Designing a Wikia Fandom Page

Below are our digital prototypes, created in Axure RP 8. Each of us designed one of the pages, and based them off of some references we sourced from the Star Wars Wookieepedia Wikia site. Our three page prototypes (Home, Decades, and Game) reflect the three major branches of our site, which will be repeated many times, but with different content in them. The format and flow of our pages is seen below.

**Page 1: Home Page**
The launch page of the website, where users can access entries on the site, our navigation bar, and more. A rotating carousel of images links users to featured articles on the site. From here, users can also select a Decade of games (i.e. 1980-89), which will take them to our second page design: the Decade page.

**Page 2: Decade Page**
The Decade Page is a list of year subcategories that in turn contain a list of games released in that year. As more entries are added to the site, this list will only get larger, so the addition of a search bar on the header will make it easier for users to find what they’re looking for. Each entry will have the game’s cover art, its developer and publisher, and release dates. From here, users can select a game and be taken to our third page design: the Game Page.

**Page 3: Game Page**
As the core element of our site, the Game page features what users really came for: glitches. On this page, users can find glitches sorted by user-generated tags as well as an overview of the game. Each glitch entry on this page will have information along the lines of: how it can be activated and solved, video or text description of it occurring, and perhaps a reason for why it appeared in the game in the first place.

**Materials**
- Universal methods of design: 100 ways to research complex problems, develop innovative ideas, and design effective solutions. (Hanington, B., & Martin, B. (2012)); used as a resource for design methods that could aid us with planning, research, prototyping, implementation, evaluation, etc.
- Google Docs: to manage our design document and work collaboratively
- Large-scale lined paper + Expo marker: for creating a “graffiti board” poll for students at HU to give us information that aided our research
- Axure RP 8: a design program we used to create our final digital prototype.
- Wikia.com: for tutorials and design references as we moved into the prototyping and implementation phases

**Methods**
1) Planning out our project, and what we needed to research and how we wanted to conduct our research
2) Researching our topic using our “graffiti wall” (a blank paper in a public area through which the public can contribute their thoughts to our project
3) Using data gained from our research, we created Prototypes using paper and digital methods (digital ones shown on the left)
4) Our next step is to create our site on Wikia.com, using our prototypes and user feedback as guides

**IMED Cast & Crew**
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