HCI PRINCIPLES OF THE WEBPAGE I DESIGNED

* Know the User

It is important to know the user of what you are going to create because if we don’t, a webpage is useless. I made this project for teenagers and young adults who are interested in MOBA games, and other gaming stuffs because it is one of the popular things in the internet nowadays. Most teenagers also like seeing a cool design than looking at a simple one, so I tried my best to make it appealing but I didn’t overdo it because I still believe that simplicity is beauty.

* Understand the Task

This webpage is created to make the users updated, share information, and even help them where and how to download a game they want to play. Another purpose of this webpage is to promote the products (games) of the company because a webpage is useful if you want to introduce your product to people.

* Strive for Consistency

I tried my best to make it look balanced. Fonts, Alignments, and Colors.

I also focused on how to make it look organized and manageable because it is important to apply the basic knowledge of the users in order to have a good communication with the computer to avoid confusion and complication.