Hypermedia Town

Core Studio Interaction
2529 PUCD, 2125 D
Spring 2020

Project 2

Description:

The desire to build virtual worlds goes hand-in-hand with the history of computers and the internet. The first text-based MUD, or multi-user dungeon was published in 1978. As a form of hypermedia, websites are well suited to hosting worlds because of their ability to exist in simultaneity. This project will explore the role of the web developer as architect by using a network of pages to describe a town of your own creation. By studying the history of hypertexts and non-linear media, think about how a collection of web pages can do more than just simulate paper.

Goals:

- Use the medium of the web page as a space for non-linear fiction.
- Create a network of linked pages with multiple paths of discovery.
- Abstract an imagined space into a navigable map.
- Write organized HTML and CSS files that reflect the care and attention of the front-facing design.

Guidelines:

Your town is required to have at least 9 distinct destinations and 4 vortexes. The homepage of your website will provide an overview of the entire town, while location pages will utilize a point of view or perspective that is distinct from the homepage. (Think worm's-eye versus bird's-eye.) The reader should be able to navigate your town without returning to the homepage, but still maintain a way to return to the main map at any time. You may choose to render your town using only text, graphic symbols, drawings, photographic imagery, video, or any combination of the previous.

Destinations: You are free to come up with any types of places to visit. These could include buildings, parks, monuments, natural formations, or ancient ruins, to name a few. Each destination will have its own page to describe the location in detail.

Votexes: Somewhere in your pages, embed 4 vortexe: a.k.a. links that perform specific actions. Your vortexes may be hidden or in plain view. Think about if they will be styled cohesively with the same visual language, or if each appearance is unique.

Include at least one instance of each of the following:

1. **Wormhole** - clicking this vortex will teleport the reader to another place on the map.

2. **Timeflip** - clicking this vortex will swap the CSS stylesheet to change the page from day to night.

3. **Secret Destination** - clicking this vortex will open an unlisted destination, not shown on the map.

4. **???** - clicking this vortex will perform an action of your own design.

Code: Your town will be written with HTML and CSS. Use a single stylesheet to define all elements site wide. We will go over CSS organization strategies in class.

Phases:

Part 1

Begin by planning your town outside of the brower. Will the town exist in the past, present, or future? Does the town have a theme? What kinds of beings make up the population? Are they even human? Consider the story you would like to tell.

Design the structure and map of your site. Start with a written outline of your town by coming up with 5-10 facts for each location. Create printed or handwritten cards for every page with its facts so you can lay them out, rearrange them, and draw links between them. Note where you will place your vortexes.

DUE Feb. 18: paper site map

Part 2

Sketch mock-ups of the way you will represent your town as a website. Will you be literal or abstract? Define the visual language of your map and locations. Pages do not need to follow a template, but consider which elements will be conisistent site wide. Is there a town typeface, link style, or color palette?

DUE Feb. 25: digital mock-up (PDF)

Part 3

Code the town overview, destinations, and vortexes using your models as a guide. Focus on the interconnectivity of pages and information. Compare the live experience of the town to your intentions and adjust as necessary. Your site will be hosted on GitHub so that everyone in the class can visit each other's towns.

DUE Mar. 12: Final hypermedia town website