Universal Forum

Big Fish Games publishes a high number of games, they also develop their own. One of the game studios wanted to develop a forum design that would be compatible with a wide variety of game types.

# My Role

As a UX Designer, my role is to identify successful forums and common discussion themes across games. All while utilizing tech limitations established by our deal with Vanilla Forums.

# Challenge

The challenge with this project was working within the constraints of Vanilla Forums development team.

# Process

Starting off, I began my competitive analysis against other forums of similar game genres and forums supported by Vanilla Forums.

Next was to conduct a survey that identified the most common discussion themes.

With the data collected, I created wireframes and presented them to the stakeholders.

# Final Product

[show design]

# Result

The end result of the project ended up that the particular designs with Vanilla Forums weren’t used to the capacity they were designed for.