# CIS195 Web Design Basics

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## Nexus Mods

https://www.nexusmods.com/



## ModDB

https://www.moddb.com/
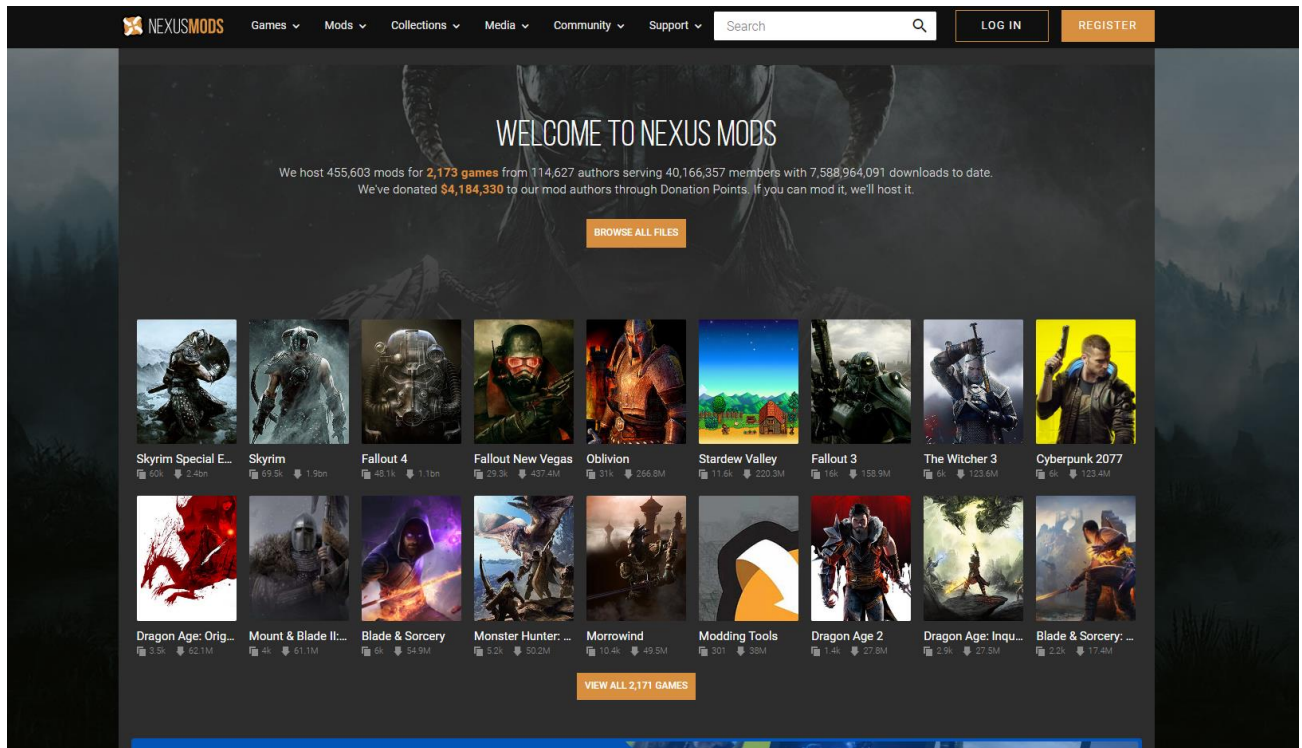
Nexus Mods and ModDB are both websites that allow users to search for and download mods for a large variety of PC games. They have similar audiences and I have used both sites before.

## Repetition:

Nexus repeats the same format and design throughout the entire site. It uses the rectangular boxes to showcase each game that has mods available. The layout is symmetrical and pleasant to look at, as well as easy to read and understand what is going on.

ModDB has a similar layout but on the homepage, you don't have a snapshot of what is offered. There are multiple boxes with articles, popular mods and popular games that at a glance, are not as easily understood or legible without reading carefully.

## Contrast:

Nexus uses a dark background of a character from Skyrim and along the sides is a forest backdrop, broken up by white and orange text that stands out against the gray background. The game icons are easily readable and are spread out enough for the background to create a natural looking border between them. The pictures are the main focus, with the name of the game in white lettering below it. Most users of the site can tell what game it is based on the picture, and they know that which is why the emphasis is on the pictures.

ModDB has a black background with white boxes that catch the eye quickly. Where I think this falls short are the article and mod boxes that are white and light grey. I think there isn't enough contrast to make

them really stand out from one another and the focus is the black text which does a mediocre job at drawing the eye to the boxes.

## Alignment:

The alignment for Nexus is very pleasing to the eye. It is symmetrical and easy to pick out each game from the page. This lend itself well to readability and finding what you are looking for. Having a structured layout like this also allows for more games to be shown whereas having a long list of just the game name would cause a lot of scrolling for the users.

The structure of ModDB is similar to Nexus with the rectangular boxes and having pictures that relate to the game or article. The smaller boxes along the right side are in-line but vary in size the more you scroll down. This gives a sense of inorganization and would be much easier to look at if they were all the same size.

## Proximity:

The spacing between each game picture and the mods themselves is just far enough apart to not make them feel squished together. The grey background acts as a border to separate them from one another. Aside from the homepage, the actual mod pages for the games are setup in a similar manner. Evenly spaced, slightly larger than the homepage to allow for a brief description of the mods.
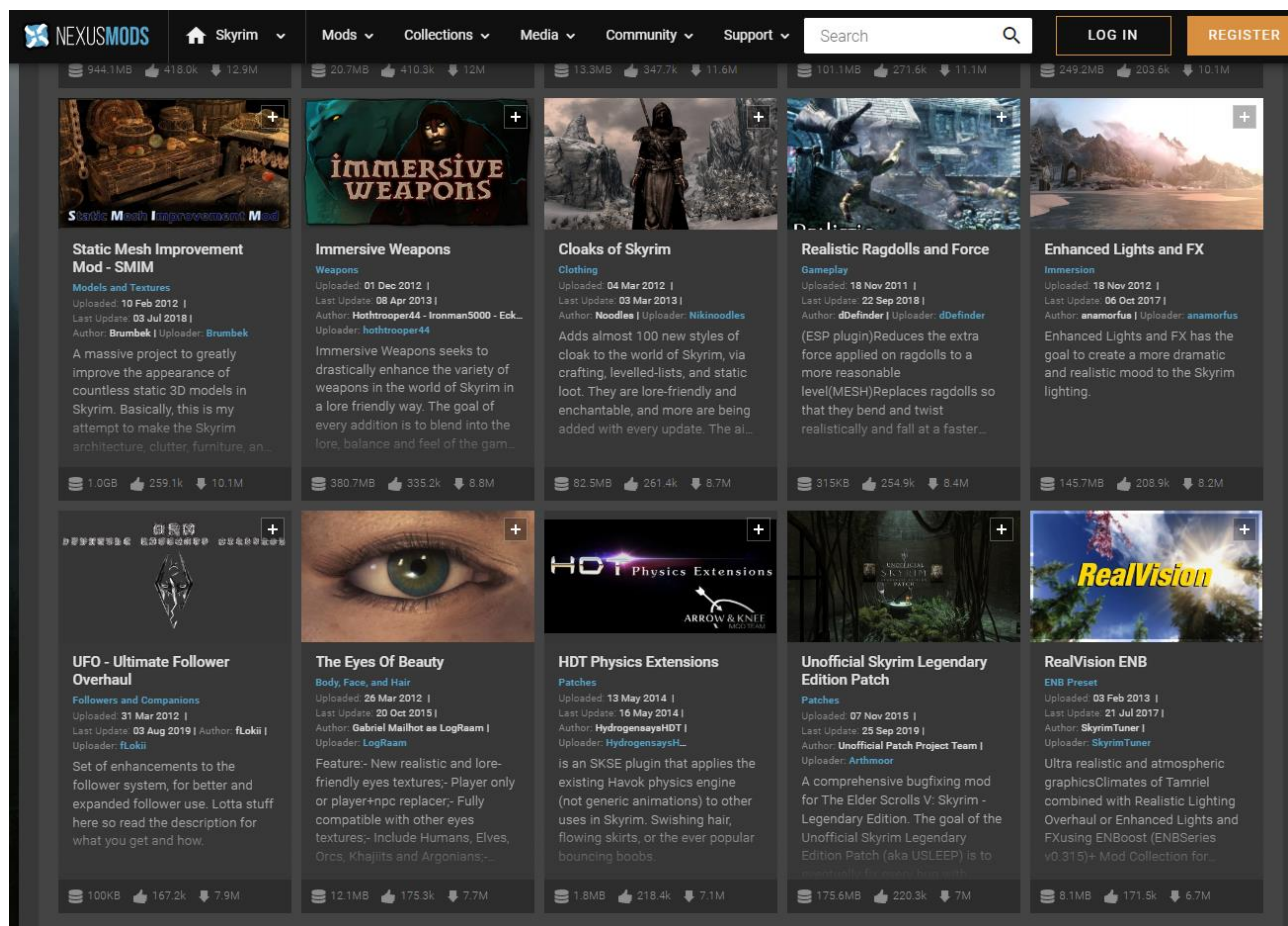
ModDB has a different layout that is organized in a list, which still works well even with the lack of contrast between each mod moving down the list. There are smaller boxes to the right which for the average user is unnecessary. Aside from the purchase box, which shows where the game can be bought and from which platform, which is useful information. The statistics and profile boxes don't seem as relevant, and I think until now I had not even paid any attention to.



Nexus Mods is the more user-friendly website and is more pleasant to look at. The use of color, the site's layout and mods are organized and readable. Some things I would change would be the landing page for a game you are looking to download mods for. It starts with the most recent mods that are being downloaded but is set up in a way that is contradictory to the rest of the organization of the site. It has 2 larger squares for the "hottest mods" and the rest are the smaller squares with no room for a description. I would change this to either all larger squares but in a slideshow format that cycles to the next one after a few seconds or keep it the same as the rest of the site with the medium sized squares with a brief description. I would also remove the "Join the largest modding community" section in the

center. It seems like more of a distraction. Users that want to sign up will use the site, decide if they want to sign up and do so from the button at the top right of the page. Having a huge section separating new mods from the rest of them is a "call to action" but in the wrong place. Personally, I used the site for a while without signing up, then after continued use I created an account using the "Register" button at the top.
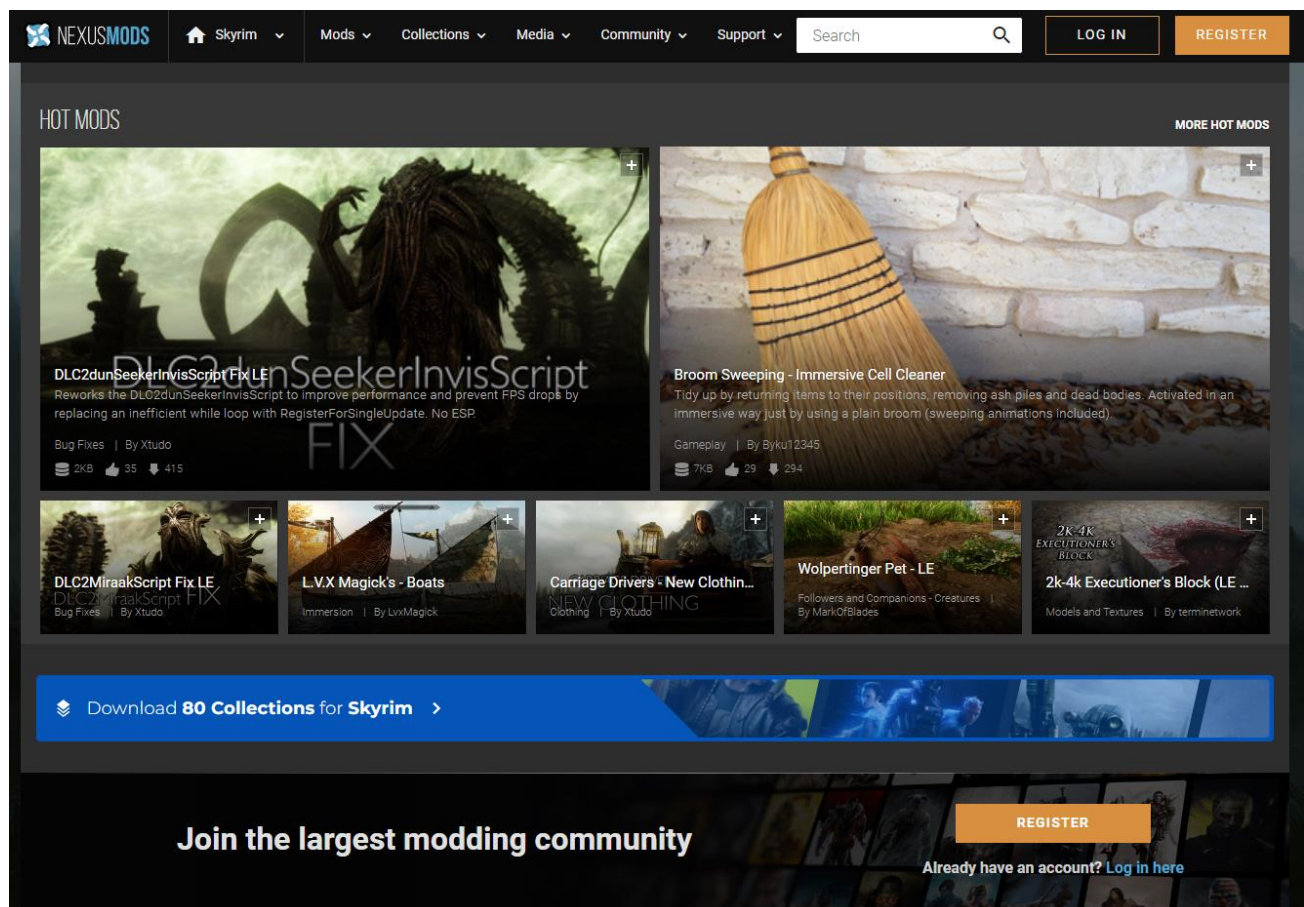


ModDB is a much more confusing site for a new user. Someone who doesn't have much experience modding games could be turned off by the scattered information and boxes that aren't useful to the casual modder. I would change the contrasting color scheme and make the "banded" rows of mods more readable with darker colors or something different than white and grey. The homepage is also a mess. There is a lot going on that is crammed together when they could be spread out and styled in a way that is easier to read initially. The logo in the corner does not need to be that big, reducing the size of that would make more room to display the different consoles that are supported across the top of the page. I would also reduce the side boxes to a dropdown that defaults to collapsed view, so it isn't a distraction to new users. Having them there would still allow people to view that information and can drop it down without taking up space and causing a distraction. I would also capitalize the first letter in each of the headings, that sort of thing bothers me.

Web Page Wire Frame

http://www.company.com/index.htm

Morgan Burns

**Home**    **About Me**    **Hobbies**    **More Docs**    Search

# My Web Page

Most Recent Work

Doc 1

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Phasellus tincidunt suscipit orci hendrerit malesuada id et tellus. Ut rutrum quam eget enim ultricies sodales.

Doc 2

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Doc 3

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80727B

Taupe gray

373D20

Drab dark brown

E8DAB2

Dutch white

0B050F

Black

FFFFFF

White