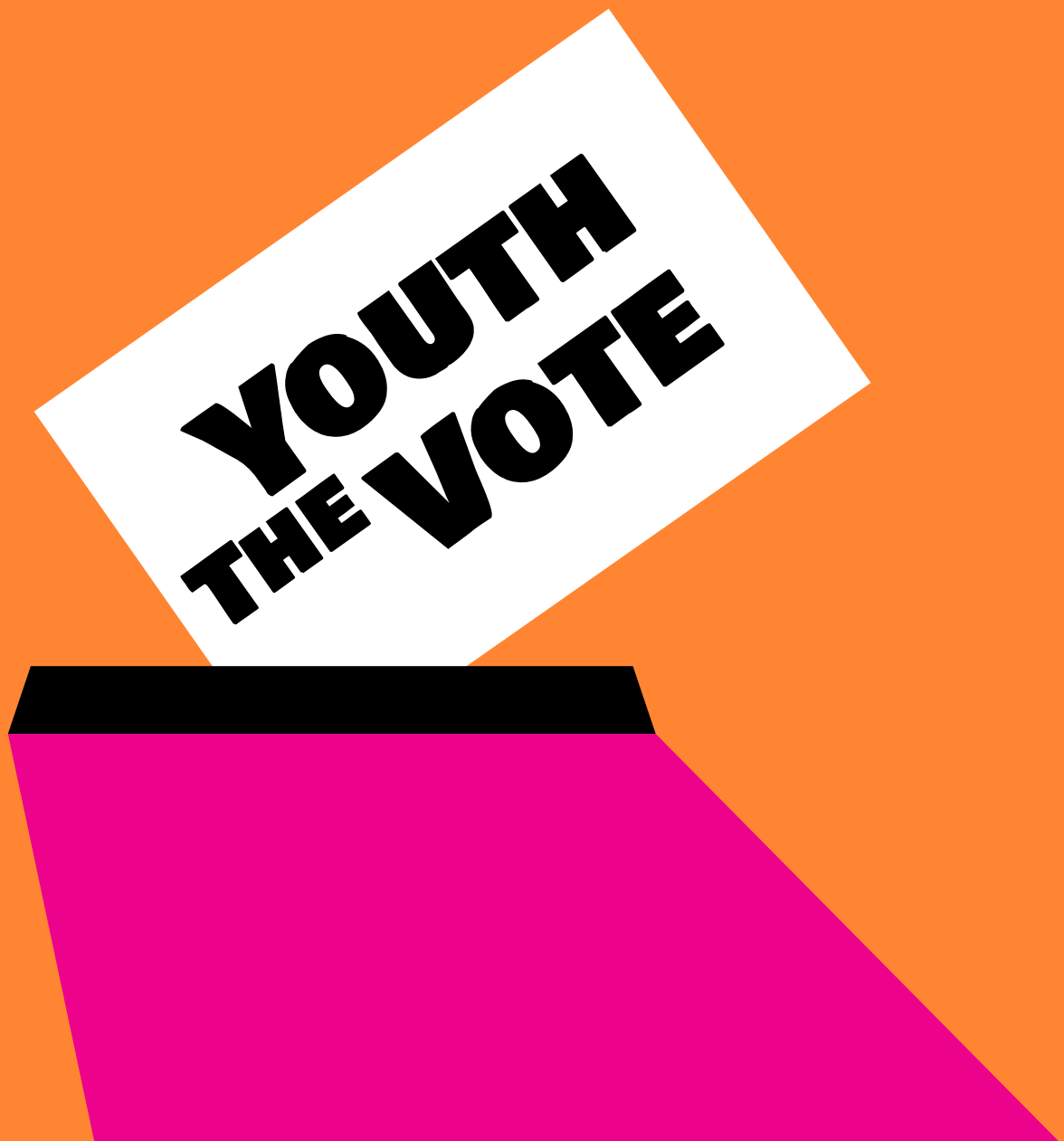


GROUP 4
HOMEWORK WK 2
WIREFRAMES &
DESIGN
JUSTIFICATION

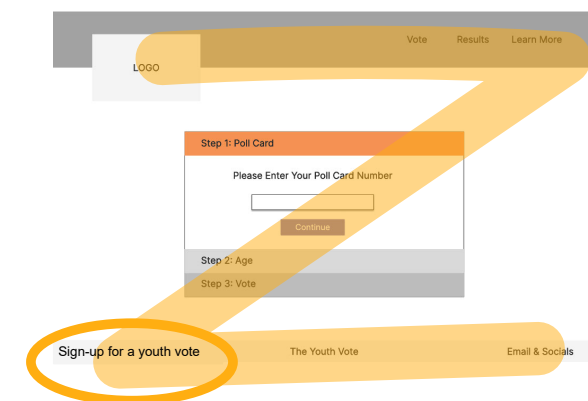


Whole Site Overview

The site will be made up of 5 key pages: the home page, the school sign-up page, the voting page, the results page, and a page for external resources where people can learn more about voting and democracy.

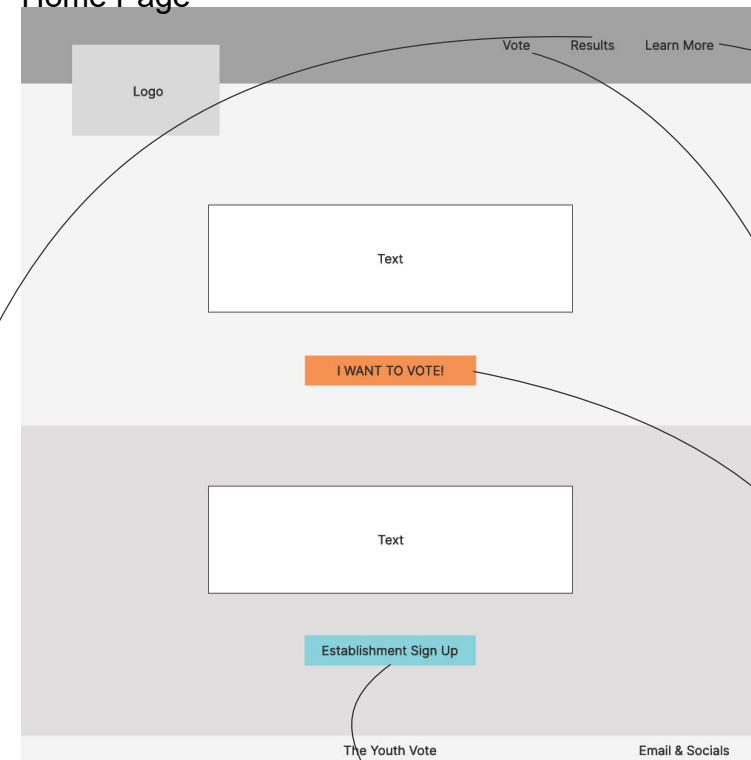
As the main objective of the website is to encourage young people to vote the key navigation will be directed towards the young persons user journey; voting, checking the results, and learning more. The homepage will include a prominent CTA directing to the voting page as well.

A link to the school sign-up will also be included on the home page, as well as being included in the footer. If an educator goes on to the voting page looking to sign-up, they should find the link even though it's at the bottom as this is the way they would naturally scan the page.

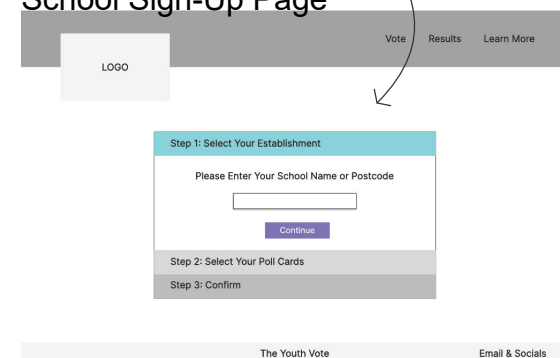


Aesthetic and minimalist design (Nielsen) is a key aspect of our design language, with the aim to minimise what's shown to users, at any one time, to prevent information overload.

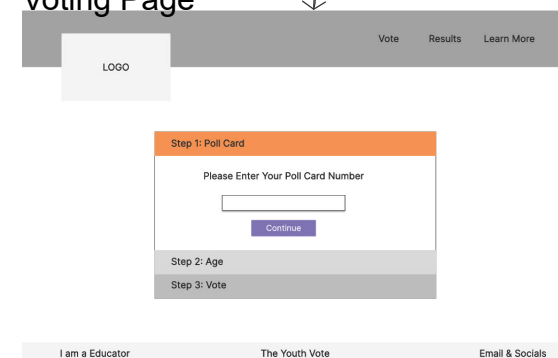
Home Page



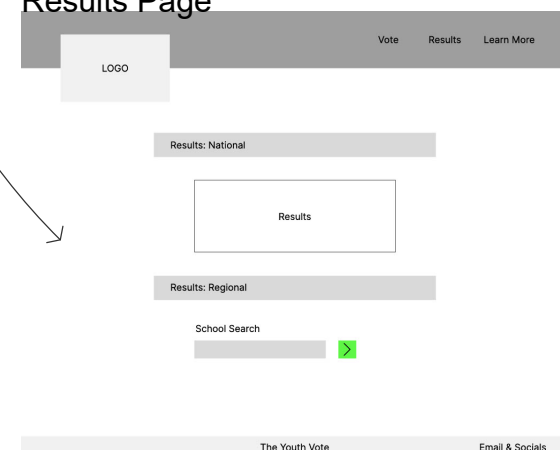
School Sign-Up Page



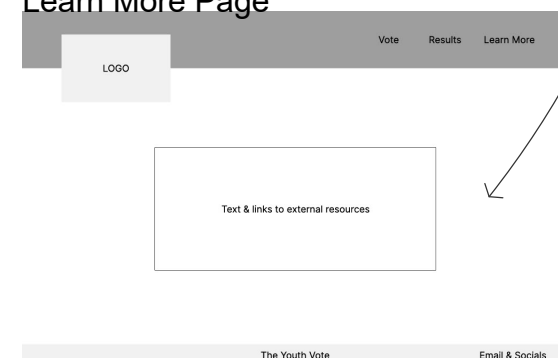
Voting Page

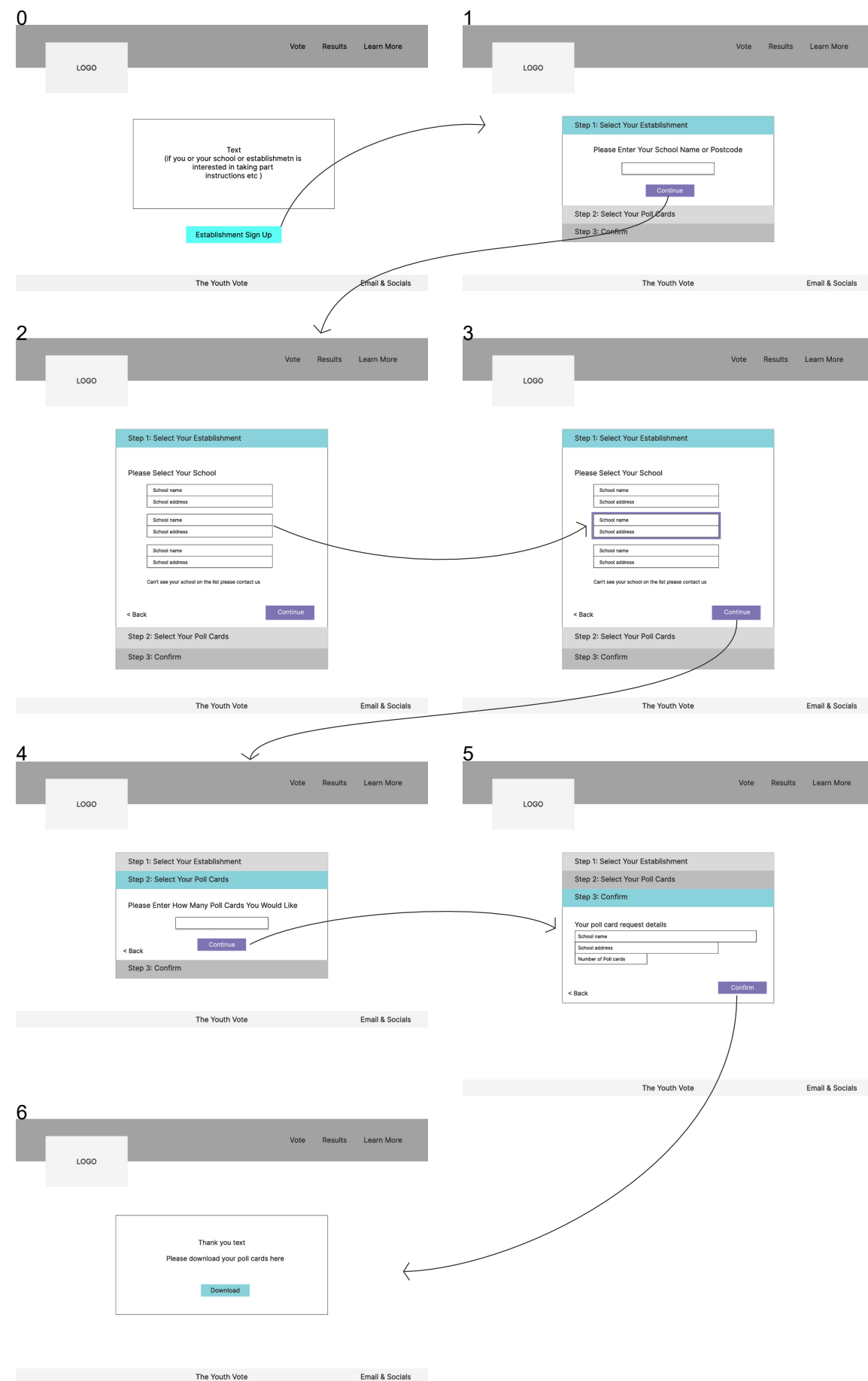


Results Page



Learn More Page





School Sign-Up Journey

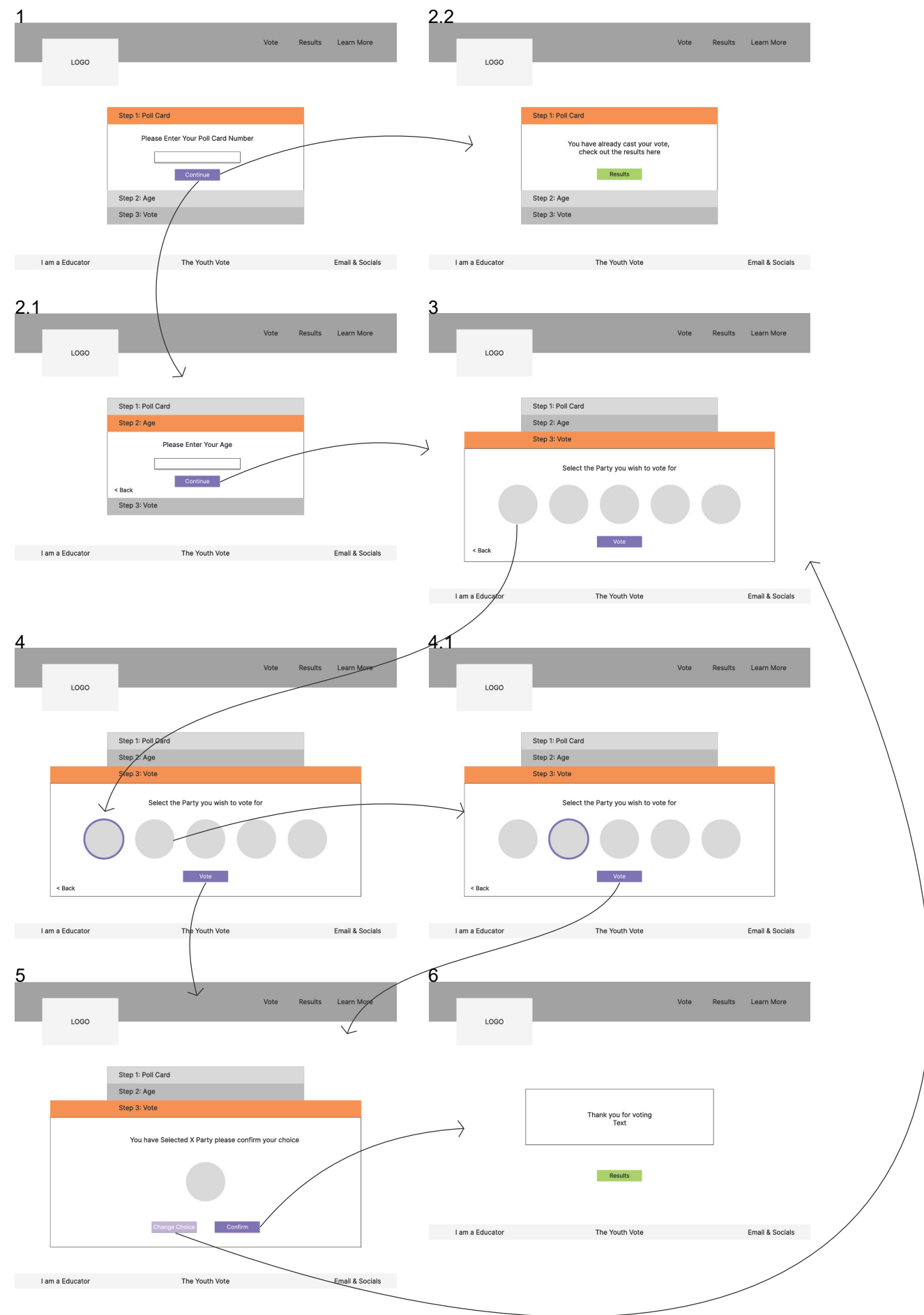
When a user selects to sign-up for The Youth Vote they will be directed to slide 0, this will give an overview of instructions for sign-up and how the voting process works.

They will then progress through the sign-up form. They will enter their school name or postcode, this will send a request to an API containing school information and return all the results that match. The user then selects their school and enters how many poll cards they need. Each poll card is unique and can only be used once.

They are then asked to check and confirm their details. In this step the continue button has moved location, this is to cause them to pause, in which time they will need to re-scan the page making it more likely they have truly checked the details. There are downsides to moving buttons as the user would expect it to remain in the same location but as we want to cause the user to pause we have considered this and as a solution moved it to the bottom right as this would be the next place a user would look as right often signifies forwards in UI.

Finally they will be able to download a file containing their poll cards, ready to hand out to students.

At any point in the journey they will be able to go back a step using the back button in the bottom left of the form container, this placement was chosen as left is often associated with back.



Voting Journey

Once a young person has received their poll card they will be able to vote on the website. Each poll card will only be valid for 1 vote. If they have voted before and try to re-enter their poll card number they will receive a message stating that this number has already been used and will be given the choice to check the results of the vote instead.

The user is instructed to enter their poll card number and then their age, after they have entered this information they are able to choose who they want to vote for by selecting one of the party icons. The party will then be highlighted and they can either choose to vote for that party or select a different one by clicking on a different icon. Once they have selected their party and clicked vote they will be asked to confirm their choice (they also have the option to change their mind and go back).

After making their vote they will receive a thank you message and a CTA to check the results of the vote.

At any point in the journey they will be able to go back a step using the back button in the bottom left of the form container.

Results Journey

Anyone who accesses the website will be able to view the results page as it is an important discussion for everyone, not just young people, to see what matters to young voters.

The national results will be the main focus, and will display the results of the vote so far.

There will be option to filter by school, similar to the sign-up journey, a user will be able to input a school name or postcode and select the school they would like to see the results for. The results for the school will be displayed in the same/similar way to the national results.

If a user would like to see the results of a different school they can just re-type the new school into the search bar.

Keeping the general design and layout provides the user with familiarity, they do not need to re-learn the layout of a new page. We have also reused CTA's in the same style so a user will be able to recognise what a button does straight away. (Nielsen - recognition rather than recall)



Design

We have chosen a dark colour palette contrasted with bright colours, this gives a youthful and fun feel to the site which is aligned with our projects aims.

We have taken into consideration web accessibility making sure our design is a minimum of AA compliant, and in places where text is descriptive and important to the user journey aiming for AAA compliance.

We have also considered how people will view our site on different screens. By adding breakpoints to our css we will be able to more easily control how we want our site to appear. Using features such as a burger menu will save space while being in keeping with our design on a smaller screen.

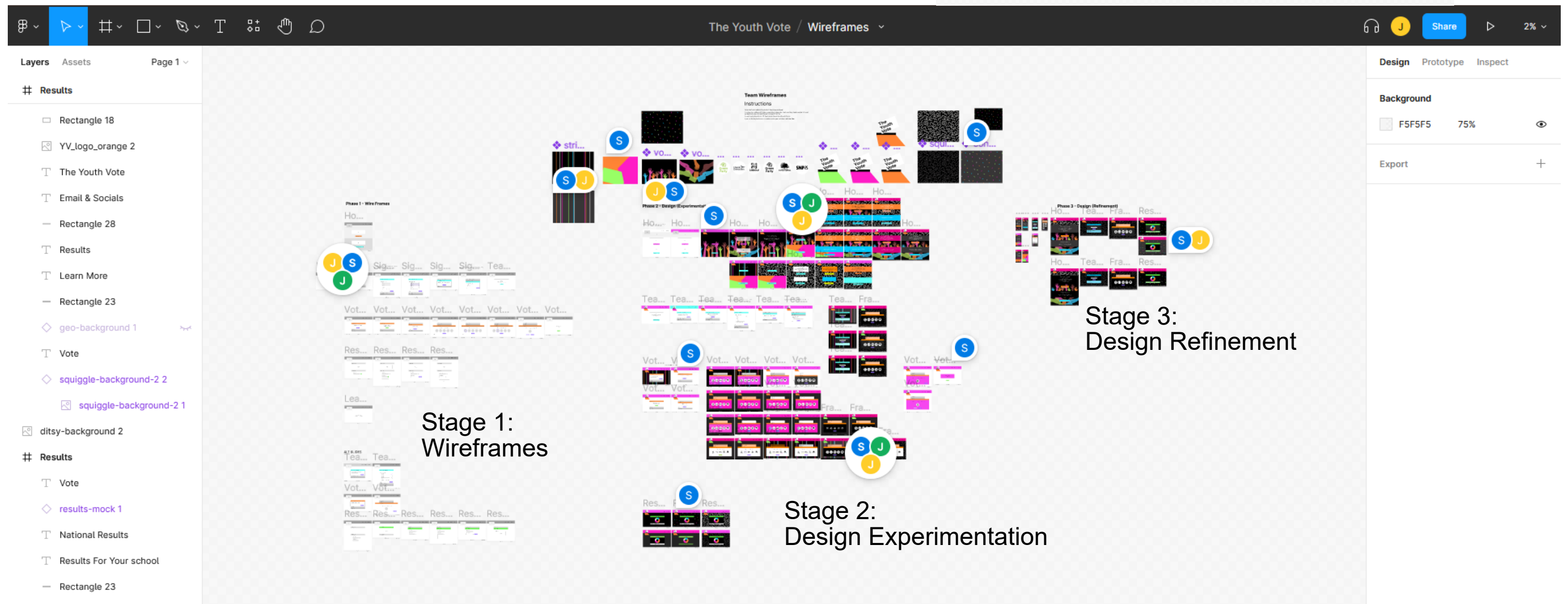
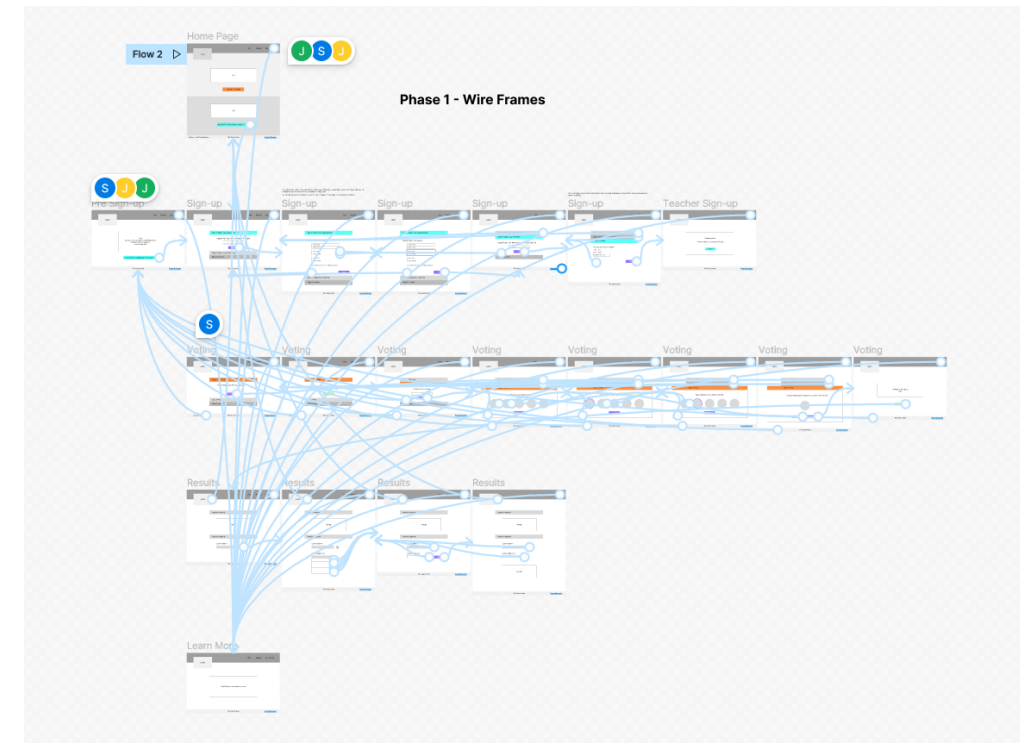
By adding drop shadows to buttons it gives the impression that it is raised, signifying to the user that this is a button and an area to be clicked.



Design Process

By using Figma we could work collaboratively and make use of features like comments to leave notes for each other, discussing design alterations and user journey considerations/improvements.

It meant we could also make the most of prototyping tools allowing walk through user journeys and visualise the links between pages.



THE YOUTH VOTE