Group C
Ense 271
Low Fidelity Design Principles

Mapping: Mapping is a critical principle to focus on when designing the low fidelity web pages because we believe that the main issues about the current iteration of the website are directly related to the layout of the information and interactables. Some mapping issues of the live iteration of the website is that the layout of the information is confusing, the amount of information presented is overwhelming, and the inclusion of some visual aspects of the website is unnecessary. To remedy these issues, the main goals of our low fidelity prototypes is to simplify the user interface by choosing what to prioritize and what to show to the user and better visually organize that information. For our prototypes, each iteration has their own interpretation on clean and informational mapping; one prototype focuses on mapping that showcases images and videos while we have another prototype that has mapping which focuses on displaying a wide amount of information in a controlled design.

Affordance: Affordance is another important aspect to consider when improving on the user interface. A website with great affordance is important because it helps guide the user on what and where the user should interact with. Good affordance helps viewers by indirectly letting them know on what to click on next. An example of affordance usage within our prototypes is button size; button size is used to let the viewer know what is important. For example, the resources, volunteers, and donators buttons, they are designed to be larger than the rest to indicate that this is where very important information is depending on the user type; these are the user demographics that OSI-Can focuses on.

Discoverability & understandability: Considering the discoverability and understandability is very important for OSI-Can when developing a redesign. This was an aspect we found that needed special care because the current iteration of the OSI-Can website had missing discoverability & understandability features. For example, there is a webpage that displays several websites and articles, but the displays had no explanation or context. This will likely cause users to not be inclined to click on these resources because they do not have an idea on why they should. So to fix this issue, our prototypes include many understandable features, such as having small descriptions next to text resources or websites to give to the user before they click on links. This will help users discover the correct information that they need.