

Gestalt Principles: In my low fidelity wireframe, I have cards in the home page, which can link to different design ideas, and one of them is similarity according to the Gestalt principles. This is because all of the cards have the same structure, except the photos on them will vary as well as the text underneath, but the overall structure remains the same. Also, I applied visual hierarchy in my design, one example of it is in my About page where you have the titles on a bigger text than the paragraphs and the site name will also be bigger than everything else. Also, I used symmetry (it was difficult to implement on paper, but the intent was there) with the cards, by trying to have a similar spacing between them both from the sides and the top and bottom.

Signifiers: My Lo-Fi wireframe also has evidence of signifiers. For example, all of the buttons have text on them that tells the user what they're for. Also, the header has all of the sites available in the website for easy access, and the name of each site will take you to that site (which also is an evidence of affordances) and that text is also a signifier.

Affordances: Talking about affordances, they are also part of my prototype. The first example is the download button, that allows the user to download an specific SDG's data into their computer. Another example would be the filter option, that allows the user to filter how they want to see their information, right now, by year or a range of years. Also, the cards have an affordance of sorts, they lead the user to the SDG's page they each represent.

Constraints: Lastly, even if I have more principles in my design, I'm going to end this paper with constraints. One evident constraint is in the cards I designed, since they have a button on the bottom that will lead them to their respective sites, but not if you click the photos. This is an idea I had to minimize error and in consequence frustration when the people trying to read the information when you hover over the card click the card instead of just hovering over it. This has positive and negative sides to it, but ultimately if we want to create an accessible website for all, we also have to account for older people that may have little experience with technology, and even my own generation does sometimes (gen z).