## Website Critique

#### Describe

What are you looking at?
What does it look like, literally?
What are you seeing?
What stands out to you?

What is getting your attention?

"I'm seeing a lot of pop up windows."

"The colors are bright."

### Analyze

After describing what you see, take a step back and consider how it's impacting the design.

"I'm seeing a lot of pop up windows which are making the website feel invasive."

"The bright colors and serif typography match the company branding."

### Interpret

What do you think the designer's intentions were with this project? This is a good time to ask questions to get more information.

"Is this website intended to be weird on purpose?"

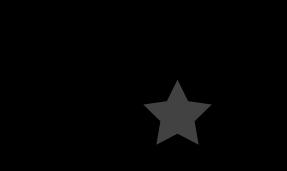
"Based on the product photos and descriptions, the website is trying to get me to buy the product."

#### **Evaluate**

With the information you have, consider if the design is successful. Are some parts of it clearer than others? Can you provide ideas on what might help, or other possible outlets for exploration? Is the design memorable? Yes? No? Why not?

"The company wants to create a unique experience on the website but I'm wondering why they are using an early 90s web aesthetic? Are these design choices necessary to the experience? How can they prevent it from looking too retro?"

"Although the website is informative, there are too many photos and text on one page to scroll through. This may turn off customers. Perhaps, information could be separated on multiple pages to make it more digestible."



# UX/UI Design

Purpose Audience WHO Content

- Make important elements stand out.
- Gently lead the user to an action.
- Use empty space.

Or, break the rules.

- Use brand colors.
- Establish a consistent color palette. Or, use limited or neutral colors.
- Highlight links and buttons.
- Don't let colors compete with photographs.



- Use a typeface that speaks to the brand or conveys a feeling or personality.
- Use typographic hierarchy.
- Don't use too many.
- Be legible.
- Try pairing serif and sans.



- Be consistent with colors, typography, links, buttons.
- Establish systems or patterns.
- Re-use layouts and sections.



- Map out pages (site map).
- Get to places with few clicks.
- Don't have too many pages.
- Put the navigation in its own area that is consistent on every page.

Or, let the user explore

- Make the website work the same on different browser sizes and devices.
- Test, test, test.

Or, design unique experiences for each device.

Follow conventions and expectations.



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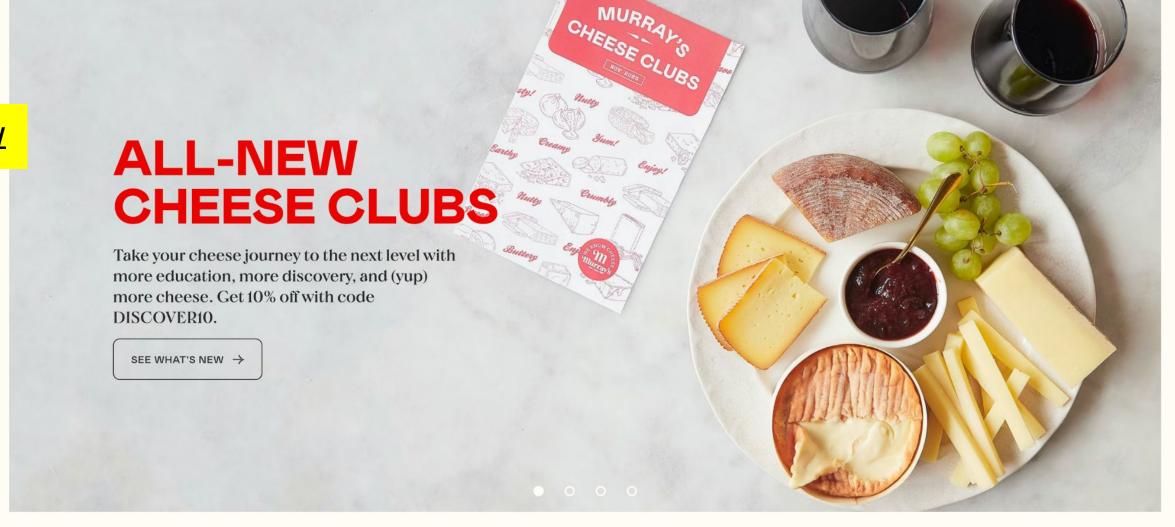


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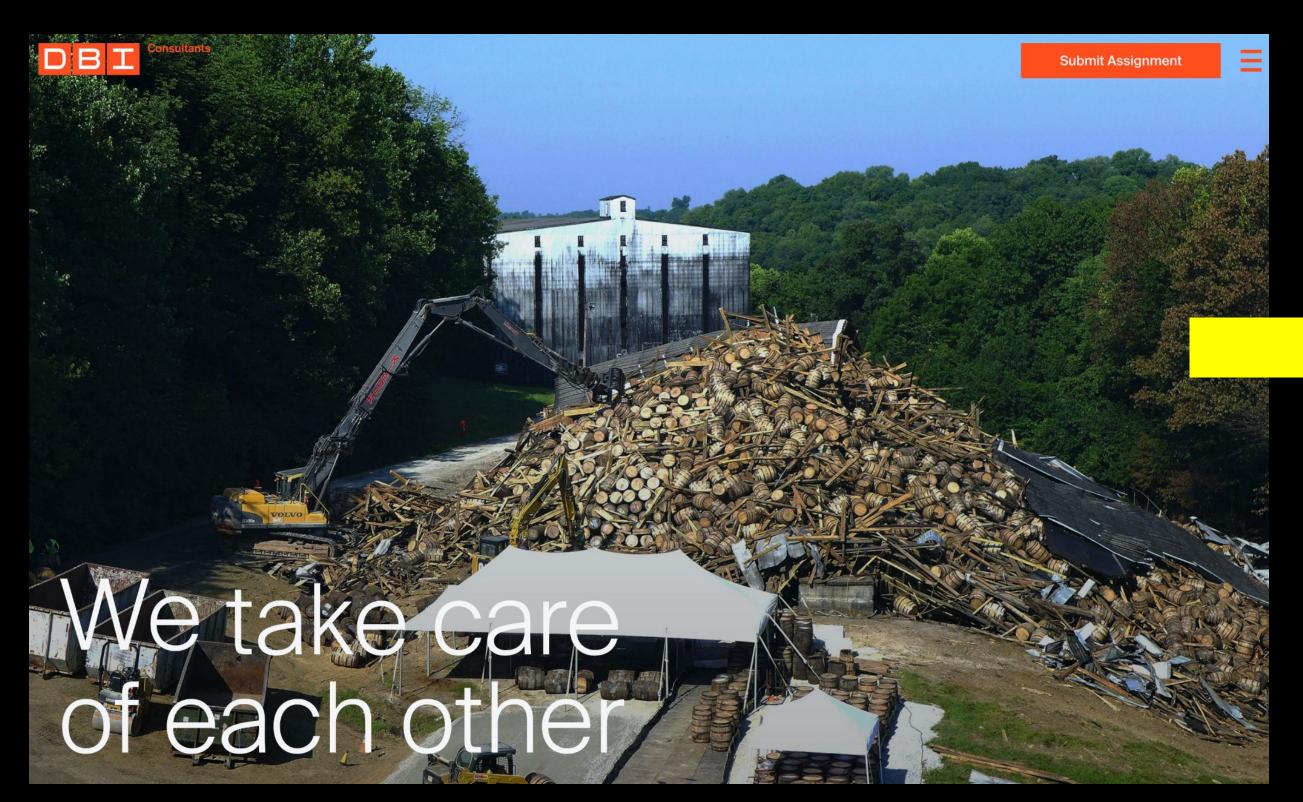
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