

Documentation for HobIT Figma prototype

Action:

Test the Figma prototype with our teachers.

Research

After testing our paper prototype with students from higher semesters and with our teachers, we decided to start creating the Figma prototype. In Trello, my group divided the pages, and my part was the landing page and sign-up form. After doing it, I changed the design three times. First, I made it with light mode, but after talking with my team, I changed it to dark mode. Because I didn't want to make another HTML page and I didn't like the other social platforms' designs (Instagram, Facebook), I decided to make it a pop-up form. Initially, in Figma, you can see that in my design, the interests are colorful, but after feedback from my teacher, I made it with a purple outline. For the landing page, after feedback, I made the three circle images into a pop-up image that can be clickable, allowing users to preview the other pages. (The design to look like a bubble was made by Yurick) but the pop-up and CSS placement were made by me.

Feedback:



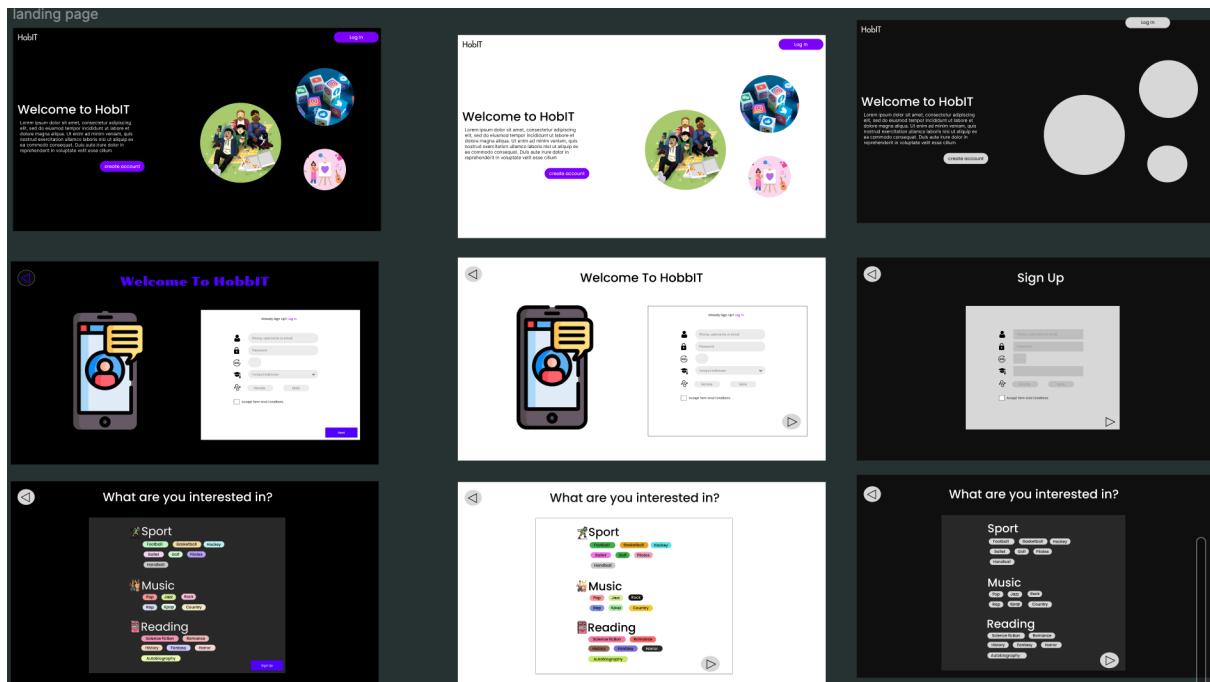
Neuman, Yurick Y.F. a month ago

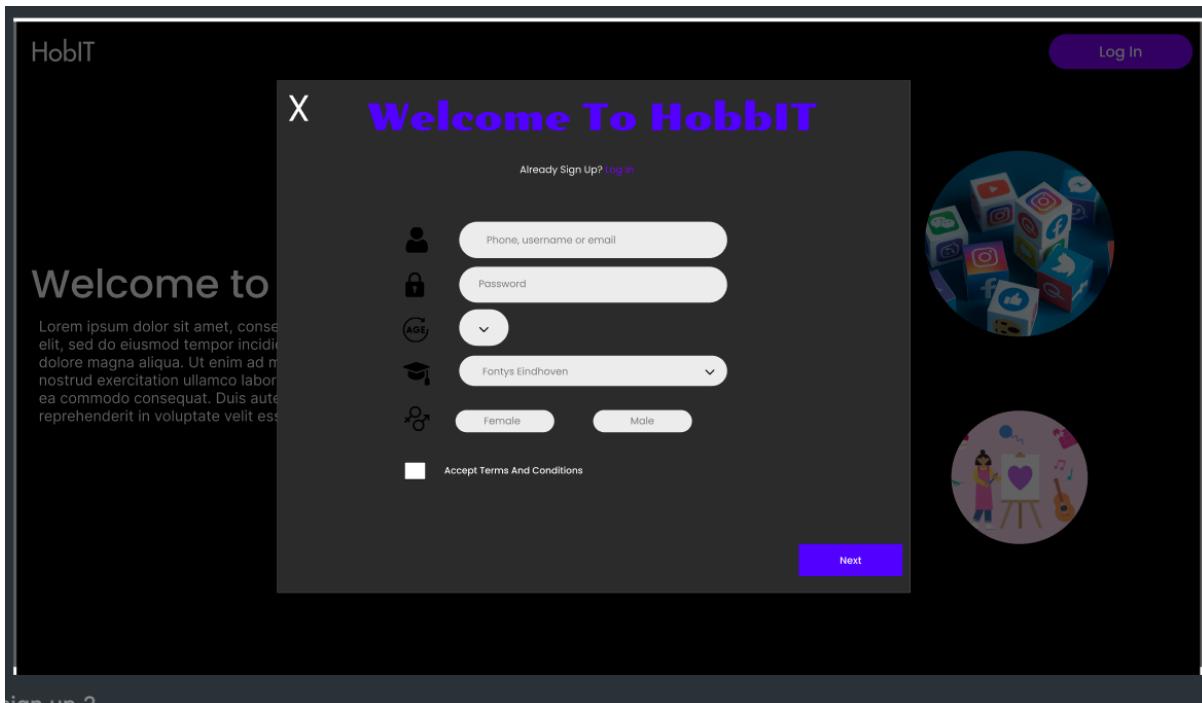
Today we presented our current interactive Figma prototype and received feedback on it. We were told that we could do more to better get across the idea of bringing people into "circles". It's important to ensure the design tells a story to the user.

Other things such as the random colors on Hobby Tags should be more defined in meaning, tying them to a category could help make them more clear.

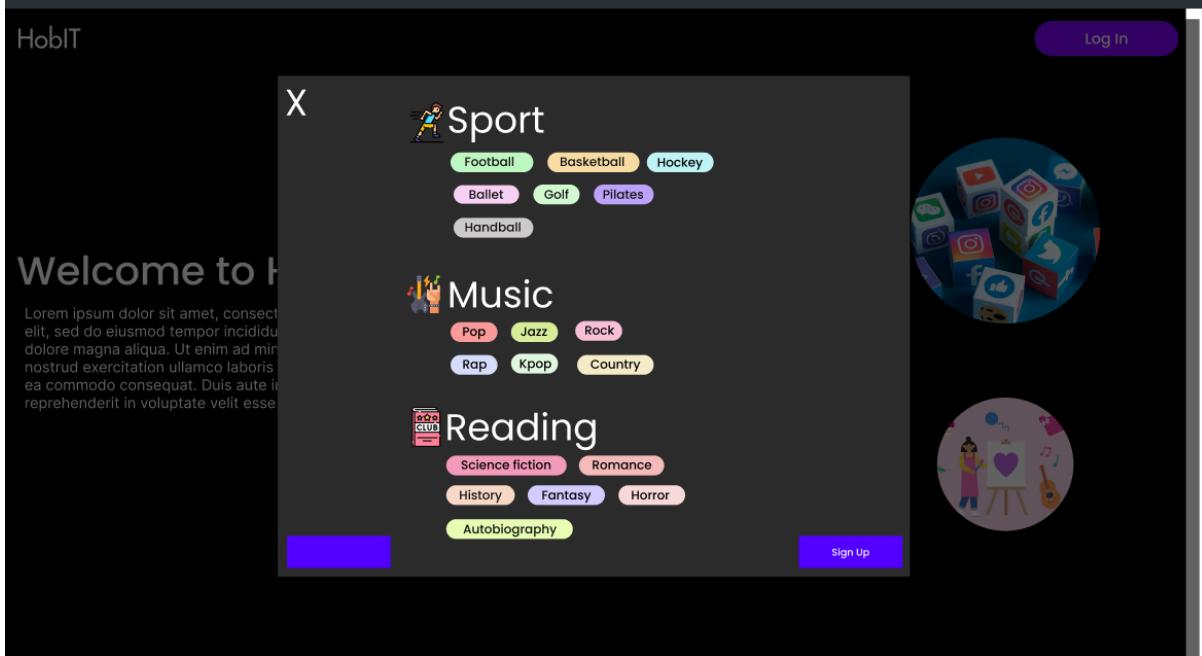
We should make sure to elaborate on the site's functions in our documentation, especially the functions that aren't present/functional. Things like a tutorial to navigate the site or how the algorithms would work helps show that we did think about them as they are crucial to the site's hypothetical operation.

Before Feedback:

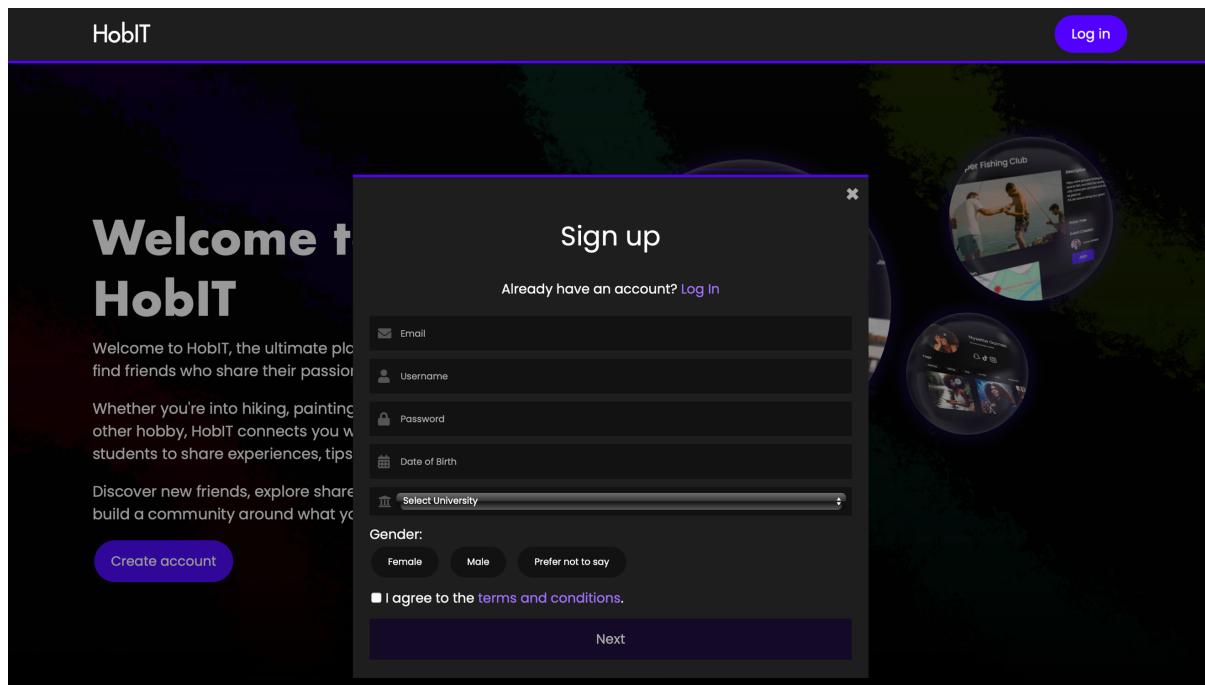
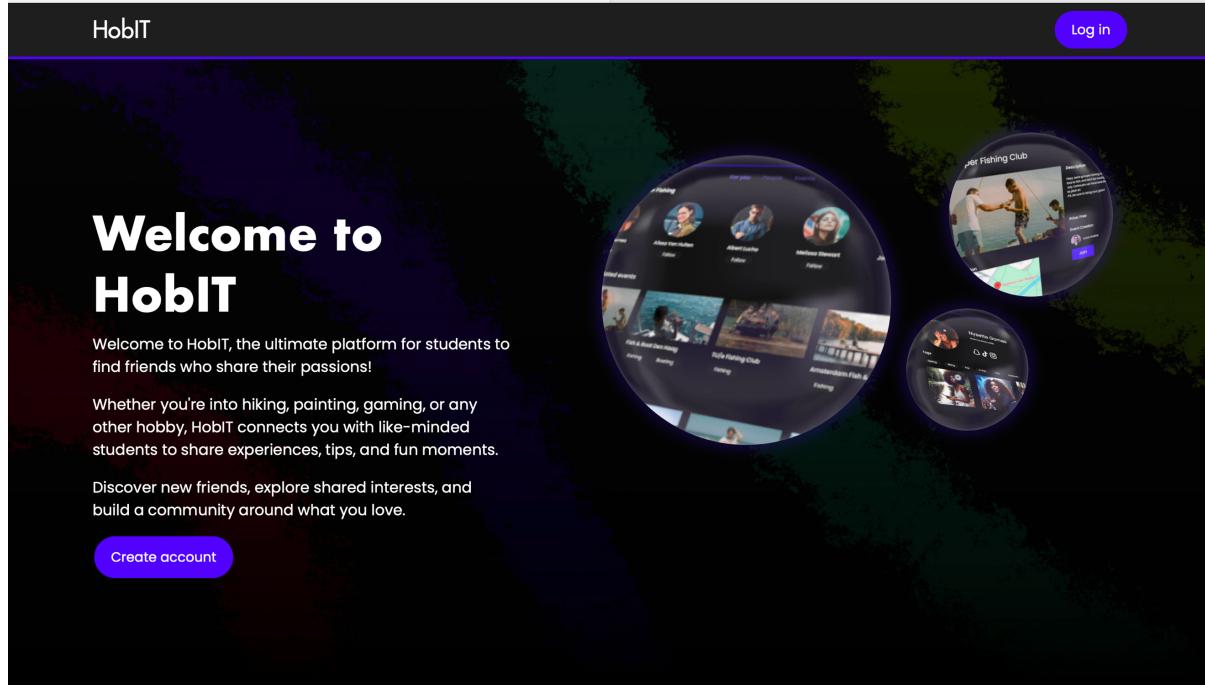


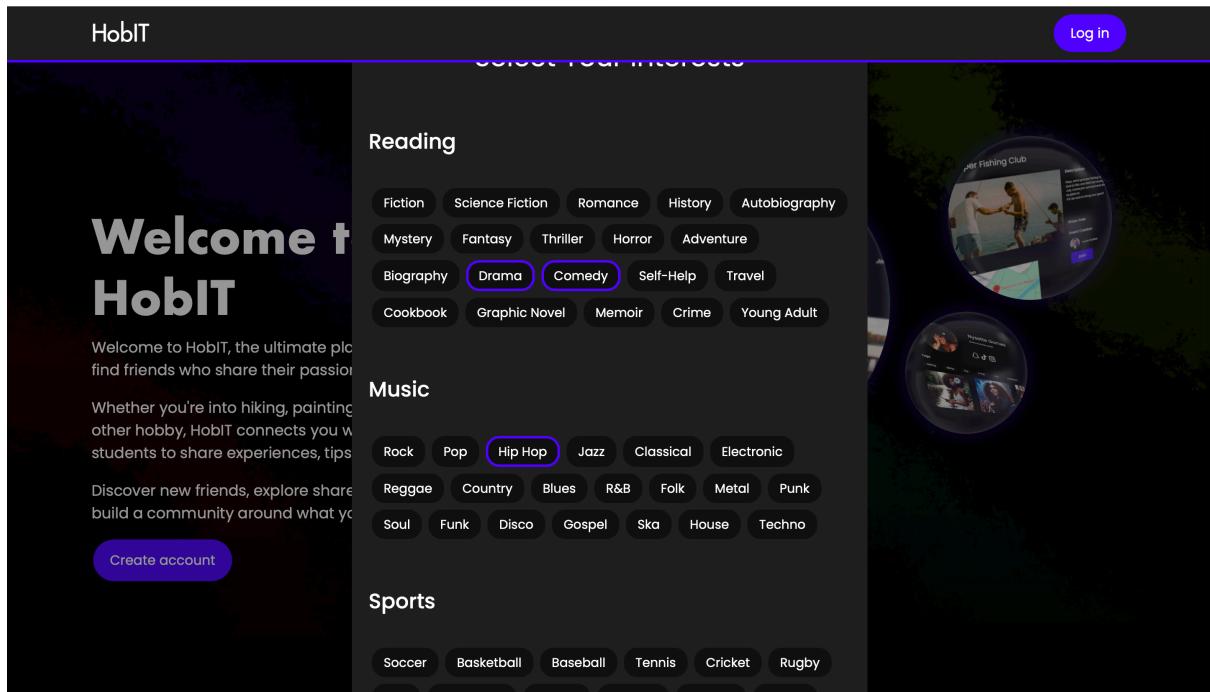


sign up 2



After Feedback:





Reflection:

Feedback played a big role in my design process. At first, I used colorful interests in my design, but after my teacher's feedback, I changed it to a purple outline. For the landing page, I changed the three circle images to a clickable pop-up feature, making it easier for users to preview other pages. While Yurick created the bubble look, I handled the pop-up functionality and CSS placement. This project taught me the importance of feedback, iteration, and teamwork. That's how I end up with the final result.