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# People- Centered Design Project Delivery

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ENSE 885aw (Spring 2020)



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# People- Centered Design Project Delivery

Hi-fidelity prototype For Current RCEs




# Project Problem

- The website has some significant problems which have to be dealt with first hand. These issues make the RCE website experience very less user-friendly. Some of them are listed below.
- Blogging and no sharing option for their blog, no facility for comment in any blog
- No way to know the current page name and after scrolling down the website
- No bottom to top button for customer to avoid scrolling whole page
- In addition, there is no sticky menu on for customer so they can easily change page without scrolling up on the website
- The content is littered making some the website hard to follow and some of it accessible only through the search bar



# Project Vision

- To deliver a high-fidelity prototype of the RCE website which is more evolved than the present website, using the concepts of People-Centred Design learnt throughout the class, hoping to design a website which inspires joy, excitement, and passion that sustainability can happen.
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# High-Level Customer Needs/Requirements

- High-level requirements which have come forward from the stakeholder meeting are listed below.
- The website should not get hacked again
- The 17 sustainability goals should be reflected in the design
- The website needs to inspire people that sustainability can happen
- The website should be mobile-friendly
- The "Recognition Event" website needs to be integrated into the main website

## Our Team Insights

- Focus on making the design mobile-friendly/platform-independent
- Desire to get knowledge about the trends in the user demographics, popular events. Therefore, efforts can be made to see if some of this can be achieved through the design
- Add the donate menu so that people can donate their time for RCE
- They were also concerned about giving push to connectivity with partners without competing with other RCE sites on the globe. So, we will try to improve our design in that direction

# Design of high-fidelity Prototyping

## **What?**

- a computer-based interactive representation of the product in its closest resemblance to the final design in terms of details and functionality.


## **Why?**

- The main purpose of interactive prototypes is their use in the usability testing of the product have target users validate it.



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# Used Course Topics

- Gestalt Principles
  - Constructivism
  - Discoverability & Understandability
  - Gulf of Execution and Gulf of Evaluation
  - False-consensus effect
  - High-level Process
  - Natural mappings
  - Metaphor
  - Tunnel vision & Fresh Snow
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# Design Evaluation

- Main Menu Design
- Blog page
- Donate Page for Donation of money and time
- Search Button
- My account Dropdown
- Top to Bottom Button
- Chat facility
- Sticky Menu
- Gallery Page
- Contact Us Page
- About Us Page
- Subscribe Newsletter
- Footer section
- Left Sidebar for easy search in blog
- Award Form
- Become Partner Page
- Mobile Version



# Future Work

- For Future Work we can focus on security in site, design layouts like more focus on color or font style, user-friendliness so people can understand site easily and use it comfortably. As well as, make mobile friendly responsive website for better lookout.





# Design Iteration

- Hi-fidelity prototype (Let's move to the visual Design)



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# Summary

Thank you.....

