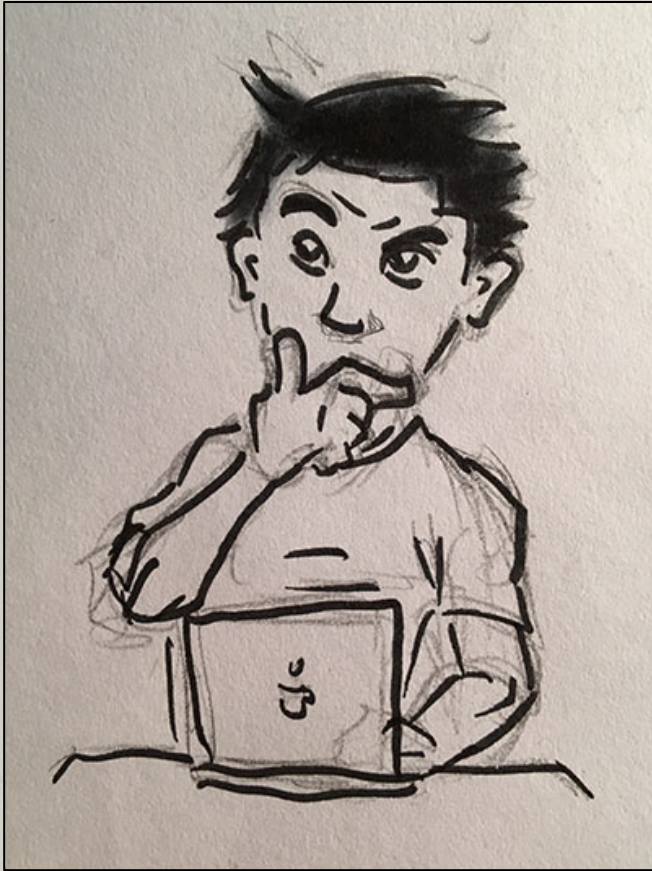# The Sustainable House:
# the process

by Andrew Li

The ideas

- Initially deciding between project on global warming and portrayal of Asians in media
- Global warming idea turned into environment/sustainable living to make it more applicable to Davis' "Davisness"
- Not sure where the house idea came from exactly

The storyboards

- First board took form of museum exhibit
- Second storyboard took form of educational tool it is now

The prototypes
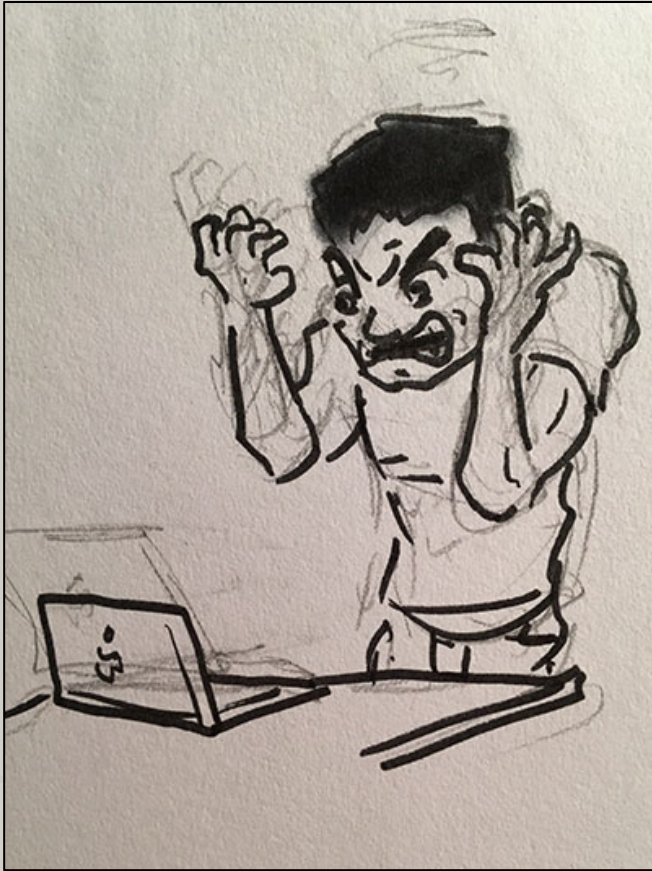
- First prototype on paper, had a difficult time making visual cues to indicate interactive objects
- Solve difficulty of visual cues with animations when eventually getting to coding
- Most challenging part of prototyping on the computer was keeping track of the numerous web pages

The tests

- Users were fortunately able to understand right away what objects were interactive
- Feedback consensus: THE GOOD: testers liked the art style, felt items were neatly arranged, and the animations and mouse hovers went a long way into making the project easy to use WHAT TO CHANGE: needed more items to interact with

the end