

FARMUR

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WNM 801 OL28: User Experience

Session 1 Discussion Topics

Topic 1.1: Describe the interactive user experience of your current project plan. Are there some areas that should be more interactive?

My thesis project encourages users to move between different informational sections to gain more information related to the motion graphic on the main page. Users on mobile can use swipe gestures to move between sections, and desktop users can use the arrow keys, onscreen buttons, or by clicking and dragging as if it is a touch interface.

The main goal in having the motion graphic was to help introduce the concept of urban farming and then have the website be something people can dive into if they wanted to. My plan all along has been to integrate subtle animations into each section as a way to liven everything up. After going through visual design this last semester my new goal is to take parts of the motion graphic and integrate them into sections more. For example, instead of having the motion graphic a separate playable video on the front page, each page plays a portion of the video to move on. Allowing users to step into the video in this way will hopefully make the overall experience more memorable and enjoyable.