

The first two concepts from class we used in the design were affordability and constraints. Using the two together we constrained the amount of actions we afforded to the user to help guide them to where they needed to go. For example the home page doesn't afford the user the ability to find information on it, it only affords them the ability to go to other pages that will hold the information they need.

The third concept we used was signifiers. For the user to be able to navigate the webpage, things needed to be clearly labeled. As such, we attempted to make our links to our different pages as easy to pick out as possible. For example, looking at the nav-bar, a user should hopefully be able to tell that clicking on Immediate Help, they will be taken to a page with sources that could provide more immediate forms of help. Or that by clicking on Programs/Services should take them to a page that lets them look through the offered programs and services.