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CSCI 202
Mobile Site Project Documentation

Neither Asaki nor myself (Amy) are computer science majors, and both come from design backgrounds. Asaki is an industrial design major, and I'm a graphic design major. Because of this, our confidence in our coding abilities is certainly not as high as our skillsets in design, which can make coding a website (let alone a *mobile* website) pretty intimidating. Since the tools were limited with our existing skillsets, we wanted to find a way to make our mobile site aesthetically pleasing to look at, and have a positive user experience. As we currently sit in Caffè Adagio with our site finally completed, I can confidently say that we both were pretty pleased with the outcome of the project, and felt we had both learned a ton from the experience of putting it together.

I kicked off the project by creating the framework for the homepage, about page, and our interaction page. I chose a typeface (Arial) that seemed fitting for the subject, and decided to go with various shades of blue for the background, as we were creating our site about a sculpture on Western Washington University's campus. We chose to do our mobile site on a sculpture by Steve Walcott Tibetts, titled Scepter. Tibetts actually attended Western Washington University as an undergraduate student, so sticking with some school spirit with all the shades of blue in our site ended up being a good fit.

Scepter is located in front of Fraser hall, but has moved around campus over the years. It's a gorgeous sculpture that is composed of interesting materials, so we felt it would be a good fit for the project. Also, it is located in a very centralized part of campus, Red Square, so it would be a good spot to bring that class to explore the sculpture and interact with our site to gather some more history and information on it.

After we had a sort of "skeleton" built out for our site, Asaki went ahead and wrote up the history on Tibetts for our about page, and I added it to the page and reformatted it so it would look go on mobile. Asaki also wrote the code for the slideshow on the interaction page, and then we uploaded it to GitHub. Everything had been going fairly smoothly, until we reached this point. This is where we ran into a few issues.

First, when we first added the information for the about page on the site, it looked good on the laptop, but had really strange margins once it was pulled-up on a phone. It took quite a bit of trial and error before it looked nice on the phone. A lot of experimentation in CSS. Obviously, we were not going to settle for less than aesthetically pleasing, being that we are both design majors. Then, the navigation bar on our interaction page had some sort of gray background that ruined the continuity of the project, so Asaki had to go deep into the style tag on that page to troubleshoot where it was changing the style of our navigation bar. Next, the photos weren't showing up in the slideshow, until we realized that the photos weren't in a folder in GitHub, and also had .jpg as .JPG, so we had to change that for it to show up. Finally, the photos in the slideshow kept wanting to disappear after they appeared on-screen, so we had to outsource for some help from a friend who had some experience in HTML.

Once we had finished troubleshooting, our site looked pretty darn solid. The continuity was there, the color palette was there, good information in the about section was there, it looked nice on desktop and mobile, and we had an interactive slideshow. Overall, I think we were fairly successful in the many hours we spent individually and together working on this site.

If we had more time to work on this project, I think we would have played around a bit more with the style, and possibly added some animation with some of the headers. I tried to research some of this on W3 Schools, but it seemed a little past my ability level with the time we had remaining to complete the project. Asaki said she would have liked to get more creative with the overall style with the page, and added more interactive elements. The slideshow may look clean and simple on the computer, but as soon as one inspects the code, it looks much more complex.