

# Academy of Fine Arts and design in Katowice

#### Design faculty

Graphic Design program
Typography studio

second-cycle studies 2022-2021 Academic year

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### **Problem**

The internet ecosystem is growing to become one of our planet's biggest electricity consumers and carbon emitters, studies show that the ICT network is already responsible for around 2% of global carbon emissions, equal to the average emissions of the aviation industry and is estimated to rise more than double in the next decade to almost 7%.



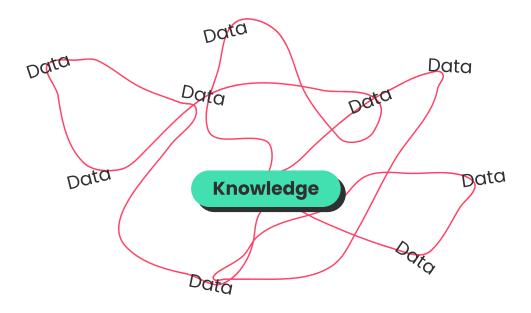
Additionally, web products are becoming heavier and more complicated day by day, demanding more electricity and excluding users with older devices and lower connections accessing their services. This becomes a critical matter in cases of crisis where the connections are disrupted and the access to updated information and services is crucial.

Moreover, as a result of the global climate crisis, sustainability is now being studied and implemented in different industries more than ever. Also, sustainability as a design framework has been around for decades already, especially in architecture, product design, and graphic design. However, despite the rising popularity of web product design, little has been done to adapt sustainability principles to it. As we are aware sustainability includes 3 major aspects which can be named in short: the environment, people, and the economy.

Although the public awareness of this matter is increasing, there is still a noticeable lack of knowledge among tech and design professionals, even the environmentally active and aware individuals. Also, the majority of environmentally aware individuals do not consider it a critical matter and do not believe that they can have a role in solving it.

#### What is the cause of problem?

One reason for this lack of knowledge is the fact that there is not much information available on this topic, and the data is scattered, therefore, one must spend a considerable amount of time to get an idea about the issue and the actionable solutions.



Another reason is that web products and services are often defined as technical productions, written in codes and the little sustainability information available online is targeting web developers which makes it complicated, difficult to understand and inappropriate to apply by designers. However, most of the decisions concerning the sustainability of a web product are made in the design phase.

...deciding a page can't exceed 500kB when a mockup containing three carousels and a full-screen high-resolution background image has already been approved isn't going to do you much good. (Tim Kadlec)

#### Available solutions

There is a lack of services related to sustainable web design. Websites such as **web.dev** and **gr491.isit-europe.org** are examples of a few options available online. By observing and going through these websites, there were several issues found:

#### Cons:

- Complexity of topics
- Maze of information: each link leads to countless more links and nested information.
- Necessity of spending a considerable amount of time understanding each topic
- · Long and complicated articles

On the other hand, there is

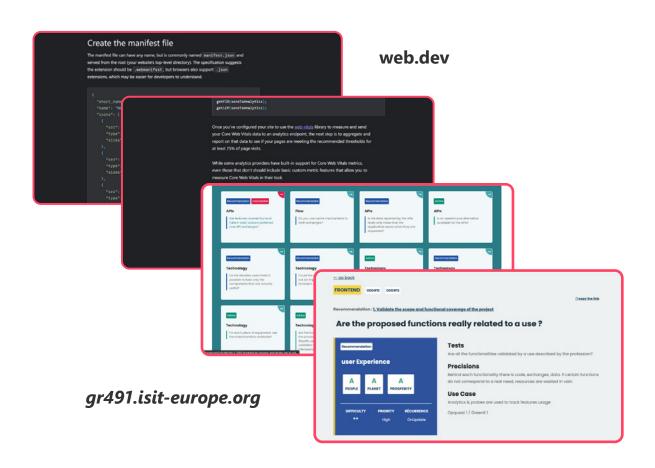
**Sustainablewebdesign.org** which was created by *Wholegraindigital.com*, one of the leading companies in sustainable web, This website is trying to address different topics and roles related to creating a sustainable product. By examining this web service I found that

#### **Pros:**

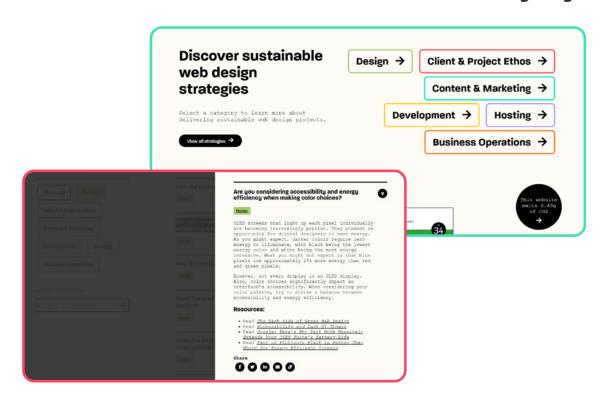
- Ease of navigation through the segments by the use of color and clear segmentation
- Short descriptions
- Trying to keep it simple

#### Cons:

- Nested information. Links to other sources, which have links to more sources and so on.
- · Not covering all the aspects
- · Not providing the useful tools
- The short descriptions are not explanatory



### Sustainablewebdesign.org



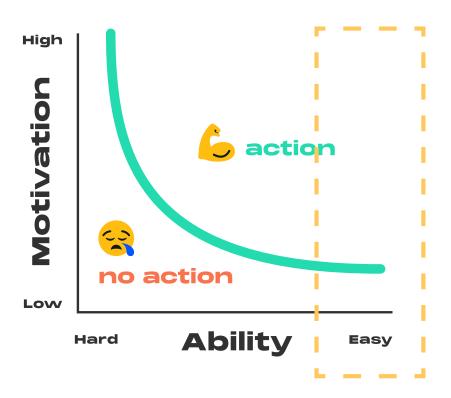
### Goal

The main goal is to create a sustainable web for the planet and users by encouraging sustainable web design among designers. For this, I employed Fogg's behavior method:

### B=MAP

#### **Behavior = Motivation + Ability + Prompt**

In his method, it is suggested that for any kind of behavior change to happen, first, the target audience should know about the behavior and what to change. Secondly, it is necessary to work on the **ability** factor, in other words, to make the target behavior **easy to do**. By implementing this method, I focused my attention on first, creating awareness, and secondly, making sustainable web design easy to do.



### Users

This product is generally targeted for Digital Product Designers, user experience, and user interface designers focused on creating webbased products, such as websites, web apps, and web services. Also it is benefitial for team leaders and product managers to be aware of the issue and possible solutions.

To narrow the target group, I have focused on **environmentally aware juniors, graduating graphic design and design students**, aiming for a career in the digital product market for two main reasons:





- 1. They are already motivated to employ environmental considerations in their life and work, and also, this knowledge can give them an added value that they can bring to their future work since they are eager to learn and employ the knowledge.
- 2. The educational context is a fertile ground for the knowledge and tool to reach more audiences, therefore, creating awareness with a greater impact.

### **Personas**



**Soroush / 31 / Iran**Junior Product designer

Soroush was an architect but he has recently shifted his career into product design, and is encouraged to advance in this field. He is Interested in new technologies, accessibility and social impact of digital product design.



## Maja / 28 / Poland Junior UI/UX designer

Maja has recently graduated from graphic design studies and is working as a junior UI/UX designer in Poland. She is an environmentaly aware and eco-active in perosinal life and interesred in applying sustainable web design in her work

After conducting several in-depth interviews with candidates from my user group I made the following conclusions in case what can actually work for them:

- A need for a short and explanatory description of the issue
- A step by step guide on solutions
- Easy to access and understand
- It has to be short and simple
- Figma is becoming the most popular platform for designing web and digital products

These conclusions created the basis for the project design assumptions

### Design problem

As mentioned the main aim is to solve the sustainability issues of the web ecosystem from the designers angel by creating an environmental and user friendly web products.

Relatively, the main design problem is:

# "How to Create a sustainable web?"

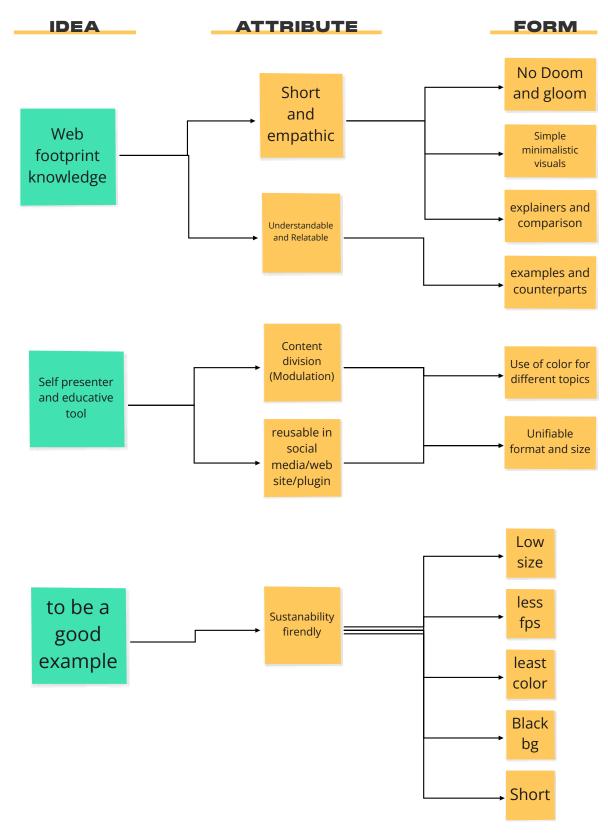
I broke this problem into two smaller problems:

- 1. How to make a explanatory product, that would catch the attention and raise the awareness about the sustainability issues of the web and also encourage designers to dig deeper.
- 2. How to design a tool, that would make sustainable web design easy to do, educate and enable designer to create better web products.

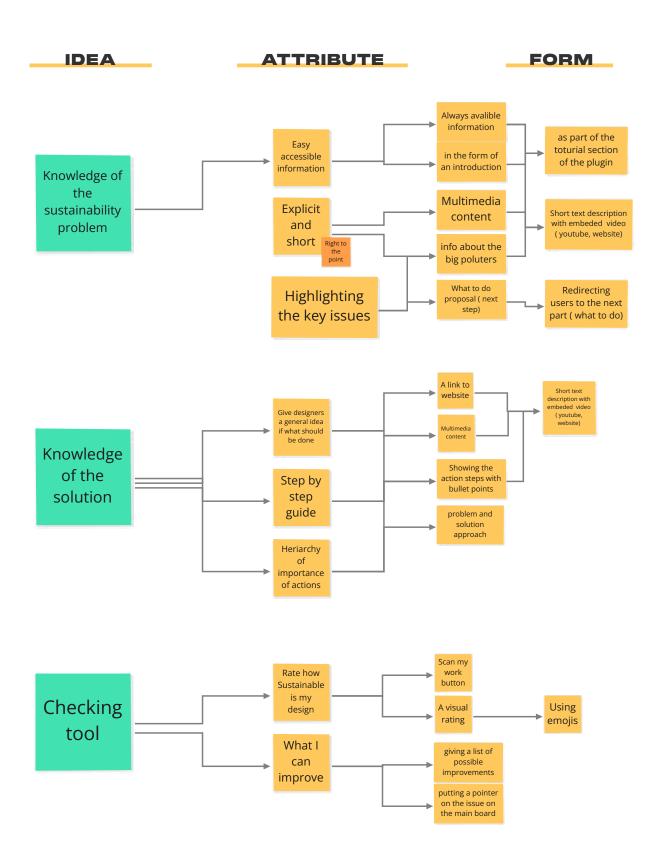


### **Design assumptions**

1. How to make a explanatory product, that would catch the attention and raise the awareness about the sustainability issues of the web and also encourage designers to dig deeper.



2. How to design a tool, that would make sustainable web design easy to do, educate and enable designer to create better web products.



### The Product

#### Awareness

As for awareness, I decided to use social media as the biggest shared community among users. Also, according to research, video content has the highest interaction rate in social media content and it is a great medium for giving complex information, short, explicit, and understandable by employing motion design and visual information.



Therefore, I plan to use animation as a medium and social media as the main channel of communication to share the information and make awareness. These animation will be created with efficiency in mind, making them short, explicit, encouraging, and right to the point, using them on social media, educational workshops and in the main tool.

- The main video consists of these sections:

How internet works

Carbon footprint of the internet

The rising issue and role of corporations

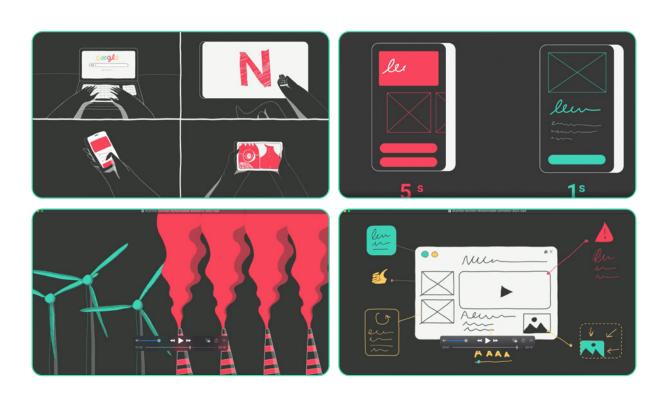
What can we do?

Call to action for designers

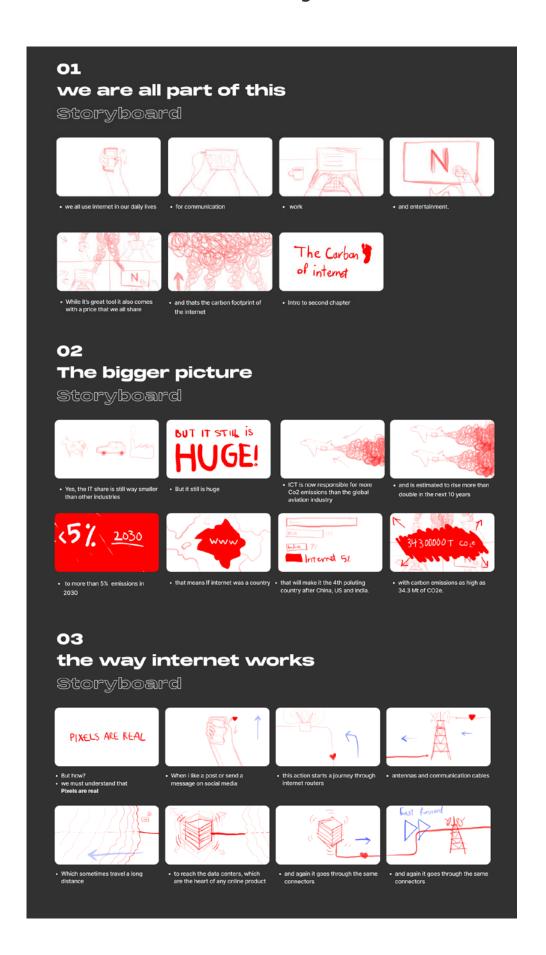
- The other videos will be mini animations that are mainly used in the tool as supplementary visualizations about a design issue or solution, they will also be shared as separate material on social media, to explain certain topics related to sustainable web design.

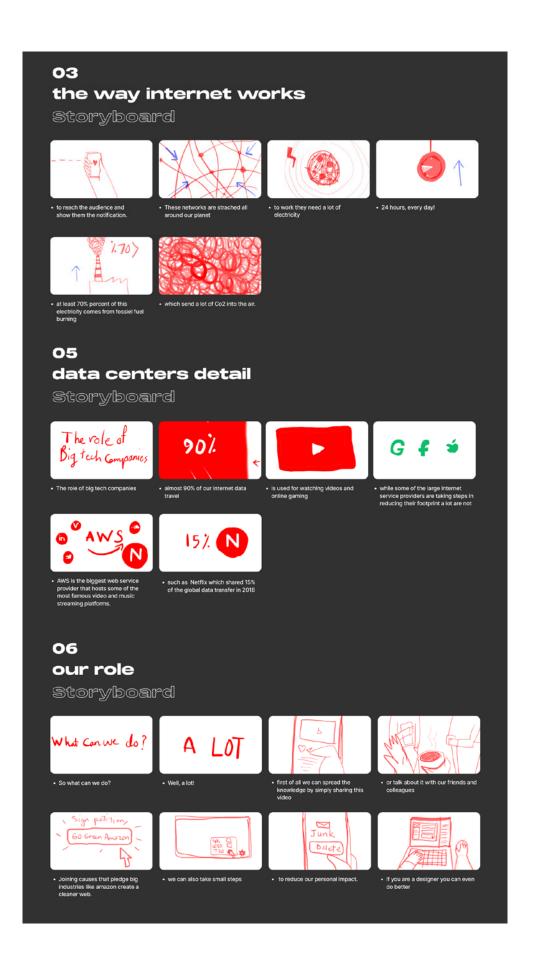
#### **Animations Visual style**

As one of the important points in the awareness assumption, the animation itself has to be a good example of implementing sustainability attitude in practice, so it has to be aligned will all the guidelines and most importantly to be in the most compressed size possible. Therefore, the visual style is in inverted colors with dark background (preserving screen battery consumption) and light lines on top, where our current situation and polutions are in a red and the solutions and good examples in green (this coloring system will be explained in the ability section). Also for the sake of file size, the animation is exported with the highest compression possibility.



#### **Awareness video storyboard**

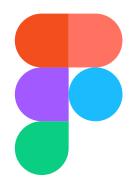


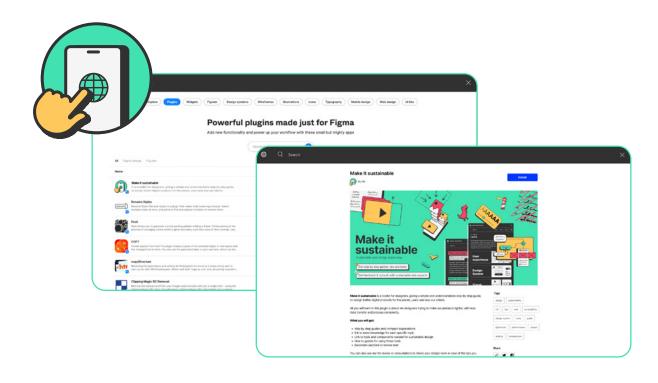


#### **Ability**

Make it sustainable is a service for encouraging sustainable web design among designers by giving them access to the required knowledge all in one place, compact, accessible, and easy to do.

To make it accessible, I avoided creating another website, which would have the same issue as the previouse related services, they are far from reach of designers and they often get lost and forgotten. Make it sustainable first of all, will be a plugin in Figma, which is now becoming the most popular web design platform, it is free to use and open-source, meaning that anyone can create a plugin for it or share their projects and files there. Figma, is updating rapidly and successfully, with yearly events for presenting new ideas, updates, and plugins. This will give my project additional visibility and accessibility for the users. In the next phase, this project will be updated also for other web design platforms such as Adobe XD. and Sketch and also available as a website.





#### Make it sustainable

Make it sustainable is a plugin that consists of two parts:

**1. Learn:** a step-by-step guide, tips, and tools tailored and simplified for web and UI/UX designers, with clear segmentation and a "problem-solution" approach to how to make a web design process more sustainable from the designer's point accompanied with illustrations and mini animations for maximum communication with users. It includes 3 major phases (steps) of web design:

# Step 1 / User experience 1.1 Performance budget

- How to lighthouse
- How to performance budget

#### 1.2 User journey



- Reduce'em
- What the font?
- Optimize'em

#### 2.2 Colors

#### 2.3 use of motion

- CPU overload
- Motion sickness

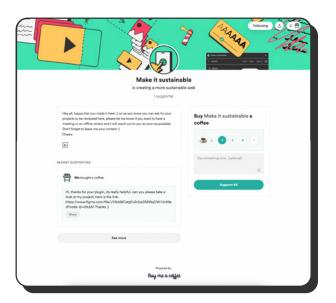
# Step 3 / Visual assets 3.1 Imagery

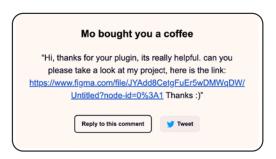
- Reduce'em
- What the image?
- Optimize'em

#### 3.2 Video

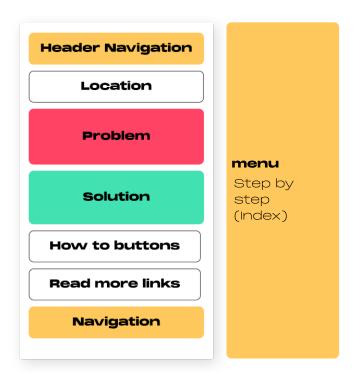
- Reduce'em
- What the format?
- Optimize'em

**2. Check:** reviewing and consultation service on a web design file (in Figma) by sustainable web professionals to give them the necessary support and connection to the sustainable-web community. As for this phase, users can ask for consultation by paying a minimum fee in Buy me a coffee platform, to support the project and help it reach other platforms and grow into a more sophisticated business of sustainable web design service.





#### Plugin structure

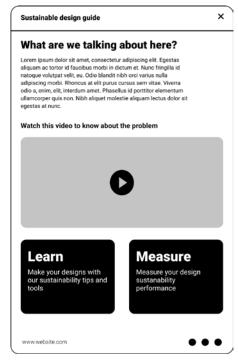


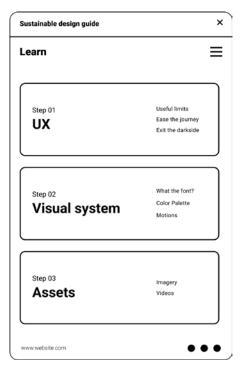


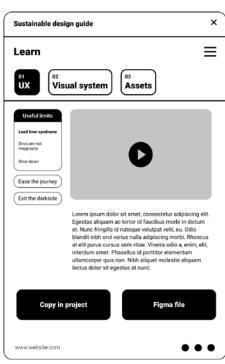


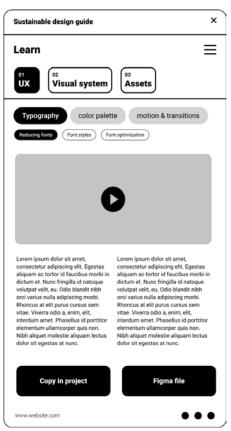
Early tests

#### Wireframes



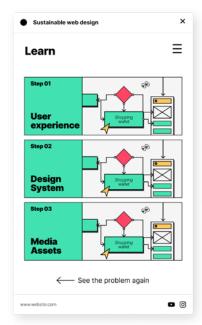


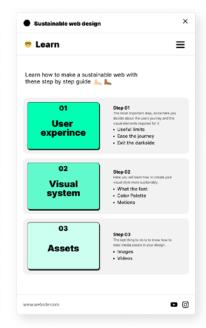


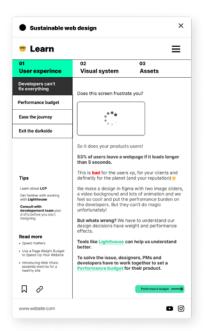


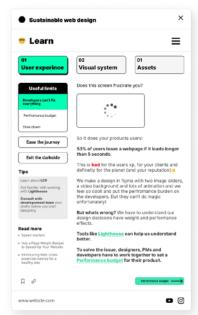
#### User interface tests

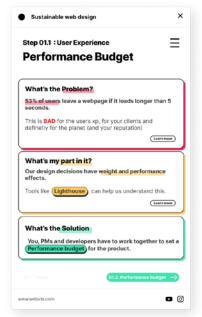










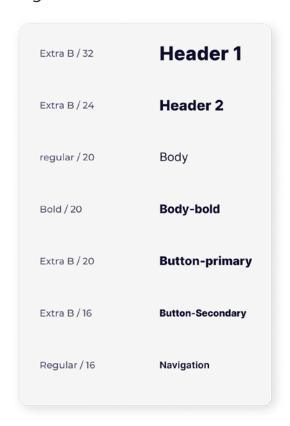


### Design system

The interface of the plugin was designed in a way to create a simple and understandable narration and also to reflect the same ideas and tips discussed in it.

#### **Typography**

Using the default typeface of Figma: Inter

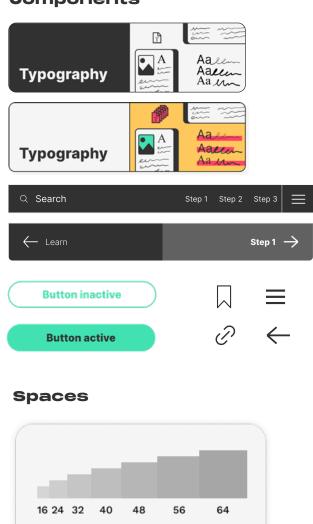


#### Colors

in dark mode, with distictive colors for problem and solutions

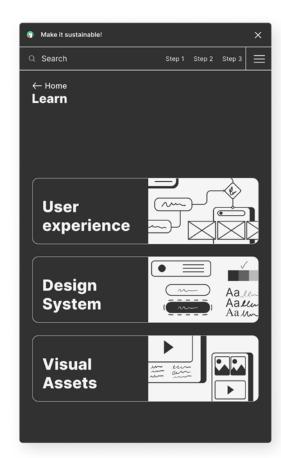


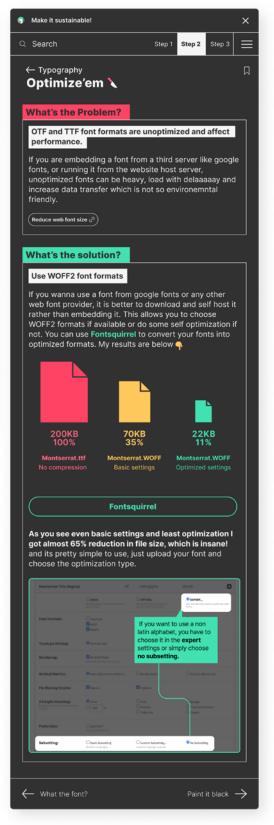
#### Components

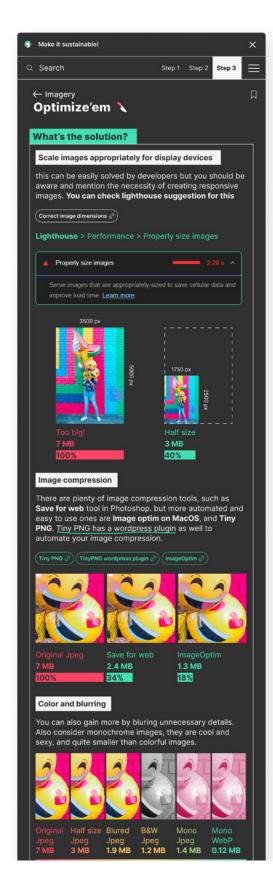


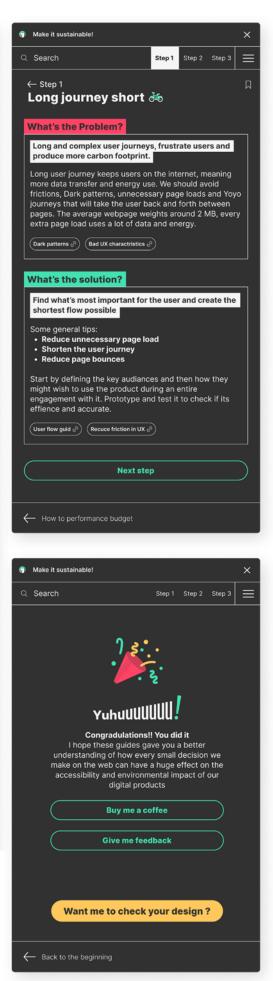
#### Final UI design

After several attempts, corrections and user testings I came up with the final structure and design:

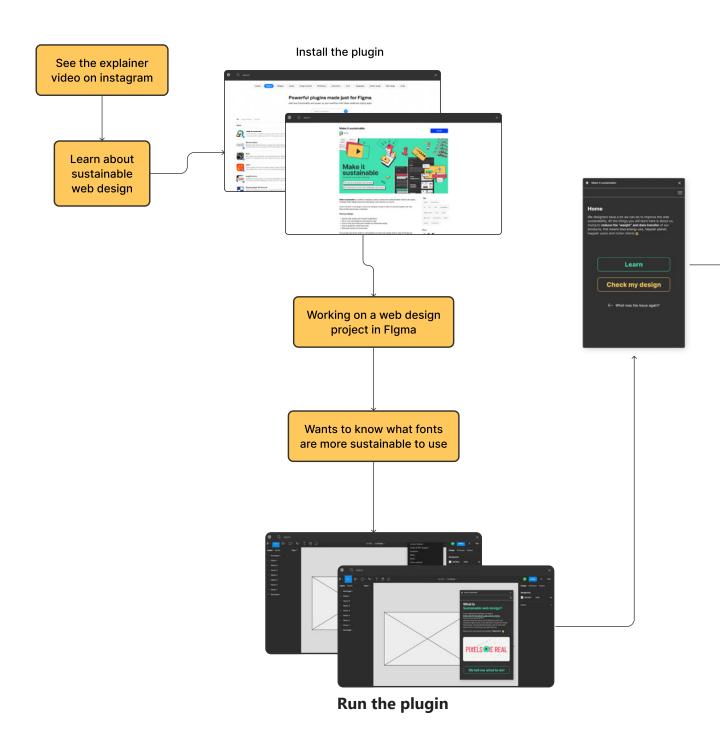






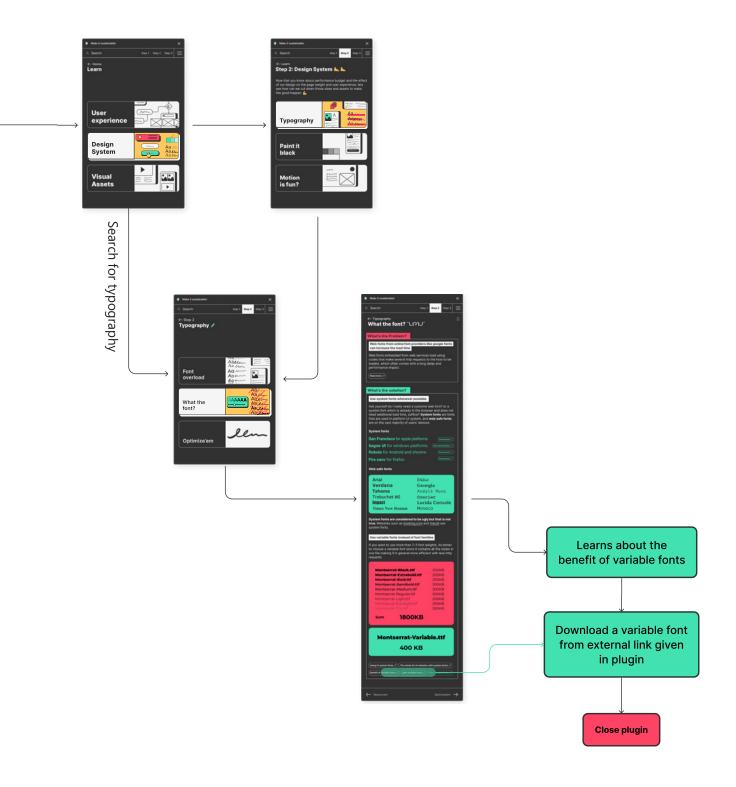


### **User flow**



#### **Navigate to typography**

This is one example of different flows for the plugin. Here the user designing the UI for a web product



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