

## Part 1

This project intends to teach lay people knowledge about different heuristics, which are some simple yet not necessarily rational strategies that people use to make decisions or conduct actions so that people would be aware of them in their daily lives. My motivation to do this project is that, after I learned a lot of heuristics recently, I realized how prevalent and useful they are to help people learn themselves better. Knowing different kinds of heuristics might not prevent further using them (in fact, sometimes they might be even better than normative rules) but knowing that they exist could help people understand the reasons behind some of their seemingly irrational choice. Therefore, the message I want to convey with my website is to get people interested in decision science in their lives.

I believe that rather than feeding people information, it is better to get them involved and learn knowledge through the format of quizzes. In this case, they would think about the scenarios and questions more actively, and thus retrieve the information better in real life. Moreover, to remove the stressful part of quizzes, this one does not have penalties, and the users are able to view their own results as well as how other people are doing. Because the target audience is the general public, the content is relatively easy to understand and is close to real life.

## Part 2

Interaction List

Home page

- Button navigation to the library: mouse click
- Button navigation to start the quiz: mouse click

Quiz

- Button for option 1: mouse click
- Button for option 2: mouse click
- Button for next question: mouse click
- Text entry: text input using keyboard

Result

- Button navigation to the library: mouse click

Library

- Button to check definitions: mouse click to expand, click again to shrink
- Button navigation to home page: mouse click

## Part 3

I used Textillate, Animate On Scroll Library, and Chart.js. I chose Textillate because the text is an important way of delivering messages for my project, and to make the text more engaging and interesting, I applied animation to them. Similarly, the reason I used AOS is to make the text boxes more interesting and the transitions smoother. For Chart.js, I used it to draw a pie chart to make the users' results more intuitive. For all of the libraries/APIs, I included the link to them and applied them to the corresponding places. More specifically, I used Textillate for the home page, AOS for quiz questions, and Chart.js for the result section. By adding them, the transition from one page to another is smoother. Meanwhile, the experience of taking a quiz is improved a lot.

## Part4

In my parallel original designs, I had two sets of colors and layouts for my project. After testing with 2 users and presenting to the class, I incorporated two designs using a better set of colors and layouts. In FP3, after I presented to the class, I made some changes to the font size and increased some of the button sizes to increase accessibility. I also changed the hover effect to make the transition smoother. Overall, my website is very close to my original design.

### **Part 5**

I experienced a lot of difficulties when implementing the animation of the progress bar. One reason that this was particularly difficult was because of the way I implemented and how the local files work, and the local files would sometimes go wrong whereas the online website would not. It was also relatively challenging to implement the enlarging and appearing text box.