Final Colory

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For my final project, I choose to update my Color Theory Game. During the class critiques, I learned that my original color theory game had ignored the needs of the user. A well-designed experience must solve user problems. In this case, a child (3-5 years old) is the target user; therefore, the experience must be child-friendly. My original mockup was not child-friendly and was difficult to use. Designing for a different user group (one which I'm not included in) is arguably a difficult design problem. For this reason, I choose to redesign my color theory game/app.

In this project, I will focus on the User Interface iteration process. I will demonstrate the steps I took to create the user interface. The final product is a collection of 3 different UIs: a wireframe, mockup, and hi-fidelity prototype. Each of these UIs will demonstrate how my original Color Theory Game was improved. Additionally, the interactive prototype will allow me to begin collecting user feedback/testing.

Due to time constraints, I will not attempt to program the experience. Moreover, a lot of javascript and advance software frameworks will need to be implemented. Despite having some of these skills, I believe most of the programming will be outside of the scope of this class! For this reason, I decided to only focus on user interactions and not the technical implementation.

I believe having a robust user interface/experience is more important than programming. Well designed applications are built by thoroughly designing and testing before programming. I hope that by the end of this project I will be able to move on to the next stage of designing: user testing and feedback. I hope to have a fully functional and documented application (Good Portfolio Piece) by the end of this Summer.

I will make sure to share the completed application!