

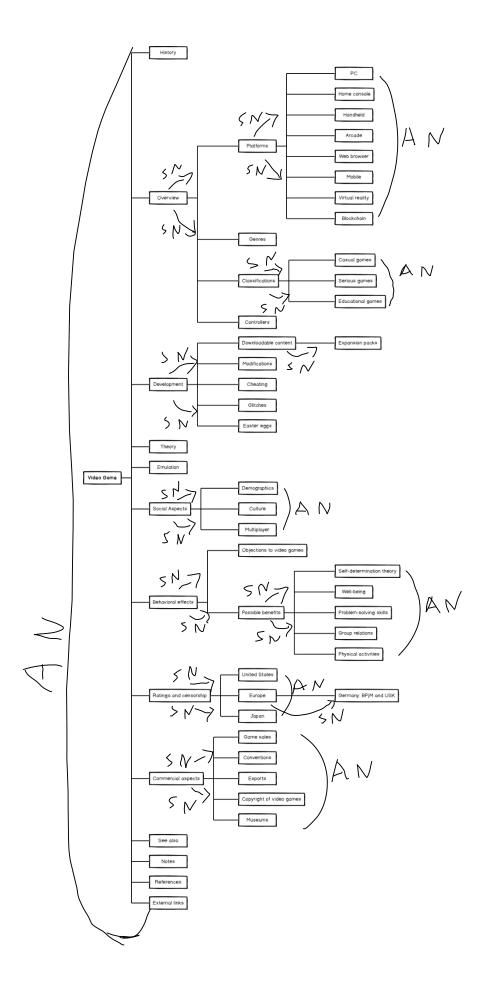
Navigation:

S.N = Structural Navigation (Next Page)

A.N = Associative Navigation (Next Page)

Utility Navigation:

- Search
- Shopping Cart
- Sign In/User Account
- Social Media Links



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Personas:

Jimmy Halpert



"It's so hard to find a reliable website where all the information I needed is conveniently located together."

Demographics Age: 32

Age: 32
Occupation: Video Game
Developer/ UI Designer
Family: Married with one child
Location: Vancouver, CA
Interests: Tech enthusiast
Ethnicity: Caucasian

Hobbies

Playing video games Going to water parks with his family Developing mini games for his child

Goals

Find reliable resources on video game development quickly and with ease.

Find a network of fellow video game developers. Locate new information on upcoming game engines and resources with ease.

Own and manage a gaming studio.

Challenges

Finding it difficult to locate reliable sources on video game development and design Finding it difficult to attain information and news on upcoming game engines Back problems which limits the time he can spend sitting down at the computer

Watering Holes

Usually found on tech blogs and developer forums Websites such as Stackexchange Video streaming platforms such as Netflix

Usually found at the water park with his family Usually attends video game conventions Can be found at his place of employment

Priorities

Save enough money to be able to send kids to college Develop an award winning game Design the interface for a game that wins Game of the Year Create a stronger bond within his immediate family

Stanley Wang



if I could find new games and new information on games all in one place!."

Age: 19 Occupation: College Student Family: Single Location: Georgia, US Interests: VideoGame enthusiast Ethnicity: Asian

Hobbies

Playing video games Going to the mall with friends Cooking and baking

Goals

Be able to find different video games freely and with ease while

Be able to find reviews to different video games and consoles

with ease while browsing Understand how video games are developers and the different stages they go through during production

Watering Holes

Usually found on gaming blogs and websites Social Media platforms such as Twitter and Reddit Video streaming platforms such as Twitch and YouTube

Usually found at the gaming room in his school Hangs out at the library very often Can be found at the video game store in the mall with friends

Priorities

Be able to graduate with a 4.0 in computer science and get an admission into a good Software Engineering

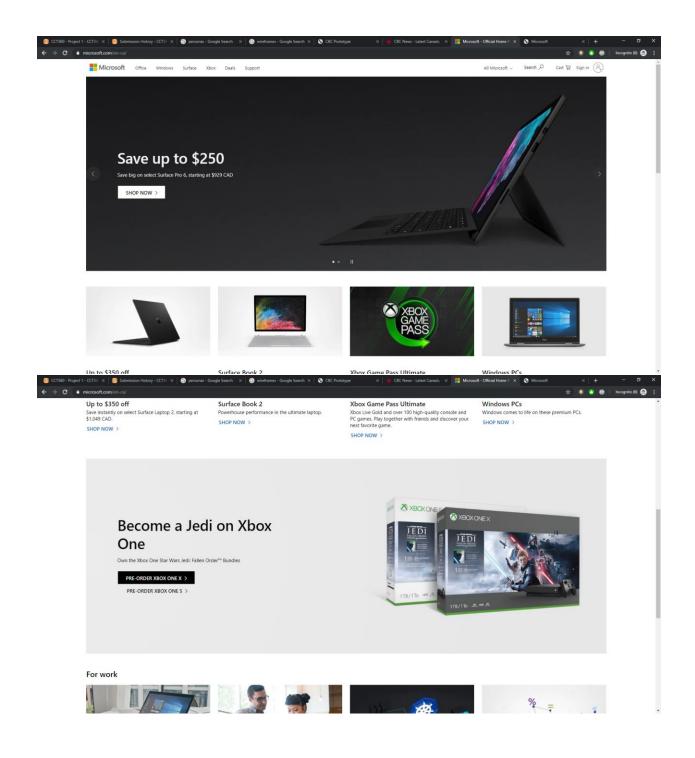
Learn how to code in at least 2 different programming languages.

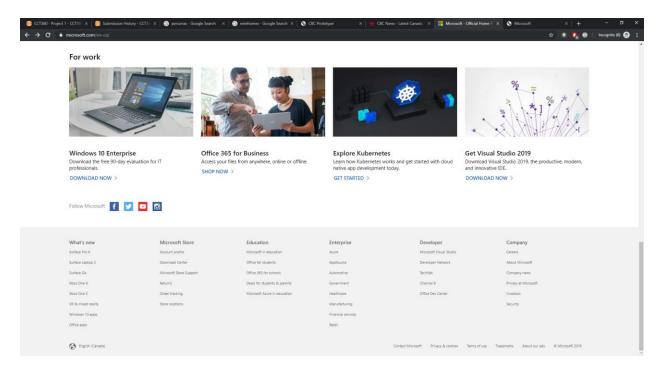
Make enough money to pay off college tuition

Challenges

Eye problems make it difficult to browse the web for a long period of time

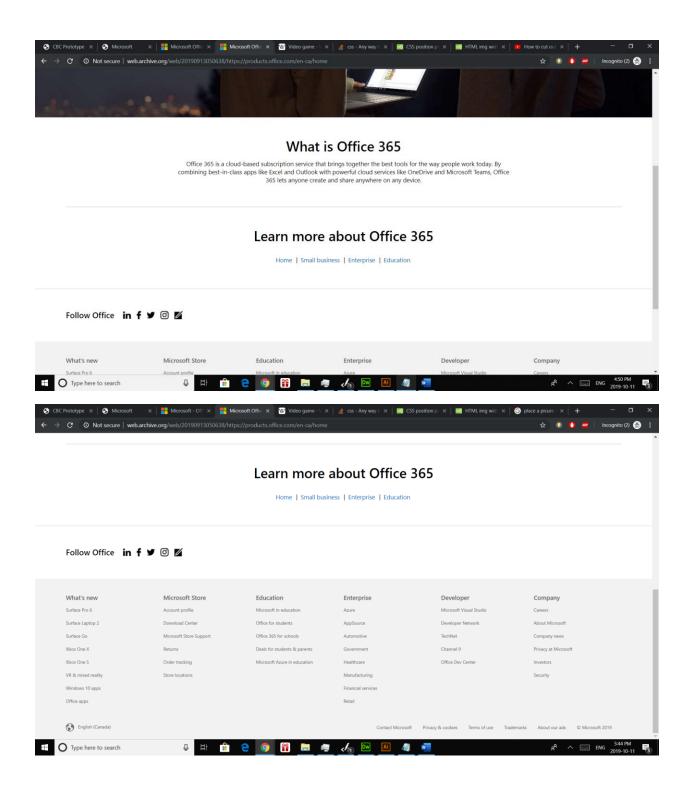
Finding consistent reviews all in one site is difficult Finding it hard to locate good resources and information on video game development





I forgot to take a screenshot of the inner page and Microsoft changed the layout which is why the office webpage pictures are from web archive.





Plan:

My reasoning for choosing Video Game as my Wikipedia page was because it is a subject that I am quite interested in and it had a lot of content so there I felt there were different options I could take with how the site was implemented. I chose Microsoft because it was a simple but tasteful look in my perspective and it had the best layout for the wiki content when compared to the other sites I was looking at. Also, it is very user friendly, accessible and the usability seems superb. Adobe xD was used to model both the personas and wireframes. All the pictures used are downloaded from the internet but some were modified personally with Adobe illustrator.

References

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