#### Gaeun (Angela Oh) Project Write-up

Screen Dimensions: Standard desktop screen (1920x1080) Tablet (768x1024)

### Part 1 - Description

The motivation behind my website was to create a more interactive, visually appealing, functional, and helpful website for my church. There was actually a request at my church to revamp the website because of the poor information architecture and one-dimensional design of the current website. Therefore, the purpose of the website is to be an informational tool to know more about the church and its functions for new people interested in joining the church as well as currently attending members. I mainly aim to convey two types of information: foundational context about the church's beliefs and a variety of ways to get involved in the church. I think what makes it interesting and engaging are the interactive design elements that allow viewers to feel like they are exploring the different layers of the church. I put emphasis on putting various content and interactive features on the homepage, since this is the first thing users look at, so that users can scroll and click on items. The previous website didn't have any information on the homepage (just the title), so it lacked a feeling of depth and took away from the experience of "exploring." Certain interactive features such as button clicking animations or slideshow were also put in not necessarily because of the technical functionality but to enhance the visuals which is important since the website could be the first impression of the church. The target audience is mainly for newcomers of the church who want to gain more information about the church and identify the type of community the church offers. Another audience would be already attending members who return to the website for updates about events or announcements.

#### **Part 2 - Interactions**

- View important and introductory information through slideshow
  - Viewable slideshow (clickable through indicators)
  - o Just watch as the slides move or click on the indicators to view the respective slide
- Click to learn more about the church
  - Clickable button
  - o Click on button "About our church" or go to the "About Us" page on the top
- Click to learn about ways to connect, about the community, and online resources
  - Cards
  - Click on the image in the card and get a brief preview of the "connect," "community," and
    "online" page, then click on the italicized text below (with a hover state) to go to the
    respective pages
- Swipe or click to read about announcements, upcoming events, last week's sermon, and the weekly events
  - Carousel
  - Click on the right or left arrows to explore the different important informations or swipe through them

- Contact the church/reach out to someone at the church
  - Footer link
  - Click on "contact us" in the footer to be led to an email to the church that the user could send
- Read about the church's beliefs and mission
  - Separate page, hoverable tabs
  - Click on "about us" on the navigation bar, and hover over either "what we believe" or "our vision" to learn more about the church
- Learn about the church community
  - Separate page
  - Click on "community" either on the navigation bar or on the link in the "community" card to get to that page where you can scroll through the information
- Join the online service
  - Separate page, embedded youtube link
  - Link on "online" on the nav bar or through the "online" card. Once on the page, click on the button to go to the church youtube page to view the live service, or watch last week's sermon by clicking on the embedded youtube video
- Connect with the church's social media
  - Separate page, carousel
  - Link one "connect" on the nav bar or through the "connect" card. Once on the page, click through the carousel to view the different socials. Click on the icon to go to the respective social media page.

#### Part 3 - Tools

- Name of tool
  - o Materialize.css library and w3
- Why you chose to use it?
  - o I chose this library because it had good css and javascript functions already created that was aesthetically what I wanted and offered a wide variety of functionality
- How you used it?
  - I used it for minor details such as the sticky nav bar, footer, wave button effect, and small icons/affordances. I also used it to modify my css and add javascript for the slideshow, clickable cards, clickable carousel (for homepage and social media options). I was able to add functionalities such as showing different tabs on hover as well as showing content on open and close of cards.
- What does it add to your website?
  - o I think overall it adds a lot of visual appeal to the website. The little motions like a wave when clicking on certain items helps add a bit more aesthetic design to the website. It also offered concise ways to visualize information. Instead of just having the users scroll down pages of information, I was able to visualize information through clickable carousels, cards, embedded videos, slideshows, and tabs.

### **Part 4 - Prototype Iterations**

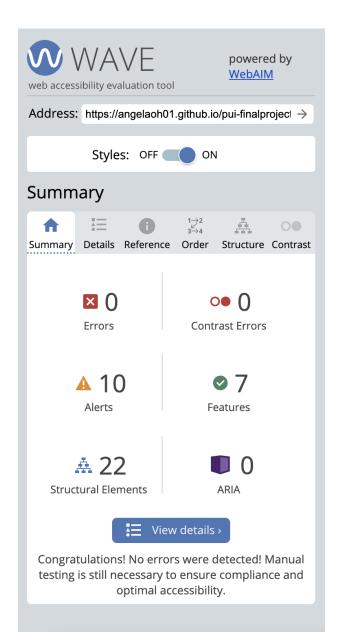
I first created a "paper" prototype (through ipad notes) with a rough layout of content I wanted in the homepage. Then once I started coding the actual website, I was inspired by the different functionalities materialize.css offered and changed many of my static components into dynamic designs. I originally just had a title screen with a background image for the landing page/screen, but then decided to add some more pictures with minor details through a slideshow to add more movement when the user first lands on the page. For the homepage content, I knew I wanted each section to be a preview of the pages in the navigation bar, but instead of just writing information in sections, I created cards or carousels to display information in a more unique way. I also presented my website to a friend from church and got design feedback around spacing and layout which I fixed for my homepage. From the peer evaluation, I implemented some suggestions that I put more affordances such as hover states or indicators of items that are clickable.

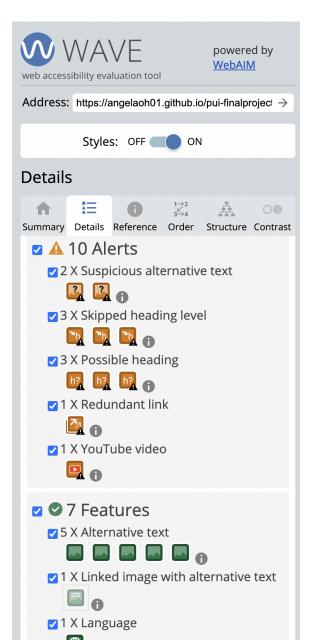
### **Part 5 - Challenges**

I think there was more I would have wanted to do in terms of stylistic and visual elements. However, as my project grew in content and pages, I think it was challenging to be intricate with details and affordances in the time I had for the project. In the future, I would like to practice more of the javascript skills that go into creating website features.

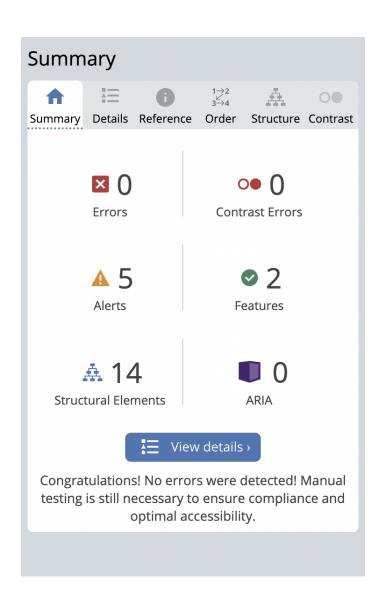
### **Appendix: Screenshots from WAVE**

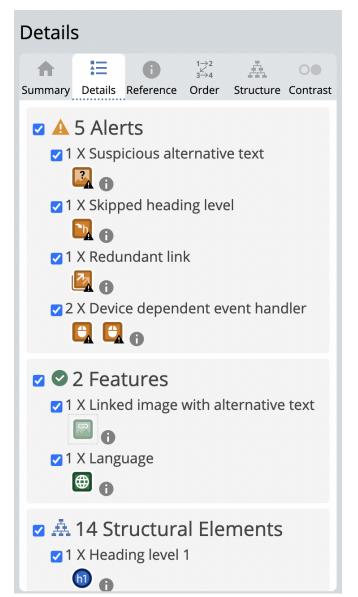
#### **Home Page**



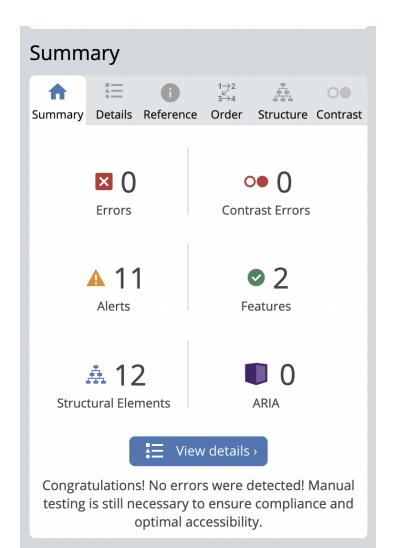


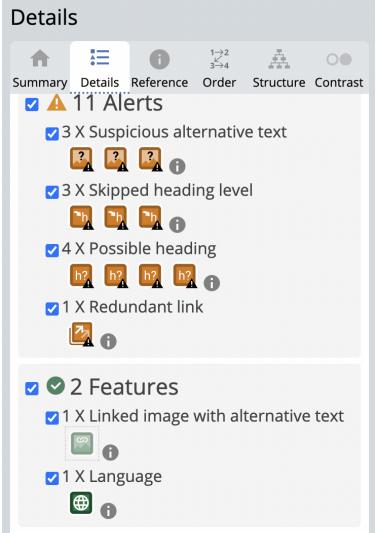
## **About Us Page**



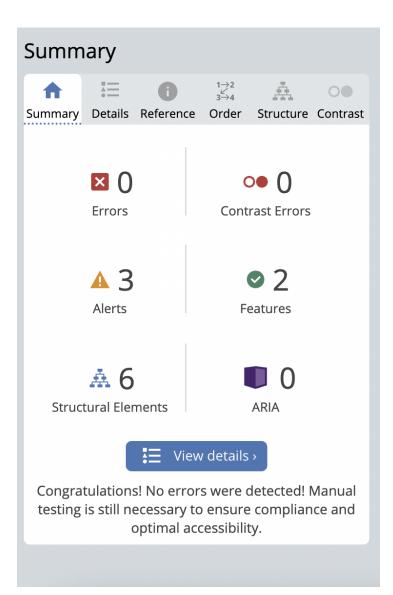


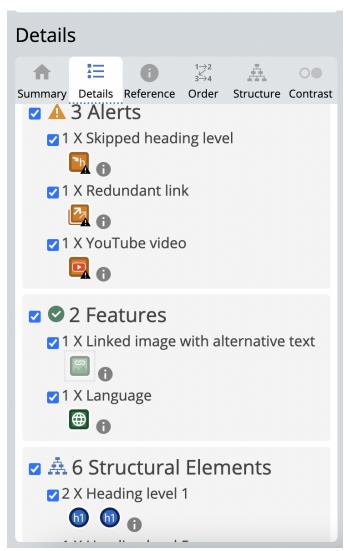
# **Community Page**





# **Online Page**





# **Connect Page**

