

fff.cmiscm.com

Form Follows Function project is a collection of entrancing and engrossing “interactive experiences”, each experience has its own unique design and functionality. The award-winning project includes a spinning navigation wheel on the website, with each interactive experience represented by a poster. By clicking on a poster an interactive experience opens up. Each one is as much a piece of art as it works beautifully on both desktop and tablet.

It is a personal project that functions as a portfolio of interactive design abilities by Jongmin Kim. It was also a submission to Chrome Experiments, a showcase of web experiments written by the creative coding community.

Sindy

Andrea

Donald





+ Who is the audience/s?

Since this is a personal portfolio site, the audience could range from employers, employees, students, the design, artistic and media community.

+ How much did you interact with the site?

The site urges the user to interact with it from the home page to each subpage. The homepage has a spinning navigation wheel that guides users to each subpage by moving clockwise or counter-clockwise. Each subpage has a different interactive experience that requires constant user interaction.

+ What was the experience of interacting with the site like? (i.e. adjectives)

It is fun, innovative, engaging, clever, intriguing, colorful and unique. It allows users to discover a different way to interact with each subpage.

+ Look at the site on both desktop and mobile.

The site is a fixed-width page. It works similarly across platforms. It uses the mouse to control the interaction on desktop (the pointer changes to guide the user) and touch capabilities in phones and tablets.



+ Watch other users interact with the site; take notes and ask them about their experience.

Angel Lopez - 32 year old male - designer

- Interesting, concept-wise
- At first he thought it was related to pantone colors swatches because of the wheel design
- mouse cursor gives insight to interaction
- simple to navigate
- he was curious as to why there were black swatches
- Didn't understand the dates or the poster numbers
- The poster pop-up is too fast to read all the information inside of it
- Who is it for: people who are bored, HTML designers, to keep 5 y/o busy
- Enjoyed that all subpages offer different interactions
- Minimalistic in the use of space

Mary Cassar - 61 year old female - domestic goddess

- Thought it was colorful.
- However it was juvenile to her.
- She said that it was not practical.
- The interface was nice but she didn't gather what to do on the interactive pages. She didn't see the mouse pointer change.
- Home page is user friendly.
- The swatch typography is too small for her to read even with her glasses. She doesn't know what the numbers on the swatches mean.
- She said that she will use this website to keep my nephew busy and the plus side is that it's free.
- She thought that it was a gaming website.



+ How would you characterize the visual language of the site?

Simple, easy to understand.

+ What is unique about it?

The level of interaction isn't limited to the homepage. Instead, the 15 subpages offer the user a unique experience to discover and enjoy.

+ What aspects of the site are interactive?

The homepage is a spinning navigation wheel that moves clockwise and anti-clockwise. Within the wheel the user finds "posters" that expand as they click on them, and take the user into an interactive experience. These experiences can be semi-static moving lights, wiper typography, or require the user to click and affect the environment.

+ How effective are they?

The interactions within subpages are effective as they are simple to comprehend and offer guidance as to what the user can do within each one. However, they are effective to the limitations that each subpage gives. The posters themselves are always too small for the user to see, making it illegible. The visibility would be smoother if the posters were to zoom in as the user scrolls through the wheel. Moreover, there is a section of the wheel that is blacked out that leads us to believe it is incomplete.



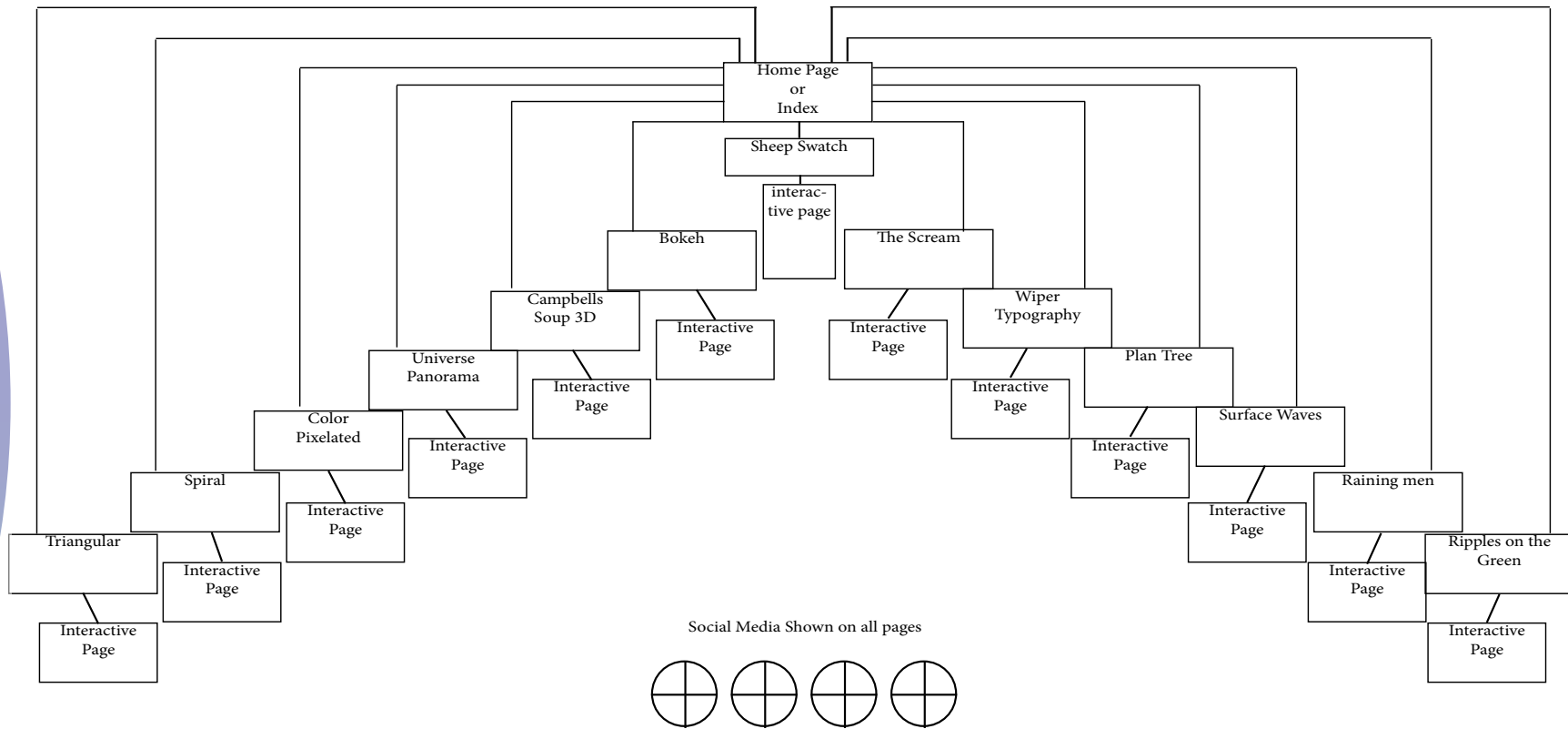
+ How well do you think the site takes into account the user experience?

The whole site is a user experience in and of itself, thus it depends on user interaction to function.

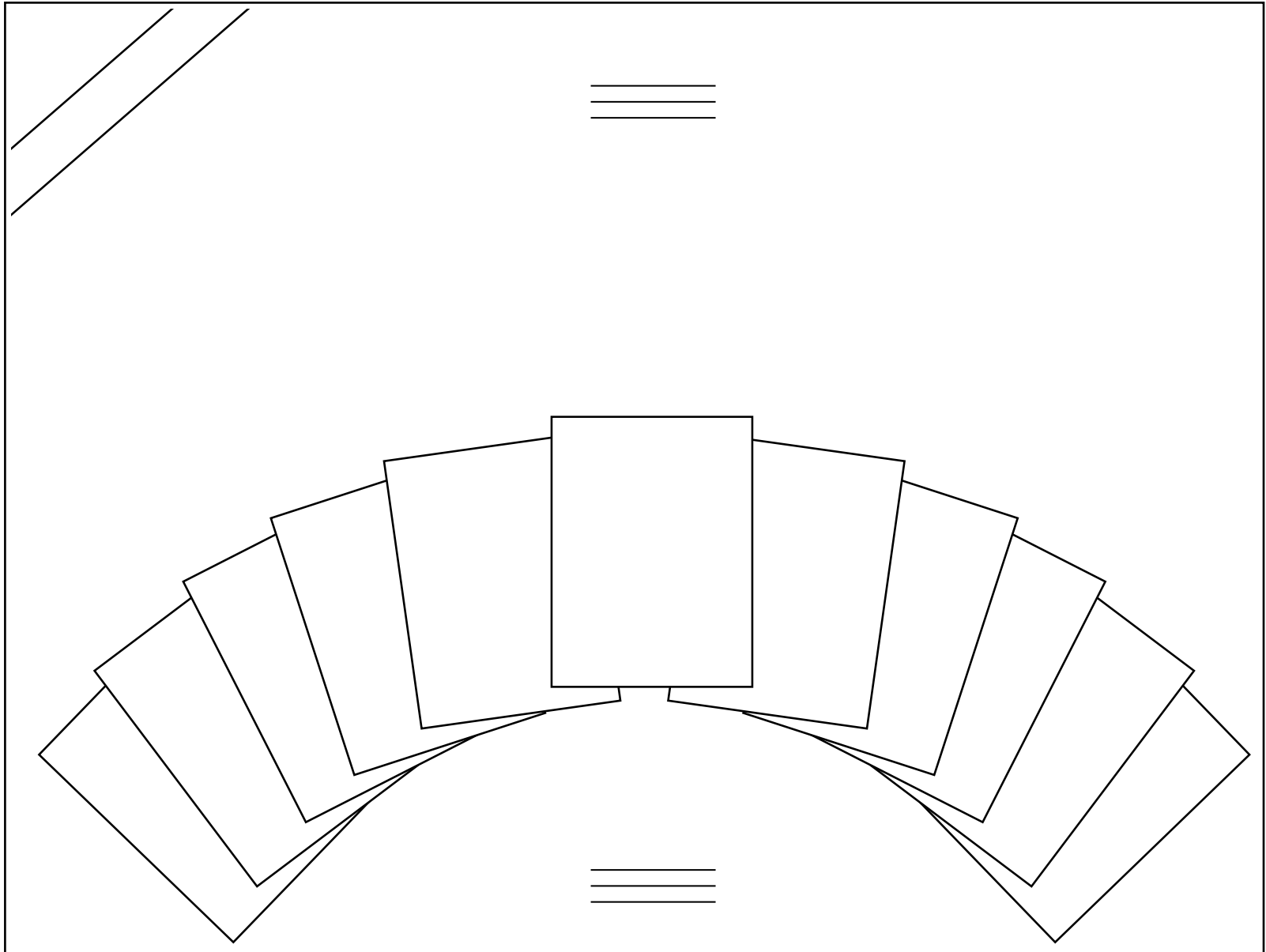
+ How does the site engage users?

The movement and colors of the wheel make the homepage unique. There is an inherent urge for the user to discover what each poster contain. Also the users are given the ability to share each poster in social media platforms and even download some of the subpages as screen savers.

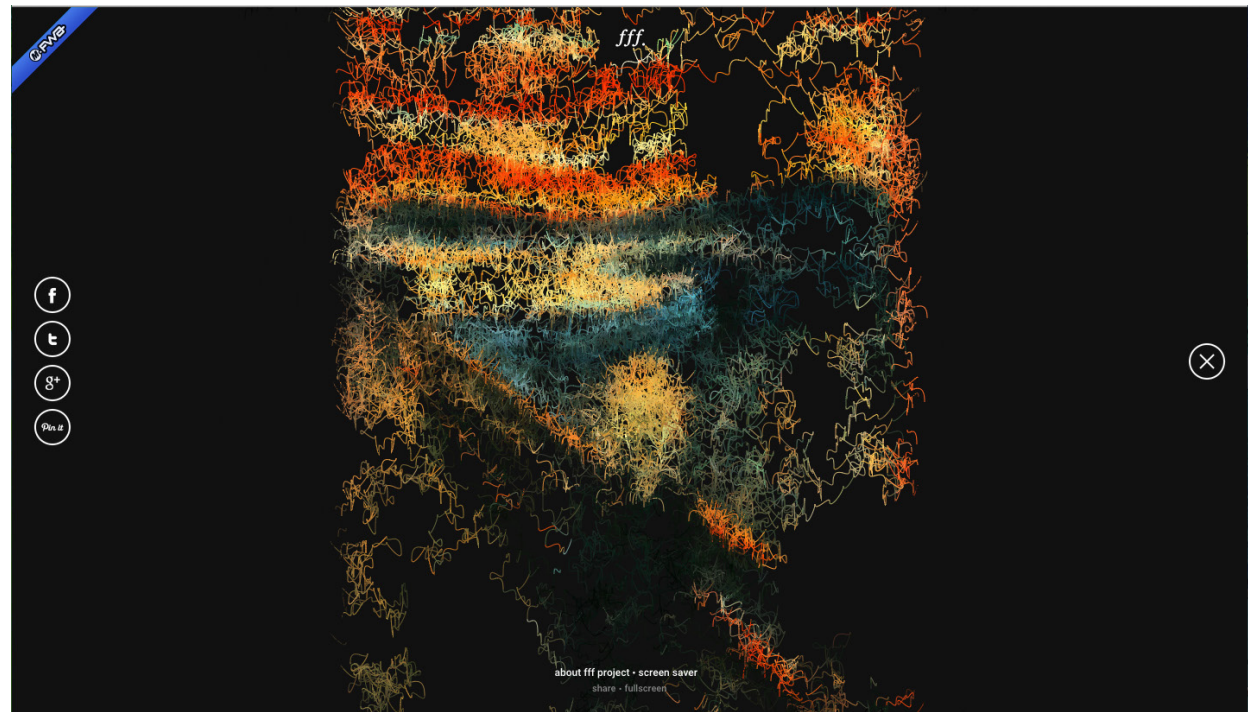
+ Analyze your site, and develop a site map that represents its structure, organization, and experience.



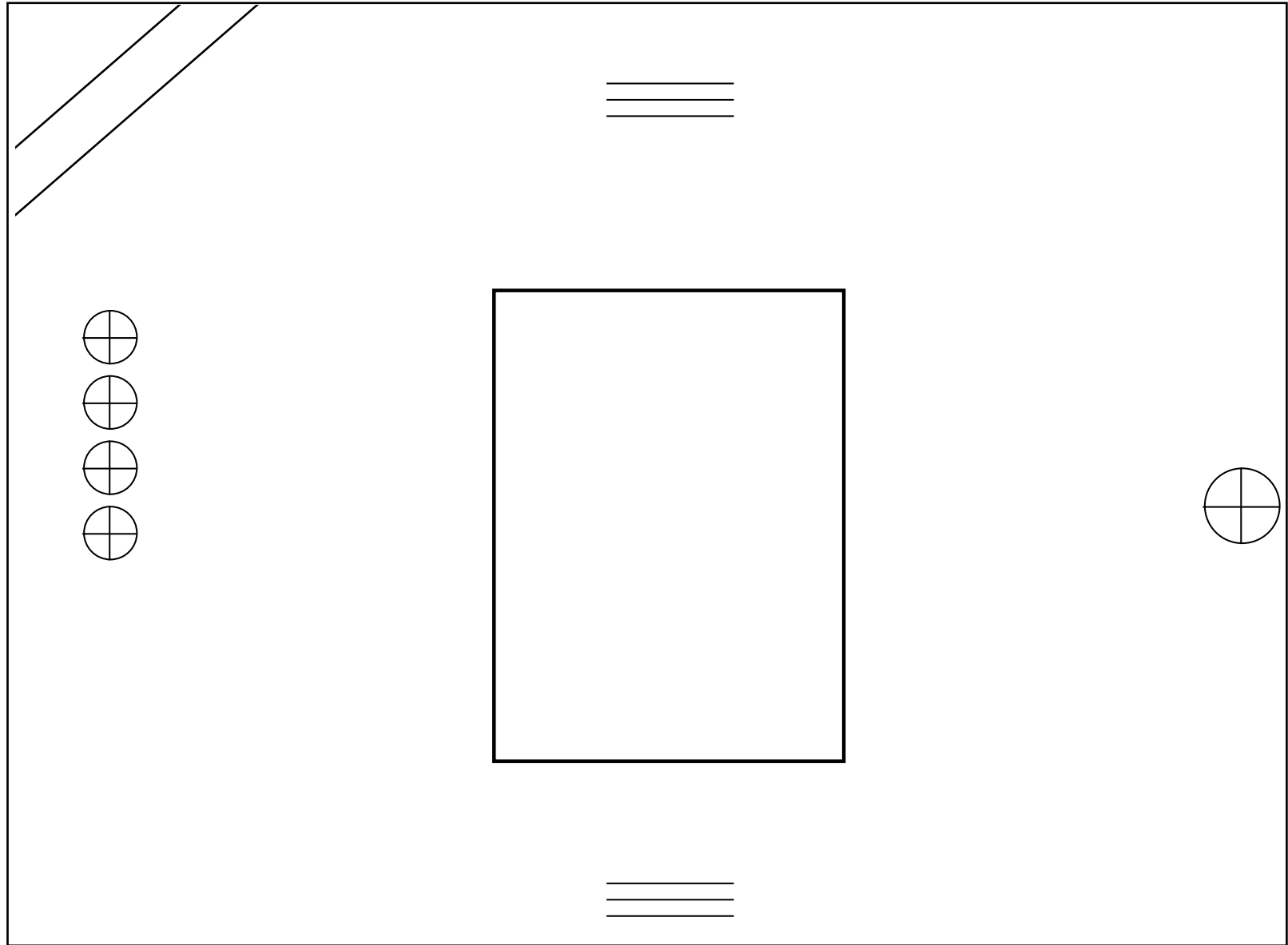
Homepage wireframe:



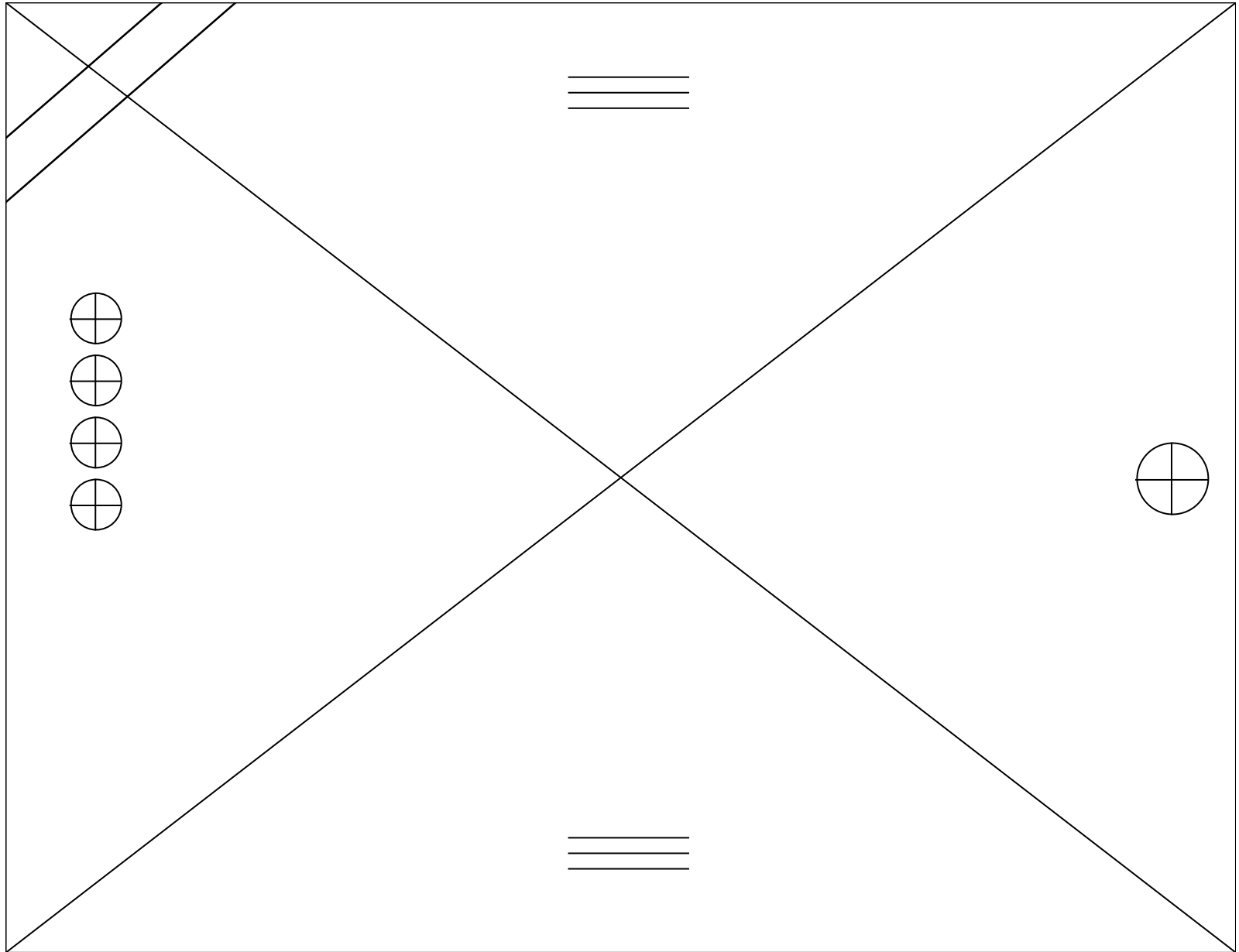
Subpage:



Subpage wireframe:



Subpage wireframe:



For other examples of Interactive Experiments visit: www.chromeexperiments.com

The image shows a screenshot of the Chrome Experiments website. At the top, the text "Chrome Experiments" is displayed on the left, and "Creative code for the web" is on the right. Below the header, there are navigation links: "MOBILE", "WEBGL", "TECHNOLOGIES", "THEMES", and "SEARCH". A "SUBMIT EXPERIMENT" button is located in the top right corner.

The main content area is divided into two sections. The first section is titled "FEATURED EXPERIMENTS" and contains two featured experiments:

- CROSSCODE** by Radical Fish Games: A game with a character in a blue and white outfit standing in a futuristic landscape with a large blue planet in the sky. The text "Press to start" and icons for a game controller and keyboard are visible.
- OIMO.JS** by Loth: A 3D visualization of many white dice scattered on a dark surface.

The second section is titled "ALL 1122 EXPERIMENTS" and contains a grid of smaller experiment thumbnails. The first row includes:

- BUNNY SPRITES** by Eduardo Dias Da Costa: A collection of small, glowing yellow bunny-like shapes.
- THE GLOBE OF ECONOMIC COMPLEXITY** by Owen Cornec & Romain Vuillemot: A globe with glowing green and blue lines connecting various regions.
- REAL SLOW** by Nithi Prasanpanich: A person's face with glowing purple and blue lines and dots overlaid, suggesting a neural network or data visualization.

The bottom row shows three more thumbnails:

- OMM**: A dark sphere with the letters "OMM" in white.
- A 3D visualization of a circular arena with several small, colorful objects (blue, green, yellow) and a white stick-like object.
- A 3D visualization of a complex, glowing structure resembling a stylized letter or symbol.