

# Polishing a Web Portfolio Project

ASSIGNED

Saturday, November 12

DUE

Friday, December 2 at 11:59pm

PLEASE SUBMIT ALL MATERIALS TO AUTOLAB

## Project Goals

Design an interesting *tool* or *set of user interactions* that will:

- be an *illustrative* and *impressive* addition to your web portfolio
- showcase your work to other people

## Project Overview

Translate the work you did in Assignment 5 to a fully-functioning, hi-fi prototype in HTML/CSS/JS. You should incorporate the feedback you received from Assignment 5.

## Deliverables

(20 points)

- A link or zipped files showing a high-fi prototype.

Include all js, css, and html files needed to load your prototype. Double check that all linked files in your code exist and are properly linked.

17 points

- A readme file with a few bullet points or sentences to describe your project, how to view your prototype or any information we need in order to understand your project

It should also include any outside libraries, plugins, forked code, or website templates you used (for this assignment, you don't need to mention standard references such as Stack Overflow or W3schools)

3 points

# Mockups

I stepped back for a while and thought more about how I wanted my portfolio to feel, and what I wanted to communicate.

# Ideation

First, are we asking the right questions?

Why is this product important?

1. Articulate strengths as a designer & show a breadth of work
2. Recruiters will be looking at it to assess who I am and my talents
3. Satisfy requirements for this assignment
4. If people don't like it it'll be more difficult to find a job

What are we trying to communicate?

I am focusing on articulating and communicating my competitive advantages as a designer. Background is in cognition, visual processing, and emotion — I have found that I focus on subtleties in the interaction between human and computer. Additional focuses to communicate are include social dynamics, incentive systems, and writing.

## Content To Display

A Javascript visualization created for this website  
Films and videos I've produced — Up Photography  
Research papers — UX research  
Better Tests — a UX research project

Designing a Cardboard Chair — Industrial Design  
Designing a Faucet — Industrial Design  
Things that I like (movies, TV) — ME  
Writing I've done — ME

Photographs I've taken — ME

Social Media — ME

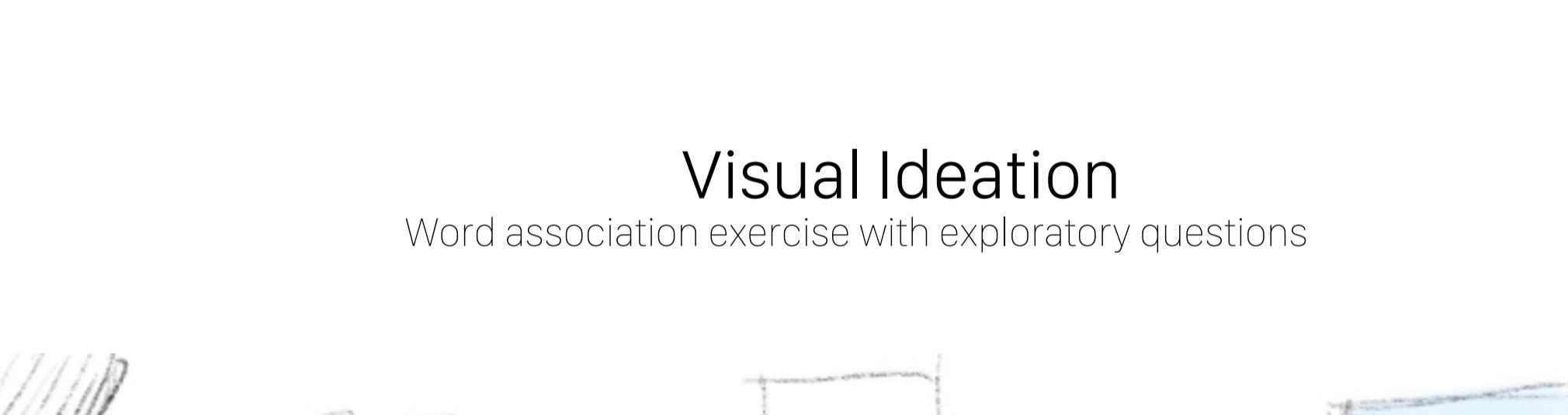
## Early

Ideation

Most other portfolio sites I come across try to tell a story of a designer with a list of past projects, a technique which can be useful. However, while it's easy to provide a list of projects and have your users make inferences based on your past work, I believe there is a more holistic approach to capturing a designer. This is to say, I will convey my design strengths through both my past design project experiences, my work in other areas that inform my design, and a little about my likes, interests, and backgrounds to make me seem human.

I begin with a pencil and a notebook

Trying to begin with the specific and real, I thought about my experience as a designer, my strengths that I gain from my other areas of interest (most notably, cognitive visual processing, emotional properties of interactions, and incentive systems).



## Visual Ideation

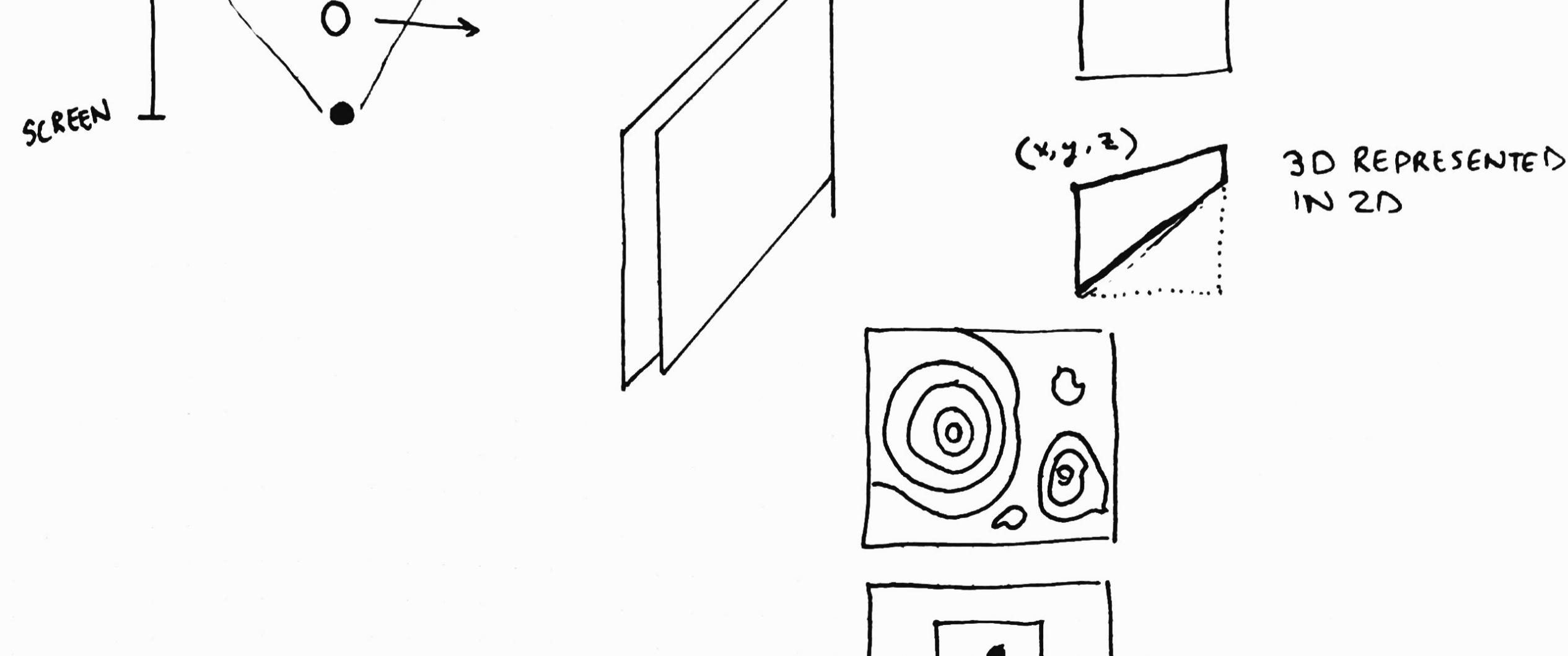
Word association exercise with exploratory questions



## PORTFOLIO

- SHOWCASE PARTICULAR INTERESTS WITHIN HCI UX DESIGN
- INTERACTIONS
- SOCIAL / GROUP DYNAMICS
- SHAPES / FORMS
- VISUAL IMPRESSION

WHAT IS INTUITIVE INTERACTION WITH A WEB-PAGE?



# Prototypes

A first swing at the organization, visually. I tried to make this a similar fidelity to that over a paper prototype (though this might be slightly higher fidelity).

## Final Lo-Fi Prototype Expanded Structure

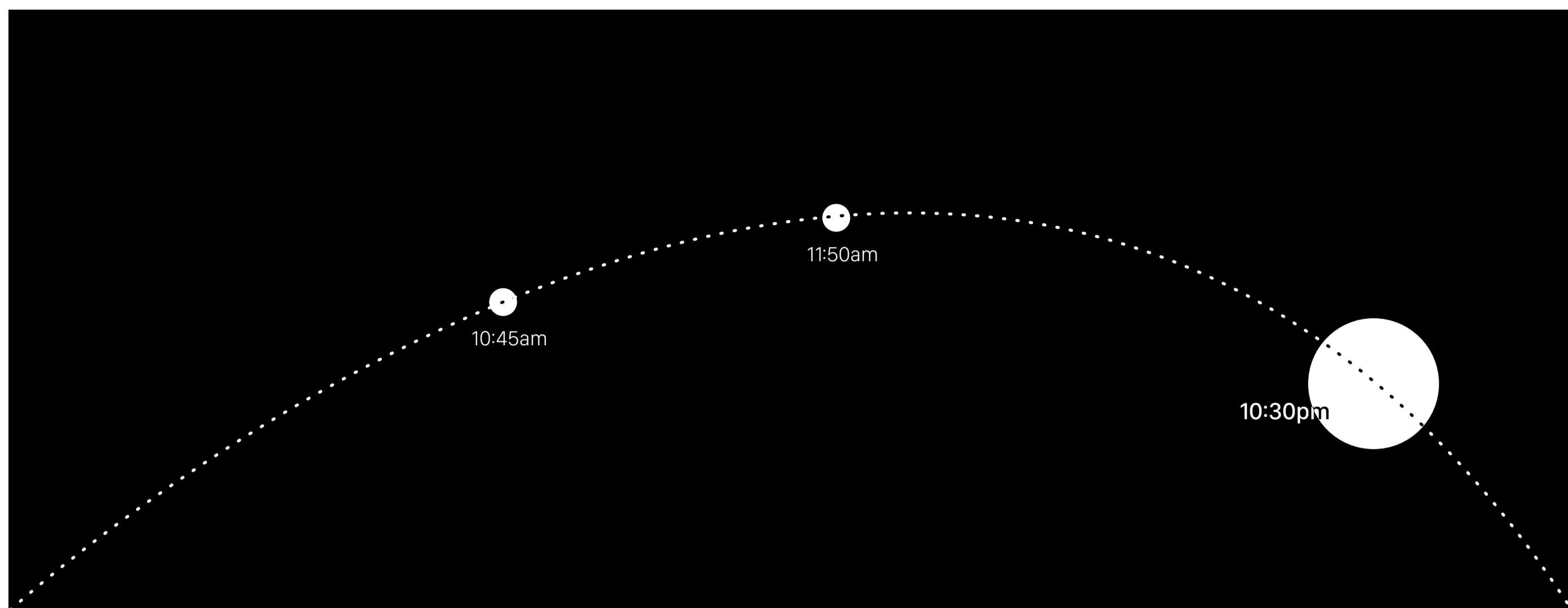
v0.9

The prototype consists of several vertical columns representing different sections of a website:

- Top Column:** A large blue header with the text "INTERACTIVE VISUALIZATION". Below it is a navigation bar with links: UP, UX/UI, USABLE SECURITY, INDUSTRIAL DESIGN, and ME.
- Up Photography Section:** A white section with a timeline from "Founded" (March 23, 2013) to "Now" (November 2016). It contains a placeholder for screenshots.
- UX/UI Section:** A white section with a "Screenshots" heading. It contains a placeholder for screenshots and a text block about better tests.
- Family Planner App Section:** A white section with a "Screenshots" heading. It contains a placeholder for screenshots and a text block about better tests.
- Recommendations App Section:** A white section with a "Screenshots" heading. It contains a placeholder for screenshots and a text block about better tests.
- Usable Privacy & Security Section:** A white section with a "Screenshots" heading. It contains three placeholder boxes labeled "Paper Title". Below this is a text block about privacy and security research.
- Industrial Design Section:** A white section with a "Photos" heading. It contains a placeholder for photos and a text block about a chair project.
- Faucet Project Description Section:** A white section with a "Photos" heading. It contains a placeholder for photos and a text block about a faucet project.
- Bottom Column:** A white section containing a circular profile picture, the name "Henry Dixon", and titles "Cognitive Science" and "Human Computer Interaction". It also features a "Life Timeline" with points for "Born" (June 30, 1995) and "Now" (November, 2016).

# Header

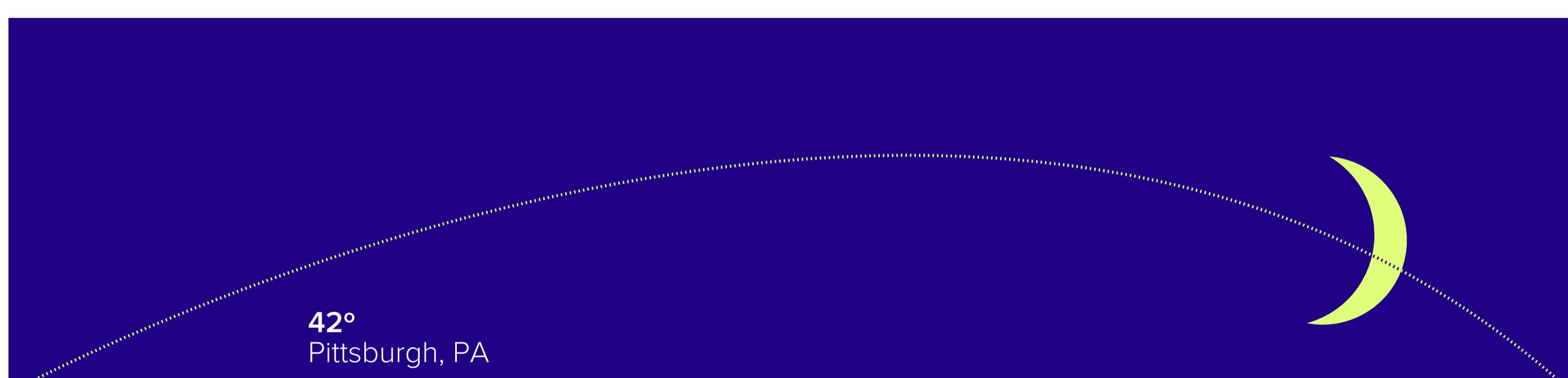
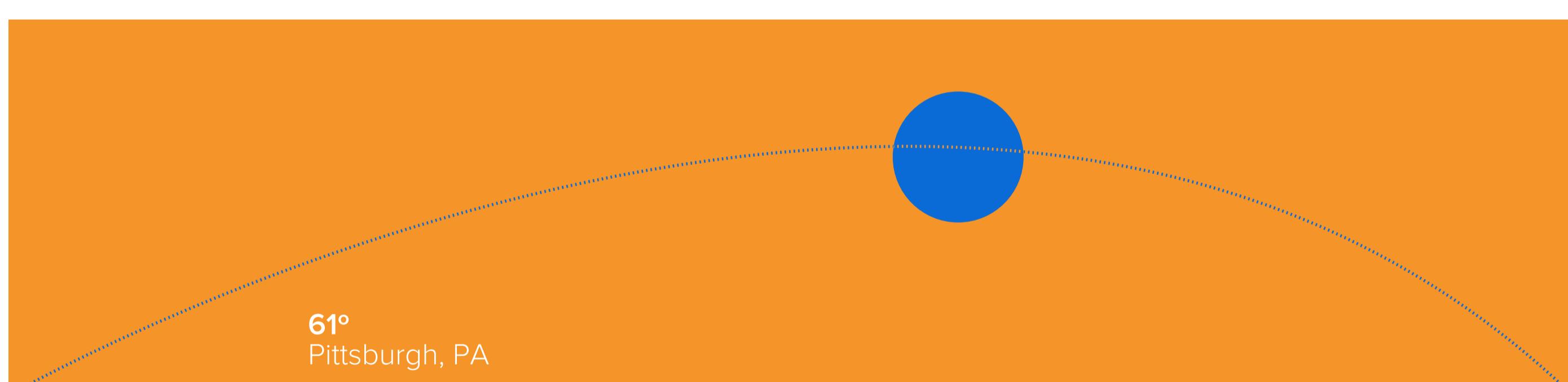
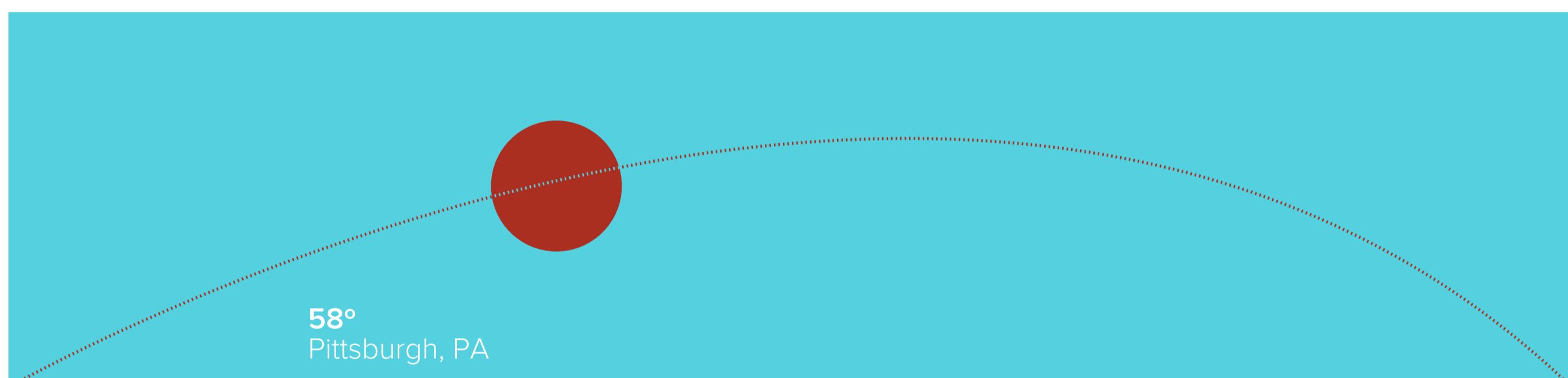
Designing to inform and intrigue.



"Aim for delight"

Header graphic should:

- \* be thoughtfully interactive, seamless
- \* be interesting — always show the user new information
- \* pertain to me and shed light on my personality
- \* convey design skill, thoughtful interaction



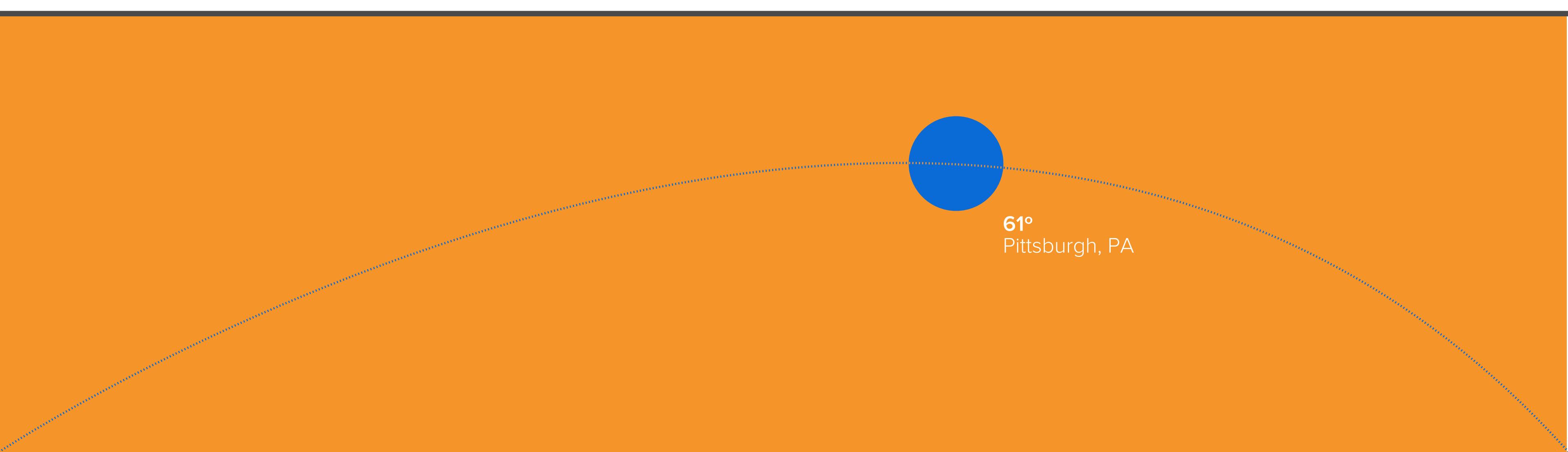
Color Transition Mimics Natural Light



Early      Morning      Noon      Afternoon      Late

# Mockups

First high-res mockup I made. It feels visually intriguing but not exactly the look I'm going for.



UP

UX/UI

USABLE SECURITY

INDUSTRIAL DESIGN

ME

## Up Photography

KEYWORDS

photography, video, real estate, drones

ABOUT

Along with my good friend and co-founder, Up Photography has been providing aerial photos and videos to realtors in New England since 2013. Over the past few years, we've had the pleasure of making hundreds of photos and videos for dozens of clients. [I just need to write one more sentence to make this copy really fit, visually. Perfect.]

### A BRIEF LOOK BACK

Mar. 25 2014

April 15  
2014

June 15  
2015

May 15  
2016

Today

Up officially  
encorporates as a LLC  
in the state of MA.

Client receives first  
video and is surprised  
but impressed.

Receive 3.2K views on our  
video, MIT from Above,  
prompting MIT admissions  
to request usage as a  
means to showcase their  
campus.

Our photo used as cover  
in high end real estate  
magazine, Real Homes.

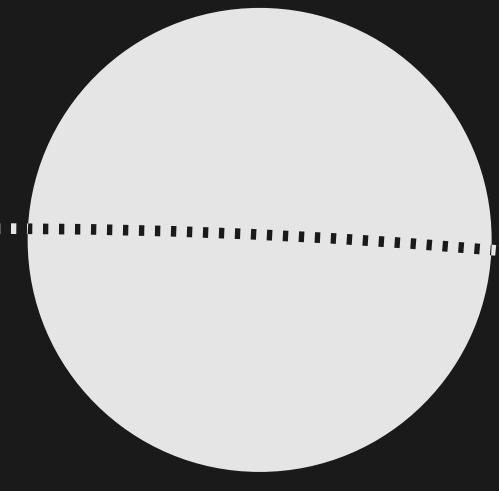
Over 50 jobs completed  
and open for service.

FACTS

- Over 50 jobs completed and dozens of customers satisfied
- Used extra time in the summer to pivot to a client-facing market to capture a perceived (later proven) demand
- Infiltrated highest end of the market where realtors have particular demand for our services
- Sold our product however we could, including cold calling, door-to-door sales, and email campaigns

MORE

Still curious? Looking for some aerial photos or video? Visit us at [upphoto.us](http://upphoto.us)



Hello! Welcome.

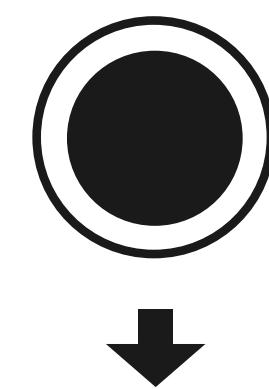
Design    HCI Research    Ventures    Personal

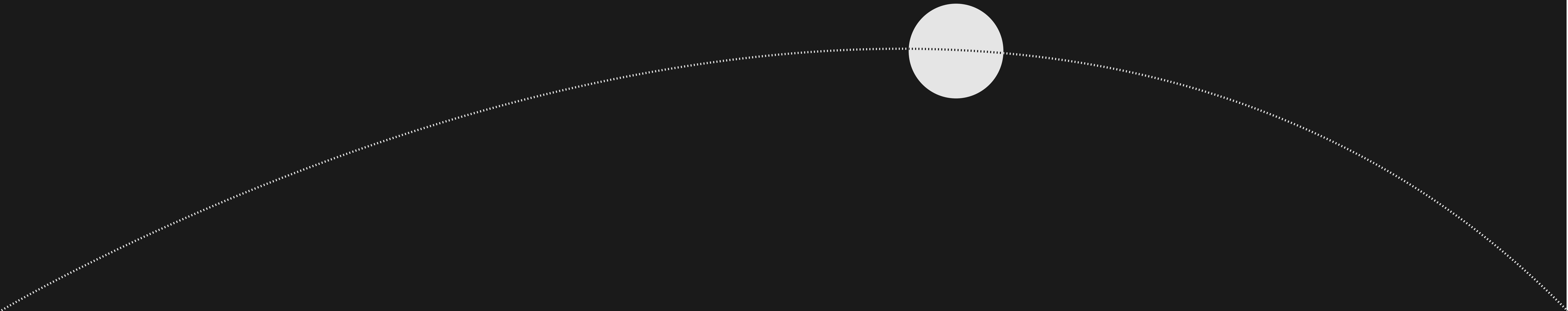
design/code. ux/ui. privacy/security.  
research. hci. striving to delight.

@henry.dixon    @nothenrydixon    /nothenrydixon

**Henry Dixon**  
hdixon@cmu.edu  
781 296 3295

- [Resume](#)
- [Mission](#)





# Hello! Welcome.

Design    HCI Research    Ventures    Personal

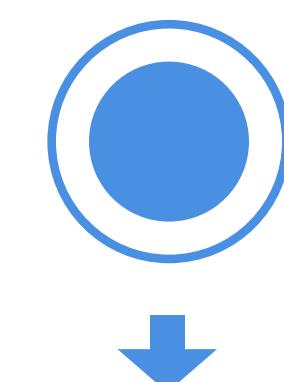
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[Twitter](#) [Instagram](#) [Facebook](#) [LinkedIn](#)



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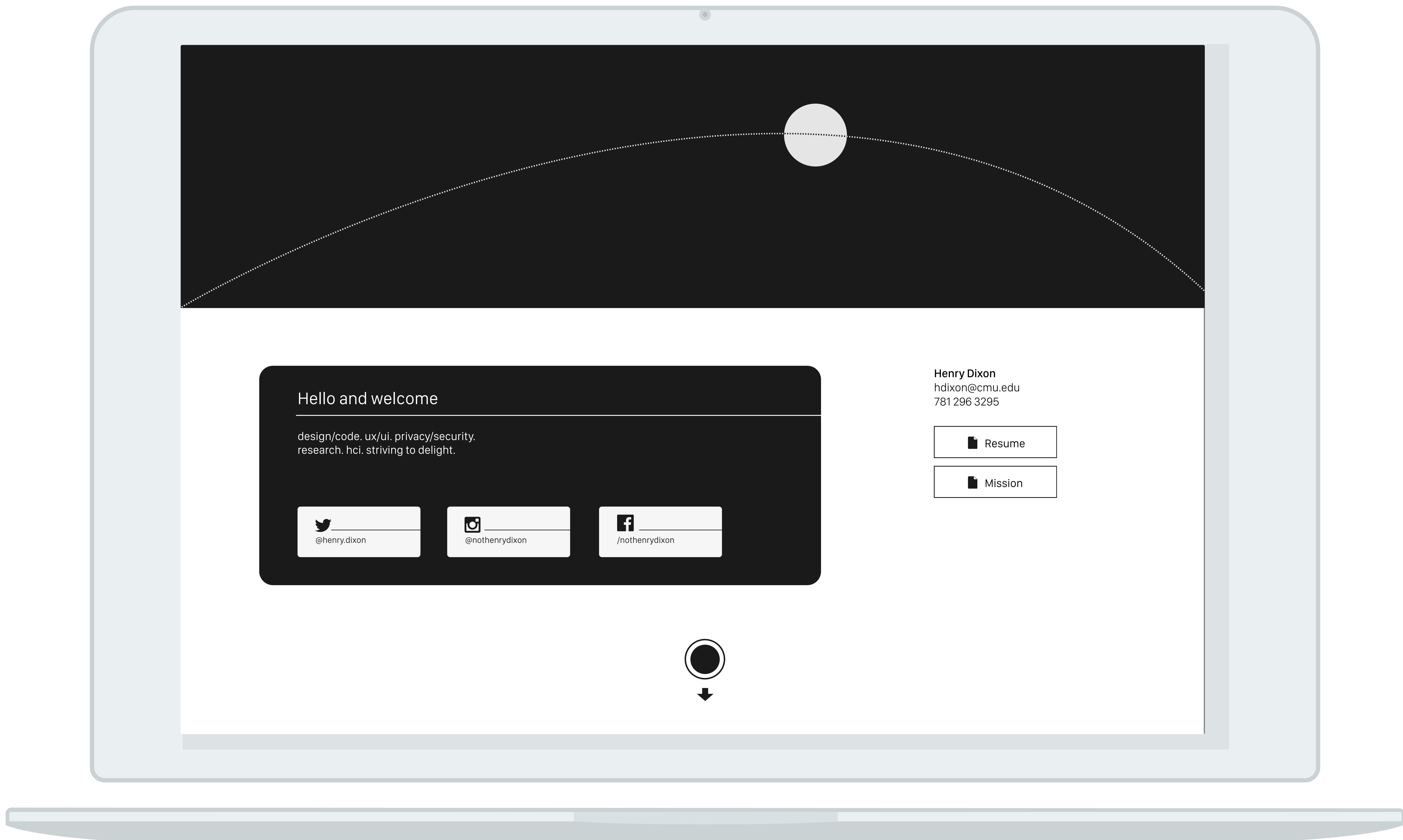
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**Better Tests**

# Mockups (Commentary)

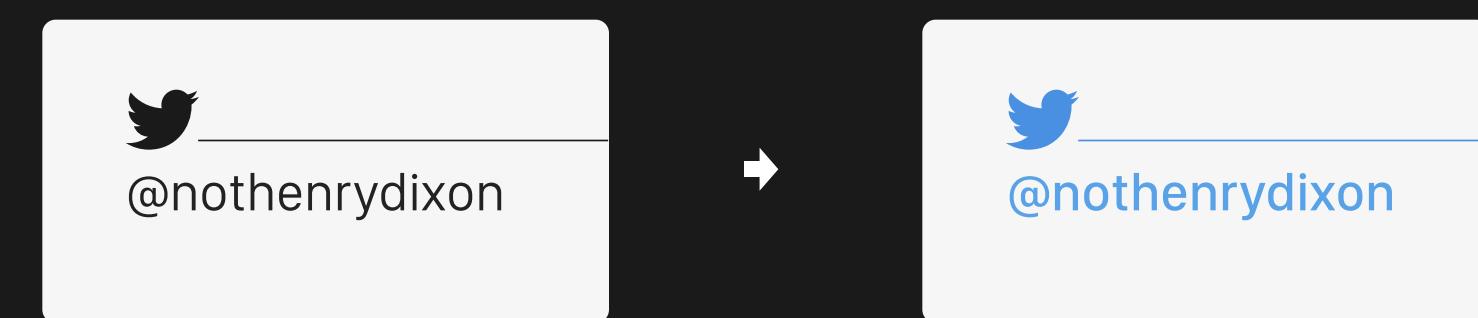
Medium-fi contexts. Fleshing out specific UI components that translate to CSS.



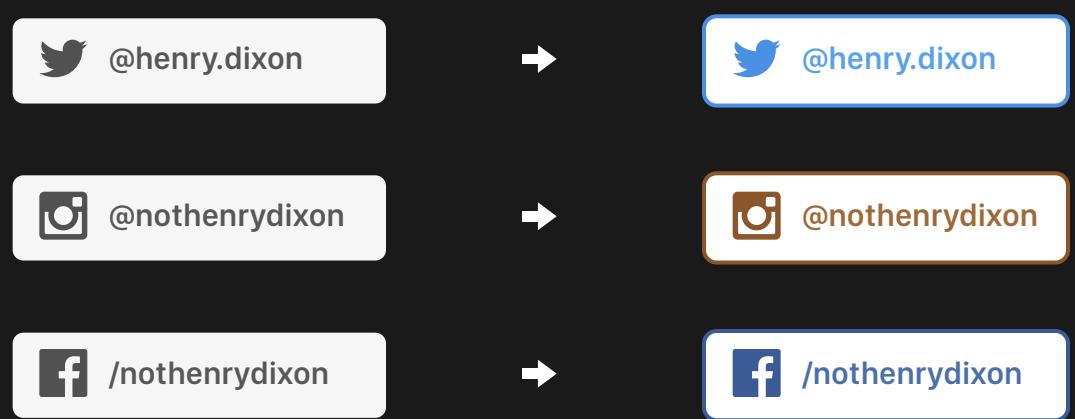
# Hover States

## Social

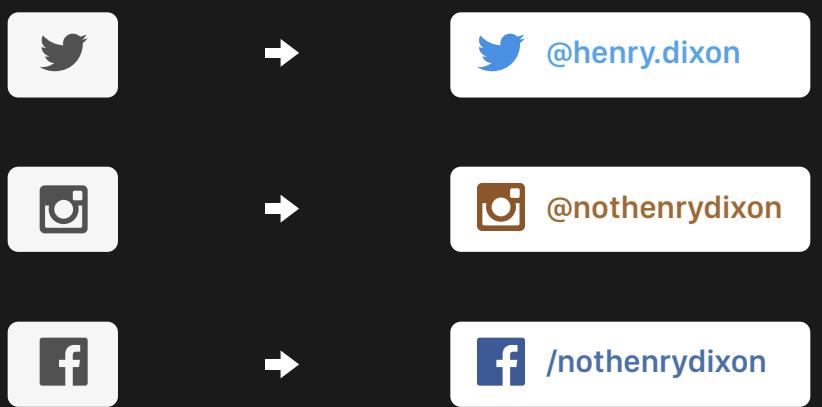
1



2



3



## Downloads

1



2



