1. Usability

My peer reviewers saw two major problems with my design comps, and I considered both of them to be very helpful. One major thing was that they didn't think the picture of me that I was using fit the design of the site. They felt like the picture didn't fit the rest of my brand. The other was that there was a concern with my header color. All of my headers were the same color as the site title, and they thought it was a brown color instead of a red color. To fix this, I used the red color that was going to be for my link accent color and used it for my smaller headings. They noticed my contrasting colors, which I used Adobe Kuler to match. They also noticed the contrast of the shapes of my website. They liked the repetition of my heading, footer, and left side bar. They thought that it was easily navigable and professional. It's more business than artsy, but that's closer to my own identity.

2. Process

I started with sketching sitemaps and navigation notes in a small reporter's notebook. Then, I sketched my wireframes in a graphed notepad. Once I had these, I decided to make slightly more detailed wireframes on the computer. The program that I used, Affinity Designer, has a feature that turns the image you're working on into a wireframe, so that was helpful too. I changed all of these into .psd documents so that you could access them easily. I used Adobe Kuler to find color palettes that would work and match what I wanted to portray. I did the color palette and typecard in gimp, but I really didn't like this program. It isn't very user friendly. So, I went back to Affinity for my design comps and exported them as .psd documents.

3. Reflection

Throughout this process, I became familiar with new programs such as Affinity and Gimp. I learned why using layers in programs such as this is helpful. I think I could've used one additional layer for text than what I did, but now I know this when I start a new project. I also learned the value of planning. Having this plan will help me code faster. I can still make changes to my design, but I'm not blindly coding.