

I'm going to be honest, I am lost and confused with everything discussed in the class so I don't know if I used any of this correctly but the first topic I tried to consider when designing my low-fi prototypes was constraints. My group quickly decided that the requirement to retain the bulk of the site's content while reorganizing it was one of the project's big constraints. As such I went forward trying to keep the content the same while improving the layout. My attempt to improve the layout was by using the Gestalt concept discussed in class. Organizing things in related groups or at least trying to. I grouped single click links together in a line across the top of the nav bar, search items in the middle, and the drop down menus at the bottom of the nav bar. The third was function over form. While designing my prototypes I thought about our discussions on doors and how they are often designed with appearance over performance these days. And these thoughts led me to do the opposite, I instead approached my prototypes with how I could best layout the content to be easily accessible even if it didn't look the most appealing.