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Communication Design Fundamentals

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**Design System Proposal**

For this project, I plan to design a program that I am making for my Fundamentals of Programming and Computer Science term project. The goal of this program is to first get the primary facial shape of the user, and then to use that information to recommend what style of glasses would look the most flattering on them. Finally, the user will be able to place the glasses on their face to see how they look, take a picture of themself wearing the glasses, and try on different pairs as well.

Anyone would use this system if they need a new pair of glasses and are curious what style would flatter their face the most. The purpose of this project is to add some structure to the task of researching glasses styles: in simpler terms, supply the user with information they didn’t have before. The primary content of this project is divided into several sections. First, the user will need to be instructed how to take a good photo of their face to use with the program. Next, the user will need to be instructed how to help the program determine face shape by dragging several dots onto key points on their face. Then, I will need to come up with a clean and friendly way to present the information that my program generates about facial shape, along with why the program came up with this result. The program will also need to present the type of glasses that this means the user should wear, and friendly information on why they should wear that specific style (e.g. your face shape is square because… and this type of glasses would look flattering because…”). After this, they will need to be easily presented with the option to try glasses on. At that point, they can select and try on different pairs of glasses or take and save photos of themselves. I will also need to present information on where I got my research on facial features and glasses styles from, probably in the form of a clickable works cited page. This is because aesthetics can be widely subjective, and I want the user to have some security that my recommendations are based in fact.

The two major design goals of this project are simplicity and stylishness. Because this product is targeted to a broad audience of users, it will need to be easy to use with lots of instructions. A major feature of this project is walking the user through how to give my program the information it needs. These instructions will need to be very simple to understand: I want the use of my program to feel natural. In addition to an easy to use program, I want my program to be stylish. This is because I am recommending styles to people, and my program should make the user feel like they can trust its advice on aesthetics. If the program looks clean and stylish, users will feel comfortable using it to make themselves look more stylish.

This project is very feasible. Designing this project in this class will allow me to really focus on the user experience in a meaningful way. User experience is a huge portion of my project, because my project is meant to help people achieve information they might not necessarily have, and they therefore will need to have a pleasant time using my program. My main tasks will be presenting this new information and giving easy to understand instructions. These two things will rely on all of the skills I have developed in Communication Design: type hierarchy, presenting important information, and giving clear instructions.