PUI Final Project: Web Portfolio

Part 1

My website is a UI/UX design portfolio, and the purpose is to showcase my projects and personality to UX or product design recruiters. It conveys information on my design work and thought processes through three case studies, shares information about myself and my goals through the About page, and displays information about my previous work experience and skills through the Resume page. It's engaging due to the initial home page being a gaming interaction, which differentiates my site from others. Viewers will stay engaged due to the well-organized layout of my design workflow and it is interesting due to the information I provide and their personal goals of learning more about me as a designer.

Screen Size 1 (my laptop): 1512 x 827
Screen Size 2 (my ipad): 1112 x 719

See WAVE analysis in appendix

Part 2

Task: Interact with the home page
- **Interaction Type**: Click to move sprite
- **Reproduce**: Click to the left or right of the sprite (character) to get her to move. Wait until her animation cycle is over before clicking on a new location, to which she will move next. (If on a tablet, tap to move the character)

Task: Navigate to Work page
- **Interaction Type**: Click to move sprite & press button
- **Reproduce**: Click on the black portal (where the "Work" sign is pointed) to move the sprite there. A quest box should pop up. Click "ACCEPT" to move to the Work Overview page
- **ALTERNATE**: Click on "Work" on the nav bar (top right)

Task: See all projects
- **Interaction Type**: scroll
- **Reproduce**: scroll on the Work page

Task: View any case study
- **Interaction Type**: Hover and Click
- **Reproduce**: Hover over "View Project→" to see it move and change color. Click to go into the specific page for that project.
- **ALTERNATE:** Hover over the image of each project to see it become bigger. Click to go into the specific page for that project.

Task: Read case study
- **Interaction Type**: scroll
- **Reproduce**: scroll through the page (Musique, TripTastic, or Zoo) to read about case study

Task: Read next case study
- **Interaction Type**: Click to change pages
- **Reproduce**: Click on one of the cards at the bottom of the current project's page to move to another project (e.g. if you're on the Musique page, scroll to the bottom to click on TripTastic to view TripTastic's case study)

Task: Navigate to About page
- **Interaction Type**: Hover and click on nav bar
- **Reproduce**: Hover over About to see the text turn black. Click on About to navigate to that page.

Task: Learn more about Alice
- **Interaction Type**: Hover (tap if on tablet)
- **Reproduce**: Hover over the images at the bottom of the About page to read a bit more about them.

Task: View Resume
- **Interaction Type**: Hover and click on nav bar
- **Reproduce**: Hover over Resume to see the text turn black. Click on Resume to redirect to my drive with my resume pdf.

Task: Navigate to Home page
- **Interaction Type**: click on nav bar
- **Reproduce**: Click on the logo in the top left to return to the home page.

Part 3

New JS Library

- **Name:** Pixi.JS
- **Why:** I chose to use pixi.js because I needed a library to make sprite animation easier on my website. Pixi.JS specifically has plenty of documentation and a lot of functionalities, so I knew I wouldn't be limited in making my home page.
- **How**: I imported the pixi.js library into my home page (index.html) so that I could use their inbuilt functions in my own JS file: sprite.JS. I used PIXI.Assets.load and the Texture class to splice up my sprite sheet into an array, as well as to start the game ticker. The game ticker (gameLoop) constantly updates my sprite, allowing for smooth animation.
- **What it adds:** This feature is the hook to my website, as it is the first thing recruiters will see. It adds intrigue and engagement, especially because the clicking aspect and "quest creation" is so interactive. It also informs the recruiter about my creativity and love for gaming as a designer.

Animation

- **Name:** https://codemyui.com/grayscale-to-colour-animation-on-hover-for-team-section/
- **Why:** I wanted to add something interactive in my About page to keep the audience engaged. Using the code from Codepen, I'm also able to implement this feature relatively quickly.
- **How**: I first copied their HTML and CSS code into the bottom of their respective pages (about.html and about.css). I then altered the class names to make sense for my usage, changed out the images, and I added some more code to make the feature responsive to different browser sizes. I deleted any code that was unnecessary and adjusted as necessary.
- **What it adds:** I believe this feature promotes engagement and makes my About page more memorable. I think it also encourages users to hover over and learn more about me, making me look more personable to the recruiter.

Part 4

I routinely iterated on my prototype, starting from when it was still a low fidelity wireframe. From lofi to hifi Figma wireframes, I changed the location of the "work" navigation to become a portal. From hifi Figma wireframe to the first iteration of the implemented site, I primarily worked on getting the sprite to work, and I created a simple black and white background. On my second iteration, I changed the background to a more fantasy-like place and changed the sprite movement from keyboard-commands to mouse for responsiveness. On my third iteration, I alternated the image's location in the solution section of Musique and TripTastic case studies to add some variety to the design, and I added hover animation to the Work Overview page for engagement. On my final iteration, I received feedback that the About page was a bit boring and the transition from Portal to Work was jarring, so I added hovering animation to the photos at the bottom of the About page, and I added a Quest popup to the home page.

Part 5

It was challenging to use the new javascript library as there were many new functions to learn. It was then challenging to add text on top of the "gaming interface" as the game loop created through Pixi.JS would constantly iterate over itself, meaning my text would infinitely repeat. Another obstacle was just the sheer amount of content involved in creating the portfolio, and making a css sheet that could handle the stylings of all three of my case studies.

Appendix

Home Page

Work Page

Musique Page

WAVE
web accessibility evaluation tool
powered by WebAIM

Address: https://alice-nie.github.io/pui-hw/portfolio/w →

Styles: OFF ◉ ON

Summary

Summary | Details | Reference | Order | Structure | Contrast

⊠ 0 Errors
◉● 0 Contrast Errors
⚠ 5 Alerts
✓ 21 Features
▵ 23 Structural Elements
◼ 0 ARIA

View details ›

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

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Styles: OFF ◉ ON

Details

Summary | Details | Reference | Order | Structure | Contrast

☑ ⚠ 5 Alerts
☑ 1 X No page regions
☑ 1 X Skipped heading level
☑ 3 X Possible heading

☑ ✓ 21 Features
☑ 17 X Alternative text
☑ 3 X Linked image with alternative text
☑ 1 X Language

TripTastic Page

WAVE
web accessibility evaluation tool
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Address: https://alice-nie.github.io/pui-hw/portfolio/w →

Styles: OFF ◉ ON

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☑ 1 X No page regions
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☑ ✓ 21 Features
☑ 17 X Alternative text
☑ 3 X Linked image with alternative text
☑ 1 X Language

☑ ▵ 27 Structural Elements
☑ 1 X Heading level 1

Zoo Page

About Page