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Programming Usable Interface
Assignment 8

Link: https://emberliu1997.github.io/assignment-8/

Part 1

My website is a tool that can help people find the right UX research method they need. The website provides a list of diverse UX research methods (now it has listed 10 methods) for users to choose from and also a set of filters to help users quickly identify the specific method that can best suit their project context.

I wish to convey through my website that different UX research methods can have different pros and cons and suit different research purpose, for example there's affinity diagram that can best help synthesize into research insights, and others are better for evaluating design solution. It's important to choose the right method that can assist the whole UX project.

To make it more engaging I separated the page into two columns, with the left side of page static, and right side scrollable. User can interact with the filters to set parameters for the kind of method they are looking for and see animations as the right methods are filtered out.

The target users are people who are new to UX research. First they don't have means to see all different kinds of methods listed in a single place, then it's hard to understand how different research methods can be best used in a certain stage of UX project, lastly going through all kind of methods is time consuming, so a filter could help they to narrow down to the right ones.

Part 2

i. The interaction type I implemented are:
   1. Scroll
   2. Interact with filter buttons

ii. Reproducing the interactions:
   1. Click "explore" button on the homepage
   2. Scroll on the right side of page to see all visualizations graphs, read through the information details as needed.
   3. Then interact with a list of filter buttons on the left side of page, multiple buttons can be used together to add more filters.

Part 3

i. Two JavaScript libraries: Handlebars, and Isotope.

ii. I choose handlebars because it provides template to populate a long list of items with the same format, it also supports dynamitic generate and eliminate content. I used Isotope to apply multiple filters to the content, and also to create animation-like effect when doing so.

iii. With handlebars, I first inputted an array of the graph information into JavaScript, then designed the template with html and CSS, lastly used {{each}} function to populate the list of items. For Isotope, I have assigned different class that coordinates with the filter value to each object in the array, retrieve value of filter buttons each time user hit the button, lastly concatenate the filters to allow user select multiple filter buttons.

iv. It added a filtering and scrolling function to the site.

Part 4

Comparing to assignment 7, I designed the mobile version of the site, where the left side screen and the right side screen both takes up 100 percent of widths, and left side moves to the top of screen. This is because the original layout on the portrait version of a mobile phone would be too cramped and won't allow proper interaction with user.

Part 5

I experienced challenges when trying to find the right library to implement the filter function, and to learn how to work with that library. One mistake I made was using a library for templating that couldn't facilitate the filtering feature because I didn't think through how I will apply later functions.