## **Good Design:**

Strengths:

* People – easily accessible to users with a wide range of knowledge.
* Activities – allows for researching of topics, and has a search feature to assist in finding information
* Context – layout makes sense to anyone looking for information, all information contains sources too
* Technology – uses laptop/monitor screen space well, runs well on all major internet browsers, and allows for ease of access with search functionality

Weaknesses:

* People – can be overwhelming to new players
* Activities – some oddly placed information can be hard to find
* Context – not officially licensed so some names are changed, and some resources omitted
* Technology – becomes overcrowded and messy on phones, search feature can be hard to use when feats and spells have the same name

## **Bad Design:**

Strengths:

* People – easy to read, accessible to most people
* Activities – allows for browsing of books by chapter
* Context – officially licensed from the publisher
* Technology – uses laptop/monitor screen space well, and runs well on all major internet browsers

Weaknesses:

* People – not friendly to people without categorical knowledge of the products
* Activities – effective researching is impossible since each page is loaded individually, and cross book information isn’t shared
* Context – not all the information in the books is provided, so what the user is looking for might not even be there
* Technology – separation of information slows down the use of the site, the page isn’t very responsive, and with no search function looking anything up takes time and energy