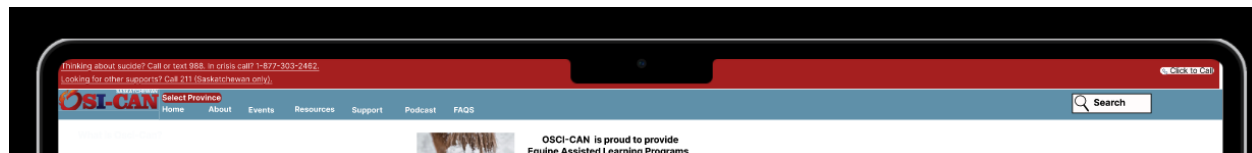


Group C – OSI-CAN High-Fidelity Prototype Insights

This is Insights report from the usability evolutions conducted on the OSI-CAN HFPs for both desktop and mobile version. The evaluation process included structured questions and feedback sessions with clients and classmates. There are several critical opportunities for improvement in both versions, we need to add more visual consistency, and information must be well architecture.

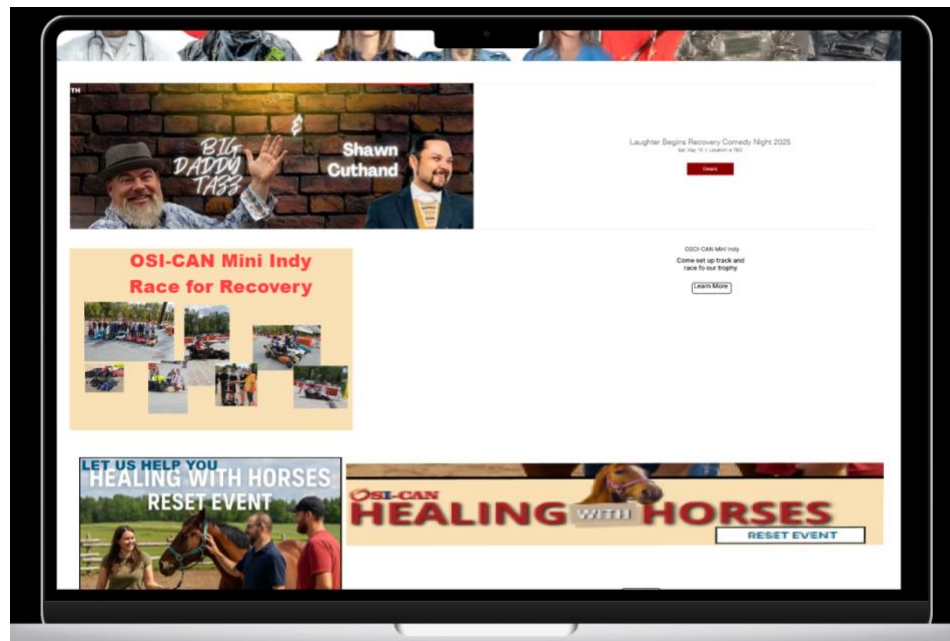
For Desktop we got several feedback from both the client and classmates.

- All the components need enlargement as they were skewed in the design process.



We can see that on a normal laptop screen the Navigation menu is not visible.

- Another important aspect that we can implement in the desktop version is to put the donate button at the very top near the navigation menu. Both pictures above will show no donate button but there is Donation Center menu.
- Event cards can be organized neatly with same aspect photos and equal spacing this is another opportunity where we can apply GESALT Theory.



For mobile version here are the feedback we received.

- Classmates suggest that we have a hamburger menu instead of drop-down menu with a closing feature on the menu.



- Smaller logo and a change in layout increase the size of Donate and Volunteer buttons to apprise the target users and guide them where they need to go.
- Programs & Events should be separated as they are focused on different user base, Events are the general fundraising events OSI-CAN has organized and programs are for the Victims of PTSD of workplace.

