

Part 1

The purpose of my website is to provide a basic learning tutorial for beginner-level UI/UX designer to learn about the fundamental principles and methods of UI/UX design, and provide them with external resources to better shape their learning experience.

The final website is called “3 steps to start UI/UX design” and it has three sectors of learning material. The first step is teaching the basic UI principles such as knowledge of color, balance, contrast, etc. Then it introduces users to the typical UX process and design methods used during different phases of a project such as inspiration, ideation, and implementation phases. The second step is introducing users to an external platform called Medium, where many other designers share their thoughts and work. I selected a few posts to present to give users a basic understanding of Medium. Apart from online resources, the last step encourages users to get design inspiration from the physical real world. It provides an interactive map that marks 12 national art museums and their locations. Observing and learning from well-established artwork is also a good way to get inspiration.

This site overall has an interesting design and layout, with a scrollable navigation system on the cover page. The site enables various types of interaction that engages users. Users can hover over certain content or click on it to see more. The interactive map on the last page also adds more fun to it, allowing users to zoom in and out to view different museums and see the locations.

The target audience is UI/UX beginners, basically whoever is lacking the knowledge in this field and wants to learn more about UI/UX. The site gathers various resources in one place, offering the audience a great amount of helpful information.

Part 2

- A semi-scrollable navigation: click on “Step 01”, “Step 02”, “Step 03” on index.html page
- Hover over content to see hidden info: Hover over the round circles on page Step 01
- Click on content to view more: Click on the middle text of boxes on page Step 01
- Click on content to be directed to another site: Click on each post on page Step 02
- Interact with map through zoom: Zoom in and out to view more details on page Step 03

- Click on map to see exact location: Click on red marks on page Step 03

Part 3

- I used Web API because.
- API provides data in clean and easily accessible formats, without converting the data from one file format to another. It's easy and efficient to pull information from a single, authoritative source instead of manually collecting all the data.
- Through the use of API, I pulled a collection of posts from Medium and displayed the information in the format I desire. Also, I created an interactive google map that marks/stores a list of national art museums and shows the exact locations.
- The API adds a variety of different data sources to my website that makes the website content more diverse and interesting. The Google Maps API also adds more interaction touchpoints and grants users the freedom and control to explore on their own.

Part 4

I combined different parts of contents into one sector, for example putting UI principles and UX methods together because the section of UI principles wasn't informative enough to stand on its own. I added the Google Maps page to provide suggestions for users to get inspiration from the real world other than online resources, and it also made the site more interactive. I displayed concrete examples/posts from Medium instead of just introducing the platform in plain words.

Part 5

The scrollable navigation on home page is hard to implement. Although there is animation partially implemented (circular motion), it doesn't fully operate on an ideal level. Marking and storing multiple locations on Google Maps was a struggle at first as I could only mark one location, and later I figured out through online tutorials.