

PUI Homework 8 (Final Project)

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Part 1

My final project is an interactive art gallery that takes readers through a selection of works from various time periods. It is an education art history tool where users can read about artwork from a wide variety of time periods and cultures, as well as learn about many different artists. The information I'm conveying in my website include:

- A short blurb about the piece itself
- The medium/size/current display location/ year created
- Artist profile.

My site's design is clean and minimal, mimicking a real art gallery. I used animations to create an interesting component to my site, and make it easier for the viewer to see the information. I created multiple layers for each piece (intro page, details, artist profile) so they can read as deeply as they want to.

My target audience are people who have an interest in art history, whether that be a general appreciation or a passion. I hope that the way that I've presented the information is engaging and informs the viewer about a diverse array of artwork.

Part 2

- Intro page: click on the arrow to view the first piece
- To see more details about the piece, click "learn more"
 - This will take you to a detail page, where short blurbs about the piece will fade in. If you want to read more in-depth about the artist click the button "continue reading". To go back, click the arrow.
 - An artist biography and photos of their other work will fade in. To view more of the artist's work, hover over the rightmost column and scroll. On the artist profile page, click the arrow on the top left to navigate back to the item detail page.
- To navigate between different pieces, click on the different dates on the timeline at the bottom of the screen.

Part 3

- Bootstrap
 - I used Bootstrap because it would provide a clean framework for me to create organized web pages.
 - I was able to organize my webpages using d-flex containers and rows/columns. Additionally, I was able to use cards to make my designs even cleaner.

- It adds clarity to my website, and it made it easier to organize while coding, as well as when I was making it responsive.
- jQuery
 - I used jQuery so I would be able to animate different portions of my website- it is pretty commonly used so there was a lot of documentation I could use as resources.
 - To animate each page coming in for a piece, I used jQuery to toggle the visibility of each page, and I also used it to animate the elements of the page.
 - The animations make microinteractions that are fun for the user to see, and it also breaks up how much information the user sees at once.

Part 4

I simplified some of the design elements from my [prototype](#) for the sake of clarity, such as the placement of “learn more” as well as some of the iconography. The biggest change was the exclusion of the “add to gallery” function. I took it out because it didn’t serve a specific purpose for the viewer. If they clicked out and went back to the webpage, their pieces wouldn’t be saved, so other than that it’s function was not useful.

Part 5

I had a lot of trouble with the d-flex containers and animating the different page changes. The main challenge was debugging and understanding what the website was actually doing- when I clicked “learn more” was it actually getting the data of the next page? The biggest bug was when I was making the site responsive- the d-flex containers were acting odd and pushing all of my content up out of the webpage- the issue ended up being my code mixing both d-flex and row/col interchangeably.