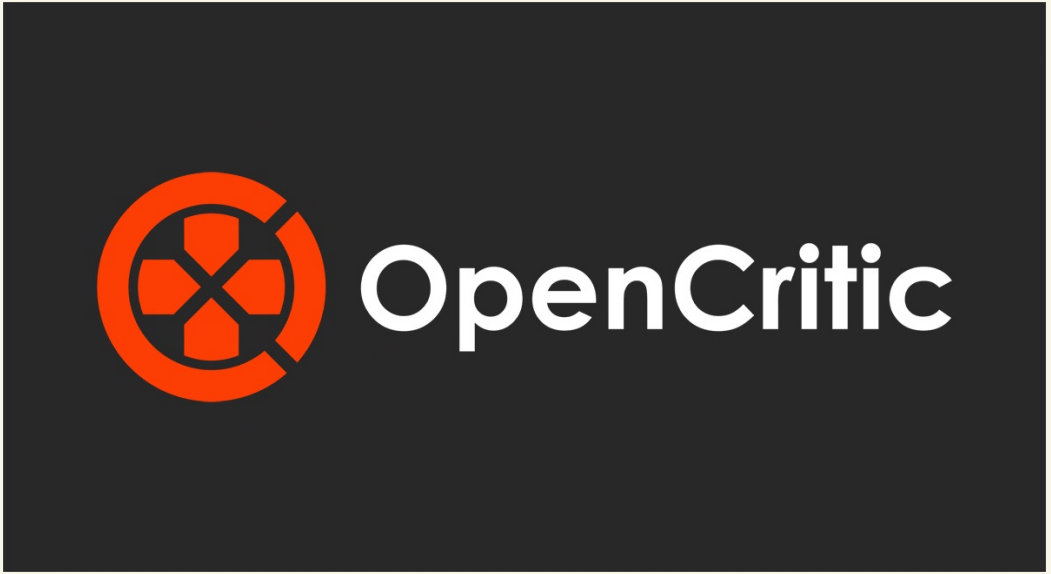


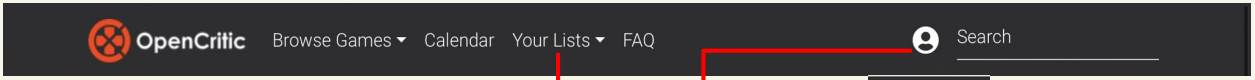
OpenCritic.com is a video game review aggregator that compiles hundreds of critic scores to create a numeric score that users can use as the overall consensus for a game. OpenCritic's transparency in its scoring methods makes the website unique in its market niche.

I love video games, so my goal of this project is to redesign the content and elements of the website to make it more convenient to navigate for other gaming enthusiasts.

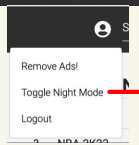
Reworking the Initial Impressions

Header, Footer, and Home Page

Old Header

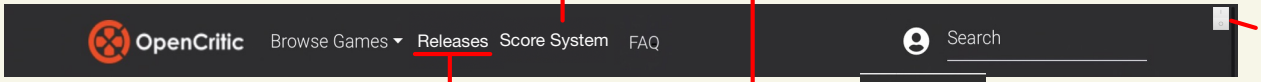


People who aren't logged in get a prompt to login/signup when they click on either one of these buttons.



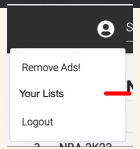
Drop-down menu only appears for logged-in users. This is the easiest and quickest way to toggle night mode and it's locked behind a login screen.

New Header



Reworked calendar page and decided that releases fit the new page more appropriately

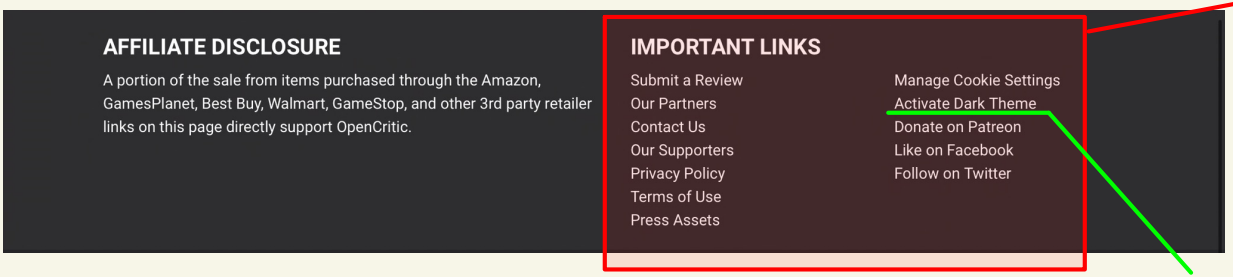
Light switch for light mode and dark mode



Removed "Your Lists" from the header and added to user drop down menu to make the profile icon centered around individuals.

An explanation of the scoring system will retain many users since OpenCritic's system satisfies both people who are looking for every critic's recommendations and people who are looking for every popular top critic's recommendations.

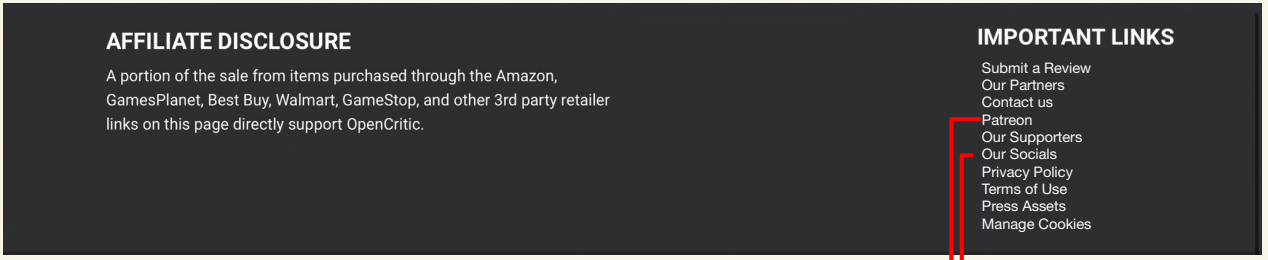
Old Footer



The “important links” list is visually indistinct from the list of links next to it.

“Activate Dark Theme” isn’t a link.

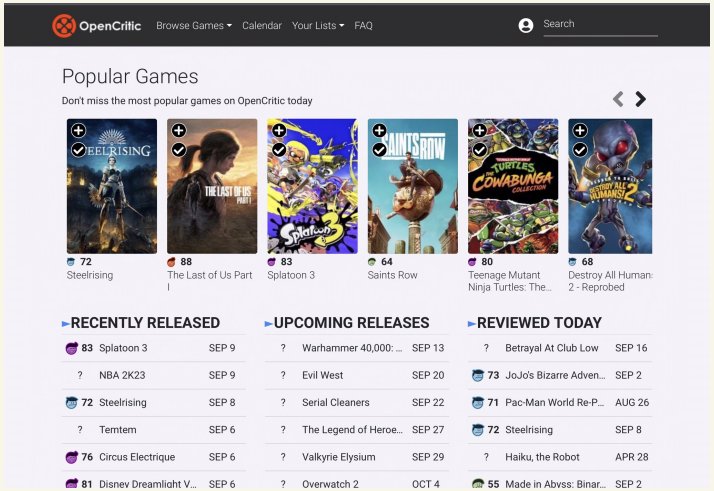
New Footer

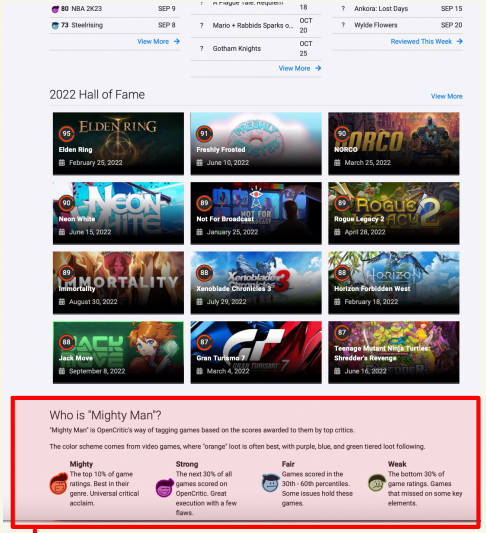


Removed dark theme toggle since there is already one on the header.

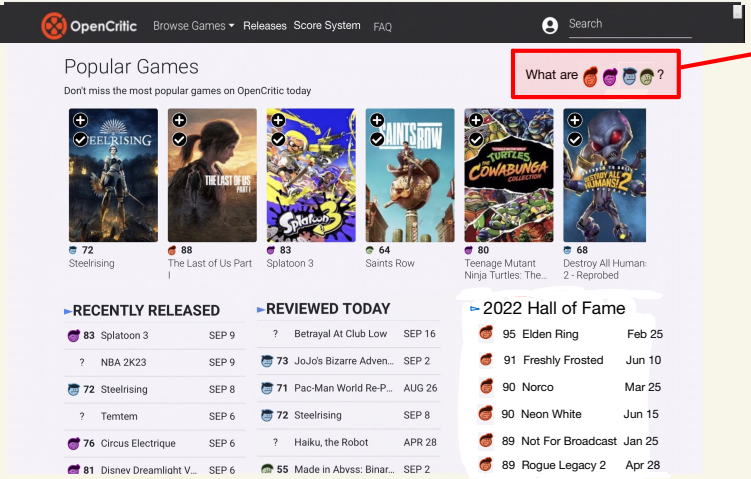
Patreon moved to “Important Links” and added “Our Socials,” to fit the tone of this section, as a hub link for Facebook, Twitter, and any other social media accounts.

Old Home Page



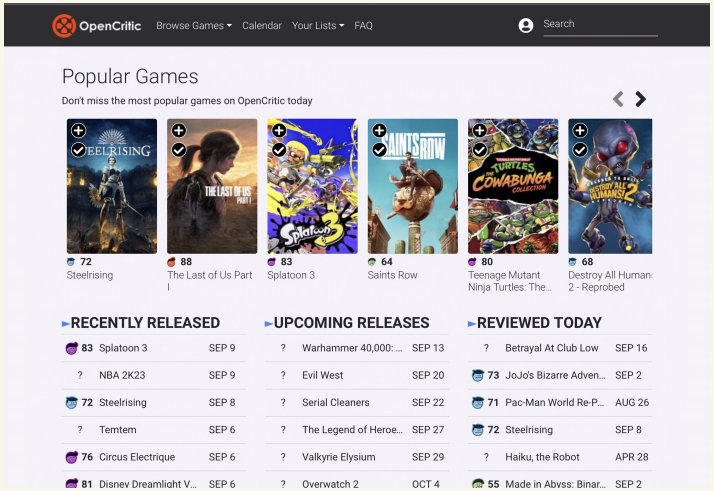


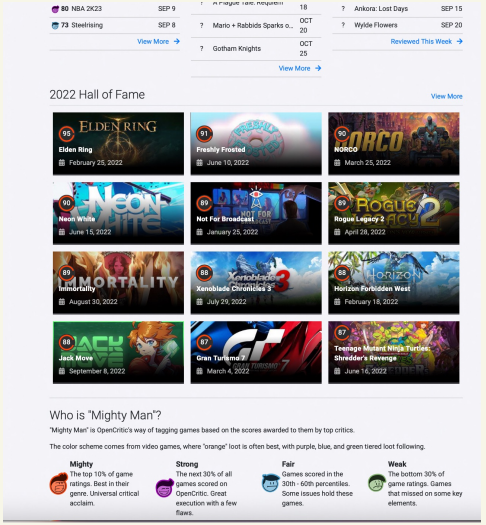
New Home Page



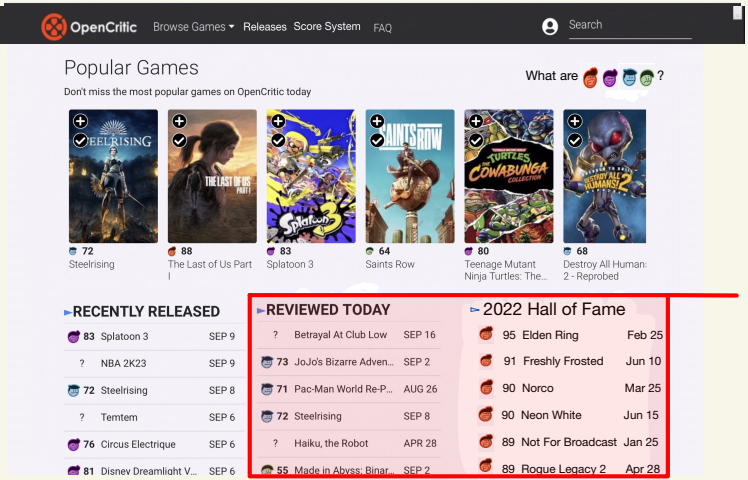
The “Mighty Man” explanation isn’t visible from the first impression of a page which may make users either confused on the meaning of some of the faces or ignore the faces and only focus on the numbers. The new button here would link to the new “Score System” page.

Old Home Page



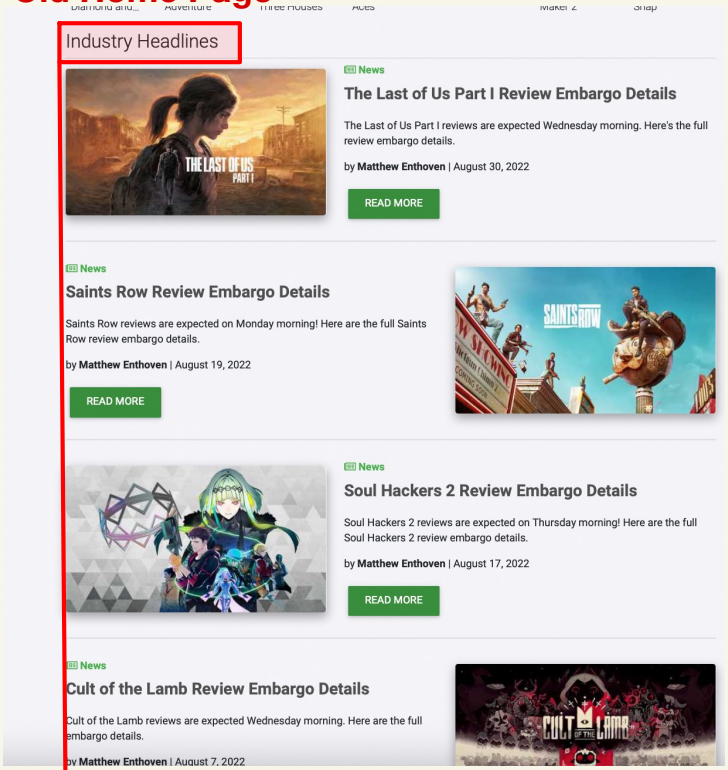


New Home Page

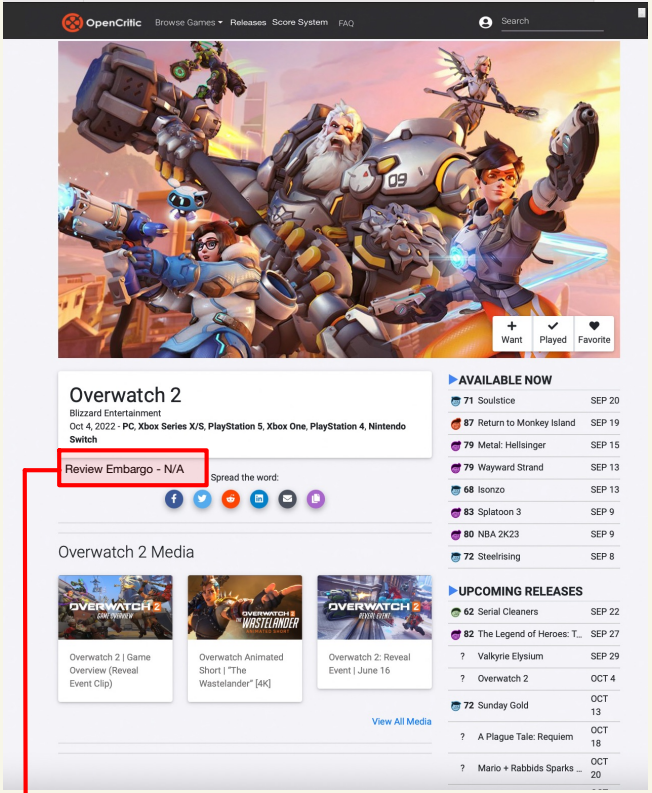


Removed “Upcoming Releases” to swap out with “2022 Hall of Fame” since the header now has a designated section for game releases. Swapping in the hall of fame scores also creates a consistency of game scores and “Mighty Man” imagery that was lacking from the lack of scores and question marks in the “Upcoming Releases” section.

Old Home Page



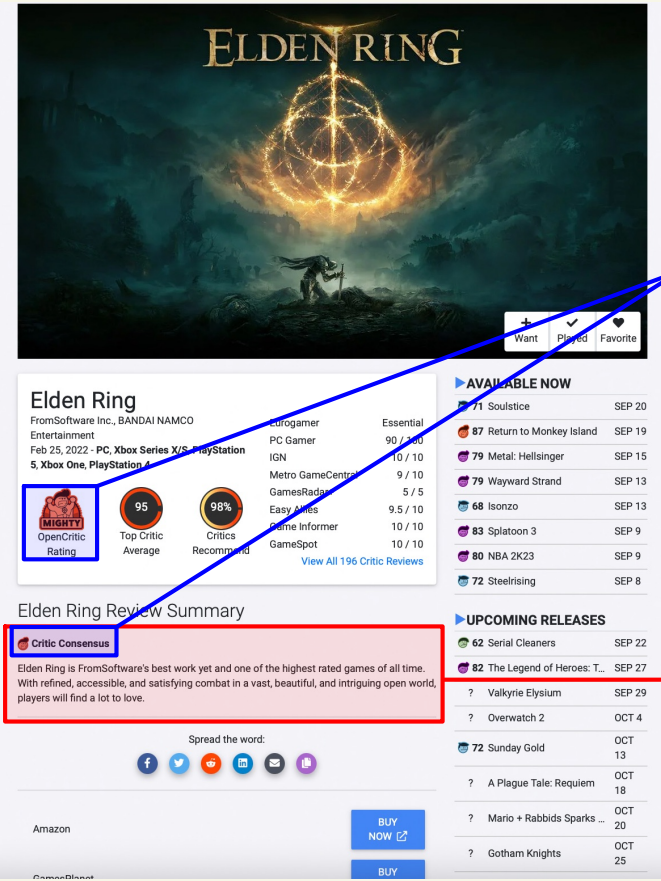
The “Industry Headlines” section towards the bottom of the home page only has review embargo dates. This section should either include links to articles from other websites or removed until OpenCritic has dedicated gaming journalists.



A better option would be to show the review embargo dates on pages for games that haven’t released yet.

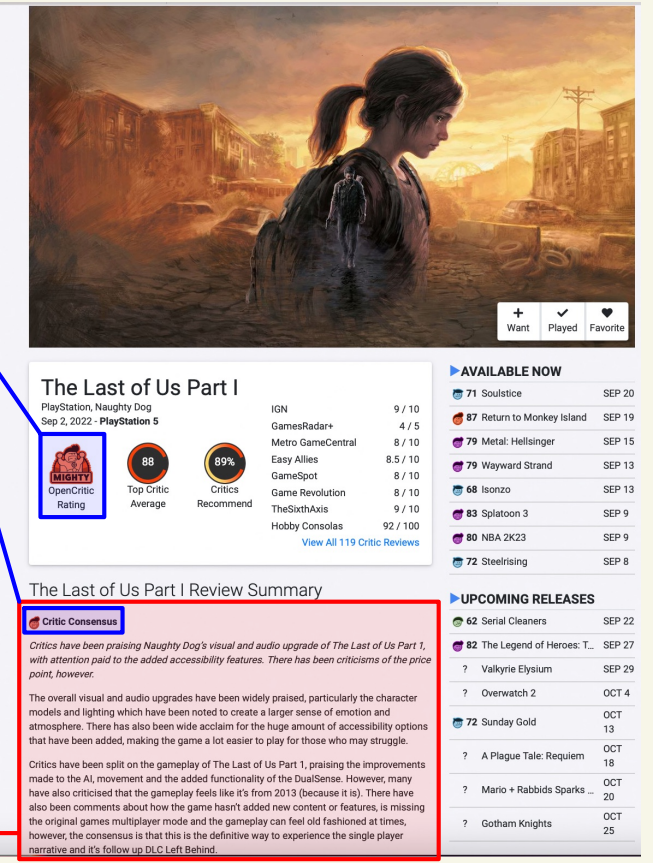
Individual Games

Old Side-by-Side



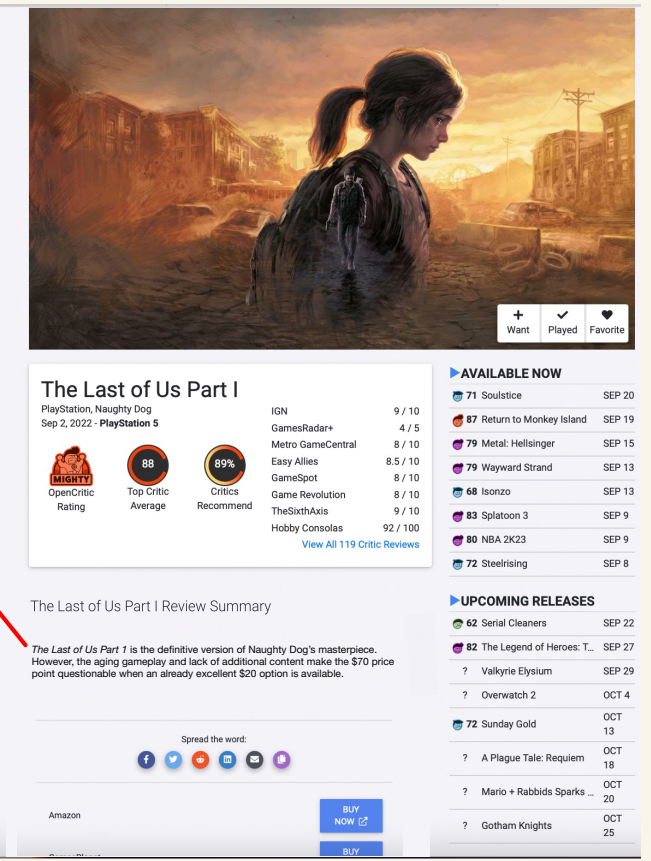
Critic's consensus is already easily visible so there's no need to show two Mighty Mans

The length of the review summary is inconsistent between these games. Review summaries should have a character or word limit since many people use review aggregators as a quick and consistent resource.



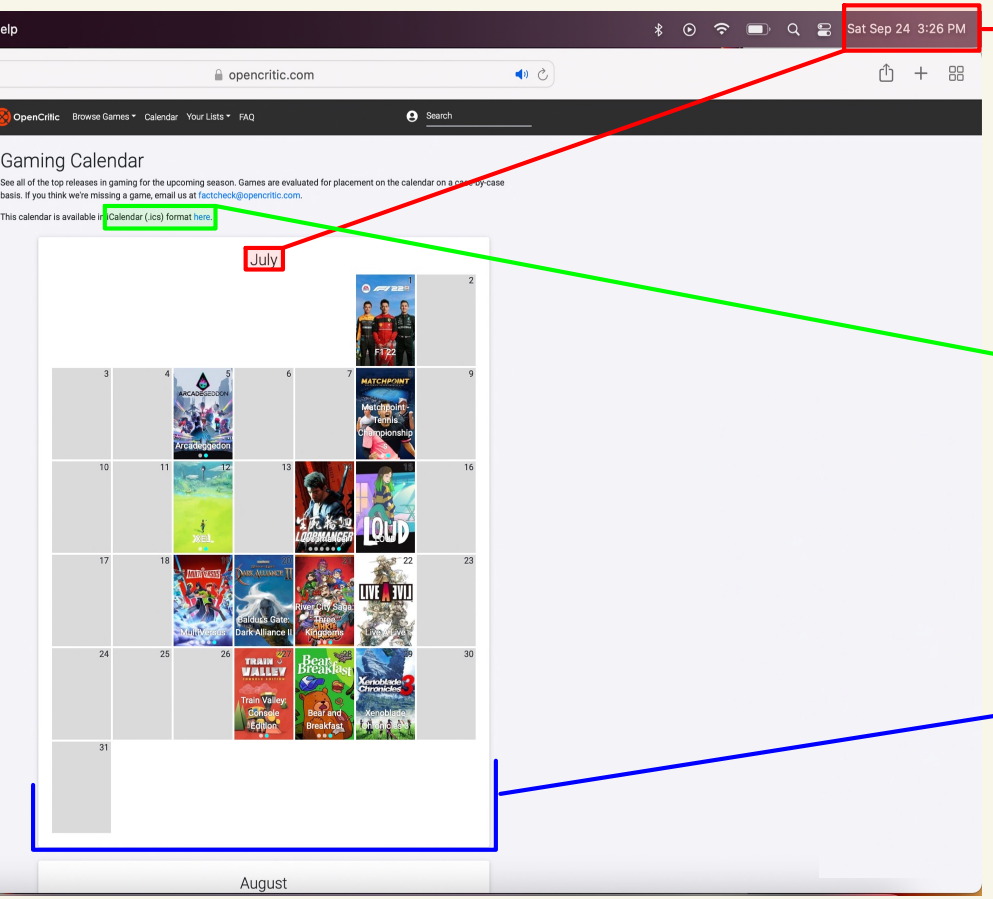
New Side-by-Side

"The Last of Us Part 1 is the definitive version of Naughty Dog's masterpiece. However, the aging gameplay and lack of additional content make the $70 price point questionable when an already excellent $20 option is available."



Turning the “Calendar” Page to a “Releases” Page

Current Calendar Page

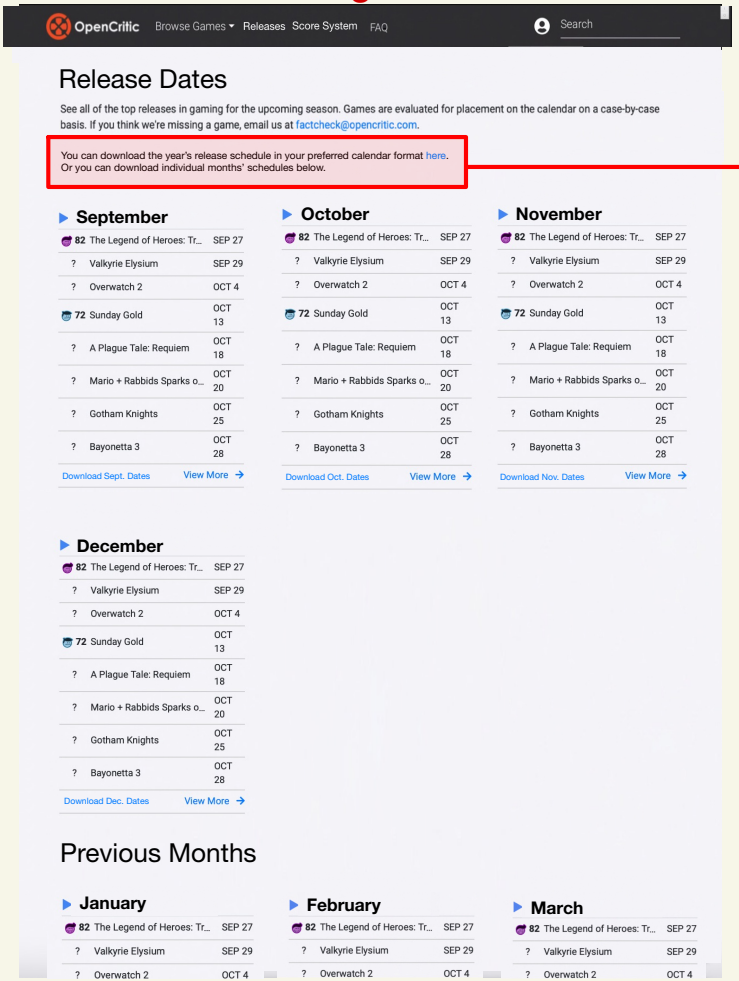


The current date doesn't match the calendar provided. In this example, it's unclear whether the site hasn't been updated since July or there are no releases until **next** July.

The iCalendar is a great idea and would be better if the website offered calendars for each month.

The calendar shows a slideshow of games released on those days which isn't as practical as showing all of the games released on the same days as each other. There is also an extraneous amount of blank spaces on the page since games generally don't release on Saturdays, Sundays, and Mondays.

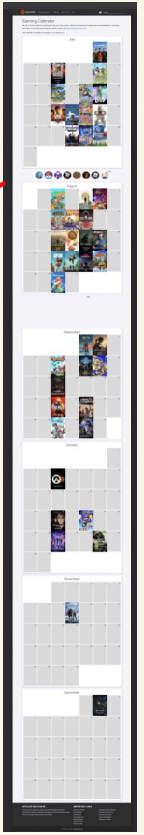
New “Releases” Page



The new “Releases” page reorganizes the default view into list form, starting with the current month.

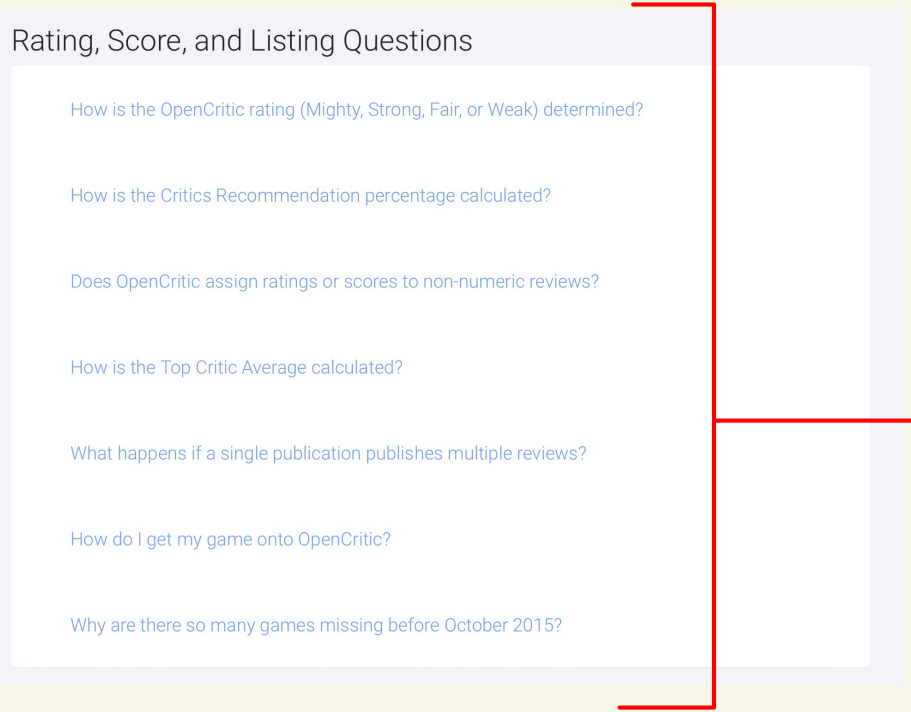
Adding different calendar options such as Google Calendar or Microsoft Outlook creates more flexibility for users.

This is how long the original “Calendar” page is. The proposed “Releases” page cuts the length to around a quarter of the “Calendar” page.



A downloadable version of each month’s release schedule is available in the user’s preferred calendar format.

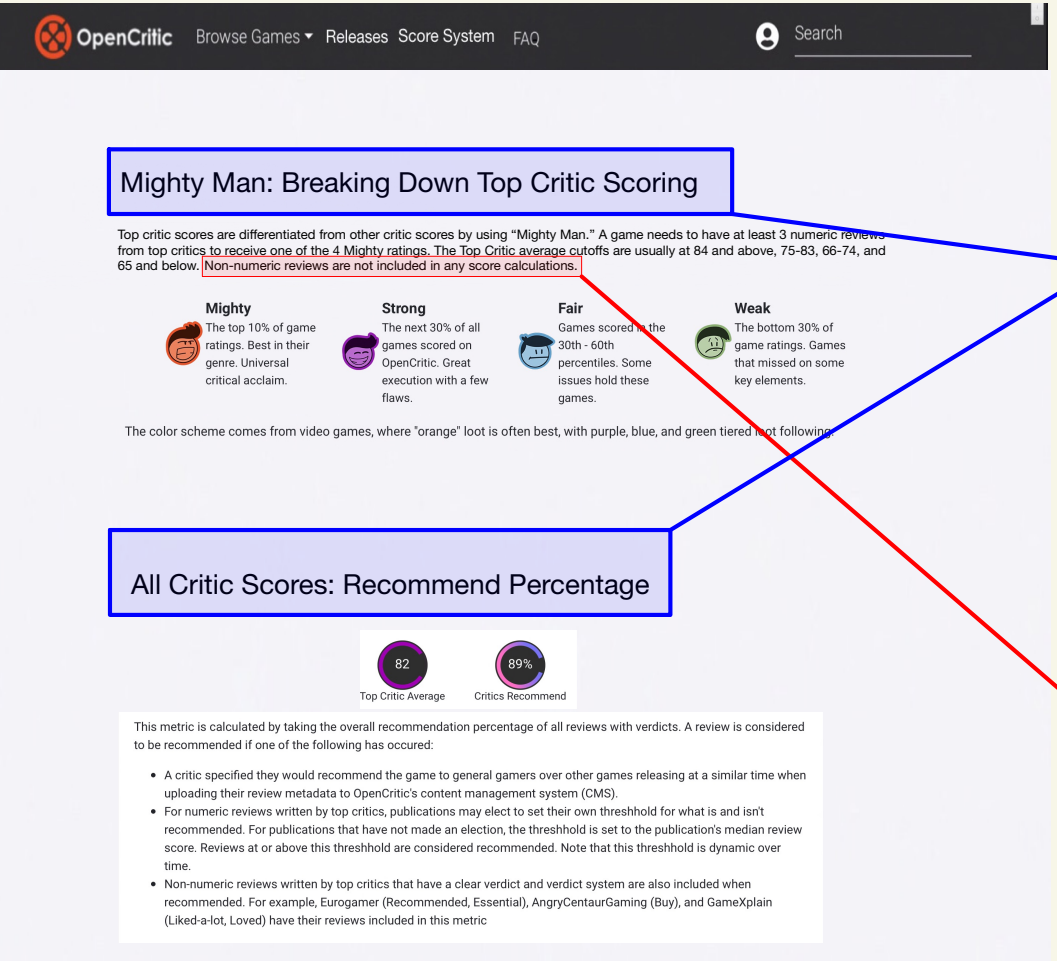
Adding a “Score System” Page



Why should a score system page be added?
OpenCritic's scoring system is what sets OpenCritic apart from the more popular Metacritic. Metacritic weighs top critics more heavily while OpenCritic has a score for top critics and a separate score that weighs every critic equally. This distinction can be the biggest factor in drawing more users from Metacritic so it's important to have a dedicated page for it.

The questions and answers here, pulled from the "FAQ" page, can be used as the content for the new "Score System" page.

Score System Page



The Mighty Man rubric is only used for top critics, but that isn’t transparent to site visitors. Creating scannable headers with this information will aid in discoverability.

Users who follow top critics that don’t use numeric reviews will naturally question how their favorite critics’ reviews are used after seeing the average cutoffs. The added sentence here will answer that question.