Assignment 1

Digital Portfolio Report

CS6041 – Interactive Media Project/Workshop 1

Grace Clehane

25272772

Declaration and Transparency

I Grace Clehane, declare that this work is my own original work and all sources used have been referenced in the document. This document provides a transparent and accurate account to the work that was completed for this assignment.

Grace Clehane

08/10/25

Abstract

This report discusses the research, design and development of my digital portfolio and provides a critical evaluation of the output of phase one of the development. The purpose of researching and developing this digital product is to create an interactive and engaging portfolio that effectively showcases my skills, education, experience and professional work to future employers, clients and the public.

The report is structured under the headings of discovery, design, development and evaluation. It discusses the methods and methodology adopted throughout the process. I will discuss the research undertook, ensuring my goals were aligned with the users. The design development process from researching other websites and design principles, highlighting how insights gathered from existing websites informed the layout, structure and overall user experience. The report concludes by reflecting on the outcome of phase one and outlines the next steps to enhance interactivity, styling and overall functionality that will be implemented in phase two.

Discovery

Before beginning the development, I established goals and a defined purpose for the website to ensure my aims were aligned and achievable which should make the rest of the process more efficient. I used Figma (Figma, 2025) to help me plan these goals and design and brainstorm the initial website wireframe. I applied the SMART goal method to ensure my objectives were realistic and achievable. *Fig.1*

Within Figma, I also wanted to explore my users, identifying their goals, actions and my objectives too to keep my portfolio user-focused. To do this, I created an iterative Agile project plan to help keep the project organised and concentrated on its goal, users, and design in a timely manner with a deadline for the two phases (Fig. 2).

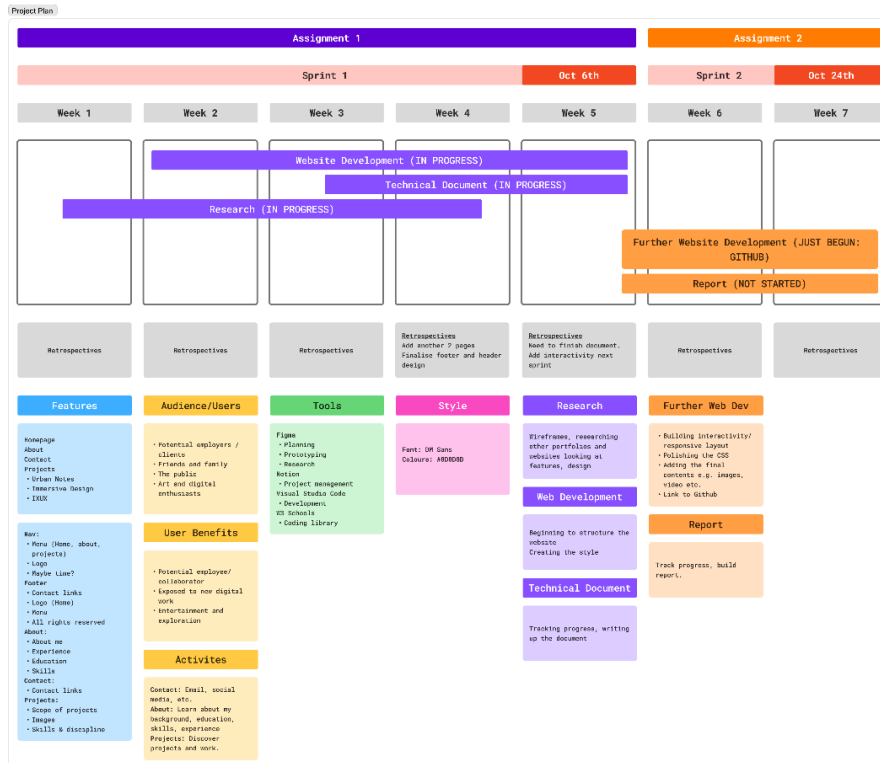| S	M	A	R	T
Specific	Measurable	Achievable	Relevant	Time-bound
• Create an interactive, digital portfolio solution to showcase my work, skills and experience.	• I want to increase the amount of users reach my website and the amount of people that contact me after using the website.	• Have a well-designed and interactive, easy to use but impressive website showcasing my skills.	• Curated works and projects (content)	• Get the main user-flow and website layout completed by 06/10 and the design side by 24/10.

Figure 1

Figure 2

I also created two user personas from two different sides of the target audience to ensure I kept it as accessible as possible. This helped me visualise on a deeper level who would be using the website and how I can make it as usable and engaging as possible for them. *Fig 3*

Figure 3

For my portfolio, I have decided to keep an industry standard sitemap and features set. The website has a homepage, about, contact and work page (renamed from 'projects' in the navigation as I prefer the term 'work'). Each page has a consistent header and footer, with a simple and intuitive layout to enhance usability

Homepage

My homepage features a short introduction about myself with a link to the 'about' page, it will have hero images representing each project the viewer can view with a title, all linked to the corresponding page. To maintain a minimalistic and clean aesthetic I limited text and used images to represent each project. In phase 2, I plan to implement more interactivity to keep the website for engaging for the user.

About

The about page content will feature my background, education and skillset. It features expandable sections for the education and skills component to allow the user to further explore my education in an engaging manner and it also keeps the overall page less visually cluttered.

Work

The work page will include all my projects and have short descriptions for each project. In phase 2, I plan introduce hover effects for when the user hovers over each touchpoint, a hidden video or image will appear in the background, a low-fidelity version of this interactivity is present in the phase one website, using a basic hover function.

Projects

Each project page will have overviews for each project, the skills and tools I adopted and the scope of the project. Images and videos will be included. In phase two I want to include more interactivity through the components which I am currently researching and gaining inspiration from through websites such as Shadcn.io (Shadcn.io, 2025).

Contact

The contact page will have icons for each social media platform such as Instagram (Instagram, 2025) and LinkedIn (LinkedIn, 2025) and my email will be included as well. In phase two, I plan to build a contact form for queries.

I have adopted the agile workflow, as it is more suited to my iterative design process. To keep on top of the work, I used Figma and Notion (Notion, 2025) to help plan and keep on top of the work. I use Figma to help with my research and design side of this development, Notion to help keep everything organised and accessible. Figma is an especially useful tool to assist with prototyping, an especially important step in the process.

To help me brainstorm and research trends and new interactions, I looked at different portfolio websites to get inspiration such as Awwwards (Awwwards, 2025), Dribbble (Dribbble, 2025) and Pinterest (Pinterest, 2025), I kept these links in my Notion page.

By utilising all these tools, I started to build a clear concept of how I wanted the portfolio to work and look, and from there I started building the basic structure of the website in Visual Studio Code (Code, 2025) and following all of the instructions and videos provided to us on Brightspace.

To help me code I used W3 Schools (Schools, 2025) and MDN Web Docs (Docs, 2025) as well as Copilot AI (Copilot, 2025) to assist with debugging as I have a little experience with HTML and CSS but not with typescript or using any of these libraries.

Design

To design the layout of the website, several diagram methods were used to visualise the flow and design. A basic wireframe design, laying out the components of each page was created, mainly focusing on where elements would be placed in the footer, header and navigation. I kept this design simple and intuitive for the user and so the focus would be kept on the content of each page. To keep these main factors the same for each page, I coded them in the 'App.tsx' and 'App.css' files and designed the basic layout in Figma see *Fig. 4*. Then I further refined the design of these using a dedicated Figma prototyping page to help me design the pages, this was extremely helpful as you are able to see all the pages at once ensuring the design is kept cohesive. A web design principle I use as well is using the grid function to help align my content by using the rule of thirds, implementing a 3-column grid function in Figma *Fig.5*.
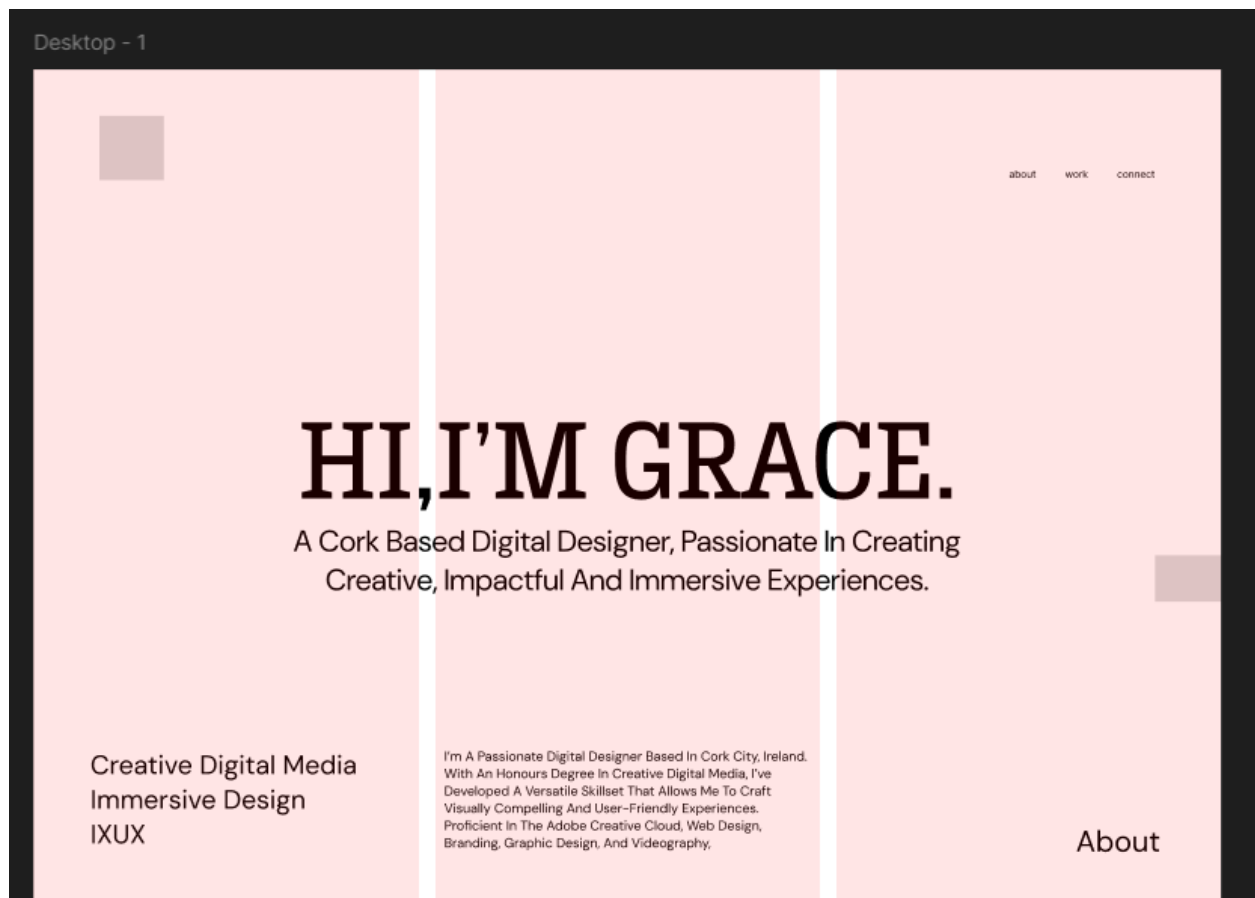
Figure 4

Figure 5

With the basic structure laid out I then started designing how I wanted the pages to look, keeping with the 3-column grid, I was then able to implement the same design structure globally. Through an iterative process, I designed and improved the page until it was what I wanted *Fig. 6 & Fig. 7.*
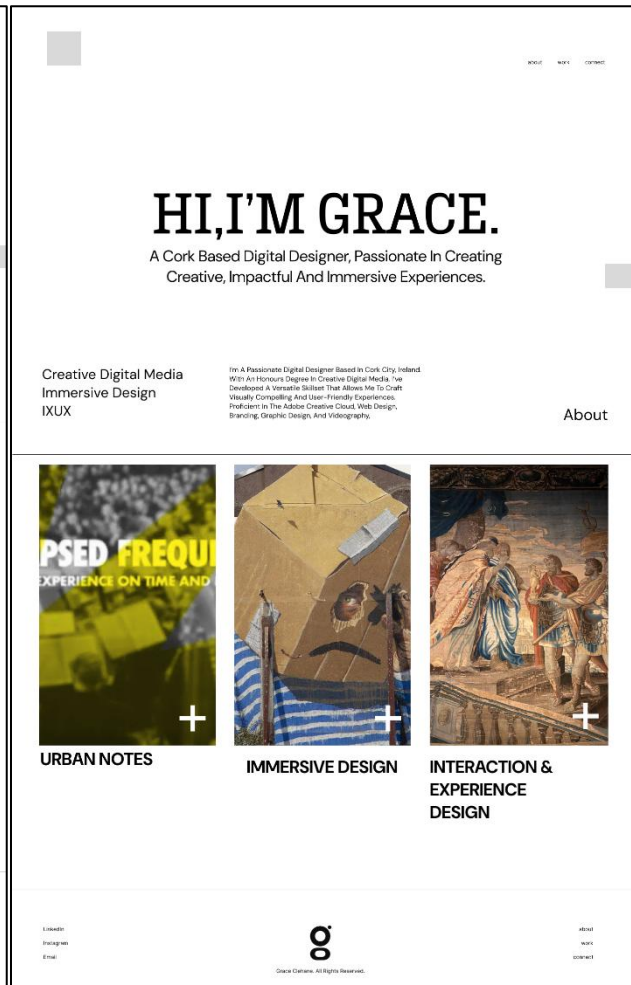

Figure 6

Figure 7

Next, I ensured the user flow was as seamless and efficient as possible so I created a user-flow diagram *Fig. 8*, exploring how the user would interact with the website and seeing how I could improve it. From this exploration, I decided I need a way for users to go from project to project so I will implement buttons to do so. And the placement of the logo and menu at the bottom of the page allows the user to continue their journey through the website seamlessly without having to return to the homepage or scroll back up to the top of the page.
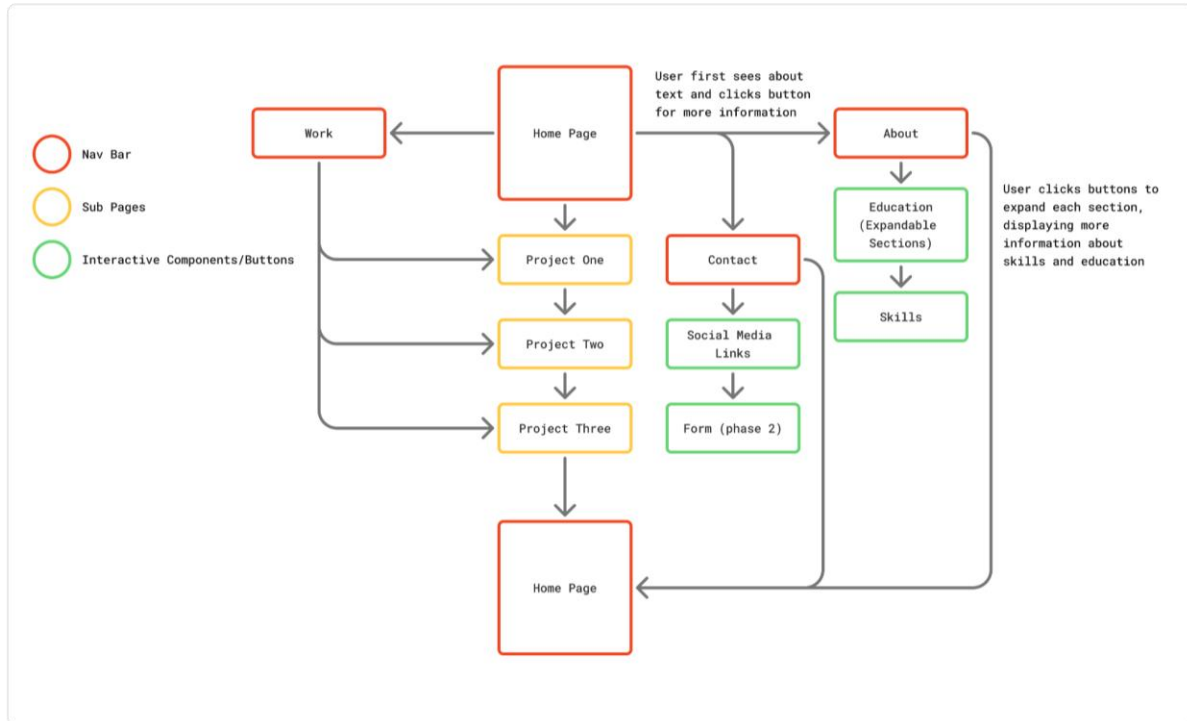
Figure 8

A block diagram *Fig. 9* was created using Visual Paradigm (Paradigm, 2025), outlining the page hierarchy and how it was all organised and the functionality of each page and what content it will include.
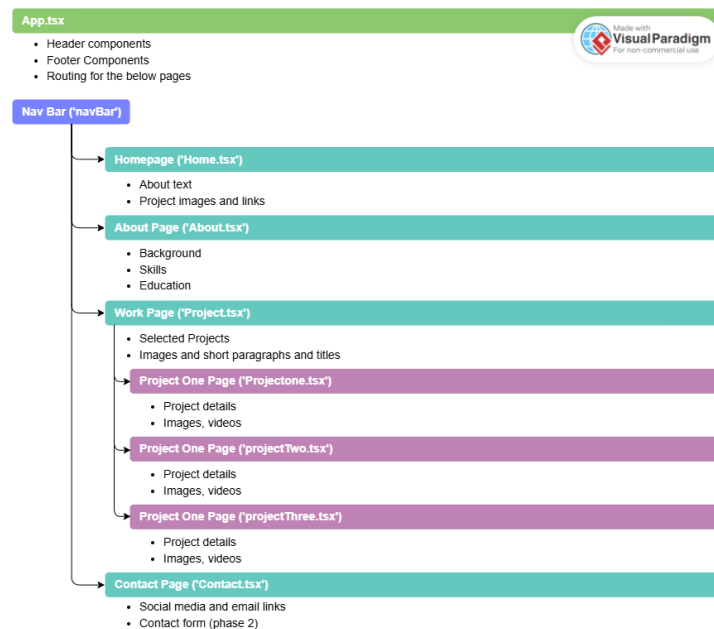

Figure 9

I designed a block diagram to help with organising the hierarchy of the portfolio and to outline the functions and features of each page. It helped me visualise which components are consistent with each page like for the App.tsx, the header and footers were coded into it to keep consistency. This was helpful to plan routing, organise components and to optimise the layout.

Development

```
import 'bootstrap/dist/css/bootstrap.css';
import 'bootstrap/dist/css/bootstrap.min.css';
import 'bootstrap/dist/js/bootstrap.bundle.min.js';
import {Link} from 'react-router-dom';
import {Routes, Route} from 'react-router-dom';
import mediaLogo from'./assets/IMG_0557.png';
import './App.css';

import Home from './Pages/Home';
import About from './Pages/About';
import Project from './Pages/Project';
import Contact from './Pages/Contact';
import ProjectOne from './Pages/Projectone';
import ProjectTwo from './Pages/Projecttwo';
import ProjectThree from './Pages/Projectthree';

function App() {
  return(
  <>
  <div className="index">
    <header className="header">
     <nav>
     <div className="logo-container">
      <a href="/" id="home"><img src={mediaLogo} alt="Media Logo" className="logo react-logo"></img></a>
     </div>
     <ul className='navBar'>
      <li><Link to="/Contact">contact</Link></li>
      <li><Link to="/Project">work</Link></li>
      <li><Link to="/About">about</Link></li>
     </ul>
     </nav>
    </header>
```

```jsx
      <Routes>
        <Route path="/" element={<Home />} />
        <Route path="/About" element={<About />} />
        <Route path="/Project" element={<Project />} />
        <Route path="/Contact" element={<Contact />} />
        <Route path="/Projectone" element={<ProjectOne />} />
        <Route path="/Projecttwo" element={<ProjectTwo />} />
        <Route path="/Projectthree" element={<ProjectThree />} />
      </Routes>

      <footer className="footer">
        <div className="footer-container">

          <div className="footersocials">
          <ul>
          <li className="footerlink"><a href="https://www.linkedin.com/in/grace-clehane-
85a66922b/" >LinkedIn</a></li>
          <li className="footerlink"><a href="https://www.instagram.com/graceclehanemedia/"
>Instagram</a></li>
          <li className="footerlink"><a href="mailto:graceclehanemedia@gmail.com" >Email</a></li>
          </ul>
          </div>

          <div className="footer-center">
          <a href="/" id="home"><img src={mediaLogo} alt="Media Logo" className="footer-
logo"></img></a>
          <p className="footerDate">&copy; {new Date().getFullYear()} Grace Clehane. All Rights
Reserved.</p>
          </div>

          <div className="footermenu">
          <ul>
          <li><Link to="/Contact">contact</Link></li>
          <li><Link to="/Project">work</Link></li>
          <li><Link to="/About">about</Link></li>
          </ul>
          </div>
        </div>
      </footer>

    </div>
    </>
  );
}
export default App;
```

The above code is the websites 'App.tsx' file. Here is where I routed every page used on the portfolio and coded the global components which was the header and footer for them to be consistent throughout the whole site. Coding these global components was vital to keep the portfolio consistent, improving user experience and simplifying any future maintenance. This key file controls the navigation flow across the page and ensures each page is rendered correctly based off interaction. The portfolio has seven pages altogether, four of these accessible through the header: the homepage, about, work and contact page. Then the remaining three pages 'projectOne', 'projectTwo' and 'projectThree' are accessible through the 'work' page, serving as a central page displaying all of the projects at once. The videos provided in class on Brightspace helped me set this file up and helped me understand the structure and logic of routing pages in a React and Typescript project.

Evaluation

The aim of phase one was to build a solid structure for the website and pages which has been successful and will assist in styling it more in phase two and adding interactivity. The plan for phase two is to complete the styling in the CSS pages, finalising the content and adding interactivity and response.

The visual design is coming together well, the websites style leans towards minimalism but effective use of creative fonts and colour schemes. I tried to lean into using more white space as after researching other portfolio websites, I found this to be quite effective in the overall user experience. Through the uses of styling tags such as h1, h2 and p, I was able to maintain a cohesive font style throughout the entire website. I do need to tidy them up a bit more in the second phase and ensure that all components are similar, to avoid disconnect on the website. I also want to add an accent colour to add to my current colour palette. I need to fix some hierarchy and spacing issues as is disrupts the overall experience for the user. The responsiveness needs to be adapted as well especially in components such as the footer and the header which will be addressed through media queries and padding/margin adjustments.

The code is logically organised but because I have basic knowledge of HTML and CSS, there are several inconsistencies and confusing areas that need to be tidied and organised for the development to be a lot easier. Nesting can be simplified, and tags could be a lot clearer as I found this to be quite difficult to work with sometimes. I need to use more comments in my code as well to assist with organisation.

I have become a lot more familiar with debugging through the use of Copilot and Dev Tools which really helps to understand how the code works in the background, I was able to see how other websites nested their components and how the worked overall which I was able to learn from. This helped with one big issue where the cards in the Home page had a border that couldn't get removed so through Dev Tools I was able to figure out the issue and solve it.

Interactivity will be a main focus for the next phase, the website needs to be a lot more cohesive in that manner and I want to try adding more interesting forms of interactivity using hover elements, scrolling and buttons. This is something I am constantly researching and getting inspiration from other websites.

Overall, I am happy with the outcome of this phase, for the next I will aim to have tidier code and styles, add more interactivity and style the portfolio using CSS and add the final pieces of content.

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