

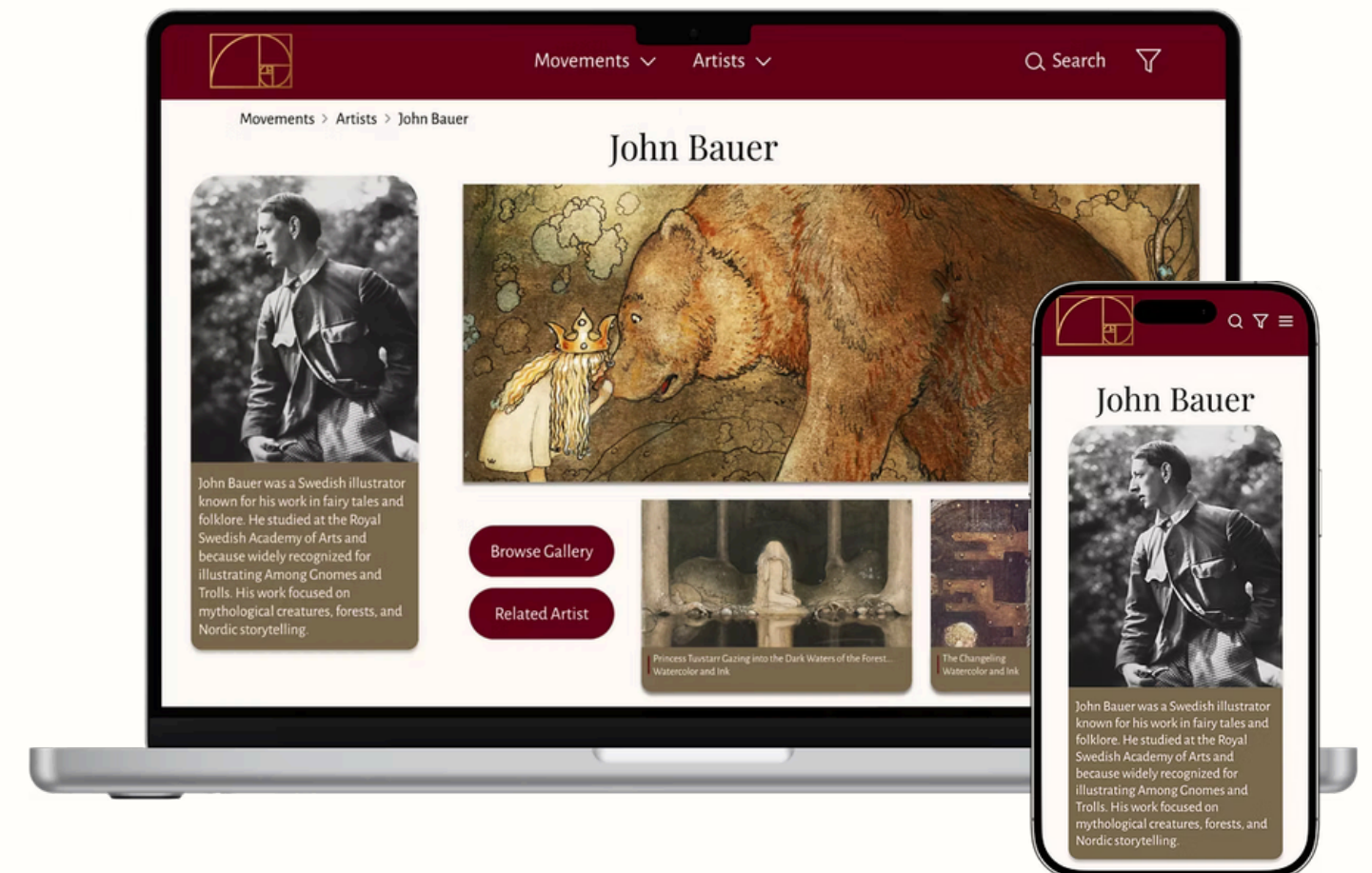
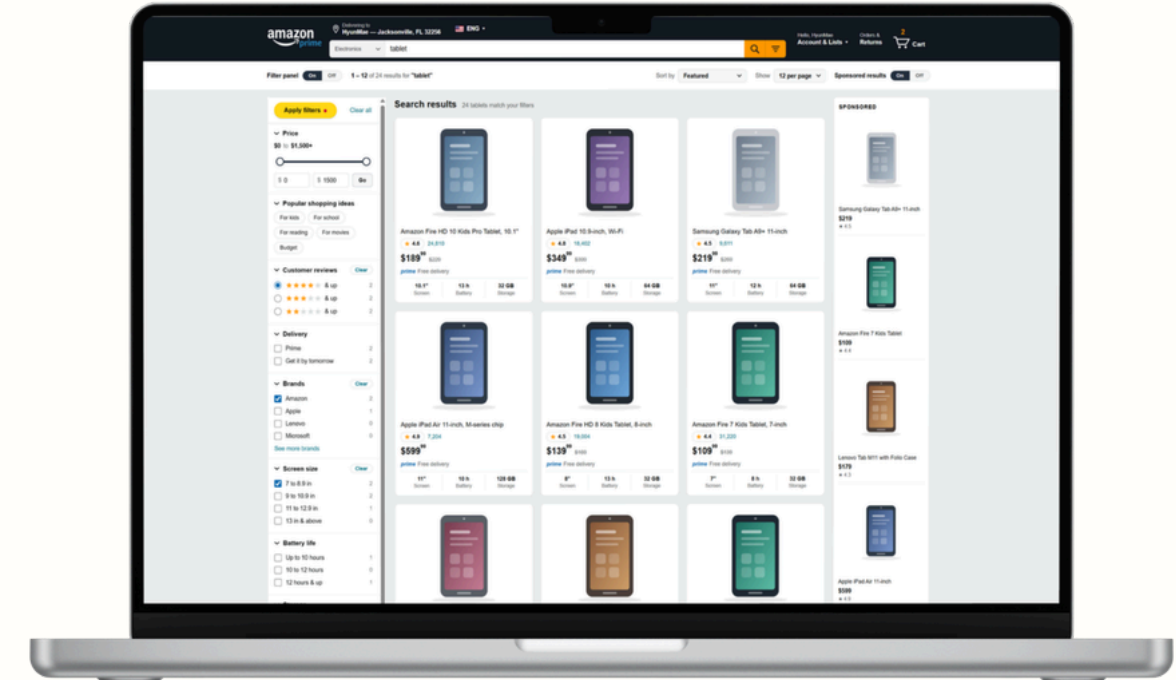
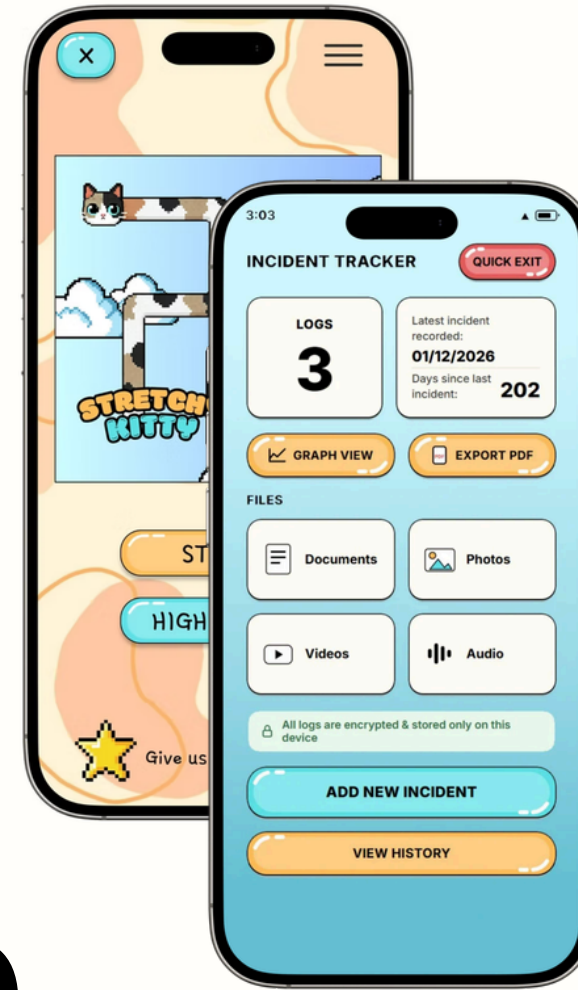
Courtney Jung

UX & Product Design Portfolio

UX Designer | Product Designer

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Selected Work | 2026



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Case Study 01

Personal Project | Coded high-fidelity prototype

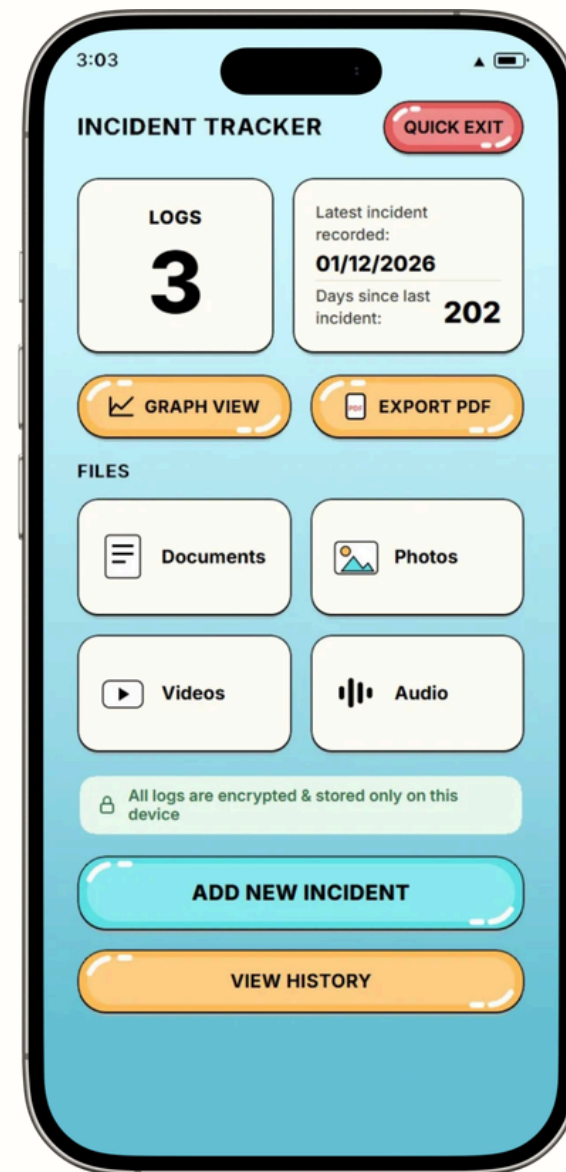
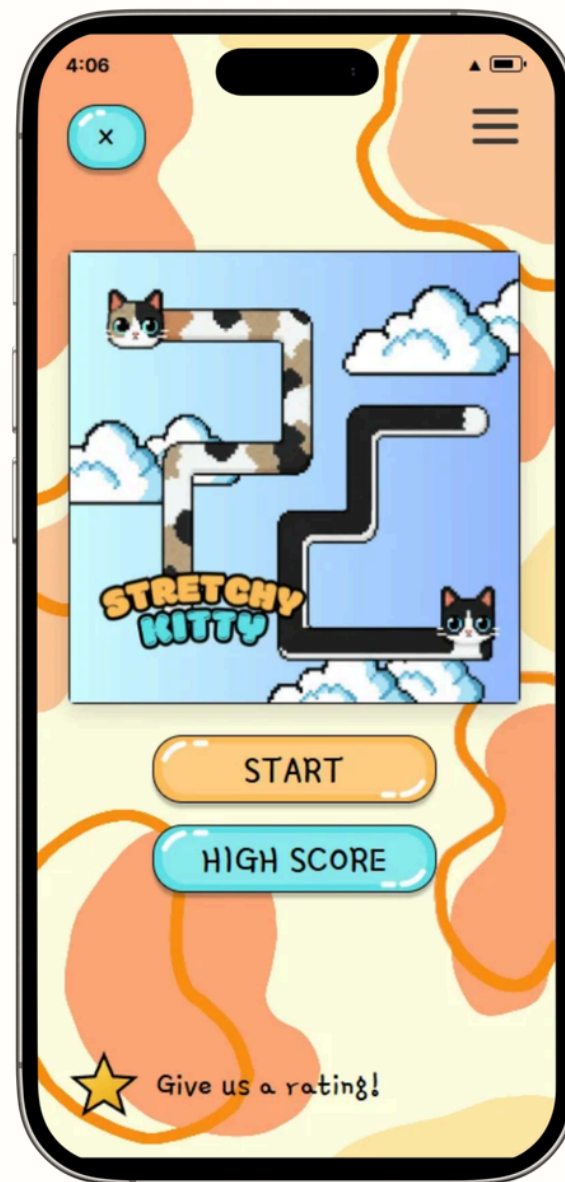
Stretchy Kitty - A Disguised Mobile App for People Experiencing Domestic Violence

Role: End-to-End Product Designer

Tools: Figma, FigJam, Adobe Photoshop, Canva, Claude Code

Deliverables: Information architecture, user flows, interaction design, visual design, and high-fidelity interactive prototype





What is Stretchy Kitty?

Stretchy Kitty is a domestic violence incident tracker disguised as a casual mobile game.

On the surface it is a playable snake game - start screen, high score, sound settings, the whole thing. Behind a hidden gesture and a PIN, it is a private log where someone living with an abuser can record incidents, attach evidence, and later export a dated, password-protected PDF to be used in legal proceedings. It also includes several additional user safety features.

The disguise is not decoration. For a user whose phone gets checked, an app icon that says what it does is the risk.

The Gap

Documentation is one of the most useful things a person can bring to a protective order hearing - dates, times, patterns, photos. But the moment of an incident is the worst possible moment to write anything down, and a phone in an abusive household is rarely private.

Existing safety apps solve one half of the problem. Some let you log incidents. Some send an alert. I could not find one that combined all four of the things a user in this situation actually needs at once:

1. A log that survives a phone check
2. Evidence stored with the entry, not scattered across a camera roll
3. A way to leave the app instantly, mid-tap
4. An export a court will actually accept



Design constraint: every feature had to survive the question "*what happens if he picks up the phone right now?*"



Designing for a Hostile Environment

01

Discoverability is the threat

Problem

Normally we design so features are easy to find. Here, being found is the risk. An app icon, a notification, or a screen visible over a shoulder can escalate real danger.

Design Response

A fully functional game as the outer shell, a hidden long-press gesture as the door, and a PIN as the lock. Nothing in the app store listing, icon, or home screen references domestic violence

02

Exit speed beats everything

Problem

A user may need to leave the tracker in under a second, without a confirmation dialog, without a back-stack that gives them away.

Design Response

A persistent, high-contrast red QUICK EXIT button appears on every tracker screen in the top-right corner. It instantly closes all overlays and returns the user to the phone's home screen rather than the game, which would still be one tap from the logs. A panic feature also autosaves the log and exits the app if the phone is shaken or the screen is turned off.

03

Evidence has to hold up later

Problem

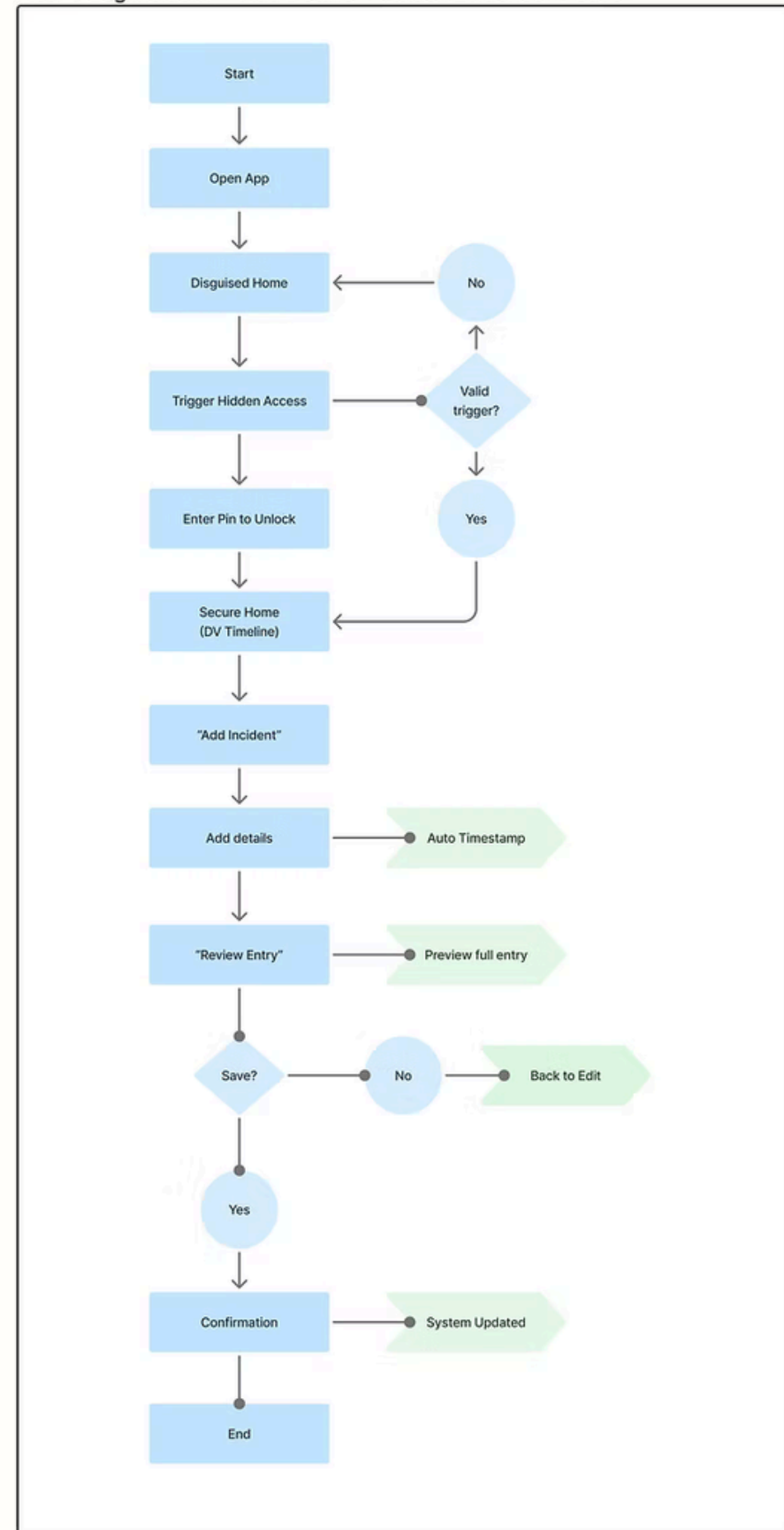
A screenshot folder is not documentation. Users need dated, ordered, exportable records that make sense to an advocate or a judge months later.

Design Response

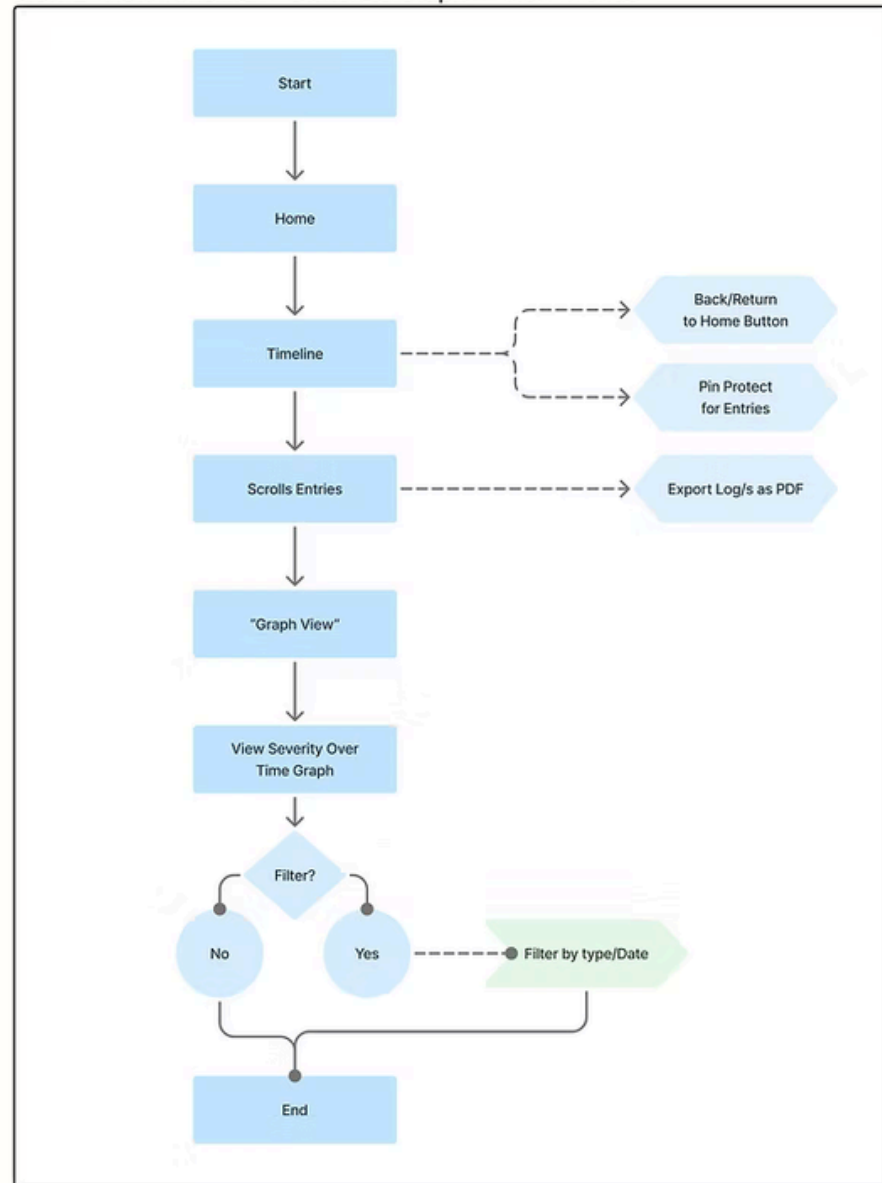
Auto-timestamped entries, evidence attached to the incident it belongs to, a six-month trend graph, and a password-protected PDF export.

Information Architecture

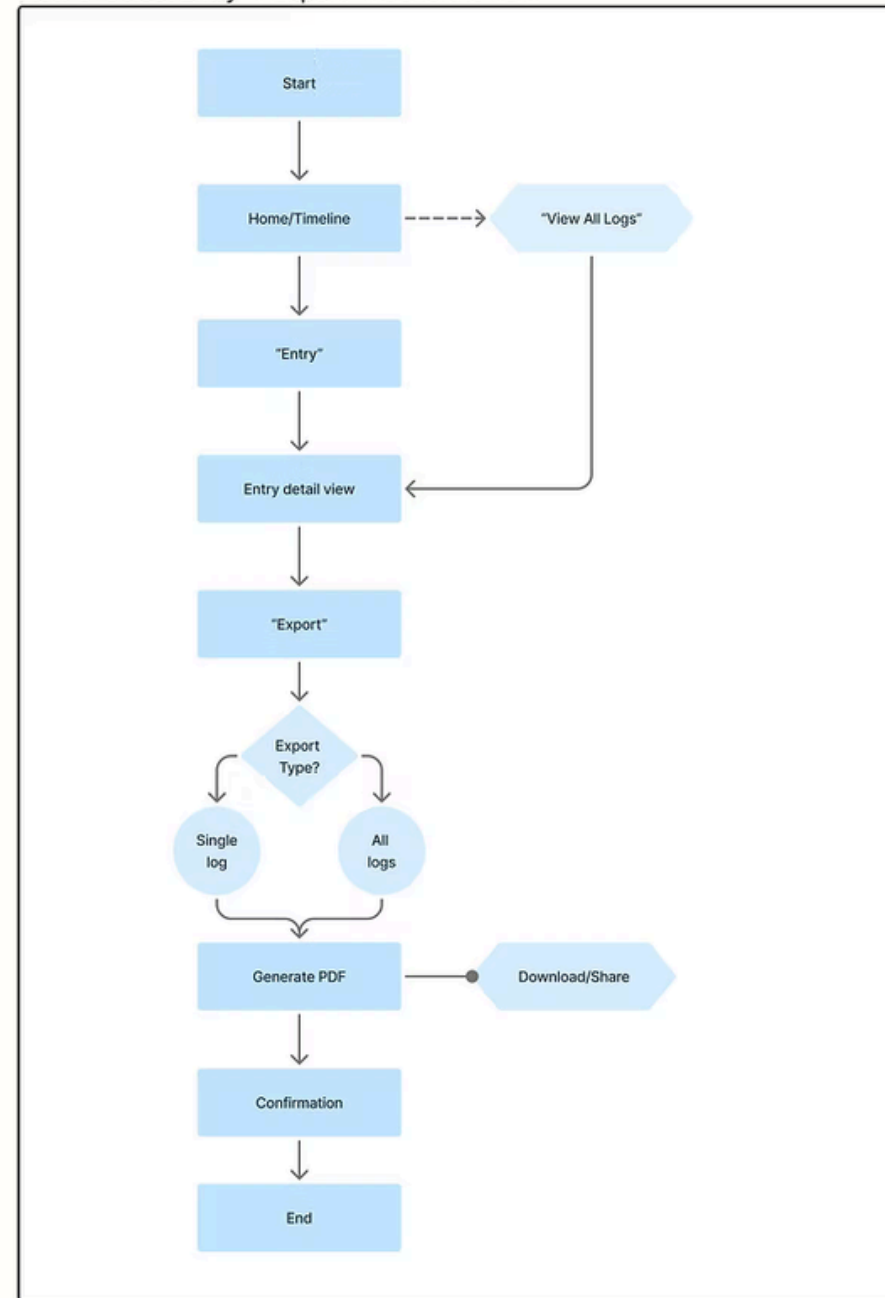
Flow 1: Log Incident → Add Details → Attach Evidence → Save



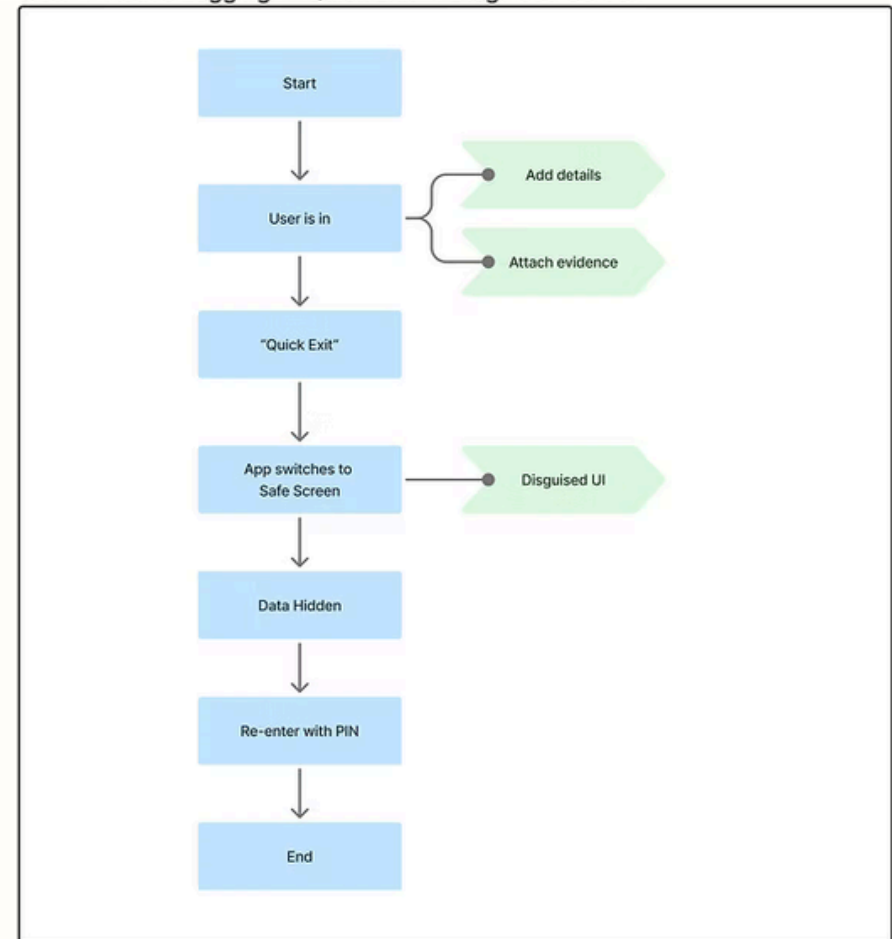
Flow 2: View Timeline → Switch to Graph → View Trends



Flow 3: Select Entry → Export → Generate PDF

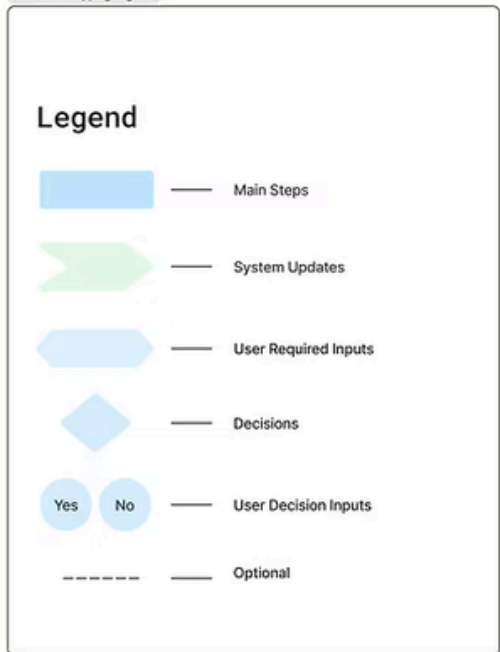


Flow 4: Active Logging → Quick Exit → Disguised Screen

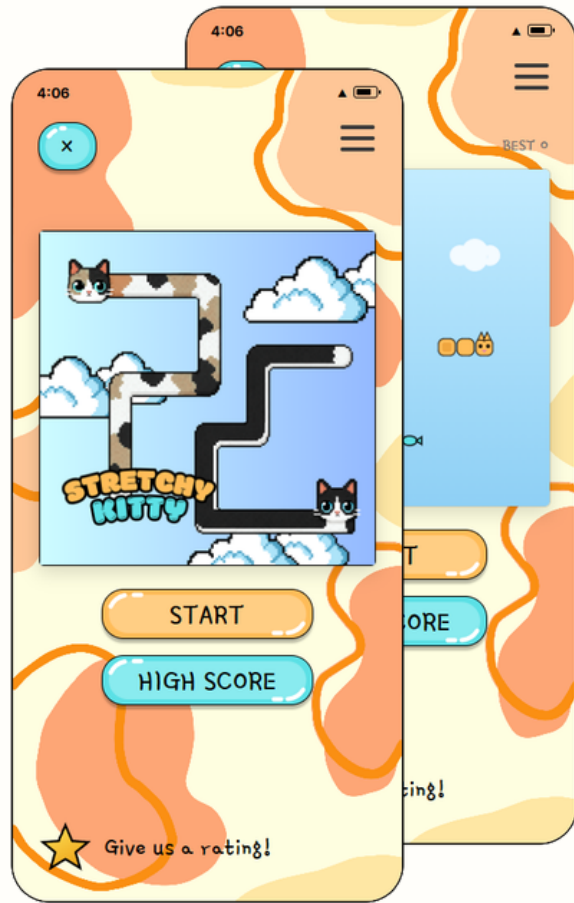


I mapped four flows before designing a single screen: logging an incident, reviewing the timeline and trends, exporting a report, and - the flow that shaped everything else - entering and escaping the hidden app. The escape flow was drawn first, because every other screen had to accommodate it.

User Flow Mapping Legend



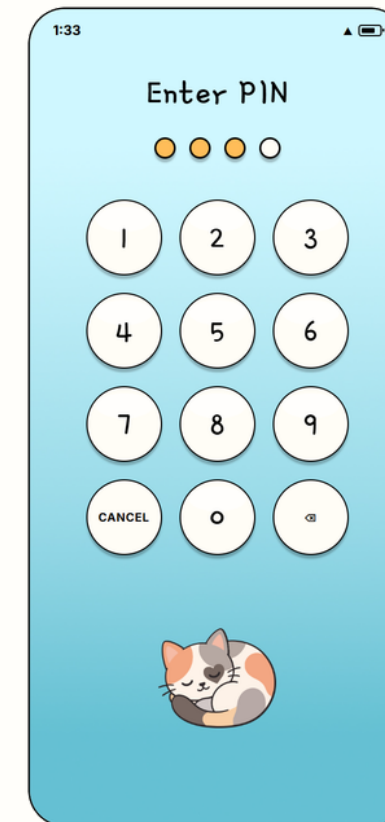
The Hidden Entry



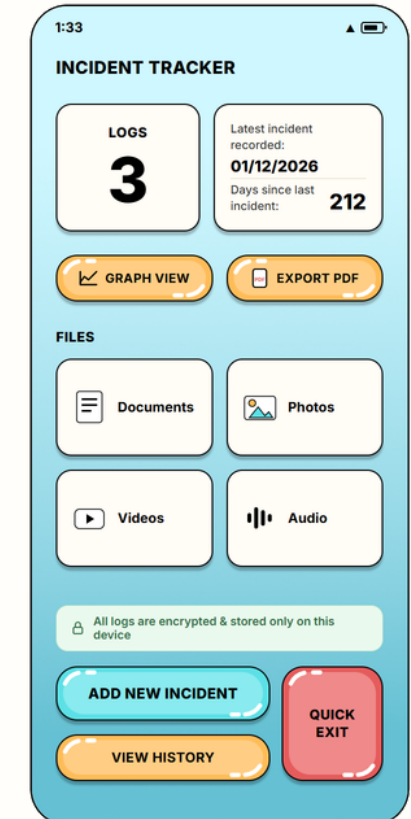
Game Home - A real (optional) playable snake game



Tap the star - A rating prompt appears, exactly like a typical phone game



Long-press the third star for two seconds to activate the PIN pad



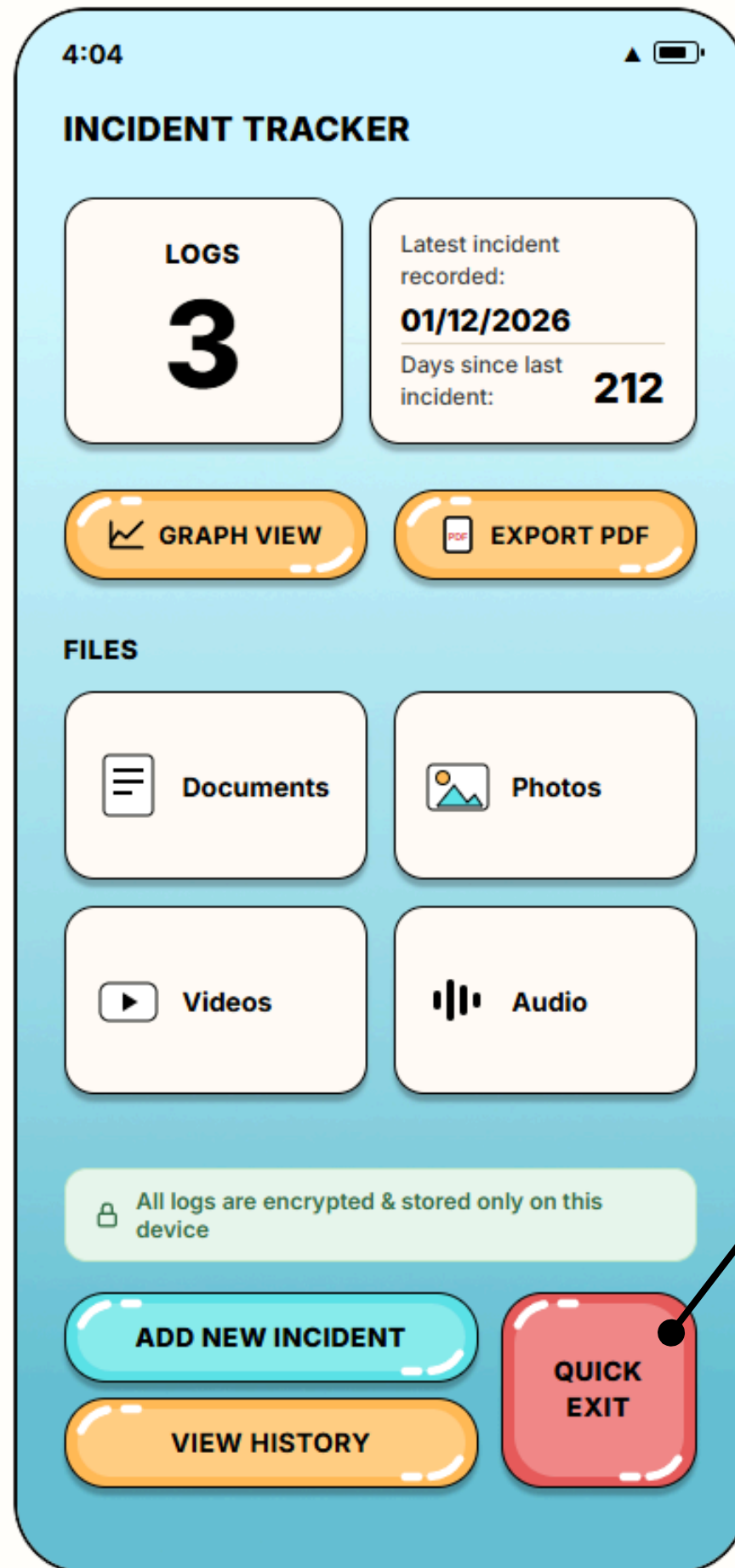
Submit the correct pin, then enter the hidden Incident tracker screen

The entry gesture is hidden inside a pattern that users tend to ignore - the “rate this app” popup. There is no secret button to find and no unusual UI to explain away. Someone watching over a shoulder sees a person dismissing a rating prompt.

The rating popup also does real work as a decoy. It can be submitted and dismissed like a normal prompt, so the disguise holds even if the user is interrupted mid-gesture.

Design Note:

I tested three entry gestures on paper - a long press on the logo, a specific game score, and the rating star. The star won because it is reachable one-handed, requires no game skill under stress, and fails invisible: a mistap just opens up the rating prompt.



Quick Exit

QUICK EXIT appears on all six tracker screens in the same position, in the only saturated red in the entire interface. It is the only element that never scrolls away.

Tapping it does three things at once: closes any open overlay, clears the tracker view, and returns the phone to its home screen. It does not return to the game for safety.

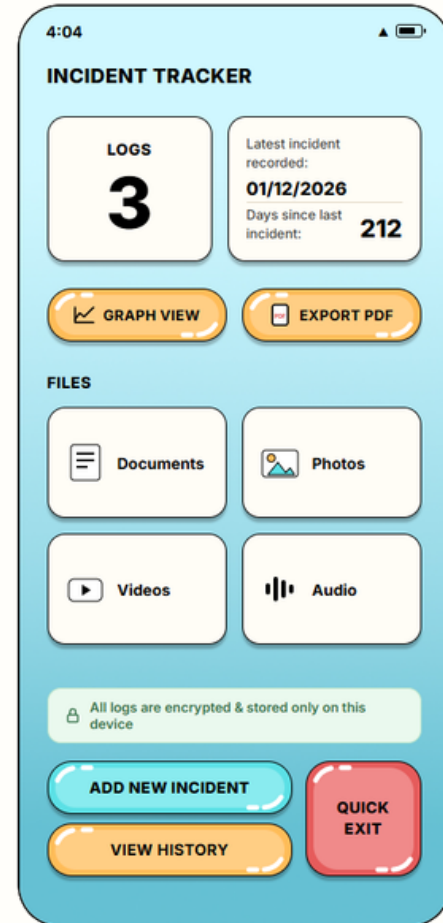
Re-entry always requires the PIN again. There is no "stay signed in."

Everything in the app was designed around the worst case: the phone is taken mid-entry. Nothing unsaved is exposed, and nothing on screen names what the app does.

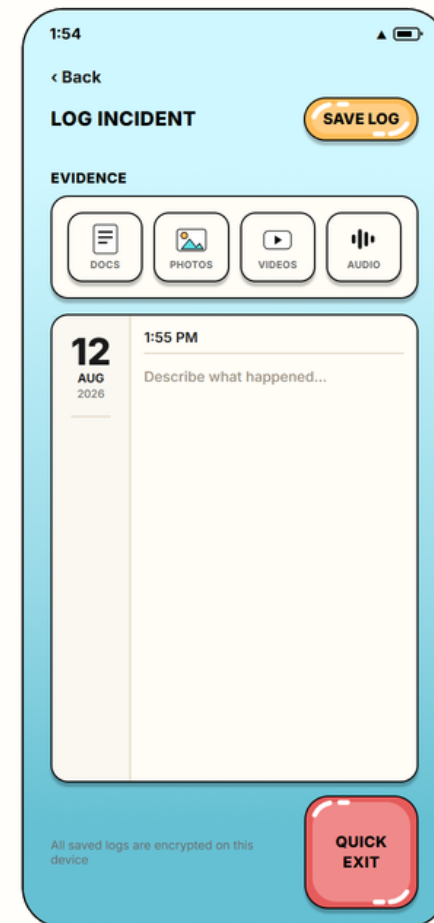
Logging an Incident

The logging flow is built for someone whose hands are shaking. Date and time are pre-filled from the device clock but stay editable, because entries are often written the next morning rather than in the moment. Evidence types are attached from a single sheet.

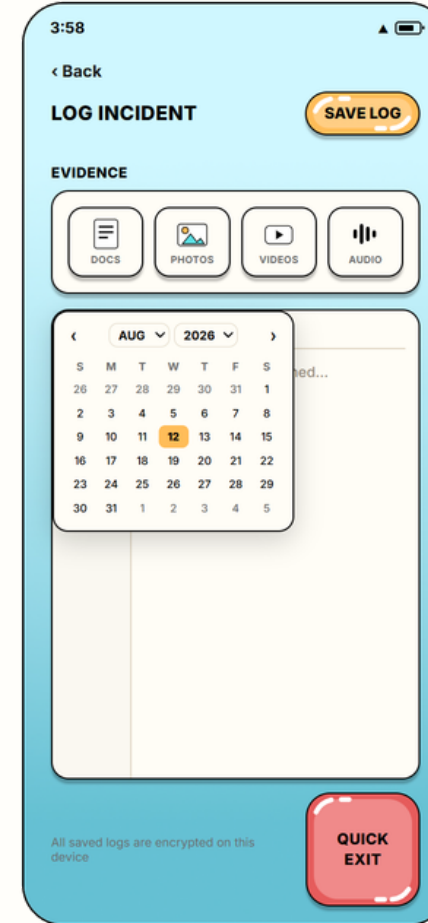
The tracker home displays three main things - total incidents logged, the date of the most recent one, and days since the last incident. This is an intentional design because those are the three numbers an advocate may ask for first.



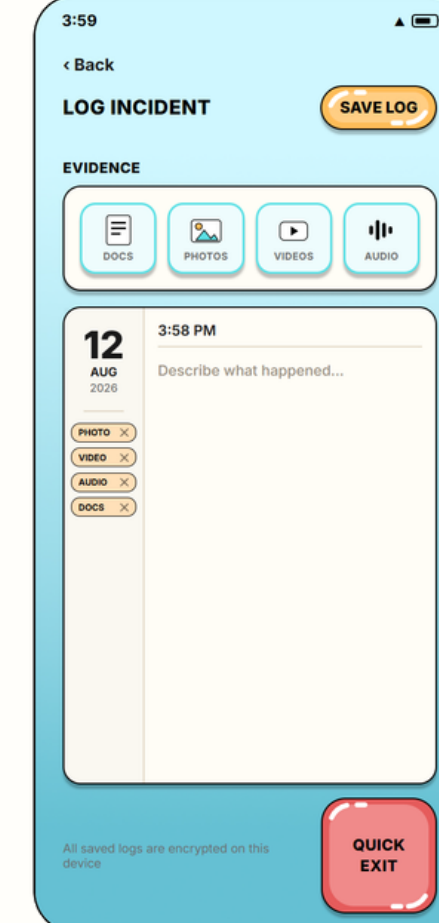
Tracker Home



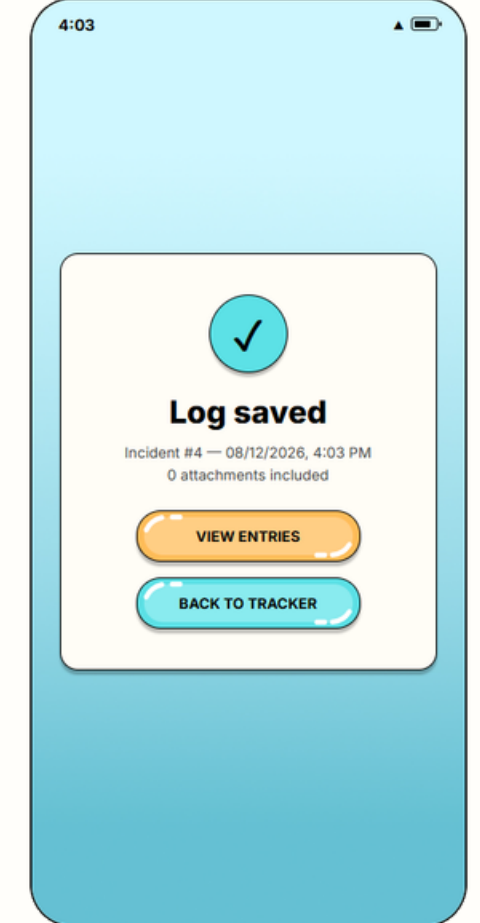
Log Incident



Date Picker

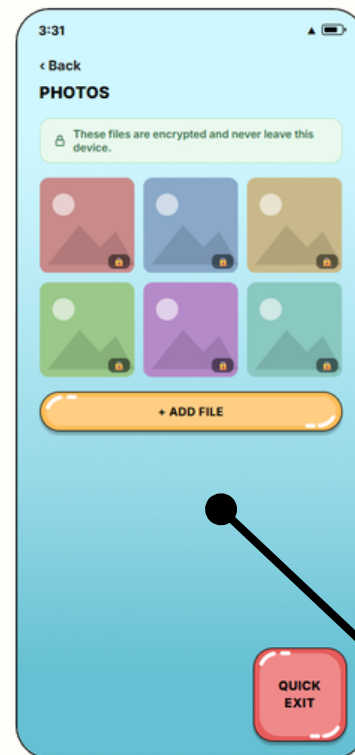
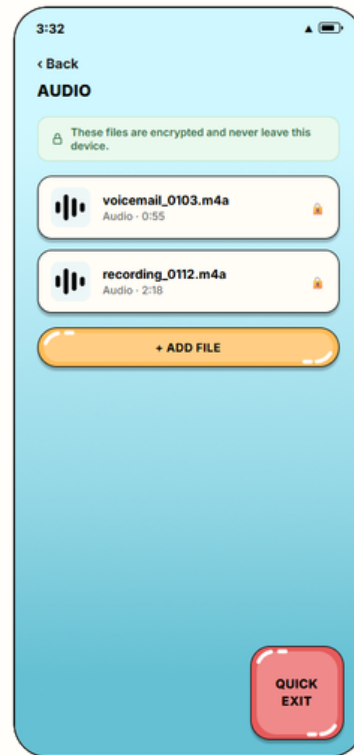


Attach Evidence

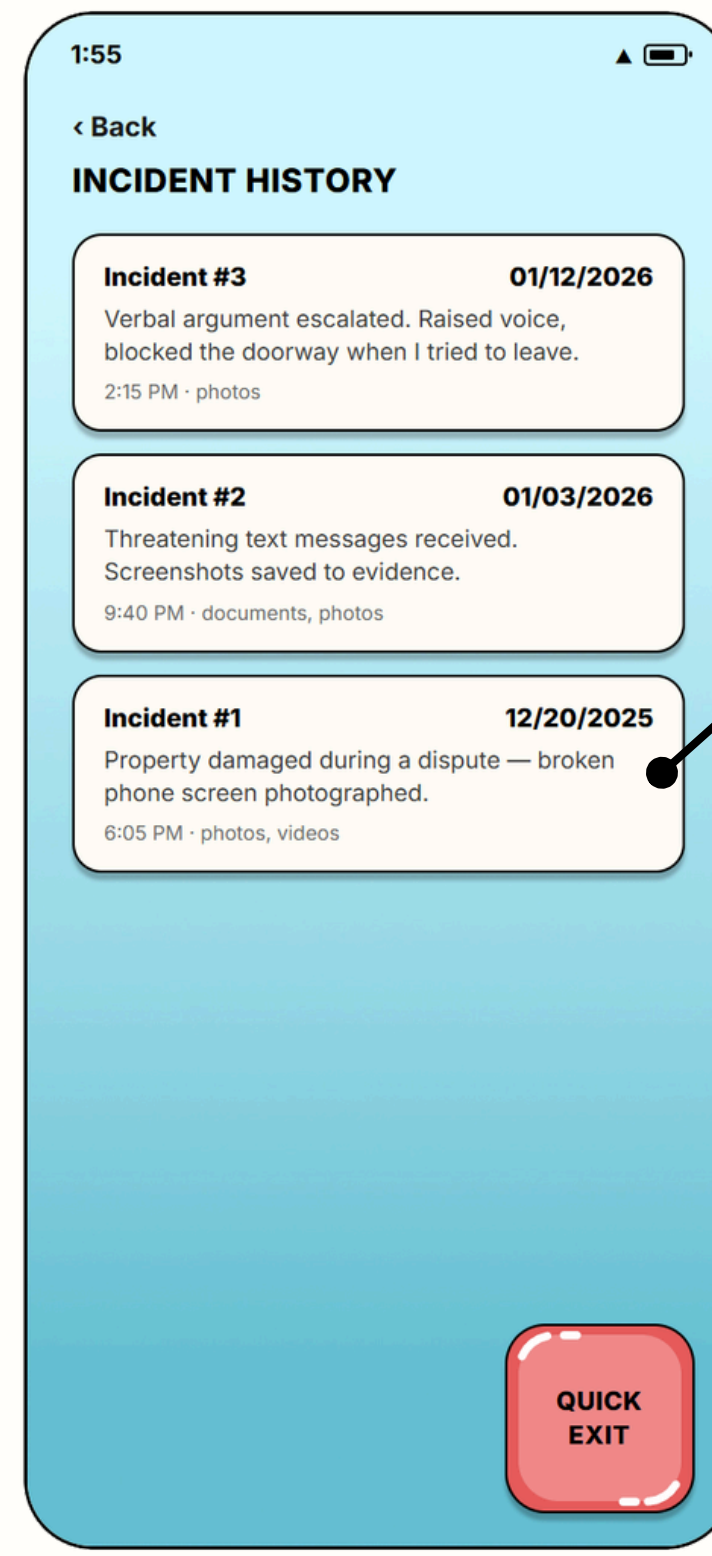
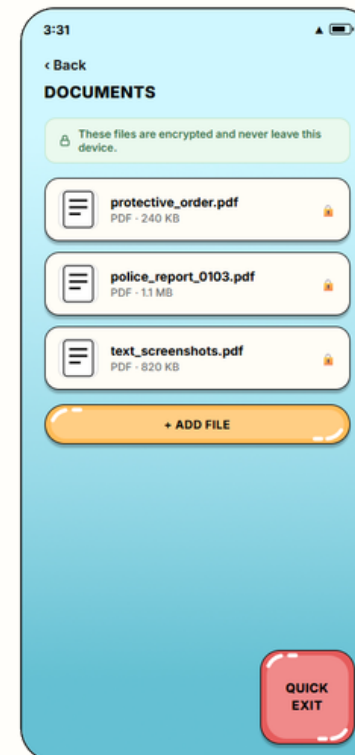


Save Confirmation

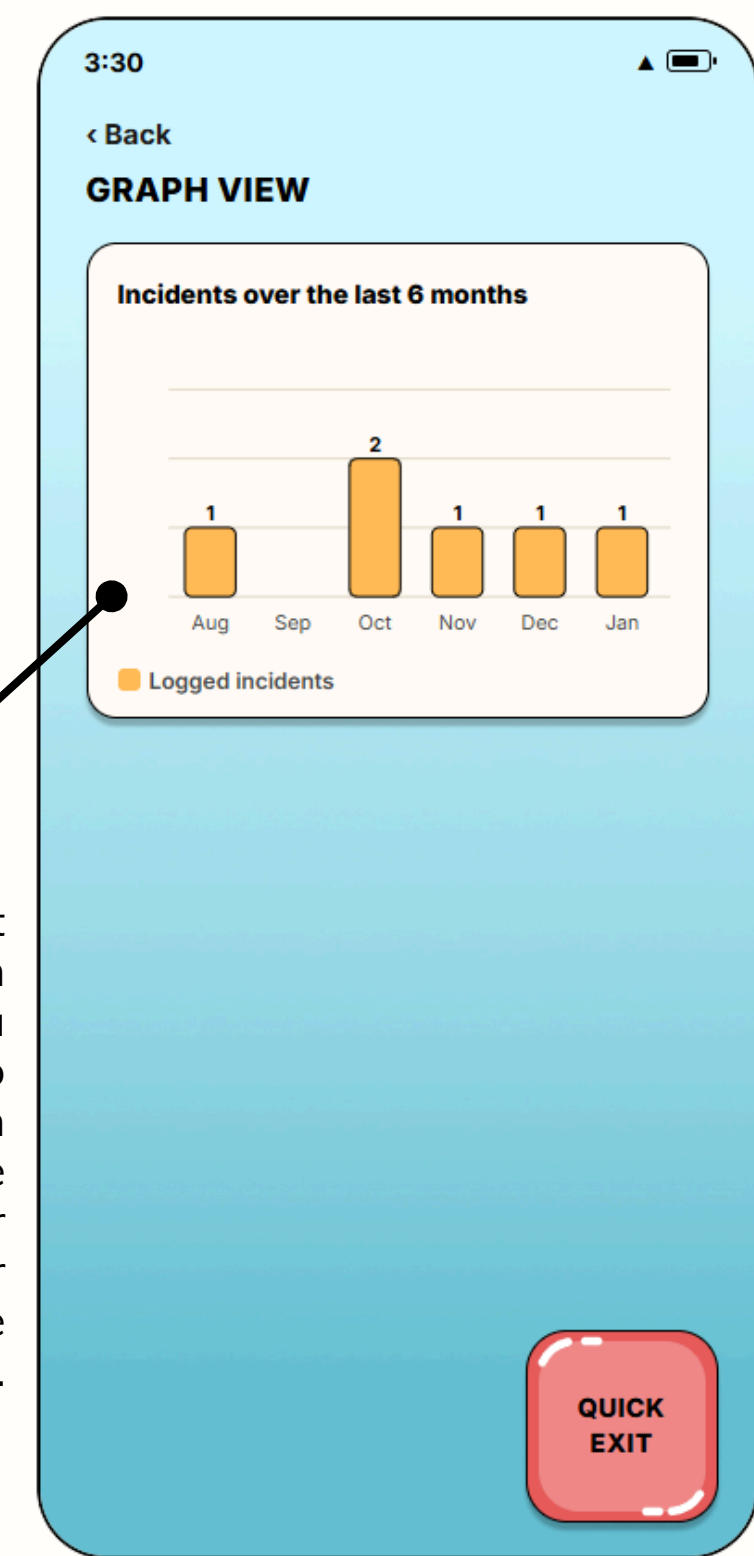
Evidence, History & Trends



Documents, photos, videos, and audio, each in its own folder, with a persistent reassurance line: these files are encrypted and never leave this device.



Every saved entry in reverse chronological order, each showing its attachment count, so a user can see at a glance which incidents have supporting evidence and which do not.

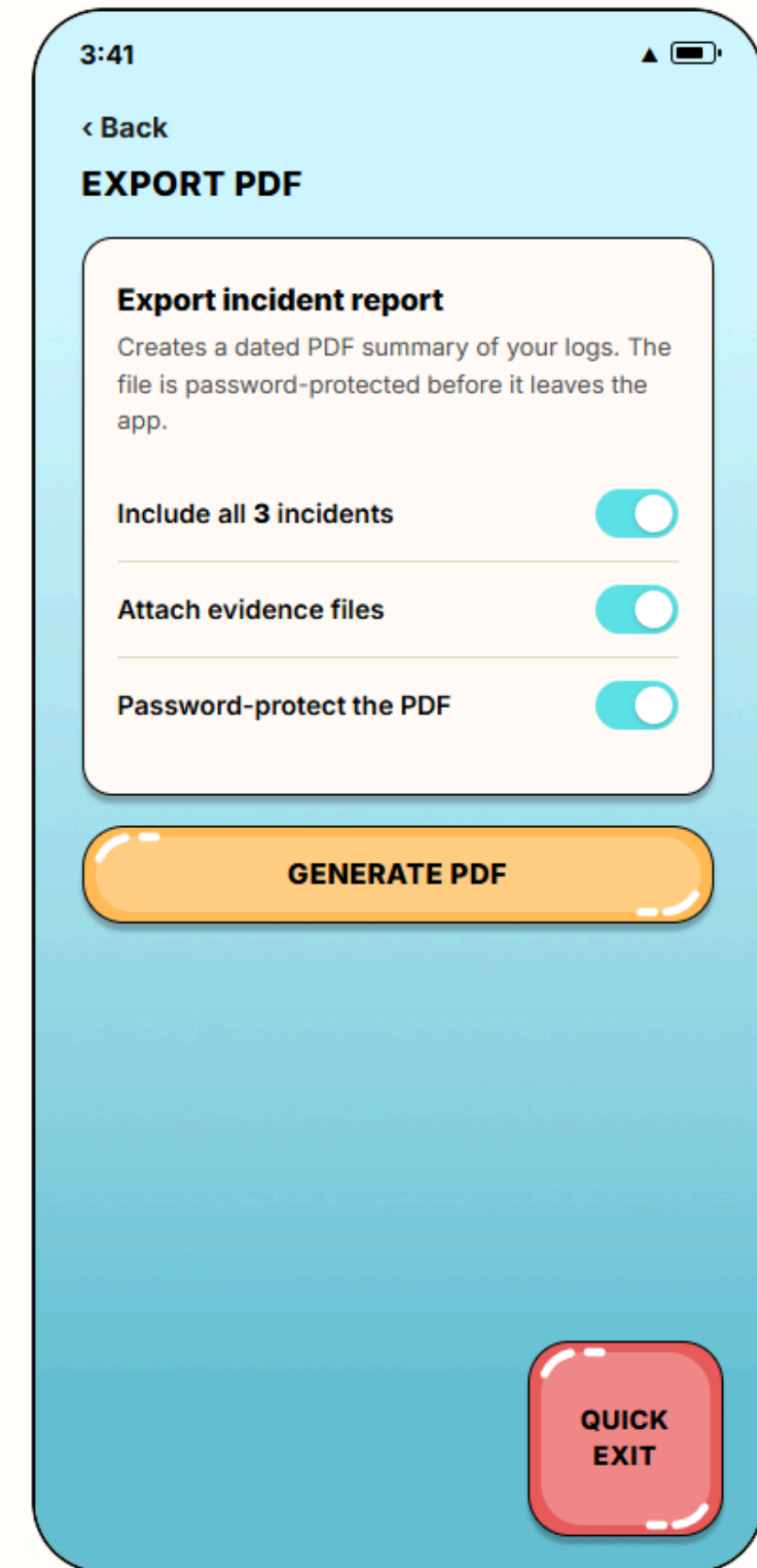


Incidents over the last six months. Escalation is a pattern, and a pattern is easier to see in a chart than in a list — both for the user deciding whether to leave and for anyone reviewing the record later.

Built for What Happens Next

The export screen turns the log into a document someone else can read: a dated and timed summary of all incidents, with the option to attach evidence files, protected by a password before the file leaves the app.

This is the feature that reframed the whole project for me. For me, the app was not the final destination. Its purpose is so that on some later day - either in an advocate's office, a lawyer's office, or a courtroom - the user has a record to reference instead of a memory.



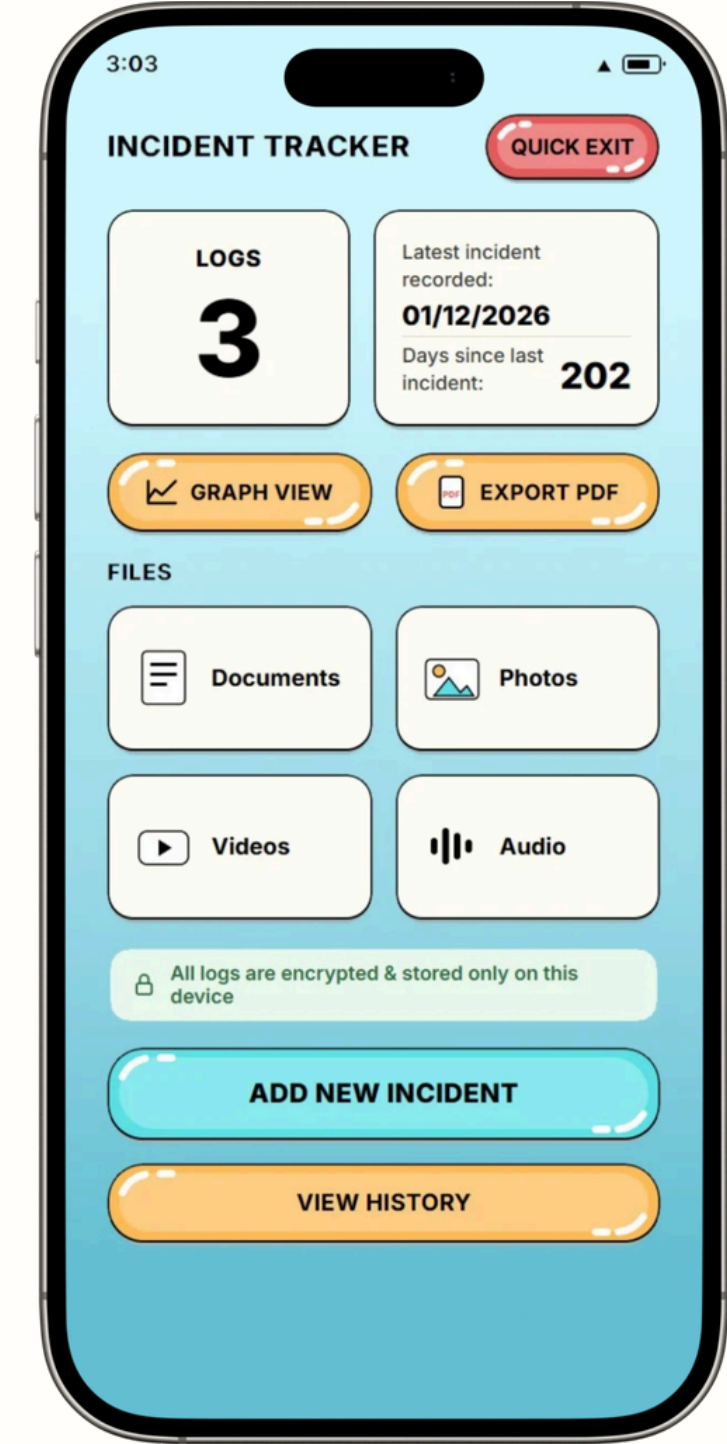
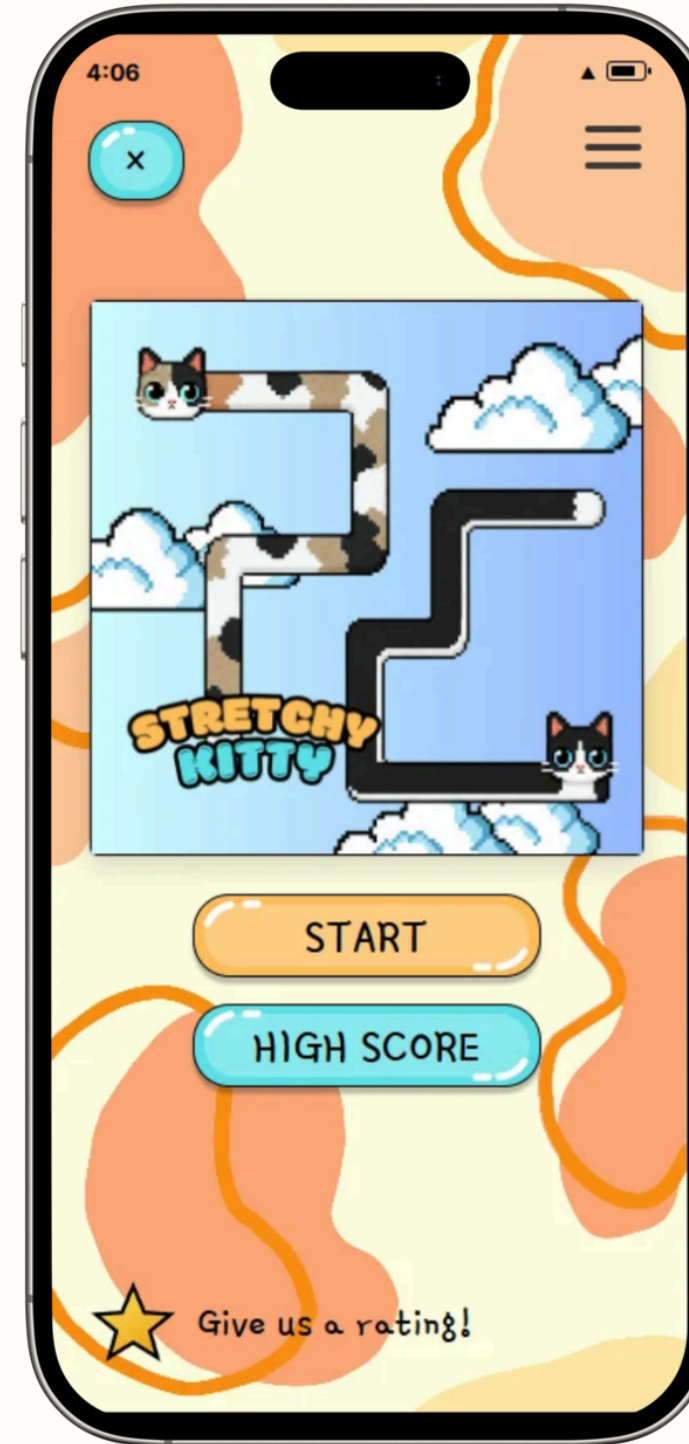
Visual Design



Two interfaces in One App.

The game is bright, rounded, pixel-textured, and noisy - the visual language of a free casual game, because a convincing disguise has to look cheap and fun.

The tracker is the opposite: calming blue backgrounds, high-contrast type, generous tap targets, no decorative motion. A user opening it is stressed, possibly in the dark, possibly moving. Every visual decision there is about legibility and speed.



Holding both aesthetics in one product without either leaking into the other while still making it cohesive was the hardest part of the visual work.

From Figma to Working Code

Prototyping in the browser allowed me to test an interaction the same day I designed it, on the device it was designed for.

01

Why I Coded it

Static frames could not answer the questions this project actually raised. Does the long-press feel discoverable enough to find on purpose but not by accident? Is QUICK EXIT reachable one-handed on a real device? Does the game hold up as a game, or does it look like a shell?

I built the prototype as a single self-contained HTML/CSS/JavaScript file using Figma designs as the source of truth, working with Claude Code as a pair programmer.

02

What Building it Changed

- The game had to be genuinely playable — a fake one gives up the disguise on first tap, so the snake mechanic, scoring, speed ramp, and high score are all real.
- QUICK EXIT moved from the bottom of the screen to the top right after I held a phone and tried to hit it in a hurry.
- The rating popup got a working submit path, because a decoy that does nothing when tapped is not a decoy.
- The tracker home added the "days since last incident" counter, which was not in the original wireframes and became the number I looked at first every time I opened it.

Reflection

Industry Takeaways Designing for safety inverts several defaults. Discoverability, persistence, personalization, and helpful notifications are usually virtues; here each one is an attack surface. Working inside those constraints made me far more deliberate about who else might see this screen. It has also allowed me to think about how much of product design is about the moment after the product. The export was the feature that mattered most, and it is the one the user touches least.

Personal Takeaways This was my first end-to-end product built alone, from problem definition through a working prototype, and coding it changed how I design. Interactions I was confident about on a canvas felt wrong in the hand within thirty seconds.

What's Next?

Usability testing with domestic violence advocates rather than survivors directly, so feedback comes without re-traumatizing anyone

Consultation on evidence standards - what actually holds up in a protective order hearing

Real encryption and secure local storage in place of the prototype's simulated states

A native build for iOS and Android



Case Study 02

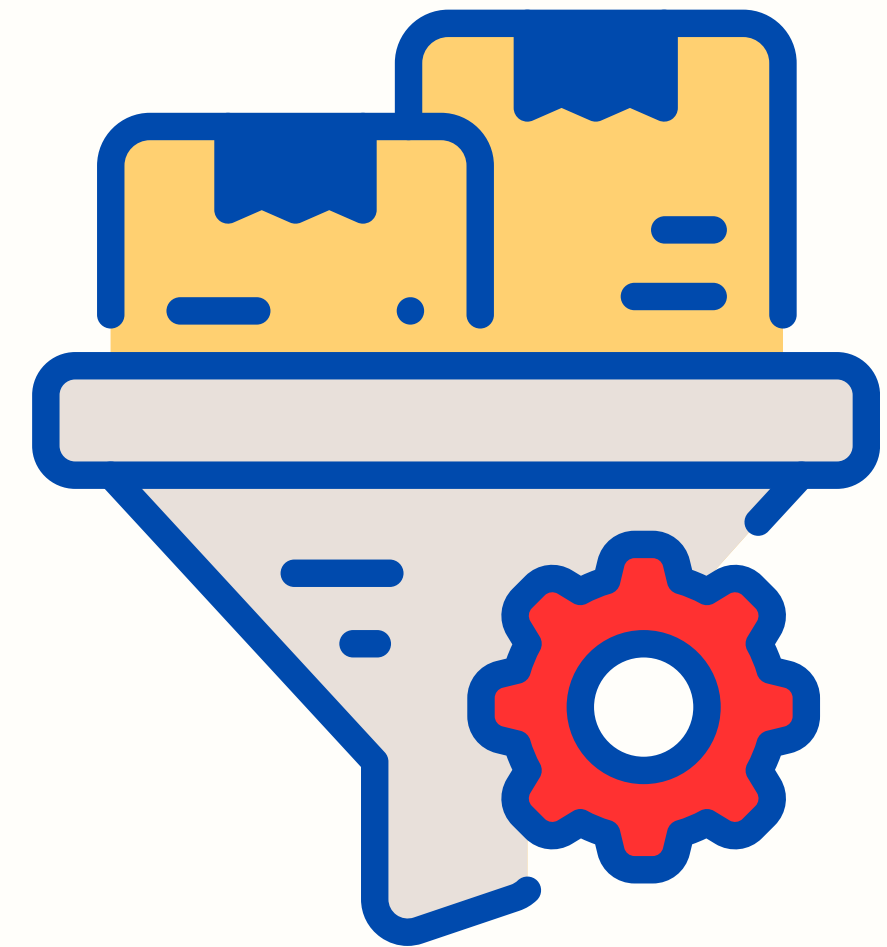
UX Research | [Coded high-fidelity prototype](#)

Amazon Search & Filter Redesign

Role: End-to-End Product Re-design

Tools: Figma, FigJam, Adobe Photoshop, Canva, Claude Code

Deliverables: Information architecture, user flows, personas, interaction design, journey map, visual design, and high-fidelity interactive prototype



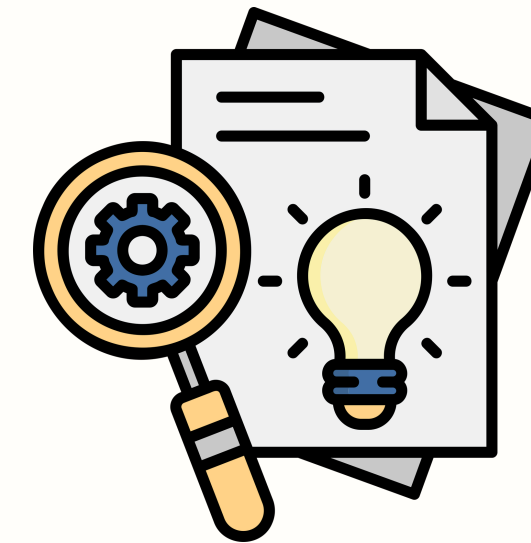
What is Amazon Search & Filter?

Amazon is a large online shopping platform where users browse, search for, and purchase products across many categories.

Amazon's search and filter system helps users narrow product results using filters such as price, brand, ratings, shipping, and category options.



Source: Amazon.com



Project Overview

Product: Amazon Search & Filter

My Role: Design and Research Lead

Timeline: 6 weeks

Users struggle to find and apply desired filters due to visual clutter of filter panel and limited user control. Amazon's search and filtering workflow presents many friction points that slow down the search process. The user spends more cognitive effort filtering their search rather than reviewing products to buy.

☐ VIA	☐ Backlit Keyboard	Display Type	Memory Clock Speed
Processor Speed	☐ Anti Glare Coating	☐ AMOLED	☐ Up to 2.9 GHz
☐ 1 to 1.59 GHz	☐ Fingerprint Reader	☐ LCD	☐ 3 to 3.9 GHz
☐ 1.60 to 1.79 GHz	☐ Memory Card Slot	☐ LED	☐ 4 to 4.9 GHz
☐ 1.80 to 1.99 GHz	☐ Numeric Keypad	☐ OLED	☐ 5 GHz & above
☐ 2.00 to 2.49 GHz	☐ Spill Resistant	USB 3.0 Ports	Number of Cells
☐ 2.50 to 2.99 GHz	See more	☐ 5 or More	☐ 1
☐ 3.00 to 3.49 GHz	Graphics Memory	☐ 4	☐ 2
☐ 3.50 to 3.99 GHz	☐ 8 GB & Above	☐ 3	☐ 3
☐ 4.0 GHz & Above	☐ 6 to 7 GB	☐ 2	☐ 4 & above
Hard Drive Type	☐ 4 to 5 GB	☐ 1	Wi-Fi Generation
☐ EMMC	☐ 2 to 3 GB	☐ None	☐ Wi-Fi 6
☐ HDD	☐ Up to 1 GB	Flash Size	☐ Wi-Fi 6E
☐ SSD	RAM Technology	☐ 500 GB & Above	☐ Wi-Fi 7
Processor Count	☐ DDR2	☐ 250 to 499 GB	☐ Wi-Fi 1
☐ 28	☐ DDR3	☐ 120 to 249 GB	☐ Wi-Fi 4
☐ 24	☐ DDR4	☐ 64 to 119 GB	☐ Wi-Fi 5
☐ 22	☐ DDR5	☐ 32 to 63 GB	Average Standby Battery Life
☐ 20	☐ LPDDR3	☐ 17 to 31 GB	☐ 11 h & above
☐ 18	☐ LPDDR4	☐ 8 to 16 GB	☐ 9 to 10.9 h
☐ 16	☐ LPDDR4X	☐ 7 GB & Under	☐ 7 to 8.9 h
☐ 14	☐ LPDDR5	Top Brands	☐ Up to 6.9 h
See more	Weight	☐ Top Brands	Sustainability Features
Input	☐ Up to 3 Pounds	Video Output	☐ Any Feature
☐ Touch Bar	☐ 3 to 3.9 Pounds	☐ HDMI	☐ Carbon Impact
☐ Touch Pad	☐ 4 to 4.9 Pounds	☐ DisplayPort	See more
☐ Touchscreen	☐ 5 to 5.9 Pounds	☐ VGA	GPU Manufacturer
☐ Touchscreen with Stylus Support	☐ 6 to 6.9 Pounds	Seller	☐ AMD
Connectivity	☐ 7 to 7.9 Pounds	☐ Oydisen Compute	☐ Apple
☐ Wi-Fi	☐ 8 Pounds & Above	☐ Epower Solutions	☐ ARM
☐ Bluetooth	Hardware Interface	See more	☐ Intel
☐ USB	☐ USB	Front Camera Resolution	☐ MediaTek
☐ Ethernet	☐ HDMI	☐ 3 MP & above	☐ NVIDIA
☐ HDMI	☐ Bluetooth	☐ 2 to 2.9 MP	☐ Qualcomm
Display Resolution	☐ 3.5mm Audio	☐ 1 to 1.9 MP	Purpose
☐ 1080p	☐ 802.11 ac/b/g/n	☐ Up to 1 MP	☐ Working
☐ 4K	☐ 802.11 b/g/n	Voltage	☐ Video Conferencing
☐ 720i	☐ Bluetooth 5	☐ Up to 4 V	☐ Learning
☐ 720p	See more	☐ 5 to 14 V	☐ Browsing Internet
Wireless Type	Battery Life	☐ 15 to 19 V	☐ Gaming
☐ Bluetooth	☐ Up to 6.9 h		☐ Music Listening
	☐ 7 to 7.9 h		



Problem Statement & Design Goals

Key Problems

- Filter overload
- Confusion
- Lack of user control
- Frustrating Interface

Design Goals

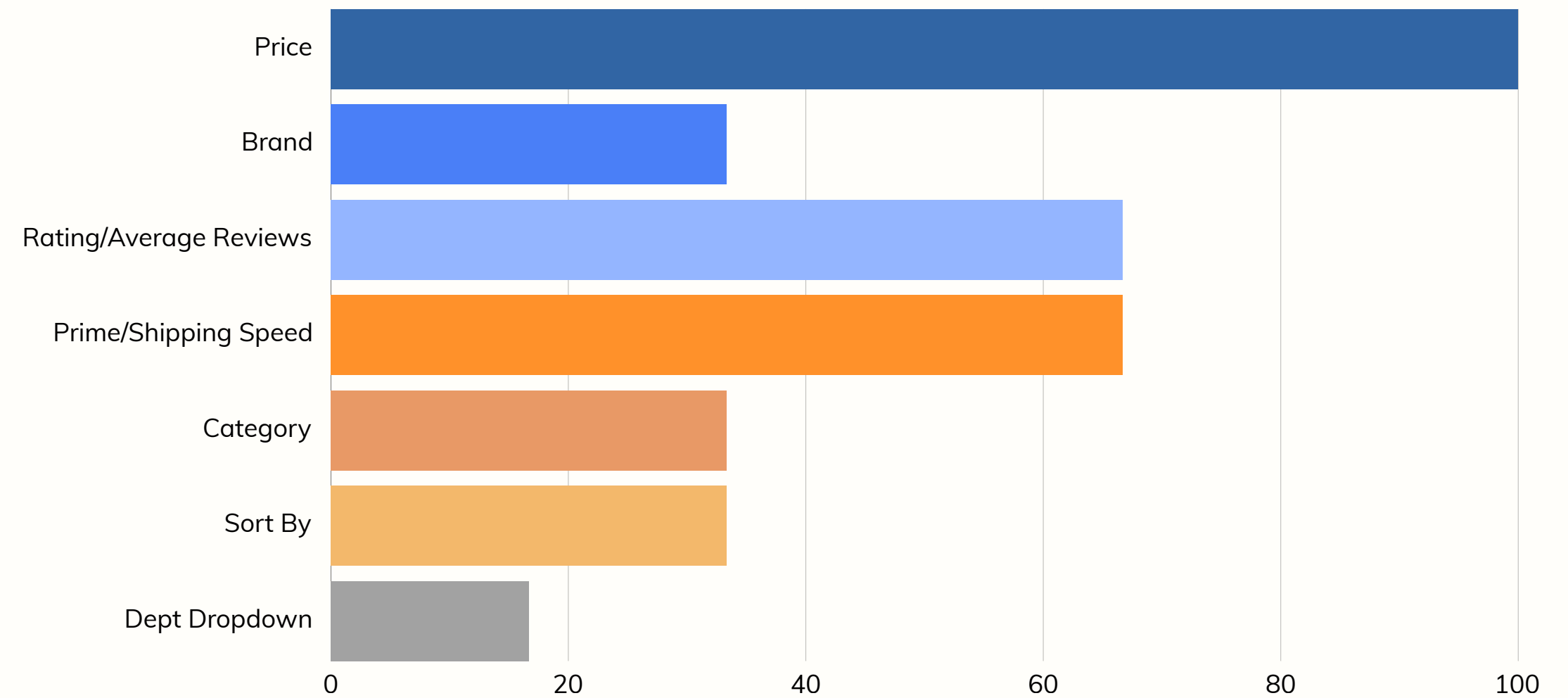
- Reduce clutter
- Simplify filtering
- Improve visibility
- Increase confidence

			
Heuristic Evaluation	CTA	Journey Mapping	Prototype Redesign
Evaluate the interface using usability principles to identify major issues	Break down how users search and filter to understand decision-making and difficulty	Map the user experience to identify frustration points and breakdowns	Develop low-fidelity wireframes to address identified usability issues

Next Step: Survey & User Testing Research

Research Findings

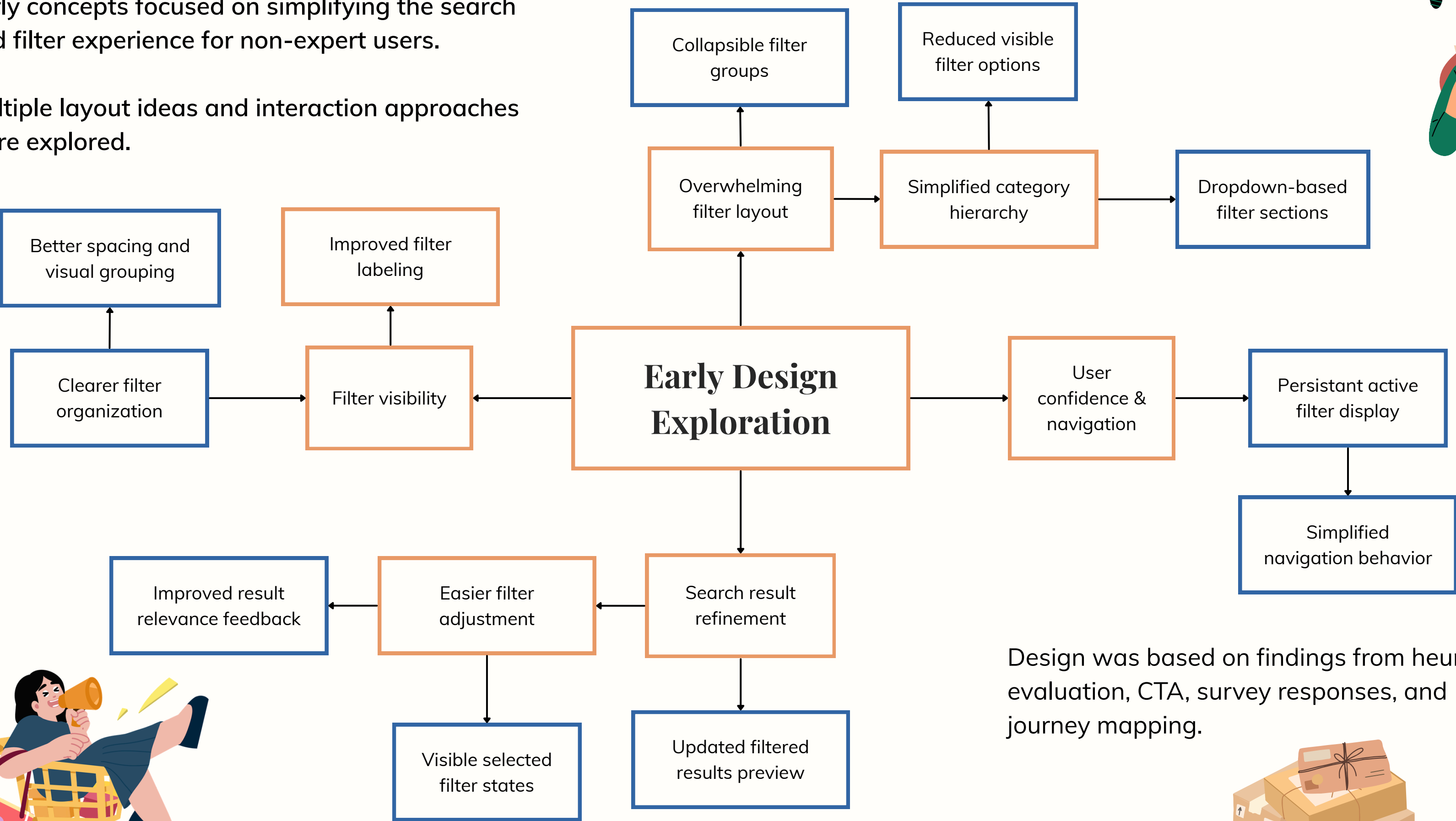
- Sponsored results reduce search accuracy
- Price sliders are difficult to control
- Too many visible filter options feel overwhelming
- Users want clearer grouping and dropdown filters



Source: <https://forms.gle/Ru1L99KVVzEENuCEA>

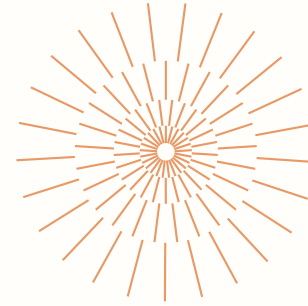
Early concepts focused on simplifying the search and filter experience for non-expert users.

Multiple layout ideas and interaction approaches were explored.



Design was based on findings from heuristic evaluation, CTA, survey responses, and journey mapping.





Target Users

Primary User Groups

- Non-expert users
- Average technology users
- Experienced Amazon users

Key User Patterns: Users relied heavily on filtering to narrow products. Non-expert users experienced hesitation during filtering. Experienced users preferred faster refinement tools.

“Finding the specific thing I want for an affordable price is essential to me.”



Amazon User

Age: 21 years old
Occupation: Library Assistant
Location: Columbia, Missouri
Needs: Study materials
Education: B.A. in English (in progress)

Brandon Merrill

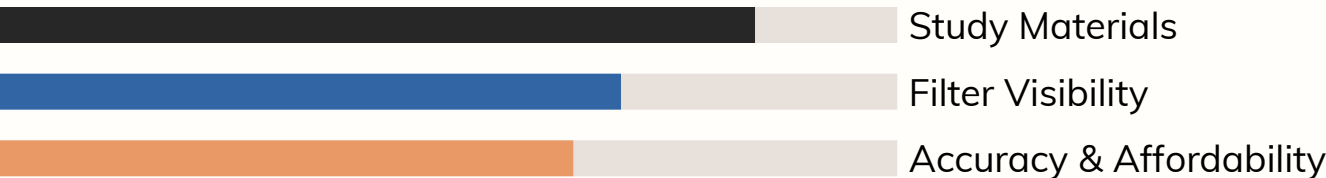


Brandon Merrill is an undergraduate student pursuing a BA in English. He is also enrolled in a work-study program working as a Library Assistant and lives in a dorm room with another roommate. He is a price-conscious online shopper who regularly frequents Amazon to buy different pens, pencils, planners, notebooks, and books.

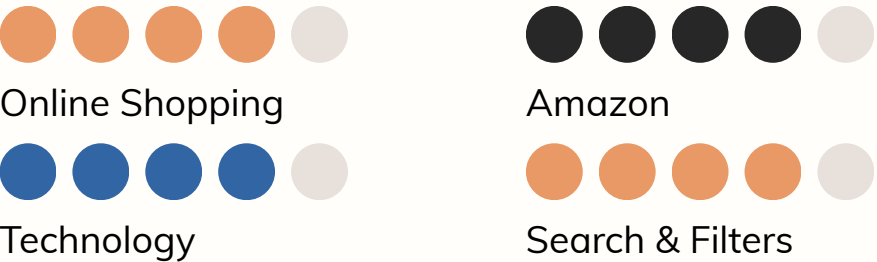
Wants & Needs

- 1. Find specific study materials.
- 2. Clear visibility of technical filters for items.
- 3. Search accuracy and affordability.

Motivations



Familiarity



Frustrations

- 1. Inability to find technical filters fast enough.
- 2. Time spent scrolling trying to find desired items.
- 3. Sponsored results interfering with product accuracy.

“I just want to find something good for my grandkids without all the extra steps.”



Amazon User
Age: 67 years old
Occupation: Retired Grandmother
Location: Jacksonville, Florida
Needs: Gifts for grandchildren
Education: A.S. Business

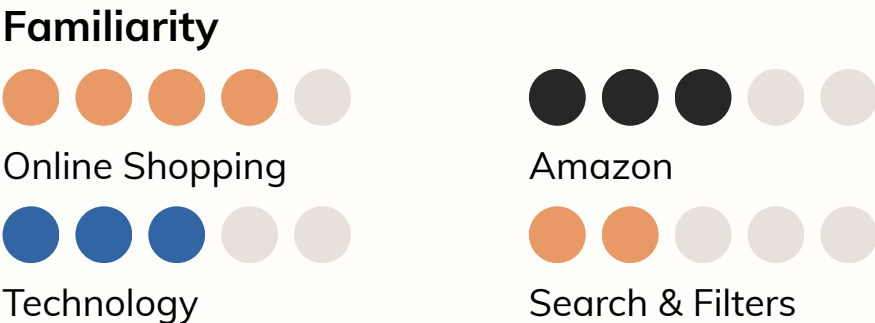
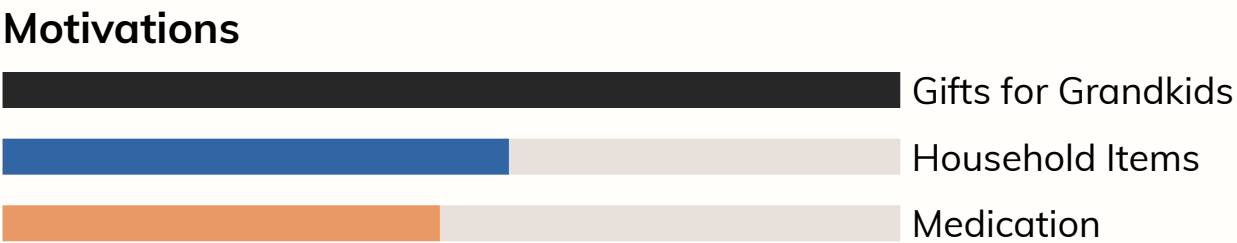
Hyunmae Kim



HyunMae is a retired grandmother living in Florida with her husband. She frequently shops online to buy gifts for her grandchildren ranging in age from toddlers to young adults. She knows what she want sin general but doesn’t often use filters. She prefers a simple process and usually relies on keyword searches and scrolling through results to find her items.

Wants & Needs

- 1. Find items for different age groups quickly.
- 2. Simple and easy to understand categories.
- 3. Confidence that the item is appropriate and a good choice



Frustrations

- 1. Too many filter options that feel overwhelming
- 2. Difficulty understanding filter categories.
- 3. Having to scroll through a broad range of items.

CUSTOMER JOURNEY MAP *Using Amazon Search and Filters*



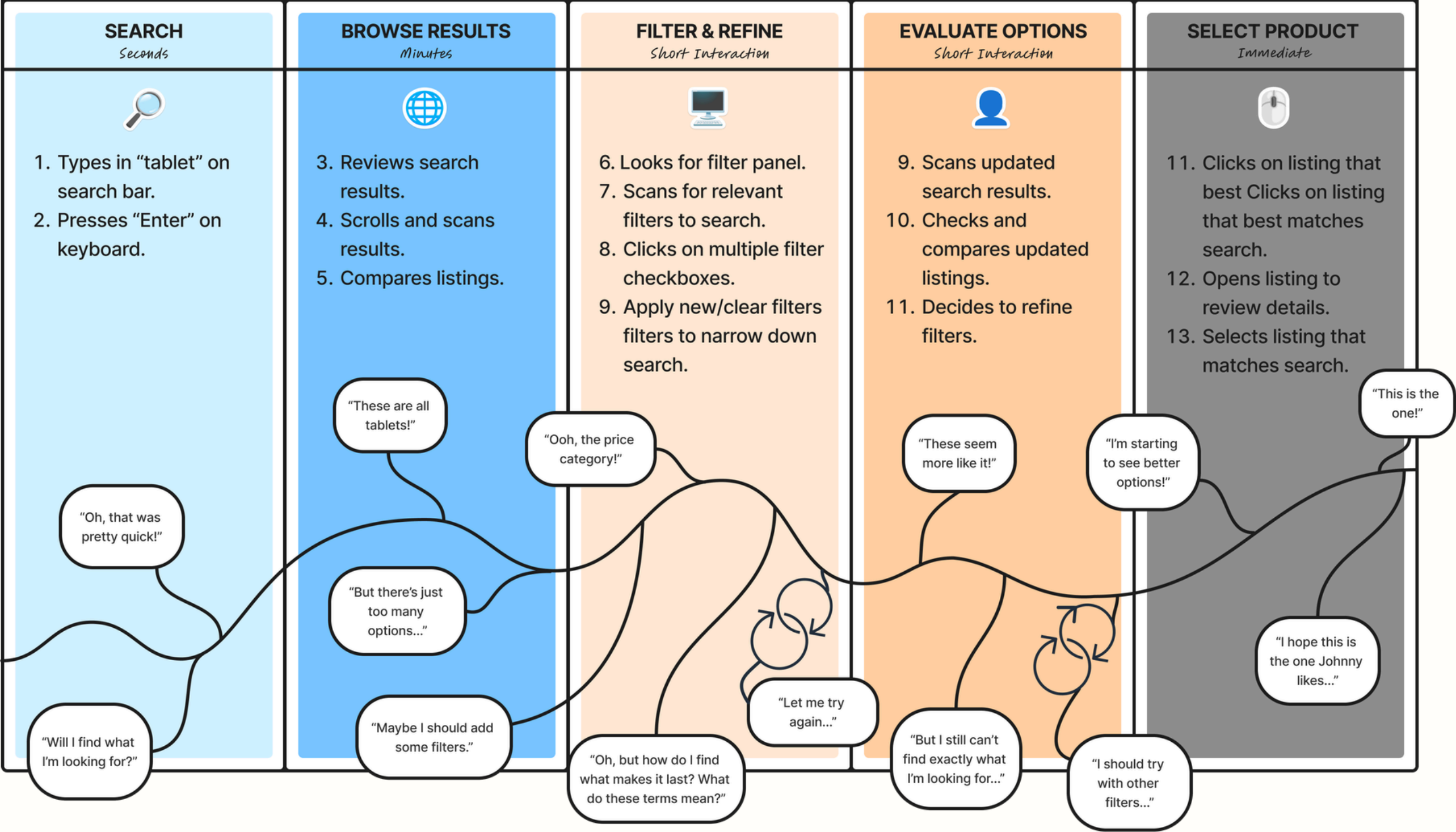
HyunMae Kim

HyunMae is a decisive and frequent online shopper. She mainly shops on Amazon to buy gifts for her grandchildren of different ages.

Scenario: HyunMae is looking to buy a tablet for her 12-year old grandchild. She is shopping for an affordable tablet with a long battery life and durability.

Expectations

- Immediate availability of relevant filters.
- Seamless application of filters.
- No visual clutter in filter panel.





Key Usability Issues

01

Filter Visibility

Problem

Users struggled to identify relevant filters due to overcrowded filter sections and excessive visible options.

Design Response

Collapsible filter groups and improved spacing reduce visual overload and improve scanability.

02

Filter Relevance

Problem

Users had difficulty locating the filters they used most frequently.

Design Response

Frequently used filters were prioritized and reorganized based on survey findings.

03

User Control

Problem

Users lacked flexibility when applying and adjusting multiple filters.

Design Response

Persistent active filters and grouped filter actions improve control and efficiency.



Redesign Overview

	Issue #1 Filter Visibility	Issue #2 Filter Relevance	Issue #3 User Control
Problem	Overcrowded filters	Low-priority filters mixed together	Difficult filter management
Design Change	Collapsible filter groups	Reorganized filter hierarchy	Grouped apply/clear actions
Research Basis	Survey + observation findings	Most-used filter data	CTA + user feedback
Expected Impact	Reduced visual overload	Faster refinement	Improved interaction flexibility



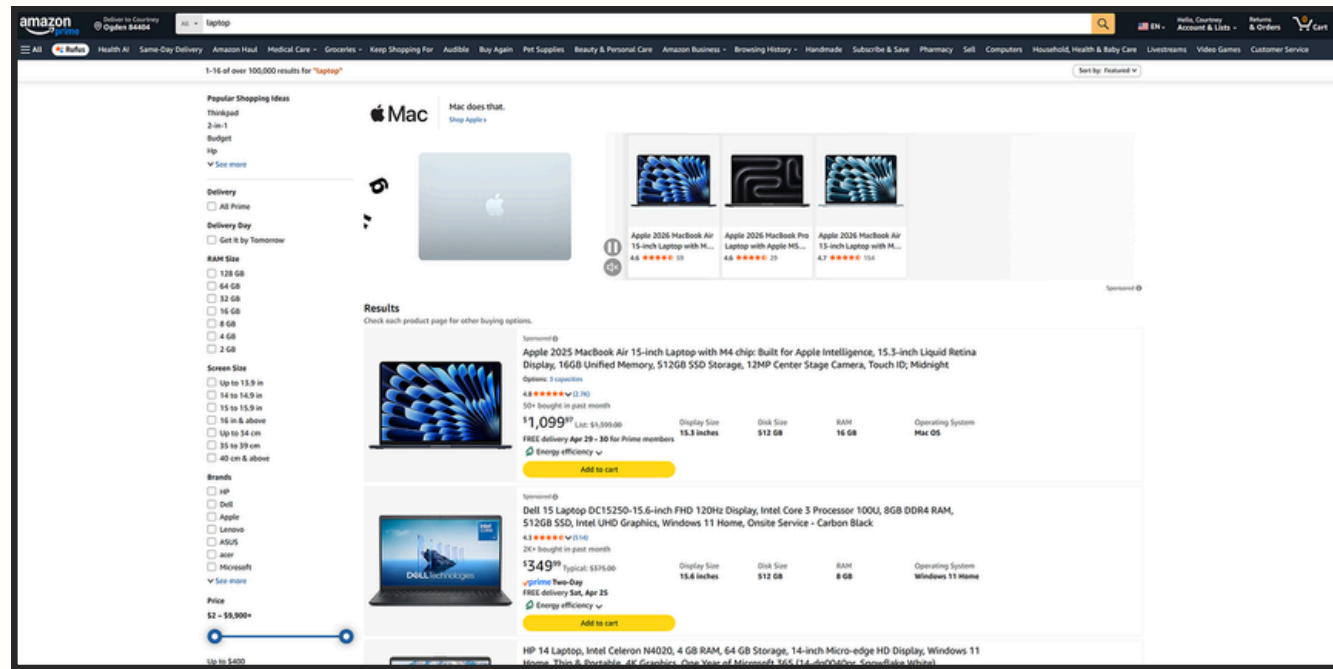
Redesign Principles

Simplification & Organization

The redesign focused on reducing visual overload through grouped filters, collapsible sections, and simplified hierarchy structures.

User Flexibility & Control

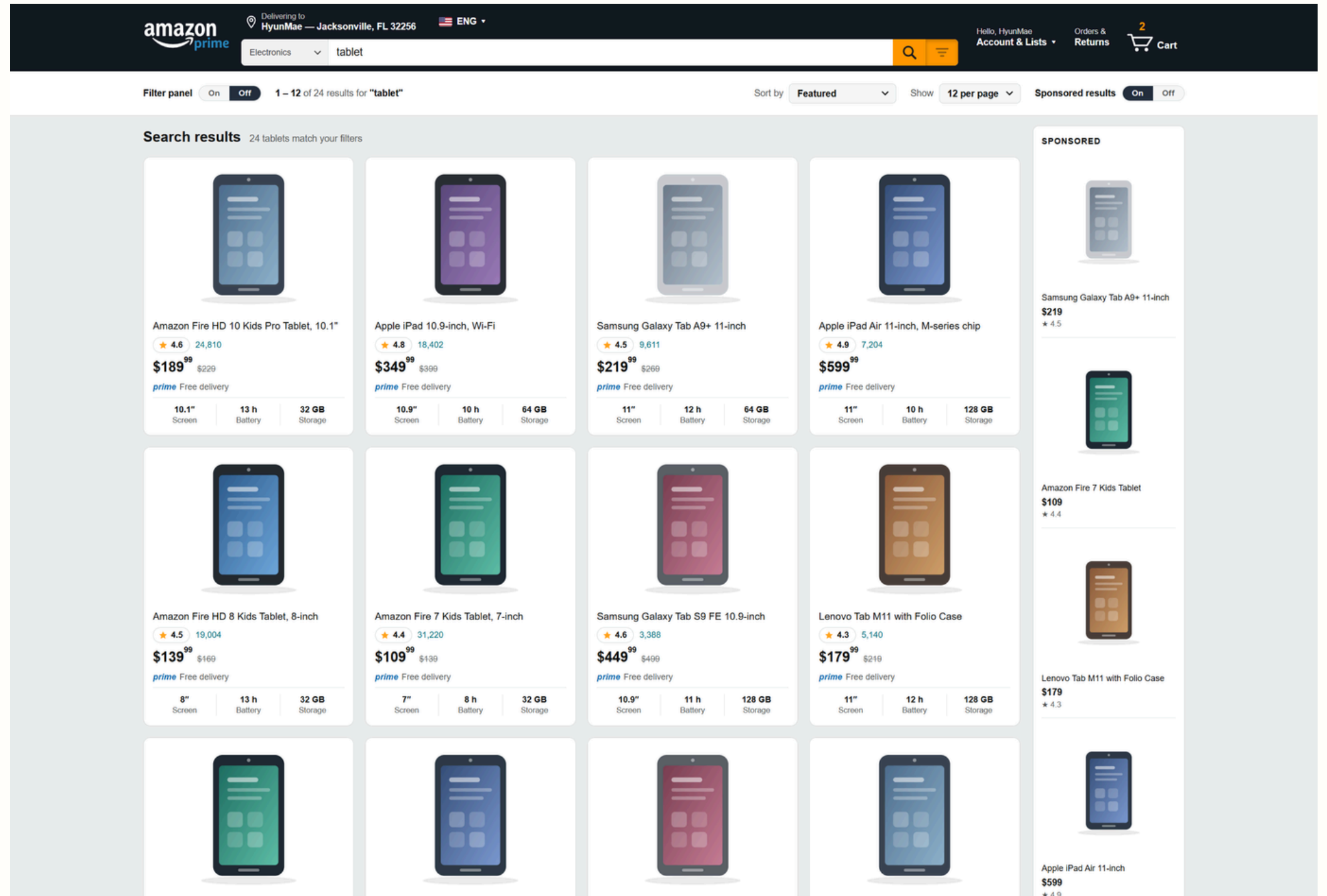
The redesign prioritized user control by improving filter visibility, supporting easier refinement, and making filtering interactions more predictable.

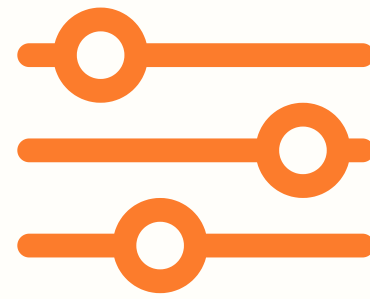
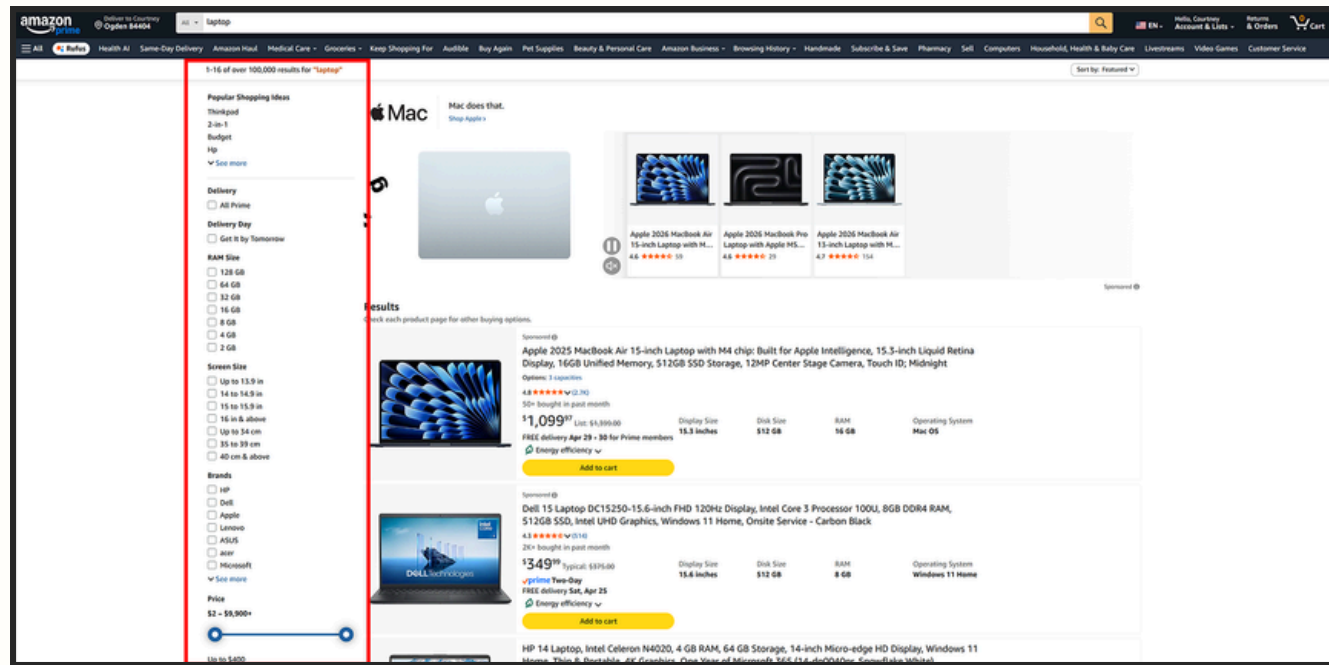


Main Search Redesign

Changes

- Removed Banner under the search bar
- Changed “All” to “Department” drop down
- Moved “Delivering To” feature more central
- Added On/Off button to toggle filter/sponsor results
- Cleaned up main page and simplified results +
- Changed results to a grid pattern
- Moved Account information more central
- Increased size of cart
- Made “Search Results” text more clear for users.
- Moved sponsored results to the right panel
- Moved Language drop down to location area
- Added filter icon to the search bar

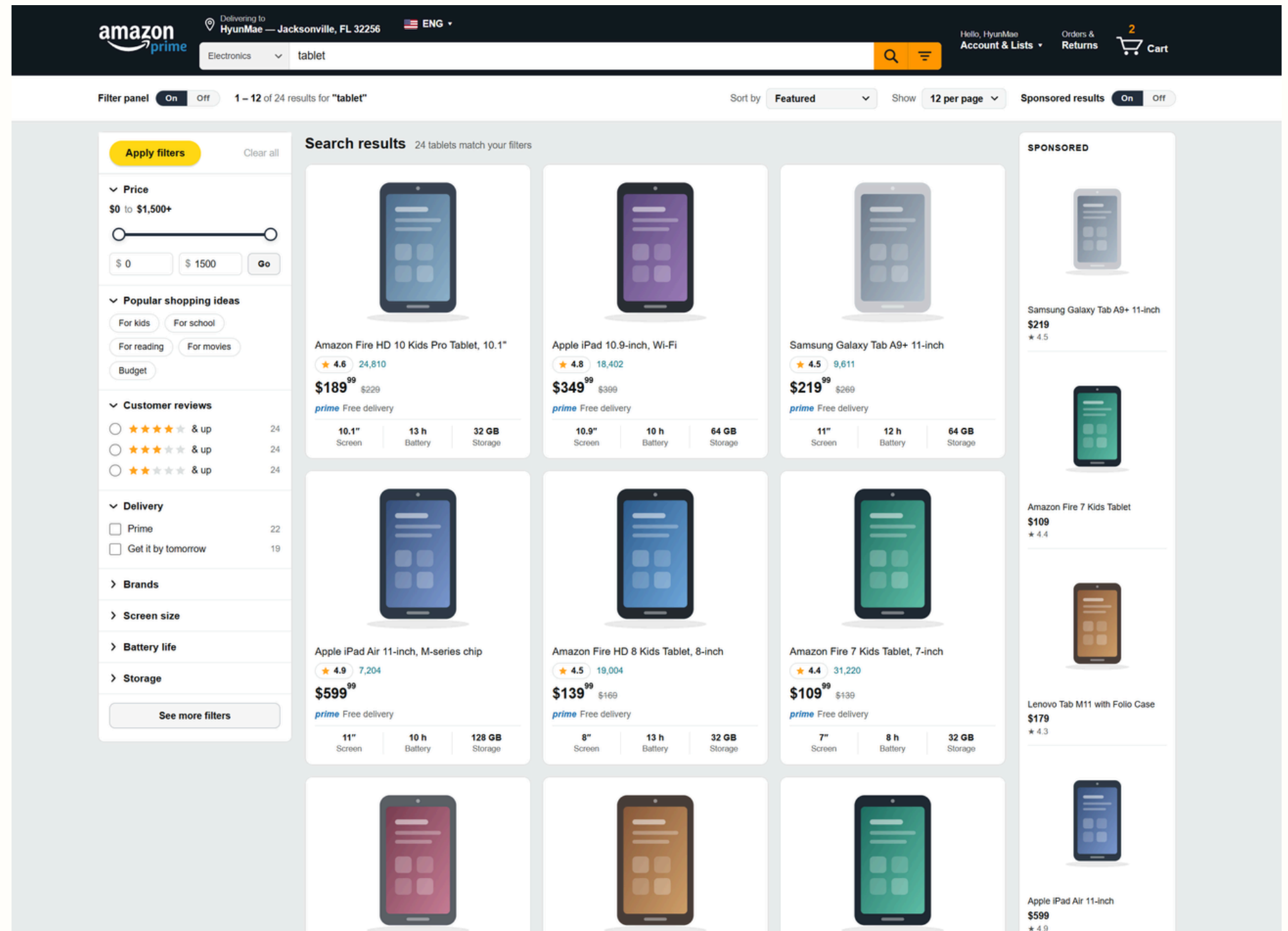


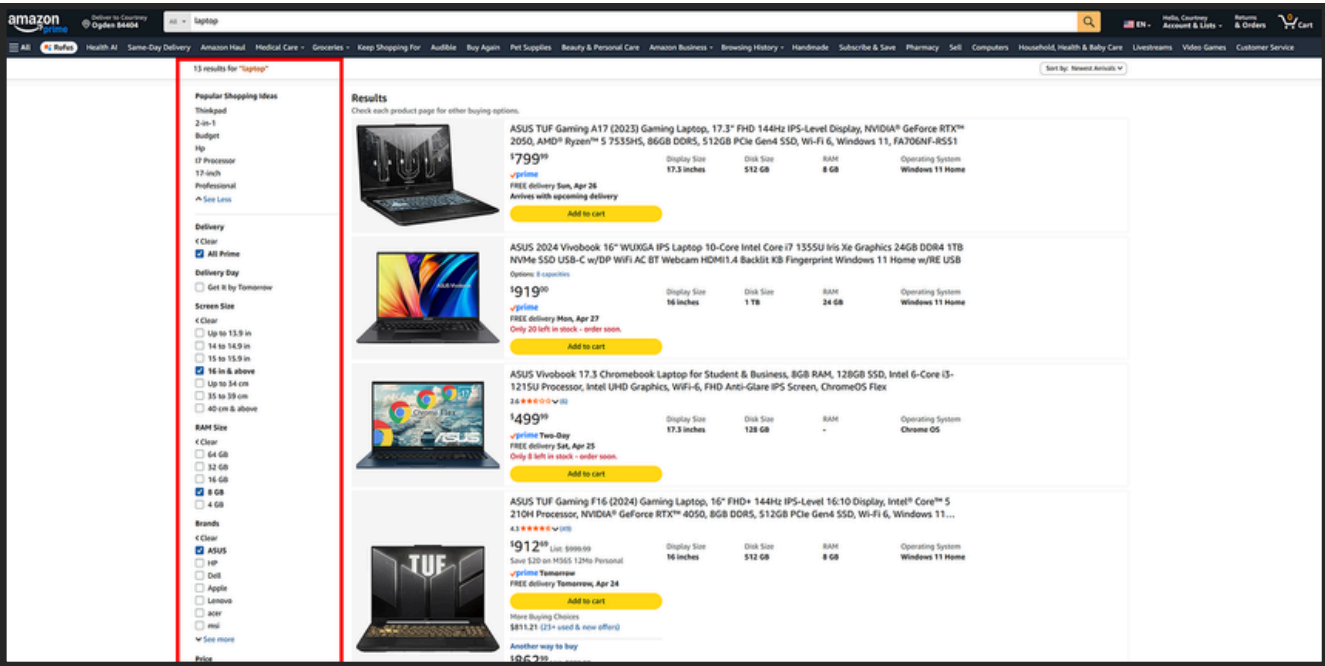


Simplified Filter System

Changes

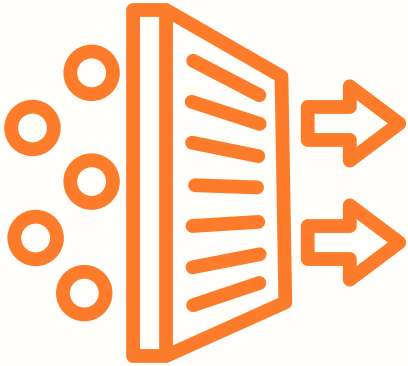
- Filter categories were rearranged in order of relevance and frequency of use based on survey data.
- Dropdowns were added next to filter categories to reduce and expand filters.
- “See More” and “See More Filters” buttons were created to eliminate visual clutter.
- Lines between filter categories were added to create space and contrast and further reduce visual clutter.
- Buttons under the “Price” category were added to type in specific numbers to adjust the price rather than only having to drag the bar as it proved to be tricky for some participants.



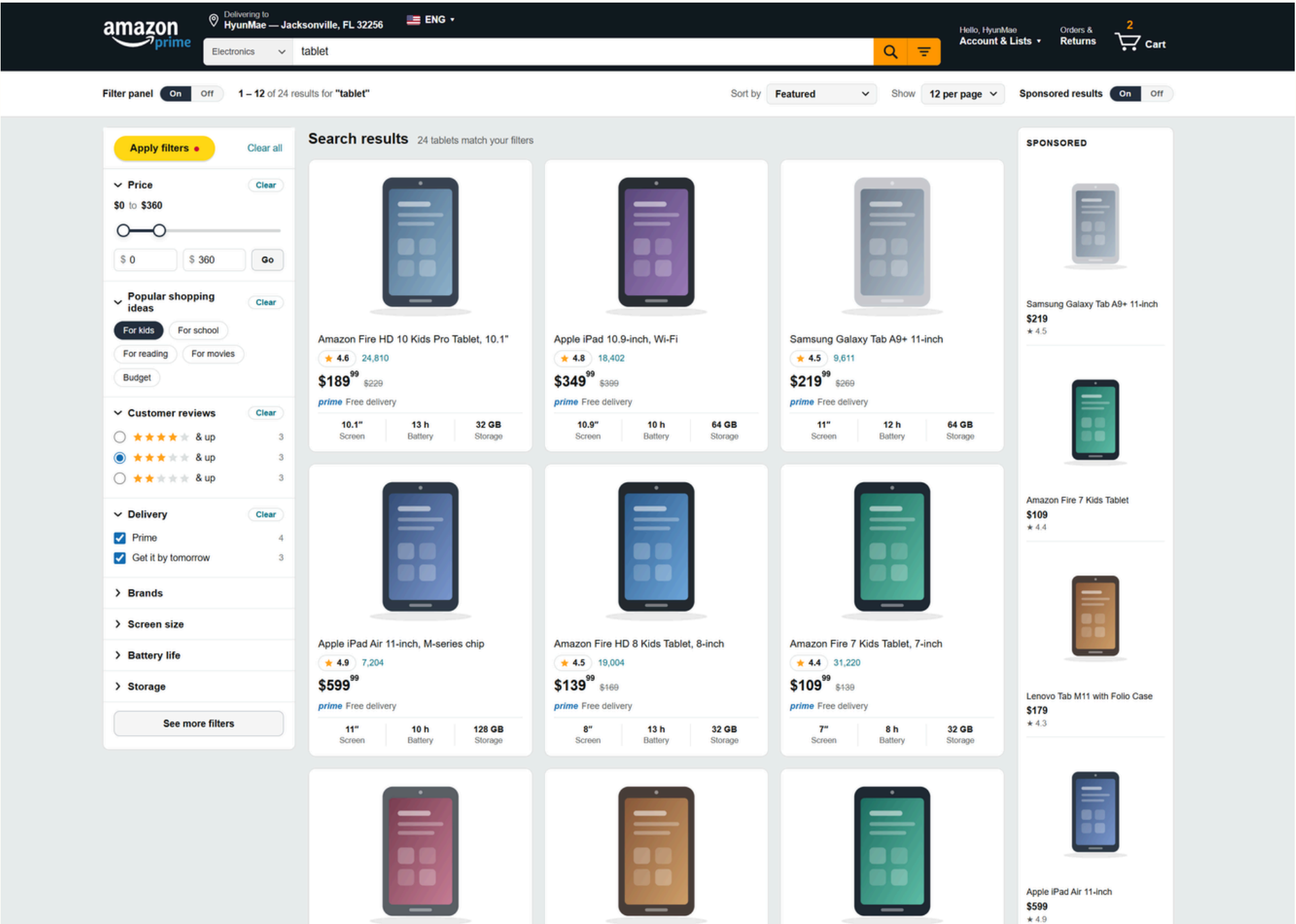


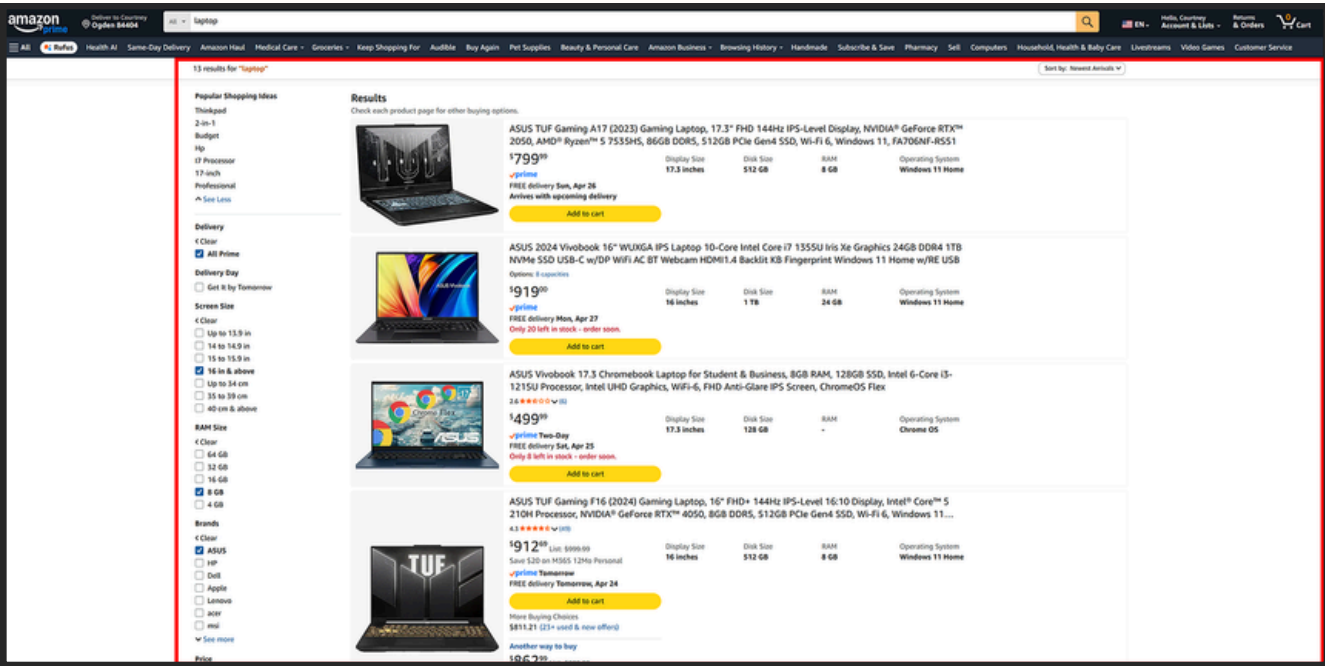
Changes

- “Apply Filters” button was created to give the user the option to apply all the selected filters at once.
- Contrast was added to the “Apply Filters” button to make it stand out.



Active Filters

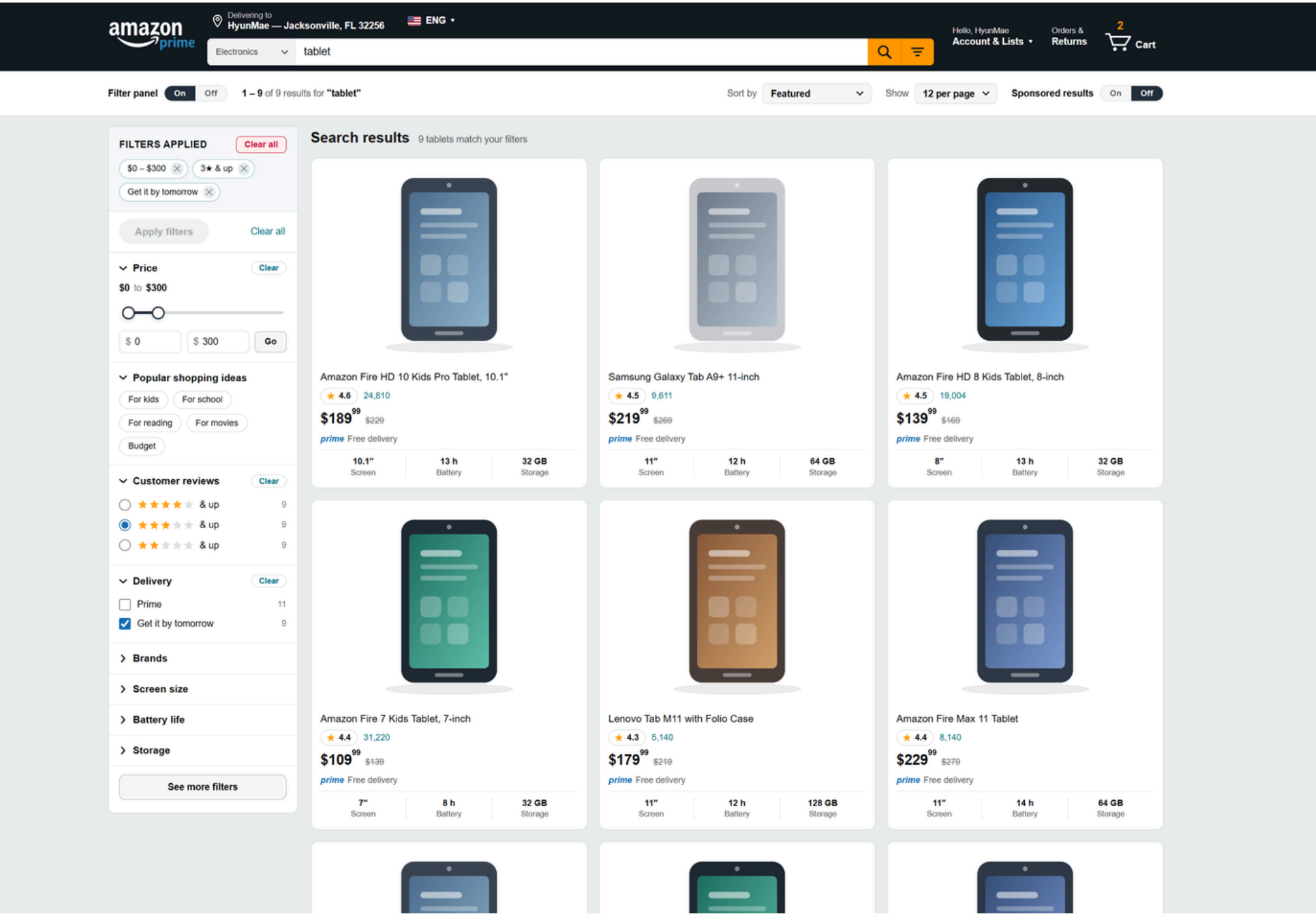




Filters Applied

Changes

- A “Clear All” button was created to give the user the option to remove filters all at once instead of having to remove them one by one.
- The “Clear” button was moved next to filter categories and contrast was added to make them more noticeable.
- A “Filters Applied” category was created and moved to the top of the filter panel to remind the user of which filters have been applied.



What the Prototype Adds

Interactions We Could Only Test by Building Them

01

Filters don't fire until you say so

Selections are held as pending state and only applied when the user taps **Apply filters**. A dot on the button signals unapplied changes. Our research found people lost their place when results reshuffled under them after every checkbox; this hands the timing back to the user.

02

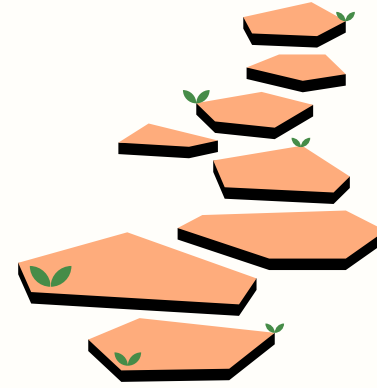
Live result counts

Every filter option shows how many products it would return before it is selected. A user can see that "Built for kids" narrows 24 tablets to 6 without committing to the click, and without hitting a dead end.

03

Applied filters, individually removable

The Filters Applied panel sits above everything and renders each active filter as a chip with its own undo - including the price range as a readable "\$120 – \$400." Per-group **Clear**, plus a single **Clear all**. Removing one filter never means starting over.



Next Steps



Step 1

Prototype Complete

Working, testable prototype built from research findings



Step 2

Moderated Usability Testing

Task-based testing with non-expert and experienced shoppers, measuring time-to-filter and error recovery



Step 3

Refinement & Comparative Testing

Refine based on findings, then test the redesign against the live Amazon interface on identical tasks

Case Study 03

Team of Five | **High-Fidelity Figma Prototype**

Design History Timeline Website & Mobile App

My Roles: UX Designer, UX Researcher

My Screens: Artist Profile, Artwork Gallery, and Artwork Detail Pages (52 screens)

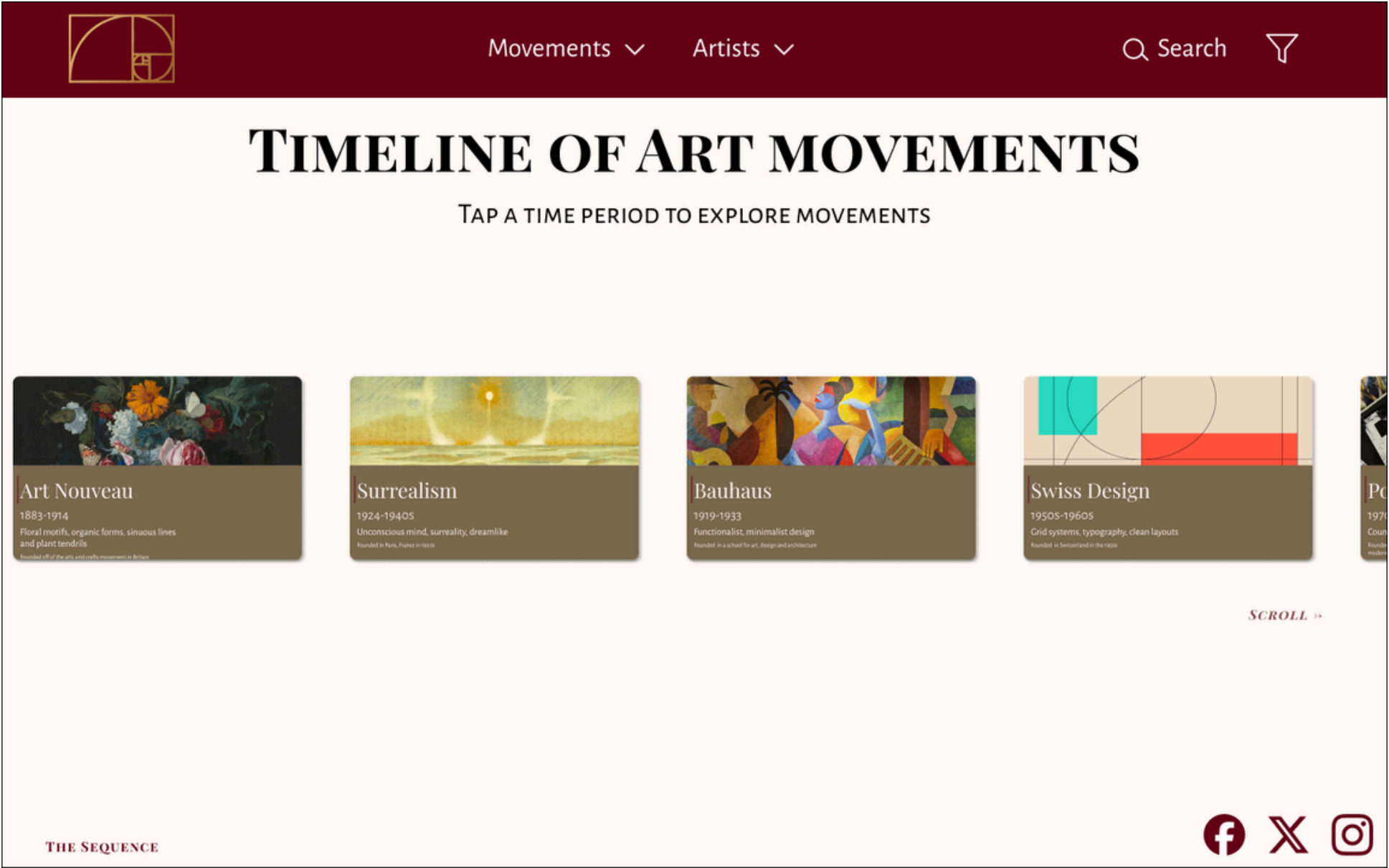


What is the Timeline?

It is an educational web experience that helps users explore major design movements, artists, and artworks through an interactive, museum-inspired interface.

Users can browse historical movements, discover influential artists, view artwork collections, and learn about the cultural context behind each movement.

The experience combines timeline navigation, search, filtering, artist profiles, and artwork galleries to create an engaging learning environment.





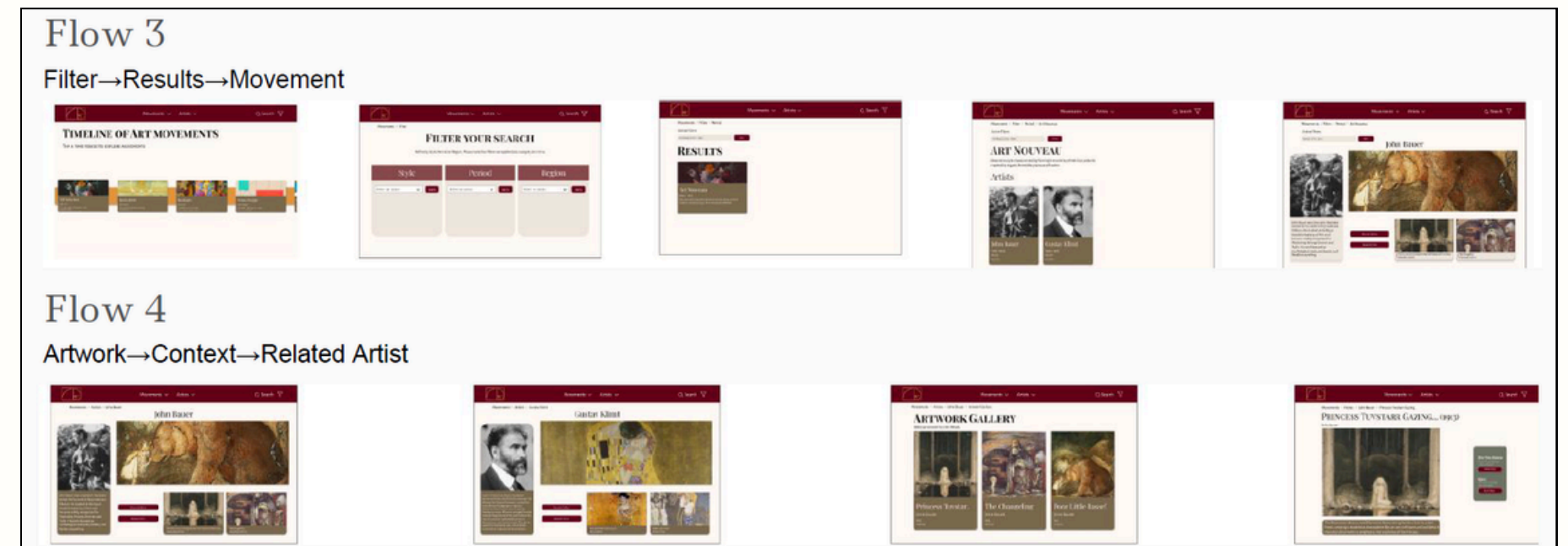
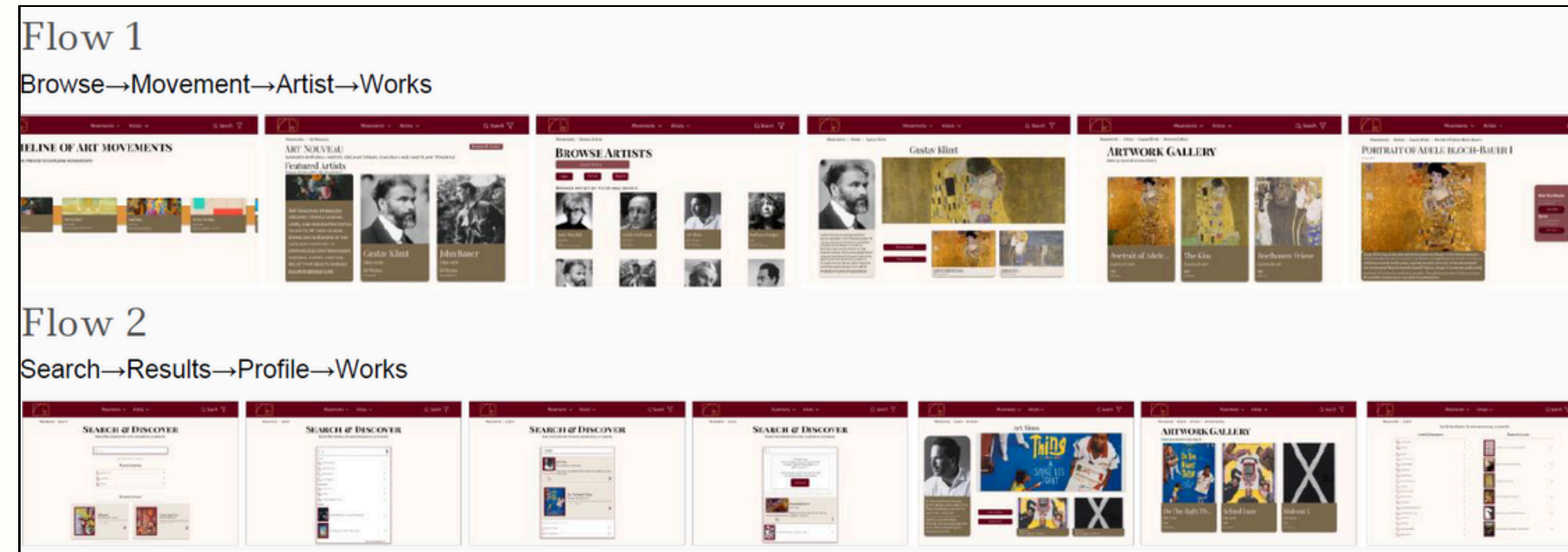
Project Overview

Product: Interactive Design History Timeline Web and Phone application

My Role: UX Designer & UX Researcher

Timeline: 8 weeks

Designed an interactive educational platform that enables users to explore twentieth-century design history through movements, artists, and artwork collections. The project focused on balancing educational content with intuitive navigation while creating a museum-like digital experience.





Design Challenges & Goals

Challenges

How might we create an engaging educational experience that allows users to easily discover, navigate, and learn about design history while giving users a museum-like viewing experience?

Design Goals

- Support exploration of design movements and artists
- Create intuitive navigation pathways
- Present educational content in an engaging format
- Maintain a cohesive museum-inspired visual identity

			
Competitive Analysis	Information Architecture	User Flow Design	Usability Testing
Evaluate existing museum, gallery, and educational history websites.	Develop a scalable site map and content hierarchy.	Map key user journeys through movements, artists, and artworks.	Evaluate navigation, search, filtering, and content discovery.

Next Step: High-Fidelity Prototyping & Iteration



Research Findings

Search Functionality Created the Most Friction

Users expected to type freely into the search field and became frustrated when search behavior did not match expectations. Several participants struggled to locate artists through search.

Navigation Hierarchy Was Not Immediately Clear

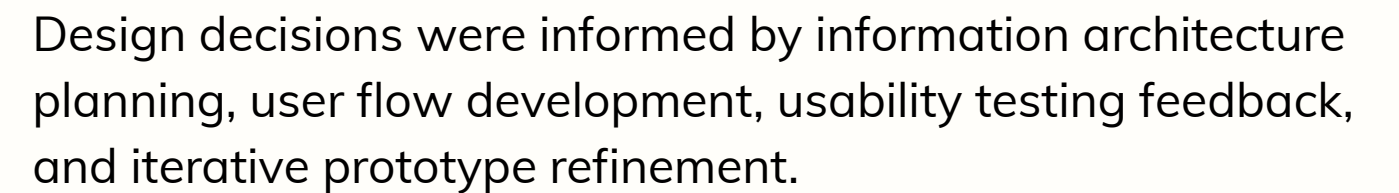
Participants showed confusion between movements, artists, and timeline navigation, often relying on trial-and-error exploration before reaching their destination.

Timeline Interactions Needed Stronger Cues

Some users did not immediately recognize that the timeline could be scrolled horizontally, resulting in hesitation during navigation tasks.

Visual Elements Improved Engagement

Users frequently relied on images and visual content when navigating and responded positively to artwork displays, visual feedback, and interactive elements..

An illustration of a woman with dark hair, wearing a green long-sleeved shirt. She is pointing her right index finger upwards, indicating a point or idea. Above her head is a glowing yellow lightbulb with rays emanating from it, symbolizing a bright idea or inspiration. To her right is a simple line drawing of a checkmark inside a circle, signifying approval or a correct answer.



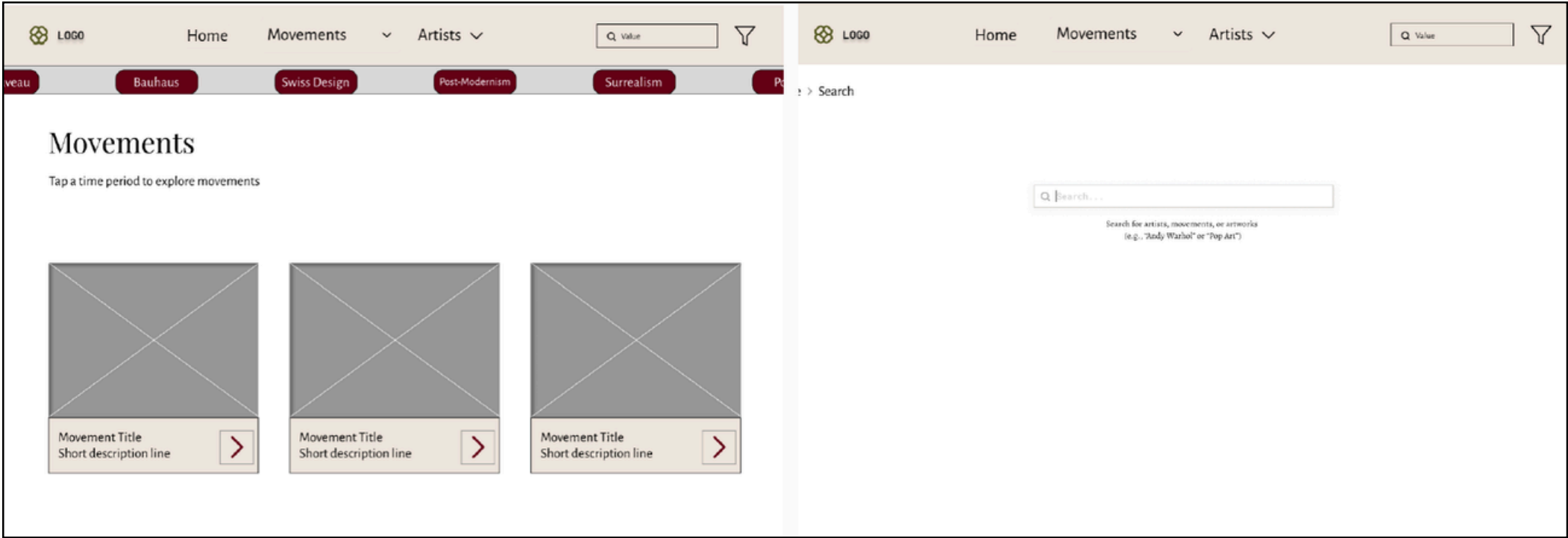
Target Users

Primary User Groups

- Museum Visitors
- Design Enthusiasts
- Design Students
- Creative Professionals

Key User Patterns: Participants consistently relied on visual content, navigation menus, and artwork imagery to explore information. Users were successful in completing most tasks but frequently hesitated when using search, filters, and navigation structures.

User Testing Round 1

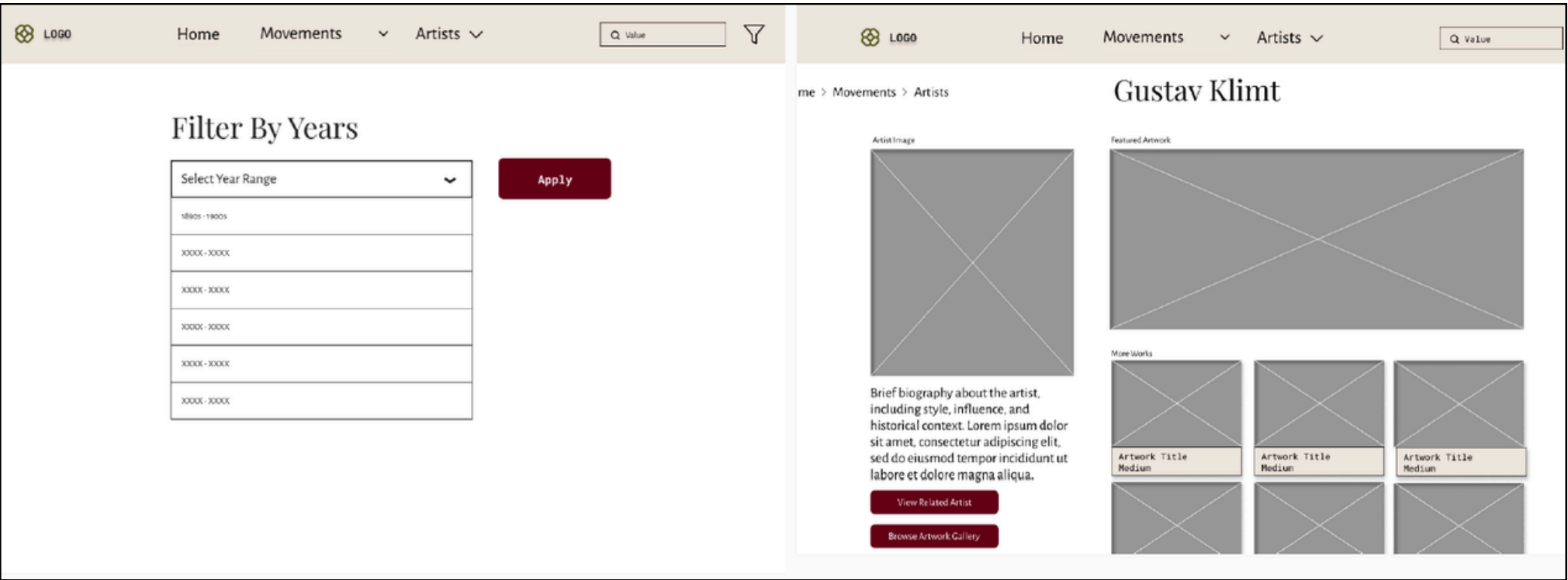
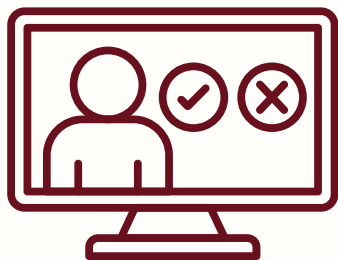


Navigation caused the most consistent issues.

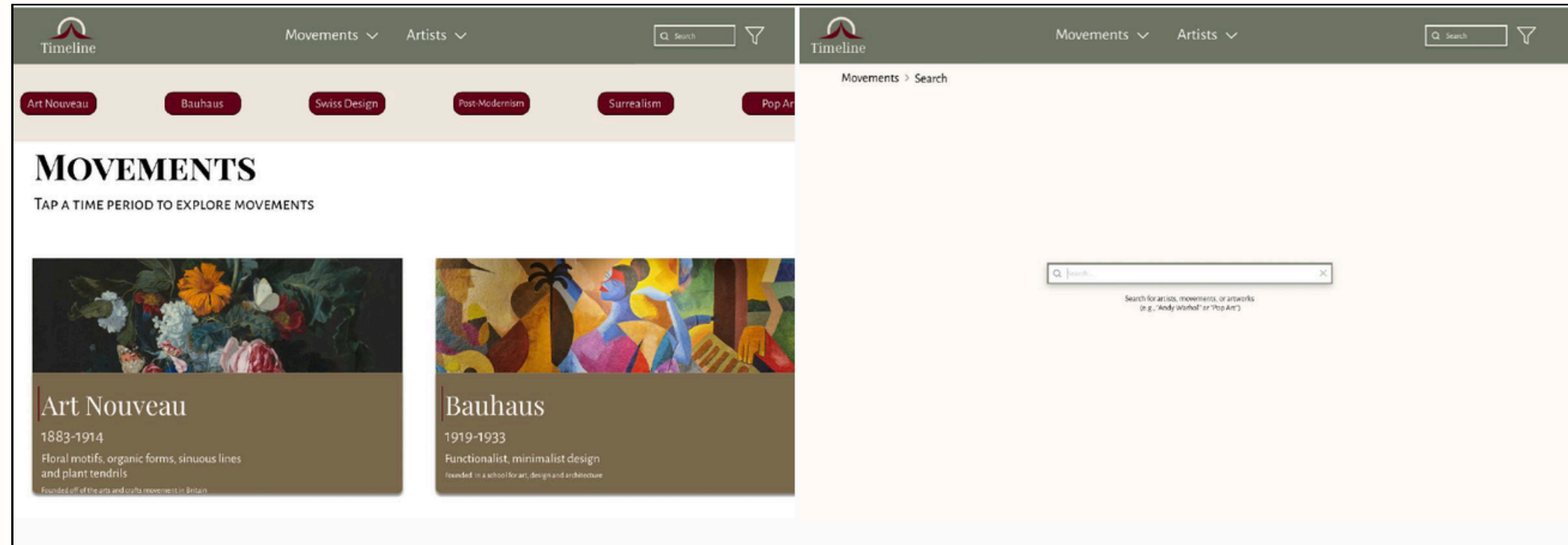
Dropdown menus interfered with tasks.
Search functionality was unclear.

Users struggled with movement vs artist hierarchy.

Home navigation lacked clarity.



User Testing Round 2



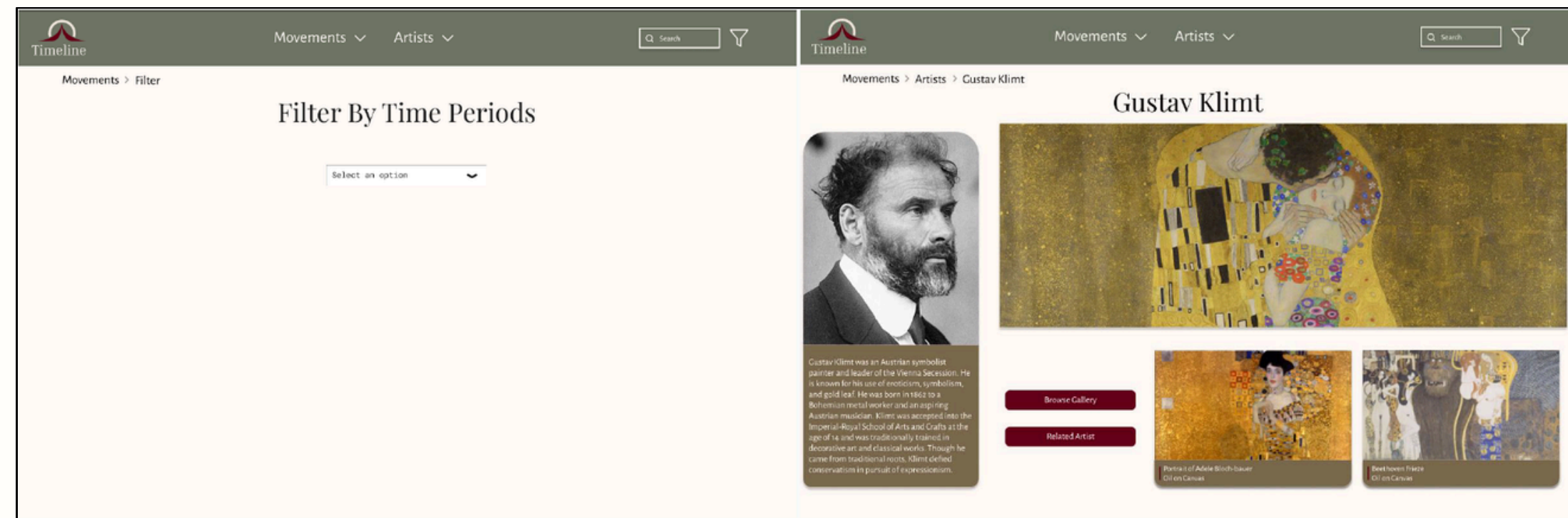
Task completion improved substantially.

Navigation became easier to understand.

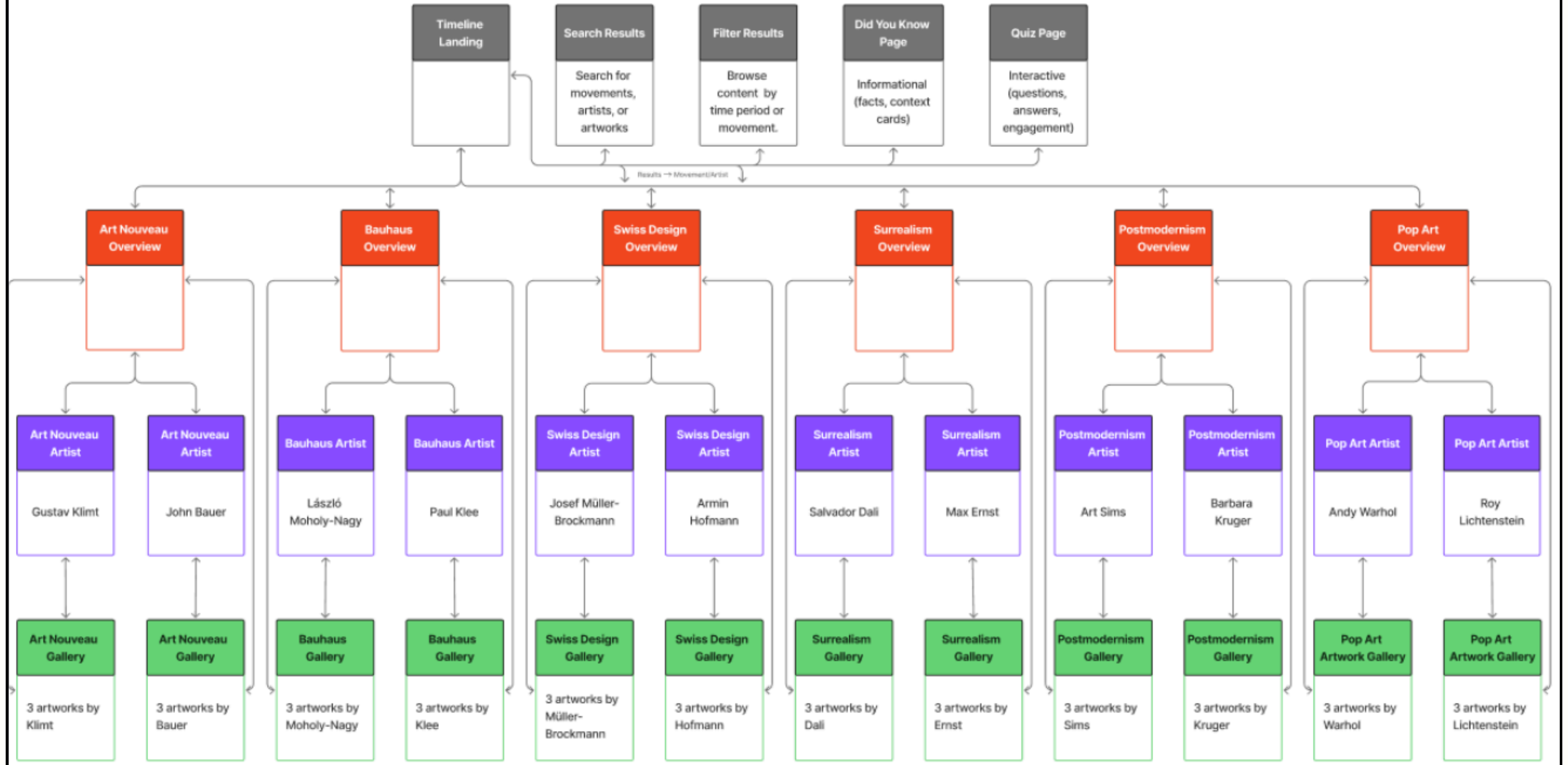
Search remained the largest pain point.

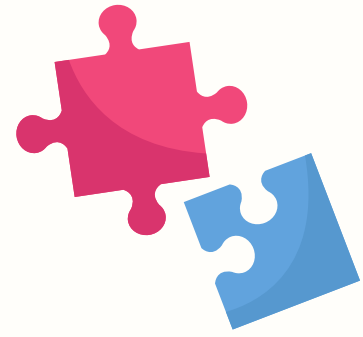
Timeline interaction still required stronger cues.

Users responded positively to visual design improvements.



Design History Timeline — Site Map





Key Design Challenges

01

Search Functionality

Problem

Users expected direct text entry and struggled to locate artists through search.

Design Response

Improved search interactions and artist discovery pathways.

02

Navigation Hierarchy

Problem

Users were confused by the relationship between movements, artists, and timeline navigation.

Design Response

Refined information architecture and navigation structure.

03

Interaction Feedback

Problem

Users hesitated when interacting with timelines, filters, and dropdown menus.

Design Response

Added clearer visual cues and interaction feedback.

Design Solution Overview



	Challege #1 - Search Functionality	Challenge #2 - Navigation Hierarchy	Challenge #3 - Interaction Feedback
Problem	Search behavior was unclear	Navigation hierarchy caused confusion	Interactive elements lacked clear feedback
Design Change	Refined search experience	Strengthened movement → artist → artwork structure	Improved cues and visual indicators
Research Basis	User testing findings	Information architecture testing	Usability testing observations
Expected Impact	Easier content discovery	Clearer navigation pathways	Reduced user hesitation



Redesign Principles

Discover Through Exploration

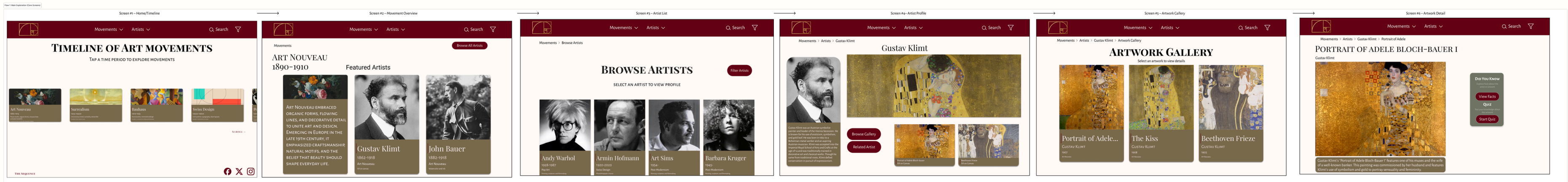
Users should be able to navigate design history through multiple pathways including timeline navigation, search, filtering, artist profiles, and artwork galleries. The experience should support both structured learning and self-directed exploration.

Make Educational Content Engaging

Historical information should feel approachable and visually engaging. Artwork imagery, contextual information, and clear content relationships help users learn without feeling overwhelmed.

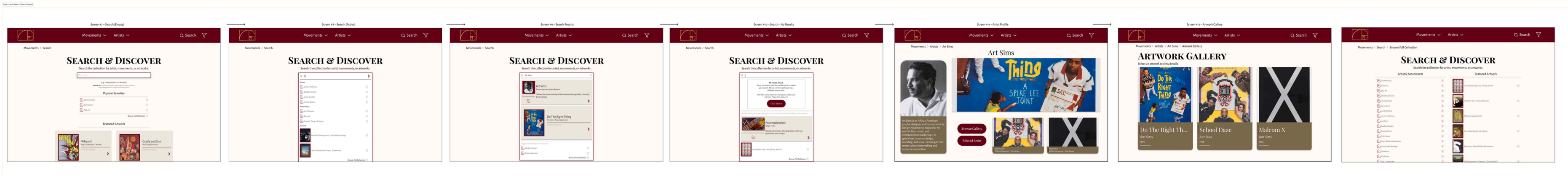
The final design balances education and exploration by combining intuitive navigation, clear information architecture, and visually engaging content presentation.

Timeline Navigation



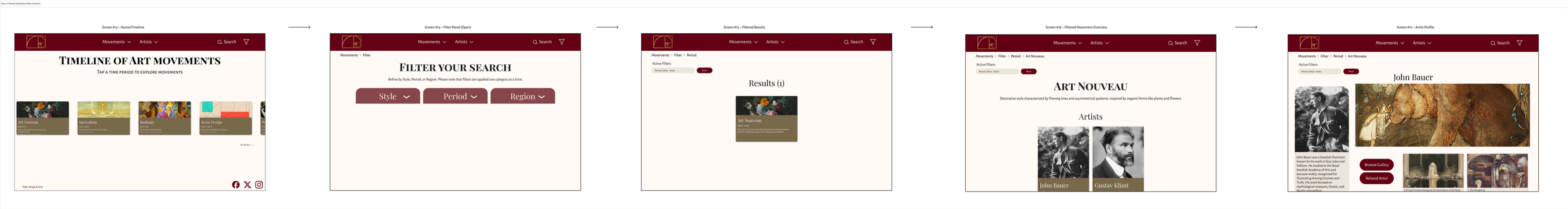
Users can explore design movements chronologically and navigate seamlessly from movements to artists and artwork collections.

Search & Filtering

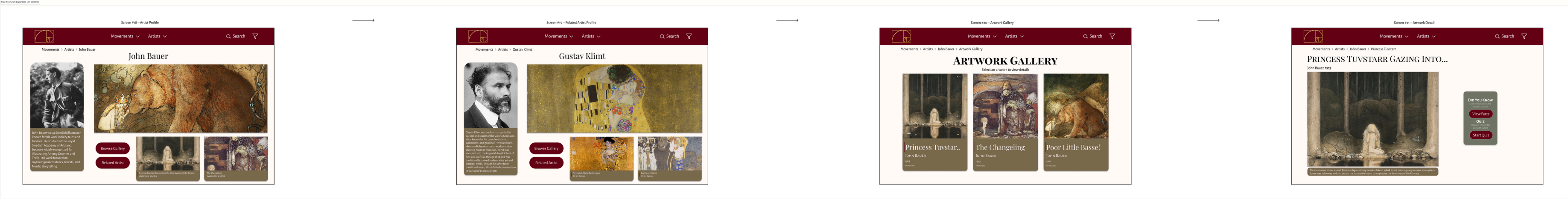


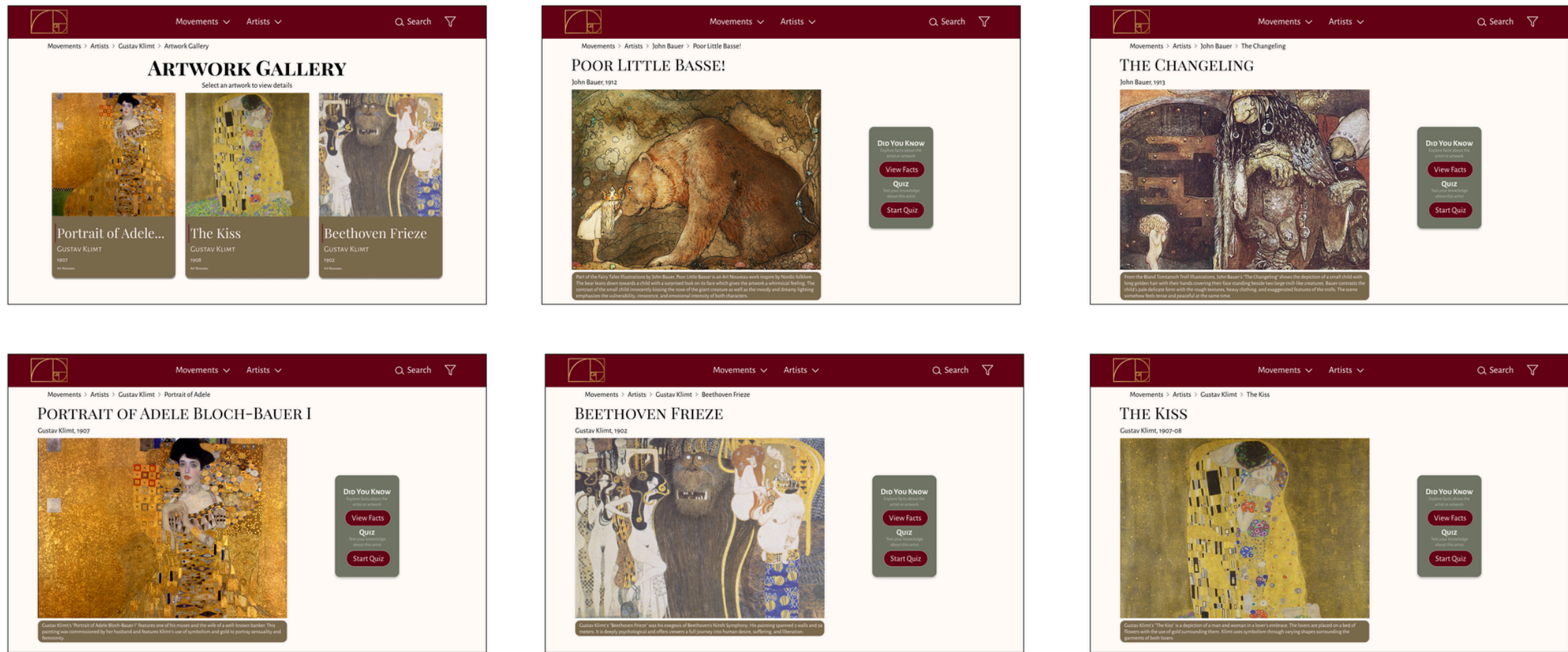
Search and filtering tools provide alternative discovery pathways, allowing users to quickly locate artists, movements, and related content.

Refined Discovery



Artwork Exploration





Artwork galleries and detail pages provide contextual information, artist connections, and expanded artwork viewing experiences.

Global Navigation



Consistent navigation menus and expandable content structures support efficient movement throughout the experience while maintaining clear content hierarchy.

Reflection



Industry Takeaways

The usability testing reinforced how strongly users rely on established interaction patterns. Our testing participants consistently expected search, navigation, and filtering behaviors to function in ways they were already familiar with. Even when information was available, uncertainty around interactions created hesitation and reduced efficiency.

This project also demonstrated how important information architecture in educational experiences are. Organizing relationships between movements, artists, and artworks proved just as important as the visual design itself in supporting content discovery and learning.

Personal Takeaways

The most rewarding part of this project was observing usability testing sessions. Watching someone interact with the prototype in real time gave me insights that I would never have gotten from reviewing the design on my own. Small moments of hesitation often revealed more than direct feedback.

This project also reminded me that good design isn't always about adding more features. In several cases, improving clarity was more valuable than adding functionality. Some of the biggest improvements came from making existing interactions easier to understand rather than introducing something new.

Overall, this project strengthened my appreciation for iterative design and reinforced the importance of validating decisions with real users instead of relying on assumptions.