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# Serenity Forge UI Mockup

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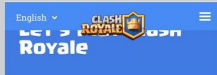
# HOME

## Serenity Forge

### UI MockUp

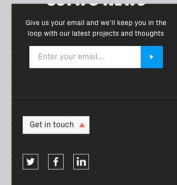
## 02

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 to access the dropdown menu.



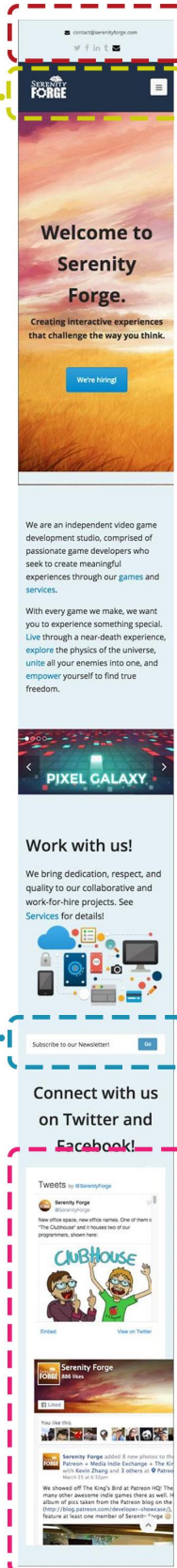
## 01

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.



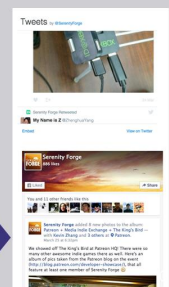
## 03

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.



## 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.



# SERVICES

## Serenity Forge UI MockUp

02

### PROBLEMS:

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 current expanded tab. This is easy to do from a technical standpoint, as later shown. As you click along, the colors of the tabs 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 professional.



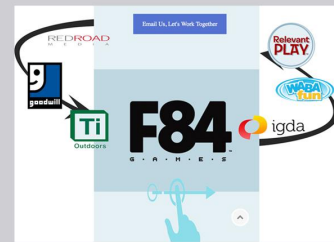
01

### 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:

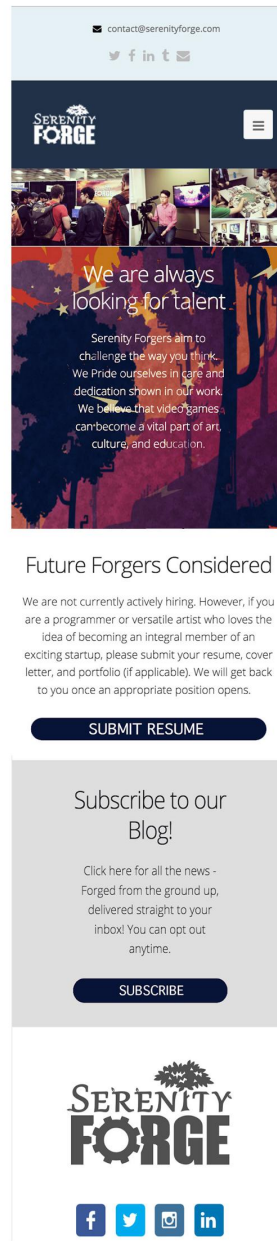
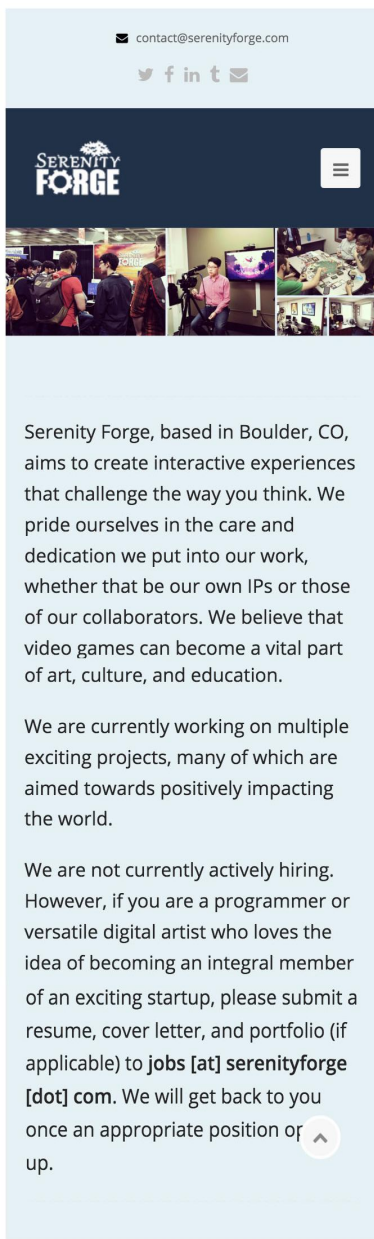




# JOBS

## Serenity Forge

### UI MockUp



### 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 they should send in Resumes in even though Serenity Forge is not hiring. This makes the page look more professional and increases both the 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:

- To resolve the issue of not being able to easily access the archives or sort by category, it would be beneficial to have tabs at the top of the "Blogs" page that would scroll down to the section containing these resources:



#### Do we need labor unions for game developers?

March 24, 2016 Zhenghua Yang (Z)  
Advocacy, Game Industry 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...

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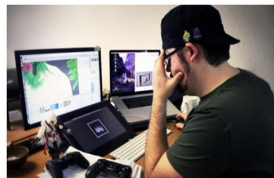


#### Should Real World Religions be



Serenity Forge Blog

Archives Categories **SCROLL**

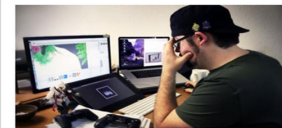


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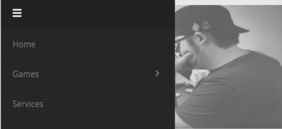
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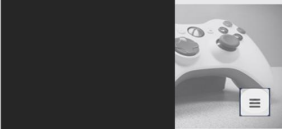


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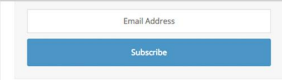
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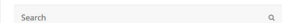
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#### Should Real World Religions be



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- ☐ Events
- ☐ Game Industry
- ☐ Government
- ☐ Religion

# ABOUT

## Serenity Forge

### UI MockUp

#### 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:

