

FEEDBACK

COMPLIMENTS

My peers enjoyed the color palette I used on the page. They thought it worked well with the tone I was going for and complimented my design. My graphics, that I created up on top of the page, also receive positive feedback. They felt that it was smart I created my own images since I was a graphic designer and showcased my skills.

SUGGESTIONS

On my designs, my classmates commented on my landing page and its layout. They didn't think that the contact buttons (Facebook, phone, and email) where necessary since they were already available on the contact page. They also felt that the landing page and an about should be separate. They felt that there was enough information to create the two pages. They also suggested two different portraits of myself on the landing and contact page.

REVISIONS

IMPLEMENTED

I decided to use the feedback on the contact buttons. I chose to take the buttons off of the home page and then left them on the contact page.

DISREGARDED

I didn't put in two different pictures on the contact and the home page because I felt that that wouldn't really add to subtract from the page. thus, I left it the way it was. I also didn't create a separate home page and about page. I thought that having two would be repetitive for this design. If the main page had just been my name, navigation bar, and giant image like others that I saw, I would make an about page, but mine is the same layout thought the website.

REFLECTION

The usability review was very helpful. I enjoyed receiving feedback on my work. As they say, a way of seeing is also a way of not seeing. Having a second pair of eyes always helps in the design process. Since the creator will not be the only one viewing the design, it's good to have multiple opinions on a design so that it can be refined into something that works for everybody. In the future I will check with others on the flow of my websites to make sure they are user-friendly and easy to navigate. This is essential for the success of a website and the engagement of its users. By reviewing others, I learned to give a positive piece of feedback before adding in a suggestion. Design is an emotional process, and we want to hear encouragement just as much as criticism. Too much of either is not helpful, for different reasons. When I go out in industry, I will make sure to

always engage my clients and designers in conversation that will make both of us want to make positive change, and not an roast of their work. That doesn't encourage anyone to do their best work.