

**PUI Assignment 8**  
**Project Write Ups**  
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**Link for Website:** <https://jeeyeonr.github.io/Final-Project-8/>

**Link for Git hub Repo:** <https://github.com/jeeyeonr/Final-Project-8>

## **Part 1**

My purpose of the final project is to create an informational tool that explains the UX research methodologies through implementing interactive UX word vending machine platforms. The website mostly includes the information about various user research methods and tries to generate delightful experience to learn different UX methodologies. The targeted audience for this project is mostly for the people who are not familiar with the UX research area and learn those through engaging experiences. Differing from the traditional informational website having the vast information of various UX methodologies, this “UX Vending Machine Website” enables the user to actually click through the word in the concept of drink and learn various words in a more active way.

The homepage of the screen enables the user to move to the brief instructions of how to interact with the website, then the user will move to the UX word vending machine page, which involves the visuals of different drinks that each are titled with various UX research related terminologies. Within this interaction, the user can simulate the experience on the instruction step, which makes the user become more familiar with the steps before moving directly to the landing page. When the user selects the drink in the vendor, the descriptions of the word will pop up that inform the user about each UX research related terminology. As the user clicks on through each UX word, the screen will present the benefits and the side effects to the corresponding UX terminologies. Through this vending machine user experience, even the group of people who are not familiar with the UX research area will easily understand the words related to user research methods.

## **Part 2**

- **Home Screen Button Interaction to move to Instruction Step Page**
  - Achieved through clicking on the button, “Follow through instructions,” which moves to the “Instruction Step Page” that includes the detailed instructions of how to interact with the vending machine site.
- **Carousel Animation Interaction in Instruction Step Page**
  - As the user clicks on the previous and next button in carousel-items, the screen presents the animation that flips the screen over horizontally.
- **Mouse on-click Animation in Instruction Step Page**
  - The circular shaped cursor tracks on the users’ mouse movement, which enables the interactive experience to simulate how the mouse cursor interaction happens in the “UX Vending Machine Landing Page.”

- **Button Interaction in Last Step of Instruction Step to move to Vending Machine Landing Page**
  - At the last step of the “Instruction Step Page,” the user clicks through “Let’s Get Started” button, which moves to the “Vending Machine Landing Page.”
- **Button Interaction in Vending Machine Landing Page**
  - Each drink in the vending machine has the corresponding button with UX methodologies. So this button click interaction of the UX methodologies will move the user to the corresponding detail page.
- **Card Slide Interaction for UX word description page**
  - In the UX word description page, the layout of the page is mostly composed through a sliding card box. So as the user clicks on the title of the card, it enables the user to view the details of benefits and side effects to the corresponding UX words.

### **Part 3. (i&ii)**

The primary tool that I used as the external tool is bootstrap, which is one type of Javascript library to create the animation. The purpose of using bootstrap is to include an animation effect in an organized way and make the animation responsive, which works properly for the different sized web browsers.

### **Part 3. (iii&iv)**

I used bootstrap as an animation tool to enable two purposes, which include the carousel animation and the card animation. The carousel animation is intentionally used for the screen that presents the instruction manual for the users. The carousel animation especially adds on the effect of the user to easily follow through the instruction steps through the animated flip over effect. The card animation effect is added on the user interaction in the UX word detail pages so clicking on the title of the card enables the card slide animation to appear that presents the detailed description of the pros and cons of the corresponding user research methods.

### **Part 4. Describe how you iterated on your HW7 mockups, if at all, including any changes you made to your original design while you were implementing your website?**

In the initial design in the HW7 mock ups, I mostly intended to inform the users about the UX vending machine site instruction through button click interaction but these were shifted in the final project as carousel slide animation. This shift enabled me to reduce the load of screens presenting through making instruction steps as a clickable slide animation. Also the other major change that I made was the design layout of the landing page to appear more 2 dimensional compared to the initial 3 dimensional design. I actually implemented the design of the vending machine that I have created through figma in the final project, which enabled me to achieve a more unique design of the vending machine.

## **Part 5. What Challenges did you experience in implementing your website?**

The challenges that I have experienced while implementing the website was enabling the mouse interaction functionality that I have planned through the initial Figma prototyping stage. While enabling the mouse cursor function in javascript, the order of the function created an error of presenting the mouse cursor on the screen. Also, the other challenging part was making the website responsive so each screen works properly as I change the size of the screen. For instance in the "Vending Machine Landing Page", I experienced trouble making the background photo image to become responsive while shifting the screen size so that the background image stays still in its position.