




ENSE 271 / Winter 2023 / Activity 2 / low-fidelity prototypes link to design ideas
Team: Feedbackers

Over our effort towards lo-fi prototypes, our team tried to imply terms we discussed in class.
Like:

- digital wayfinding:
some of our team members made a representation of mind map to keep the user aware of what page of the website they are at. A thumbnail of the buttons at the top corner of each page with keeping the current page colourful and blurring out the rest of buttons.

At the main page	Example of the other pages	
		

- affordances:
the shadow of the buttons above, gives the user the idea that the buttons are clickable. User clicks the button (input), the browser changes the current page to another one (output). The same concept applied to the links over the website.
- Gestalt:
 - o Mish & Blocks:

services page:

