

Sizes to be tested: 1114 x 1712 | 1500 x 1200

- (1) **Part 1:** In 300 words (only!) describe your website (We will stop reading at 300 words, so please be concise). Include the following:

The purpose of my website is to be a portfolio site to display my work. It is important to me to be appealing to recruiters and potential employers. This portfolio website displays my three best projects, Grapevine, MLB The show, and Drift. Through these projects, I want to convey that I will be able to perform at a high level both in prototyping and design.

I tried to make my website interesting through the use of slideshows and cool illustrations. I also made my portfolio game-themed to reflect my goal to work in games. I thought that the level-based system would be interesting to employers in the game field. As well, to keep my viewers engaged, I have used a limited amount of text and relied more heavily on pictures.

Most of the text talks about the purpose of the images it is next to. For example, the text next to menus on my Drift page explains why those pages were created. This is to help employers understand my thought process as well as the goals of the project.

Since my target audience is employers and recruiters, I assume that they may not have a lot of time to look through and read my portfolio. I have tried to keep each page short and sweet so that employers and recruiters can understand my work level at a glance.

Overall, my goal is to ensure that I am able to be hired through this portfolio. I hope that my work is understandable, clear, and accessible to anyone looking at it. I believe that this will ultimately help me find employment that I am happy with.

- (2) **Part 2:** Use a bulleted list to describe how a user would interact with your website. For each item in your list, state
- the interaction type you implemented
 - how we should reproduce it (e.g., click on X on page Y, or scroll on page X, etc.)

- Home Page
 - Featured Projects Slideshow
 - You can click the arrows on the sides of the carousel to shuffle through the featured projects. It should also go on its own.
 - Grapevine/Drift/MLB Sections
 - You can hover each of the sections and click to be directed to those pages. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.
- Grapevine
 - Brandbook Slideshow
 - There are thirty pages that users can read through in the slideshow. Users can click the arrow keys to read through each of the pages
- Header
 - Logo
 - Click the logo to go home. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.
 - Grapevine
 - Click Grapevine to go to the Grapevine Page. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.
 - Drift
 - Click Drift to go to the Drift page. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.

- MLB
 - Click MLB to go to the MLB page. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.
- About
 - Click about to go to the about page. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.
- Footer
 - Logo
 - Click the logo to go home. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.
 - Linkedin
 - Click on the Linkedin button to go to my linkedin profile. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.
 - About
 - Click about to go to the about page. On hover, the state should change to give you feedback that you've hovered over it and it is clickable.

- (3) **Part 3:** Describe what external tool you used (JavaScript library, Web API, animations, or other). Following the bulleted list format below, reply to each of the prompts. (We will stop reading at the 4th sentence, so please be concise)

I decided to use the Carousel Bootstrap API as both my home page featured projects section and the brand book on my Grapevine page would benefit from it. I ultimately used this for both my home page and on the Grapevine page with the carousel on the Grapevine page being far more expansive than the home page's carousel. I feel like the carousel adds some motion to my website as well as signifies to people that they can click through and look, although they do not have to.

- (4) **Part 4:** Describe how you iterated on your prototypes, if at all, including any changes you made to your original design while you were implementing your website. (4-8 sentences max)

After talking with my classmates, I realized that the side scrolling I had originally implemented on the MLB page would seem out of place as no other page had that feature. In the original design, users would be able to scroll sideways to see more cards and more menu screens that I had created. I originally wanted to do this so that the page would not get too long, however, after adding all of the images, I felt as if users would not understand that you could even scroll sideways. My theory was proven when I showed my classmates and they did not know that that was a feature. I ultimately decided to stack more elements horizontally to take up less space, even if it made the elements smaller.

- (5) **Part 5:** What challenges did you experience in implementing your website? (2-4 sentences max)

For me, the hardest part was trying to edit how the carousel looked. Because the carousel had its own stylesheet, I had a hard time selecting certain elements that I needed to select with my own stylesheet. This was a good learning experience for me and although I didn't end up implementing the arrows that I made, I learned how to create and add arrows in the carousel.

(6) **Part 6:** Upload the summary and details for each page.

Home

The following apply to the entire page:

powered by [WebAIM](#)

Address: <https://katminor.github.io/pui-hw/Final/>

Styles: OFF ON

Summary

[Summary](#) [Details](#) [Reference](#) [Order](#) [Structure](#) [Contrast](#)

 0 Errors	 0 Contrast Errors
 0 Alerts	 12 Features
 11 Structural Elements	 0 ARIA

[View details >](#)

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

The following icons are present on the page:

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Picture of Drift Logo. Represents Drift AI Conversation project

The following apply to the entire page:

powered by
WebAIM

Address: <https://katminor.github.io/pui-hw/Final/>

Styles: OFF ON

Details

Summary Details Reference Order Structure Contrast

12 Features

- 6 X Alternative text
- 5 X Linked image with alternative text
- 1 X Language

11 Structural Elements

- 2 X Heading level 1
- 3 X Heading level 2
- 3 X Heading level 3
- 1 X Ordered list
- 2 X Navigation

If an icon does not appear within the page, turn off Styles above to view it.

"LOGO FOR KAT MINOR SITE"

KAT MINOR

Grapevine Drift MLB About

"Picture of MLB Logo and known baseball player, Aaron Judge. Represents the work I did for the game."

An image representing

Grapevine

The following apply to the entire page:

powered by WebAIM

Address: <https://katminor.github.io/pui-hw/Final/grapevine.html>

Styles: OFF ON

Summary

Errors: 0 **Contrast Errors:** 0

Alerts: 0 **Features:** 47

Structural Elements: 12 **ARIA:** 0

View details >

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

KAT MINOR

GRAPEVINE

LEVEL 1

Grapevine is an app for divorced, widowed, and single people aged 55 and older. Instead of the typical online dating experience, Grapevine caters to its audience by bringing a digital flair to what dating used to be. Focusing on interests and locations, Grapevine users can host events, send personalized love letters, and call each other whenever they wish.

An image representing the Grapevine Project with mascots Vinny and Viney.

LEVEL 1

The following apply to the entire page:

powered by WebAIM

Address: <https://katminor.github.io/pui-hw/Final/grapevine.html>

Styles: OFF ON

Details

47 Features

- 44 X Alternative text
- 2 X Linked image with alternative text
- 1 X Language

12 Structural Elements

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- 6 X Heading level 2
- 3 X Heading level 3
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LEVEL 1

Drift

The following apply to the entire page:

powered by [WebAIM](#)

Address: <https://katminor.github.io/pui-hw/Final/drift1>

Styles: OFF ON

Summary

[View details >](#)

Errors: 0	Contrast Errors: 0
Alerts: 0	Features: 20
Structural Elements: 9	ARIA: 0

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

KAT MINOR

LEVEL 2

The number 2

Image representative of my work at Drift, it is mobile screens

DRIFT

LEVEL 2

Drift is a product which helps businesses better sell to other businesses through decreasing selling friction. Drift makes it easy to book meetings, send customized emails, and increase relations with large target accounts. Representatives who sell Drift have the option of using the Drift App or Drift Desktop. I had the pleasure of working on both during my time at Drift, although during my time I completely overhauled the mobile app design, making it more accessible and easier to use.

Get more out of Drift | App advertisement | Never miss a conversation | App advertisement | Stand out with personalized videos | App advertisement | Get real-time activity alerts

The following apply to the entire page:

powered by [WebAIM](#)

Address: <https://katminor.github.io/pui-hw/Final/drift1>

Styles: OFF ON

Details

[View details >](#)

20 Features

- 17 X Alternative text
- 2 X Linked image with alternative text
- 1 X Language

9 Structural Elements

- 2 X Heading level 1
- 4 X Heading level 2
- 1 X Heading level 3
- 2 X Navigation

If an icon does not appear within the page, turn off Styles above to view it.

KAT MINOR

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MLB

The following apply to the entire page:

powered by WebAIM

Address: <https://katminor.github.io/pui-hw/Final/mlb.html>

Styles: OFF ON

Summary

Category	Count
Errors	0
Contrast Errors	0
Alerts	0
Features	17
Structural Elements	8
ARIA	0

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

h2 MLB THE SHOW

h3 LEVEL 3

MLB The Show is a Major League Baseball video game which focuses on running your own baseball team with famous and historic players. As they play the game, players get the opportunity to level up their own baseball characters and customize their team.

The following apply to the entire page:

powered by WebAIM

Address: <https://katminor.github.io/pui-hw/Final/mlb.html>

Styles: OFF ON

Details

17 Features

- 14 X Alternative text
- 2 X Linked image with alternative text
- 1 X Language

8 Structural Elements

- 2 X Heading level 1
- 3 X Heading level 2
- 1 X Heading level 3
- 2 X Navigation

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h3 LEVEL 3

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About

WAVE web accessibility evaluation tool

powered by WebAIM

Address: <https://katminor.github.io/pui-hw/Final/about> →

Styles: OFF ON

Summary

[Home](#) [Details](#) [Reference](#) [Order](#) [Structure](#) [Contrast](#)

Category	Count
Errors	0
Contrast Errors	0
Alerts	0
Features	4
Structural Elements	5
ARIA	0

[View details](#)

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

The following apply to the entire page:

  

  KAT MINOR

Grapevine Drift MLB About

I'M KAT!

I'm currently doing my Masters of Human Computer Interaction at Carnegie Mellon!

I love games, some of my favorites are Dragon Quest XI, Pokemon Explorers of Sky, Animal Crossing New Horizons, The World Ends With You, and Fire Emblem Awakening.

Aside from games, I really enjoy makeup and skincare. I've always enjoyed doing wild and out there makeup looks, even if I don't get to wear them as often as I'd like.

You can contact me at 502-595-8468 or kminor2@andrew.cmu.edu

  *A picture of Kathryn Minor*

  

 KAT MINOR

About LinkedIn



WAVE web accessibility evaluation tool

powered by WebAIM

Address: <https://katminor.github.io/pui-hw/Final/about> →

Styles: OFF ON

Details

[Home](#) [Details](#) [Reference](#) [Order](#) [Structure](#) [Contrast](#)

4 Features

- 1 X Alternative text 
- 2 X Linked image with alternative text 
- 1 X Language 

5 Structural Elements

- 2 X Heading level 1 
- 1 X Heading level 2 
- 2 X Navigation 

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