The project is about the history of the smiley face which is explored through the medium of a website. It aims to educate an audience by addressing historical moments which were the most impactful to the smiley face. The project intends to bring about an understanding through the use of imagery and text which are displayed in a way to be enticing and knowledgeable but also creating an entertaining website to explore. It is relevant in today's context because people use websites to gain knowledge for several reasons however, I've noticed that a lot are designed in a similar way with block text and a simple format which I find mind-numbing and so I wanted to create a website which had more flair to the information presented. Through the use of interactive elements and visually stimulating design, the website will provide a memorable experience that will leave a lasting impression on the user. The project aims to be more than just a source of information, but a meaningful journey through the history of the smiley face that will inspire, engage and educate its audience.

One of my biggest inspirations for my work is cargo. It's a website builder which allows you to play around with a lot of different design elements unlike websites like WIX who are very restricting. It uses a lot of elements which can be dragged around and overlapped which creates an interactive experience for the user. In addition, im also inspired by typography in print media, specifically ray gun magazines and their use of bold, eye-catching typography. A lot of their element are overlayed and distorted which has created a very well-known identity fir the brand. I strive to bring a similar level of energy and excitement to my designs through the use of unique font choices and careful manipulation of text elements. Furthermore, my interest in cargo and its design capabilities has led me to constantly experiment with different design elements, such as overlaying images and text, creating custom graphics, and combining multiple design styles to create a cohesive whole. Overall, my goal is to bring together all these sources of inspiration and create designs that are fresh, engaging, and unforgettable.

Firstly, I started the project with the aim of creating a website which explored the history of the smiley face. I found that the parts of the project that worked well were However, I encountered some difficulties during the process, particularly in terms of finding the right balance between eye-catching design elements and informative content. I had to make sure that the designs did not distract from the historical information I was trying to convey.
To improve for the future, I would consider incorporating more moving elements to create a more interactive environment or potentially an API which shows how often the smiley face is used throughout history. These would allow me to adapt the page to become even more educational. In conclusion, reflecting on this project has taught me the importance of finding a balance between design and content. It has also helped me understand the significance of incorporating interactive elements to keep the audience engaged. In addition, I found that thinking about placements on a bigger canvas forced me to think about layering and how different conditions and statements effect other areas. Overall, this project has been a great learning experience and has helped me develop my design and web development skills. I am confident that this project has helped me understand web design better and will help me tackle future projects with a clearer understanding of what works and what doesn't.