# NICKELODEON

CASE STUDY

Nickelodeon had launched the iOS Nick App in 2012 (which won a Daytime Emmy for Outstanding Creative Achievement In Interactive Media – User Experience and Visual Design).

There was an initiative from Product to revamp the Nick.com website to mimic the app success & experience. Over the course of many months, the team created the custom site from the bottom up. I led the visual designs, working alongside developers and UX designers, we solved issues, iterated designs, & shaped a responsive website with a simple experience for our users.

## Team

2-3 Designers (UX & Visual)2+ PM10+ Engineers

Stakeholders
Nickelodeon President
SVPs of Digital
Legal

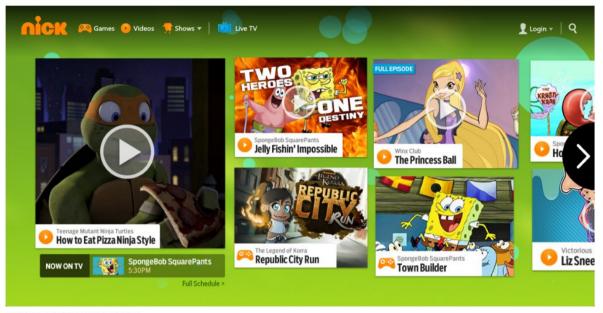


### SOLD PROTOTYPE

Product had created a prototype idea, built in Windows8, that was presented & sold to Nickelodeon's president.

These are the initial first looks of what the new site could look like within a horizontal layout.

\*Excluded from this prototype were Ads, break points, proper font sizes, legal/footer information, show character pages.



PROTOTYPE HOMEPAGE





Korra: Republic City Run

nick 🙉 Games 🤨 Videon 🌹 Shows 🔻 📋 Live TV

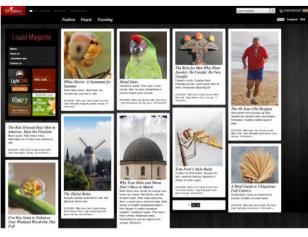
19

PROTOTYPE SHOWPAGE

Product had created a prototype idea, built in Windows8, that was presented & sold to Nickelodeon's president.

Once the new initiative to revamp the website and the prototype was greenlit, the project then landed in Design's realm, where we first did a lot of research in grid layouts. At the time, the team was transitioning into an Agile workflow and dividing into Product Design and Brand Design pods.









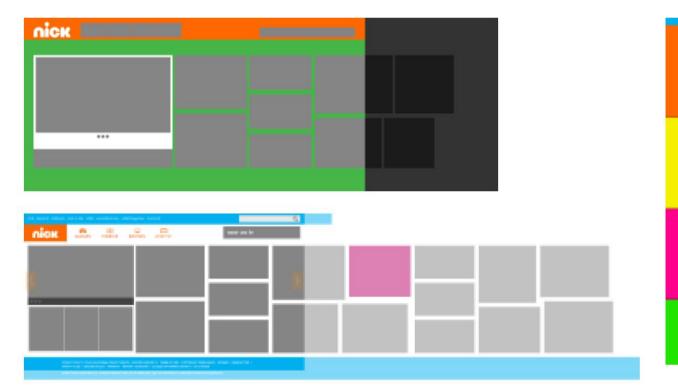




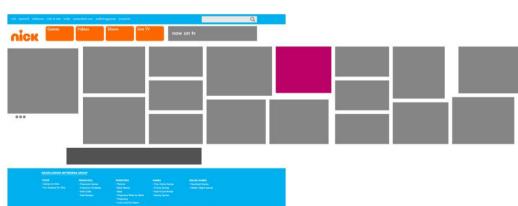


CONCEPTING

This was a completely new territory for the team so we had to really explore grid layouts and see how our content could potentially work within a horizontal layout.



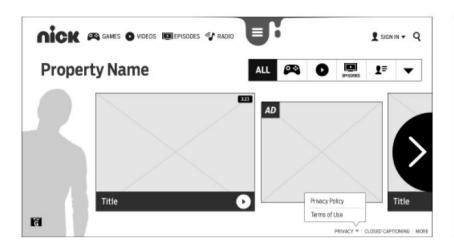


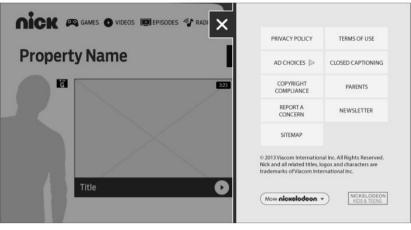


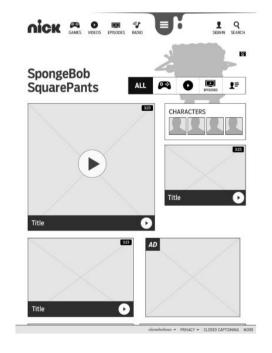
We explored how the grid would translate among other pages. We landed on the grid being mostly consistent across all pages, with the exception of a "Featured" tile on the homepage.

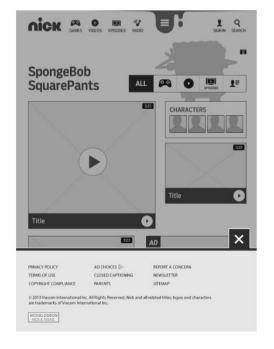
Working with Legal & Standards, we had a requirement that an Ad must be always visible, prior to any scrolling.

Our space for showart was drastically decreased from the original site. The narrow vertical space for showart created quite a struggle for most shows, as they have multiple characters that must be featured.





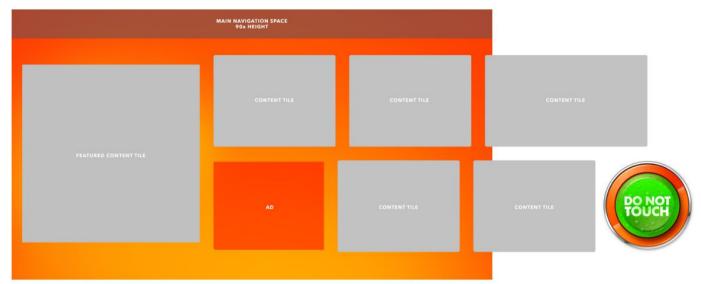




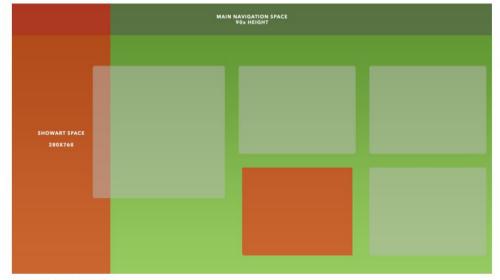
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HOMEPAGE GRID



### TILE ANATOMY

## Content tiles came in 3 sizes:

Character limits and minimum sizes for desktop & mobile were established while developing the overall UI of the







19 CHARACTERS

16 CHARACTERS



19 CHARACTERS

15 CHARACTERS

19 CHARACTERS 17 CHARACTERS



13 CHARACTERS 13 CHARACTERS



19 CHARACTERS 19 CHARACTERS



19 CHARACTERS 19 CHARACTERS

DESKTOP MOBILE

#### NICK COM DEDECTOR

## TILE ANATOMY

## Content tiles came in 3 sizes:

- 1::
- 4:3
- 16:5

Character limits and minimum sizes for desktop & mobile were established while developing the overall UI of the tiles.

## CONTENT TILE (DESKTOP)

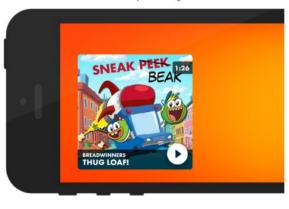


## CONTENT TILE (MOBILE)

Portrait 300px max width



Landscape 230px max height

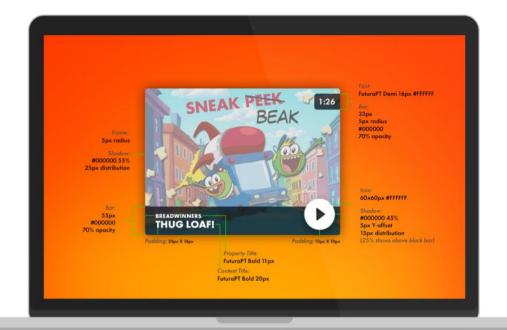


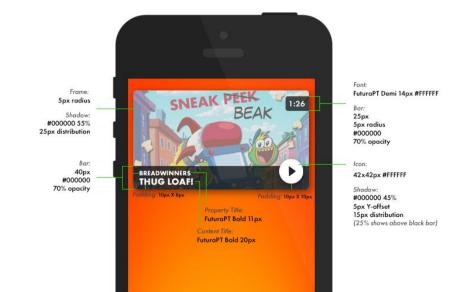
Content tiles came in 3 sizes:

- 1:1
- 4:3
- 16:9

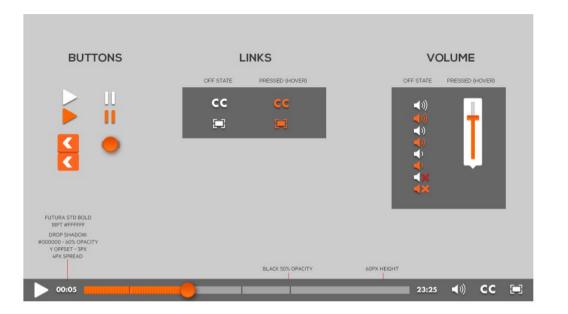
Working with Engineers, the anatomy of the tiles had to be redlined out for them to be as accurate as possible.

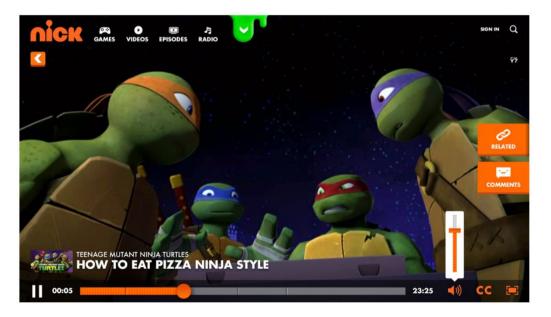
(This was before Zeplin was created, so of course redlining took up a bit of time, while also trying to sort out the rest of the site)





The video player was the first to be worked on, as it'd be the most complex from an engineering standpoint.





A style guide was slowly coming together, which will help the rest of the team when it comes to create new showpages.

The team was able to have some creative freedom when it came to compositing the showart & background graphics, but still had to follow brand guidelines; for both Nickelodeon & the individual show properties.





## Style Guide



V1.0

## **FONTS**

### HOMEPAGE FEATURED

## H1 TITLE: LOREM IPSUM DOLOR

FUTURA STD - BOLD 30PX HEX #FFFFFF

### **H2 SUBTITLE: LOREM IPSUM DOLOR**

FUTURA STD - BOLD 18PX

#### **PROMOS**

#### PROPERTY NAME: LOREM IPSUM DOLOR

FUTURA STD - BOLD 12PX HEX #FFFFFF

## PROMO TITLE: LOREM IPSUM DOLOR

FUTURA STD - BOLD 18PX HEX #FFFFFF

#### THUMBNAILS

#### PROPERTY NAME: LOREM IPSUM DOLOR

FUTURA T - BOLD 12PX HEX #FF6700

#### PROMO TITLE: LOREM IPSUM DOLOR

FUTURA STD - BOLD 14PX HEX #555555

#### NAVIGATION

### NAV LINKS: LOREM IPSUM DOLOR

NEXA BOLD - BOLD 18PX HEX #FFFFFF - DROP SHADOW #000000 30%, 1PX DISTANCE, 6PX SPREAD (NEED WEB SAFE FONT REPLACEMENT)

#### MISC

#### Body Copy: Lorem ipsum dolor

ARIAL - REGULAR 14PX

#### **TEXT LINKS ARE ORANGE**

FUTURA T - BOLD 12PX HEX #FF6700

### TEXT LINK ROLLOVER STATES ARE LIGHT ORANGE

FUTURA T - BOLD 12PX HEX #FF8534

### STYLE GUIDE

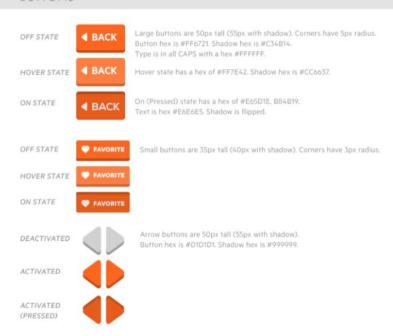
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## COLORS



## BUTTONS



## ICONS

#### ALL ICONS ARE TBD FOR NOW

PROMO ICONS ARE 65X65













GAMES













PICTURE

POSTS

INTERACTIVE

POLLS

**FAVORITES** 

#### NAVIGATION ICONS ARE 22X22











#### PLAY ICONS





THUMBS - 40X40

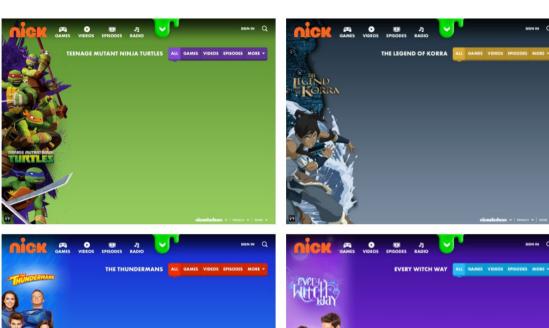
PROMOS - 115X115

### FINAL UI

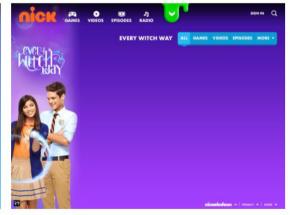
The final look of the site was a long process. We had 26 shows to feature on the website. Each required roughly 34 assets for production (if the show featured at least 2 characters) across all breakpoints.

To name a few:

Background gradient hex colors Showart graphic Show navigation hex colors Main navigation icon Character page graphics









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