UC Magazine

UX Methods Used

- Wireframing
- Prototyping
- Competitive Analysis
- Web Design
- User Interviews
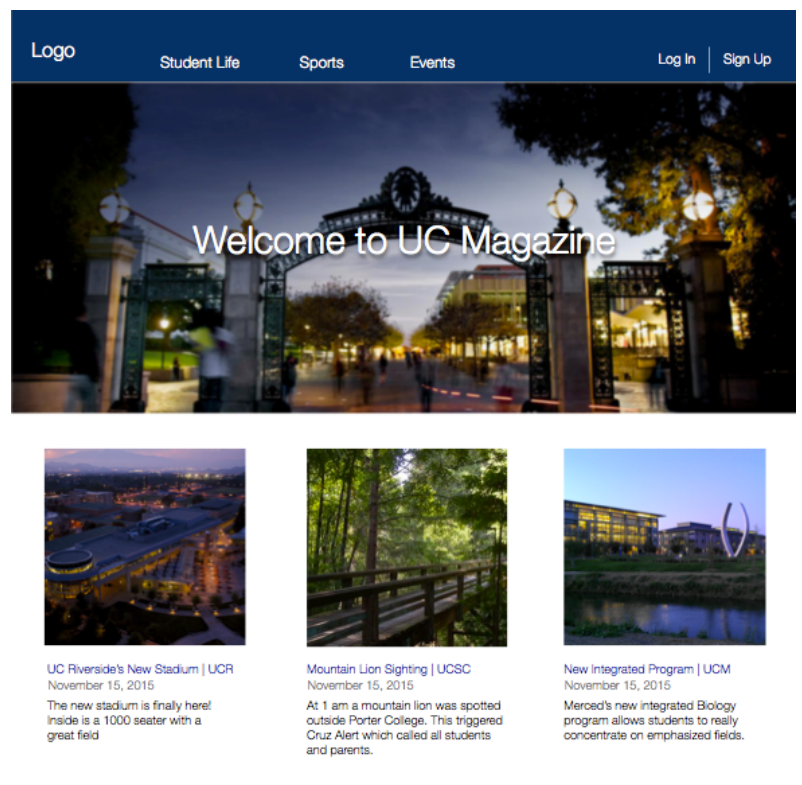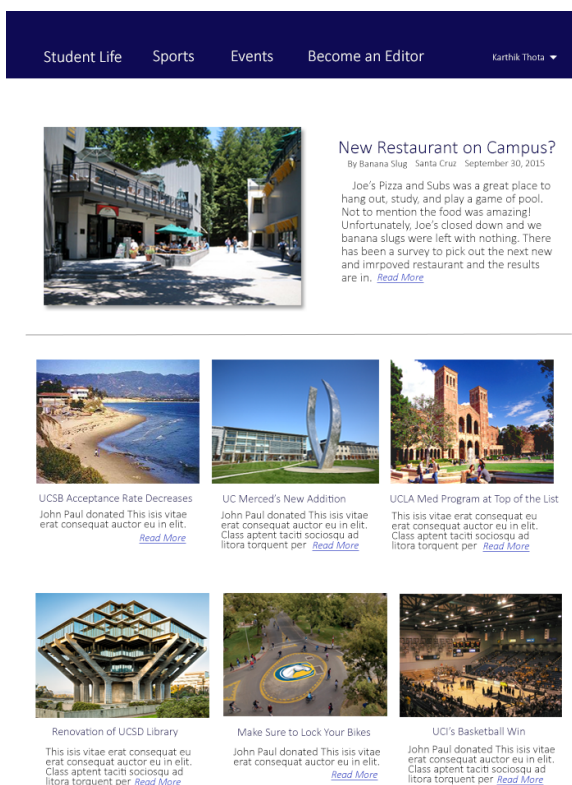- Usability Testing

Tools Used

- Web2Py
- Python Aynwhere
- Sketch 3

Interested in the strike that recently happened at UC Berkeley? Or the UC Santa Cruz Hackathon? UC Magazine is a place for any news related to the 10 University of California Campuses. This website was created to connect the students across all UC campuses for a sense of togetherness. Students and Professors can visit the website to read stories from the 3 categories: Student Life, Sports, and Events. Students or Professors can also publish stories by becoming an editor. To be an editor, a short questionaire form must be filled out and approved by an admin. Once the form is approved, stories can be written, edited, and published for anyone in the UC system to read.

Research

To design a web application that can be used by many users, our team of three had to first understand the product and our users. Therefore, I was in charge of carrying out user research to create the a simple yet useful application. After conducting numerous interview and survey sessions, I created a wireframe of what our product would look like. This would be the first iteration of many. In the pictures below show the differences between the first and second iterations.

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After creating designs I had to walk through them with the developers on our team. Knowledge of web development languages comes in handy when explaining your design to developers. After numerous meetings and user research sessions, our team came up with our final product which is shown below.