# BLOG POSTS

### Week 1:

Coming into this course I expected to in a way learn more code that was more website based, although it is a combination of theory and practical work, it seems like the ideal place to learn and actively use coding techniques, especially in an art space where you have the freedom to create and display things in a manner that you see fit. So, it allows me to dive into a new space of learning code whilst providing the opportunity to learn how I can best use that code in ways that will help in my artistic endeavours.

Being introduced to a new course can always be a new and interesting challenge given that the majority of the time you are being presented with new ideas you may or may not be familiar with and Interactive Media is no exception to this thought. Although there was no intense information being presented to us as it was only the first week and we were only being introduced to topics and setting things up, there was one thing that already seemed like a challenge: navigating GitHub. Understanding how to manipulate projects in the main repository and creating new repositories that can in turn affect projects in other repositories whilst also not affecting them was a lot in my opinion. Of course, this will become something easier to do once I regularly use GitHub but when it was presented it seemed complex to use.

Vannevar Bush’s “*As we may think*” was an interesting read as it is fascinating to see someone’s ideal situation for how far technology will advance from a time when there was barely advanced technology (of course at the time radio was a huge advancement however this is comparison is to modern technology). Bush was a brilliant mind for being able to essentially predict what we now know as the internet before it was even a thought during his time.

### Week 2:

When I first got into coding HTML was one of the easiest languages I could learn, and this is very true. From what we have learned, to the exercises we had to complete, engaging with HTML has been one of the easiest things I have to do, throughout this whole degree. The concepts, formatting and syntax are very easy to understand if you have some form of coding background and even if you have no coding experience HTML is a very easy language to grasp. Having made a website, despite it lacking any information and information was also very exciting.

Internet Histories unfortunately was a horrible experience for me. The reasoning behind this is simply I do not like learning about anything related to history. I am not fond of anything that has to do with history and the fact that all that information about how the internet has progressed over time will not do anything for me besides be interesting facts adds to my disfavour of the topic. The content itself is interesting as it is interesting knowing where this started however to that extent of information whereby it resembles a history.

Lawson Bronson’s article was a good read given it gives pointers on some good practices in HTML (such as not overloading on h1’s) and the uses of various semantics used in HTML coding (such as why using nav’s, articles and sections is important). It is a helpful tool book of good practices that can help you code better in HTML.

### Week 3:

CSS styling so far seems to not have much difficulty to it however with making things look good, being accurate and perfect with your output becomes a factor and that in the long run could be a decisive factor to how hard things are in terms of website styling techniques I will be using. I feel something that CSS takes into consideration (with help from HTML) is how it is important to make your websites easily accessible, in terms of how you use your website and find your website. This draws on last week’s point on semiotics and it seems semiotics is a general practice that can you design well-functional and engaging websites. In terms of my website, there are ideas slowly creeping up as I learn more about how to make efficient websites I am also looking to draw inspiration from websites from companies like Nike, Off-White and Dior. These companies particularly intrigue me because firstly I like fashion but also how easy it is to navigate the website, especially Dior’s website which provides information in text and graphics (in a manner whereby one does not overpower the other) format which I believe is something that is often overlooked especially in websites whereby you are trying to be sold something. Always having to read is not ideal as people have varied attention spans and some people would rather see a video showing information than that same video explained in text format.

And this brings me to the UI/UX text where the main message was users should be able to fully enjoy your website. It is not only about having a page that shows something, that page should make people want to visit it again if not stay longer than they currently have. This can be achieved by paying attention to important UI/UX elements such as responsiveness, the sizes of different types of information, and particular events that can be performed by the user (through mouse and keyboard inputs) that may affect their experience with the website. The final thought to draw upon is why conventions are important. Steven Mailloux mentioned how “*traditional conventions capture an essential aspect of our everyday notion of social convention*” so it is important to never disregard something simple websites practises (such as the back to top button traditionally at the bottom right of every screen). As much as it is your website and you always want to add your touch to things it is important to not stray too far away from the norm because some things are the way they are due to them being a socially acceptable functionality.

Mailloux, S. (1983). Convention and Context. *New Literary History*, 14(2), p.402.

### Week 4:

Working with JavaScript has been fun and this is mainly due to how it reminds me somewhat of C#. From the tasks we were prescribed to the content we learned, JavaScript has a lot of similarities to C# and thus understanding JavaScript’s syntax and practices so far has been easier than expected. This can change however as we dive deeper into JavaScript’s actual use (website functionality) however I foresee this not to be as daunting as it may seem at face value.

The reading on The Basic Principles of design was very helpful of giving me a new perspective when trying to design my website and also make me look at most websites in a different light. As mentioned in a previous week most of my styling and design inspirations will come from fashion websites such as dior.com, nike.com and off---white.com these websites don’t really take into account basic design principles such as place users at the centre as information will take up the entire screen at once, reducing cognitive load is also not followed due to the vast majority of information a user has to take in when browsing the website and also aiming for simplicity. This could be due the fact these are fashion websites and fashion is considered loud and in your face so they could be an exception to some rules but for a beginner they shouldn’t be a full guide.

This lead to my researching more websites and finding some interesting designs such as seed.com who try and draw the users attention to a central focal point or even eumray.com which is a essentially a portfolio sight. What I like most about emuray.com is how its as if the creator was trying to flex their UI/UX design capabilities to show that this is who they are and this is what they are capable of. This website makes for a good starting point for a creative person as you are trying to make yourself look good and going towards the simplistic and conventional way of designing a website may not make you stand out but rather hold you back. With this considered it may be time for me to rethink my current wireframes and be more experimental with the design of my website.

### Week 5 & 6:

For these two weeks there was a lot of time spent re-evaluating my designs. A large part of this was through redesign the wireframes for certain sections of my website and experiment with UI elements that would make my elements more enjoyable when scroll through it (without leaving the viewer lost)

As of the end of week 6 the website is functional at a basic level as it contains a homepage that takes you more areas of the website, it is easy to navigate and there is efficient information for section/area of the website you will encounter. Aesthetics are something I look towards improving on as this website being a portfolio sight I want it to look as appealing as the person it is portraying. There are a few challenges with visually pleasing affects I have a encountered however this is mainly due to my newness to the area of media queries in CSS.

### Week 7: