Theory and Programming of Interactive Media I

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Final Project Prototype

With everything I've learnt in Interactive Programming class so far, I've determined to design a commercial portfolio webpage as my final project for this semester. Certain interactive functionalities will be reflected on this webpage, such as the contact details, online booking, appointment availability, on line chat, etc. On top of that, I will enhance the overall aesthetics to increase the visual impact. Since part of this web page is geared towards providing practical information and communication, I would like my audience to connect with me and have a better understanding of my professional endeavors. Technically, I think these are the steps needed to outline my concept:

- 1. Understand what elements are involved to achieve the idealistic output;
- 2. Review all the necessary coding attribute;
- 3. Sketch a mockup on the paper;
- 4. Start the Digital Translation Process;
- 5. Discuss with my peers, TA and Professor on the technical issues;
- 6. Revise my design with rectification.

I have researched these web pages which are closed to my final outlook:

- 1. https://www.wix.com
- 2. https://medium.muz.li/time-zones-app-medical-ecommerce-day-statistics-and-more-weekly-interactions-roundup-6a90863b940e
- 3. https://www.awwwards.com/

In the next few weeks, I will continue to hone my technical skill proficiency. Visually, I want my portfolio page to be presented like this:

https://www.nytimes.com/interactive/2018/10/18/nyregion/new-york-city-inequality-gentrification.html?action=click&module=Top%20Stories&pgtype=Homepage

or

https://www.makereign.com/