Victoria Crabb Assignment 5

Concept

Since this menu was meant to show off my personality, I first made the color scheme very simple with different shades of green, which is one of my favorite colors. Additionally, I consider being an artist at the forefront of my personality, so I decided to include that aspect through hand drawn icons and symbols.

Icons
- **Home:** The home illustration is an icon because it is representational of an actual house.
- **Camera:** The camera illustration is an icon because it directly represents a camera, which is used for photography.
- **Seal:** The lift n peel seal is an icon because it is an illustrated version of what the actual seal looks like.
- **Can opener:** The mystery object, which we identified as a can opener, is an icon because it is a direct representation of the physical object.
- **App:** It is a direct representation of what the app looks like on a phone.

Symbols
- **Computer:** I would argue that the computer is a symbol because it is not directly related to design. As a culture, we have learned to associate the computer with multiple different actions such as computer science, watching videos and television shows and using programs like photoshop or illustrator. Thus, I would argue that the computer is a symbol and in some cases, it could also be seen as an index.

Indices
- Picture frames: I would classify the picture frames as indices as they don't fall into the other categories. It is not an icon because it is not a direct representation of anything specific art. It is also not really a symbol because it is not something that was culturally learned by society. I think that when someone looks at the pictures frames it would be an indication of art in some sort and then one would figure out that it was my art when they clicked on the image.

Other
- **About Me Illustration**: When it comes to the illustration, I would say that I am not as sure where it fits. It could be an icon because it is meant to be an illustration of me,

however, it isn't a photograph or taken from one. Instead, it is a more surrealist mode of illustration that was designed about me, which is why I would be hesitant to label it as one signifer.
- **AliExpress**: For the AliExpress illustration, I think this another example of a gray area. On one hand, it could be an icon because it is a direct illustration of the website. However, the website itself is filled with indices, icons and symbols. Thus, I would most likely classify this as an icon that features the usage of indices and symbols as well.

Perceived Affordances:
- **Clickability:** For certain icons, when you hover over them, the hand appears which signifies that the user can click on the icon to go to a new page.
- **Home button:** The home button takes the user back to the home page, which is what one would expect when clicking on it.

False Affordances:
- **Menu page:** Since the scope of the project was meant to be on the class' projects, there are other icons and menu options that currently have no function, creating a false affordance.

Simple XD Layout

https://xd.adobe.com/view/473e8762-7fb1-423e-91dc-454f3f48ee4a-126d/

Initial Sketches