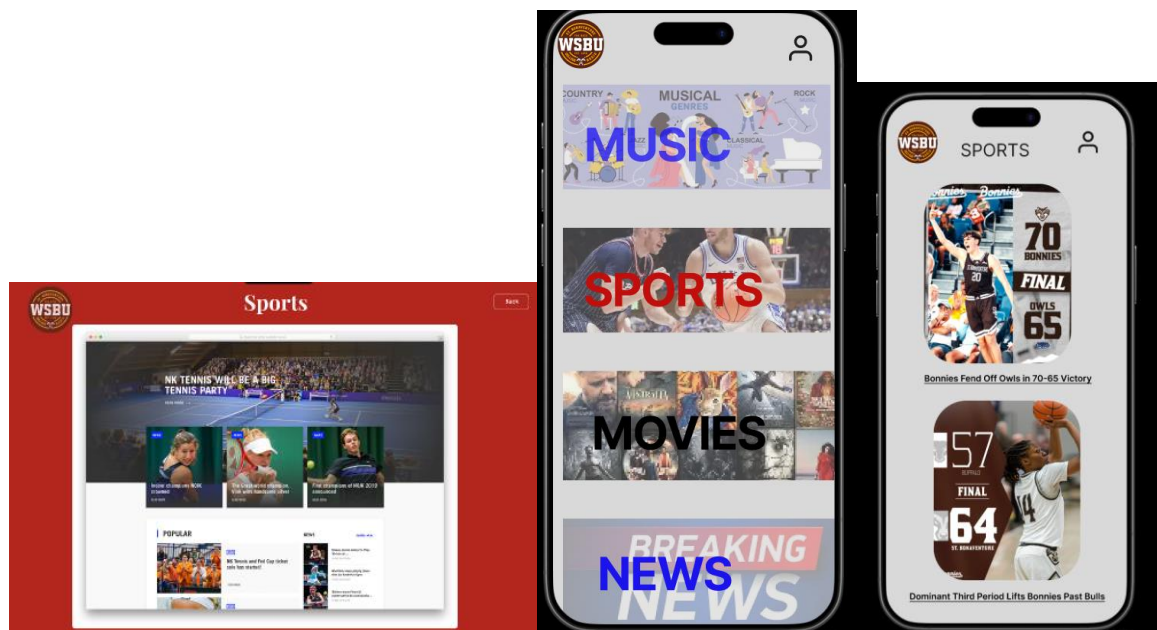Prince kiruhura

12/2/2025

The buzz re design

Link: [The buzz – Figma](#)

I wanted to do a redesign on the radio website after the critique from my classmates. In this design document I will be showing the pages I redesign and how they looked before. A major change I made was switching back to what I'm really used to, which was a mobile app instead of a website. This decision was based on user behavior showing that most of our users primarily access radio content on their phones, and a mpbile first approach better supports quick listening, scrolling, and interaction. The goal of the redesign was to improve usability, reduce congestion, and create a more engaging user experience
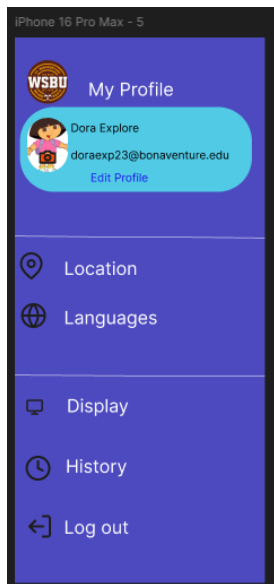

The first major change I made was the front page. It was very congested, and it had a lot going on. For the redesign was removing the article section and making it I's own

button and allowing the content/podcast to take front page. I added the calendar to the front page. The concept was that the user would be able to click on the calendar, and it would show what show is on that day. This will be added to the app in the future. I was just brainstorming ideas. This change was made to reduce congnitive overload and improve cisual hierarchy so users could immediately focus on the main purpose of the app, which is listening. By separating articles into their own page, the home screen became more task focused. A tradeoff of this decision is that articles are less visible at first glance, but usability testing showed that users preferred a cleaner listening experience. This also aligns with Hick law, as fewer choices on the home screen reduce decision time.

The second change I made was with the article page. Previously on the first design it was very bland, and it was just a screenshot of a website, In the redesign I made it so that you can scroll with inspiration from apps that are very are used such as Tik Tok and snap stories. and see the articles and if you are interested you can click on them, and it sends you to the article. We also made a whole page that shows what type of articles we host on our website, which is something we did not have on the website. This redesign supports progressive disclosure by allowing users to preview content before committing to reading it. The Vertical scrolling layout also follows modern mobile

interaction patterns that users are already familiar with, which reduces the learning curve.

A page that was introduced in this redesign that we did not have in the first model was the user page. The idea behind it is that the user is a student, and they have access to a few of the systems and just be able to play with the settings of the apps for their liking.This feature was added to support personalization and user control. By allowing students to adjust settings and access personal features, the app becomes more engaging and inclusive. This decision was also guided by accessibility and user autonomy principles.

I didn't change much, I just included a description of the episodes, and I did more research about the shows and who's the hosts are when they are on air. Although the layout itself remains similar, adding detailed episodes and host descriptions significantly improves information and trust. Users now have a clearer expectation of what they are about to listen to, which supports informed decision making and increases engagement with the content.

The concept of this page is to have a live chat for the DJs to interact with while they are on air. You can send a message, and it works with the idea that the DJ reads the chat and that they are able to reply in real time. This feature was added to increase real time engagement and community interaction between listeners and DJs.

Throughout this redesign process, i learned how important it is to balance creativity with usability and user needs. Class feedback helped me identify areas of visual congestion and confusion, which directly shaped my final design decisions. If I were to continue this project, I would conduct user testing to further validate the interaction patterns and iterate on accessibility improvements.