Activity #2

Low-Fidelity prototype exploration

   The following design ideas have been taken in consideration while exploring this project so far:

1. Bridging the Gulf of Execution and Evaluation: The discoverability, affordance and signifiers used to explain the item information after the click event and to learn the flow of it. For example, share, location is shown by the signifiers to understand the idea behind it.
2. Fast feedback cycle is helping us to iterate the process again to find the and think more about the requirement of the project and to understand the requirements of the project.
3. Understanding the carryover customer to implement the carryover process to attract the user for the future visits and to get involved.
4. The main idea of not thinking of myself as the user and to deliver what is required.
5. Understanding various user cases and scenarios to learn the projected user behavior.
6. Focusing on Natural mapping to let the user know the right location to search and navigate certain things. For example, for the windows user, searching the settings will replicate the things for the search on the web, related articles on the right pane in the project too.
7. Trying to implement design ideas free from Semantic and Logical constraints.
8. Brainstorming to think and implement the right design for the customer.
9. Following Visualization techniques to understand the user need, like Affinity diagrams, Lo-fi and digital wayfinding's diagrams