

Final Project Write Up

1 Write-up

The goal of your write-up is to clearly convey the work you did on this project (i.e., make it VERY clear to your TAs how to evaluate your work). The following will also be useful to you when you showcase it. **In your write-up, please clearly mark each part (i.e., Part 1, Part 2 and so on).**

- (1) **Part 1:** In 300 words (only!) describe your website (We will stop reading at 300 words, so please be concise). Include the following:

This is a prototype of my portfolio website, which showcases my projects in educational game design. ***The website can fit desktop and iPhone SE mobile screens. There are also no errors in the WAVE check as shown in the Appendix below.*** Education game design is a niche interest that I wanted to focus on for the scope of this project. I want to show that I am both a user experience designer and an artist. My target audience are recruiters and hiring managers in the game industry. There is a homepage that lists the projects I worked on this semester. These can be clicked on to see more details. Each project page provides detailed information of the overview, role, research and design that was done. There is also an “About” page that shares my story as a career changer from accountant to designer. This contains a timelapse video of me sketching to show that I have illustration skills. I thought this was important to convey due to the rise of the AI art generator. There is controversy over AI art because it takes the artist's work to produce images and makes it difficult to distinguish whether the human or machine is creating the work. I wanted to explore how artists can adapt to this new environment and find ways to express myself without being confused with a machine. I also created a “Resume” page that shows a copy of my resume. The website is engaging because there are captioned videos that are activated on hover and play music. For example, the project page contains fun game trailers and the project detail pages contain time lapses of my prototyping and artwork. I also used motion for my titles and descriptions in my website to make the transition to pages more elegant.

- (2) **Part 2:** Use a bulleted list to describe how a user would interact with your website. For each item in your list, state
- the interaction type you implemented
 - how we should reproduce it (e.g., click on X on page Y, or scroll on page X, etc.)
 - I created a hover feature for videos. To reproduce it, click on a video to play. After you perform this action, you should be able to play and pause the screen when you hover in and out of it.
 - Faded animation for the header of each page. To reproduce it, refresh the browser or enter the link in a new browser and the header should fade in.
 - Toggle animation for the descriptions of each page. To reproduce it, refresh the browser or enter the link in a new browser and the header should fade in.

- Bold the “See Project” links on the Projects page. To reproduce it, simply hover your mouse over the screen and the font should turn bold when the mouse hovers over the link.
 - I added a web responsive navigation bar for the “project”, “about”, and “resume” pages. To reproduce it, go to the top of the page and click on the buttons on the navigation bar in a “responsive” and “iPhone SE” screen size.
- (3) **Part 3:** Describe what external tool you used (JavaScript library, Web API, animations, or other). Following the bulleted list format below, reply to each of the prompts. (We will stop reading at the 4th sentence, so please be concise)
- I used JQUERY and CSS Bootstrap as external tools.
 - I used these because these tools were user friendly and they were easy to understand how to use.
 - I used JQUERY to create the animations and hover features, while I used CSS Bootstrap to create a web responsive navigation bar.
 - These created animations that increased engagement with the user and made it easier to navigate in different screen sizes.
- (4) **Part 4:** Describe how you iterated on your prototypes, if at all, including any changes you made to your original design while you were implementing your website. (4-8 sentences max)
- I originally planned on designing the “About” page only. However, I realized that was not enough information to convey in a portfolio website. Based on feedback from my TA and classmates, I added project pages and a resume page to make the website feel more complete. It worked out because I had already been working on the content of my portfolio outside of this class, so I had the information ready to put in my coding files. I also did portfolio reviews with professional user experience designers which helped me update the project information in a more professional manner.
- (5) **Part 5:** What challenges did you experience in implementing your website? (2-4 sentences max)
- I experienced challenges in creating consistent designs across multiple web pages. There was also a lot of information I was trying to convey, so it took a while to organize the information in a clear and visually appealing way. I also had difficulty making each page web responsive in both the iPhone SE and desktop screen.

Appendix

WAVE Check Screenshots- No Errors

Projects Page

The following apply to the entire page:

- WCAG
-

Summary

Summary	Details	Reference	Structure	Contrast
0 Errors	0 Contrast Errors			
2 Alerts	1 Features			
5 Structural Elements	3 ARIA			

[View details >](#)

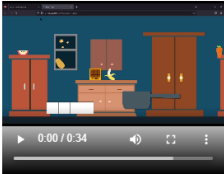
Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

Vivian Young Projects **aria-current=page** About Resume

Hi, I'm Vivian

I'm an experience designer and artist

I love solving problems with design and storytelling. Currently, I'm exploring the world of educational game design.



DINNER WITH ZOMBIES

Dinner with Zombies is a 2D web-based game that teaches players to reduce food waste through fictionalized storytelling and humor

[See Project](#)

W WAVE

web accessibility evaluation tool

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WebAIM

Styles: OFF ON

Details

Summary

Details

Reference

Structure

Contrast

2 Alerts

2 X HTML5 video or audio

1 Features

1 X Language

5 Structural Elements

1 X Heading level 1

2 X Heading level 2

1 X Unordered list

1 X Navigation

3 ARIA

2 X ARIA

1 X ARIA label

The following apply to the entire page:

aria-current="page"

About

Resume

Hi, I'm Vivian

I'm an experience designer and artist

I love solving problems with design and storytelling. Currently, I'm exploring the world of educational game design.

0:00 / 0:34

DINNER WITH ZOMBIES

Dinner with Zombies is a 2D web-based game that teaches players to reduce food waste through fictionalized storytelling and humor

[See Project](#)

About Me Page

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Styles: OFF ON

Summary

Summary Details Reference Structure Contrast

0 Errors	0 Contrast Errors
2 Alerts	1 Features
2 Structural Elements	3 ARIA

View details

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

The following apply to the entire page:

Vivian Young Projects aria-aria-current="page" About Resume

My Story

0:00 / 0:46

127.0.0.1:5500/final_project/about/about.html

Gmail Webflow - Vivian's... Airtable - Social Ch... Canvas Students - CMU - C... teach-pui/rm-lab-ex-... viviy177/pui-hw viviy177/pui-hw A Complete Guide to... Slack Handshake Independent Study... intro

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Styles: OFF ON

Details

Summary Details Reference Structure Contrast

- 2 Alerts
 - 1 X No heading structure
 - 1 X HTML5 video or audio
- 1 Features
 - 1 X Language
- 2 Structural Elements
 - 1 X Unordered list
 - 1 X Navigation
- 3 ARIA
 - 2 X ARIA
 - 1 X ARIA label

The following apply to the entire page:

Vivian Young Projects aria-aria-current="page" About Resume

My Story

0:00 / 0:46

Hi! My name is Vivian Young. I am an Experience Designer and Artist. I was formerly a CPA accountant, but always had a passion for art and design. I wanted to progress my career in a

Resume Page

W WAVE

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Styles: OFF ON

Summary

Summary

Details

Reference

Structure

Contrast

0

Errors

0

Contrast Errors

1

Alerts

2

Features

2

Structural Elements

3

ARIA

View details

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

The following apply to the entire page:

aria-current="page"

Vivian Young

Projects

About

Resume

Vivian Young

Product Designer | [Linkedin](#)

609-240-2776

vivianyoung@gmail.com

EDUCATION

Carnegie Mellon University, Pittsburgh, PA — **Masters of Human-Computer Interaction**

AUGUST 2022 - AUGUST 2023

Rutgers University, New Brunswick, NJ — **Bachelors of Science in Accounting, Minor in Psychology**

SEPTEMBER 2019 - MAY 2019

EXPERIENCE

Freelance Designer

SEPTEMBER 2020 - SEPTEMBER 2022

- Published a children's alphabet book. Sketched and iterated each page with Adobe Photoshop CC.
- Designed event invitations, business logos and portraits in Adobe Photoshop CC for personal independent clients.

New Jersey Turnpike Authority Accounting Analyst — Woodbridge, New Jersey

AUGUST 2019 - AUGUST 2020

- Led and managed the finance team to prepare the annual financial report and the year-end close.
- Collaborated with four different departments to meet external audit deliverables.

Johnson & Johnson, Finance Auditor — New Brunswick, New Jersey

NOVEMBER 2018 - JULY 2019

- Collaborated and presented in internal audits for operating companies in the United States, Ireland, Belgium and China.

Deloitte & Touche LLP, Audit Senior Assistant — Princeton, New Jersey

SEPTEMBER 2014 - SEPTEMBER 2016

- Performed audit of financial statements for public clients.

SKILLS

Figma

Adobe Photoshop CC

Adobe Illustrator

Blender (beginner)

Proficient in English

Conversational in Mandarin

AWARDS

Kirkman Peow Year Art Iste In Content Winner - Created a design that celebrates the company's forty year anniversary

Sketches Featured on Instagram by Brainstorm Design School - Showcasing distinguished student work.

COURSEWORK

Interaction Design Studio

User-Centered Research and Evaluation

Programming Usable Interfaces

Persuasive Design

Game Art Pipeline

VOLUNTEER

UN game evaluator for Unannounced Project at Pithuberry Studios

The following apply to the entire page:

WAVE powered by WebAIM
web accessibility evaluation tool

Vivian Young Projects aria-current="page" About Resume

Styles: OFF ON

Summary

Summary Details Reference Order Structure Contrast

Errors	Contrast Errors
0	0

Alerts	Features
3	6

Structural Elements	ARIA
8	4

[View details...](#)

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

TLDR Overview

How might we help reduce food waste through game design?

The topic of practicing food sustainability can feel overwhelming, and there are many angles to address the problem space. Our solution is a digital game experience that helps players reduce food waste at the consumer level.

A brown paper bag of groceries, includes carrot, tomato and broccoli

My Role

Led the user experience design and research as well as the art and story direction for the game. This included building the user interface and assets for greater engagement and immersive gameplay. Delivered user flows, game assets created in Adobe Photoshop and Figma, insights from semi-structured and expert interviews, visual design, and the design system.

Research

We performed the following to better understand our problem space on

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Styles: OFF ON

Details

Summary Details Reference Order Structure Contrast

3 Alerts

- 1 X Missing first level heading
- 2 X HTML5 video or audio

6 Features

- 5 X Alternative text
- 1 X Language

8 Structural Elements

- 6 X Heading level 2
- 1 X Unordered list
- 1 X Navigation

4 ARIA

- 2 X ARIA
- 1 X ARIA label
- 1 X ARIA expanded

The following apply to the entire page:



Vivian Young Projects **aria** **aria-current="page"** About Resume

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Research



Maji Project Page

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Styles: OFF ON

Summary

Summary Details Reference Order Structure Contrast

0 Errors	0 Contrast Errors
3 Alerts	14 Features
9 Structural Elements	4 ARIA

[View details](#)

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The following apply to the entire page:

Vivian Young Projects **aria-current="page"** About Resume

TLDR Overview

How might we use game design to help the youth feel represented and affirmed in their self worth?

In an effort to increase diversity in gaming, I partnered with programming students at Howard University to create a game that reflected who we were collectively through an innovative storyline. **Our solution was a 2D mermaid platformer that used water as a game mechanic.**



"a digital painting of an African American teenage girl with short hair"

My Role

Led as concept artist and co-led as game designer, collaborating with programmers and another artist. Involved in every step of production pipeline, from ideation to final production in Unity. I experimented with emerging technology by collaborating with the AI MidJourney art generator to come up with ideas for character and environment design. We drew inspiration from these ideas to create designs of our own.

Check out my speed painting below of our main character Maji!

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web accessibility evaluation tool

Styles: OFF ON

Details

Summary Details Reference Order Structure Contrast

3 Alerts

- 1 X Missing first level heading
- 2 X HTML5 video or audio

14 Features

- 13 X Alternative text
- 1 X Language

9 Structural Elements

- 7 X Heading level 2
- 1 X Unordered list
- 1 X Navigation

4 ARIA

- 2 X ARIA
- 1 X ARIA label


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Vivian Young
12/9/22

