

Hi-Fi Ideas

Team Aeoniums

After our discussion with Charlene and Colleen for activity 2, we combined our prototypes from different sections to create our initial final prototype. Our combined prototype consisted of an understandable yet desirable and aesthetically pleasing website. Our main concepts we implemented were the **discoverability, understandability, and the threshold and ceiling idea**.

When building our HiFi prototypes, we knew that the SKCDA website was not ideal at the moment. We wanted to bring forward the idea of discoverability to ensure that the user would not end up getting lost within the website as the current SKCDA has this issue. We arranged our website in a manner that all important information needing to be highlighted is presented effectively. We have our header with each section of the website clearly stated as well as our footer with clear icons to represent each of the header tabs in a universally accepted symbol. In doing this the user should be able to click directly on the footer rather than having to scroll each time to the header. We also have the podcast and archived events clearly shown in widget format so that it draws a user's curiosity leading them to enter more tabs and discover our site further. On the top right there is also a login section so members of SKCDA can immediately login from there, which could in turn save time on behalf of the user.

Another concept focus we had was understandability. Both understandability and discoverability go hand in hand. We wanted to implement a simple yet effective design for the HiFi prototype. We did this by clearly having well-labelled headers and footers, this allows the user to understand each component of the site in a clear and concise manner. While the current SKCDA website has many drop down menus, we decided to keep everything arranged in a manner so that all pages are clearly on the header and directly accessible. We also made the events page clear and cut in the sense that users have a calendar that they can refer to and see any upcoming events directly on there, allowing more clarity for upcoming and previous events.

Our next idea we implemented was the threshold and ceiling. As many ENSE271 students have learned, Software Engineers should thrive to create applications with low threshold and high ceiling types. So that the user has an easy time learning about what the SKCDA has to offer and makes the most out of the site all while feeling like they gained knowledge in the realm of SKCDA and that it drives membership. We were able to do this by relating to the idea of understandability to ensure that users are clearly able to see what the SKCDA's goals are. This was done by implementing the mission and services on the landing page. We also added the social media widgets and the events tab so that the user is able to see what the SKCDA events are like. We also placed a **"Join Now"** button on the landing page to instil that idea for the user to join or even consider joining SKCDA as a member. We also kept our individual pages to a minimal level with information only about the related topic. We also clearly laid out the membership types SKCDA offers to ensure that it is not a considered barrier of entry since many people have different situations when it comes to paying.

All in all, our implementation of these concepts allowed us to create an appealing prototype that effectively uses discoverability, understandability, and the threshold and ceiling idea. With these concepts adhering to the original goals of our Northstar customers and any new users.