

Lab 1: Getting Started

ART-101-01

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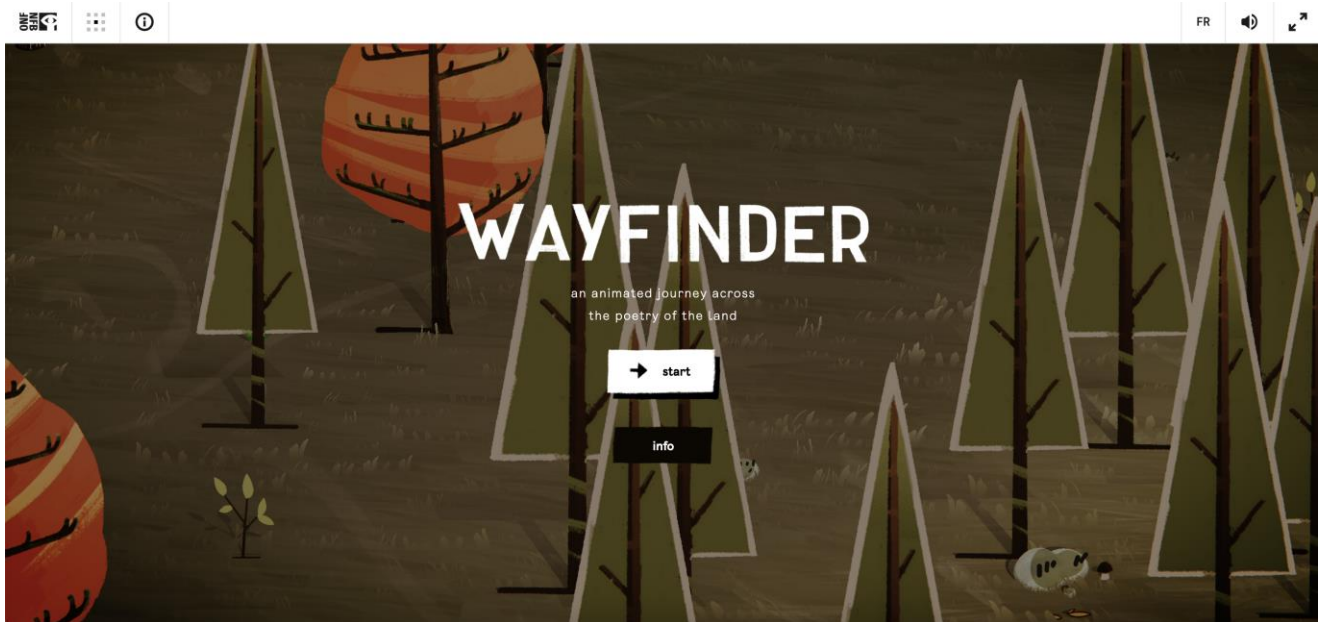
5 Oct 2023

Summary of my efforts:

This lab was completed by me alone. In fact, I actually found a partner for the lecture and another partner for the discussion section this week. However, I asked for their email address and they were not very willing to give it to me, so I gave them my email address and they have never contacted me until now (I saw in the discussion section that one of them submitted a paper with both of our names on it but I wasn't involved). Therefore, I was left to complete the project alone. After constant browsing and trying, I selected a website from the Games, Illustration in Web Design, and CSS Animations in awwwards.com respectively.

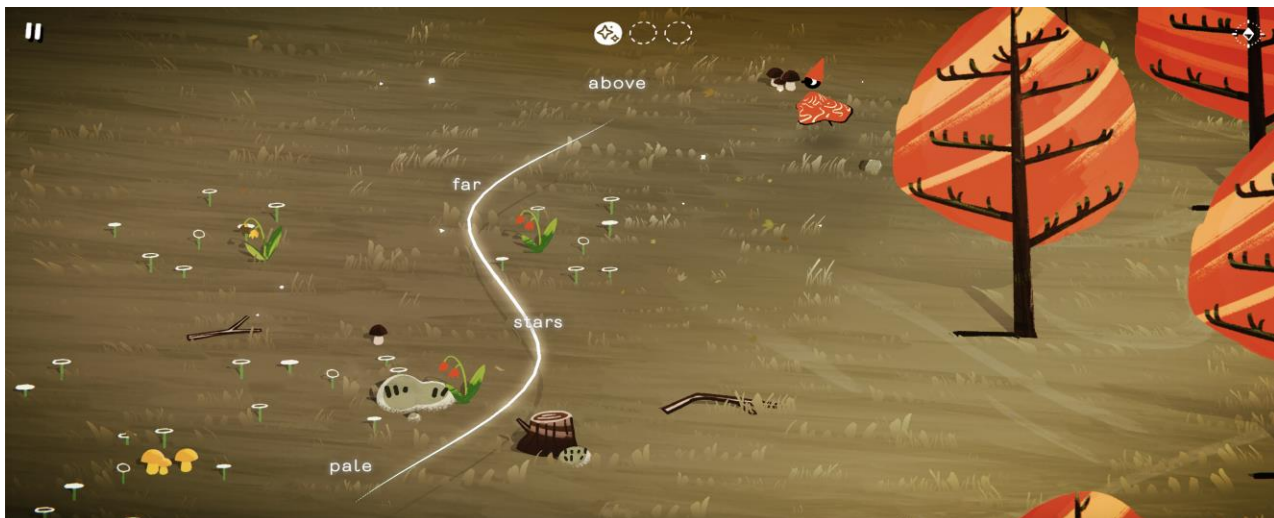
1. Wayfinder: <https://wayfinder.nfb.ca>

In the center of the homepage of the website is the game name and info.

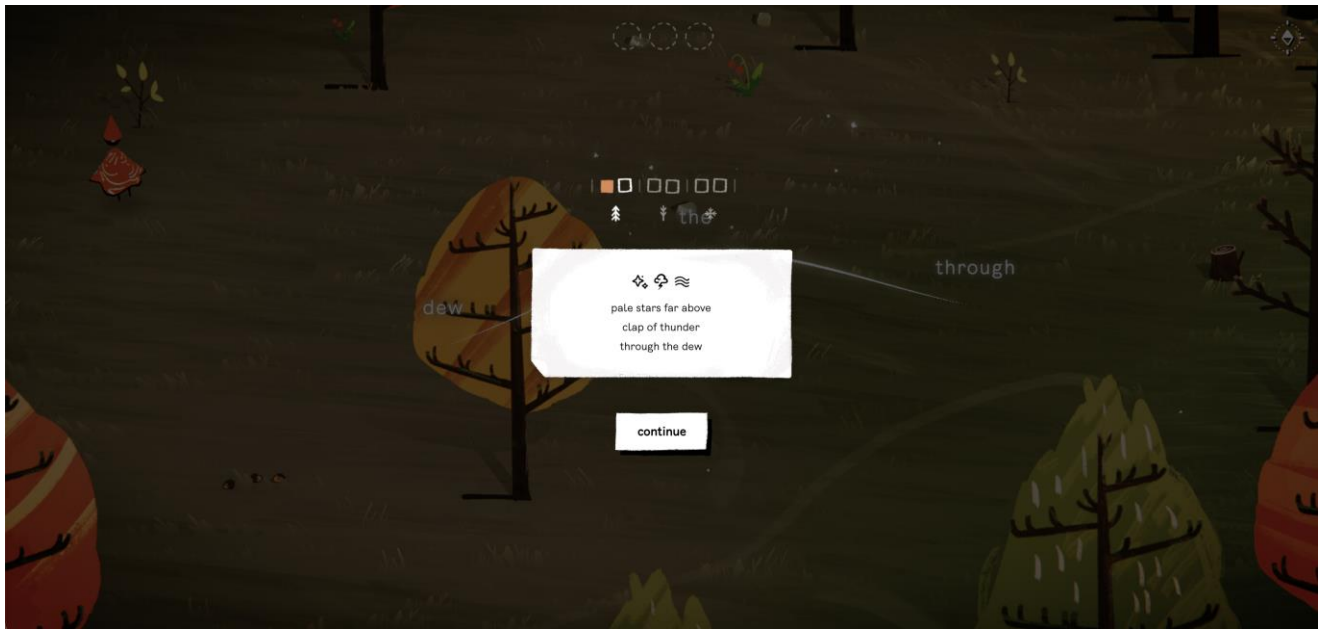


The info contains the game introduction and gameplay, as well as the production team list. When I opened this page for the first time as a player, I didn't check the info and started the game directly. The game page is very simple. I thought I wouldn't be able to understand how to operate it, but operation prompts appeared during the game. The developers obviously noticed that some players did not check the info, so they added the game operation methods into the gameplay process. This gave me an idea for future website design, which should fully consider the user's thoughts and possible operations. You cannot blindly assume that users will follow the process that developers think they will.

The player controls a character in the game to move in all directions on the map. The main goal of the game is to collect different elements to form a variety of poems, and ultimately restore the ecological environment depicted in the plot to its original state.



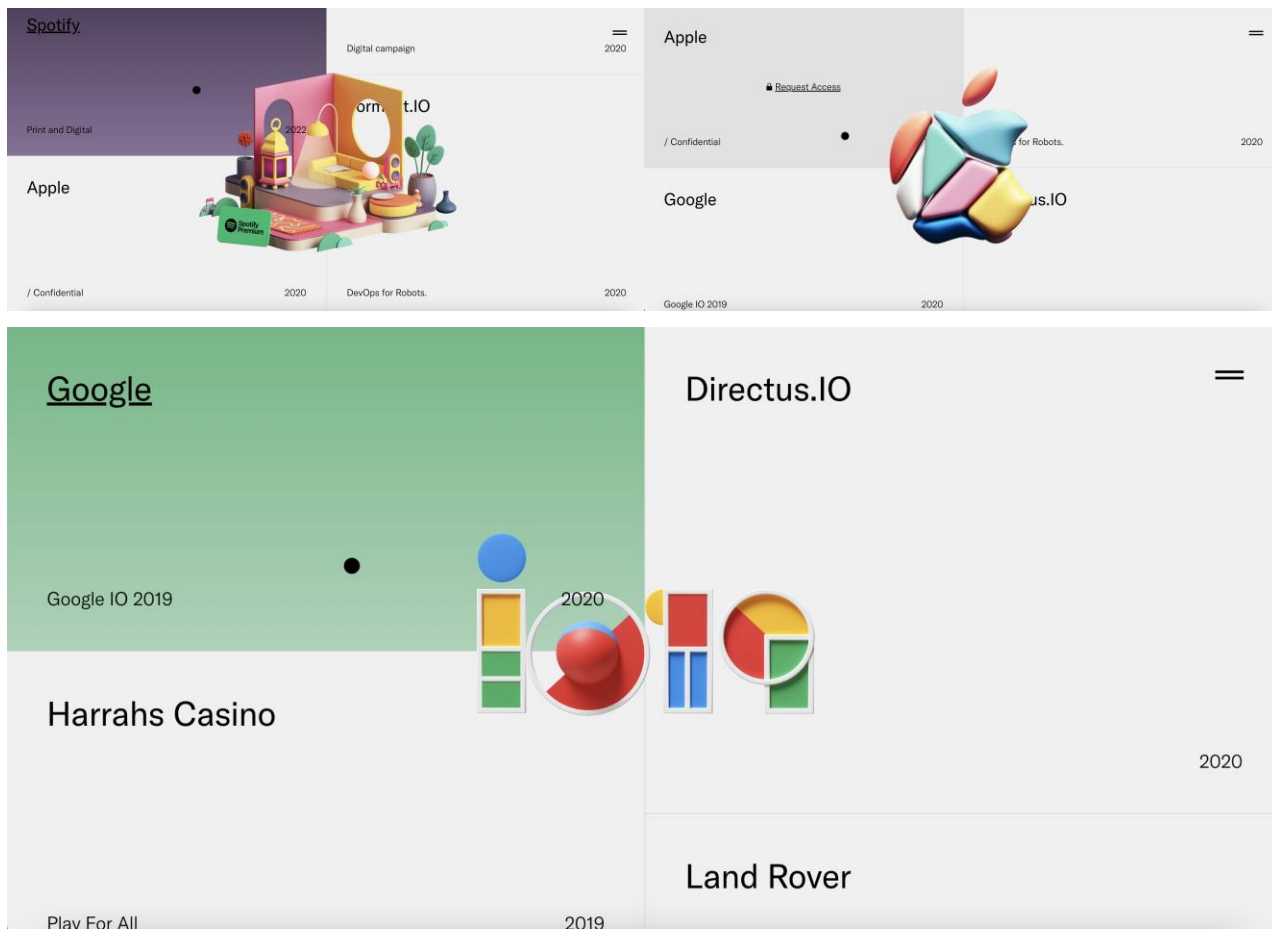
Whenever the player collects three item lines, they are combined into a poem:



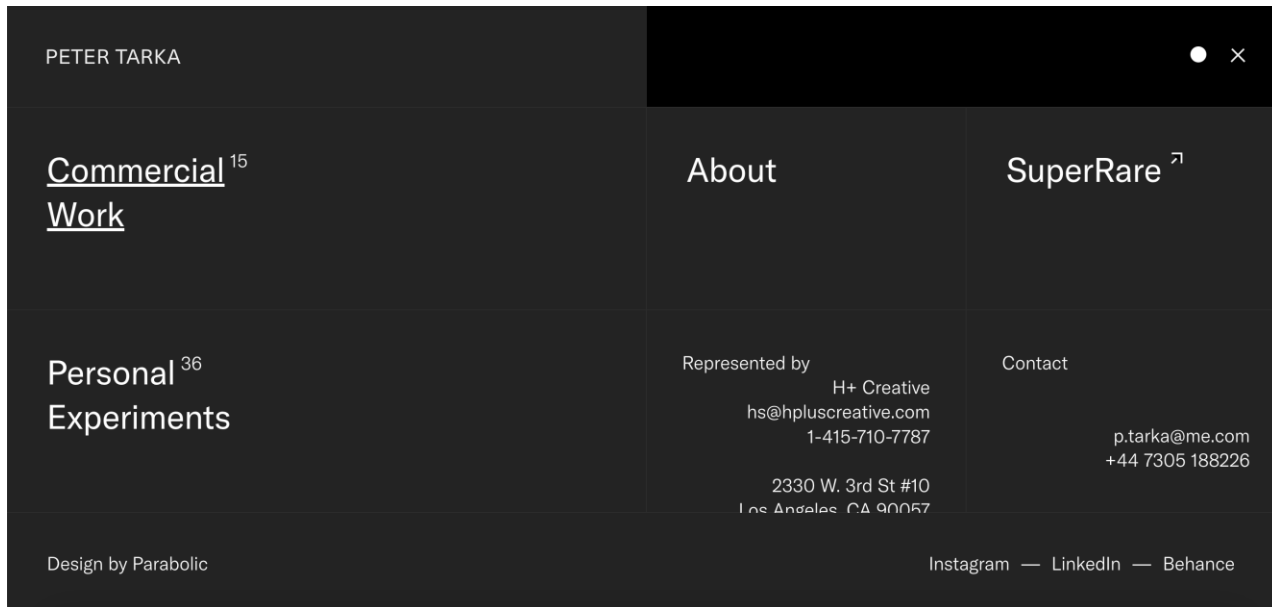
The amazing thing about the game is that these poems are completely assembled by the order of the items collected by the player through codes procedures and algorithms. Not only is the map of the game randomly generated, but even the plot and story direction will change according to the player's actions. Such an unpredictable, unknown, and mysterious atmosphere is undoubtedly very attractive to players.

2. Peter Tarka: <https://petertarka.com>

Peter Tarka creates immersive illustrations using form, shape, and bold color to enhance the aesthetics of the world's most recognized brands. The homepage of the website displays dynamic theme designs of major brands such as Google, Apple, and Spotify. The concise and elegant layout and clear text give users easy access to content.



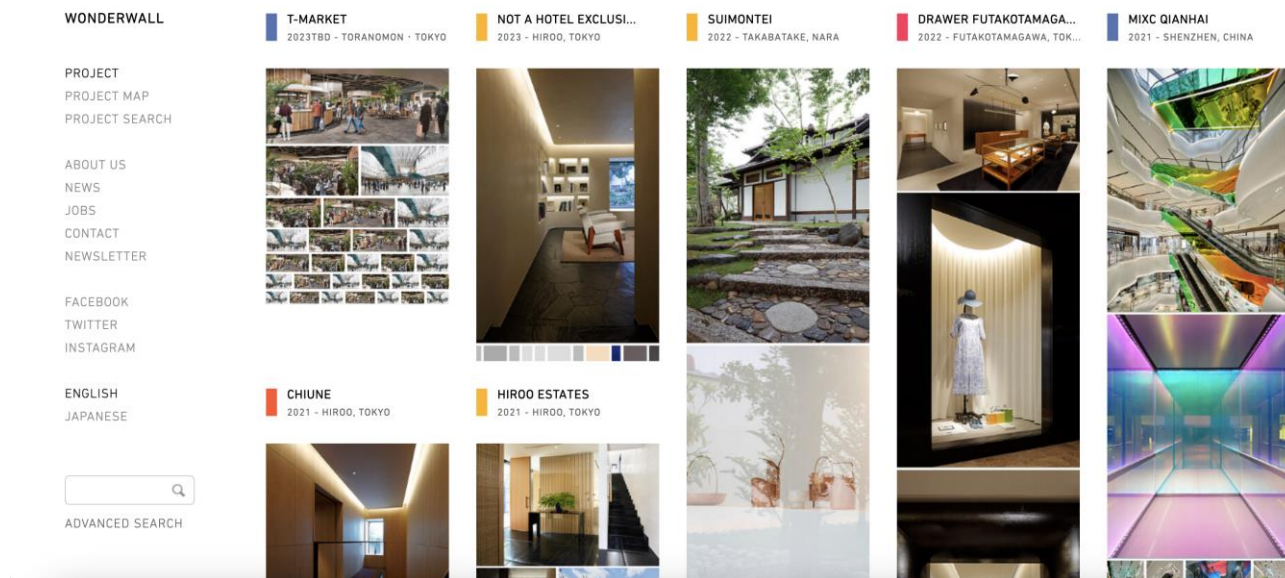
The only thing I think is lacking is that when I first visited this site, I had no idea how to know the intentions of the creator of this site. It wasn't until I moved the cursor to the two horizontal bars in the upper right corner of the web page that the new menu was triggered. This new page contains the "About" and "Related" sections of the site.



Although a concise enough page design will not make users tired of reading, some necessary descriptions are still needed. If the creator of this website can add a text description in the upper right corner of the main page, it will make the user experience more convenient.

3. Wonderwall: <https://wonder-wall.com>

This website is affiliated with the prestigious interior design company, Wonderwall. Although the homepage of the website does not have bold animations, its clear layout and rich photos not only reduce users' reading fatigue but also deepen their impression of the website.



The photos displayed under the daily link on the home page are constantly stacked, squeezed, and alternated. As a user, when I see these vivid photos, I will naturally have a feeling: wow! There are so many beautiful photos, I really want to click on each one and take a closer look! As a result, users will click on each link one after another to read and savor the details. Every time a user clicks on a link, the user learns more about the company's works and products, which means that the user is more likely to use the company's products and services. I have to say that as a commercial company's website, it is successful.

Self Evaluation Rubric						
Did you complete the assignment and did you complete it on time?	Submitted on time	Up to 1 day late	Up to 2 days late	Up to 3 days late	4 days late or more	Do you need to clarify?
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Did you collaborate with a partner?	Worked with partner			Worked alone		Do you need to clarify?
	<input type="checkbox"/>			<input checked="" type="checkbox"/>		
Did you put in earnest effort and provide an articulate summary of your experience?	Excellent	Pretty good	About average	Could be improved	Not this time	What supports this? I used all three sites religiously in a way that I liked and tried to understand what the developers might have been creatively thinking.
	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Was the assignment complete, with minimal errors, correct output, and good style?	Excellent	Pretty good	About average	Could be improved	Not this time	What supports this? I checked and found no errors yet.
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
How much EXTRA effort did you put into the assignment?	A lot of extra effort		Some extra effort		Not this time	What supports this? I have been browsing related information since I enrolled in this course on October 4th.
	<input checked="" type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Summary of your evaluation/efforts: (included at the top of the assignment)						