Project Definition

An educative, interactive website about *schizophrenia.*

Objectives & Goals

Provoding a reliable Turkish resource for people who wish to get informed about Schizophrenia, educating people about it and creating awareness about this underrecognized illness are the main goals of this project. This project aims to draw people's attention to the subject by means of an interactive website. Designing such an attractive website, that it will provide an enjoyable online experience even to the people who are not interested in the subject matter is intended also.

Criteria of Success

The project will be successful if the website arouses curiosity and makes the user want to learn more about the subject with its easy navigation and simple visual language.

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Target Audience/user

Internet users that are;
interested in learning about schizophrenia
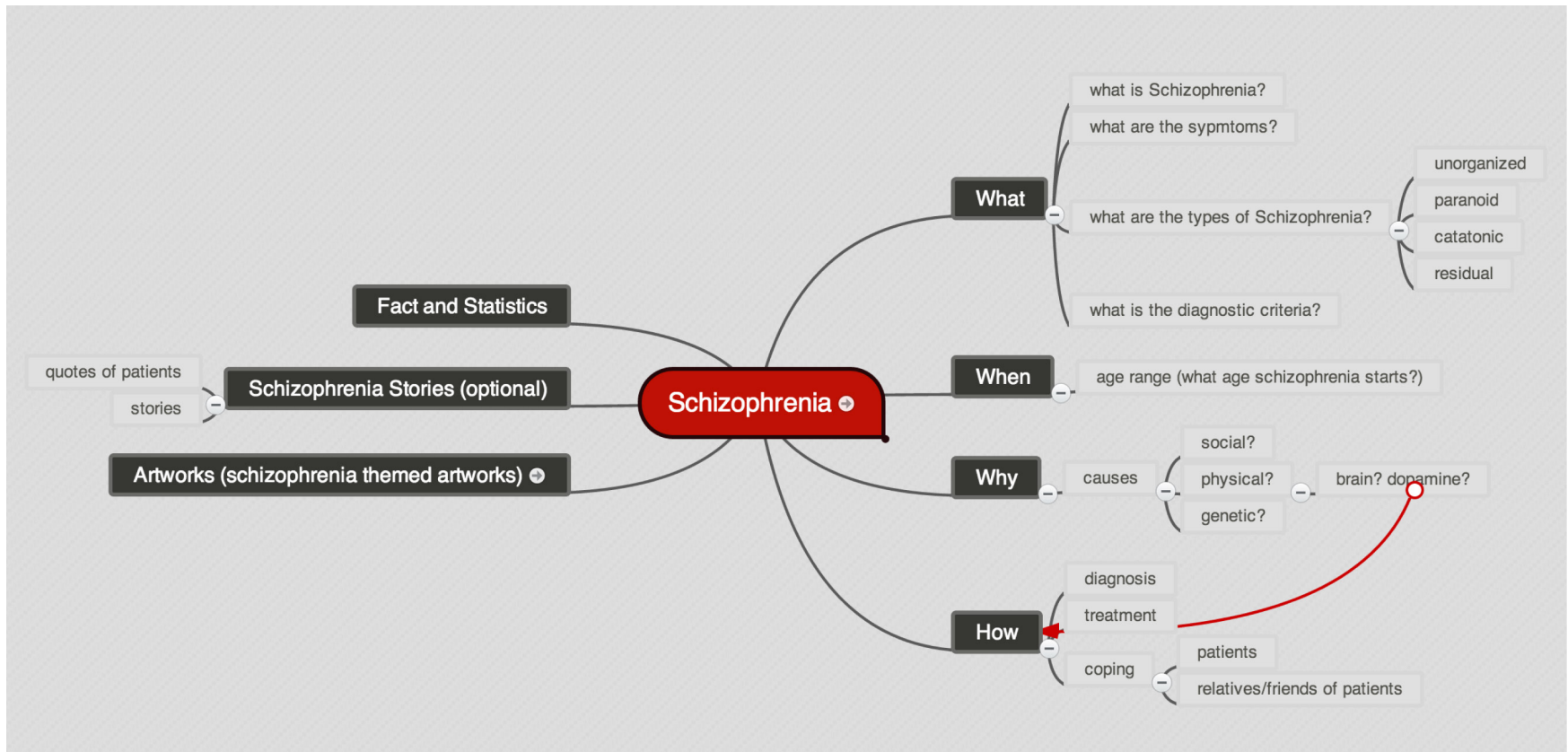*interested in graphic/interactive design*

Background Information

Eventhough I did not choose to study/work in this field, I have been very interested in psychology/psychiatry for many years and I simply wanted to work on a design project that includes psychology.

There are many resources out there for people who are interested in this field, however, there is not one single source (especially in Turkish language) that covers the basics of the subject clearly and simply enough to educate a person who does not have prior knowledge but has interest in this subject. Even I, as a person who claims to be very interesed in and wants to make a project about the subject, am not knowledgeable as I should be, for the sources available are very difficult to comphrehend due to the nature of the subject (academic terms etc.) especially when they are in English.

By working on this project, I will be gaining the experience of conceptualizing and finalizing a project all by myself, learning web design, finding chance to expand my knowledge about a subject that I am deeply interested in and hopefully time management skills.

Detailed Project Description

The interactive website aims to inform the audience about schizophrenia by providing the information as clearly as possible. The website will consist of seven main sections (*What, When, Why, How, Facts and Statistics, Schizophrenia Stories, Artwoks*) and sub-sections as shown below.

Scope Of The Project

This website will only cover the *basics* of schizophrenia and related information that is essential to understand this basics. It will not contain detailed scientific information, academic documents, any kind of videos and difficult terminology..

Required Know-how And Resources

: HTML 5

: Responsive design

: Help of a professional web designer

: Help of psychology department's people

Difficulties & Risks

The most significant risk would be not being able to fully design the website as I wished, for I'll be learning to code and design a website from scratch.

Phases Of The Project

: In depth research about the subject

: Finding a reliable source

: Designing the interface

    navigation

    style

: Creating the visuals

    illustrations

: Learning web design / related softwares

    html 5

    flash (if necessary)

: Getting a domain for the website

: Testing and publishing the website

: Making a documentation about the project

bibliography and references

http://www.brainline.org/multimedia/interactive_brain/the_human_brain.html

http://www.opencolleges.edu.au/informed/learning-strategies/

http://www.kaahe.org/health/en/712-panic-disorder/interact.html

http://www.nobelprize.org/educational/medicine/split-brain/splitbrainexp.html

http://www.nobelprize.org/educational/medicine/bloodtypinggame/game/index.html

http://keltymentalhealth.ca/healthy-living/healthy-thinking/older

http://www.bbc.co.uk/science/humanbody/body/interactives/organs/brainmap/

http://ukcatalogue.oup.com/category/academic/pn/neuroscience.-do?sortby=bookTitleAscend&nType=2

http://ocw.mit.edu/courses/#brain-and-cognitive-sciences

http://nhscience.lonestar.edu/biol/ap1int.htm