

Low-fidelity Prototype Constraints and Challenges Document

Ease of interpretation: During the creation of the lo-fi prototype, trying not to fall victim to an over complicated design was a challenge, the website is an open access one which is open to all and therefore meant to be as simple as possible. Therefore, sticking to a simple design that doesn't require interpretation to any user was the goal.

Locus of attention: Another design constraint was to prevent a scenario of multi-tasking, allowing user to focus on one action at a time, to prevent distraction. Creating an interface that doesn't cause a shift in the locus of attention of any viewer, which allows delightful user experience

Spatial and functional layout: Creating a lo-fi prototype with a logical interface was a challenge, as falling to the trap of your own understandability is easy, which isn't applicable to every user, creating a logical functioning interface with natural mapping, which is understandable to any user was definitely a constraint that had to be overcome to create a user friendly design.