Assignment: Case Study 2: UVU CET Website Redesign for Interaction Design Class
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Introduction

I took the class Interaction Design last spring semester from Dan Hatch, and the way in which he taught the class was for us to gradually work on the process of designing for a website, and he picked the redesign for the UVU CET Website, and we were supposed to go through iterations of this site throughout the semester based on the coursework we were learning.

What Happened

As I said, over the course of the semester we went through each phase of ideation and execution on the creation and development of the revamped UVU CET Website, we did this at a 2000 level, so there was no actual coding or real work done on the site, it was all done in Figma. We went through the first stage, which was sketching, we went through different ideas and sketches for the UVU CET Website.

After that, we went to the low quality wireframing stage, in which we designed (for many of us our first time) the new revamped pages of the site. We made sure to stick to a set of guidelines that Dan had asked of us, he said to not stray too far from the UVU Branding when looking for new designs. We had to find a balance of UVU Branding and new, fluid design.

After that stage was the high quality wireframing stage, we furthered our designs and perfected our ideas, and after that was the prototyping stage. In this stage, we connected the elements and pages together in a presentation in Figma that made it look and behave much more like an actual website would.

After the prototyping stage was the User Testing stage, where we got our friends and family to do Eye Tracking tests to see if our changes to the site had been beneficial, we tracked where their eyes went first when they were given a set of things to do and accomplish in our makeshift site. We found a lot of valuable info from these tests, and we were able to change our site even more to fit the User Experience.

After this stage was refining and furthering our site, we went through another round of User Testing, and went through some more refining, and then we presented our final products at the end of the semester.
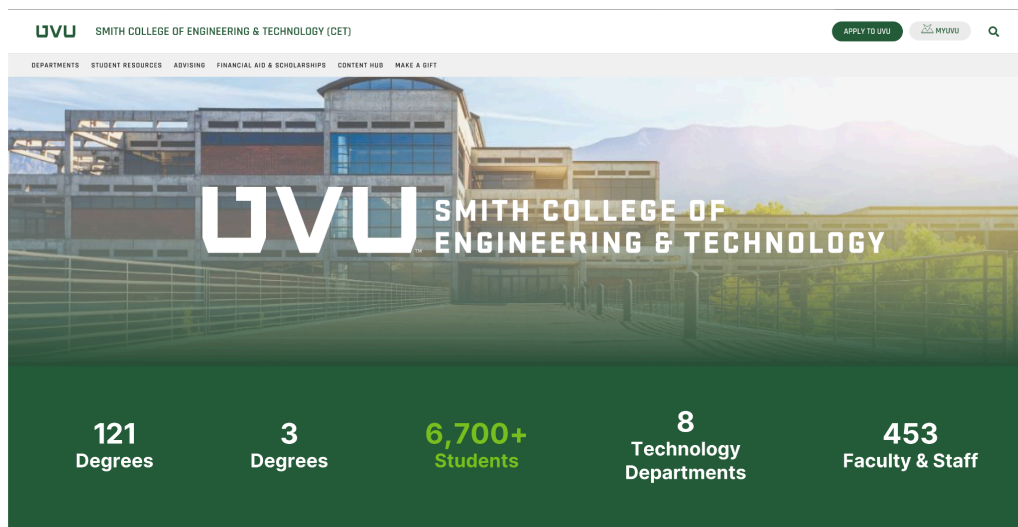
Conclusion

I learned a lot from this class's coursework, and I am glad that I had the opportunity to learn from this environment and the design process taught. I learned about the different
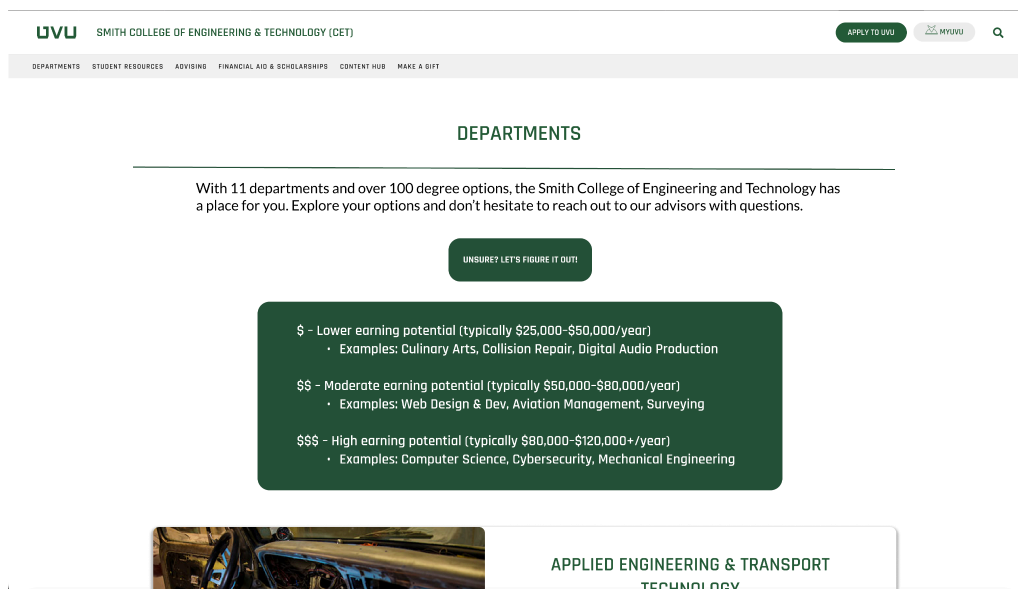
iterations that come from learning more about the user's needs. I learned that it is important to balance function and design, and make sure that we have the best of both.
Link to the Prototype from CET Project in Interaction Design:

https://www.figma.com/proto/8tYIoZyq0FpnOddJ9d7oR1/A11-Surface-Comps?page-id=0%3A1
&node-id=1-13&starting-point-node-id=1%3A13&t=64Mur23GuAnt6RJI-1

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