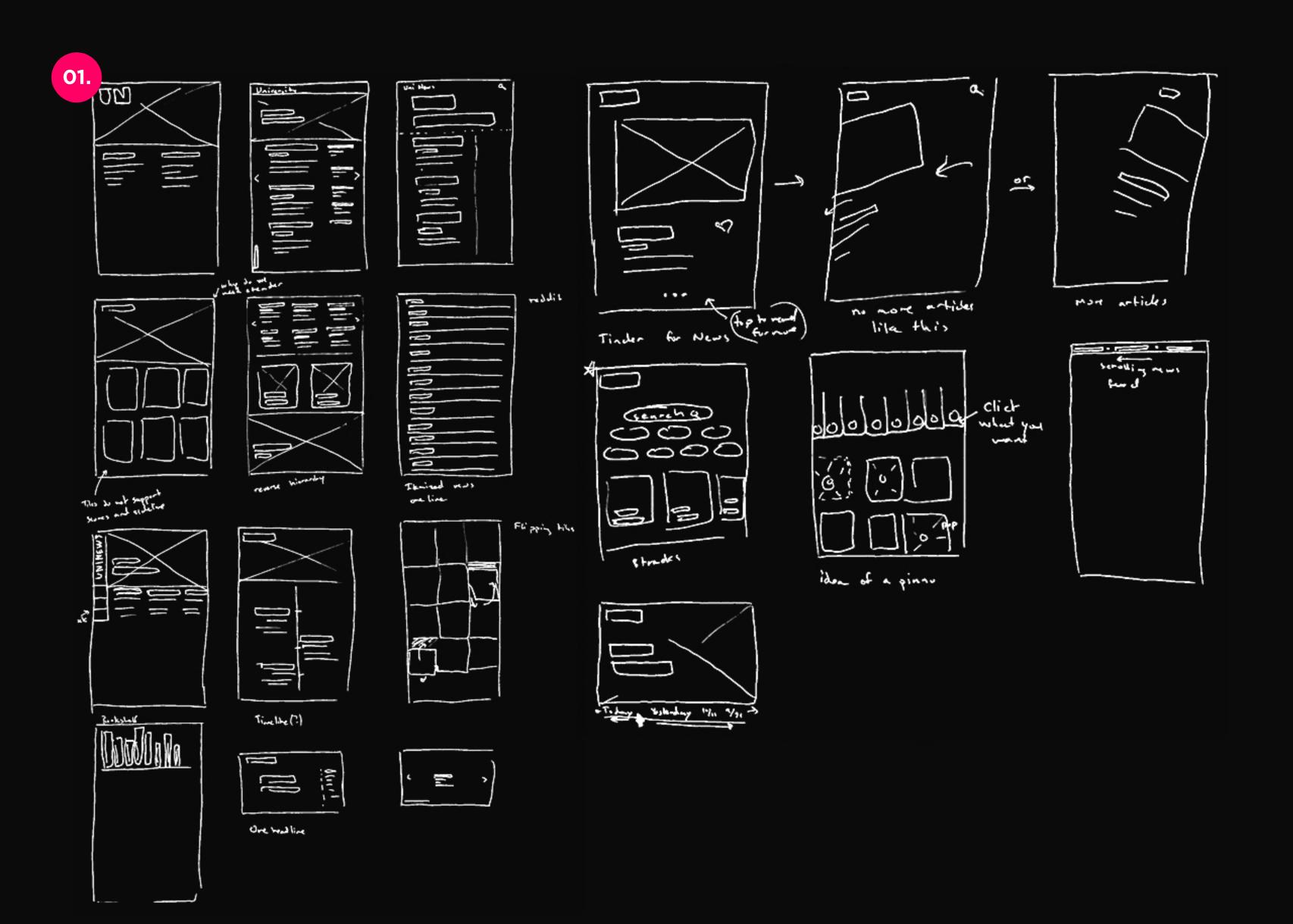
## University News

Sketchbook | November 2016

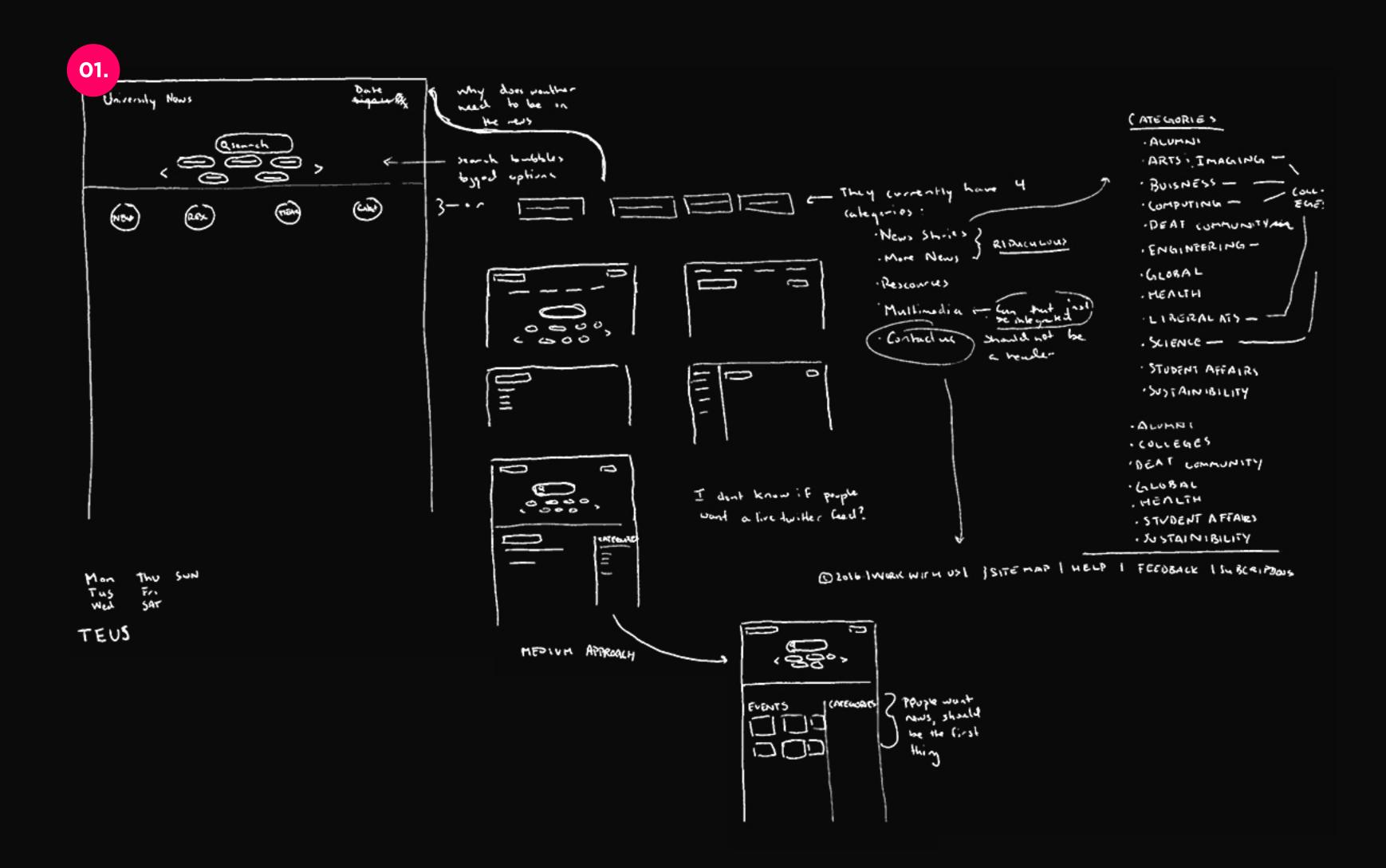
## Purpose

The purpose of this project was to reskin the RIT News & Events website. The following is a look at my thought process as I tackled the probelm of creating a well designed web page.

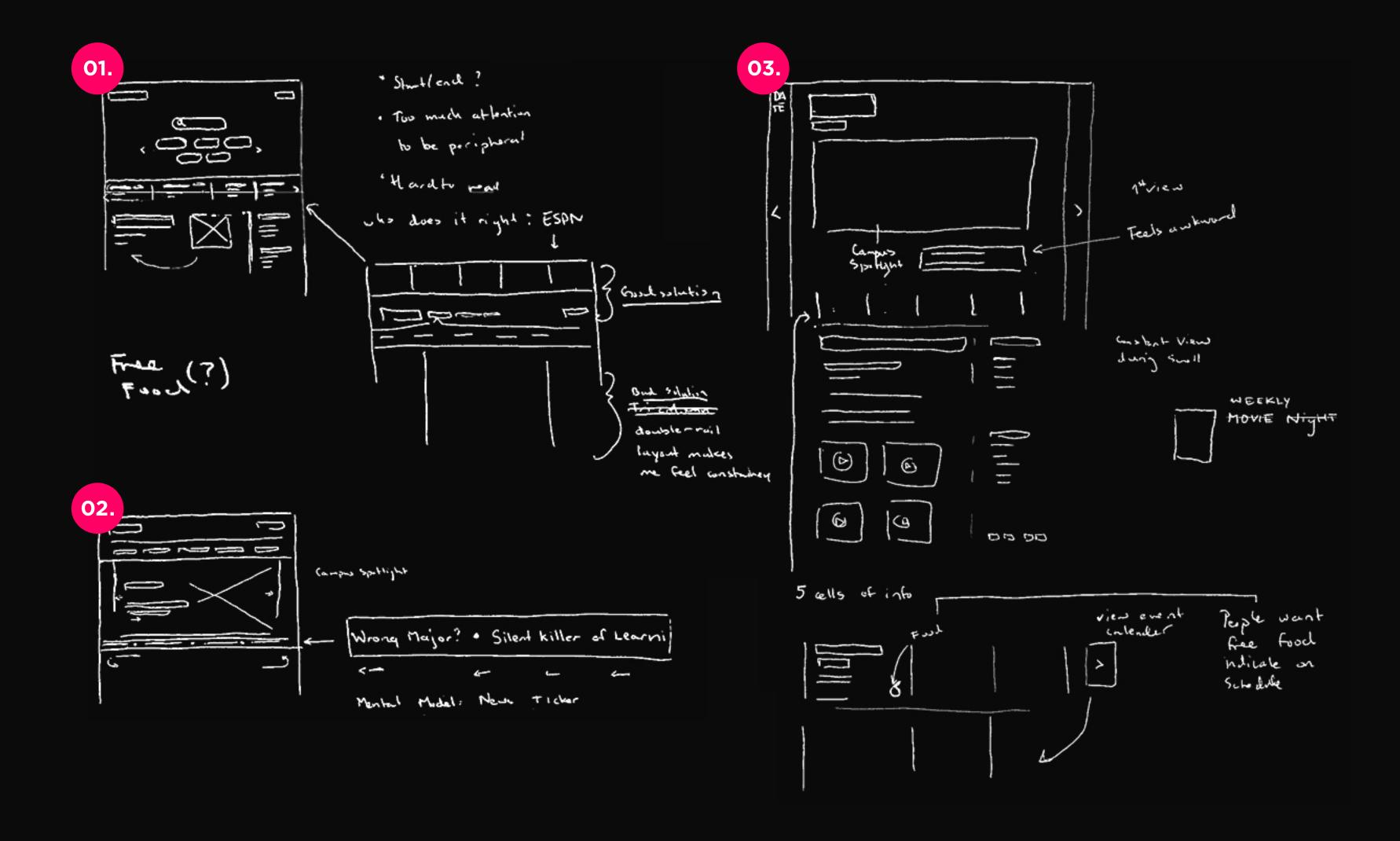


**01.** First round of sketches used to determine the dominant form of the website.

I pursued a metaphorical design approach, but I now recognize the futility of my appraoch. An idomatic approach would have been much more effective



O1. I first approached the websitewith the intent of having searchas the dominant future to thedaily news. These are severalitterations for the header



- **01.** Continued itteration with search as the core feature
- **02.** Attempt at using a ticker display for showing news but concluded it would not be effective
- **03.** Realized that search is notwhat people need in a daily newspage, discovery is more important.

01.

(urrent issue : Herarchy

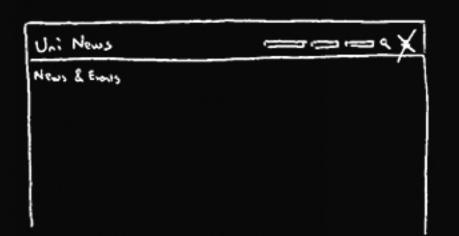
· Hebsile title./
Page Title /
Serif Article title!
Pull quale

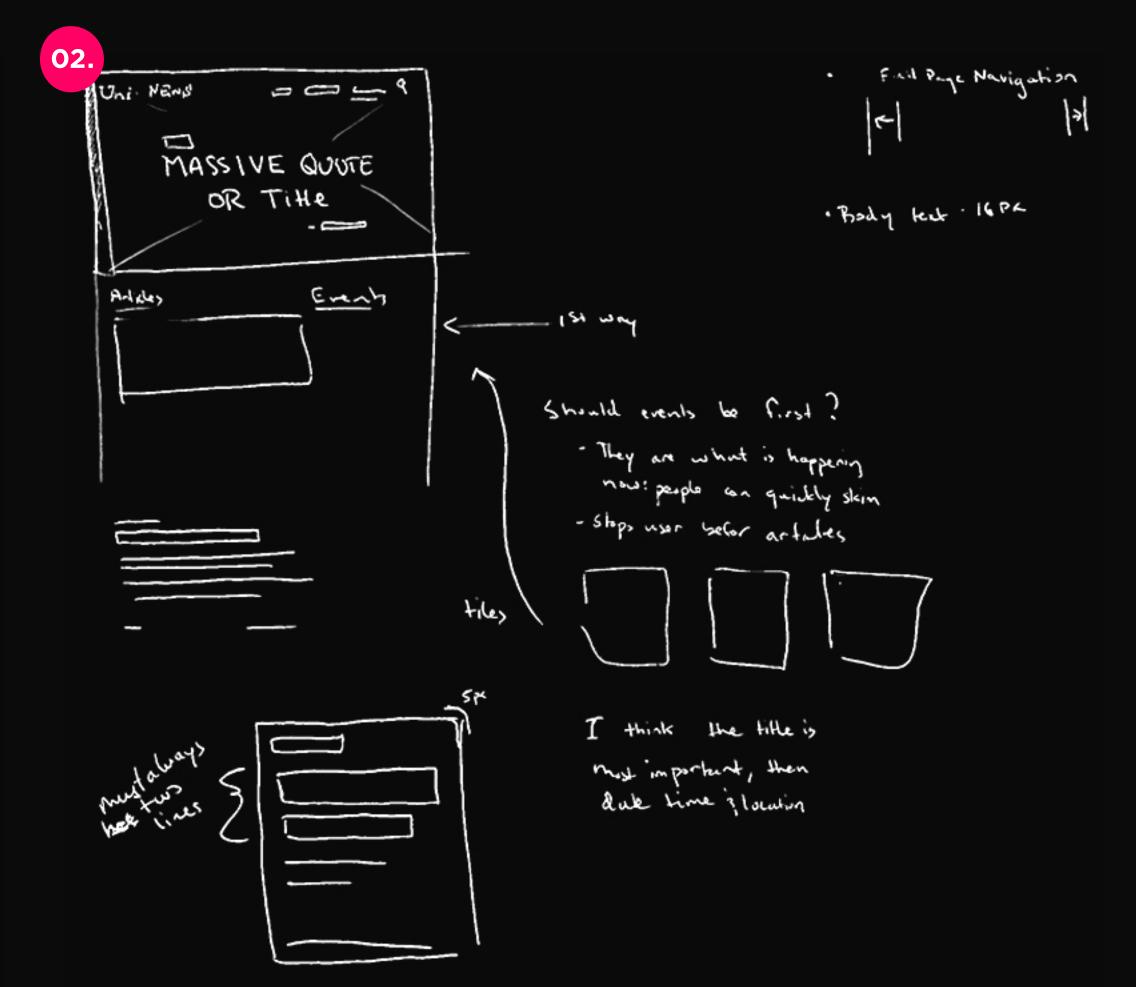
. Body ket Should be 16PX

· Links are bold

- Laptions - 12 Px (?)

30px → PAGE Title
21px → SubPage Title
16px → Sody kxt

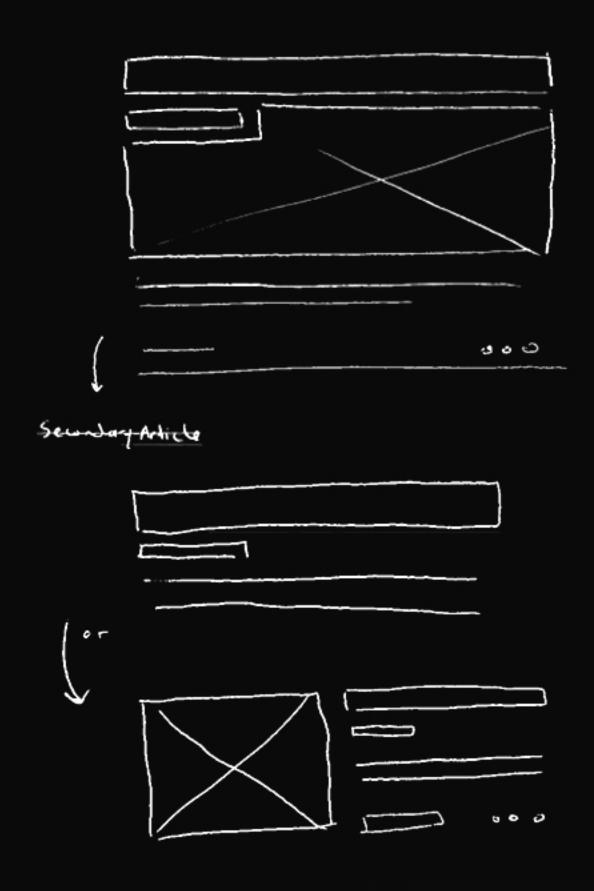


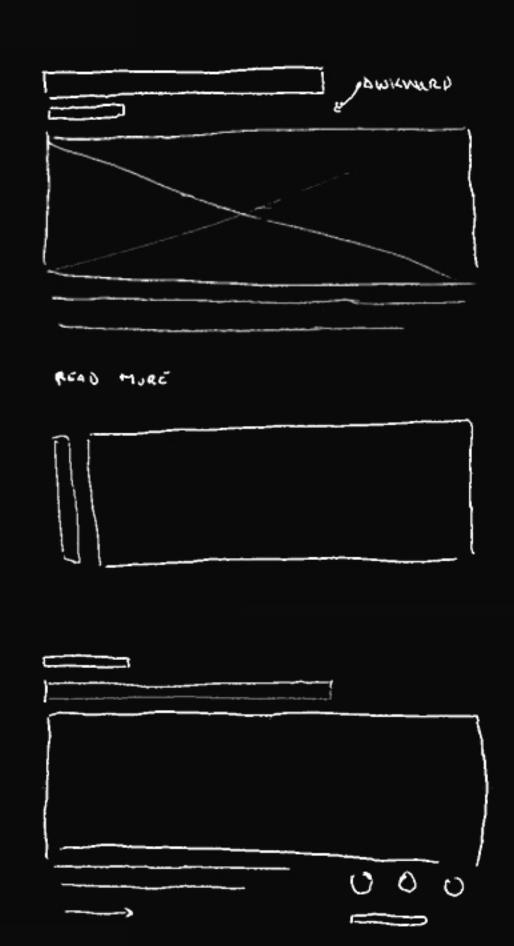


**01.** After working through the first comp, I realized my bigges issue was a lack of hierarchy. I ended up writing what each text treatment correlated to.

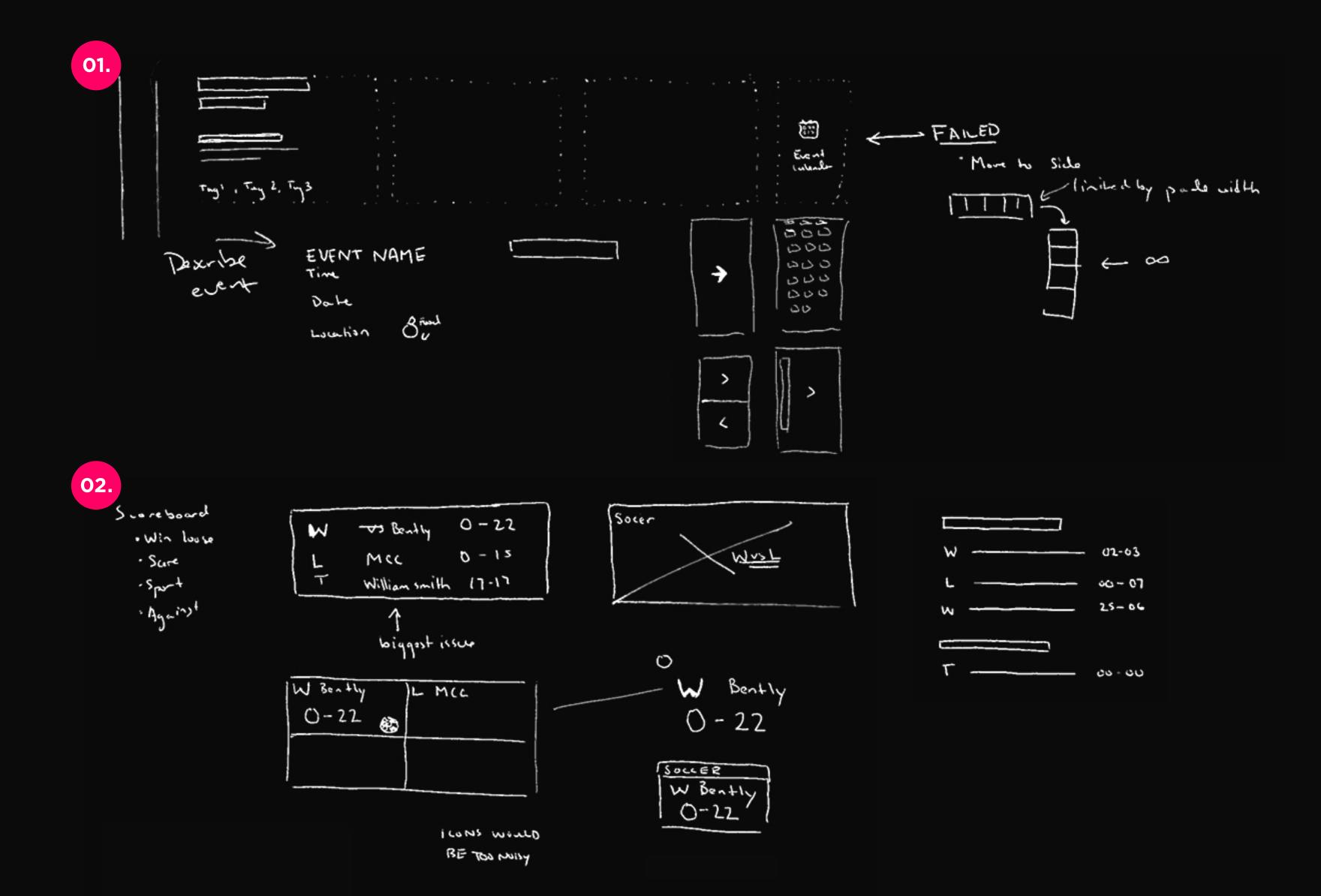
**02.** Reworking header layout and begining to layout the article/event section of the web-page.



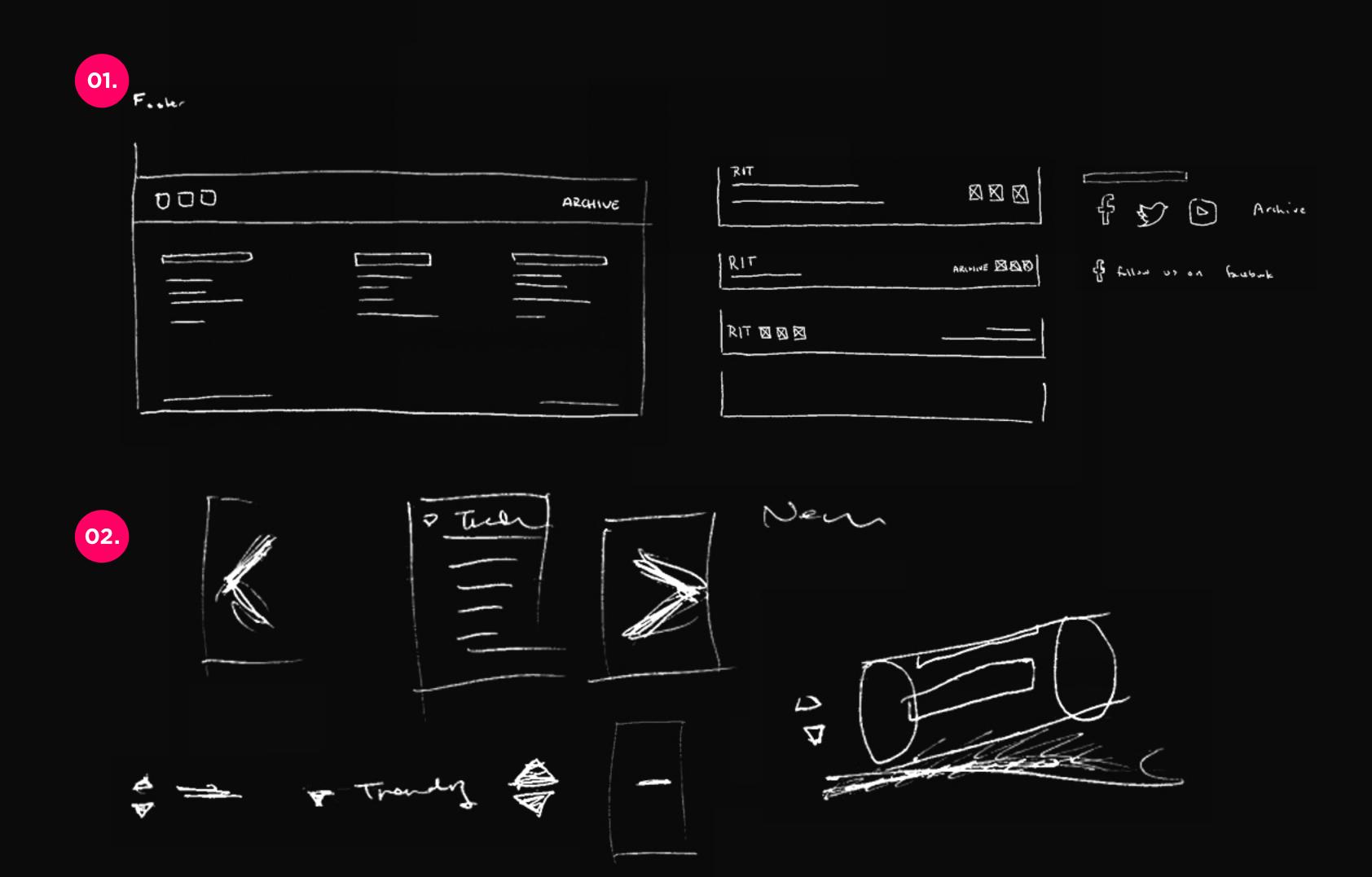




O1. As I worked with the articlesection I itterated through a fewlayouts, I wanted to avoid gapsof space created by long titles.



- O1. I found the display of eventsto be a point of difficutly for me.What I ended up doing wascreating a card for each event.
- One major thing that the old website displayed poorly was the sports scores. My goal was to display the information as clearly and consicely as possible.



- O1. A brieft dissection of thefooter. In the end, I felt the sitemap format to be unnecesary.
- **02.** Sketching through microinteractions. Most of them wereunused in the final design.

