05430 Programming Usable Interfaces Assignment 7 Svayam Mishra (svayamm)

https://svayamm.github.io/svayamm.github.io-puia7/index.html

Part 1: Website Description

What is the purpose of your website?

The purpose of this website is to serve as a rudimentary personal website.

What information do you convey with your website?

The information I chose to convey with the website included a summary of my abilities as a developer; as well as some insight into my personal interests, including music and photography. I kept the information separated by content matter - 'work' and 'play'.

How is it interesting and engaging?

I hoped to engage the viewer through the use of animations and content transitions, to capture their attention through visual means.

Who is the target audience?

The target audience would be those wishing to learn more about me.

Part 2: List of Interactions

- Interaction type: On landing page, link text ('work' / 'play') should animate on hover/click
 - a. *To reproduce:* Hover over the links / click on the links on the landing page to see the animation.
- 2. Interaction type: On work page, 'ability' cards should appear animated
 - a. *To reproduce:* Scroll down in the content area (not the main body / sidebar) to see the cards animate (fade in, flip, etc.) as they appear
- 3. *Interaction type:* On work page, right-side navbar links should highlight to reflect current section
 - a. *To reproduce:* Scroll down in the content area (not the main body / sidebar) to see the appropriate link be highlighted (until the end of the page is reached).

Part 3: External Tool(s) used -- Vivus, AnimateOnScroll, Galleria

Name of Tool

AnimateOnScroll

Why you chose to use it?

I decided that while I wanted to include some animation in the website, I did not want to make the animations 'spectacular' at the risk of distracting from the content. I chose to use AnimateOnScroll as I felt its animation was interesting but unobtrusive.

How you used it?

The animations are triggered upon scrolling through the content area; revealing each of the 'ability' cards.

What it adds to your website?

I think it adds an interactive component and captures the user's attention.

Name of Tool

Galleria

Why you chose to use it?

I wanted to have a slideshow gallery to present some photography, and I felt that Galleria was an easy-to-use tool for that purpose, that looked good as well.

How you used it?

I used it on the 'Play' page, to display a few photos I'd taken.

What it adds to your website?

I think it was an aesthetically-pleasing and simple way by which I could display the images.

Part 4: Changes made to HW6 mockups / original design while implementing

I cut down on the number of sections I had initially planned to include. In terms of design, I changed the button links on the landing page from splitting the page horizontally, to diagonally. I also decided to move the navigation bar with links to each section to the right of

the content area rather than the left. Both decisions were made as I felt it would look more visually appealing.

Challenges experienced during implementation

1. Vivus library

a. I wanted to implement a JS library called Vivus for animation of the SVG logos on the landing page; but cross-origin restrictions prevented functions from being called on the SVG element. I made do by exporting the animation into a separate file, and using that instead of the static image.

2. Restriction of scrollspy

a. The scrollspy functionality of Bootstrap would not detect once content near the end of the page is reached, as it reacts to the div as it crosses the top border of the page. I considered adding empty divs that would cross the top border but have a href corresponding to the divs below; but the content that crosses the top border could change depending on the viewframe size, so such a solution would not be strictly responsive.

3. Embedding content

a. I wanted to embed some content, such as an Amazon wishlist, but no embed code/functionality was available; and including it in an iframe was unreliable as it occasionally refused to load due to cross-origin restrictions.