

Serenity Forge UI Mockup

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HOME Serenity Forge UI MockUp

02

The header goes away when scrolling; locking the header will help with ease of access to contact info. For example, the image below has a fixed header, and it is easy.

and it is easy to access the dropdown menu.





We are an independent video game development studio, comprised of passionate game developers who seek to create meaningful experiences through our games and

With every game we make, we want you to experience something special. Live through a near-death experience, explore the physics of the universe, unite all your enemies into one, and empower yourself to find true freedom.



Work with us!

We bring dedication, respect, and quality to our collaborative and work-for-hire projects. See Services for details!



Subscribe to our Newsletterl 69

Connect with us on Twitter and



01

It would be more intuitive to include the contact information in the footer of the page. In addition, it would also be good to include a Serenity Forge

news subscription in the footer instead of in the middle of the page.



04

Facebook page runs off the mobile site border due to poor formatting. We realize the mobile site is a shrink down version of the desktop site. To

fix this, change the tool box to display vertically rather than horizontally.





03

It would be more intuitive for a user to enter their email address in this toolbox directly, rather than clicking on the "Go" button to access another page.

SERVICES Serenity Forge UI MockUp

02

The tab for the Programming, Art, Game Design, Audio, and Business Development and Publishing services are too narrow on mobile. It is unprofessional looking in its current state and will likely drive customers away. It is hard to tell that the tabs are buttons that are clickable for details.

RECOMMENDATIONS:

To make the tabs distinguishable as buttons,add color to the cur-rent expanded tab. This is easy to do from a technical stand-point, as later shown. As you click along, the colors of the tabs the user chooses will move and expand that tab. Also we suggest widening the whole element to show more detail and make the object look more clean and profes-sional.



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Relevant PLAY.

REDROAD

PROBLEMS:
The current services tab for Serenity Forge has the companies we have serviced for in a long list which is a strain to look at and navigate. At the end there is a very broken tab that displays the details of services for the categories Programming, Art, Game Design, and Audio and Music.

RECOMMENDATIONS:

Take the companies serviced and put them into a left and right scrollable object. This will make the page much more organized and professional. It should be redesigned as follows:



JOBS Serenity Forge UI MockUp



Serenity Forge, based in Boulder, CO, aims to create interactive experiences that challenge the way you think. We pride ourselves in the care and dedication we put into our work, whether that be our own IPs or those of our collaborators. We believe that video games can become a vital part of art, culture, and education.

We are currently working on multiple exciting projects, many of which are aimed towards positively impacting the world.

We are not currently actively hiring. However, if you are a programmer or versatile digital artist who loves the idea of becoming an integral member of an exciting startup, please submit a resume, cover letter, and portfolio (if applicable) to jobs [at] serenityforge [dot] com. We will get back to you once an appropriate position or up.

y f in t ⊠



Future Forgers Considered

We are not currently actively hiring. However, if you are a programmer or versatile artist who loves the idea of becoming an integral member of an exciting startup, please submit your resume, cover letter, and portfolio (if applicable). We will get back to you once an appropriate position opens

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PROBLEMS

The Jobs page is almost entirely text; this makes it hard to look at and loses user focus. Future talent would first and foremost, like to see if the company is hiring.

RECOMMENDATIONS:

We have put together an example of a better design: In very recognizable print we will allow future talent to see that

should send in Resumes in even though Serenity Forge is not hiring.

This makes the page look more professional and increases both

quality and quantity of future prospective employees. The page then directs them to subscribe to the blog, in which prospects can watch for employment opportunities. The bottom of the page we will

have the company logo and additional contact information.

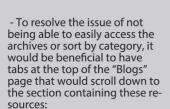
BLOG Serenity Forge UI MockUp

PROBLEMS:

There is no way to easily switch between blog posts, switch pages, view blogs by category, or access the blog archives.

RECOMMENDATIONS:

- To solve the issue of being unable to quickly return to the blog page or switch to another page, the autoscrolling arrow can be changed to the square menu box as shown. When clicked, the side menu will open as it does at the top, however there will be no need for extra clicks:





Do we need labor unions for game developers?



Should Real World Religions be



Do we need labor unions for game developers?



Should Real World Religions be



Serenity Forge Blog



Do we need labor unions for game developers?

⊙ March 24, 2016 🋔 Zhenghua Yang (Z) 🗀 Advocacy, Game Industry O 1 Comment

Mandatory crunch feels terrible, especially if you crunch for months at a time. I recently spoke with a Bethesda marketing professional and asked him about his experience with the release of Fallout 4. He said that it was miserable. He...



Do we need labor unions for game developers?



Should Real World Religions be









PROBLEMS:

The "About" page has a few technical errors and one critical error: there is an odd space above the "Contact" portion of the page, the "Team Members" section is not intuitively loaded when names are clicked, and the "Press" page is buried in with the "About" page's content when it should have its own tab.

RECOMMENDATIONS:

- Fixing the odd space around the social media icons will simply require some editing of their allotted spacing and positioning. Below is what it currently looks like (left) and what it should look like (right):
- The team members section should expand when a name is clicked, rather than having the information load below the whole list of names:

- The press "Page" is buried within the "About" page. This page should have its own tab; it will create a greater feeling of professionalism, as well as it will help to boost exposure and show what the company has accomplished in the media:



Contact

The Team

