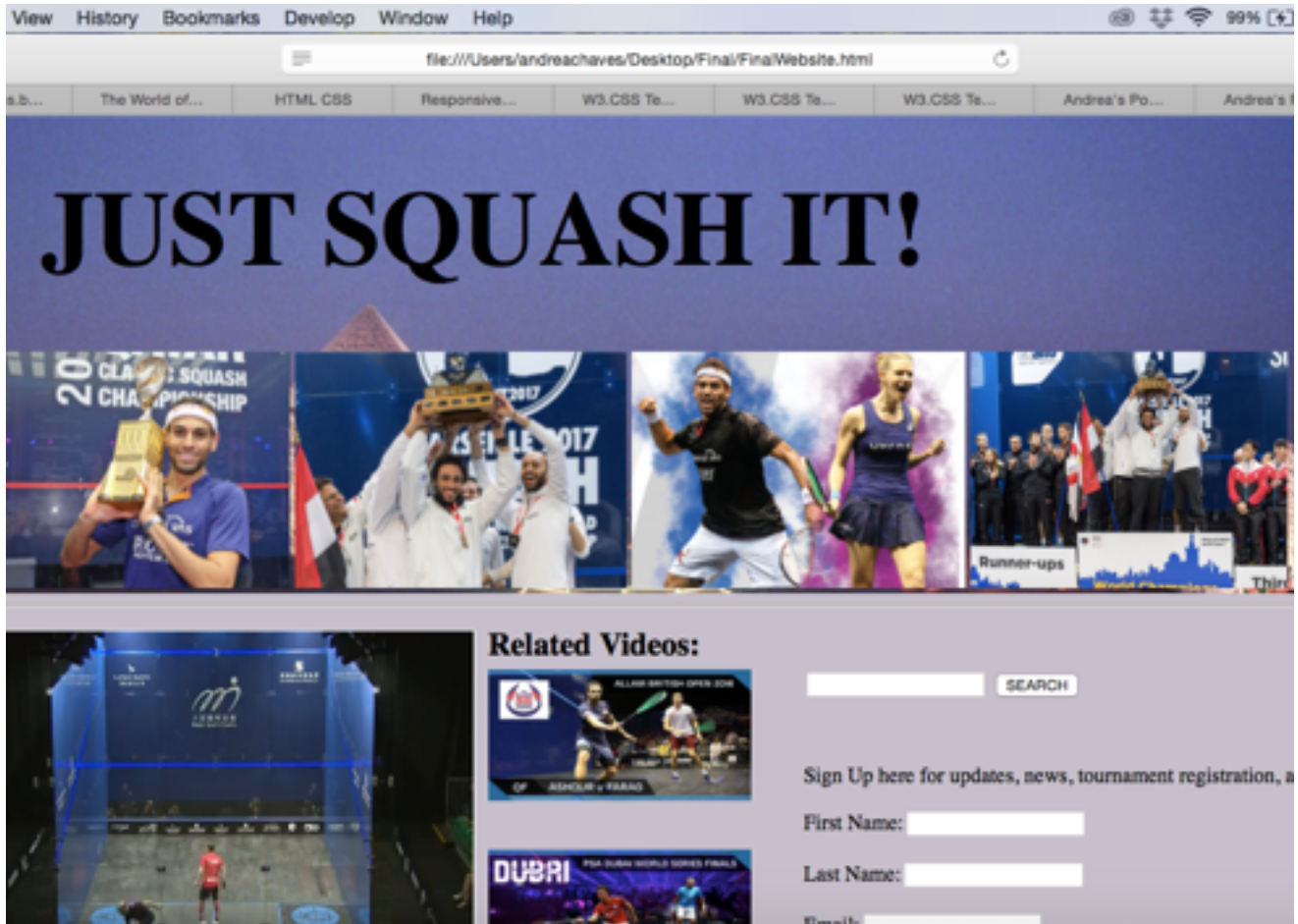# MY PORTFOLIO

Website Creation

This first creation is a website that I made for a web design course (IASC1P02) I took this semester. I used Atom with html, css and javascript to create the page. It links to other websites as well as to other pages I created. My website relates to instructional design as it is an interactive website which teaches anyone about squash, what it is, its history, who plays it and how to make calls. It even includes a game on the Lets and Strokes page where it gives the user a scenario and they have to answer whether it is a let, a stroke, or neither. This website is a form of mix media and styles which includes live stream squash videos, older videos, news stories, informations,

Home Page to Just Squash It website. Link to view full website: https://andreachaves.github.io/IASC1P02/FinalWebsite.html

graphics, text, and many other things. This relates to the "Introduction: The Double Logic of Remediation" and its look on hypermediacy. It tends to show some immediacy through live footage and current news but you are taken away by graphics and other information on the page which is created by the hypermediacy of the website.

Let, Stroke, No let game mentioned earlier

Website Redesign: Prototype
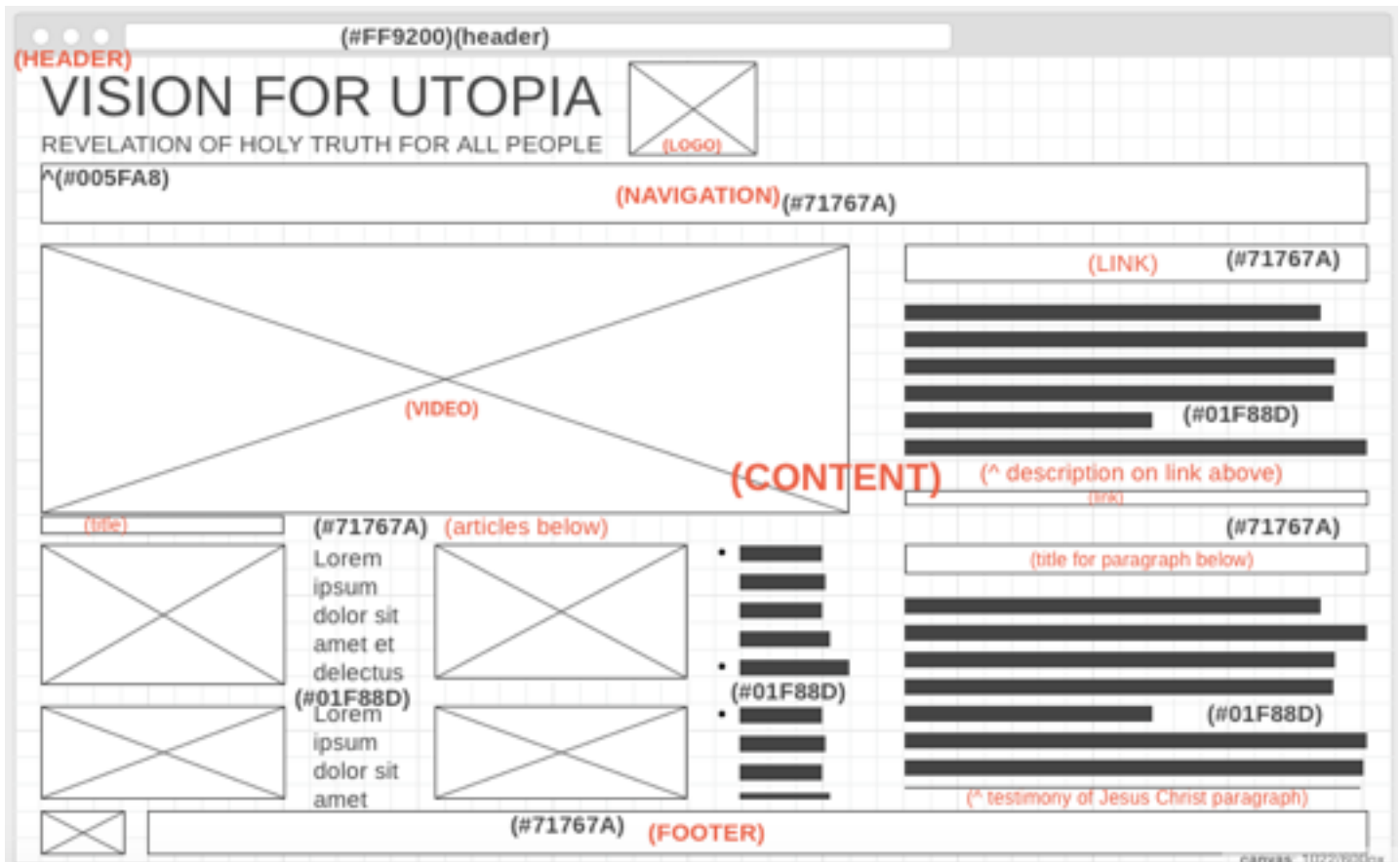
WireFrame website redesign

This is a prototype of what I would redesign the Vision for Utopia website as an assignment for my Web Design course. I used Wireframe to create the design as well as included tags to detail what the format and look of the page would be including the header, navigation, content, footer, and colour scheme that I would use throughout the page. I did this so if I were to ever actually redesign the page I would have an idea and understanding of how and why I want to organize my page as such. This is an example of digital prototyping as I am exploring the idea right from the beginning, digitally in order to construct the final form later on. In the "Playboy Interview" McLuhan, although speaking wildly of it, he does mention prototyping as "ensures the primacy of the visual bias". Although I may be taking it wrong, I see it as a means that prototyping is an essential part of the developing stage. It allows you to think of many prototypes and different forms of creation before the real product. This is great because it helps you find the best ways of creating something and it gives you a visual representation of what the outcome will look like.

Written Page on why I made the choices of the website design:

Visual Presentation
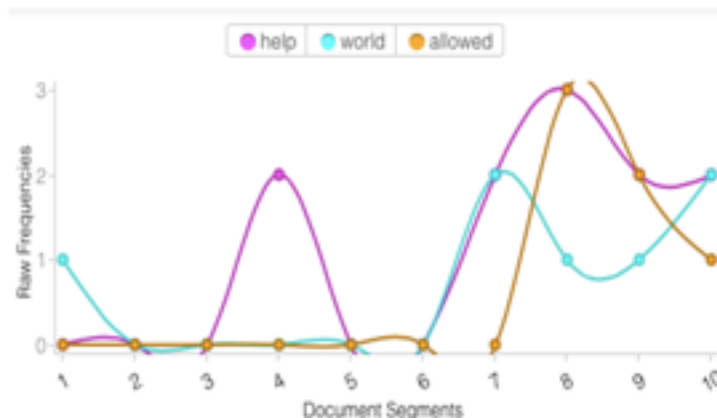
Artificial Skin
Andrea Chaves

- skin and artificial identify the topic as the two biggest headings

- help is the third largest word which relates to why it was made

- new and world go hand in hand on the ongoing innovation of artificial skin

List of Topics

- introfuction of the essay introduces the topic as a new innovation in the world
- near the end all three intertwine demonstrating there relation to one another
- allow and help show the connection between each other at the end

1. made forms medical demonstrates cultured methods
2. world allowed technologies order synthetic advancements
3. layer grow developed temporary people society
4. skin cells patients created burke infection
5. artificial grafts development technology tissue dr

- line 1 would relate to the different methods/forms in the medical world to develop new technologies
- world and allowed are shown here as well relating to the advancements in synthetic skin
- line 3 demonstrates what artificial skin involves such as the layer and who it helps such as people and society

This creation was made for this course. It is a visual presentation of different information I gathered about the essay I wrote on artificial (synthetic) skin. This poster styled page consists of a visual representation of what words I used the most, a graph of corresponding words and when I used them together or separately and how they relate, and lastly a computer generated text format using Topic Modelling of common words found within my essay. This is an example of digital scholarship as I have developed and used collaborative technologies in order to collect the data I present in the poster and analyzing what it means in relation to my essay. Through this assignment I was able to find the strong and weak parts of my essay, what I should change, what I should further emphasize and what was done well within. These tools learned in IASC1F01 can be useful for any other essay writings I have not only for this course but for other courses as well.

Axure and Slack

This creation is a group collaboration on a website design and invention using Axure. Axure although a tough program to memorize, uses many tools and widgets that allow users to edit, build and create a website of their liking. It also easily allowed for multiple people to work on the website and send each other updates on what they did without causing any problems. I also liked the feature where only one person at a time could work on a page. This made it work well because then we knew that there wasn't any of the same work being done twice. Axure allowed for much development in my knowledge of website design, gave me ideas for other website design pages and allowed for me to work with a group collaboratively and enjoy it as well. With Axure, we also used Slack to communicate. This allowed for us to also get updates when someone has changed or edited something on the Axure program. With Slack, we made meeting times, asked questions, and sent out prototype drawings of what the website might look like. This allowed for all of us to work well even when we were not together. Axure goes in with the sense of a Gizmo and a bit of a Spime from the "Shaping Things" reading. It relates to a Gizmo because both Axure and Slack were user friendly, Axure user-alterable allowing for collaborative projects, they both have multi features allowing you to do more than a single thing on it, and Axure is programmable. This would make me and anyone else using it an "End-User" as I am the one using it. They are Gizmo's because they also have the ability to update you, send you notifications and better said, "nag" you. Now, I also saw Axure as a form of a Spime as you can have more than one person working on a project at a time. This is a form of designing through a screen where it is fabricated by digital means and tracked through space and time, as it would be describes in the reading. It is a form of work done to

a single production with multiple users on the designing team. It allowed for us to assign roles and work separately on the same page. Although spimes are said to not be here yet but come in the near future, I believe this could be an understanding of what a Spime is. This relates to the sense of "eversions" from the "The Emergence of The Digital Humanities (As the Network is Everting)" reading and how cyberspace is no longer in context as virtual reality all around us without it actually being seen. I see Axure as a form of digital scholarship as it allowed me to work collaboratively with my peers as well as allowed us all to gather information and combine it into one project. Axure and Slack were two programs I was not familiar with and enjoyed working on. Axure as a program is very user friendly and the tutorial packages it comes with a great deal of help when working on a project.
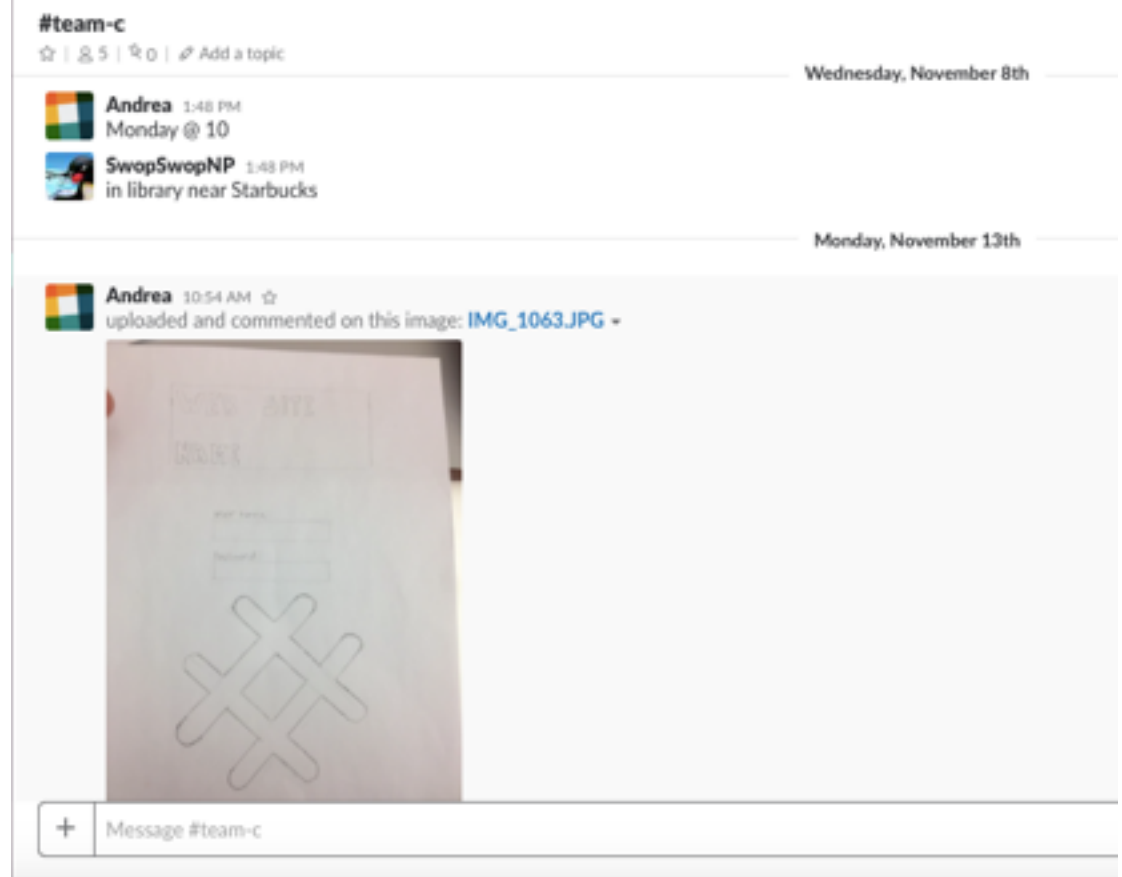
Shirt Designs

This last creation I will talk about my shirt designs. These are digitally designed shirts using Photoshop that I did on my own time as a favour to my coach for the ongoing international tournament held at White Oaks Resort and Spa. This is an example of digital expression as it is content I created online as art using drawing prototypes that I made. I included many designs on my portfolio for the shirt as I continuously got more and more ideas from each. The one I finally did end up choosing and getting printed on 300+ shirts for the tournament is the design shown above on the shirt. I used white's and red's as a form to show Canadian pride as well as the maple leaf in the background as many players are coming from outside the country. This design concentration is one that I am very involved in and enjoy and hope to pursue in my future of design.

Conclusion:

Throughout so many different forms of digital creations, I have learned many new skills and tools that I would like to not only continue using but expand my knowledge and abilities on. I have had the pleasure of learning how to code using html, css, and javascript. I hope to continue my studies in web design and learn how to further use javascript as I found it the most difficult. Prototyping is a major key to design and I have always used it as a tool for drawings, designs, essays, anything you can think of in order to make sure my final copy is done to my liking. I find prototyping to help and ensure me that I know what I am doing, I have guidelines and this is what I want my final idea to look like. My prototyping and research skills have expanded through this course as it is commonly practiced and put into play. Through the visual project with my essay I learned many new aspects into editing and fixing my essay's which I now use in other classes. The use of Axure allowed me to have ideas on my web design final website creation as it has so many elements to it that I may have forgotten to include. By the end of my IASC career I would love for my portfolio to be overflowing with new design techniques, further understanding into the digital world and what it is to become, and all in all new ways for me to put my creativity into action. I have enjoyed this first semester a lot so far and cannot wait for what is to come. If I had to grade myself so far I would place my self in the mid 80s because I have worked very hard in developing work for this program and have found myself using it for my own personal reasons as well as for the course meaning I have liked it and want to continue getting better at using these programs. However, my presentation skills are a little weak as I do get nervous presenting in front of groups of people and this is a major part I would like to and need to work on in order to achieve a higher mark and better skills for any workplace.