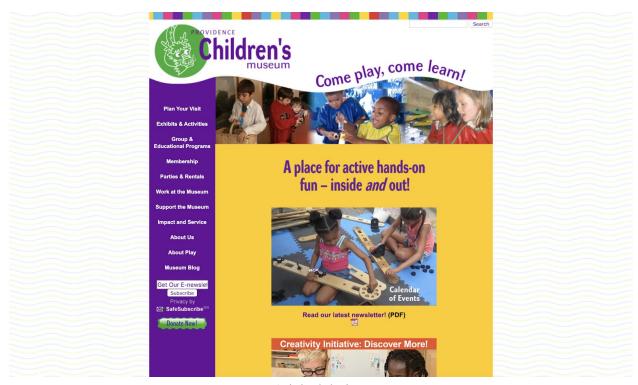
Redesigning the Providence Children's Museum Website

The Providence Children's Museum

http://www.childrenmuseum.org/

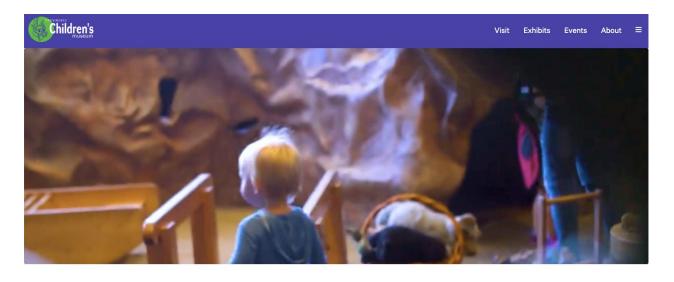


Original design

Founded in the 1970's, the <u>Providence Children's Museum</u> originated in Pawtucket as the first and only children's museum in Rhode Island. Since relocating to Providence in 1997, the museum has attracted over 2.5 million visitors through its interactive exhibits and hands-on learning environments. Currently, its website provides information about visiting, current exhibits, how to support the museum, and more; however, the website's inconsistent and unorganized design makes it difficult to find pertinent information. Furthermore, the lack of responsiveness makes it difficult to use on other screen sizes.

Our goal is to redesign the homepage, focusing on improving its usability and aesthetic appearance. We started with finding problems with the current interface and making 6 low-fidelity wireframes. Then, we focused on the homepage and exhibits page, making high-fidelity screens followed by annotated mockups. Finally, we created the responsive homepage.

Additional screenshots of the original website can be found in screenshots.pdf.



Featured Exhibits



Our redesign

Usability Redesign

Currently, the original interface has many problems with inconsistency and disorganization that detract from the user experience. We organized these problems based on <u>usability.gov</u>'s criteria: intuitive design, ease of learning, efficiency of use, and memorability. Then, we developed solutions to each problem for our redesigned interface, incorporating them into our low-fidelity wireframes in Balsamiq. Finally, we made a wireframe navigation flowchart.

Usability Improvements

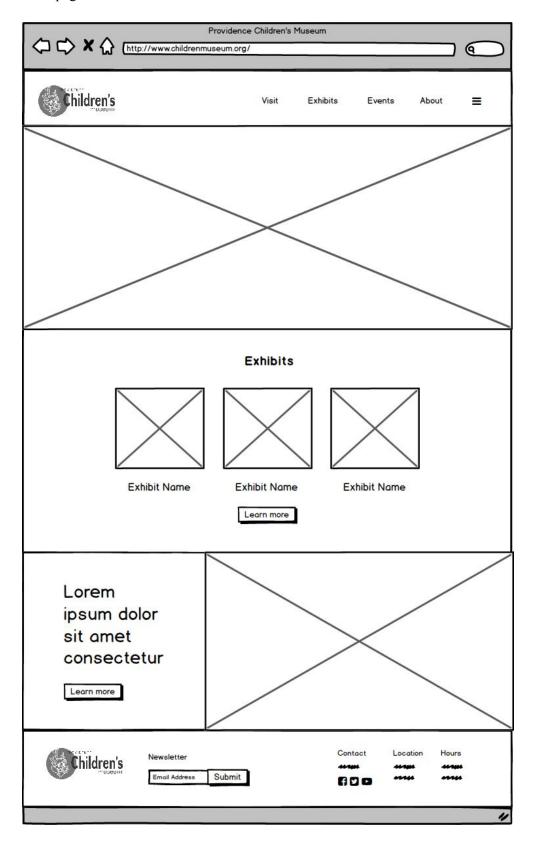
	Original Interface	Redesigned Interface
Intuitive Design	 11 item navigation bar is overly complex/hard to understand Some navigation links lead to a blank (missing/error) page It is unclear that links in navigation bar are categories and not actual web pages Not obvious some links in navigation bar are external and take users away from original site Uses flashing images as links to web pages - difficult for users 	 Navigation bar at top reduced to 4 main items most relevant to users Secondary navigation links located inside menu sidebar Removed error pages and external links from navigation bar Consolidated related information and pages to simplify overall navigation On hover, an underline appears to show users the navigation links are clickable Removed flashing images and

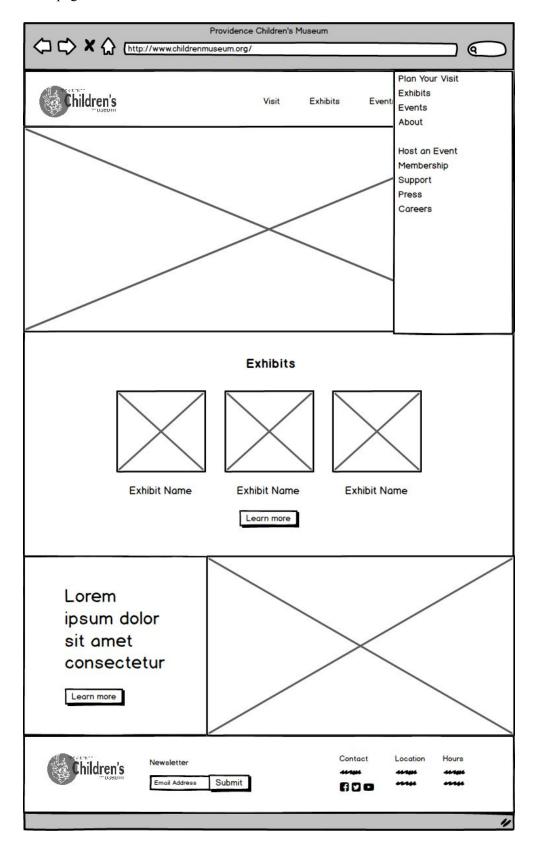
	to revisit the page as image is constantly changing	added clear buttons so it would be obvious to the user what they're clicking on
Ease of Learning	 Inconsistent page layouts make it hard for new users to accomplish basic tasks Small buttons are challenging to see at first glance 	 Uniform/consistent layout across site increases ease of use Clear buttons with large text helps new users better navigate site
Efficiency of Use	 Pages contain large blocks of text - users must read slowly and may miss important information Difficult to view and compare exhibits (each exhibit is in an individual link and users need to go back and forth between pages) Related information is located on multiple different pages 	 Small blocks of text deliver information quickly and efficiently Added pictures and brief description of each exhibit to the Exhibits page to increase efficiency Consolidated all related information in our redesign (e.g. new "Visit" page consolidates 2 original pages "Hours and Admission" and "Directions and Parking")
Memorability	 Information is disorganized and scatteredeven for experienced users, navigation is difficult due to the sheer amount of content under each heading Difficult to remember on which page the information you need is located Difficult to remember the path taken to a specific page since there is no feedback as to which link was clicked in the navigation bar 	 Each link in navigation bar takes users to a page they can navigate to - there, they can find the specific destination page they're searching for. This eliminates the confusion of having multiple dropdown options under each heading. Line appears underneath the heading each user selected, helping them understand what they clicked on to navigate more efficiently in the future

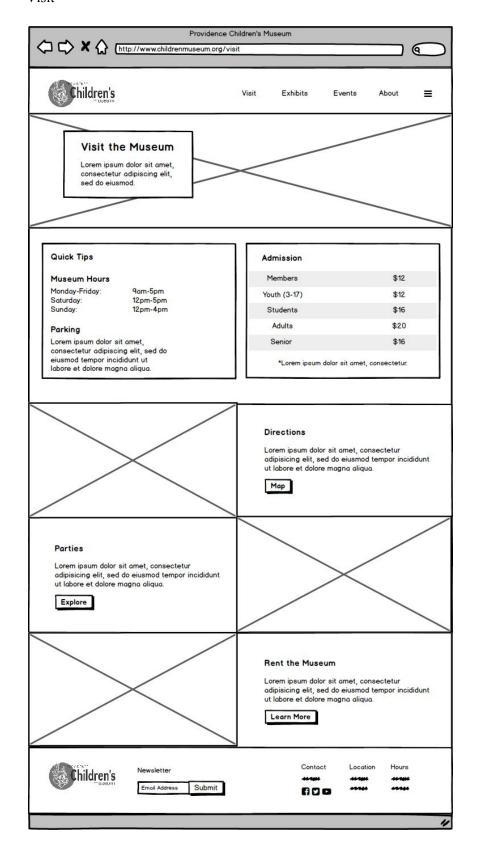
Wireframes (also in wireframes folder)

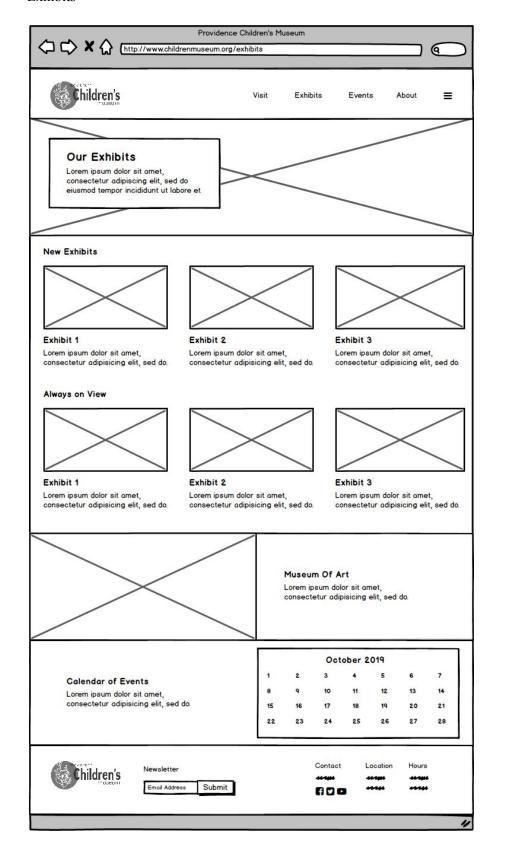
- 1. Homepage
- 2. Homepage with menu visible
- 3. Visit
- 4. Exhibits
- 5. About
- 6. Support
- 7. Careers

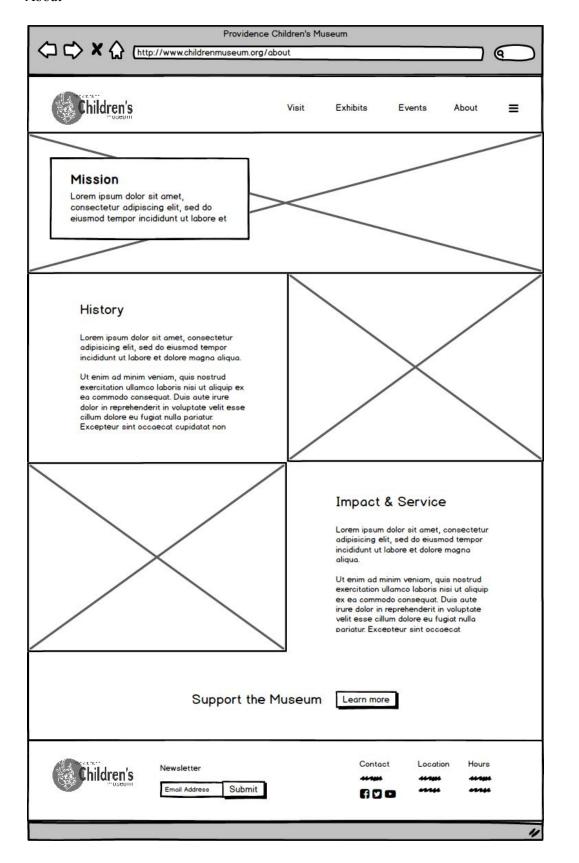
Homepage

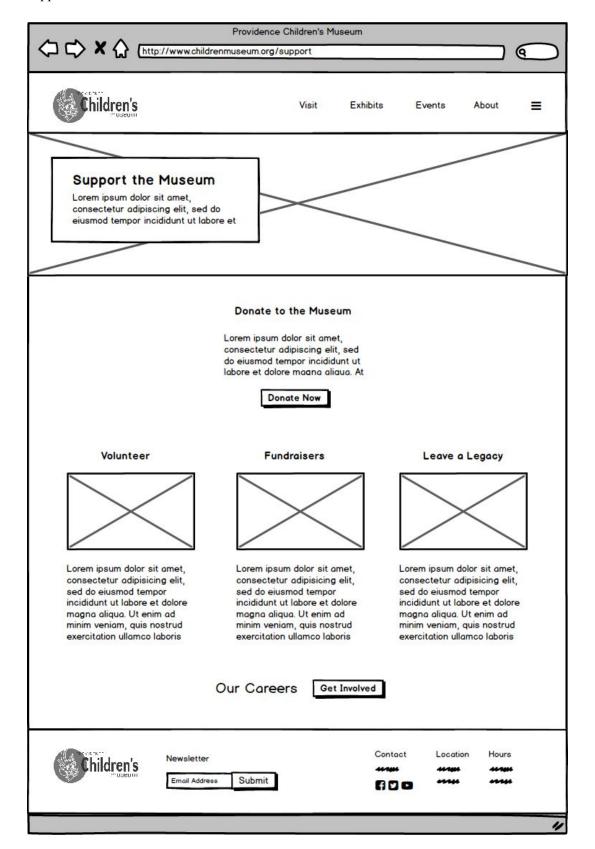


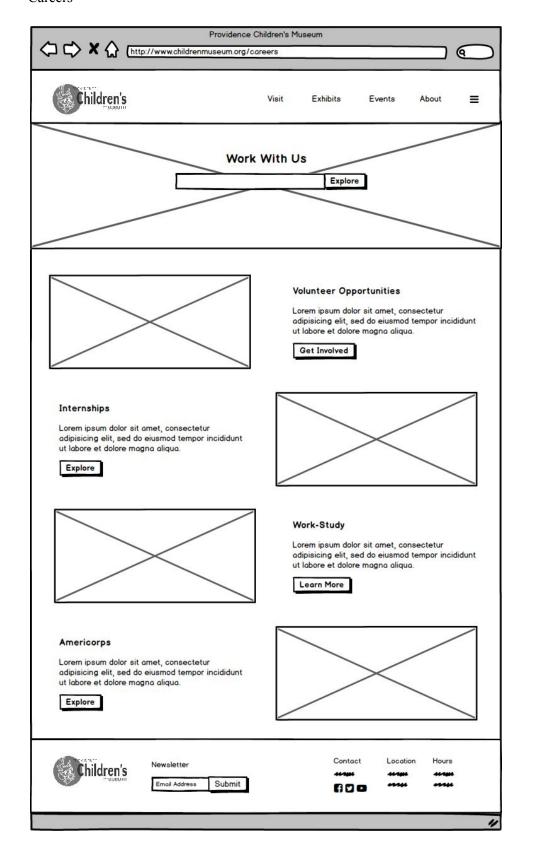






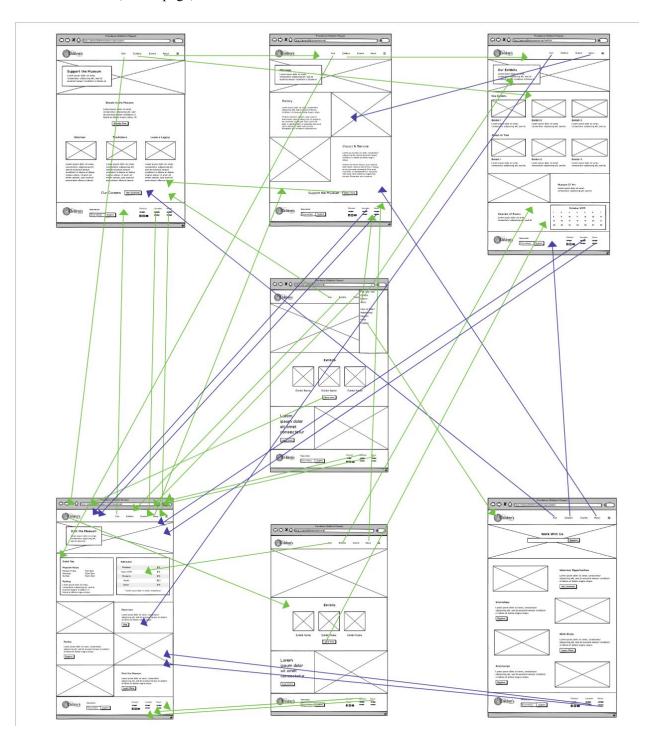






Wireframe Navigation Flowchart

Top row: Support, About, Exhibits Middle row: Homepage with menu visible Bottom row: Visit, Homepage, Careers



Essentially, the navigation bar at the top facilitates easier navigation to key webpages (Visit, Exhibits, Events, and About). Buttons on each webpage help the user quickly find related information.

View larger image (wireframes flowchart.jpg) in the zip folder.

Visual Redesign

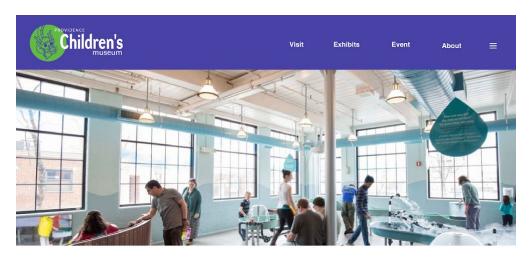
Design Choices

Based on our wireframes, we made high-fidelity mockups of the homepage and exhibits page using Adobe XD, making many design changes to improve the user experience. To improve readability, we used small blocks of text, bolded headings, 2 accent colors from the logo, a grid layout for exhibit information, and increased white space in the layout. We aligned images and text in a consistent manner to better organize page content, increasing image size to make the page layout more accessible. We implemented an underline in the navigation bar which appears on hover to indicate clickable links. To highlight pages with key information, we relocated the shortened navigation bar to the top. Important information (e.g., the museum's address and hours) is now displayed in the footer.

High-Fidelity Mockups (also in visual redesign folder)

- 1. Homepage
- 2. Exhibits page

Homepage



Featured Exhibits



Water Ways
Discover the swirling, whirling ways of water in an all-new water play environment!



Play Power

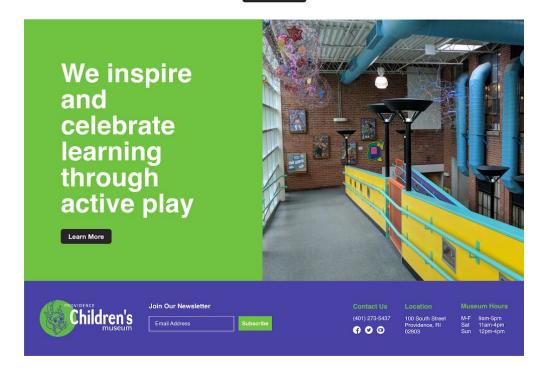
Send objects soaring through air tubes and celebrate the power of children's play.



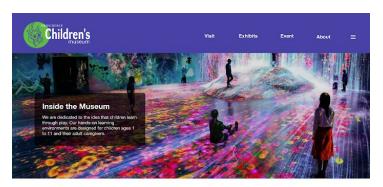
Children's Garden

Explore a garden of native plants, a perfect place for a picnic funch or active play.

Learn More



Exhibits



New Exhibits



Water Ways
Discover the swirling, whirling ways of water in an all-new water play environment!



Play Power Send objects soaring through air tubes and releases the present of children's play.



Children's Garden Explore a garden of native plants, a perfect place for a pionic function active play.



The Climber Wriggle and stretch the high climbing maze.

Always on View



Thinkspace

Experiment with shapes and spaces through hands-on puzzles and challenges.



Littlewoods
Climb into a tree house in an enchanting woodland environment.



Discovery Studio

Vibrant space designed for science and nat exploration and art experimentation.



Strings Attached
Bring marionettes to life and I



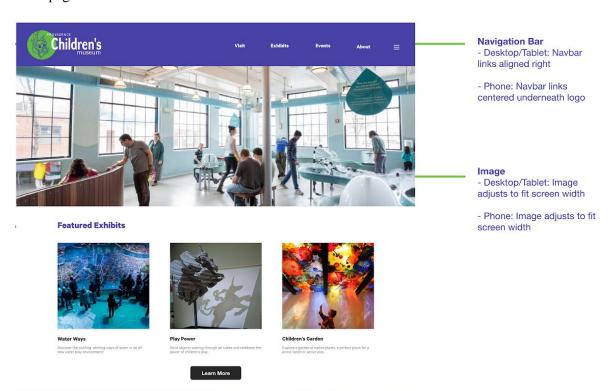


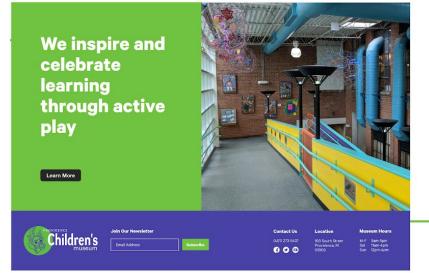
Responsive Redesign

To add responsiveness to our visual redesign, we made annotated mockups to describe how different interface elements change for three screen sizes: a smartphone and tablet in portrait orientation, and a 4K widescreen desktop monitor.

Annotated Mockups (also in annotated mockups folder)

Homepage



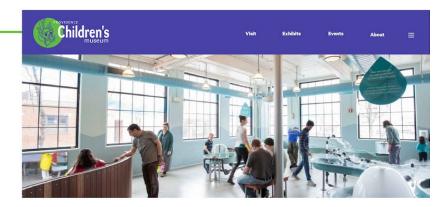


Footer

- Desktop/Tablet: All footer content and logo are displayed in single horizontal row that adjusts to fit screen width Logo is left aligned
- Phone:
 Each of the 4 footer content items (newsletter, contact us, location, museum hours) are displayed in a 2 x 2 grid Logo is displayed above 2 x 2 grid and centered

Logo

- Desktop/Tablet: Aligned left
- Phone: Logo centered



Featured Exhibits Section

- Desktop/Tablet:

Title text aligned left 3 images are displayed in a row that adjust to fit screen width

- Phone:

Title text centered 3 images are displayed in a single vertical column Adjust text size to scale

Featured Exhibits







Play Power

Send objects soaring through air tubes and celebrate accuracy of children's play.



Children's Garden Explore a garden of native plants, a perfect place for

Learn More

Text & Image Section

- Desktop/Tablet:

Text and image are displayed in a single horizontal row with text on the left and image on the right

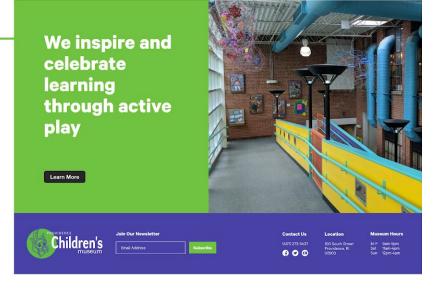
Image is 50% of screen Text and button aligned left

- Phone:

Text and image are displayed in a single vertical column with the image displayed above the text

Image fills width of entire screen

Text and button centered



Exhibits

Children's Museum Redesign Exhibits Page Annotated Visual Design

Desktop/Tablet:

Section title ("New Exhibits" and "Always on View" anchor left

Text and rectangle left aligned on image, carousel images with arrow pop-ups occurring when hover left and right of the carousel

Phone:

Section title center on screen
Decrease image size to carousel on page,
show only one and half of the second exhibit in
the carousel on load, users can swipe right to
see additional exhibits
Adjust text size to scale

Desktop/Tablet:

Pin image to left of screen, fill 50% of screen width, overflow: hidden;

Phone:

Image moves above text, fill width of screen

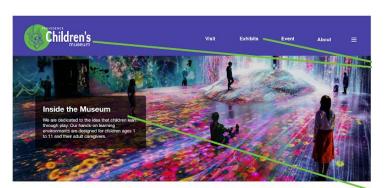
Button and text center to screen

Desktop/Tablet:

Constant size, anchor left Text and button align left

Phone

Calendar shifts above text on screen Calendar only shows three weeks instead of 5 Button and text center to screen



New Exhibits



Water Ways
Discover the swirling, whirling ways of water in



Play Power
Send objects soaring through air tubes and



Children's Garden

Explore a garden of native plants, a perfect place for a picnic kinch or active play.



The Climber
Wriggle and stretch through

Always on View



Thinkspace
Experiment with shapes and spaces through contrary and challenges.



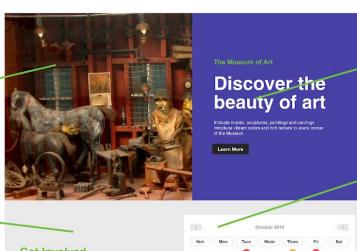
Littlewoods Climb into a tree house in an enchanting



Vibrant space designed for science and exploration and art experimentation.



Strings Attached Bring marior ettes to life and







New Exhibits



Water Ways

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Play Power Send objects soaring through air tubes and celebrate the power of children's play



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Explore a garden of native plants, a perfect
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The Climber
Wriggle and stretch thros

Always on View



Thinkspace
Experiment with shapes and spaces through



Littlewoods
Climb into a tree house in an enchanting

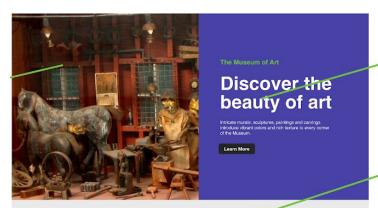


Discovery Studio

Whent space designed for science and nature



Strings Attached Bring mariorettes to life and I artetry of law Etyprie Island o









Join Our Newsletter

Email Address Subsc

7 100 South Str Providence, R 02903 M-F 9am-5pm Sat 11am-4pn Sun 12pm-4pn Desktop/Tablet:

Pin search bar to left of screen Keep size constant Float nav items right

Pin Children's Museum icon to left of page

Phone:

Nav bar goes below Children's Museum icon All nav items become vertically aligned on click of new menu icon Nav bar and Children's Museum icon center on page

Desktop/Tablet:

Image adjusts to fit page size (width: 100%) Box surrounding text remains constant size, text wraps to fit, anchored left

Phone

Image adjusts to fit entire screen (width 100%) Text box centers on page and scales with screen size

Text and text box center on page

Desktop/Tablet:

Constant size, anchor right Text and explore button align left

Phone:

Text centers on page, below image, Scale with screen size, learn more button centers on text and page

Desktop/Tablet:

Pin calendar to right of screen, float event text below calendar If more than 6 events, carousel appears

Phone

Calendar moves above text "Get involved" in this section, fill width of screen shows three weeks instead of 5 Center to screen

Desktop/Tablet:

Constant size; anchor logo left and float headers in line centered Align left headers and text below

Phone:

Scale to screen size Logo centers on screen Footer items in pairs next to each other Subscribe button falls below email address input and aligns left

Responsive Website

We implemented a responsive version of the homepage according to our mockup using HTML and CSS. It can be viewed at index.html.

Future Work

Currently, our webpage closely matches our homepage, except for the menu (an icon). In the future, we could use React to implement this functionality through <u>this library</u>. In addition, we could make the homepage more consistent with the exhibits page by implementing a carousel in React for featured exhibits, similarly to <u>this example</u>. Finally, we would implement the rest of the redesigned webpages.