

Quing-Vergel Rosete

200449566

ENSE271

Feb. 13, 2024

Design Analysis

My lofi sketch considers affordances because the way that it is formatted and outlined makes it easy to discern from clickable and not. The carousel in the middle will have arrows to show that there are multiple pictures that can be rotated through. The side bar is also a common use of affordance because web developers use left side bars often to allow users to navigate through the website's content. Lastly the icons that I created in the top left of the website are clickable icons that allow the user to move to more specific areas of the website that may otherwise be tricky to find.

Another topic is the Gestalt principles. The carousel is once again a good use of this, as the visual that it provides gives the information more meaning, as well as background. The outline of the website is also common, so it makes it familiar to the users. Finally, the design will be unique but simple enough for the users to appreciate, but at the same time, not overwhelming.

The last topic that is used is constraints. There are many constraints that play a part in our web development such as time, resource, and especially the customer request. While we have freedom to create whatever we'd like with the website, there were requests that were made to avoid certain functionalities due to its difficulty constraint and again, the time constraint. While

these constraints limit us, it is not all negative impacting because it helps us focus on what is important.