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Programming Usable Interfaces - Section B
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Homework 8 – Implementing a Web Portfolio

Location: kseelaus/PUI/portfolio

Part 1: Summary

For my final project I designed and coded a first attempt at a portfolio of my work to use for job applications. The purpose is to showcase my skills, story, and relevant projects in a way that is easy to navigate and understand. To be clear, this is very much a work in progress. I'm new to the HCI field, so most of my work will be coming from projects that are not yet finished or will happen next semester. In the version I'm submitting, the content of the project pages is either unfinished or place-holder. My goal was to create a clean template for myself to easily update over the coming months. The 'Acting Workshop' page on my psychology research experience is the most complete, and my eventual goal is to have all project pages resemble this one. All other pages are in varying stages of completion.

From the main page there are links and brief descriptions of three main projects and four supporting projects. The top navigation bar of every page links back to the home portfolio page, a page with my resume (also a work-in-progress), and an 'about me' page with a brief bio. Since the target audience is potential employers, I was hesitant to over-use movement and animation. However, I used a few simple animations to enhance affordances of clickable links and individual projects. I also made some features slide in upon scrolling, which makes some pages about more interesting to navigate through. My goal was to balance minimal, professional choices for movement, color, and pictures with a playful and eye-catching feel to reflect my creativity.

Part 2: Interactions

1. On the portfolio homepage, project 'cards' should fade in from the right as their section of the page is revealed.
 - a. Load 'portfolio.html' page, then scroll down
2. On the portfolio homepage, project 'cards' should expand and reveal a brief description when the cursor hovers over them.
 - a. Hover over each project
3. On the 'About Me' page, pictures should slide in as their section of the page is revealed
 - a. Load 'aboutme.html' page, then scroll down
4. On all pages, the available options in the top navigation bar should bounce out a bit when the user hovers over them. The same is true of the icons in the bottom right of the footer. Links to Instagram and email should actually work as well.
 - a. Hover over the option in the navigation bar or footer on any page
5. Pages should be responsive, and navigation bar should collapse into a 'hamburger' menu when the width of the page is narrowed. A navigation menu appears when the menu icon is clicked and disappears when it is clicked again.
 - a. Resize any page to less than 600px, then click on the menu button.

Part 3: External Tools

- i. I incorporated basic animations using several external sources: hover.css, the AOS (Animate on Scroll) library, and the built-in jQuery animations.
- ii. I chose these resources because they were relatively easy to add, try different options, and customize. I was able to test several types of animations and choose what made the most sense for my project.
- iii. The places I chose to use these animations are all detailed in the previous 'Interactions' section. I used them to reveal more information upon hovering or clicking, and to reveal some elements gradually when one scrolls down the page.
- iv. I chose to use these types of animations because they helped clarify affordances and make the pages look more dynamic and interesting.

Part 4: Iteration on Previous Plan

I stuck with the same essential design as the wireframes I created for homework 7, as I got positive feedback on the clean and concise appearance. However, I spent a lot of time experimenting with animations to choose options that were both dynamic and tasteful. I hadn't fully planned out how this would work for the previous assignment, so I spent time thinking this through and showing ideas to peers.

Part 5: Challenges

Animations proved one of the least difficult parts to code, thanks to the well-documented resources available. I struggled more with fitting images and animations together into a grid layout, and then making that grid re-arrange in response to the screen re-sizing.