

For our demo we employed much of the same concepts from class that we did with the hi-fi prototype. Namely constraints and signifiers.

We continued to use constraints by restricting what options the user has on each page to make the pages easier to navigate. This way each page has a specific use case that should be easy to identify.

In terms of how we applied signifiers, part of it was playing a round with relabeling items such as changing the programs page to the support programs page. Simply adding an extra word to try and make what the page is for more identifiable.

Thirdly we attempted to apply Gestalt principles, namely continuity, to make the pages easier to navigate. For example with the tile based home pages, a grid was chosen both to make efficient use of space but also to place the content we wanted the user to find on lined paths. Making it easier for the human eye to follow.