

Assignment 8 Writeup

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Part 1 - Abstract

This website is aimed to help raise awareness around the taboo subject of mental health illnesses. Mental health is a growing problem globally and is often overlooked or avoided due to the stigma surrounding mental health. The website has a variety of information, both shocking facts and more uplifting comments to hopefully help individuals who are battling mental health related issues. There are many statistics on the website to help increase the credibility and illustrate the huge problem that isn't being properly addressed.

I took an approach of not only illustrating shocking facts, but attempted to provoke thought by selecting facts that would make users really think about the issue. I used many different animations to grab the attention of the user as well as interactive cards that are responsive. Furthermore, there are interesting graphics to help make the website more visually interesting and not too text heavy.

The target audience for the website is the general public. I wanted to design something that would reach individuals who are not as educated about mental health and also help people who are battling mental health illnesses. Everyone should be able to use the website and ideal gain some value from visiting this website. It's an extremely complex issue and I hope I can make even the smallest difference in helping this cause.

Part 2 - Interactions

- Standard web page where the user should scroll from top to bottom of the website. There are interactive cards along the way to reveal surprising facts.
- The interactive cards are responsive.
 - When the web browser is large or desktop size (screens equal to or greater than 1200px wide), there will only be 4 cards per row.
 - When the web browser is small or tablet size (equal to or greater than 768px wide), there will only be 2 cards per row.
 - When the web browser is small or phone size (screens less than 768px wide), there will only be 1 card per row.
- The user can experience a variety of text animations that help dramatize and emphasize the content
- There are also inspiring images that are paired with motivational sentences to potentially help anyone battling mental health illnesses.

Part 3 - Libraries and tools

1. I decided to use bootstrap, typed.js/jquery and anime.js for this project
2. The libraries were extremely helpful as there were built in features in bootstrap to help create responsive websites. It was helpful to have pre-existing libraries and code to work from as it expedited the process of creating components.
3. Bootstrap was the library I used to help with the responsiveness of the website. Whereas typed.js and jquery were used for text animation. The majority of the text animation however, was achieved with anime.js and it was fun to experiment with so many libraries at once.
4. The responsiveness allows the website to reach a greater population and the animation creates a more interesting and memorable experience of the website. This is especially helpful with the a topic like mental health.

Part 4 - HW 7 Mockup & Changes

Overall, the final design was very similar to the prototype from homework 7. I managed to create the banner like scroll page with a variety of animated text. The biggest change I implemented was redesigning the flow of content and added a resources section to give users an actionable task at the end of the website.

Part 5 - Challenges

I faced many challenges throughout this final project and a non technical challenge was that I had to be very aware of my wording of sentences throughout my website. One of the technical challenges were that some of the libraries were difficult to understand if the documentation was sparse. The other technical challenge I encountered was that I didn't fully understand what was going on under the hood when referencing other code. This resulted in a more confusing debugging process whenever I ran into issues.