Part I: Arsenic Poisoning Informational Site
Deployed Site: https://ari-yipp.github.io/pui-hw/final-project/landing.html
Designated Breakpoints:
> 1440 W x 840 H (Desktop)
> 834 W x 1194 H (iPad Pro 11")

Purpose of Site: The purpose of my site is to provide information and teach users some basic facts and history about the compound arsenic and its most common exposure risk, arsenic poisoning. It's a topic I find really fascinating, and I thought it would be great to host a casual informational site on it where users can learn about something niche and interesting, as well as know what to look out for in the case of arsenic poisoning, which is surprisingly still very common today in the US.

Information conveyed: I worked to include a broad range of different types of facts, ranging from more chemistry/scientific (chemical compositions and natural properties) to morbid history stories (victorian paint pigments) and a few cautionary and health-related facts about avoiding exposure in the modern age. Most of the information was chosen for its interesting nature, to encourage and foster creativity rather than comprehensive deep-dive information.

Interest and engagement: I wanted to focus on creating interest and engagement through considerate design and aesthetics. While I was learning about the topic myself, I found that most sites made the exciting aspects of the topic unmemorable. I also struggle with looking at monotonous paragraphs of information, so I wanted to focus on segmented delivery and bite-sized facts with visuals.

Target audience: I kept the difficulty of written word and scientific/historic jargon to a minimum so it would be user-friendly to people who don't specialize in history or chemistry. This site is targeted towards beginners who want to get a very casual and brief overview of arsenic–there is no specific actions associated with the site other than learning/browsing, and isn't designed for academics/professional use.

Part II: Interactions

Page move: The website uses a long-scroll format with sections of information divided based on categories. Users can navigate this in (3) ways:
- Finger scroll (ipad breakpoint), Mouse/Trackpad scroll (desktop breakpoint)
- Buttons placed at the end of each section that automatically links you to the next section
- Directory; links accessible through a sticky nav that allows you go back and forth between any of the sections without scrolling.

Hover/tap info pop-up: certain keywords will allow for hover/tap pop-ups that give the users additional context and information. Functionally similar to superscript/subscript.
- Mouse/finger click on text button → shows pop-up
- Mouse/finger click anywhere else if the pop-up is showing → closes pop-up
- (Desktop only) hover on text button → shows pop-up
- (Desktop only) hover away from text button → closes pop-up

Card flip: card flips have information / visuals on the front and back (very similar to Quizlet/quizzing test cards, with the label on one side and definition on the other)
- Mouse/finger click on card → flips to the back side
- Mouse/finger click anywhere else on the screen → flips back to front side
- (Desktop only) hover on card → flips to the back side
- (Desktop only) hover away from card → flips back to front side.

Heading underline animation: the headings have a small underline gradient animation on click/hover.
- Mouse/finger click on header → animation start plays
- Mouse/finger click away anywhere else on the screen → animation end plays
- (Desktop only) hover over header → animation plays once in its entirety (comes and goes)

Light/Dark mode: The website features two color modes, one light and one dark.
- Mouse/finger click on the buttons to toggle between modes. Sticky nav, buttons available at any point during the scroll.

Part III: Tools

Library: Bootstrap v5.1
- I chose bootstrap because it has great tools for navigation, buttons, and typography. As a designer, the design-conscious approach was really appealing to me :). I incorporated it into my website in the following ways:

- Directory/Navigation
- Background animation
- Card-flip animation
- Pop-up
- Cards
- Grid
- I think the biggest advantage of using Bootstrap for me was how it helped me consolidate my visual design with the code in a way that I could understand and work with well. I was able to add a lot of interactive features that were clean, that also provided accessibility (buttons/ARIA).

Part IV: Process

I made a lot of changes from my original design, a lot of which came down to me realizing what was realistic/feasible with my ability to code later on during the process, as well as being able to see elements/interactions dynamically on my screen which changed my opinions on how I wanted my site to look.

To summarize, I mainly made the sections shorter, simpler, and kept the format more consistent across the sections as the jumps eventually became messy and distracting, as well as unnecessarily buggy.

I started with parallel prototyping my screens on Figma, working with the default desktop breakpoint before adapting it to my secondary breakpoint later on. I focused a lot on visuals, reworking as necessarily by intermittently checking color contrast, text size, and other features with the WAVE tool.

Occasionally, I went back and designed additional assets, or changed features based on the way the code was running, but for the most part I had a very straightforward design → functionality workflow.

Part 5: Challenges

The biggest challenge for me was the coding aspect; I'm not familiar with coding and both Javascript and HTML/CSS was new to me.

I think the original transition in how I thought about screens and UI/UX as a designer to how I had to think about it as someone actually writing the code was difficult to adjust to, and I initially felt very frustrated at having to simplify, re-iterate, and change many

of my features because they didn't make sense or work once they actually got implemented.

However, I think that it was also exciting to be able actually to implement my interactions and play with them in real-time, even though I had to keep going into my code to make additional adjustments or re-build entirely. This reinforced how important it is to be descriptive and considerate with my designs at the visual stage!

(I'm sorry to every front-end I've worked with and have gotten mad at for not implementing my designs verbatim 😭 this is hard)

## WAVE Summaries and Details
(Entire Page)
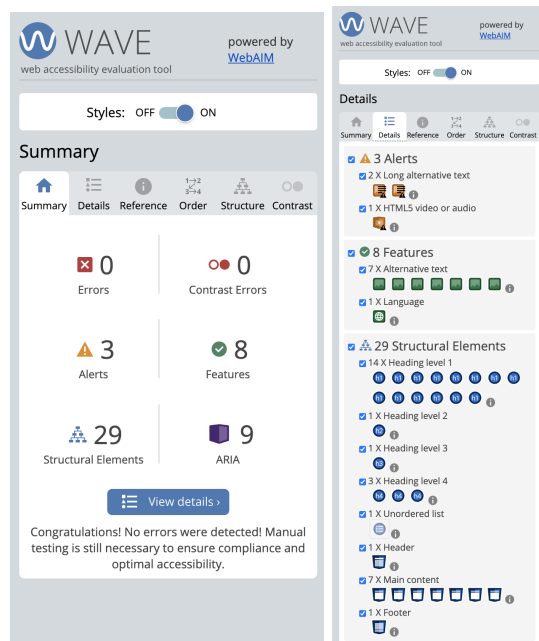
Note for alerts:
- **2X Long Alt text:**
  - Alt text is literally the text present in the image card, it is the element description.

- **1X HTML5 Video or Audio:**
  - WAVE alert is because there is no closed captioning; the video does not have sound. There is alt text in the category to describe what the

background does at the beginning, but I could not get the alert to go away (RIP)

(Contrast for Light / Dark Mode)
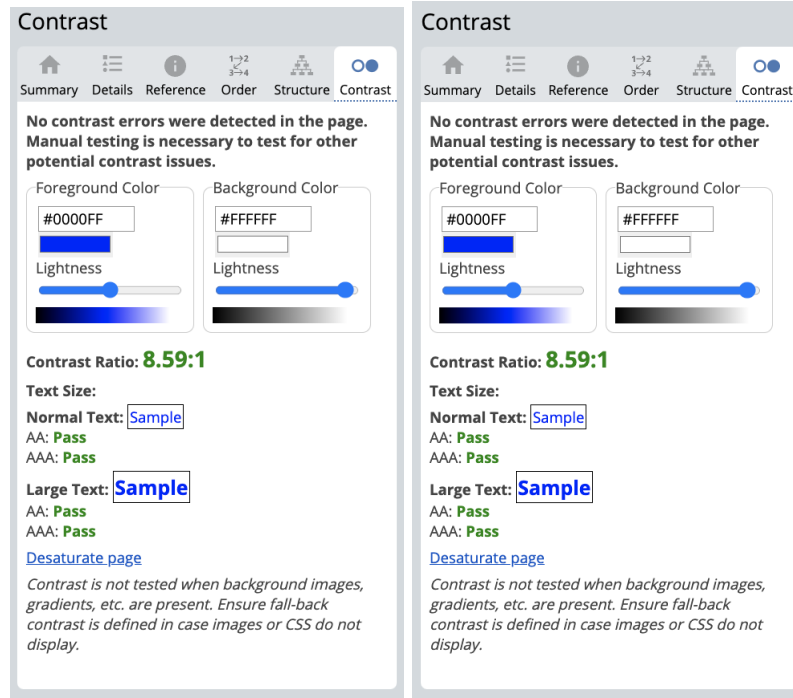
Note: this doesn't look entirely right because I know for a fact some of the visuals only pass AA and not AAA → if needed though, I can provide figma color contrast screenshots that may be more accurate! The entire site does pass AA for both light and dark mode, though!