

Mechanical Keyboard Microsite – Mockup Review

Creative Director: Christine Jiang

Designer/Developer: Santiago Rivera

Quick Recap

Christine and Santiago met to review mockups for a class assignment, with Santiago serving as the designer for Christine's mechanical keyboard microsite. Santiago and Christine both noted challenges due to lack of experience using Figma. Santiago mentioned committing to working on the mechanical keyboard mockup, though he noted time constraints.

Next steps

- Santiago: Work on the update for the mechanical keyboard microsite and wireframe.
- Stay in touch to make sure the site and design aspects are doable within the scope of the class.

Concept

- Generally keep the structure of the site the same as discussed earlier. Might help to simplify some website pages (like combining history/source page, or key components and types).
- Implementation goal is still multiple tabs/pages rather than single scrolling page
- Would suggest using the Razer or Nothing site as design reference to focus more on typography/visually appealing rather than too much interactive features.
- Emphasis on information about steps to building a mechanical keyboard than other pages.

Aesthetics

- **Dark theme** with bright/neon accent colors and subtle lighting effects
- **Minimalist approach** balancing technical content with clean presentation
- **Typography:** All-caps font, either clean/simple or techy style
- **Pixelation effect** applied to images and animations for distinctive aesthetic
- **Interactive keyboard diagram, or hover effects on keyboard elements** where clicking buttons reveals information about specific features may be out of scope and difficult to implement

Action Items

- **Santiago:** Create design mockups for the website
- **Santiago:** May reach out to Christine with coding questions during development
- **Christine:** Submit meeting recording and notes
- **Christine:** Available to answer design/content questions as creative director

Mockup Review and Feedback Summary

Christine and Santiago discussed reviewing mock-ups and providing feedback, with simplifications made to the initial approach (especially with interactivity concepts). Additional feedback from class examples and class mockup reviews were discussed to keep each other updated. The emphasize was on the importance of functionality over extremely elaborate

designs. Santiago and Christine discussed mockup work, with Christine offering to share her simpler approach. Santiago committed to completing the work over the weekend and keeping each other updated through the process.