SITE REDESIGN:

Drive a Senior Northwest

PROBLEM STATE

Dated, chaotic, wordy--the client wanted a fresh take on a genuine service.

GOALS

- Keep Neighbourly Appeal
- Clean It Up
- Highlight Achievements

TIMELINE

Design a responsive prototype in three weeks.

MY ROLES

- Client Services
- Ideation Contributor
- Interaction Design

Lori

DESIGNERS

Zach Bohl

Dyer

Olivia Guzman

Geoffrey Kuhns

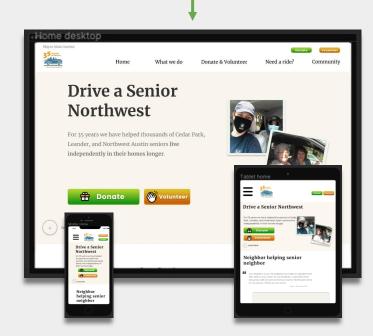


NEIGHBOR HELPING SENIOR NEIGHBOR SINCE 1986!

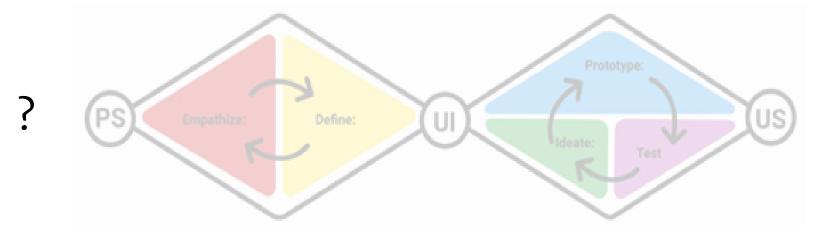
HELP US CELEBRATE 35 YEARS OF SERVICE TO OUR SENIOR NEIGHBORS!

For 35 years we have helped thousands of Cedar Park, Leander, and NW Austin seniors live independently in their homes longer. Please consider a gift to celebrate our 35th Anniversary we can only continue this awesome program with the community's support. Help us reach our \$35,000 goal and make a difference in the life of a senior neighbor todal!

Donate online HERE



Prologue



How do we begin?

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

What started as a class project would evolve into the saving grace for an unsuspecting nonprofit. This case study will illustrate the process from beginning to end, emphasizing my contributions while crediting those due.

My contributions:

- Discuss target nonprofit
- Craft our personas.
- User journey.
- Analyze competitors.
- Brainstorm & prioritize.
- Test some, synthesize more.
- Create style guide.
- Figma stitching & interactive components.
- Client point of contact (POC).





O1. PROLOGUE

- 02. PICK A CLIENT
- 03. USER RESEARCH
- 04. IDEATION
- 05. FIRST DRAFT
- 06. USABILITY TESTING
- 07. INTERACTIVE PROTOTYPE
- 08. ITERATE
- 09. CLIENT REVIEW
- 10. DENOUEMENT

OBJECTIVE: Redesign the website of a local nonprofit.

Easy enough. Interestingly, people began drafting teams while I was on vacation, so I had last pick. Fortunately, our Project Manager **Lori Dyer** invited me aboard, so I humbly accepted, happy to see the team appeared top tier.

FIRST ORDER OF BUSINESS: Talk about how we work.

- · Do we have schedule conflicts?
- What roles have you enjoyed in the past?
- How much are you willing to dedicate to the project?

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

FIRST ORDER OF BUSINESS: Talk about how we work.

- Do we have conflicts?
- · What roles have you enjoyed in the past?
- How much are you willing to dedicate to this project?



01. PROLOGUE

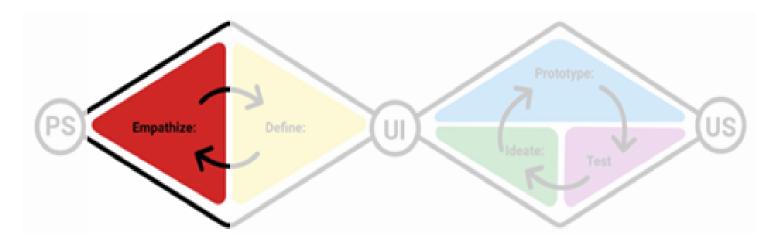
- 02. PICK A CLIENT
- 03. USER RESEARCH
- 04. IDEATION
- 05. FIRST DRAFT
- 06. USABILITY TESTING
- 07. INTERACTIVE PROTOTYPE
- 08. ITERATE
- 09. CLIENT REVIEW
- 10. DENOUEMENT

We held these conversations and others over a few specific mediums:

- Stand-Ups: Zoom + Trello
- Brainstorms: Zoom + Miro
- · Work & Demonstrations: Zoom + Figma
- · Interim Messaging: Slack

And we met in person! Our course is remote, but I make it a point to meet people for real, to put a face to the name, to have at least one non-work hangout to bond. We enjoyed a Sunday brunch at a French café, **La Madeleine**. (They call *pain au chocolat* "chocolate croissants," but otherwise: recommended).

Discover



Alright, whom do we help?

01. PROLOGUE

02 PICK A CLIENT

- 03. USER RESEARCH
- 04. IDEATION
- 05. FIRST DRAFT
- 06. USABILITY TESTING
- 07. INTERACTIVE PROTOTYPE
- 08. ITERATE
- 09. CLIENT REVIEW
- 10. DENOUEMENT

So, in our first Miro brainstorm, we threw down wants and avoids for the types of projects we were interested in. Having just worked on a government site, we all wanted to stay as far from those dry rabbit holes as possible. An affinity map later, we all agreed on a few points:

- Nothing to do with government
- · Artsy or fun: not a subject that's too heavy
- Something we can feel a personal connection to

Staying on the call, we all then took a few minutes to research a local option or two. It's worth mentioning that, as Project Manager, **Lori Dyer** did a great job timeboxing and driving these conversations.

Drive a Senior Northwest

01. PROLOGUE

02 PICK A CLIENT

SITE REDESIGN:

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

...

09. CLIENT REVIEW10. DENOUEMENT

My Search Process

· How do you find a local business?

o A Chamber of Commerce

If I'm to meet these people, something more convenient is ideal. How do I limit the scope and proximity of this search?

o Cedar Park, instead of Greater Austin

 Now that I have a fairly limited list of local nonprofits listed in the Cedar Park Chamber of Commerce website, which do I actually investigate?

o Avoid heavier subjects: cancer, veterans affairs, homelessness, etc.

I end up bringing a train hobbyist site to the table.

Drive a Senior Northwest

01. PROLOGUE

SITE REDESIGN:

02. PICK A CLIENT
03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

We each presented our example, screen sharing our site. While talking about it, I had to admit that I'm not passionate about trains, though (no offense, if you are). Olivia Guzman had found an intriguing challenge: a website addressing and designed for the blind. I admired this choice but feared it beyond our scope.

Once we were ready to move on with a site, I had this nagging feeling. Since I didn't care about trains, and since the website we were getting ready to move forward with—I don't remember now—had some things going for it already, I felt impelled to change my vote.

"Hold on, y'all," I piped up. "If you don't mind, could I show one more option?"

01. PROLOGUE

02 PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

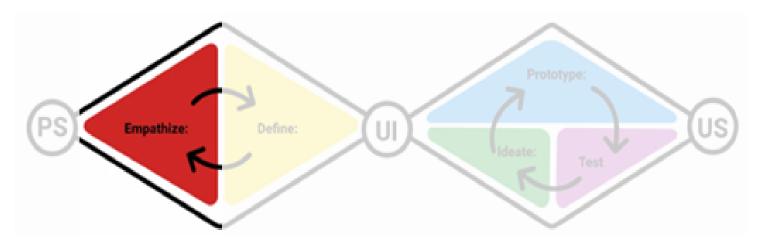
10. DENOUEMENT

Hitting the brakes was well-received. "Sure, go for it," Lori encouraged. It's worth noting that we hardly had any storming stage, as a group. Our conversations were civil, productive, and well-balanced with encouraging emojis. :thumbsup:

I pulled up <u>DriveASenior.org</u> and navigated through the Northwest territory of Austin.

The team came around quickly. Opportunity abounded, and the site's charm worked its magic. Neighborly, welcoming, smiles—the local appeal was apparent, and we all knew we could help. Done.

Empathize



So, who exactly uses this site?

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

With the site determined, we needed data and observations.

- · Who uses this site?
- · What is the site's purpose?
- How could it be better?

Zach Bohl did a great job dissecting the current website on its potential for improvement—lots of it. Making the site better would be the easy part, apparently; our challenge, then, was to prioritize our updates effectively and to iterate in meaningful ways for its users.

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

To guide our interview process, we drafted some proto personas.

- A Senior: obviously, the site's for them, right?
- A Family Member: someone close to the Senior who might set up the ride for them.

But why is this Family Member involved? How does s/he fit into this picture, and why even does our Senior need this service?

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

To answer these questions and more, our team walked each persona through an Empathy Map and biography template. Over the course of this process, we thought of a third persona: the volunteer driver. However, instead of diluting our focus, we figured if the site could serve the Senior and Family Member, the driver could even more easily use the service. So, we developed just the two, **Doris** and **Maria**.

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT



Doris Gomez Age 73 · Bingo Champion

"I WANT TO MAKE IT TO THE PHARMACY WITHOUT BOTHERING MY FAMILY.

Doris's Story:

- Widowed
- · She was born and raised in Mexico
- Lives in a nursery home, she did not want to move, but she also didn't know any other options available to her
- · Needs transportation when her children aren't around

Goals & Needs:

Needs to have transportation when her kids aren't around Doesn't want to bother her kids or grand kids with her transportation needs Needs to go to the store, pharmacy, etc. Generally needs help with mobility Wants to be an active member of the community



Maria Gonzalez Travels often for work Age 41 • Nurse

"I NEED TO ENSURE MY AGING AUNT CAN GO GROCERY SHOPPING WHILE I'M AT WORK."

Maria's Story:

- Married
- · Traveling Nurse
- · Kids are 21 and older
- Her aunt played a big role in raising her therefore she feels responsible for taking care of her

Goals & Needs

To empower her aging aunt to become more independent in her day-to-day life
To not be the only person who is driving around her aunt every day
To get more time back in her very busy schedule which will allow her to focus on herself

Feeling assured that her aunt has agency in her life Challenges

There is nobody to call on the phone off-hours.

Can I trust other driving services to help Doris?

I don't have an extended family to help share the workload of driving Doris around Taxis are too expensive to use every day

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

Each team member then spread a survey on their social media and were tasked with gathering a few interviews. Since my mother was starting to have mobility issues and fit the site's requirements, she was an easy but still inspired choice. To match Maria, I consulted a cousin of mine who was between our ages: perfect!

Not content to consult just family members, I wanted actual users, if at all possible. I emailed Drive A Senior Northwest to organize a simple meetup to learn more about the organization, which could hopefully put us in touch with such users. After a week, no luck.

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

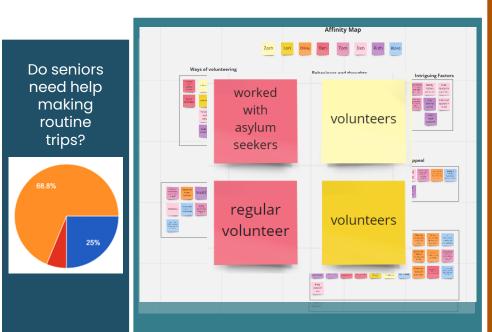
10. DENOUEMENT

14 survey replies

5 interviews matching our personas

3 stakeholder insights

2 ethnographic recordings



	1		1 9	416		7
			/6	-		
Vinnelli	# A	7		+//	-	1
Drive a	Seni	ior Su	ırvev	e e		
This is a survey	y designed ember, frier	to learn mo	ore about y	our experie	y. This surv	for or supporting an ey is also appropriate
₩ lorielizab	ethdyer@g	ımail.com (not shared) Switch ac	count	e
Do you intera members, fri			ens (grand	iparents,	parents, s _i	pouse, church
	1	2	3	4	5	
Never	0	0	0	0	0	Very regularly
Do most seni	iors you k	now have	access to	their own	n car?	
O Yes						
O No						
O Some do,	some do n	ot				
Do you gener						ty in their lives to
_	Jan to dis	aci take a	ay to day	douvidos		
○ Yes						
_						
O some do,	some do n	ot				
		ultine de v	ou think	require a	ar genera	allu annakina?
Which day-to	o-day acti	vities do y	rou trillik	equire a	ou, goner	any speaking:

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT



Maria 47 Nurse Volunteer

Aunt Doris calls for a ride. Maria feels guilty about her schedule conflict, so she finds Drive a Senior NW, a free and easy service.

Doris arrives safely and happily, so Maria trusts us again!

Maria's Motivations

- Service: Wants to helpGuilt: Can't always be there
- · Family: Vets carefully to trust others

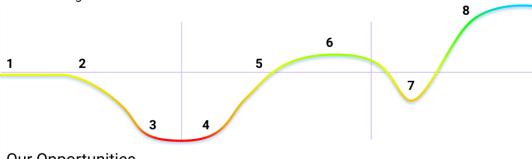
Maria's Goals

- · Help Aunt Doris' travel without her
- · Find a trustful service with good values
- Possibly volunteer, too

Maria's Journey

- Maria's working hard.Doris needs help.
- Doris needs neip.Maria feels quilty
- Maria feels guilty refusing.

- Maria finds Drive A Senior.
- Cautious and curious.
- 6 · Maria signs up (Doris).
- 7 · Doris needs help (again).
- 8 · Doris gets there cheerfully!
- **9** Maria at ease and free.



Our Opportunities

Be a known, valid option for the Doris's to call, not just the Maria's. Establish trust from first contact through last. Polished, warm, pro first impression. Driver satisfaction. Awareness events based around community events: trust and relationships.

01. PROLOGUE

02. PICK A CLIENT

03 USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

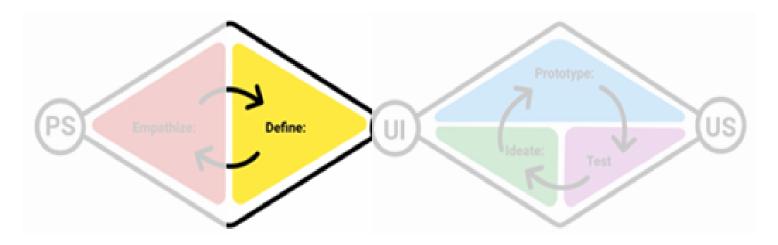
09. CLIENT REVIEW

10. DENOUEMENT

Fortunately, our professor, **Mr. Jim Machajewski**, knew someone on the board. He was kind enough to reach out on our behalf, only to find she no longer was involved. Oh well.

While performing more site research, I found their Board of Directors page. Who do I find? To my surprise, **Daniele Waldrop Lea** is on the board! We had met a few years earlier on a faithbased retreat. Immediately, I emailed her in curiosity. It was a great excuse to reconnect after a few years, and she responded that night. We were soon catching up for coffee and speaking with the <u>Executive Director</u>, **Carla Young**, as well

Define



This client contact would prove instrumental to the success and direction of our site redesign.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04 IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

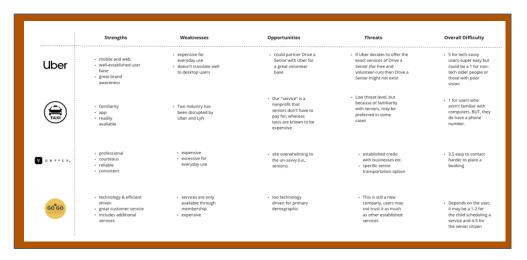
07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

For starters, by the time we had a chance to talk, our team had already done some competitive analysis. Taxis, Uber, professional services—we had some good ideas to bring to humble Drive A Senior, so it could compete. I helped prioritize these ideas with a matrix, chief among them a live way for drivers to update the concerned family member.



01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04 IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

No need! Apparently, the client has a second CRM the drivers use to set their schedules, pick up rides, and communicate with the office. The site we were designing isn't used by the participants! It serves a few primary functions:

- Be the face of the organization to the world
- Allow prospects to get more information and sign up

Capture interest, volunteers, and partner contributions





01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04 IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

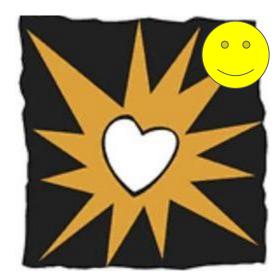
08. ITERATE

09. CLIENT REVIEW

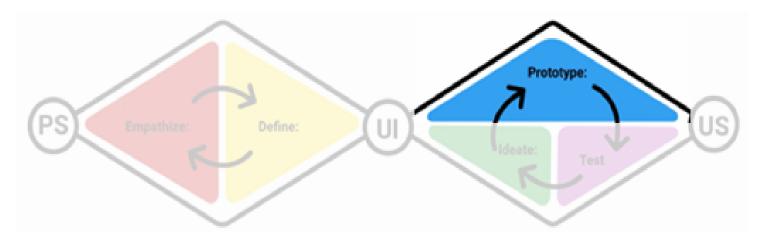
10. DENOUEMENT

Excellent! Designing in a vacuum can spiral into feature creep that no one finds helpful. A single, pointed conversation with the actual client reigned in our scope and kept our direction one that serves their purposes. You love to see it.





Prototype



Backed by **data**, **client insight**, and a **clearer vision** of the future, our team was now ready to start drawing screens.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

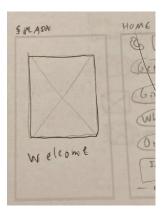
07. INTERACTIVE PROTOTYPE

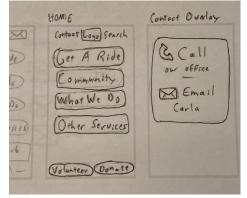
08. ITERATE

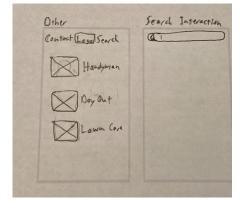
09. CLIENT REVIEW

10. DENOUEMENT

We all knew we wanted to start with mobile first, then scale up from there. To determine our initial Home Screen, we needed to agree on how to reformat their primary navigation. Card Sorting time. We each took a few site paths and captured each page on Miro stickies. With our categories then Affinity Mapped, we each took a stab at ol' pen-and-paper mockups.







01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

My universal Header design won out, but we ran with **Olivia Guzman**'s overall design. Since she had more screens whipped up, she took point on programming the paper prototype. We all got some quick user tests of the concept.

01. PROLOGUE

Drive a Senior Northwest

02. PICK A CLIENT
03. USER RESEARCH

SITE REDESIGN:

04. IDEATION

05 FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

LKAII

09. CLIENT REVIEW

10. DENOUEMENT

blocking out every desktop screen. Zach Bohl and Olivia Guzman focused on mobile. They also got additional mobile user tests and a simple A/B test for color scheme, which we brought to desktop.

In Figma now and moving quickly, Lori Dyer and I focused on

For tablet, we mocked up the home screen, only. Client input was key here: we were going to make mobile our primary focus, but they informed us their users are almost entirely desktop.

After 35 years, people in the community referred people to them, now. These people were not infrequently doctors and social case managers who would point to their desktop screens to show off the website to a prospect.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

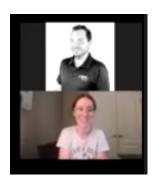
07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT









01. PROLOGUE 02. PICK A CLIENT

Drive a Senior Northwest

SITE REDESIGN:

03. USER RESEARCH

04. IDEATION 05. FIRST DRAFT

OR LICABILITY TESTING

07. INTERACTIVE PROTOTYPE 08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

Note: The client could see how mobile might appeal more strongly to potential volunteers, whereas desktop served prospective users. We took this conversation point to heart and listed the "Volunteer" button before "Donate" on mobile—the reverse on desktop.

Very well, then. Mobile served for some initial testing, but

desktop became our primary focus.

Over the course of this layout design, I actually took a backseat to focus on the style guide, client contact, and component creation. While those contributions are mostly Hi-Fi, we had only so much time, so I was getting a head start while the team was blocking out our Mid-Fi—which admittedly looked more Hi-Fi because we sourced the original site for its images etc.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06 USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

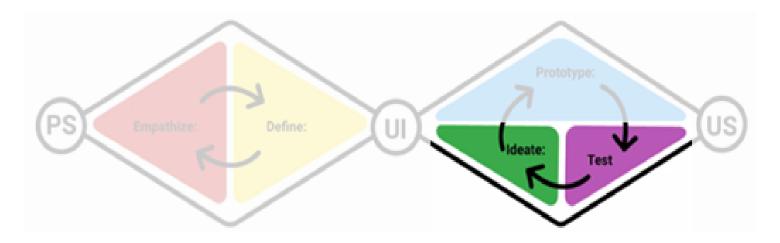








Iterate



Our team was in full production mode.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

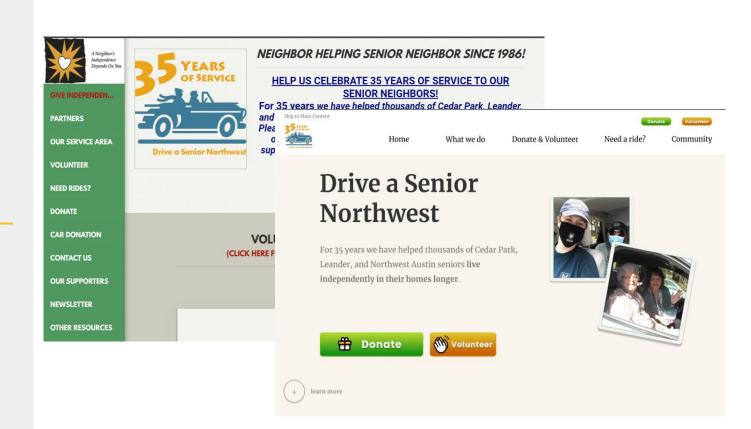
06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT



01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

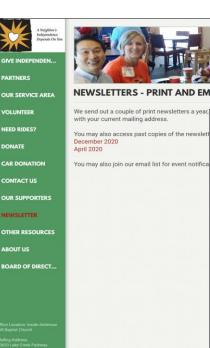
06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT





Skip to Main Content

Home

What we do

Donate & Volunteer

Need a ride?

Community

Newsletter

We send out a couple of print newsletters a year, so if you would like us to mail you copy of these, please email us with your current mailing address. You may also access past copies of the newsletter here:









If you would like to joing our email list for event notifications, volunteer updates, news and more, you can do this by going to our contact page and signing up.





01. PROLOGUE

Drive a Senior Northwest

SITE REDESIGN:

02. PICK A CLIENT
03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT
06. USABILITY TESTING

08. ITERATE

09. CLIENT REVIEW

07. INTERACTIVE PROTOTYPE

08. ITERATE

Like with all client contacts, I arranged the meeting. However, Lori Dyer performed the actual Zoom-recorded test. After all, I was balancing this project commitment with a full-time job, at

Mid-Fi prototype.

the time. Needless

Needless to say, Pastor Wynn had wonderful, inspirational feedback. We tweaked verbiage to increase clarity, and we more appropriately placed and highlighted our buttons, or Calls to Action (CTAs)

Our client came through for referring an actual user. Pastor

promoter of the website. She directs senior members of her

congregation to the service and thankfully agreed to test our

Wynn, from Bethany United Methodist Church, is a regular

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

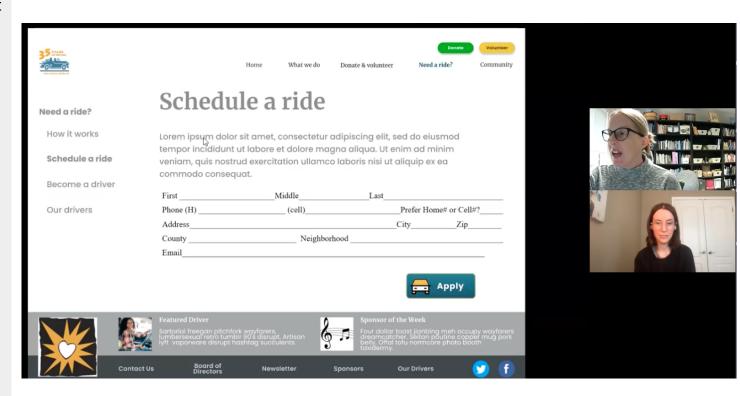
06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT



01. PROLOGUE

Drive a Senior Northwest

02. PICK A CLIENT 03. USER RESEARCH

04. IDEATION

SITE REDESIGN:

05. FIRST DRAFT 06. USABILITY TESTING 07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW 10. DENOUEMENT

I had to call out copy-pasting from their site required further curating: One of the site's many opportunities for improvement was the embedded, indistinguishable hyperlinks buried in walls of text. I made buttons for those!

made in Figma:

So, we had to delete their ancient CTAs and direct people to our new navigational and interactive elements.

As the team would block out a page or get everything working, I

would come behind and fine-tune. Some examples of passes I

Component Headers with functional hyperlinks

Smoother screen transitions

Engaging and fun CTAs

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

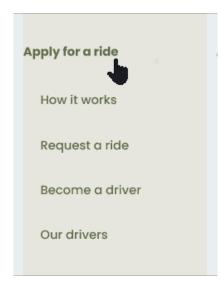
06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT



3 Platforms









If you would like to joing our email list for event notification updates, news and more, you can do this by going to our signing up.



29 Figma Frames 118
Interactions

- 01. PROLOGUE
- 02. PICK A CLIENT
- 03. USER RESEARCH
- 04. IDEATION
- 05. FIRST DRAFT
- 06. USABILITY TESTING
- 07. INTERACTIVE PROTOTYPE

08. ITERATE

- 09. CLIENT REVIEW
- 10. DENOUEMENT

With only a few days left for the course, the team needed to set up and practice our presentation. Though it drew focus from the site's development, we were admittedly in polish mode.

Personally, I was behind on one assigned deliverable: the style guide. The team had gotten by fine just working off the style tile—or "style tyle," as I like to call it—so it felt like I was just working on a checkbox, not something actually helpful.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

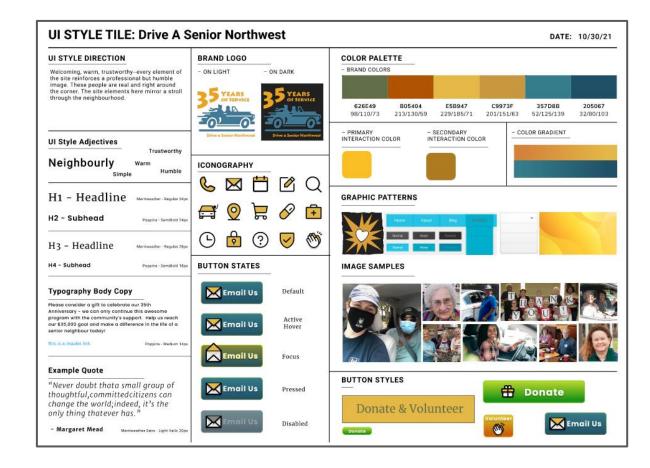
06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT



Photos and Logo sourced from Drive a Senior Northwest Icons originally from Figma Phosphor

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

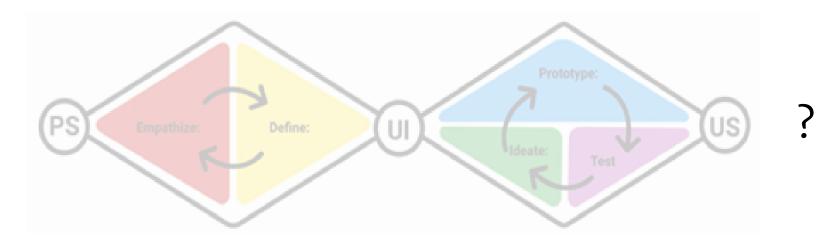
So, while I mustered the motivation to finish something no one would use, it helped me identify a missed line item: form fields.

The client had mentioned they wanted to lower barriers for entry to their website.

- **Current State**: User download a PDF, write it in, and snail-mail or scan/email a form to the office to apply.
- **Future State**: Users fill out the form online and submit to their system, directly—no need for manual data entry later.

While I worked on the entry fields as interactive components, the team tidied up the presentation and laid out the online form for these inputs. My final hours were spent debugging those pages—and the entire site—for operability, since I would be demonstrating the site during our presentation.

Denouement



The presentation goes well!
But, what would the client think?

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09 CLIENT REVIEW

10. DENOUEMENT

Spoiler alert: They loved it.

My first step was to sit down with Daniele over coffee, again. I brought my laptop and breezed through the presentation, just as my team had delivered for our peers. I spent more time on the demo to solicit questions and feedback.





- 01. PROLOGUE
- 02. PICK A CLIENT
- 03. USER RESEARCH
- 04. IDEATION
- 05. FIRST DRAFT
- 06. USABILITY TESTING
- 07. INTERACTIVE PROTOTYPE
- 08. ITERATE
- 09. CLIENT REVIEW
- 10. DENOUEMENT

And, feedback she had. I realized we hadn't quite captured a couple desirables:

- · A Bulletin: some place to highlight the latest and best news.
 - o For example, they had won an annual award, but nowhere did they say so.
- **Partner Spotlight**: She felt the footer wasn't spectacular enough for their best donors.
 - o Specifically, she wanted immediate visibility on the Home screen, as a banner.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

Additionally, I used this meeting to confirm that our job here was done. As a design project, we weren't also building it out. She had feared as much, but I assured her we weren't going away yet. Some nights before, on one of our last Zoom meetings, I checked the team's commitment to seeing Drive A Senior through. My bias was, of course, to help a rediscovered friend and sister in Christ, but would the team continue to help?

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09 CLIENT REVIEW

10. DENOUEMENT

Unanimously, yes.

Thanks again to **Zach Bohl** and **Olivia Guzman** for an amazing job. **Lori Dyer** gets a special shoutout for her follow-through involvement and great team management.

Connect with Zach

Connect with Olivia

Connect with Lori

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

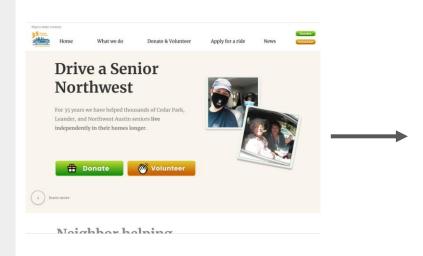
07. INTERACTIVE PROTOTYPE

08. ITERATE

09 CLIENT REVIEW

10. DENOUEMENT

I touched up Lori's new take on the Home page, rebuilt our "Community" section into "News," further refined the header, and added interactivity to more buttons—which I had glazed over and not demoed previously.





01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

It was ready to present to the board. In our final conversation, Daniele had revealed further excitement about our timing: the last board meeting for the year was coming up, in which they would discuss next year's budget. She would be President then and had plans to bring more partners and outreach to the table: a facelift and professional polish to her website is just what she needs.

I assured her: I would be there.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09 CLIENT REVIEW

10. DENOUEMENT

The agenda had already been posted, so I would have to take up some of Daniele's time. I was working already, so I had to coordinate an absence. We needed to loop Carla in, so I could get the Zoom link, but we were ready to go.



01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

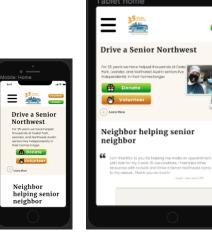
07. INTERACTIVE PROTOTYPE

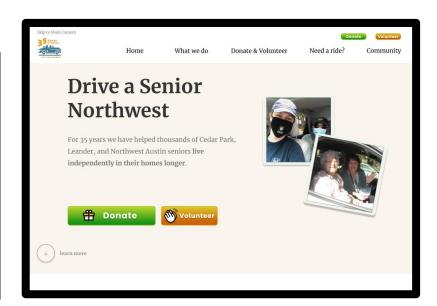
08. ITERATE

09 CLIENT REVIEW

10. DENOUEMENT

Flawless Victory.





Demo

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

Drive a Senior Northwest had never looked so clean. My animations were engaging but not too distracting. The content was still genuine, but users could more smoothly navigate. Persistent navigation and "Donate" and "Volunteer" buttons were hailed. I called a Zoom meeting with the team to pass on their gratitude.

Daniele later told me the site was approved. Funding—based on an estimate a web developer helped me discern—would be tough to come by for this volunteer organization. But, they would make it a priority, she said.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

In the weeks following our course presentation, we further polished the interactions and presented to their board. We incorporated their feedback and left them a cleaner, happier version to present to future donors and prospects. I duplicated our work for hand-off:

- · Editable Figma file
 - o Includes our Style Tyle and RWD Mockups
- · Prototype Demo link
- PDF with asset samples

NEXT STEPS: Drive A Senior Northwest will look for a developer to build out their newly redesigned website!

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

Some team members expressed interest in volunteering with Drive A Senior.

I've reached back out to look into volunteering on our shared retreat experience again.

01. PROLOGUE

02. PICK A CLIENT

03. USER RESEARCH

04. IDEATION

05. FIRST DRAFT

06. USABILITY TESTING

07. INTERACTIVE PROTOTYPE

08. ITERATE

09. CLIENT REVIEW

10. DENOUEMENT

Drive A Senior Northwest can now do what it does, better:

"Helping seniors live independently in their homes longer."

Connect with Geoffrey

