





## LINKING LOW FIDELITY PROTOTYPE TO DESIGN IN CLASS

**Constraints**: I had to ensure that the designs do not go out of scope: a website for an organization that offers free help to autistic people. I had the keep the website as simple as possible; I had to maintain a task-oriented website, that is a website that is for its purpose only while ensuring a user-friendly website with good interactivity; I had to ensure that I maintain the default website template that has its navigation bar at the top, limiting my creative space.

Understanding the customer that website is being built for: I had to ensure that I had the target audience at the back of my mind while creating each feature on the website. An empathy map was created to properly understand what an autistic person would experience in their day-to-day life activities. With this info there would be some sort of rationale or justification to why I would be putting each feature in my low fidelity prototype. I decided to provide pictures of learning materials that would properly visually communicate what services are rendered. I created fun fact bubbles that would serve to spread awareness about autistic and about what the organization has achieved thus far, which I believe would be nice for an autistic person to see. I added pictures to the gallery to the home page to visually represent a safe zone for potential customers.

**Affordance:** I made it as clear as possible what each button would mean to help with navigation. Right under every short message or narration on the home page is a small button that gives the user access to a page that provides more information on the summary they had just seen. The navigation site bar would have a line or a box that that indicates that is the current page that the user is on.