**Report – The science museum**

Summary word count:

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**Introduction**

This report will tell in detail how I went through the process and the different stages in particular of creating a mobile responsive website for the fictional “Community Science Museum”.

The project is completed using competence acquired during the first semester of my Front-end Development studies. These skills consist of those within design, web and communications technology, HTML, CSS and project methodology.

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**Interpretation**   
To get an insight to my thought process I will firstly explain

For the semester project the object is to present a responsive website consisting of at least 4-6 pages for a local interactive science museum. The website is to attract primary and middle school children as well as families with young children. I understand it as though it should be both educational and playful, to provoke curiosity as well as being informative.

**Planning**  
Analysis and researchAs stated in the schedule document, I started by going over the assignment and making notes to fully understand the product I was expected to present. I also went thoroughly through all the provided content to get an overview, which also was helpful in creating the Gantt chart. Here are a few of my findings during my analysis of the assignment:

* The target audience is school children (age 7-15) and families with young children
* The desired product is an informative and appealing website, encouraging viewers to come visit the museum
* Should be responsive

From this I moved on to the actual project planning and making the Gantt chart. More on this can be found in the schedule document.

I continued to reflect a bit on how to hit the target audience, what to include, what message I wanted to convey and so forth, before moving on to doing research on the competition.

To understand how similar businesses have gone about making their websites, I did a Google search as per usual, searching for terms as the following:

* Science museum
* Science center
* Interactive science
* Kids+science
* Kids+learning

One of the first things that occurred to me when browsing through similar websites was how very formal and informative the ambience typically was. These websites were mostly made to be informative and seemed a bit dull for this purpose, and that was something I quickly realized would be wrong for mine. Although the client is a museum, and thus possibly expected to convey a somewhat formal mood, I obviously it to appeal to the target audience, which in this case is young children and their families.

Other websites on the other hand seemed too much and too complex, with poor usage of CSS, really with quite bad design and in general poor user experience. Several had chaotic layouts and designs, gritty JPG images and icons, and some clearly was not made with any consideration to an appropriate color palette. So this was something I definitely wanted to steer clear of. In the midst of all this clutter I did stumble across a few websites I was able to draw inspiration from, which I will elaborate on under the Inspiration section.

It was important to me to make the website in such a manner that would keep the target audience interested and intrigued as well as being informative. With this in mind I made a mental note on that the product should be appropriately colorful, possibly also with a semi-playful font for my headings, and then keep the rest of the content neat and clean as though to balance it all.

InspirationIn addition to look through similar websites for inspiration, I made a Pinterest board for the occasion. I set this up to collect whatever I might find during the project, and to make it easier to show off a board rather than adding the images to this report.

<https://pinterest.com/thereselybo/semester-project/>

Here are some websites which provided both more and less inspiration for my project:

* <https://phet.colorado.edu>
* [https://www.scienceinteractive.com](https://www.scienceinteractive.com/)
* [https://childsci.org](https://childsci.org/)
* [https://www.learningliftoff.com](https://www.learningliftoff.com/)
* [https://stemstore.io](https://stemstore.io/)
* [https://www.tekniskmuseum.no](https://www.tekniskmuseum.no/)
* [https://funlearningforkids.com](https://funlearningforkids.com/)
* [https://www.e-learningforkids.org](https://www.e-learningforkids.org/)
* [https://www.kidslearningtube.com](https://www.kidslearningtube.com/)

Sketchesasd

**Work process**  
Style  
From quite an early stage I had a bit of a vision as to how I saw the end result. I wanted it to be playful to engage the younger audience, and to make this happen, I envisioned a bright color scheme and a fun font for part of the logo, and perhaps also for some of the headings.

Now, the client is still a museum, which is – as previously mentioned – typically associated with adjectives such as formal, informative, sharp and clean. I did want to balance this out, especially given that part of the audience is also adults. With that in mind I would dial back the playfulness a bit by limiting the areas which might be colorful, and also limiting the amount of decorative typeface.

As a theme I went for something modern, slightly futuristic

Typography  
After browsing through what felt like endless fonts which were all fine, such as Kon Tiki Aloha JF, Fresno and HWT Mardell, I finally came across this really cool one called Made Evolve. It had a great balance between fun and formal, and I especially liked the fact that it had two different styles. One which was more decorative, playful and futuristic, and another simple, sans-serif one, and together they would make a harmonic combination. Perhaps both for the logo, headings and the body copy itself.

I was super excited about using the font, however I did not want to rush into the decision. I ended up looking around a bit more, but I could not find any others I liked as much and that would be more suitable. So after asking for permission to use it for this project and getting the creators’ approval, I just went for it.

As a backup I chose Trebuchet MS, as I felt it had about the same feel to it, and I wanted a web safe font in case of trouble.

Colors  
For my color palette I played around with a few schemes which I had made for a previous assignment, for the mood “Happy Kids”.

I considered using a palette with a few colors which in combination with white were not completely WCAG appropriate. However I had considered the issue, and decided to find a way to implement an appropriate contrast in other ways, such as using the colors for visual elements and combine correlating text to unify it. In case this would not come together as imagined, I made a backup palette which I believed would do the trick.

Visual elements  
To incorporate some color, I was thinking of making a couple of outlined icons in white on top of filled circles, each in its own color. I also decided to make a version in which only the outlines, including the border of the circle, were colored. In the end I wound up with

For the logo I initially considered just using one of the icons from the provided content in the assignment. However I quickly realized none of them would fit in with the style I had envisioned and started creating, and so I ended up playing around with them instead. Having already decided on the font, I was able to narrow it down to the icon that suited the font the best, and from there try out a few compositions and color combinations.

Composition/layout  
I started early in the planning process with visualizing how I wanted the complete layout to pan out, and in the making of the wireframes my ideas did actually come together quite nicely.

Schedule  
blablabla

After making quite thorough mockups I actually found myself finishing up the HTML in just one day, giving me a couple more days of experimenting

**Conclusion/evaluation**  
I am really a figure-it-out-as-I-go kind of gal, and it still feels a bit unusual to plan every step down to the tee. However I found making the Gantt chart very helpful for the progress of the project. I am very happy with how it turned out in terms of distribution of tasks and time.

I learned/was reminded that things don’t always go according to plan. Although making an effort to sticking to the plan often is key, sometimes one should just go with the flow and see what happens/comes out of it. One’s initial idea might not turn out just as one envisioned, and that just might be alright. Perhaps the end result turns out better after experimenting. I for one believe that was the case for this project of mine.

**Sources and references**

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