more libraries

Building a Website 2018

we've used the jQuery library to add interactions to our webpages

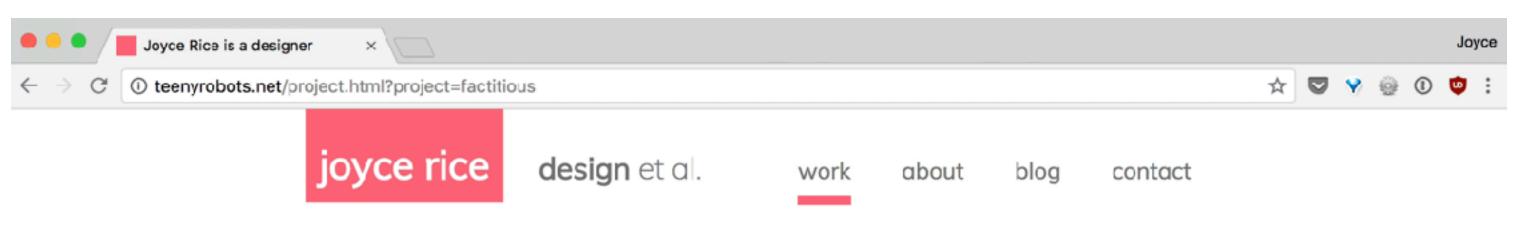
but JavaScript is a robust language with lots of libraries!

```
function diappearThing() {
    let disappear = document.getElementById("disappear");
    disappear.style="display: none";
}
disappearThing();
```

```
$(".disappear").hide();
```

Interaction Design

Building a Website 2018





Newsgame

Play Factitious

Client: AU Game Lab

My roles:

Game design, UX design, UI design

Brief:

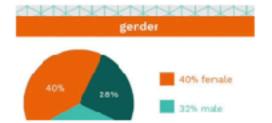
In the wake of the 2016 election, there was a huge discussion in the journalism community about how readers evaluate truth and trustworthiness in a news outlet. The client was interested in conducting a research project about readers' ability to identify "truthiness" in a news story, and wanted to get as many plays as possible.

Product:

Using game design principles, we designed an interface that made news story evaluation fun. Users were presented with a new story and a Tinder-like swipe mechanic let them









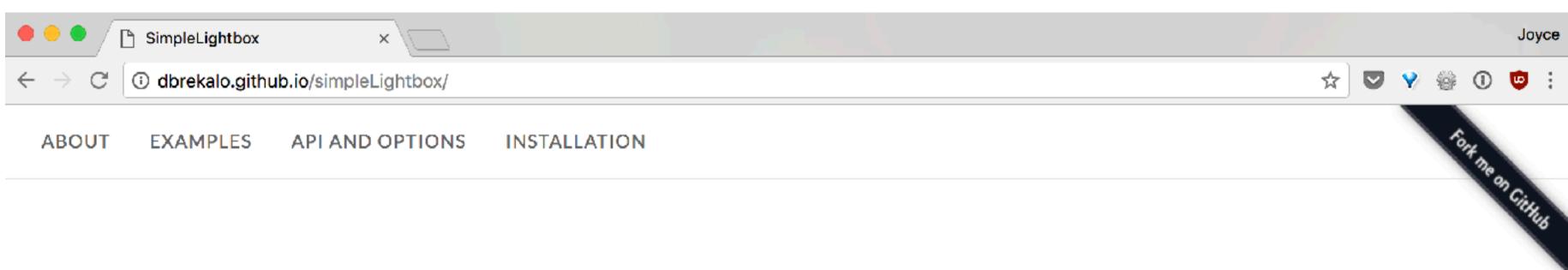
You can taste garlic

round 1

To try it out for yourself, cut a piece of fresh

with your feet

There are two types of people in the world—



Simple lightbox

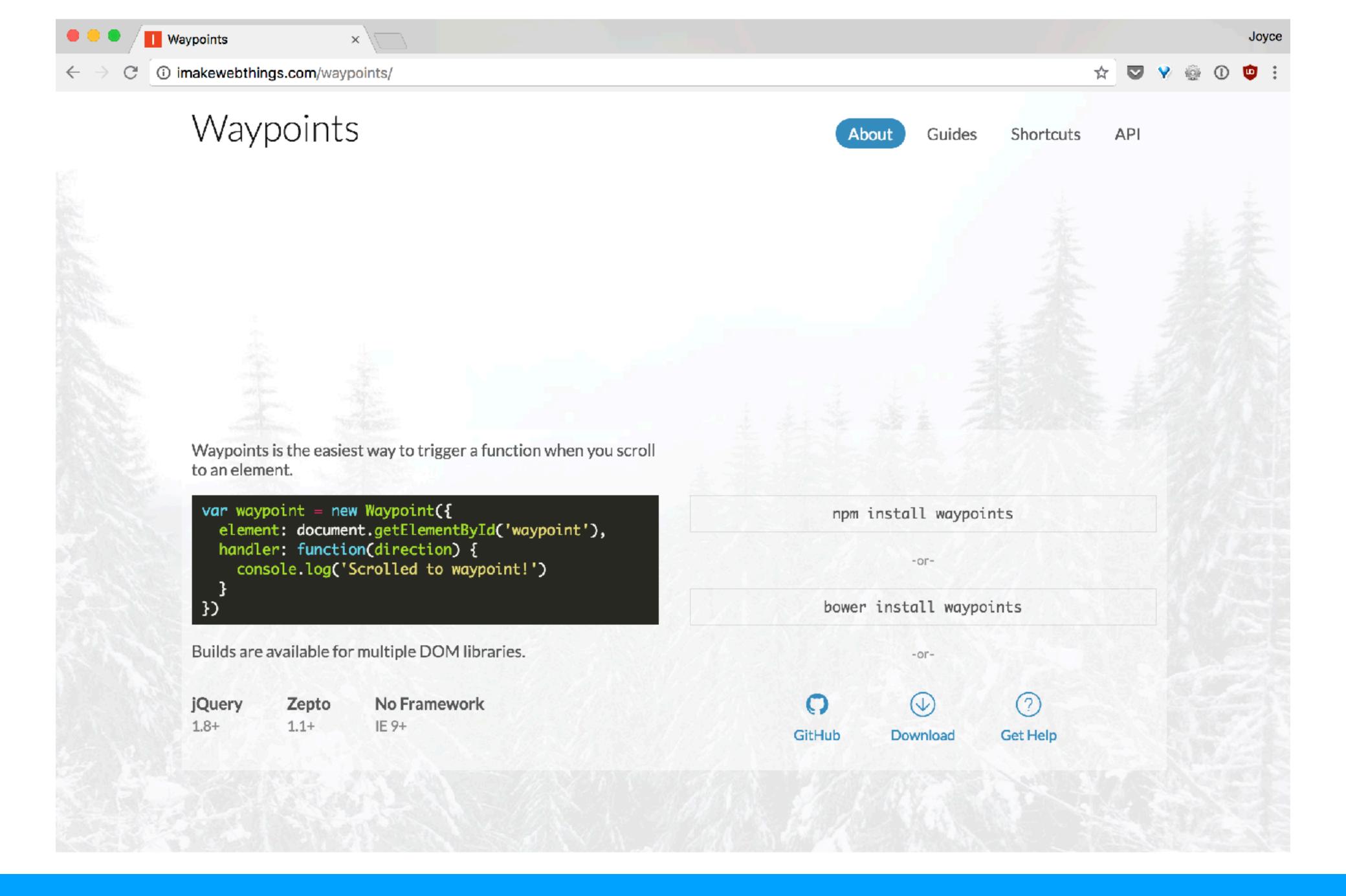
SimpleLightbox is lightweight and responsive lightbox library with no dependencies. Display images, galleries, videos or custom content and control your lightbox with easy to use api. It weighs less than 3KB.

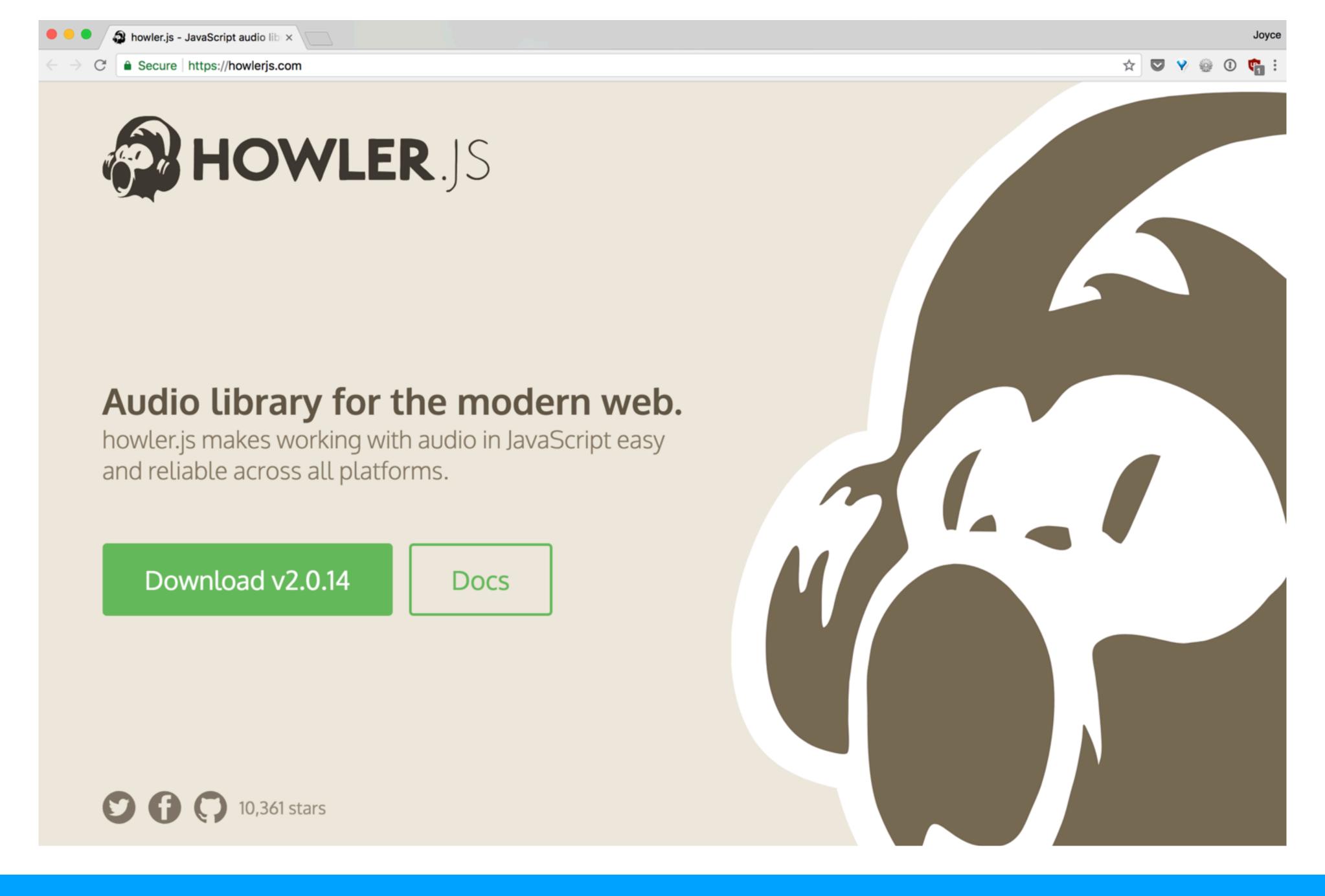


SimpleLightbox tries to delegate most of heavy work to browser native mechanisms. Almost everything regarding layout (positioning and resizing) and animations is CSS. Letting browser do it's own thing when possible is oftentimes a good idea.

From version 2.0 library has no external dependencies (was dependenant on jQuery in version 1). Adapter for jQuery plugin usage still comes included. Evergreen browsers and IE9+ are supported.

if you can dream it, there may be a library for it already





all libraries must be linked

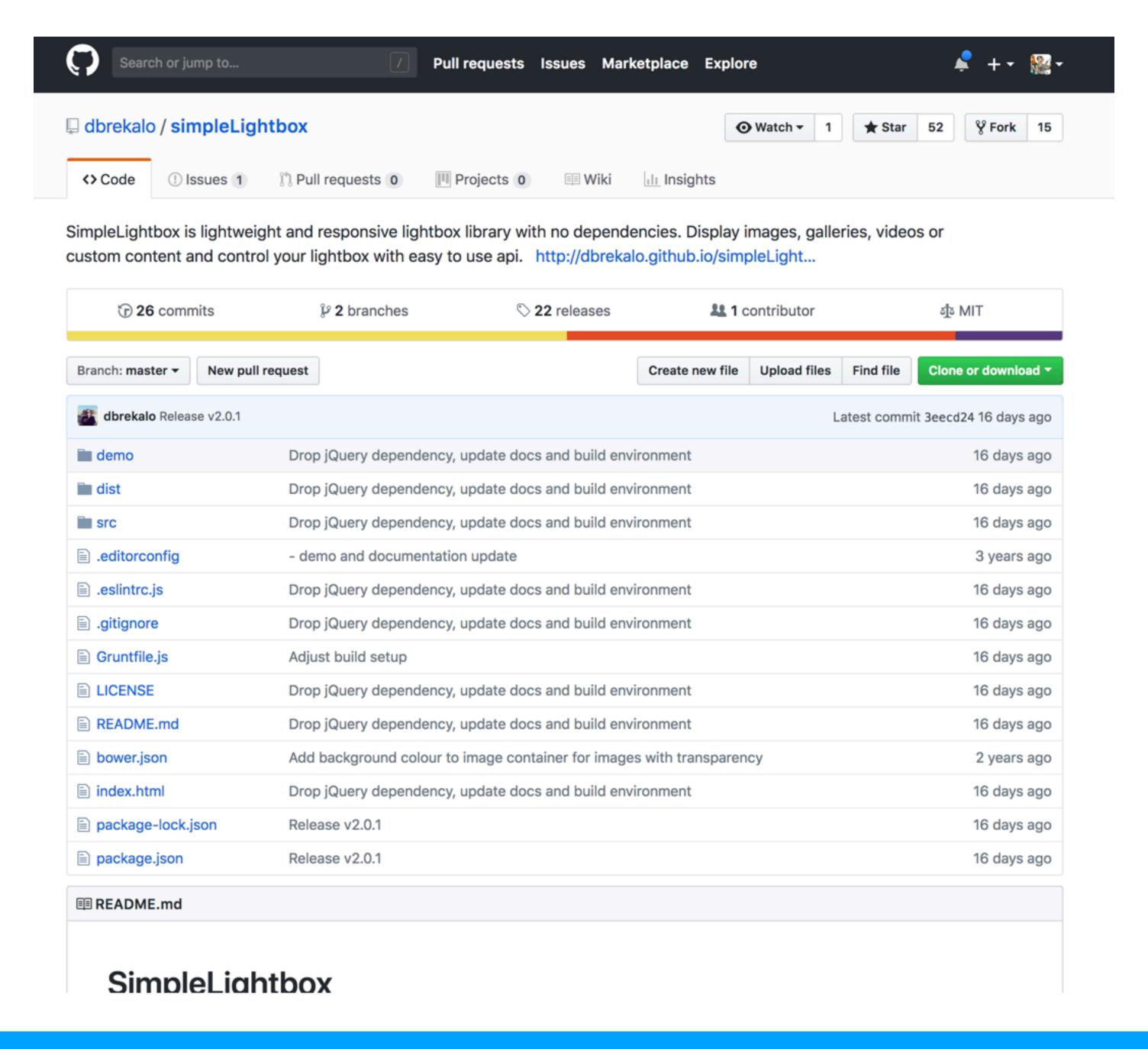
```
<script

    src="https://code.jquery.com/jquery-3.3.1.min.js"
    integrity="sha256-FgpCb/KJQLNf0u91ta32o/NMZxltwRo8QtmkMRdAu8="
    crossorigin="anonymous"></script>

    <script src="sl/dist/simpleLightbox.js" type="text/javascript" charset="utf-8"></script>
    <!--<script src="fl/src/featherlight.js" type="text/javascript" charset="utf-8"></script>-->
    <!--<script src="fl/src/featherlight.gallery.js" type="text/javascript" charset="utf-8"></script>-->
    <script>

<script>
```

many libraries are hosted on GitHub



you will have to read some documentation and review some demos

Examples



\$('.imageGallery1 a').simpleLightbox();





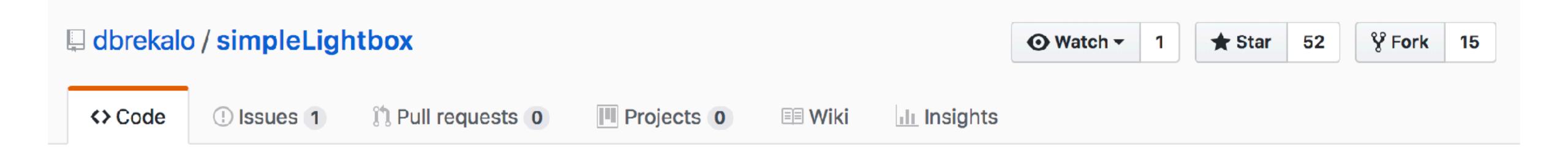
Thumbs gallery

Lets start with one of most common use cases - a gallery of thumbs where each thumb should be enlarged when clicked. Once light-box is up you should be able to traverse images in collection either via arrows on screen or keyboard controls (gamers might appreciate that "a" and "d" will work as arrow keys do).

there are no library police

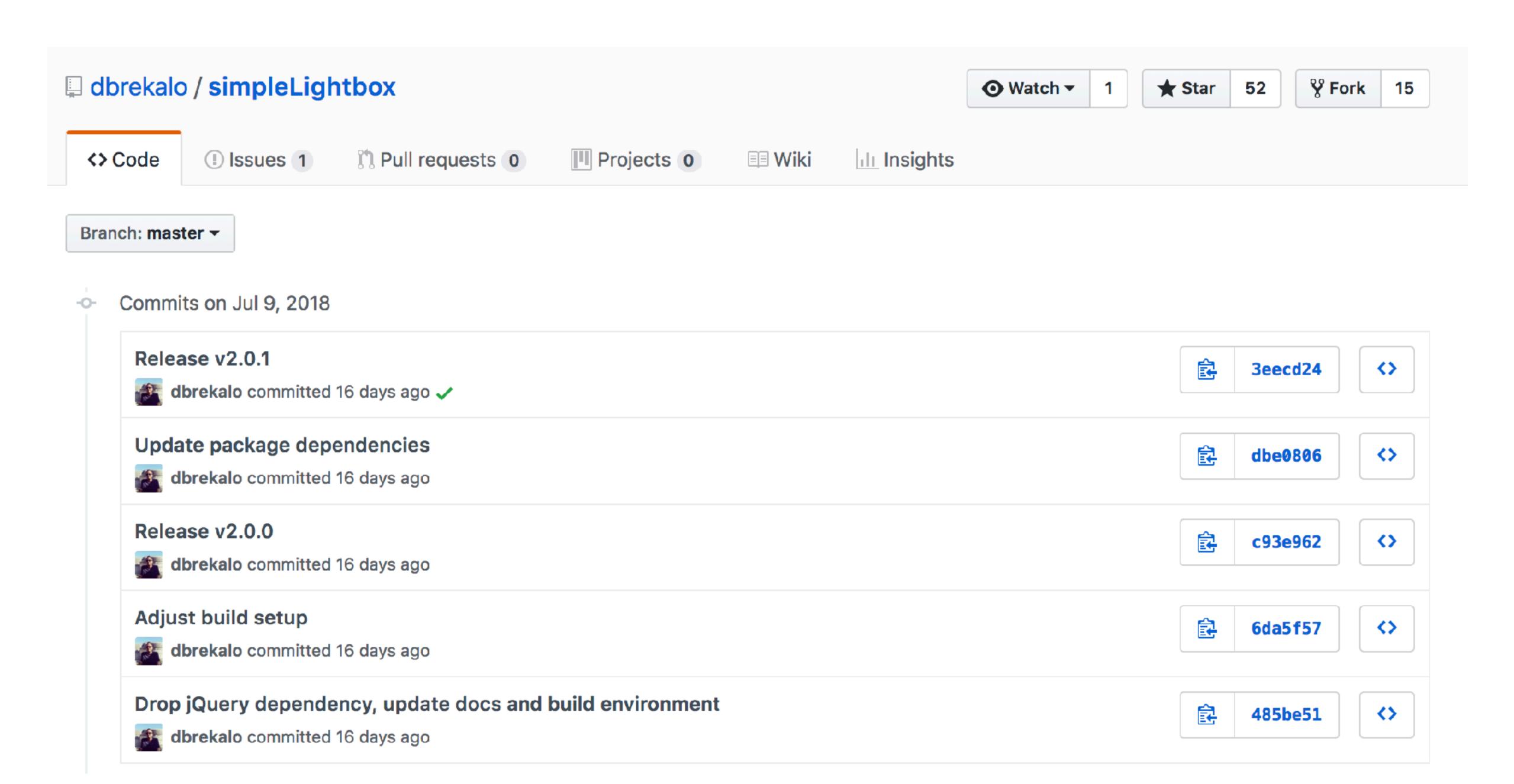
consider 4 things

how many people use this?



is it well documented?

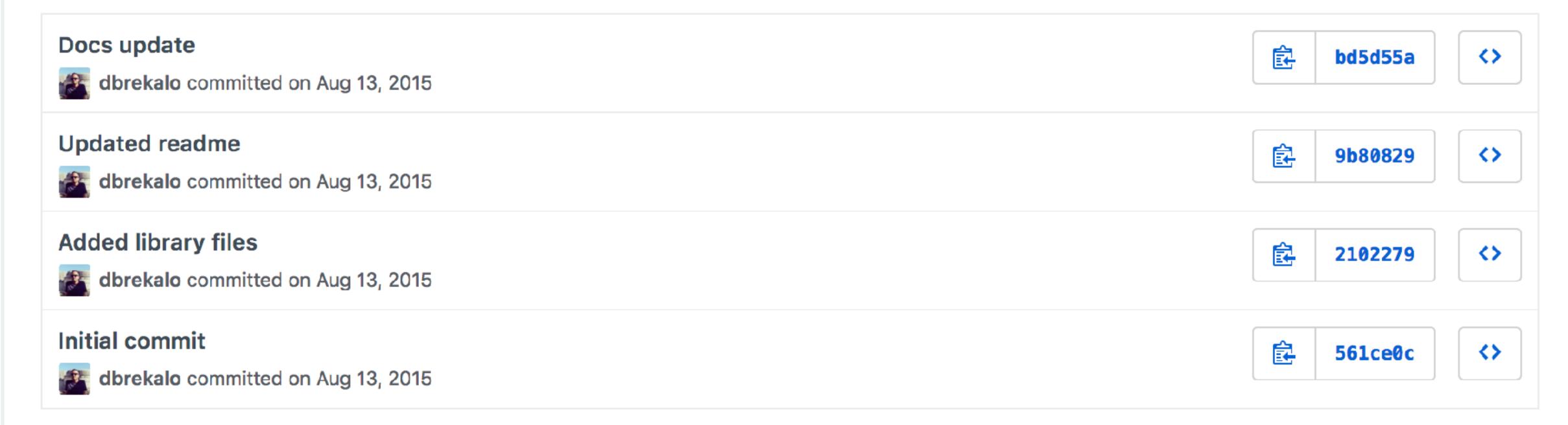
what version is it on?

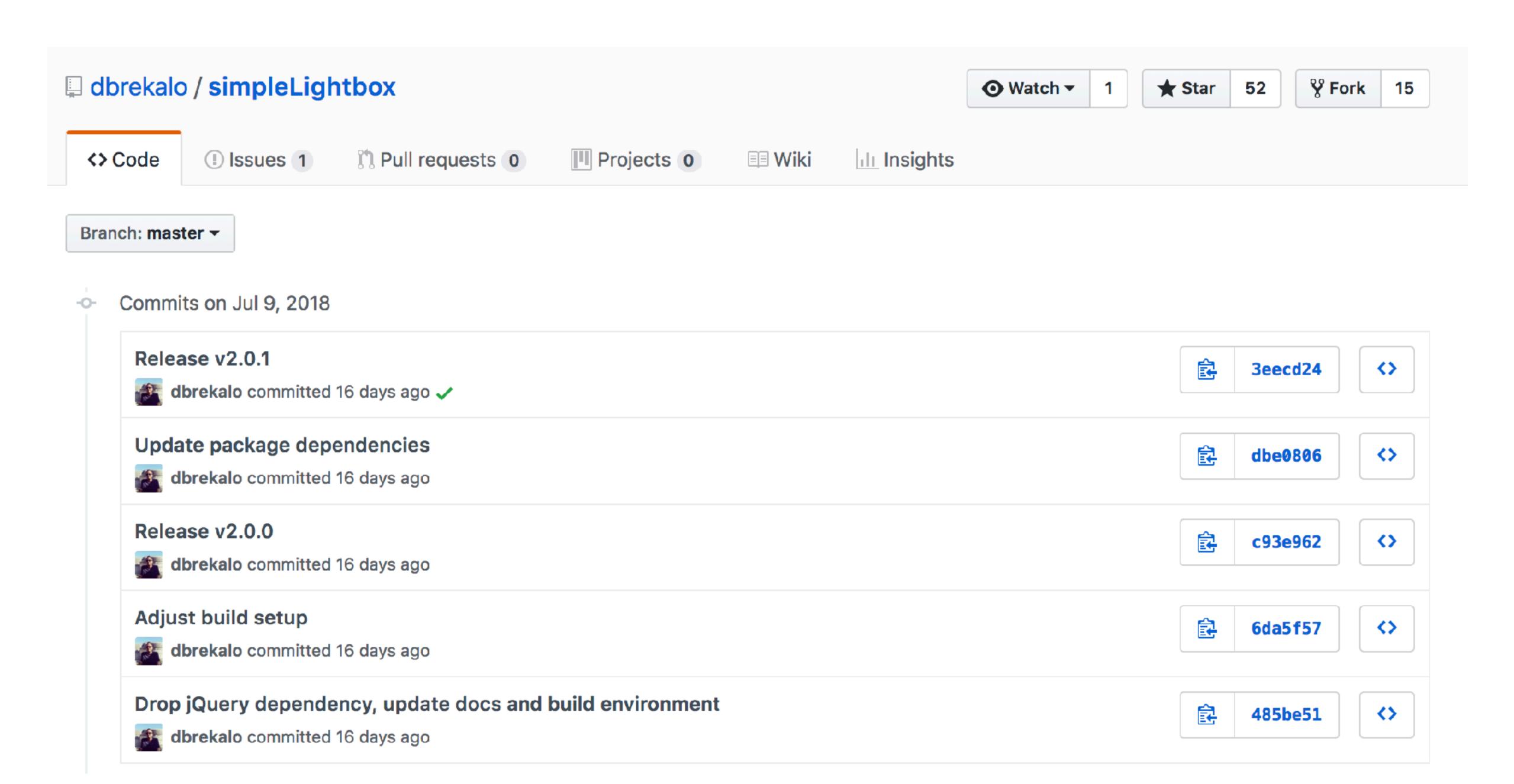


how long has it been around?



Commits on Aug 13, 2015





libraries **extend our abilities** as coders, use them!

