draft up the information for each site. I think the project is going well, and now that I've made a homepage, I feel better about the project overall. Having finished 2 of the 8 sites, I've finished $\frac{1}{4}$ of the sites I'll need to make; however, the other websites will probably take more time to make.

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 2/19/16

This week, I worked on the websites for web design in 1994 and 1996, for the introduction of CSS and JavaScript. CSS styles were what created web design as an actual industry, so really that's the first real site showcasing how sites were designed back then. The 1996 site is my personal favorite so far, since I think I really pulled off how websites looked at that time. I added several animations, with little accents to really make it look like it's straight out of the '90s. I added GIFs to the bottom of the site to emulate how many sites looked back then. Since I wasn't born yet in 1996, I researched how sites looked like, by both looking at archived versions of websites and reading various articles. Hopefully I can make the other sites look as accurate as this one does to its era.

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 3/4/16

These past few weeks I finished up the websites for the sites from the year 2000 and 2016. The 2016 site was more straight forward, since the library I've been using for some of the sites is easy to use. It's made mainly for modern sites anyways, so using it to make a site that could be made now was fairly simple. It's mainly been the content of the pages that's been more difficult for me. I know about most of these technologies, but their history and the way they impacted web design are new to me. I'm nearing the end of my project, with the majority of the sites done, and I think it's really coming along. I've actually learned a lot throughout the process, like finding out exactly how popular Flash websites were. I'm most concerned about the future website, since I'm still not quite sure what I'm going to make for it. Hopefully I'll come up with something good; my web developer friends have given me a few ideas, but I can't really think of a site I can make using the ideas.

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 3/11/16

This week I finished up the mobile website, which was honestly a breeze. Mostly what I did was slightly re-design the 2016 website, and put it in a wrapper that looks like a phone. I think even though it's very similar to the 2016 site, it illustrates how sites look now that phones are becoming more popular to surf the web. The 2016 site is built responsively, meaning it'll look good on nearly any device, unlike the sites I made for the older time periods. I purposely made the other sites non-responsive, because a site made in 1994 wouldn't be designed to load on a cell phone. The 2016 and mobile site, however, would be designed for that, so it includes things like the navigation hiding, columns resizing, text changing size, and other things in order to make the site look good on a phone.

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 3/18/16

This week, I didn't get as much done as I thought I would. I came to the conclusion of what kind of site I want to make for the future site, one that showcases Virtual Reality. I bought Google Cardboard, an inexpensive VR headset meant for phones, online which I plan to use when I present my POL. I started researching how I'd be able to use VR in a website, and found a couple of possible libraries to use for the site, but I'm not 100% sure yet. I knew from the start that this would be the site that would take me the longest and the most thought, and I was clearly right. In hindsight, I should have started planning for this site way in advance. Regardless, I'm really excited to get going with this site, hopefully I'll finish it over break.

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 3/25/16

I've finished up the VR site using a library called A-Frame made by Mozilla. It took a lot of finagling, but I got a proof of concept pretty much finished. It isn't a "site" really, it's several images that I designed as a fake mockup of a future HTLA site. It's fairly simple, but viewing the site through the VR headset is really cool. Even though the images aren't really that complex, being able to look around the site physically is really odd. It feels as though you're standing inside a room with the website projected onto the walls, sort of. I take advantage of pretty much all 360 degrees, with site content in front of and behind the viewer, and even below them for a footer. There's no telling how accurate it will be to future websites, but I think VR will become a big part of the web in the coming years, and I think I'm at least on the right track. This site has been one of the most fun for me to develop and test, I'd say it's my favorite so far. I'm glad to be coming to the end of the project; I've sent my code to a few developers I know for their opinions on the designs and the code itself. I'm hoping they give me good reviews, and I'll take their changes into consideration.

NAME: Ram Zallan

DATE OF JOURNAL ENTRY: 4/1/16

My developer friends got back to me this week, and they gave me a few comments on things I could change on the sites. The comments were mainly on the code itself, with some ways I could simplify my JavaScript and make the sites load faster. They also gave me some pointers, since they're older than me and actually lived through the times I'm emulating websites from, on how to fix a few designs to be more authentic. For example, I changed some of the styling of the site from 2000 to make it look even more like it was made from Flash, even though I didn't actually use Flash to create it. Now that the project is *actually* coming to an end, I'm really glad. I'm really proud of the project so far, and now that I'm just putting the final touches on the page content and designs, I like what I made. It's fun to see what you're making as you make it, but once you can step back and see your project finished in its entirety, that's a different experience. The final project exceeded my expectations, and I'm excited to turn it in and present it for my POL. I think my timing may have been a little off with how easy I expected the future site to be, but it all came together regardless of the little delay, and I couldn't be happier.