

Programming Usable Interfaces
Homework 8
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Reflection

link to the website: <https://maggie-cc.github.io/artguide>

link to code: <https://github.com/maggie-cc/maggie-cc.github.io/tree/main/artguide>

PART 1:

My website is an informational site and the purpose of it is to give viewers some basic terminologies and knowledge on 20th century art and familiarize them with the timelines. The target audience of this website would be for people who don't have an art history background or have limited interests in art to learn a bit about the art in the beginning of the 20th century up until the World War II.

The information I choose to present on this website include a brief introduction of the art in the 20th century, the general characteristics of art during this time and how it is related to art from the last century. In addition, on the second page, I included a series of art movements that happened during the time, how they came to be the type of movement it is, the precursors and the iconic figures that influenced the direction of these movements, typical styles of these arts and a piece of art that represents each movement.

I think the site is interesting and engaging because I tried to balance the use of text and image so there is the right amount of visuals to attract users as well as textual information to inform them. To explain it more, I chose to present the second part of the site in a carousel style, and each slide has information on one movement. The reason behind this choice was because I wanted to give the users appropriate amount of information to process per slide, so they don't feel overwhelmed.

PART 2:

I: Navigation

ii: Users can click home to come back or stay on the home page

I: Navigation

ii: Users can click learn on the navigation bar or click the "learn more" button to do to the second page to read about different art movements

I: Carousel, automatically switch slide every 20 secs; can also be manually controlled

ii: Once on the second page “learn”, users can choose to click the left and right arrow button to switch slides and read about different art movements, or they can choose to do nothing and read the current slide then wait for the slide to change every 20 secs

PART 3:

i: jQuery

ii: I chose to use it because I didn’t have any experience with using jQuery before and I wanted to learn it. From lab I also learned that knowing jQuery will make writing JavaScript a lot easier.

iii: I used it to help fill in the text information on the carousel page, as well as build animations for the slides on the carousel.

iv: Although one probably couldn’t tell if the code was written with vanilla JavaScript or jQuery by just looking at my site interface, but using it helped my code to look a lot simpler.

i: Bootstrap

ii: I chose to use it because I’m building a responsive site and bootstrap is the tool that I know that can help me do that.

iii: I used it throughout the whole site to build grid systems, create the general styling of the website, and the carousel animation as well.

iv: It made my website responsive and many of the components animated.

i: CSS animation

ii: I chose to use it because it is something that I find relatively easier to get a grasp on compared to other tools for building animations.

iii: I used it to create the carousel animation, along with bootstrap and JavaScript.

iv: It made the second page of my site more dynamic and interesting.

PART 4:

In my HW7 mockups, I chose to present all the content in one HTML file without the carousel animation. However, in HW8, I chose to use 2 HTML files to present this information and added the carousel animation, because I wanted to give users less information to process on each page, so they don’t get bored easily.

PART 5:

I find learning jQuery and Bootstrap the most challenging when implementing my site. I didn’t have any programming background coming to this course, so it took me longer to learn a new language, their syntax and get a grasp on what are the right ways to google when trying to figure out what code/function to use. For Bootstrap, although they have a comprehensive list of

templates and instructions on how to use them, I spent quite amount of time debugging what went wrong with the carousel code.