A SYSTEM BRING THE FRONT-END DESIGNER WORKS

ONE STEP CLOSER

TO THE FRONT-END DEVELOPER

Project *</glimpse>*

PROCESS JOURNAL

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Degree Project (Dir. Studio)
MDES-6560
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<!-- In search of creative challenges in the cyber realm -->

CONTENTS

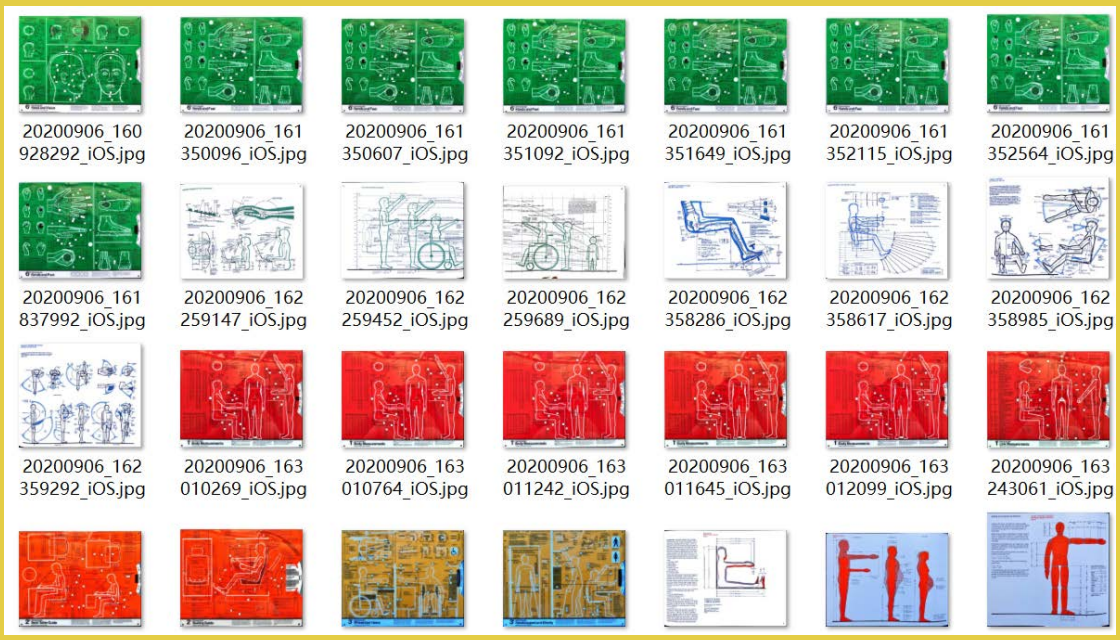
1

BEGINNING OF THE JOURNEY

- Pursue something interesting and meaningful

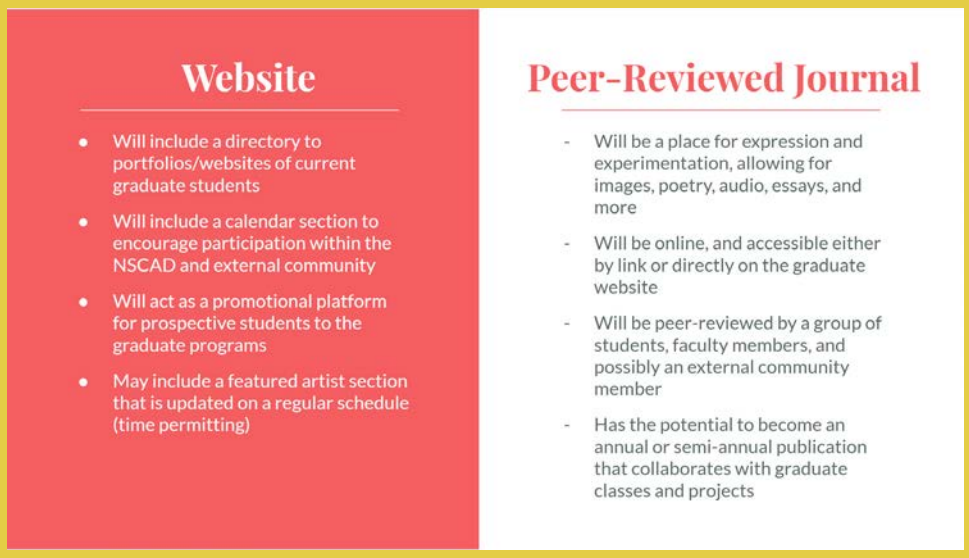
During the summer break 2020, I have been thinking about possible graduation thesis directions, mainly focusing on sustainable and more accessible design projects. When accumulating reference materials, I learned about *The measure of man and woman: human factors in design*. I hope to prepare reference materials in advance for later design. I also read other master's theses of NSCAD and doctoral theses in related fields.

The measure of man and woman: human factors in design



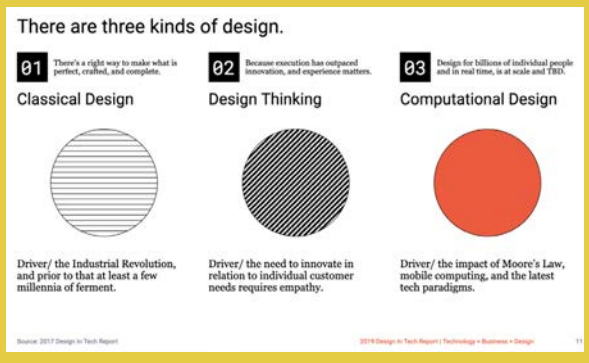
But what really **determines the direction** of the graduation thesis is the initiative of summer and MFA, MAED's postgraduate online works and peer-reviewed papers. This made me think about the different reactions of different art and design industries to the 'same' platform, and also made me aware of the different interactions between different individuals and the Internet.

Partial grad's website proposal



I am willing to believe that most young people will understand new technologies to a certain extent - to assist in different artistic creations. Although I am a person who is deeply influenced by the so-called '*tradition*', I also like '*quote the classics*'. However, these are not conflicting, once technology and knowledge become the limits of my exploration, I will have the urge to resolve.

Therefore, the topic I focus on to later came into being, that is, how can interdisciplinary designers use front-end programming knowledge to assist creative work -- build a *bridge* between disciplines.



Three kinds of design (2017 Design in tech report).

Sep 8. MDES 6550. Fall 20

① This's problem statement / research question / objective.
② Literature review / anotated bibliography.
③ Research plan / structure / outline
④ Draft
⑤ Infographic.

Main question / subs question

mide map / brainstom

—

week 7 first draft

—

Macro -
Meso -
Micro -
"design thinking" → base on contents.
Interdisciplary design is outside of the disciplines.

—

1920s - university system. → germany

Knowledge | information | Date
↙ information that is networked — structured data — "RAW materials"

—

Scientific method
① Analysis (reduction of complexity) observation, measurement
④ Development of hypotheses Abduction, induction
② Experimentation (and replication)
③ Deduction of results. (rejection of hypothesis)

—

AIGA 12 steps
① Defining the problem ⑥ | ⑦ Innovating ⑨ | ⑫ Generating value

Systemic Territory Framework
Macro
Meso
Micro

Modes of persuasion
Ethos
Pathos
Logos

Experiment:

process of observation / experimentation / scientific experiments /

observer / Experimenter
observered / Object
Tools / Methods
Review original purpose.

investigation are predicated on interference.

Observations are Independent.

---

paradigm shift. — watch / observation.

Hypothsis Abduction / induction

paradigm ◯ observation.

experiment

Hypothsis ◯ Instrument

Process | practice (Praxis)

Epistme | Nous (understanding)

Research through Praxis | Nous (understanding)

Nous

praxis ◯ research.

Designing is the research through that you get to understanding.

Experience ……> whole (contextualize)

integration (Define) ← parts (analysis)

contextualization (Illuminate) ← …… Experience

---

lemma "As soon as we to be begin, we did begin to be undone."

pictura

Epigram How we start determine how we end up.

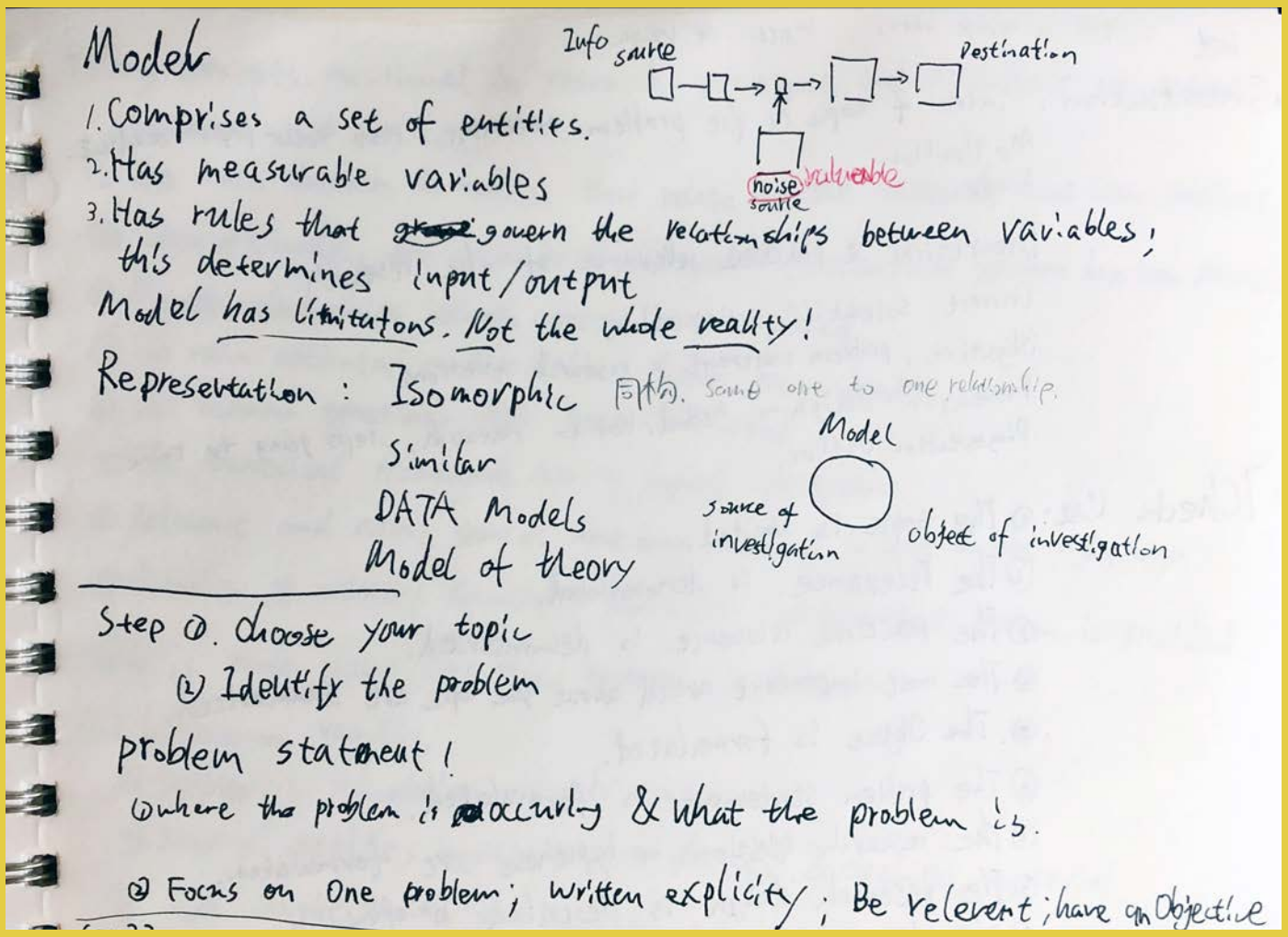
"Everything flows; everything is in a state of flux", Heraclitus Greek. philosopher

everything is dynamic. changing all the time.

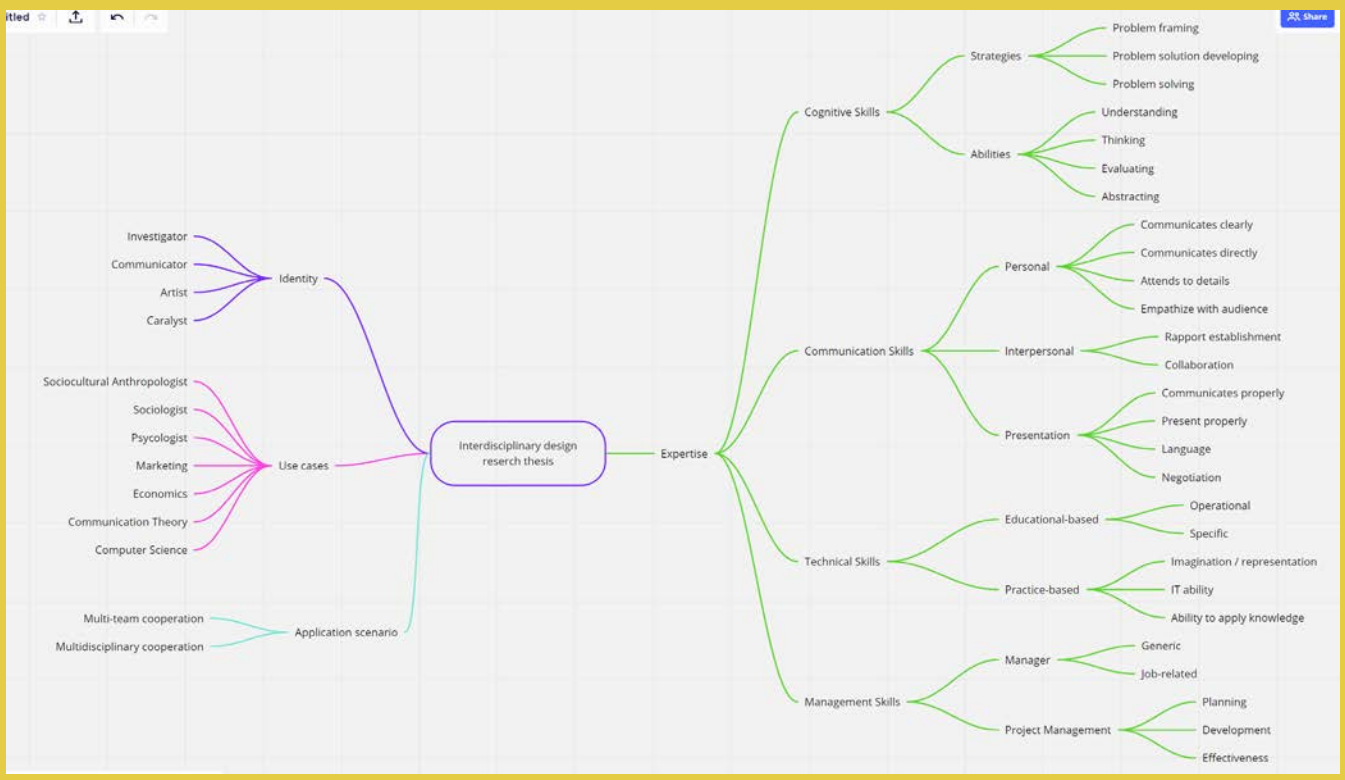
Ontology
what?
why?
objective
* Ideas of truth without value

Methodology
How?
How to change?

Deontology
what for?
what should it be?
* choice of values * Idea of the good



The overall consideration of **academic writing**, how to generate a certain range of discussable questions, and understand the whole thinking process in an orderly manner. After thinking, the next step is to determine the problem statement, while analyzing and simplifying the focus of the overall project, so that the theme can be *clear* and *focused*.



The **mind map** is mainly to expand and record the content that I think of, the branches of interest, and my own analysis and understanding. Looking for a more refined entry point, refocus the aim.

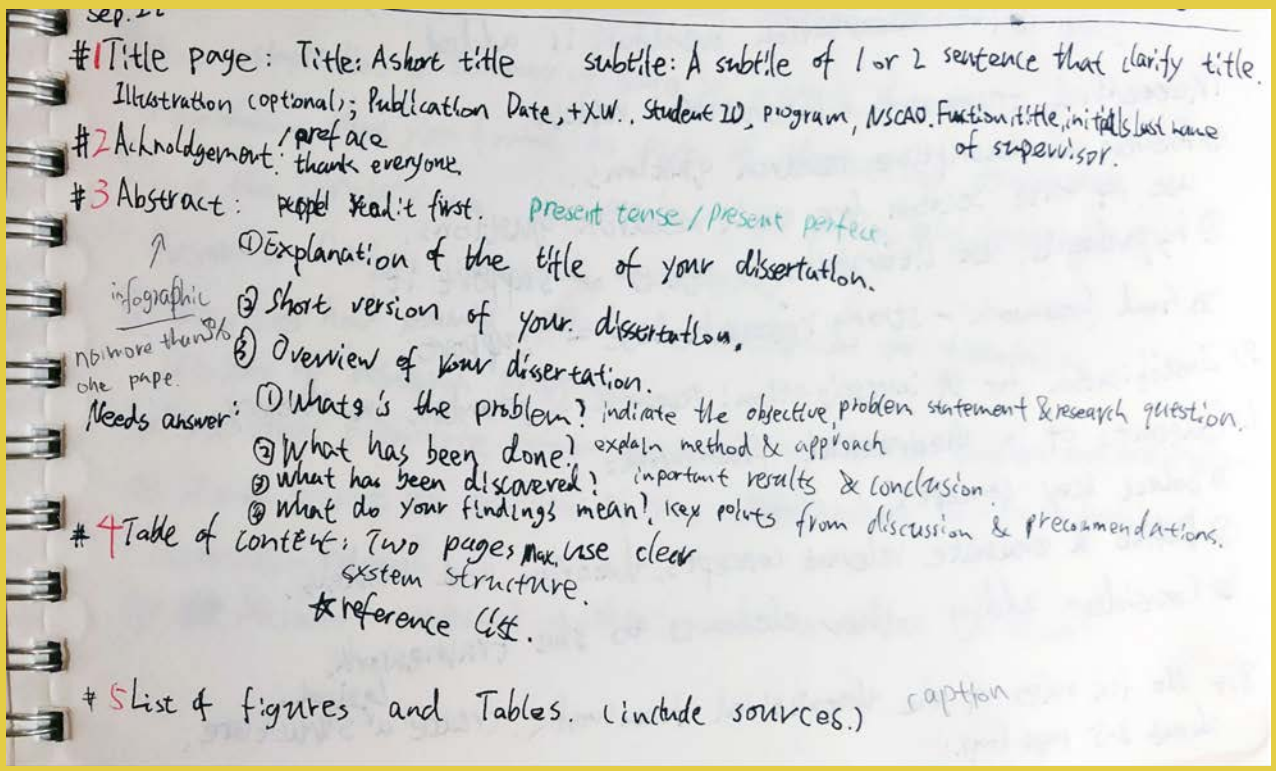
Nov 11 Update:
After several revisions of the problem statement, most of them have become the reference for thinking expansion. In the professional expertise, it is more detailed and focused, and the goal is to build a *bridge* between interdisciplinary design and front-end programming knowledge.

2

ALL THE THINGS ABOUT THESIS STRUCTURE

- Guideline and framework reference

I think the lecture thesis structure is very *important*, *profound* but **worth pondering**. In addition to learning the common format from you, I think the more important thing is you *provoke* us to think about the *overall conceptual structure* of the thesis and guide the direction underline of the thesis. After considering the problem statement, this is where I can build the foundation and references of the thesis brick by brick.



ind fall: 10 week thesis winter: 14 week.

#6 introduction: intro of topic & the problem statement; How your paper conduct.
Motivation
Scope
Theoretical & practical relevance of the research.
Current scientific situation.
Objective, problem statement & research questions.
Research design — Method / How to research. Steps going to take.
Dissertation Outline.

#7 Check List: ① The topic is limited.
② The relevance is demonstrated.
③ The practical relevance is demonstrated.
④ The most important artical about the topic are summarized.
⑤. The Object is formulated.
⑥ The problem statement is formulated.
⑦ The research qustions or hypothese are formulated.
⑧ The research design is described briefly.
⑨ The dissertation overview is added.

#8 Theoretical framework / Literature review.
① Answer all descriptive research qustions.
use separate section for each research qustions.
② hypothesis, use literature to reject or support it.
③ Good framwork - strong research base - support

8.1 Justification for the investigation: research is grounded in theory.

8.2 Content of a theoretical framework:
① Select key concepts
② Define & evaluate relevant concepts, theories, and models.
③ Consider adding other elements to the framework.

8.4 No fix rules of the theoretical framwork, create a logical structure.
about 3-5 page long.

8.6 Key concepts mentioned in research questions and hypothese or problem statement are define.

② The main theories & models that relate to the research have been analyzed.

③. Theories & models are chosen to answer research question/text hypothese have been justified.

④ Notable relationships between concepts are explained.

⑤. The main articales on the subject have been cited.

⑥. All research questions have been answered.

⑦ The theoretical framework has a logical structure.

⑧ Relevant and recent sources have been consulted. & cite in the right way.

⑨ Overview of existing Knowledge related to the identified problem is provided.

⑩ It is made clear how the research is relevant.

8.7 Literature review.

① gethering knowledge already exists

② Journal articles. books, papers. theses, & archival material.

③. Give insight into existing knowledge and theories related to topic.

④ Not a simple list or summary of data. It's a critical discussion of ideas & information that you found as part of theoretical framework.

⑤ It is the cornerstone for analyzing the problem being investigated.

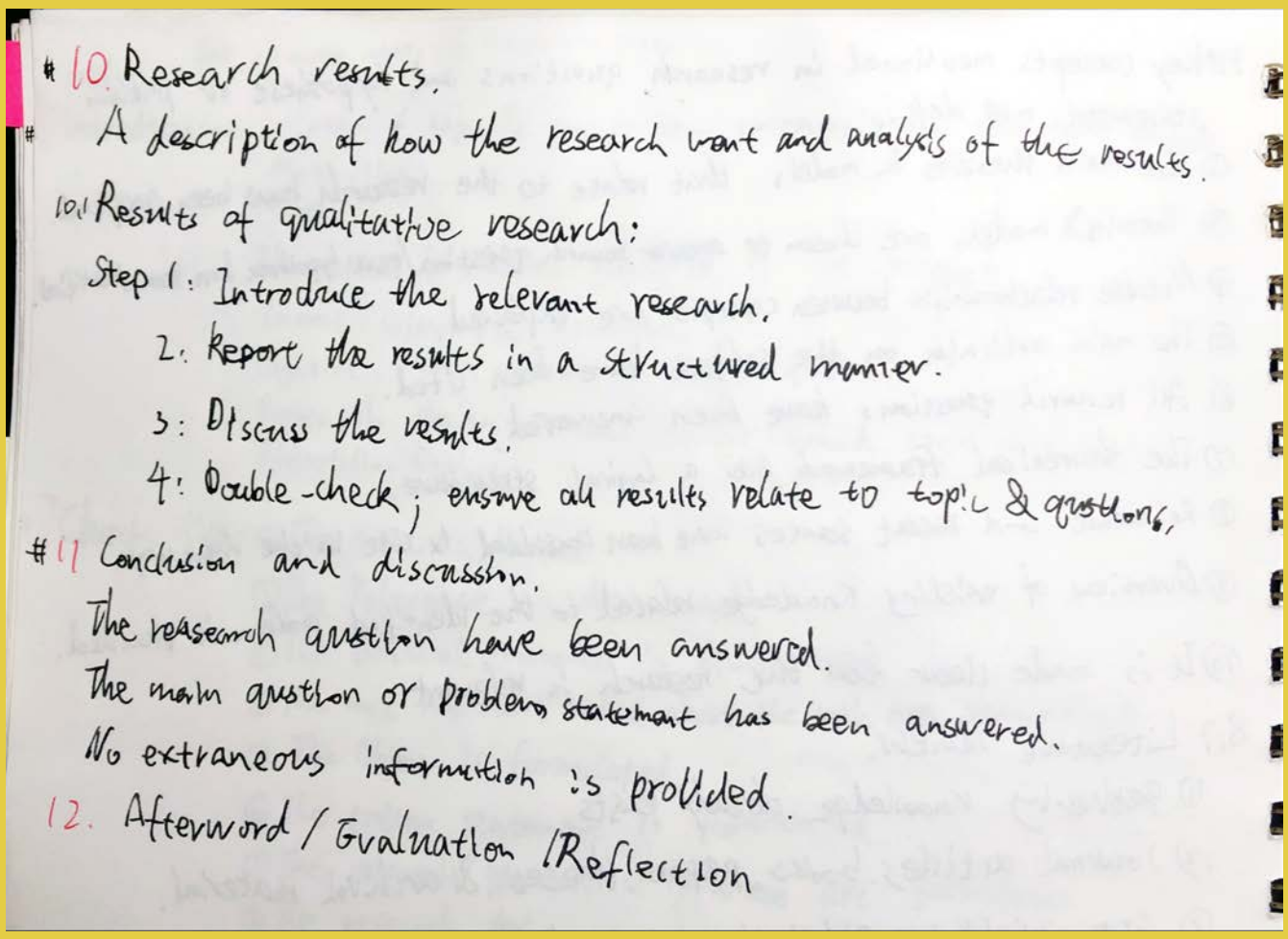
9. Research Design. (Research strategies)

① describes how you will approach the investgetion for dissertation. It is part of "research proposal.

② First step: Formulate problem statement. A main research question and sub questions.

③. Should present an overview of the [redacted] means you to undertake dissertation research.

④ Answer (1) where? (2) when? (3) who or what? (4) How?



Before the end of Fall semester, I need to complete most of the *Theoretical framework* and *Literature review*, and part of the *Research design*. At this stage, I think **Action Research** and my research fit very well. I also really enjoy this state of **learning by doing**, and this state can maintain my continuous topic exploration, rich literature and theoretical support, and a passionate and sustainable process. ❧

3

GENERATING PROBLEM STATEMENT

- Gradually narrow it down

Finalized research question:
How can an intuitive and accessible indexing system be designed to support front-end designers to access more front-end programming knowledge?
How can we learn front-end programming and development as a method for designers and artists to create works.
Moreover, bridge the communication gap between front-end designers and front-end programmers.

With your *help* and *guidance*, I have organized the problem statement and research question of the thesis 5 times. Every time we discuss this, in addition to the *references* and related extended knowledge you gave me. New inspirations and research directions are increasing with the amount of reading documents, but most of the time I have to exclude the reading documents from my writing scope. Because although the literature is concerned with similar issues, it deviates from the direction I want to proceed.

This process made me very profitable in the later *literature review*. Because a large number of relevant documents have been screened out *early* in the project, so when writing the literature review part, only the most *important* and *relevant* writing can be selected.

Access front-end development as a design approach for Interdisciplinary designers

Problem statement:

The original role of the web front-end (websites and applications) has always been the role of providing visual content, visualizing website data, and act as communities. From the perspective of front-end designers and program developers, the progress of interactive art; GUI[1] and various programming languages, designers and artists of various backgrounds have learned or understood to a certain extent, the innovative approaches that interactive artists influence on virtual space. Due to the inaccessibility of relevant knowledge, people do not fully understand the current possibilities of this platform and ways to better display their works. The potential use of this platform is unappreciated and unrecognized in most cases. Interdisciplinary designers should let technology and knowledge guide and broaden the design process, and should not limit creative potential because of it.

The public and experts in the field of art and design have fundamentally questioned whether it is 'art' or 'design'; and these practices of 'art' and 'design' are not sufficiently appreciated and valued in the variety aesthetic practice of the post-Internet era. Among them, the modern Internet front-end design, which intersects with conceptual art and interactive design, meaning for today's cross-border and interdisciplinary designers -- it does not stop at simply digitizing and uploading works that can be viewed on the Internet, replaces the function of traditional galleries and the museum system; this type of design practice is essentially dependent on the existence of the Internet, usually (but not always) interactive, participatory and multimedia-based, and its taking advantage of injects interactive interfaces and the connectivity of multiple socio-economic cultures and micro-cultures.

In this process of research through design[2], the author will discuss how to use virtual space as a design tool; a platform for various visual art experiments; personal branding, and shows what could be done. How to make web front-end knowledge more accessible and systematic? How to learn front-end programming and development as a method for designers and artists to create works? Explore its operability and methodology. How do artworks and designs of different media adapt to this front-end medium to meet real display needs instead of just putting photos of works on it? Not only based on the scope of aesthetics and vision, but also on interdisciplinary knowledge and applications.

Research Questions:

How to make web front-end knowledge more accessible and systematic?
How does the knowledge of programming enrich design thinking?
How to learn front-end programming and development as a method for designers and artists to create works?
How to use virtual space as a design tool; an artwork; a platform for various visual art experiments; personal branding or as a portfolio, etc?

How to allow designers and artists to access the possibilities and diversity that front-end programming can bring, and to understand and solve its limitations in the view of interdisciplinary designer?
How do artworks and designs of different media adapt to this front-end medium to meet real display needs instead of just putting photos of works on it?

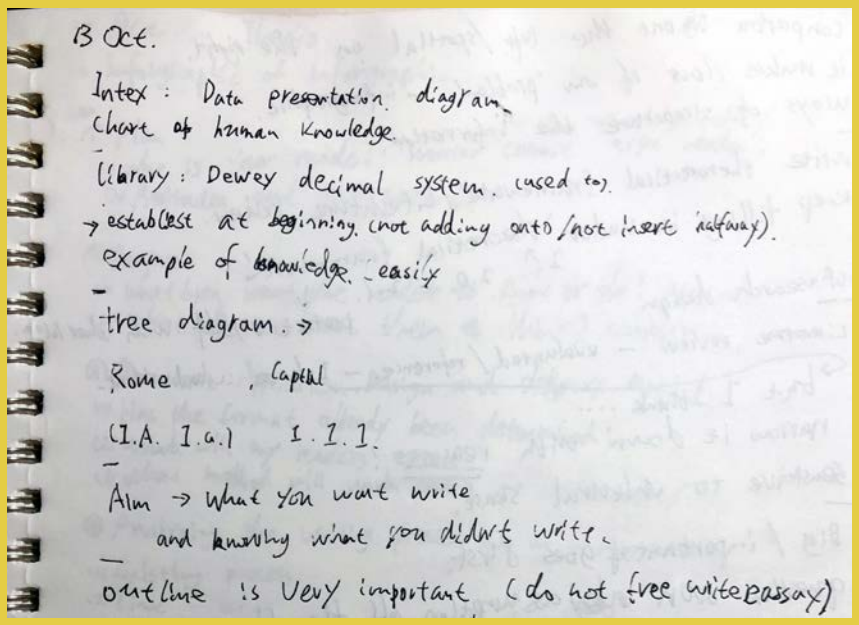
[1] Graphical user interface.
[2] RtD

Problem statement and research question revised v4
It is slightly different from the final thesis

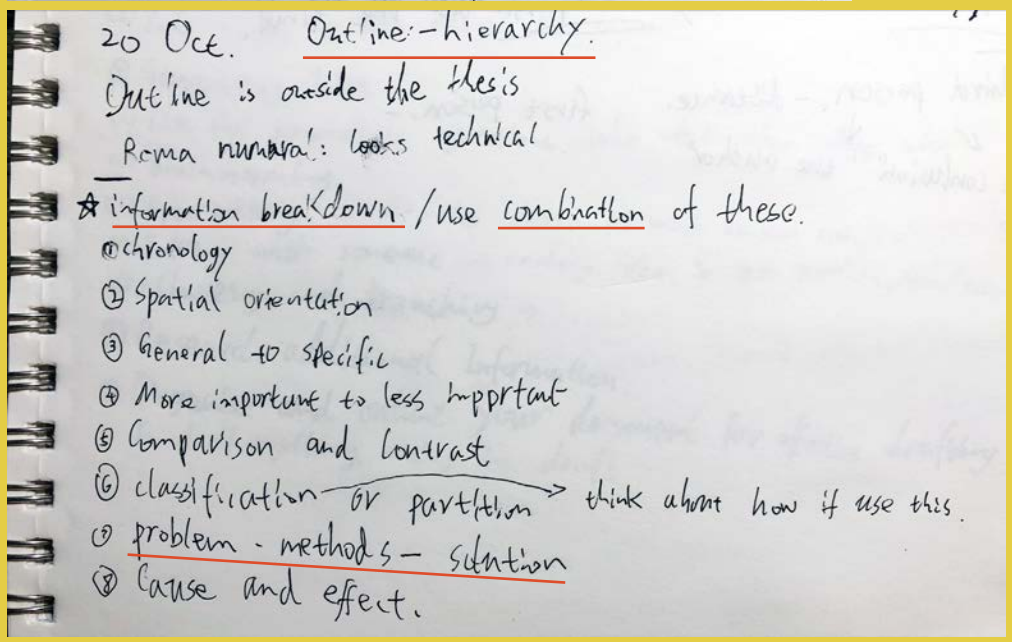
4

INFORMATION HIERARCHY

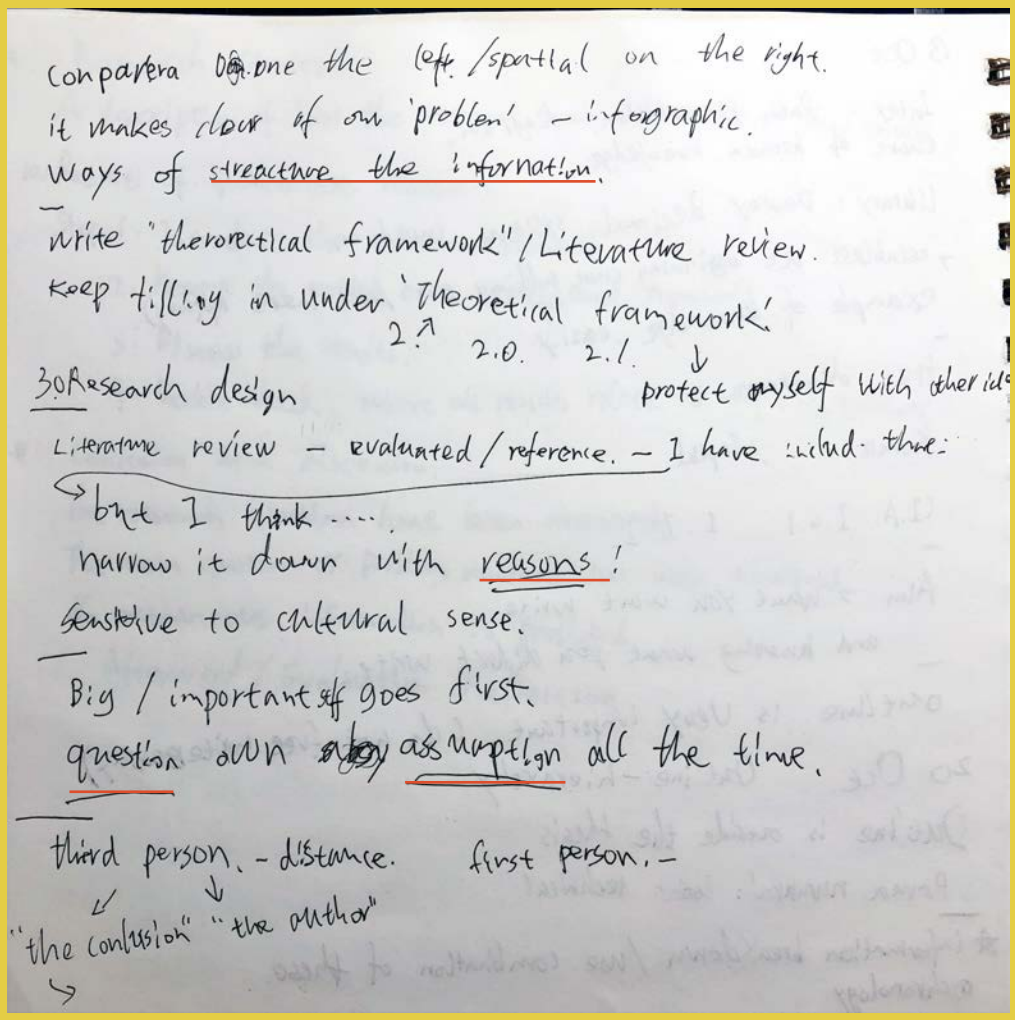
- Thesis outline and the infographic



Key point



Key point

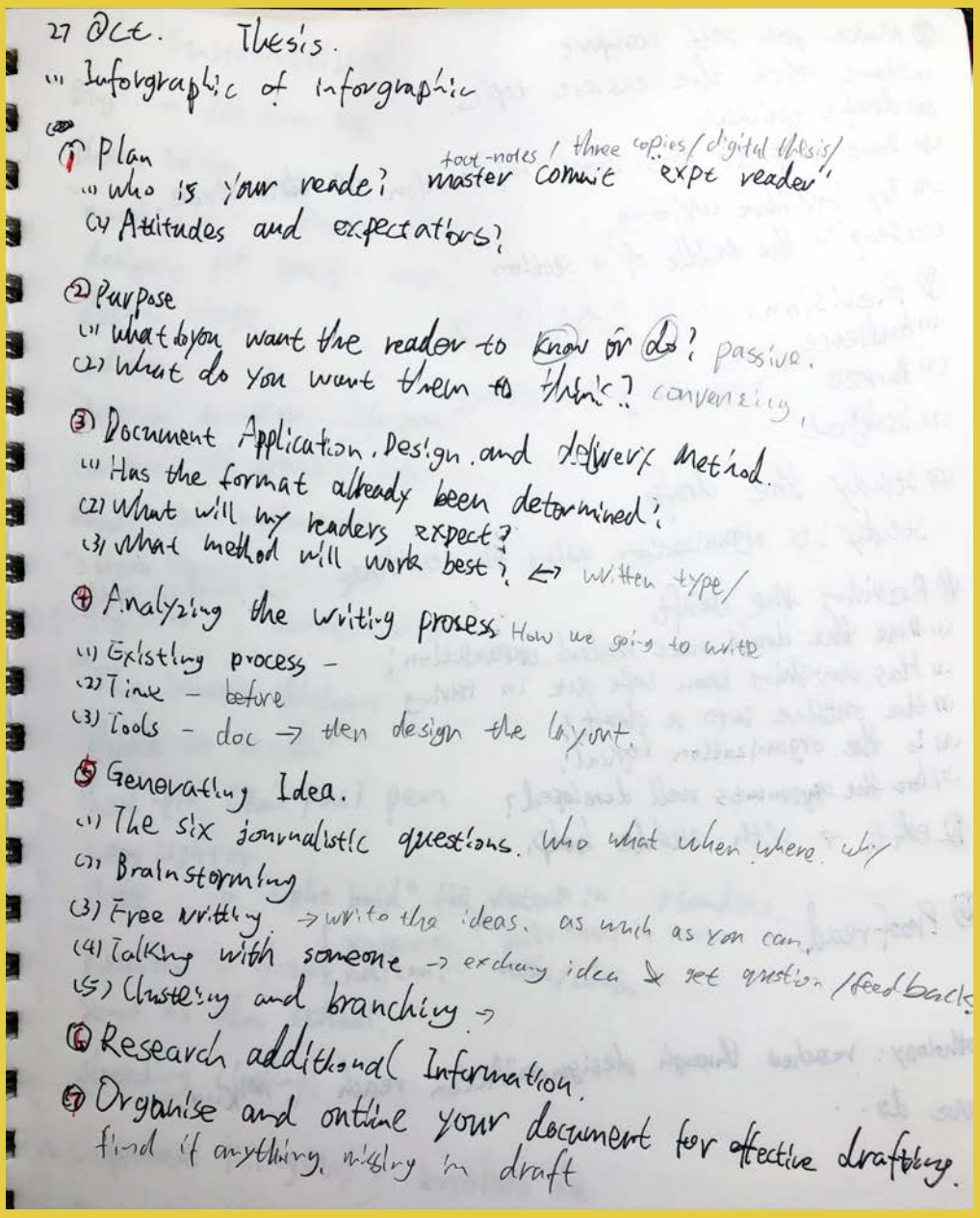


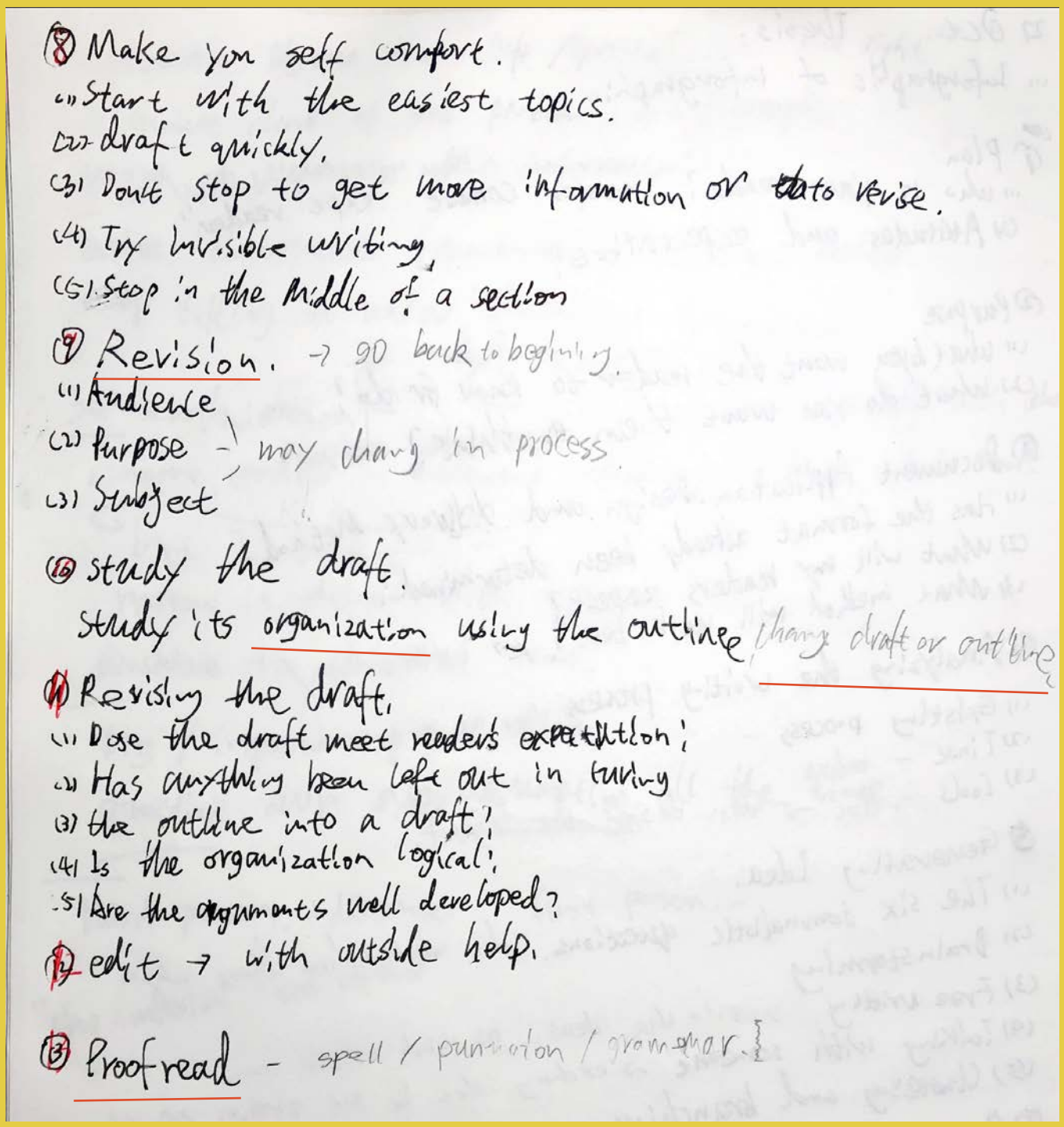
Whether in thesis or infographic, the *hierarchy* of information needs to be considered. This not only involves the dissemination of information, but mainly in the process of writing the paper, the different levels of information will reflect the **logic** and **structure** of the author's arrangement of the article.
In addition, I think that when designing the chart at the same time, I found a close relationship between the two. By *comparing* the two, we will find that maybe this is something missing in the paper, or there is a problem with the information *hierarchy* of the infographic. The combination of the two can make the writing of the paper more *clear* and *logical*.

5

WRITING PROCESS

- Thesis & general writing - PLAN





By constantly letting others read my thesis, and using their feedback to test whether my abstract and introduction are consistent with the subject of my article. Whether the structure of each part is compact, the proofreading and edit process is also crucial. Like what you said, only I know what I want to research, and the content covered by thesis and infographics will be different from what others see and understand.

6

ITERATION OF THE PROJECT

- Focus and Highlights

Table of contents:

Thesis Structure ATM

ONE STEP CLOSER

TO INTERDISCIPLINARY DESIGNER

Access front-end development as a design approach for Interdisciplinary designers

What exactly are designer doing when building a website?

UI DESIGN
GRAPHIC DESIGN
LAYOUT DESIGN

USER EXPERIENCE
ACCESSIBILITY
RESPONSIVE DESIGN

PROGRAMMING
HTML
CSS
CSS FRAMEWORKS
JAVASCRIPT

PLATFORM TOOLING
DEBUGGING
BEST PRACTICES
LIFECYCLE TOOLS
QUALITY ASSURANCE
SECURE CODING
DEVELOPER TOOLS
TESTING
SECURITY
PROGRAMMING

EXPERTISE

FRONT END PROJECT

< You are designing for? >

FRONTEND DEVELPOER

Say what? We can read the code.

FRONTEND DESIGNER

What exactly are we need when building a *better* website as designers?

SENSE OF BEAUTY | AWARE OF THE POSSIBILITIES | ENTHUSIASM AND *MORE*

POSSIBILITIES

ACCESSIBILITY

USABILITY

KNOWLEDGE BOUNDARY

CREATIVE ITERATION

GOOD EXAMPLE OF RESIBONSIVE CODE:

CSS Tooltip Arrows

This is from w3schools -Tryit Editor, its is desgin to showcase the code in real time visuals. There are other software like this.

If designers can understand the possibilities and limitations brought by the front-end programming code, it is positive that they can make better use of the convenience of their generation when completing the design work instead of being restricted by them.

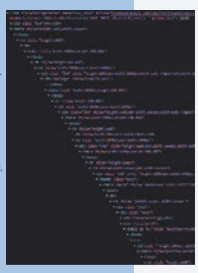
IT IS GOOD TO 'SEE' THE CODE IN THE REAL TIME

EXAMPLE OF SOFTWARE GENERATE CODE

On the right is inline CSS...

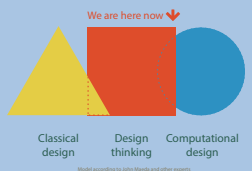
To the right, to the right: we tumble down the dom tree, where it ends, Nobody can see.
-- bass1012dash crits

Code generated by software usually lacks uniformity; inefficient; difficult to maintain. Each definition is separate, unique or repeated. Designers who have never understood programming at all may find it convenient to generate code by designing layout, but programmers do not.



IT IS NOT GOOD TO DESIGN AND THEN 'COOK' THE CODE

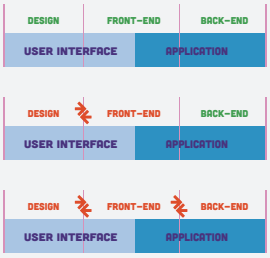
THREE KINDS DESIGN MODEL



Model according to John Maeda and other experts

COMMON METHOD

IN INTERNET PRODUCT DEVELOPMENT



What could be done?

GUIDELINE | CHEAT SHEET | QUICK REFERENCE

In First method, the disciplines involved in the process are considered. Although this distinction is easy to understand, it also shows its linearity and phase dependence.This very common method in the web industry is that all content is pre-designed, and then the prototype is converted into code for the front end, and then the back end logic is created. Professionals in each stage are in isolation, which makes it difficult to foresee as many details and use cases as possible in the early stages.

If the two roles can be integrated, or to a higher degree of collaboration, it is more likely to achieve excellent works. The author believes that this collaborative process is mainly: interdisciplinary and creative iteration. This process is similar to the different methodologies and design processes that designers encounter in different practices. Interdisciplinary designers are often the glue people of the team; they integrate knowledge and work in different fields and act as collaborators. And individual projects are similar, designer exploring project directions, broadening the scope of projects, and more.

THE MEDIUM IS THE MESSAGE. – MARSHALL MCLUHAN

A WEBSITE
ONE-STOP CENTRALIZED AND SYSTEMATIC
FRONT-END KNOWLEDGE AND PRACTICAL
APPLICATION PLATFORM.

A WEBSITE HERE?
YEAH, A WEBSITE.

THE WAY IT SHOULD BE

4th Infographic

5th Infographic

ONE STEP CLOSER
TO AN INTERDISCIPLINARY DESIGNER

How can an intuitive and accessible indexing system be designed to support front end designers to access more front end programming knowledge?

Accessible/Responsive
Hamburger
Fold/expand side bar

Accessible
Tag/fillter
Arrange page based on selected programming language

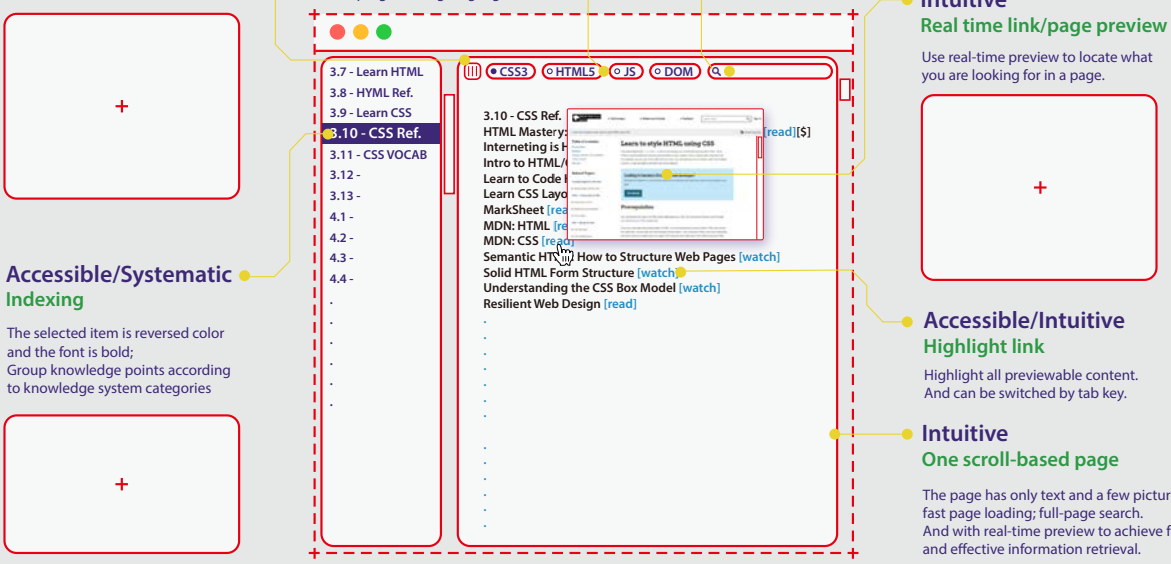
Intuitive
Visible search bar

Intuitive
Real time link/page preview
Use real-time preview to locate what you are looking for in a page.

Accessible/Systematic
Indexing
The selected item is reversed color and the font is bold;
Group knowledge points according to knowledge system categories

Accessible/Intuitive
Highlight link
Highlight all previewable content.
And can be switched by tab key.

Intuitive
One scroll-based page
The page has only text and a few pictures; fast page loading; full-page search.
And with real-time preview to achieve fast and effective information retrieval.



FRONT END KNOWLEDGE INDEXING SYSTEM

6th Infographic

ONE STEP CLOSER
TO AN INTERDISCIPLINARY DESIGNER

How can an intuitive and accessible indexing system be designed to support front-end designers to access more front-end knowledge?

Project </glimpse>

1. Use TOC to navigate
Indexing

1.1 The selected element is in reversed color;

1.2 Group knowledge points according to knowledge system categories;

1.3 The viewed content marked as grey color.

1.4 Click icon to open or collapse the TOC.

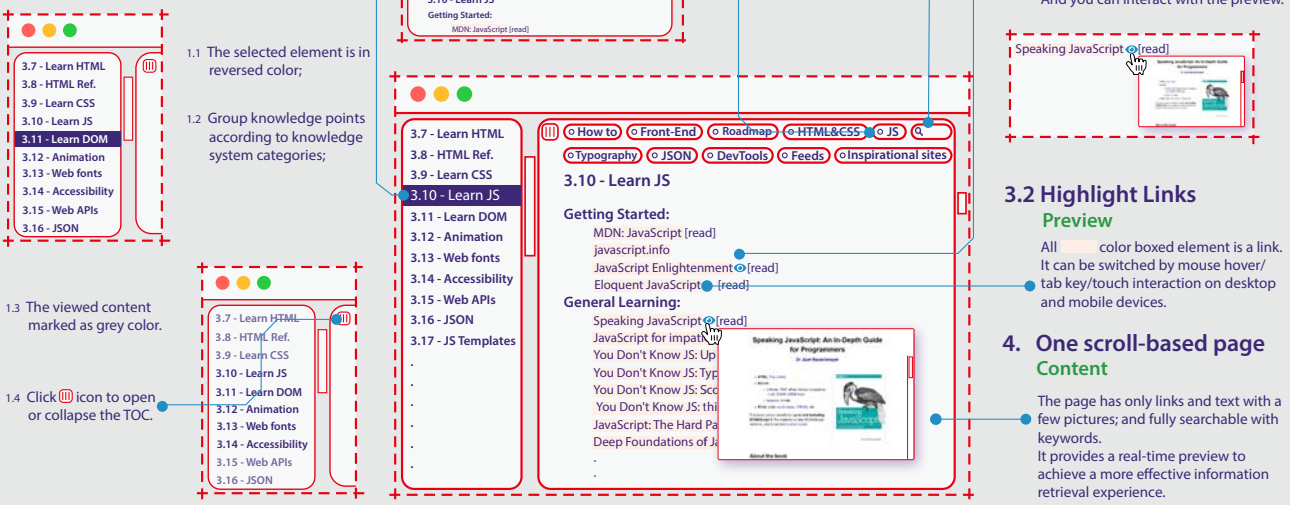
2.1 Use Filter to nvaigate
Tag/filter
Arrange page based on selected function /programming language tag.

2.2 Fully searchable
Tag/filter
You may use Ctrl+F(Win) or Command ⌘+F(Mac) to search all of the page content.

3.1 Link/page preview
Preview
Hover over icon to access the real-time preview assist you locate what's you are looking for on a page.
And you can interact with the preview.

3.2 Highlight Links
Preview
All color boxed element is a link.
It can be switched by mouse hover/ tab key/touch interaction on desktop and mobile devices.

4. One scroll-based page
Content
The page has only links and text with a few pictures; and fully searchable with keywords.
It provides a real-time preview to achieve a more effective information retrieval experience.



ONE STEP CLOSER TO AN INTERDISCIPLINARY DESIGNER

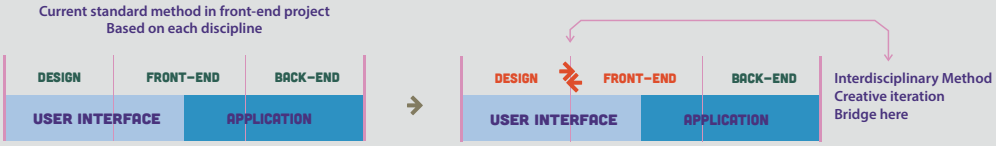
Research question:

How can an intuitive and accessible indexing system be designed to support front-end designers to access more front-end knowledge?

Problem scenario

Multidisciplinary front-end project

Front-end development is a knowledge system with a **superabundance** of project practice. However, the current knowledge delivery system is relatively **inaccessible** for a non-computer sicence user. And the **unintuitive** and **unsystematic** knowledge creates certain **technical barriers**.



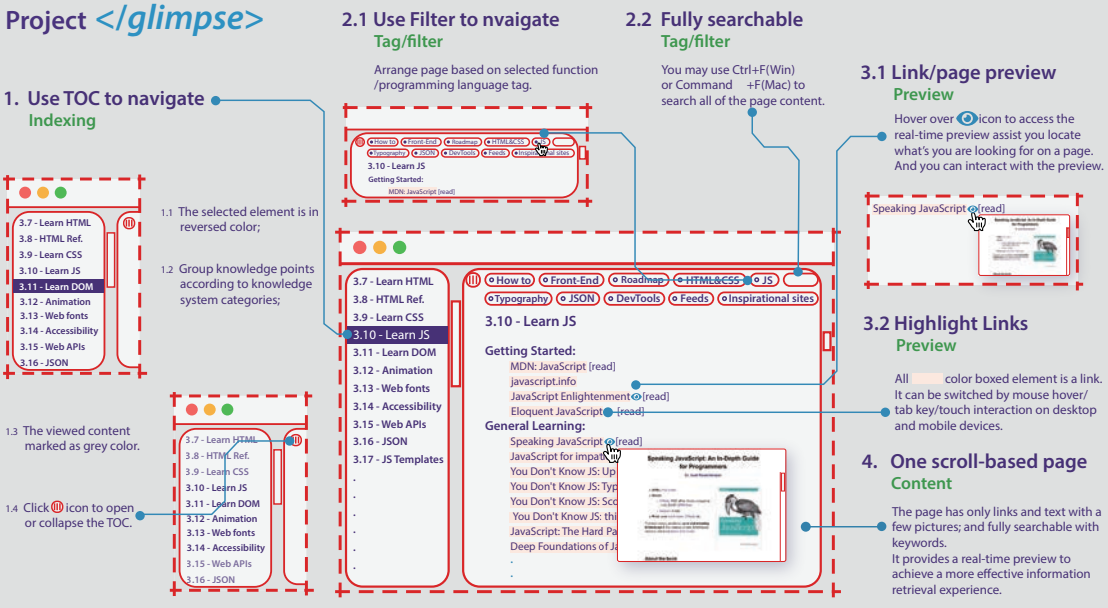
In the current method, the disciplines involved in the process are considered. Although this distinction is easy to understand, it also shows its linearity and phase dependence.This very common method in the web industry is that all content is pre-designed, and then the prototype is converted into code for the front end, and then the back end logic is created. Professionals in each stage are in isolation, which makes it difficult to foresee as many details and use cases as possible in the early stages.

The author believes that the collaborative process should be: interdisciplinary and creative iteration. This process is similar to what designers encounter in practice in different fields, requiring the use of multiple methods and design processes. Interdisciplinary designers are usually the backbone of the team. They integrate knowledge and work in different fields and act as collaborators.

The author proposes a front-end knowledge indexing system -Project *</glimpse>* delivers front-end knowledge quickly, effectively, intuitively and accessible to users. Through the efforts of front-end designers and learning front-end programming knowledge, they could better cooperate with front-end developers.

Design intervention

An intuitive systmatic front-end knowledge indexing system



Insructors: Michael LeBlanc | Leslie Obol NSCAD UNIVERSITY MDES 2021 Xavier W. Wang

Following the advice of my instructor and classmates, I have carried out many iterations of infographic design.
I eliminated a lot of *unimportant* information, and then *emphasized* the **hierarchy** of different information. And I made many changes to the *title* and *research questions*, constantly *refining* it, and becoming more *explicit*.

A SYSTEM BRING THE FRONT-END DESIGNER WORKS

ONE STEP CLOSER TO THE FRONT-END DEVELOPER

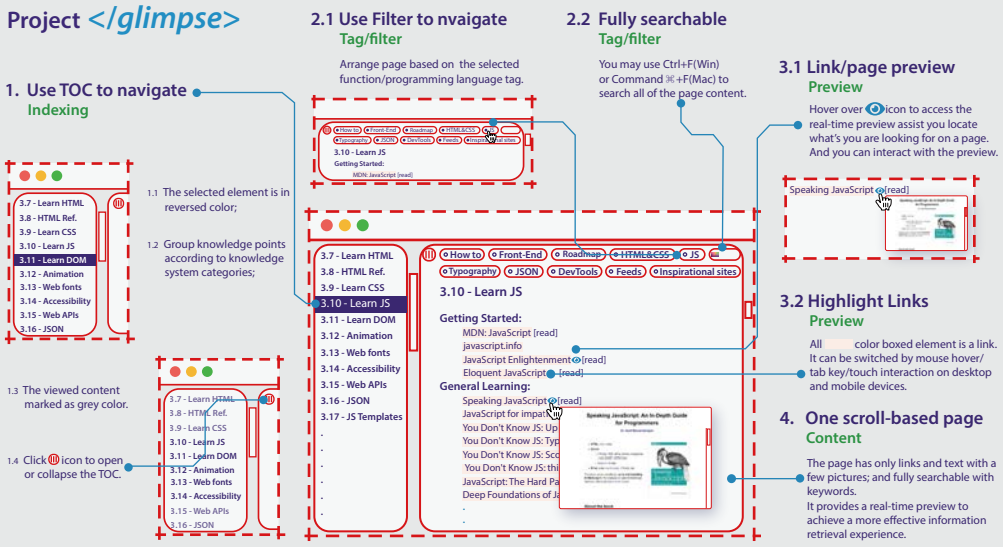
Research question:

How can an intuitive and accessible indexing system be designed to support front-end designers to access more front-end knowledge?

Front-end development is a knowledge system with a **superabundance** of project practice.
However, the current knowledge delivery system is relatively **inaccessible** for non-computer science users.
And the **unintuitive** and **unsystematic** knowledge creates **technical barriers**.

Design intervention

An indexing system with the following features could address the research question



Problem scenario

Multidisciplinary front-end project

Current standard method in front-end project
Based on each discipline

In the current method, the disciplines involved in the process are considered. Although this distinction is easy to understand, it also shows its linearity and phase dependence.This very common method in the web industry is that all content is pre-designed, and then the prototype is converted into code for the front end, and then the back end logic is created. Professionals in each stage are in isolation, which makes it difficult to foresee as many details and use cases as possible in the early stages.

Interdisciplinary Method
Creative iteration

The author believes that the collaborative process should be: interdisciplinary and creative iteration. This process is similar to what designers encounter in practice in different fields, requiring the use of multiple methods and design processes. Interdisciplinary designers are usually the backbone of the team. They integrate knowledge and work in different fields and act as collaborators.

The author proposes a front-end knowledge indexing system-Project *</glimpse>* delivers front-end knowledge quickly, effectively, intuitively and accessible to users. Through the efforts of front-end designers and learning front-end programming knowledge, they could better cooperate with front-end developers.

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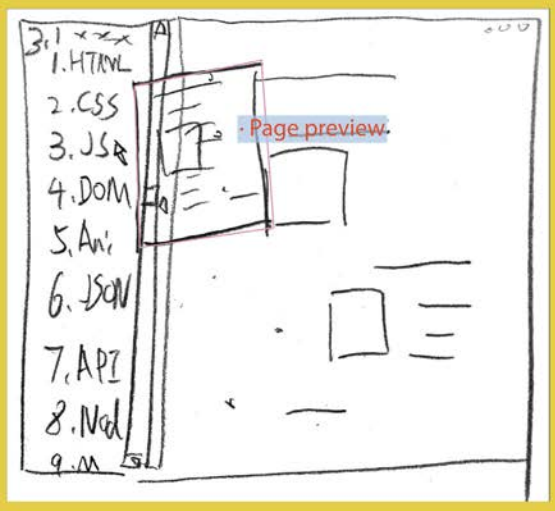
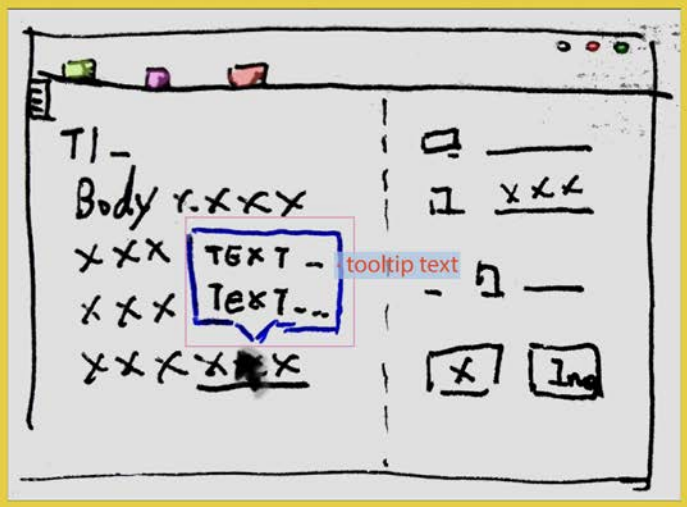
- The visual presentation (5 Feb.)

IDEATION

· Hover view tutorial/cheatsheet



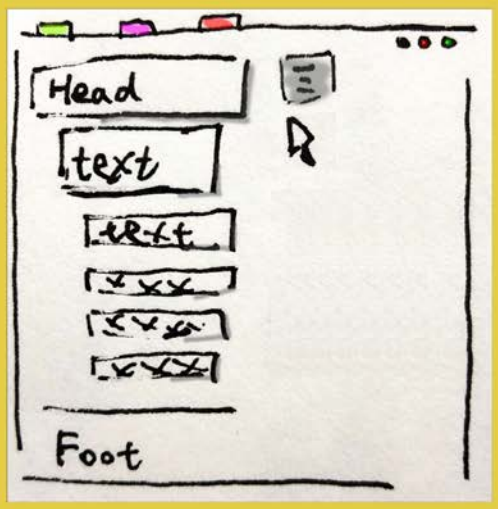


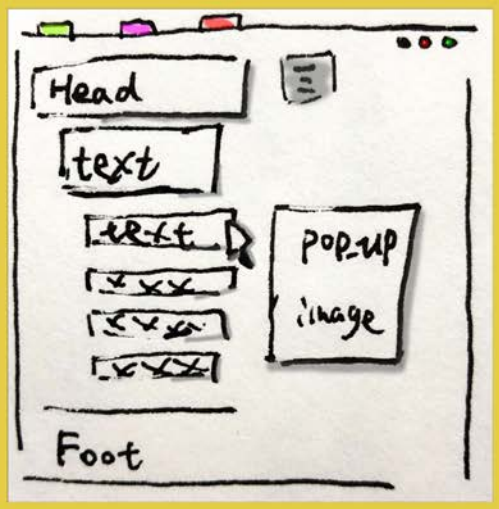
In the presentation, I analyzed the entry point and possible direction of my design project. Then I introduced the features that my project might have, which I think are needed to form an accessible and intuitive indexing system.

· Reference list/example site

Highlight the Distinct/taged site of certain *tech* and *category*
Link to the site and other online resources
Feeds from professional awarded website

· Indexing system with intuitive interaction



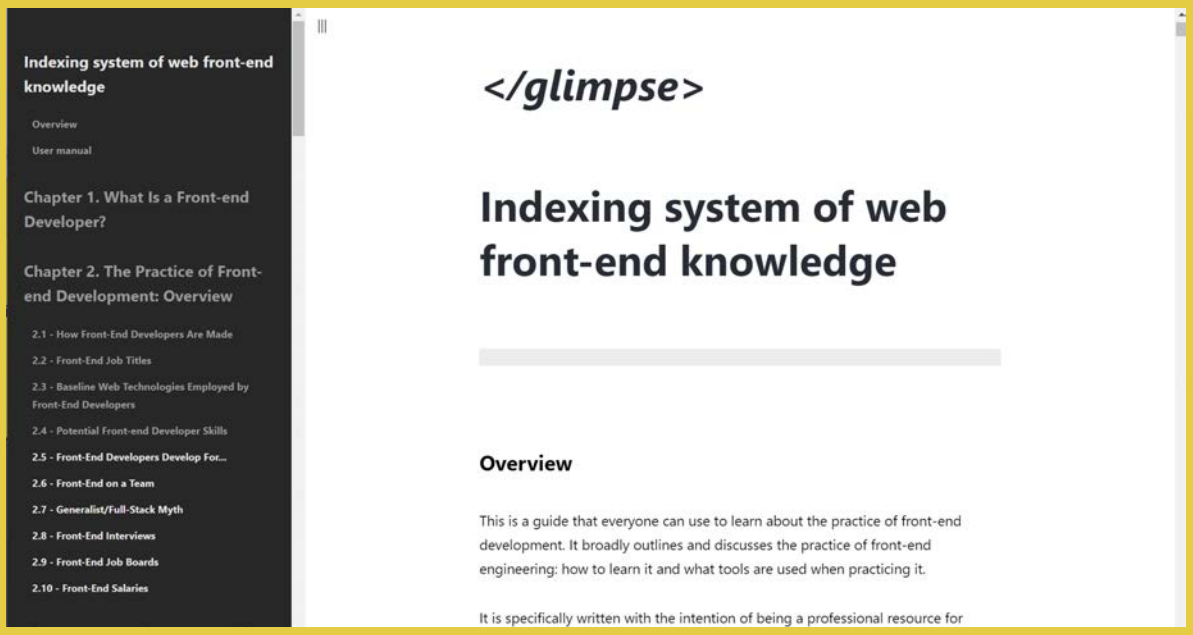


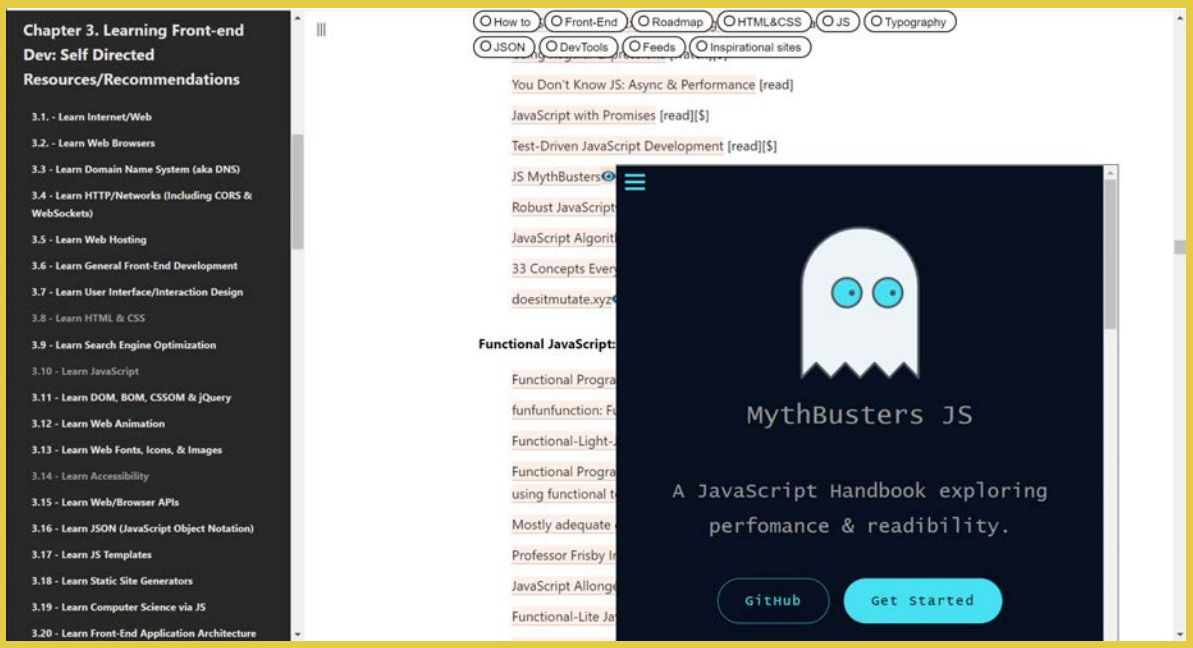
These ideas played a vital role in the establishment of the later project website, and also consumed a lot of practice for technical verification and testing.

7

PROJECT *</glimpse>*

- Website hosted on Github





Link: https://xavier-ww.github.io/Degree-project/

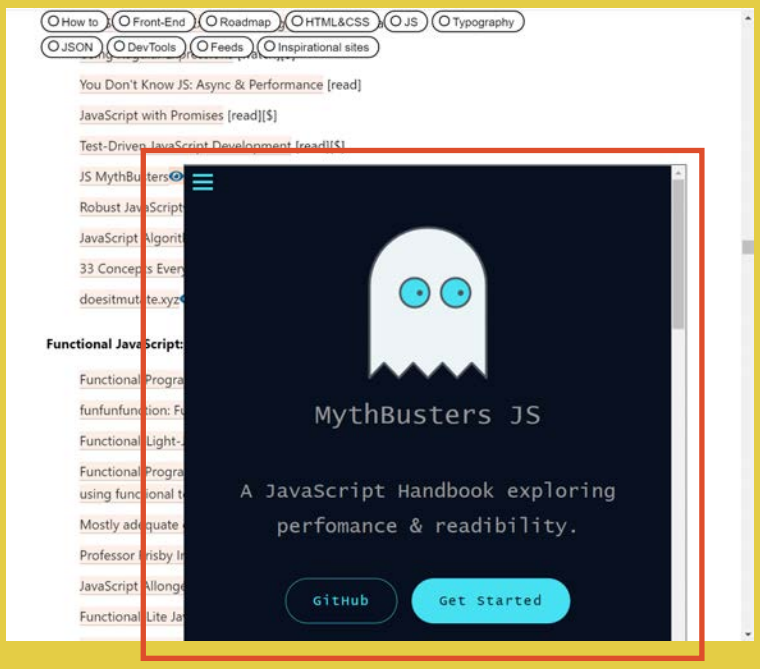
- Vital code Demo

1. Add the code of the preview function to the interactive content that the mouse cursor hover over.

assets > JS prview.js > ...

```
1   // Hover Web page Preview
2   $(".tiptext").mouseover(function() {
3       $(this).children(".pv").show();
4
5   }).mouseout(function() {
6       $(this).children(".pv").hide();
7   });
8
```

This is how it looks like



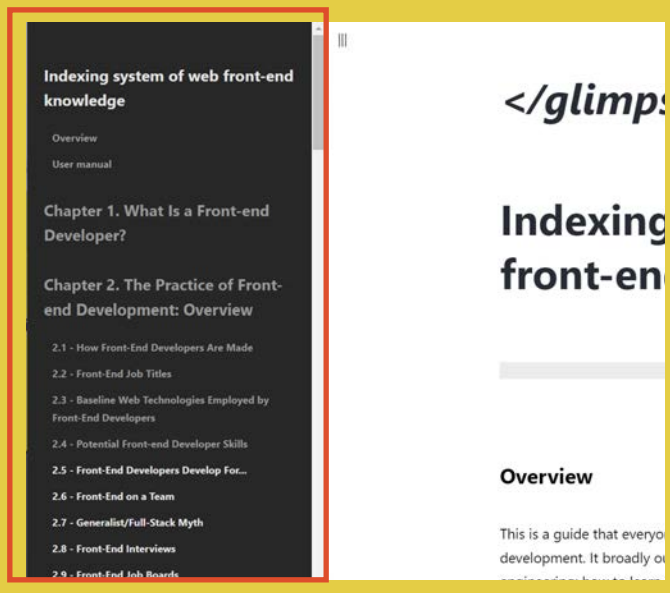
2. Suspend the loading(lazy load) of images on the page to speed up the page loading speed.

```
5433  <script>
5434      // Lazy load images that have [data-src]
5435      var observer = lozad('[data-src]');
5436      observer.observe();
```

3. Create TOC (table of content side bar) dynamically from content

```
5446        // Create TOC dynamically from content
5447        jQuery(".chapter").each(function(index) {
5448          jQuery("h2", "#chapter" + (index)).each(function(i) {
5449            $(this).attr("id", index + 1);
5450            $("#toc").append(
5451              '<h5><a href="#' + (index + 1) + '">' + $(this).html() + "<\/a><\/h5>"
5452            );
5453          });
5454
5455          jQuery("h3", "#chapter" + (index)).each(function(i) {
5456            $(this).attr("id", index + 1 + "." + (i + 1));
5457            $("#toc").append(
5458              '<h6><a href="#' +
5459                (index + 1) +
5460                "." +
5461                (i + 1) +
5462                '">' +
5463                $(this).html() +
5464                "<\/a><\/h6>"
5465            );
5466          });
5467        });
5468
5469        jQuery("#panel").on(
5470          "click",
5471          "a:not(.codesandboxlink a, .toolbar a)",
5472          function() {
5473            window.open($(this).attr("href"));
5474            return false;
5475          }
```

This is how it looks like



Abstract

Since its development in the 1990s, the public has accepted web communication and applications' advantages and convenience. Modern web front-end design, which intersects with conceptual art and interactive design, is meaningful for today's interdisciplinary designers. It does not stop at simply digitizing and uploading works that can be viewed on the web, replacing the function of traditional galleries and the museum system. Instead, this type of design practice is essentially dependent on the internet's existence, usually (but not always) interactive, participatory and multimedia-based. Furthermore, it takes advantage of injected interactive interfaces and the connectivity of multiple socio-economic cultures and micro-cultures. Specifically, in the work and communication between front-end designers and front-end developers, there will be gaps in communication because of the difference in the direction of attention and the work's content.

Both of these situations can be used as a reason for interdisciplinary designers to reasonably study the conceptualization of web front-end design and programming methods. Furthermore, to improve the environmental model of project design experimentally. This project takes action research methodology as an exploratory model and proposes a more interactive and intuitive information and knowledge platform model for learning front-end design and programming methods. Interdisciplinary designers and anyone who needs to use the proposed system can quickly and effectively realize systematic and intuitive web front-end design and programming knowledge. To fill the communication gap between the two to a certain extent by mastering more front-end development knowledge through interdisciplinary designers. Ultimately, this thesis provides a one-stop centralized and systematic front-end knowledge and practical application platform - an indexing system project-' </glimpse>'.

Full text link: https://nscad-my.sharepoint.com/:w:/g/personal/weiwang_nscad_ca/EU6133DBiK5EtJZMJ2-z2IYBIKjKbQsc9J0fdzL5x1hk6A?e=82FnMb

- Online survey

Xavier's MDes Thsis survey

[EN]
Hello my colleagues,

For my MDes thesis, I'm exploring alternative ways to better the user experience and interaction when front-end designers trying to access more front-end development knowledge.

To that end, I need to get a better grip on how designers feel about my proposed model which is a website that provides indexing of front-end knowledge.

So, please use the link provided to you, and flowing the instructions to finish the task and the surveys. And spend less than 10 minutes with it.(๑•̀ㅂ•́)و✧

In addition, this survey will not collect any personal information and identification information, it is completely anonymous, and your privacy is fully protected. Honest answer is much appreciated.

Thanks a lot,
Xaiver

[CN]
您好，同僚们

为了我的MDes论文，当前端设计师试图访问更多前端开发知识时，我正在探索方法来改善用户体验和交互。为此，我需要更好地掌握设计师对我提出的模型的看法，该模型是一个提供前端知识索引的网站。

因此，请使用提供给您的链接，并按照说明进行操作以完成简单任务和调查。 请您尽量花费少于10分钟的时间。(๑•̀ㅂ•́)و✧

此外，本次调查不会采集任何个人信息和身份识别信息，完全匿名，您的隐私得到充分保障。如实回答就好。

非常感谢，
Xavier

*必填

Link: https://forms.gle/tK1ba97Tbphmn2Hs6

- Online survey result

Questions Responses 8

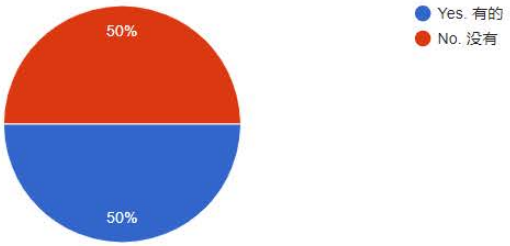
8 responses

Accepting responses

Summary Question Individual

1.Do you have experience in web front-end design? For example, learning courses or participating in a front-end project 1.您有Web前端设计方面的经验吗？例如学习课程或参与项目设计等。

8 responses

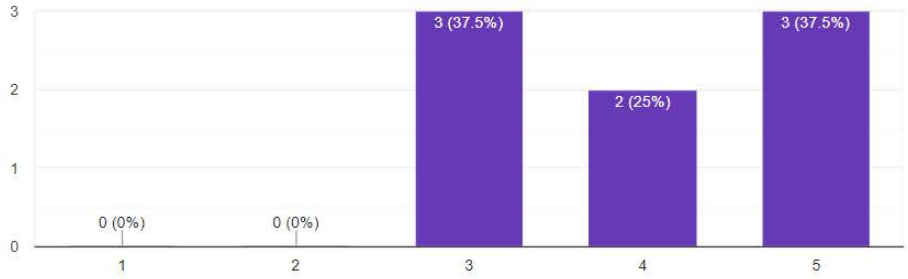


2. Please use the link https://xavier-ww.github.io/Degree-project/ to reach my project page. And use two minutes to read the user manual to understand how the system is used. After reading the user manual, go directly to the next one. 2.请您使用链接https://xavier-ww.github.io/Degree-project/ 到达我项目页面。并且使用两分钟阅读user manual了解系统使用方式。看完user manual直接进行下一条。

4 responses

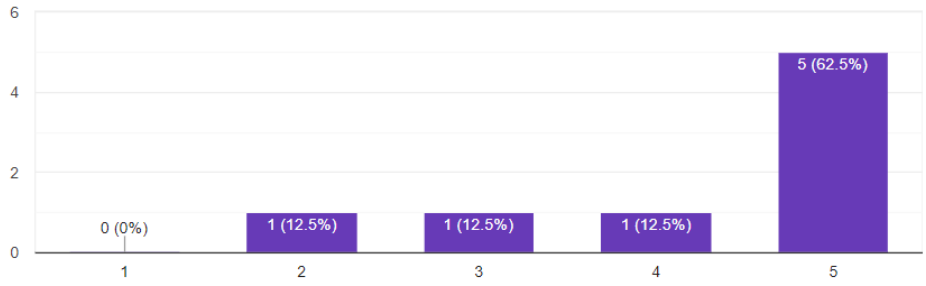
3. Please search and locate and familiar with the knowledge points "Learn JavaScript" and "Inspirational sites". Then evaluate, how do you feel the speed compares with other traditional websites in this process? Option 1 is slow-5 is fast, and 3 is considered similar to other site. 3.请您，检索定位并且了解知识点“ Learn JavaScript”和“Inspirational sites”。然后评价，在这一过程中您感觉速度和其他传统网站相比是怎么样？选项1为慢-5为快、3视为相似。

8 responses



4. When performing the operation in question 3, compare it with other similar websites. What is your evaluation of the real-time preview function provided by the system and the interactive help provided by the label (tag/filter)at the top of the page? Option 1 is not helpful at all, -5 is very helpful, and 3 is considered general (no special feelings). 4.在执行问题3中的操作时，和其他类似的传统网站相比。您对本系统提供的实时预览功能和页面顶部的标签对您提供交互的帮助，评价是怎样的？选项1为完全没有帮助-5为很有帮助、3视为一般（无特别感受）。

8 responses



5. Do you have any other comments or suggestions that you think are important for the entire front-end knowledge indexing system? If so, please attach below. 5.您对整个 front-end knowledge indexing system 有什么其他您认为重要的意见或建议吗？如果有请附上。

4 responses

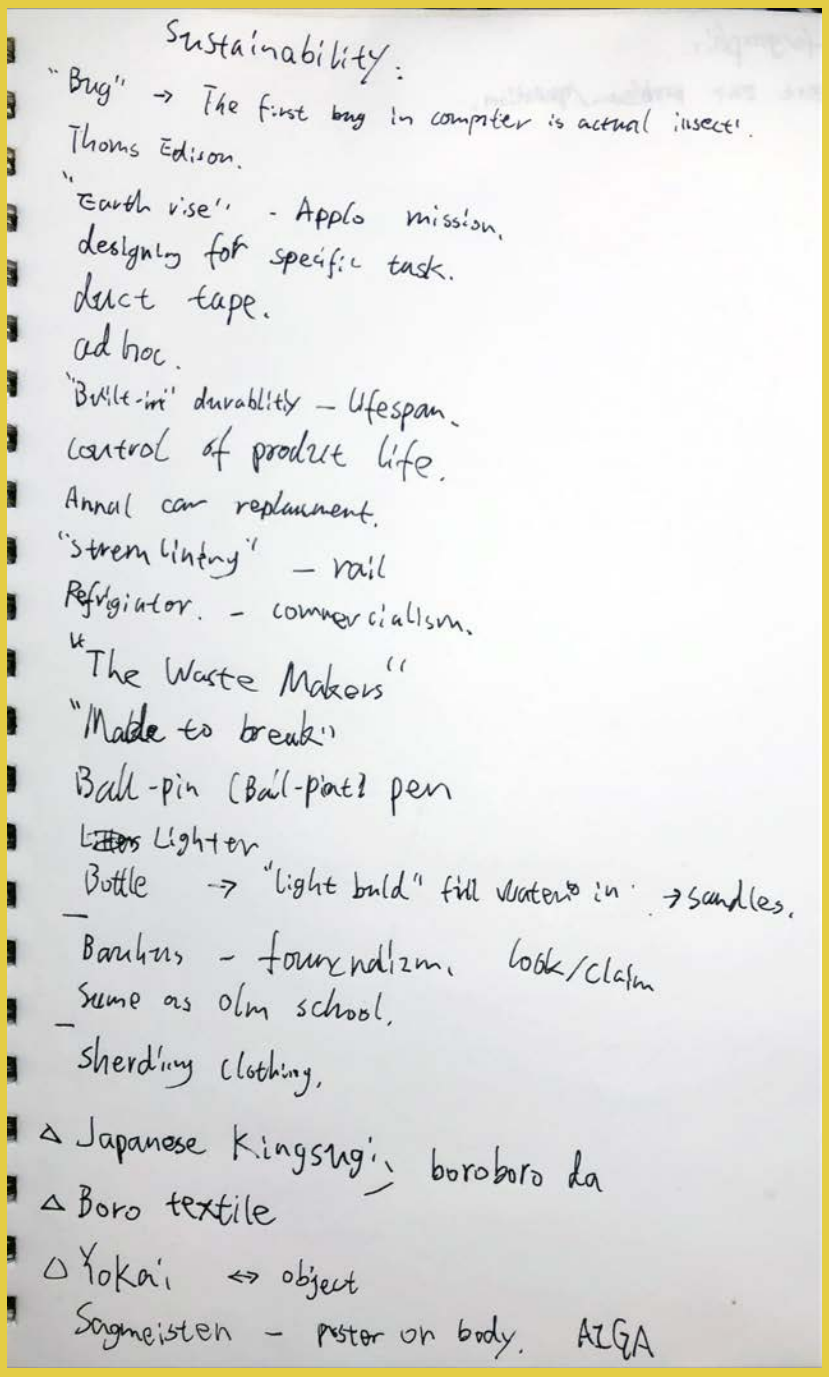
交互方式：我认为顶部的关键词按钮作为导向菜单是个很好的方式，这种实时的目录可以帮助读者迅速定位希望看到的内容。同时我觉得，点完顶部菜单后如果左边的目录页能够同步显示该section的一些小点，这样读者会更容易定位更细化地内容

The whole system is really helpful with detailed instruction. But I was a little bit freak out when saw the many sub-titles under some chapters. I don't know if there any possible ways to improve this concern. If not, this system is still great.

8

APPENDICES

- Lecture on repair and repairability & Sustainable, Rudi Oct. 27


Sustainability:
"Bug" → The first bug in computer is actual insect!
Thoms Edison.
"Earth vise" - Apple mission.
designing for specific task.
duct tape.
ad hoc.
"Built-in" durability – lifespan.
control of product life.
Annual car replacement.
"streamlining" – rail
Refrigirator. - commercialism.
"The Waste Makers"
"Made to break"
Ball-pin (Ball-point pen
Lighter
Bottle → "light bulb" fill waters in → candles.
Bauhaus - functionalism. look/claim
Same as old school.
sherding clothing.
△ Japanese Kingsing; boroboro da
△ Boro textile
△ Yokai ⇔ object
Sogmeisten - pester on body. AIGA

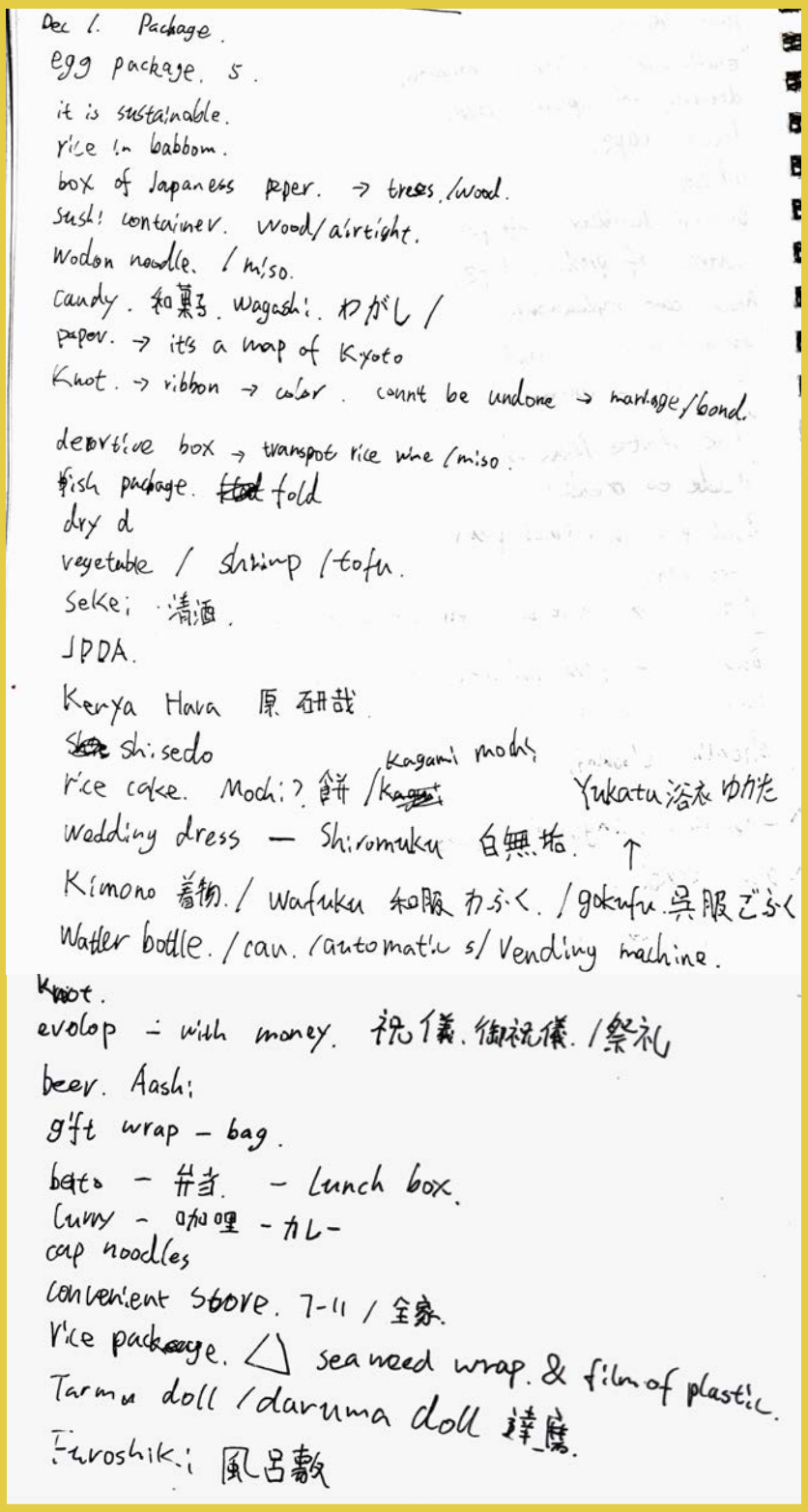

Kintsugi

Object repaired by gold powder


Boro

Patched clothes
The charm of natural wear out

- Lecture on Japanese package, Rudi Dec. 01



Dec 1. Package.
egg package. s.
it is sustainable.
rice in babbom.
box of Japaness paper. → trees. /wood.
Sushi container. wood/airtight.
Wodon noodle. / miso.
Candy. 和菓子. Wagashi. わがし /
paper. → its a map of Kyoto
Knot. → ribbon → color. count be undone → marriage/bond.
deorative box → transpot rice wine / miso.
fish package. ~~food~~ fold
dry d
vegetable / shrimp / tofu.
Seke; 清酒.
JPDA.
Kenya Hara 原研哉
~~Shi~~ Shiseido
rice cake. Mochi? 餅 / ~~Kagami~~ Kagami mochi
Yukata 浴衣 ゆかた
wedding dress — Shiromuku 白無垢. ↑
Kimono 着物. / Wafuku 和服 わふく. / gofuku 呉服 ごふく
Watter bottle. / can. / automatic s/ Vending machine.
~~Knot~~ Knot.
evolop - with money. 祝儀. 御祝儀. / 祭礼
beer. Aashi
gift wrap - bag.
bento - 弁当. - Lunch box.
Curry - 咖喱 - カレー
cup noodles
convenient store. 7-11 / 全家.
rice package. △ seaweed wrap. & film of plastic.
Tarmu doll / daruma doll 達磨.
Furoshiki 風呂敷

Japanese Kanji Package

I appreciate that Rudi give us additional (partial review) his unique design experience. Since my first year in NSCAD and even before, I have enjoyed discussing many related and similar topics with you. You also share a lot of your wisdom with us, and talking with you and Prof. Rudi is always inspiring. Although sometimes I have no clue about what you mentioned, but I know that I will be there. Go beyond ignorance, a little bit; someday, somehow. ❧

AND NEXT...

- Things to be followed up

1. Finish the thesis - a *new whole*
2. The layout design of the thesis - a *book*
3. Program review - a *new begining*

...

THANK YOU

For all your *wisdom* and *joy* sharing with me

Why would anyone walk through life satisfied with the light from the candle of their own understanding when, by reaching out to our Heavenly Father, they could experience the bright sun of spiritual knowledge that would expand their minds with wisdom and fill their souls with joy?

-Dieter F. Uchtdorf