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Mahjong Microsite: Design Meeting Notes

- Mahjong tiles and sets are made in all different styles and designs. Lean into whichever Mahjong tile design you're most drawn to and create a visual system that represents the aesthetic of the game.
- Color: Use red and green as the core palette. Decide the specific shades, how much each color leads, and what neutral colors complement them (paper, cream, black).

Content

- The page does not need to teach how to play. No rules or step-by-step directions. Instead, the site should be an appreciation of the game, covering its history and cultural context.
- Research historical Chinese origins and cultural contexts of mahjong. The Mahjong wikipedia page provides a lot of good historical context. Explore the Japanese version of the game and American adoption.
- A new direction is also welcome!

Visual language

- Establish the visual language in Figma or your design platform of choice before building out pages. Define type, color, and style influenced by the Mahjong tiles.
- Use decorative text and engaging visuals that highlight the delicacy of the tiles
- Use repetition to represent the 144 tiles of a full set.
- Text with questions!

Our first in class conversation, breakout room (not recorded)