

Exploring Low-Fidelity Prototypes

Below are the topics covered in ENSE 271 course, that we have incorporated into our low-fidelity prototypes:

- Affordances present opportunities for interaction, providing users with Intuitive signals on how to use an interface. For example, in our prototypes, we've ensured that clickable elements like buttons and links are easily identifiable. Buttons are designed to appear "pressable," and links are underlined or highlighted, thereby clearly indicating their functionality.
- We have included a signifier button on the website's homepage navigation bar, which will help users to locate appropriate sections of the site, the button shows various sub-sections and once clicked, it directs them to the desired section of the website.
- Our prototypes follow the Gestalt principles of similarity and continuity to provide a good user experience. Similar functions/objects have similar designs over the site (similarity), The navigation bar remains constant and unchanged all over the website (continuity). The goal is to ensure that users naturally understand and navigate the site with ease.
- We've incorporated logical constraints in our designs, which include warnings for invalid operations and separate options to solve the query.