**Xiangzhu Chen**

**Assignment 8 Write Up**

**Section A**

<https://xatiachen.github.io/pui2018/homework8/index.html>

**Part A**

The purpose of my website is to provide a cherry-picked and easy-to-digest introduction to Huangmei Opera, one of the five most popular opera types in China, so that users of this website can learn basic knowledge about this style of opera. After interacting with my website, users will be able experience the simple melodies and classical plays that are signatures of Huangmei Opera. Since this topic is rather complicated and broad, I only included basic information for this website. Other than the melodies and plays mentioned above, this website also includes a straightforward overview of the major costume styles and a leading female figure who greatly contributed to the development of this art. A secondary message revealed by this website tool is the feminist aspect of the opera. For example, the three plays showcased on the website all focus on how women are as intelligent and strong as men, and are equal to all other people. The target audience consists of people who are interested in operas and art-lovers who are looking to learn more about this classical style before purchasing tickets.

This website engages the user by bringing the thrill of the opera to their computer or phone screen. First, the whole site is built on dark background to both mimic the opera viewing experience and for readability. The dark background creates high contrast with the content in the foreground, making it more obvious. The site also included multimedia, such as audios and images, which helps the user immerse themselves in the topic with different senses, and also make the information more digestible. The website also provides flexible, inviting ways of navigating through the site, and the information is well-segmented into sub-sections with text and media, which all together encourages users to explore the topic with their own initiative.

**Part B** Interaction details

1. On the home page, user can hover at the map and the route of development and distribution shows up gradually
   1. Go to home page and mouse towards the right corner and hover the map to reveal route development and distribution
2. On the home page, user can go to the detail page by scrolling or clicking “Dive in” button. The page will have a bouncing effect.
   1. Go to home page, and scroll down using mouse or touch pad or click “Dive In” at the bottom of the home page to go to the second section (detail page)
3. On the detail page, user can go back to the home page by scrolling or clicking “Back” button
   1. While at the detail page, scroll up using mouse or touch pad or click “Back” at the top of the detail page to go to the first section (home page)
4. On the detail page, user can click through each entry of the main navigation menu, which will change size and style when user clicks it.
   1. Go to detail page, and click each of the entry of the main navigation menu. After you click each of it, a yellow plum flower will show up
5. When user clicks “Classic Plays”, a sub navigation for three plays will show up. The entry activated will rotate and change opacity. They can navigate through plays using this.
   1. Go to detail page, and click “Classic Plays”, then click each of the entries on the sub nav menu
6. On Singing Voices page, user can click each of the button to toggle the introduction of each tone. Sample music will also play when user clicks the button, and will stop when user clicks it again.
   1. Go to Singing Voices page, click each of the button to play the music and bring up the introduction dialogue bubble, and click the button again to stop the music.
7. On Classic Plays page, users can either click the sub navigation menu or scroll the content at the right to switch between three plays. They can also click “Next play/Last play” to switch.
   1. Go the Classic Plays page, click sub nav menu, or move your mouse to the content on the right and scroll, or click “Next play/Last play”
8. On Costumes page, user can click the image to open a pop-up window with more detailed information, which will show up with a 3D flip effect. When user clicks the window, it will disappear.
   1. Go to the Costumes page, then click the image. After the pop up window shows up, click it to make it disappear.
9. On Historical Figure page, user can play the music and stop it by clicking a round button.
   1. Go to the Historical Figure page and click the button to play the music, then click it again to pause it.

**Part C**

First, I used css3-animate-it to achieve the flip effect because it is very straightforward. I used a combination of JQuery and CSS to call the function and change the CSS styles to delight and engage the user.

Second, I used that animation library with JQuery and CSS to achieve the both the scrolling of the two large sections and also animations/effects related to the scrolling on the Classic Plays page. I still used css3-animate-it because its wide range of functions and its flexibility to combine with other codes. The combination of these tools perfectly solved the problem of “double scroll” (the bigger window is controlled by scrolling as well). Also, there are animations triggered by scroll on the right part of the page and they start together. The chaos generated by these were managed by these API and libraries. These added flexibility of navigation to the website.

For playing music, I used JQuery and CSS to achieve that. This added engaging media to the website and interesting interactions with the users.

**Part D**

Based on the critique I received in lab, I made the menu area become smaller so users can see more of the content, and less of the menu. By demonstrating the website to several peers after implementing basic animations, I noticed that nearly all of them lost patience in waiting for the transition to be done and were confused by so many movements. Thus in the final design, the website got rid of slow transition effects between two sections. Another major iteration is the design for ipad and mobile screens to make the website adapt to multiple sizes of screens.

**Part E**

The first big challenge I faced was around experimenting with different libraries to implement the relatively complex scrolling effects on the Classic Plays page. Oftentimes, the example looked good but I could not figure out how to tailor the libraries’ features to my own website, and my code became very buggy. I failed so many times and found no library working on my page (ScrollReveal worked fine only without responsive requirements), and had to restart building the HTML structure again using a different way. Another major challenge I faced was to embed music within the site and allow users to turn on and off the music together with other effects. While I am glad I was thorough, jumping between different libraries and trying them out was confusing, but through this process I learned tons of new libraries that can be used in the future, such as AOS, velocity, etc. I’m proud that I was able to figure out how to make the musical element and scrolling of the site work eventually.