People-Centered Design Concepts:

1- **Affordances:** We used several visual clues like buttons, tabs, links, input text boxes, anddropdown menus to make possible actions understandable for users.

2- **Signifiers:** Here we tried to use proper signifiers to support our affordances and provide better understanding of the design. For example:
   - Meaningful icons beside tab titles
   - Underline and bold title for the active tab
   - Meaningful texts on the buttons
   - Underline for the links
   - Zoon in and zoom out signifiers on the map
   - Pinpoints on map to make user hovering over them, and three dots as details

Table 1. Signifiers

3- **Metaphors:** In the design to view more project cards we use > symbol to see the next page of projects and < symbol for the previous page of projects.
   As well, we used meaningful icons, for example graduation hat for education, hands to show the volunteers, and the lamp out of box to show the suggestions.
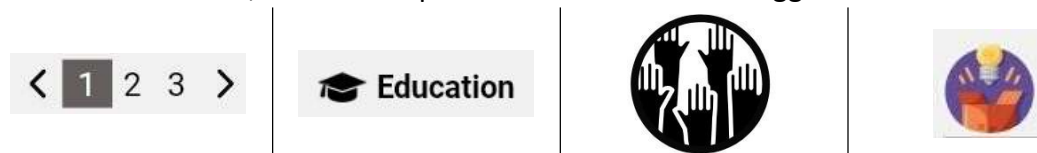

Table 2. Metaphors

4- **Culture and design mapping:** As North America follows the top left to the bottom right pattern and the whole website also follows the same, we tried to maintain the culture and put our buttons such as search, details and vote at the bottom right corner of the content.

Table 3. Culture and design mapping

5. **Mapping using the Gestalt theory:** We tried to organize various components of our designs using Gestalt principles.
   a. **Similarity**
      i. The cards of projects with the same shape and size.
      ii. The cards of local sustainable programs with the same shape and size.
      iii. The statistics information is visualized using similar graphical elements.
      iv. The headings with the same text size and font.

Table 4. Gestalt, Similarity

   b. **Proximity**

      In most part of our designs similarity and proximity are working together, as complementary.
      i. Project items close to each other. (The first image of Table 4)
      ii. Local sustainable programs next to each other. (The second image of Table 4)
      iii. Search filters close to each other.
      iv. Grouping information of projects, organizers and suggestions close to each other in different tabs.
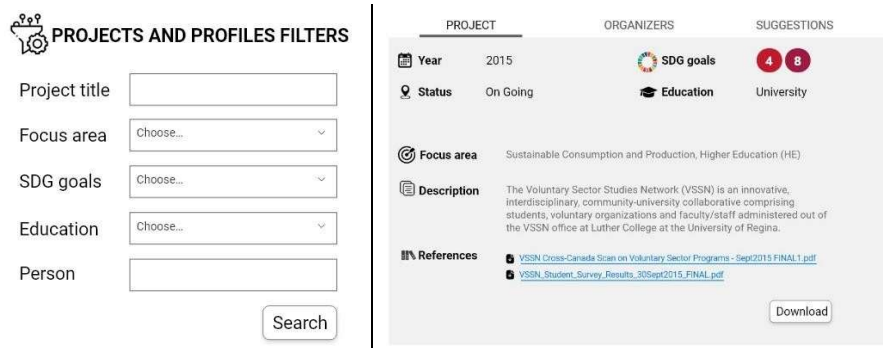

Table 5. Gestalt, proximity

   c. **Closure and figure/ground**
      i. In icons

Table 6. Gestalt, Closure and figure/ground

6. **Identify and understand the needs of customers:** Till now, as a team, we understood the difference between the needs of the customer and what is the actual problem. As we are doing progress in our activities the gap between both becomes much clear and which is eventually good to develop a better design as well as useful to make the design which is easy to understand.

Table 6. Gestalt, Closure and figure/ground