

# Assignment 8: Final Project (Part 2)

Programming Usable Interfaces

Michelle Lee

## Part 1: Project Summary

The purpose of this site is to display some of the projects I've worked on in the past year. I primarily demonstrate my design process, the problems I solved, and the reasoning behind the decisions I made. The design principles of the site are simplicity, minimalism, and clarity. Therefore color, animation, and graphics are used very sparingly and intentionally. The target audience of this site include two types of people, a recruiter who is looking to quickly evaluate my fittingness for a position and a designer who is looking to understand my process in depth.

## Part 2: User Interactions

- Pages fade in on load
- Current active page is highlighted in navigation bar
- Project cards animate in on load and scroll (see mobile for best demonstration of project card load in animation)
- Hovering over "Scroll To View Projects" increases its size and makes the font bold to indicate its intractability (similar for "View Résumé" on "me" page)
- Clicking on "Scroll To View Projects" anchors the page on the projects if not already in frame
- Hovering over project cards shows an animation
- Clicking on project cards takes you to that project page
- Clicking on "Michelle Lee" takes you back to the home page
- Hovering over different links on navigation bar gently highlights the hovered link
- On "A Model of Joy" project page, images of concept maps fade in almost like bubbles popping
- Bottom of all pages have a subtle scroll to top carat at the bottom right of the page (when clicked, page is anchored back to the top)
- On "me" page, image and text animate in

## Part 3: External Tool

CSS Bootstrap v5.0.0

- <https://getbootstrap.com/>
- I chose to use Bootstrap because it's a widely used library for implementing responsive sites. Using it's row, column framework I was able to easily add breakpoints to the site so that all the content can comfortably fit on all screen sizes without awkwardly overflowing or being too small. You can see it most evidently on the home page with the

project cards as well as on “A Model of Joy” project page with the images of the concept maps.

AOS - Animate On Scroll

- <https://michalsnik.github.io/aos/>
- Animate On Scroll is a simple library that uses CSS and JS to animate objects as a user scrolls through a page. I chose to use this library because it was fairly lightweight and easy to implement since all it required was adding a div wrapper with a specified animation class. You can see this implemented on the home page, the about me page, and “A Model of Joy” project page.

#### **Part 4: Iteration From Homework 7**

Translating the high fidelity mockups from Homework 7 to HTML pages was fairly straight-forward. I didn’t make many iterations aside from the animations that I implemented after the whole site was built out.

#### **Part 5: Challenges**

One of the primary challenges I encountered while programming this site was choosing the appropriate library to implement the features I designed. There are a variety of animation libraries, some being very lightweight and simple while others are larger and very powerful. I initially tried implementing my on-scroll features with Anime.js and fumbled with timelines for a while until I realized that there are much smaller libraries that do exactly what I was looking for. So key takeaway from this is to do a sufficient amount of research on libraries prior to implementation.