

Report

Link to my repository:

https://github.com/ThePandaKing94/2018-11-22_Semester-Project_CourseAssignment_Eirik-Gustavsen_fp

Link to the website:

<https://www.favitamori.com/Semester-Project1/index.html>

When I first began this project, I wasn't sure of how I was going to pursue it. The beginning of my days mostly began with wondering about how I was going to approach this project. I didn't know where to start, and looking back at it, I probably should have taken more consideration to this part. Before I go on with how I physically handled this project, I want to make an introduction first. I was unsure of what it meant to do each task. And I realize I probably should've given some tasks more effort, like with the Adobe Illustrator design. The reason for why I didn't give more of an attention to it was because I deemed it unnecessary. Yes, I know it should be an essential part because it depicts "the big image" down to the single detail for how the website should be represented. But I feel in my case I could simply do that by just writing wireframes. I believe this to be an individual asset. Some can do this, other don't. When it comes to working in a business, I would probably make a proper design if I were to create the websites with another Front-End developer. However, I am doing this project alone, and therefore I find that I don't need it. I've only designed the header in AI, and it turned out to be different from the way I ended up coding it none the less.

Another thing I would like to mention is that I decided to go with the flow and try and get some experience with this project. Although this is a semester project and I agree it's very serious, I also find it just as serious, if not even more serious to be properly prepared for the working market. That is why I just went with the flow and didn't plan every single detail before I began to code. Let me elaborate; I've read "The Essentials of Interaction Design ABOUTFACE", which explicitly explains that design and careful thinking before one begins to code is an essential and the most effective way to get the best results for any artwork an artist is about to make. Whether that is a gallery, an image or something else. While I agree in this statement, there is something I would like to mention. And that is that working with that statement is taken from a point of view of a perfectionist and an already great artist. And while in a business sense those could be great benefits to have, they aren't necessarily in mine. I'm not going to indulge too much in this subject, but I know that being a perfectionist is a form of being afraid of failure by a relatively intelligent person. And if I was going to be a perfectionist, I wouldn't get anything done. I would just be so obsessed with making my next move right that I would never make a move. Another part is that I'm not a great artist yet. I'm a student. My primary job isn't to be a professional artist. My job as a student is to learn. I am learning while I'm doing the art and that's counter intuitive to make great art, but it's the perfect road for becoming a great artist. I realize therefore my grade could be affected by this a bit. But I still wouldn't regret the choices I've made because of what I've explained.

Here are 2 paragraphs I've written that will explain the plans I had for this project; "Before I do anything, even a Gantt chart, I'm going to write a planning documentation on how to do this project. The thing is, while this is intuitive for experienced web developers, I don't really feel that experienced yet. Also, I feel that a project such as this shouldn't be rushed to conclusions since it requires time and effort doing nothing than to think of how I want this website to turn out. With that being said, there are a few things I would mention. I'm going to try to start every task in a linear method. For example, to begin with I will create the Gantt chart before doing anything else. However, I will also allow myself to do other tasks in the meanwhile.

The business brand will mainly represent itself through the home site and the content site. On the content site the viewer will get a small tempting taste of what they can expect to see at the museum. On the home site there should be a news feed related to magnificent breakthrough within science, but also advertise for new content that has arrived at the museum.

The navigation bar is going to consist of 5 links. 4 of them are blue and written in white. The 5th one should be to the left and should be linked to the home site and has the icon of a house. The 4 other links are contact, content, guide and history. These words may not explicitly explain what the content may contain and that's the point. Because that will make the viewer more curious about the web site, and thus spend more time with, making sure to increase the influence on the viewer. Fredrikstad Science Museum seeks to astonish everyone with the mind-bending cutting-edge science facts and technology. "

When it comes to the design, I first began to write wireframes, and a Gantt chart. The Gantt chart turned out to be completely different then the working method. None the less, the Gantt chart helped me to maybe intuitively find a better way to handle the project, although I believe it wouldn't really matter in the big picture since I would've done it partly this way anyway.

The colors I decided to use was mainly black and white. "Good artists copy, great artists steal" is perhaps my favorite quote by Steve Jobs and Pablo Picasso. Now I wouldn't say I did any of those things, because that would be against the rules, but I did take some inspiration from Whitney.org because I found that museum site really appealing. The reason I took so much inspiration from Whitney is because I googled for the best appealing museum web sites and I checked who came out on top. I had to get something that could match the science related concept and I felt Whitney was it, although that is a museum for art. I decided I was going for that theme since when something is ranked that high statistically, it's done so by a crowd of people which gives an average perspective of how appealing the website is. And thus, it has to be great.

I felt however that a light blue color came in very good contrast with the white background. And that is why I decided to go with a blue padding around the contact info, so I could emphasize on the info and attract viewers to possibly ask questions if that would be necessary. I've used Oswald font because I just generally feel it looks far better than the standard Sans Serif, or Serif. The reason for that is that the letters are very thick, but at the same time the typography doesn't come in with all the extra details. There aren't any unnecessary long lines in the letters which in my opinion, just give a better appealing appearance overall. I've made sure to add the same font size as well as space between letter on each article on each site. This is to maintain a consistency and not annoy the user. I've also decided to use a grey border and a black padding on the buttons. Grey is neutral to black and white and I felt black alone seemed a bit too simplistic for the buttons to have which is why I chose to add it in. I feel that the lines above and beneath them distinguishes the header from the body significantly and it look artistic that way.

It wasn't as easy to do this project because I never really made up my mind. I assume I was a perfectionist to begin with and that only lead me down a bad path. I think the thing about web development is that it is a skill. Not just knowledge. The best way to learn it is from just jumping on it, make mistakes, learn from them, and become better that way. To carefully try to analyze every move before it happens hopeless. Because there will always be something that turned out differently then I though it was going to. It would be like trying to find the ultimate way of playing chess. There hasn't been anyone who has done that.

For the most part, the sites consist of images and articles if one looks away from the contact site. In all honesty, I feel there wasn't so much info that I could code. But of course, it was also our own responsibility to do that job so that fault lies on me. But I mainly took point of view from the documents that were given to us and used that. I had little interest in trying to figure out something new and creative. I felt that using articles and images next to each other was easy for the viewer to comprehend. The information was easy to get hold of. It was very simplistic, and that is why I chose to go with that design. People are used to it and people like to relate to what they are used to.

When it came to the images, I honestly have to say that I've only used the images that were given to us because I wanted to avoid copyright claims and to get free images would've taken too long time. I've obviously tried to relate the images with the articles, and I feel they weren't always that relatable. The images look bad as well, but the point of this semester project wasn't to have nice images, it was for me to code a good website.

I've chosen Home, About, Contact, Exhibition, Learn, and Shop as the navigation buttons. I think these topics include the most import factors of what a science museum should have. About gives the person information about what the website is about. About is common word used through many websites and it has gotten a sort of universal acceptance of use. The same goes for Home, contact, exhibition, learn and shop. The Home button do the task that other buttons aren't doing. It will give certain info, and in this case, it's where the viewer may order tickets.

GoSpiffy.com was another website that the contact info took inspiration from. I wanted to find the best form possible, and when I saw GoSpiffy.com I fell in love with the design. Everything the viewer needs to know in order to contact the co-operation stands there. But not only that, it's so appealing to the viewer. Every single contact source is written to the right. But the viewer may also just take the shortcut and go for a simple text message to the left. Making it easy for the viewer if they have anything in mind they want to ask. The border is thicker on the right box then on the left because there is no input on the right one and the space padding has a larger separation from the text and the border in the second one then in the first. This makes it so that the black color doesn't become so confusing to look at and the viewer clearly understand where the border of the box is and where the text is. Making sure to have a bit of white space also inside the box is very important. Otherwise the entire site would look like a total mess.

I have a planning documentation and a work schedule. In those I explained that I planned to do the websites in mobile perspective first and that was something I regretted. Because the very first site that I made, the home site, was in mobile. But then I changed it so that the rest of the sites were in desktop perspective. And I'm not referring about planning or designing here, I'm referring to the actual coding. So, because of that one can probably understand I made a bad judgement.

There were a lot of external style sheets that I used. "AllExtraSites" and "AllSites" could in the end just have been combined into one since they were all supposed to be on all sites anyway. The thing is, I wasn't sure if I was going to re-code from mobile view to desktop view. So instead of doing that, I made a different CSS code for the home site then on the other sites.

Like I mentioned with the buttons, I also used a grey area as the padding around the order ticket section. I felt that whenever I was going to have any input fields, then I had to have some color padding around it. This is obviously, because the inputs were going to be white since that is the standard, and it fits in well with the sites, and because it was easy to find the input fields were. If they had no color padding around them, some people, especially with color blindness, would probably have had difficulty spotting them.

At the mobile view I decided to remove all the images. The images took up too much space and I still wanted a bit of white space on the sides. Overall, just removing the images gave the sites a far more systematic and a simpler look. I decided to use white space on all the sites on desktop, laptop, and smartpad view. The body has a width of 70%. But on the mobile it's 97%.

What I've really learned is that writing all the HTML code first is essential if the coder is going to multiple sites. The reason for that is that it becomes very unsystematic if I write several pieces of code on several CSS files which is usually something that occurs when one hasn't finished the HTML code.

I've placed the search bar to the right, the brand name in the center and the logo to the left. The reason for why it is this spread out is because there simply isn't enough content to have the entire header be filled up with an appealing design. What I mean by that is that I really wish that the logo and the brand name were next to each other like on for example YouTube. YouTube is a site I really admire. Because it manages to fill up the site with useful content, and the content that I'm looking for is usually where I find it. The reason I mention this is because I wanted to take a bit of inspiration from YouTube also to begin with, but it wasn't that easy since it would require more content. I've made all the buttons which links to a site separately and it's clear for the viewer to see. They don't hide behind a menu dropdown because they don't have to.

I mostly used flexbox to layout the content of the site because it was just as simple as grid to use. However, I realize now that I should've used grid on the header. The header needs to have the content 20% 60% 20%, which isn't something I believe could be done with flexbox. I was a bit naive there and therefore the layout on the site was bad. I've used green buttons on all the buttons that I want my viewers to click on. Green symbolizes safety and it means yes.

Overall, despite all the flaws I made along the way, I'm happy with how the sites turned out. They look very beautiful and they are simple, clear and easy to use. And I believe those two assets are the most important factors to determine whether a website is good or not. In the end, it's the results are what matters, not the road of getting there.