

SKETCHING WEBSITE LAYOUT

Sub Question

What should be the layout of the website?

Why

I asked this question to communicate the design of the website.

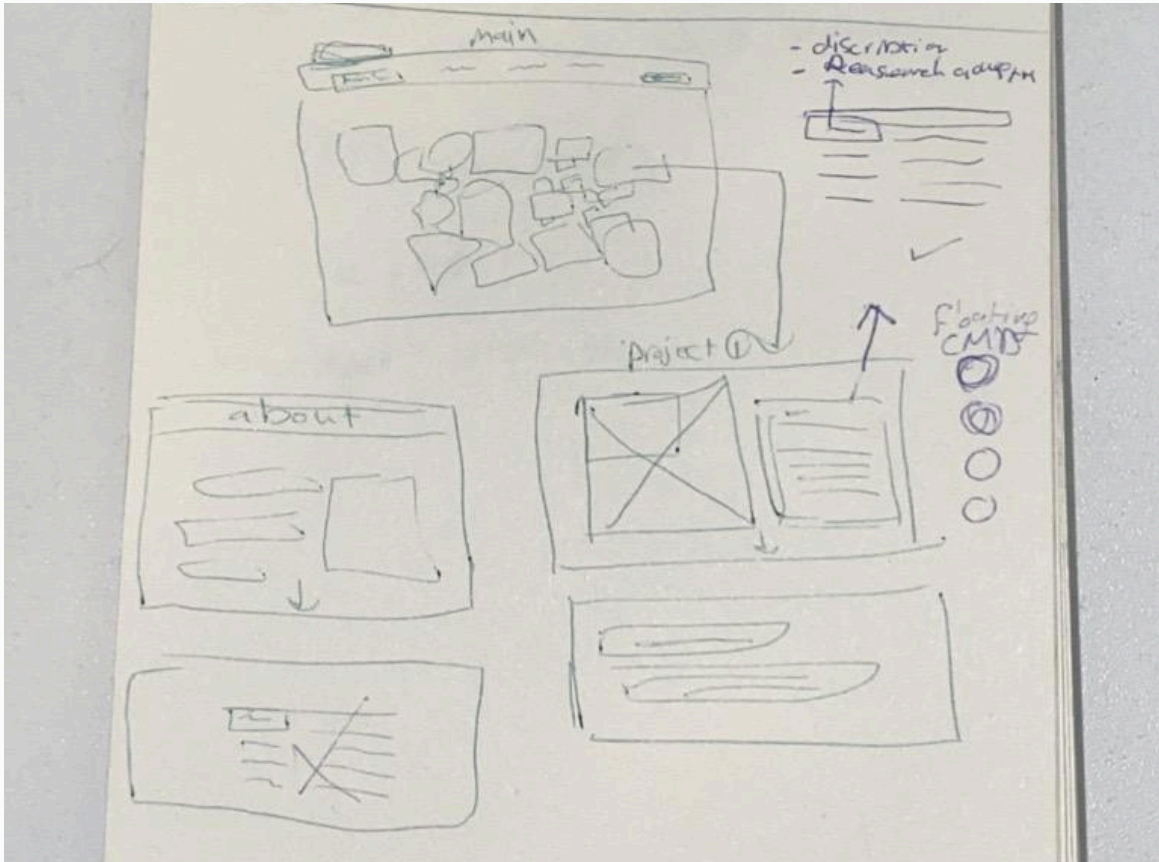
How

Sketching: With my notebook and the pen, sometimes with the iPad, I drew different designs and ideas. Then I transferred some of the sketches into wireframes, to easily communicate them.

Results

First Sketch: (iteration one)

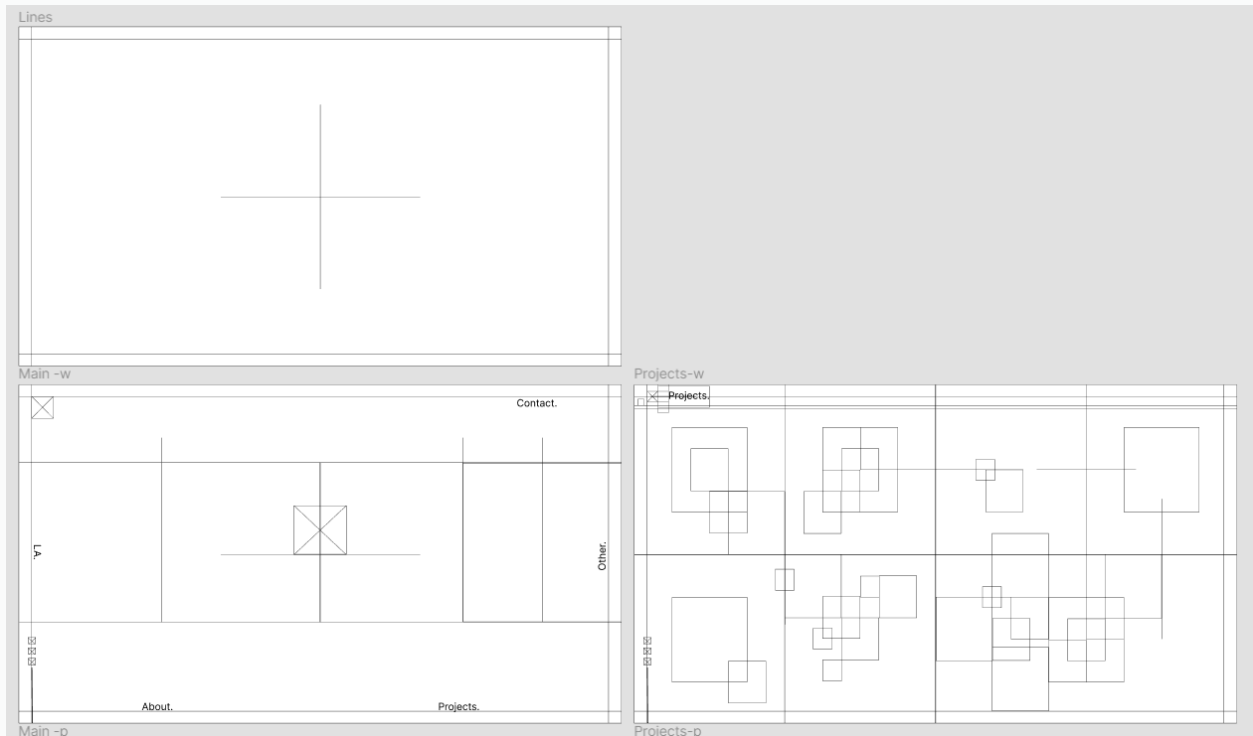
The design was made using a pin and a paper.



It consisted of some ideas like floating CMD methods to give motion to the boring part of the website which is about reading of what are the sub questions and projects. It also included some of the trends I found on the literature research, the main screen shows the trend taken from Gussi website, the page where they illustrate the gallery.

First wireframe: (iteration two)

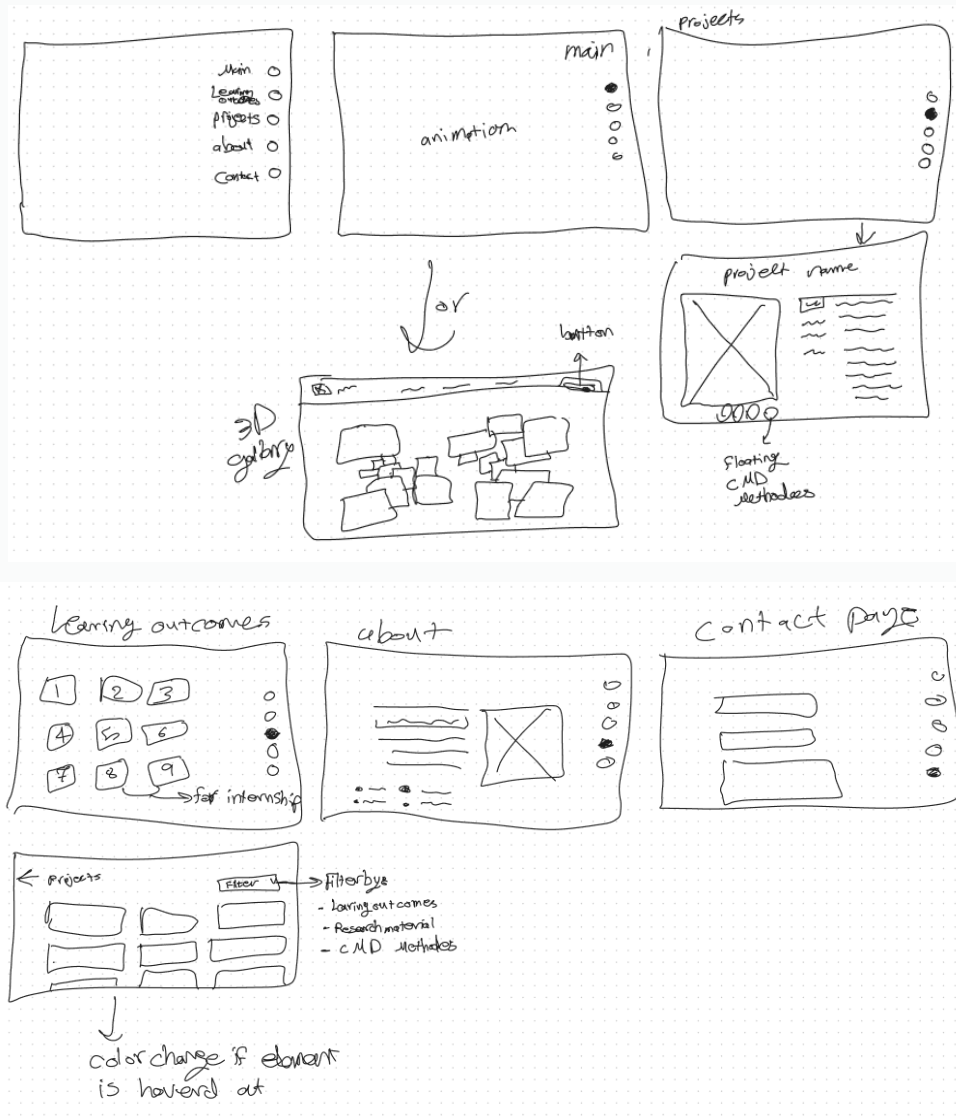
The design was based on 2 websites that I found online, it was design on Figma and on the laptop.



The home page design was based on portfolio website that is called Code Bucks, while the second page shows an artistic view of the projects, it was based on the trend of layering that was found on the first sub question about the trends. There is also a mock-up of these pages, however the idea was changed. This is because the results for Code Buck's website showed that having this navigation menu all over the places is not user-friendly. While for the project page, I couldn't find the code to do such an illusion and illustrations, therefore I cancelled it.

Second Sketch: (iteration three)

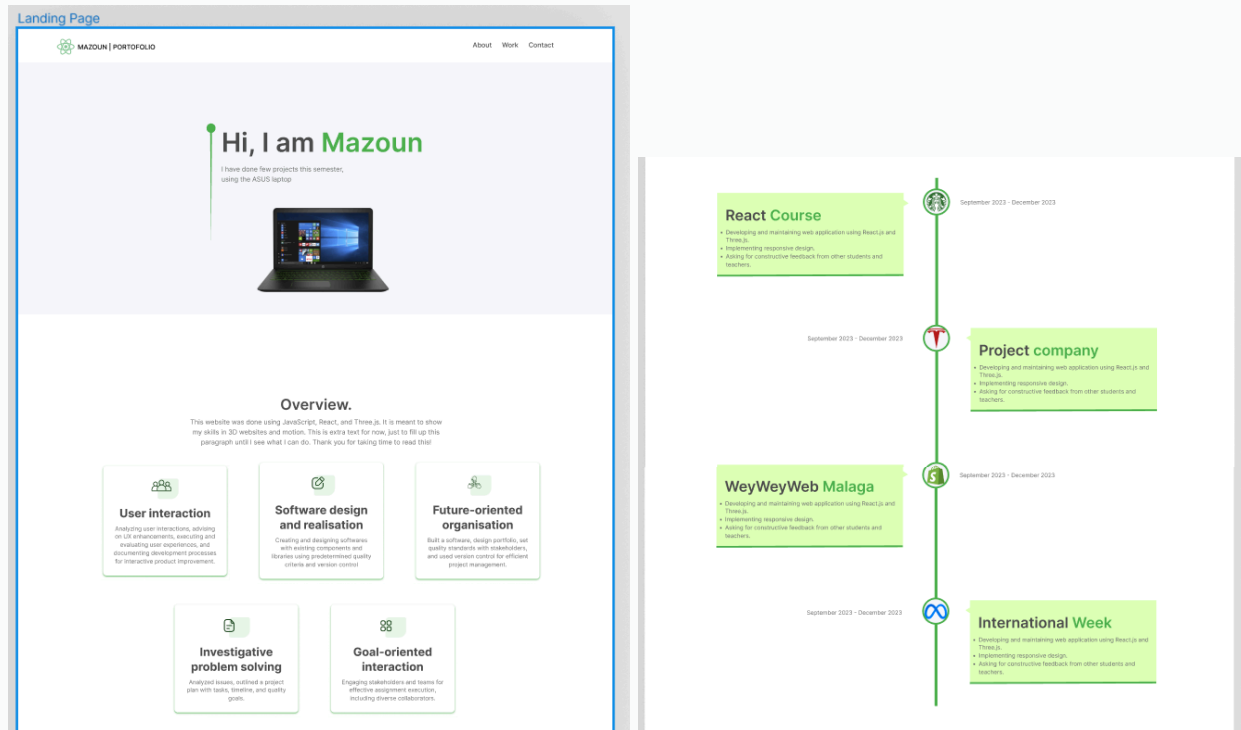
The design was a better look of the website, it was design on Figma on the iPad. This is iteration two.



As can be seen, it shows 5 different pages, and some alternatives to the project page. The idea behind the sketch is to have a one-pager website with the ability to go throughout sections with a click on the right of the screen. In this iteration, it's one-pager because it was influenced by the testing results of the Usability testing from research sub question 2. The design also had a spirit page to show all the projects and a filter to find them faster. There is also a button to change the way the person can view the projects, either with a grid or with a broken grid where the user view and feel the page as if it was in a museum. This is also taken from the Gucci website, but now it had a button to switch between the view type.

Mock-up: (iteration four)

The design was based on the website that had the most positive testing results, it was design on Figma on the laptop.



This design has similar to the React Course. However, it has different colour theme and some different components. The colours weren't matching the research I conducted, therefore it was decided to be changed. What's more, the experience timeline is not going to be relevant for this project. Therefore, this design is have some cancelled componenets.

Wireframe: (iteration four)

The wireframe was design on Figma on the laptop, it was based on the previous iterations and websites testing.



The wireframe as can be seen looks similar to the previous mock-up. But it has most of the components that the portfolio should have, with two pages, one for the teachers and the hiring against together and the other page for the teachers to view the achievement from. As can be seen, thee timeline is still there on the design because I was planing to change it something else. As for why did I add another page, this is because I was asked from a company to view my website and I did not want to show them a website that doesn't have all components running and working.

So What?

Overall, having multiple sketches and prototypes is not bad. Either if the new designs are for updates or new concepts, as long as they work in favour to create a better version of the final layout. But there must be some considerations to know when to stop and why to create another version, some of these considerations or limitations are time. As this semester is not that long and the website is also serving me the props of landing a graduation internship.

On this research, I had four iteration, where some iterations had big changes and some little. Each iteration illustrated why an idea was cancelled, some because of not aligning with what I found on the previous researches, some because of coding skills, and others were because of not being relevant to be added.

Overall, the last design was having two pages, one for both target users and the other for one user. The first one shows who I am on the working field, while the other illustrate the achievements I had during the semester.