**C856 UX Design Changes**

I used moqups.com to help design a website template that would be used for the wireframe of the Tanitit Island website. The main page would have horizontal navigational links that would be in the header and footer throughout the entire site. The secondary pages would consist of a lodging and restaurant page, an island activities page, and a booking page. I created the wireframe and submitted it to three co-workers for guerilla usability testing. I received some positive feedback and implemented a few changes based on their suggestions.

* I changed the workflow for how a user might go directly to the booking page, without out having to navigate to the island activities page or lodging page first. I was able to add a large “Book Now” button in the middle of the main page. By doing this, a user would see the button when the web page loads and could quickly navigate to the booking page.
* Another suggestion was to use the phrase “explore the island,” rather than “about the island.” This led to several changes regarding how the site would mature into two main sections for people to navigate. The first was “explore the island,” which contains information about beaches, forests, local shopping, etc. The other is for a vacationer seeking to book adventures, such as scuba diving, para sailing, etc.

Once I had made these changes, I wrote up five usability tasks that would be utilized for usability testing. This prototype would have working navigational links and additional pages that would give the tester the feel they needed to do such things as booking a honeymoon trip, renting scuba diving equipment, locate specific charters/rentals, and determine what type of transportation they should expect on the island.