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Ensure low-fidelity prototypes link to design ideas discussed in class; a minimum of three topics discussed in class relating to people-centred design (affordances, gestalt, constraints, etc.). Document these in a 1-page PDF

Affordances: The ability for the topics of interest that people are hovering on to be lit up. This way they are aware exactly where their mouse is, and they will see an enlarged text of what they are clicking on. People know when something grows on screen, they are often hovering over it.

Another affordance of my lo-fi design is my data is the more info button. People see more, and they will generally go to that location to find more about something or to take a deeper dive into a website

Gestalt Principles: All of the names of the STGS being in the pinwheel allow there to be easy access and knowledge of everything in the same space. They are also in similar spaces, with similar shapes and fonts.

Constraints: A physical constraint would be the text being at an angle when inside the pinwheel. A logical constraint is the lack of information on the same screen from multiple sources. If you see data or graphs, they are from the STG you are looking at. If you want to look at new STGS then you have to go to the main page. This would also be considered proximity, as info is next to itself.