

Prototype #1

In prototype #1, We use multiple ideas from Gestalt theory to enhance the design. The card system in the design is a good example of proximity. Enclosure is also used in the dashboard to separate different sections and in lists to group information for a single entity. This design also uses metaphors like a trash icon to delete a user or a plus icon to upload files. One of the constraints of this design is that it relies on dropdowns for some of the navigation. As we discovered, the RMO members are not big fans of dropdowns. This design also follows common cultural constraints related to web design and makes it easier for users to figure out what to do.

Prototype #2

In prototype #2, we focused on the principle of similarity from Gestalt Theory. For example the music distribution consists of recordings. Music sheets and recordings are in the same section as music. It's easy to find as they are in similar sections. Also the principle of proximity, in which the objects which are close are more connected to each other. The list of events is just beside the calendar which make sense to the user for any upcoming performances.

Prototype #3

In prototype #3, we utilize the Gestalt Principle of Proximity. A lot of the pages are very confined together. This allows the user to easily experience all the important information in one look and also know that these elements are grouped together. Furthermore, in pages with multiple pieces of information, by having these sections be further apart, the user knows that they are unrelated.

This prototype also utilized a signifier to denote uploading. As the symbol of a box with an arrow coming out of it is commonly used to denote uploading, it was used in all pages that required the user to submit something.

Finally, one of the constraints for this project was that it needed to be easy to navigate. As such, the prototype attempts to make all header items clear and easy to understand while also allowing multiple ways to get into the same page.