

Discussed Design Ideas

Specifically when starting in the WordPress environment, we were able to implement and run through the Service Design Cycle. (Discover, Explore, Test, Listen) For the majority of the time, we were able to come together as a group and sit down to discover the basics of WordPress, Elementor, and the use of plugins to construct a basic foundation of design. Once we were comfortable with what we had, we explored more into enhancing what we built, such as keeping things consistent by applying a themed template. This also strays into the “discover” part of the cycle because we were able to go through and somewhat replicate our prototype design, but after some time, we resorted to implementing another design. This brings in the “Don't marry your first design” aspect that is always taught in engineering. Due to this being one of our first official touches with making a full-fledged site on WordPress, the initial testing and demo presentation to the customers becomes a very valuable step in the Service Design Cycle. We were able to quickly gather feedback on what we've discovered and explored as a group. With new information, we will be able to run through this cycle again more efficiently once we start implementing their feedback and finishing up the website.

Throughout the website, it was important to highlight what is intractable, and throughout the website we implemented buttons. Buttons are a great signifier that immediately communicates functionality (pressing/clicking), and the text within it conveys the result of the user's action. A “Learn more” button was used as an aid to a quick explanation of an SDG, which immediately links to our in-depth descriptions and context on a separate page, rather than overcrowding the home page.

Within our website, the Gulf of Evaluation was a high priority in terms of what the user should expect. This was especially used with our header and buttons. Our header has 5 buttons with names indicating what pages exist on the site and where the user can navigate throughout their journey. Seeing the header button “Home” will give the user the evaluation that this should lead them to a homepage with the Gulf of Execution being that it will lead the user to the Home Page. The same principles are used for the rest of the header and site navigation with the Gulf of Evaluation being related to what the button text says the Execution referring to the action of the user to navigate to the desired page.

Our website design also encompasses the use of Forced Behaviour in that we have numerous buttons and links on all pages to push the user to our Regina Six SDG and All SDGs

pages. This in turn provides the user to lead to the information that they would otherwise be looking for and allows for more interaction on the site.