

People-Centered Designed topics represented in the Lo-fi prototypes

For our navigation areas, we are using interface mappings with reference to our culture. We have the most used pages going from left to right and top to bottom. This helps with user navigation as they should be able to find their most used pages faster. Another thing we considered was the logical constraints, spatial and functional layout. We used this on all of our pages by keeping the pages uncluttered with easy to understand page mappings with only relevant information. We also discussed forcing behavior functions on our logout button to ensure the RMO member really meant to log out. Something that is not necessarily seen explicitly in our lo-fi prototypes is the feedback we received from the RMO. We actively listened to their problems, ideas and other feedback they had on our lo-fi designs and worked in as much as we could. While designing our lo-fi interfaces, we have also applied some principles from Gestalt Theory of Mapping. We group similar contents together in our menu contents, this is also known as the law of proximity. Also, we tried to come up with clean designs such that the users can quickly find what they want at a glance and by doing so, we are applying Gestalt Principles to create a better user experience. Things such as simplicity, having an easy to operate navigation where everything is easily findable creates a good user experience. Something we heard while showing the lo-fi's is the RMO would prefer to not have dropdowns so any of the parts of the lo-fi that have a dropdown will be reworked to follow their preferences. Reworks could include a simpler and easier to understand navigation bar that would contain no dropdowns, and every redirectable link would be viewable. This could include a navigation that is anchored to the left-side of the screen instead of a header at the top of the screen that would include dropdowns.