PROJECT OVERVIEW

THE PROBLEM:

The website for the city of Pine Island is difficult for users to navigate due to the overly complex menu systems.

THE SOLUTION:

Website redesign with a focus on information architecture and navigation usability.

MY ROLE: UX/UI Designer

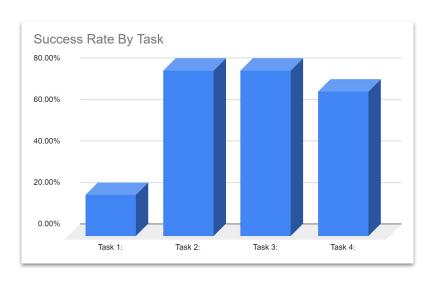
TOOLS: Figma, Adobe XD, Usabilityhub



Navigation Usability Testing

- "There are so many options, I feel like its too much."
- "Id probably just use the search bar because things aren't categorized well"
- "I can't find it!"

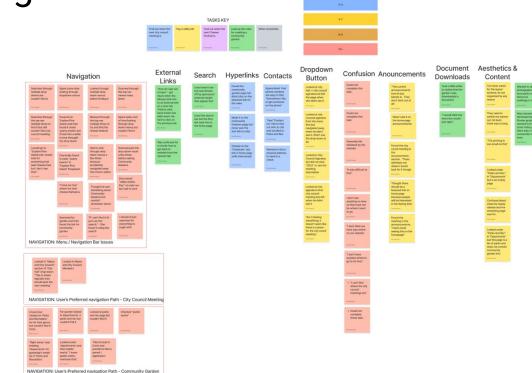
20-80%
Success Rate



Affinitizing Test Results

NAVIGATION: Utility Payment Issues

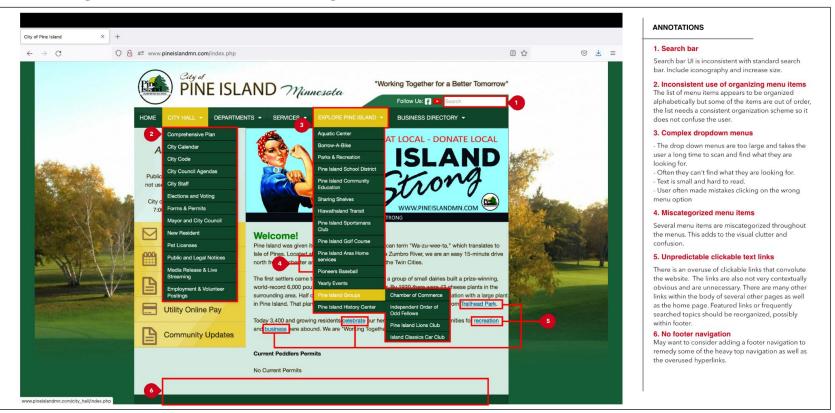
Calendar



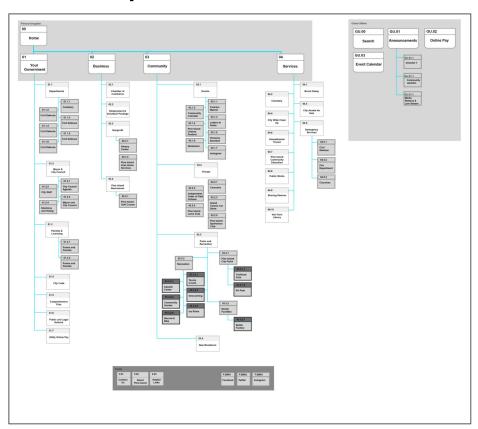
Frequency of Response

Successes

Navigation Redlining

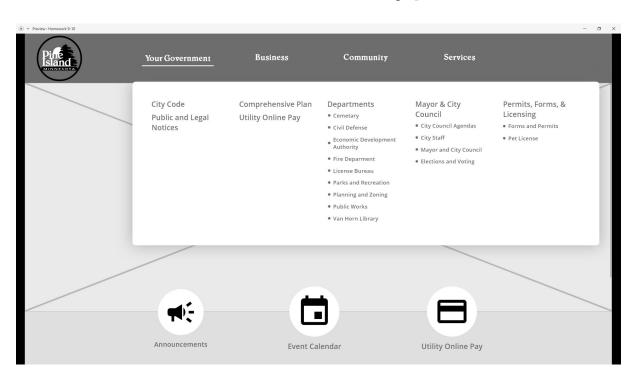


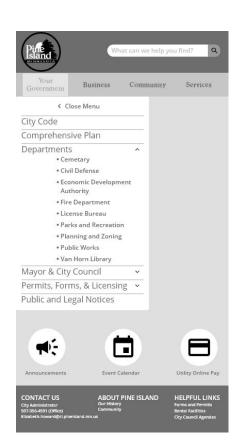
New Site Map



Figma Design Link

Lo-Fi Clickable Prototypes





Desktop Design Link

Mobile Design Link

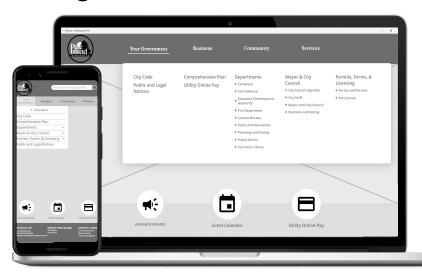
Testing the new navigation design



Initial success rate

20-80%

VS

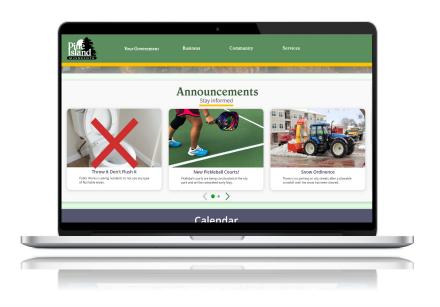


Success rate after redesign

60-100%

Hi Fidelity Responsive Prototype





Final Phase of Testing



100%

Completion Rate!

0:07_{sec}

Avg. Time to Completion!

5 Second Test

8
Participants

What is the purpose of the page?

What was your impression of the design?

What is the main things/elements you can recall?

What is the main things/elements you can recall?

"Vibrant, Clean and easy to navigate"

"Pine Island Welcome"

"Pleasing, good simplicity"

"Welcome, government, landscapes, buildings"