

Linking Our Design to Concepts

One of our design considerations were waypoints where we made symbols for each page on the taskbar, and tried to make them clearly visible so the user knows where they are. As well, the members only website is quite distinctly designed from the public site. So that from a glance users can know if they are logged in or not. We tried to make each page follow a similar flow and style so if users can understand one page they can have an easier time understanding all the other pages as well. Additionally, most tasks such as uploading follow a similar procedure on each page so that the user does not have to learn separate methods on how to upload an item for each page.

Moreover, most of the symbols we used are either standardized symbols, which are already have commonly associated meanings. For example the music note for the music sheet section. We also included, wherever possible, instances of the symbols with labels near them in a visible spot (such as in the navigation bar or at the top of the page) so that later instances of symbols are understandable. In some cases only the logo is used because that is all that we have room for (mostly in the responsive design)

The metaphors carried over from our low fidelity prototypes. A lot of our site design was made to be comparable to other systems. So that their knowledge of how to use other websites is easily transferable. The most obvious case of this was with the list of members, which are displayed as blocks of names in the shape of folders. The folders being a metaphor to the physical world where like documents are stored together as members of an orchestra section would be.

One of the major constraints we considered was that the website should be accessible and usable by mobile, tablet and desktop users, this limited the space we had to create our design as our smallest screen would be a phone. The mobile version is similar to the desktop version except for there are more features on each page given the extra room. The physical constraint forced us to consider what was essential to the user and the tasks that they wanted to complete versus what would be common convention or more visually appealing. For example, on the calendar page for mobile only the weekly agenda is shown as it is the most effective use of space while still being readable whereas on the desktop a full calendar is displayed alongside the weekly agenda.

In terms of signifiers and affordances, we had the common menu signifiers which affords navigation to the user. As well as on the music and archive pages the download icons act as signifiers so that users can download the pdf they were looking for. Alongside signifiers Gestalt was used to group like items such as photo albums, which were coloured similarly and incased in a contrasting colour to delineate them from the background.