

**MENU REDESIGN**Partner: Lian Feng

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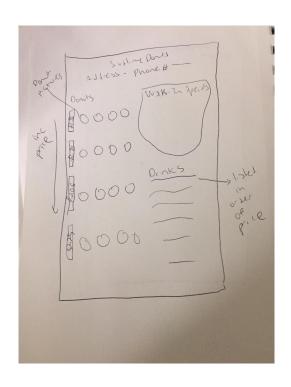


## 1 The Original Menu Design

One of our group members suggested we tackle redesigning the menu for the doughnut store, Sublime Doughnuts.

We agreed because not only did it seem visually unappealing, but also because of its unsuccesful design in terms of its facilitation of the users' ordering of items at the store.

## 2 The First Prototypes



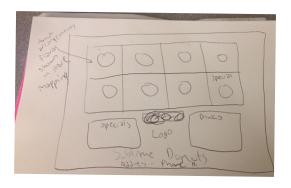




In the first iteration of prototypes, Lian, made a coupld of sketches of layouts of the menu, and I translated them along with ideas of my own to digital sketches with Adobe Illustrator.

We also chose to include drinks because the store offers drinks, but there is no easy way for the customers to know how to order them without looking at a separate informational artifact.

These were a good start to our journey into this redesign with the use of a grid in some of the designs, but there were flaws including **the use of lines and boxes when they don't add to the design** in terms of guiding the user's interaction with the menu.









## Landscape might not be the way to go.



We played around with different ideas, even if they seemed a little out there.

One of them was to have a landscape-oriented menu where the doughnuts were organized similarly to the cabinets in the store.

However, we found in the first critique session that our attempt at this wasn't successful because of our failure to use hierarchy to guide the user to see what they want and need to see in a reasonable sequence.









Not a big enough leap from last time.



Moving on from the last iteration, we were instructed to make 10 new prototypes (4 of them pictured on the left).

The biggest criticism we got was that this iteration of prototypes seemed almost identical to the previous one.

There is **little to no resting room for the users' eyes** in the designs due to the small margins, and boxes that trap information.



ALMOST-FINAL DESIGN



FINAL DESIGN

## 4 The Final Stretch

To recover from our unsucessful designs in the previous iterations, we started over with two things in mind: having white space to let the eyes rest, and a correct grid.

We first started by **changing the size** of the menu to  $11 \times 17$  inches to allow for more space, and to **making the doughnuts be larger** so they seemed more appealing.

Then we wanted to **split the dough- nuts into categories** with icons to
make the process of finding a certain
doughnut more facilitated.

We first had a design that was strict to the grid, but the users' eyes would move in a triangular movement, so we aligned the doughnuts and headers to the right and made the headers come back into the page to create a clearer margin. Doing this creates a movement from the top right to the bottom left with room to breathe because of the whitespace.