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Design Challenge 3 - resit

Programming Extended – UXD

The Hague University of Applied Sciences

Due: July 10th, 2020

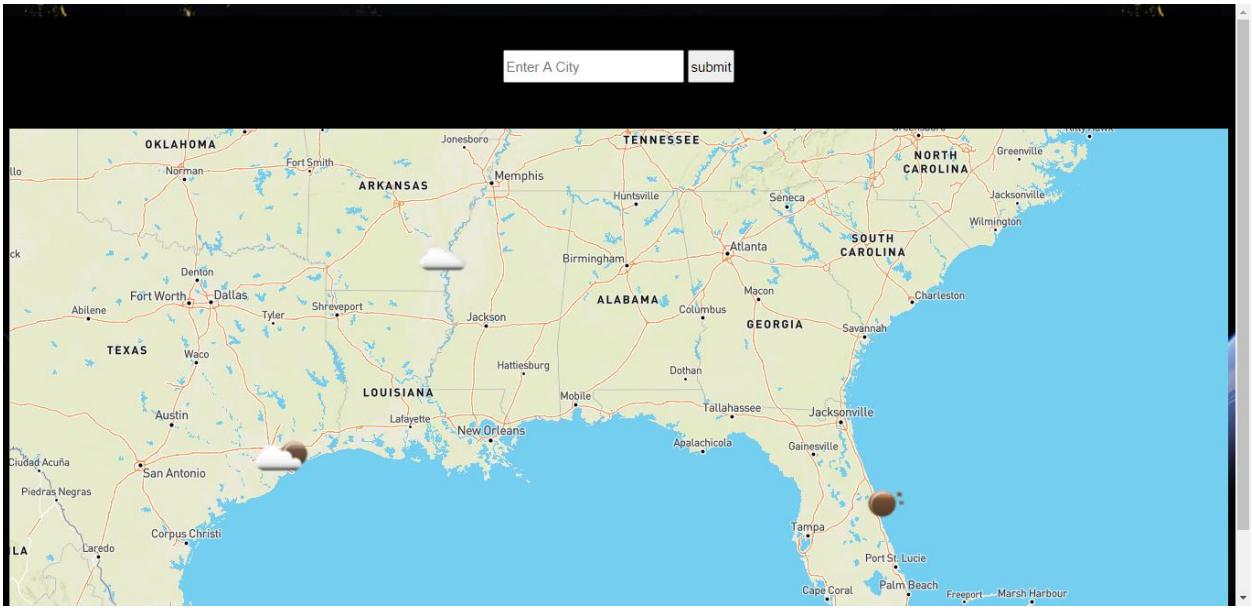
Earth's Weather Interface

What I learned:

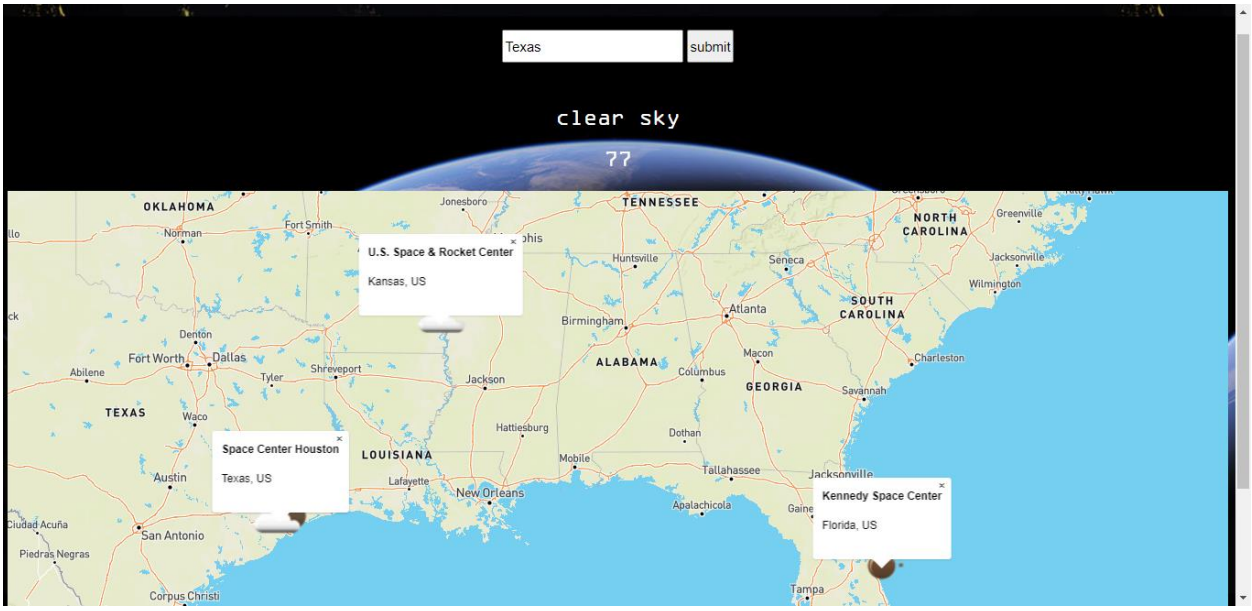
For this challenge I learned more about working with JavaScript using external API's, while still learning and practicing the past topics that I have been introduced to in this course. The main topic that I practiced for this challenge was external API's. API stands for application programming interfaces and it defines the interactions between multiple software intermediaries. An API is essentially a set of rules that dictate how two machines talk to each other. External API's are open or public API's that are accessible by a larger population as well as web developers. So, basically it makes it easier for others to use the API who want to register into that interface. And I got to put my knowledge to the test with the following challenge.

The challenge:

For the third and final challenge of this course, I was asked to create an interface using an external API. After a few decades on Mars, the 32 colonists are ready to return to earth and they need an interface that will allow them to see the factors that influence their landing abilities. Elon Musk, CEO of Space X the Interplanetary Transport System has asked the Hague University of Applied Sciences for help with designing the interface. Another criterion that was asked is that the interface be interactive to help enable the user interactions with the API. Following are some screen captures and detailed explanations regarding my design decisions for my final interface design:



The interface I designed includes a map API that I got from Mapbox. The map has 3 markers that displays the current weather condition in those cities. If the user hovers over the icon they are then presented with a pop-up that describes the name of the landing area and the state and country.



I made sure to make the design interactive by including an input bar that allows the user to type in whatever city or state they wanted to research. Once they click the submit button, they are given the results in description and temperature in Fahrenheit.

Here is the link to the website:
file:///C:/Users/Princess/Documents/USER%20EXPERIENCE%20DESIGN%20-%20YEAR%201/CLASSES/Term%204%20-%20Programming%20Extended/challenge-3/index.html

Final Reflection – Programming Extended.

What I Have Learned

Over the past 8 weeks, I got the opportunity to dive deeper into Programming for the interactive web. I got the opportunity to enhance my knowledge and skills regarding the logic and structure of programming. I learned about all the different functionalities, creating animations and coding using external API's. I can now add more to the list of skills that I've acquired as a junior designer.

Pros and Cons

Before starting this course, I already knew that I was going to have to work a little harder given the course and the current situation. Because of the pandemic, I've had to learn Javascript from online lectures and mostly by doing my own research. It felt a bit overwhelming at times and I felt like giving up a couple of moments. I did manage to pull through and finish all challenges, however I feel as if I still don't have a 100% grasp of everything that I would like to know. I know I will have to practice and practice to be able to code properly and more efficiently.

What's Next?

With all that being said, I still feel really good writing this reflection, because I was still able to finish this course. I do feel as if out of all the courses that I have gotten this past year, programming was definitely the one I struggled with the most. I would like to continue practicing working with html, css and js but I don't see myself becoming a coder or anything like that. I do appreciate that I now have the knowledge and understand a lot of the terminology. All in all, this was a rollercoaster of emotions for me, but I made it and that makes me very proud of myself.