Feedback:

Since the targeted audience for the site was mainly for church members, I continued to regularly show my site as I was building it to my pastor and my dad, who is the associate pastor. Their feedback was especially valuable because they understood the specific needs of our congregation and could point out areas where the content could be made more relevant or accessible. For example, they helped me reword a few sections to make them clearer and suggested adding a "Special Announcements" section to keep members informed about upcoming events.

I also showed the site to a few of my friends who are involved in ministries on campus to gain sort of an outside perspective / view. They offered a fresh take on the design and user experience, highlighting parts that felt intuitive and others that could use more visual clarity. One friend pointed out that the navigation bar could be more prominent, while another suggested using more cohesive colors to make the site feel more balanced.

Each person gave me their own unique feedback and perspective on what things worked really well and what areas might need some minor adjustments. I took detailed notes and tried to incorporate the most consistent or helpful suggestions into the final design. This back-and-forth process was not only helpful in improving the site, but also taught me how to take constructive criticism positively and use it to enhance my work.

Takeaways:

One of the biggest takeaways from this experience was the value of collaborative input during the design process. Receiving feedback from people who both understand the church's mission and those who experience ministry from a different angle helped me refine the site to better serve its purpose. I learned how important it is to balance visual design with functionality, ensuring that information is not only accessible but also engaging.

Another important lesson was how small changes can make a big difference. Things like adjusting font sizes, rewording buttons, or rearranging content blocks improved the user experience significantly. I also learned to prioritize accessibility and simplicity—making sure users of all ages and tech comfort levels could navigate the site with ease.

Overall, the feedback loop helped me grow both technically and creatively. It reminded me that good design isn't just about how something looks, but how well it serves its audience. I now feel more confident approaching future projects with an open mind, ready to collaborate, iterate, and keep the end user at the center of every decision.