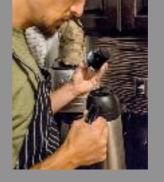
#### Noah Ratzan

**Interaction Designer** 



























CT University Education Design

### Design Skills

#### **Design Research & Synthesis**

#### Ideation

#### **Prototyping**

**Hand-drawing** 

Adobe Illustrator, Photoshop, XD

HTML, Javascript, CSS

Physical Prototyping (paper/cardboard, foam, casting)

Sketch-up

## Brief:

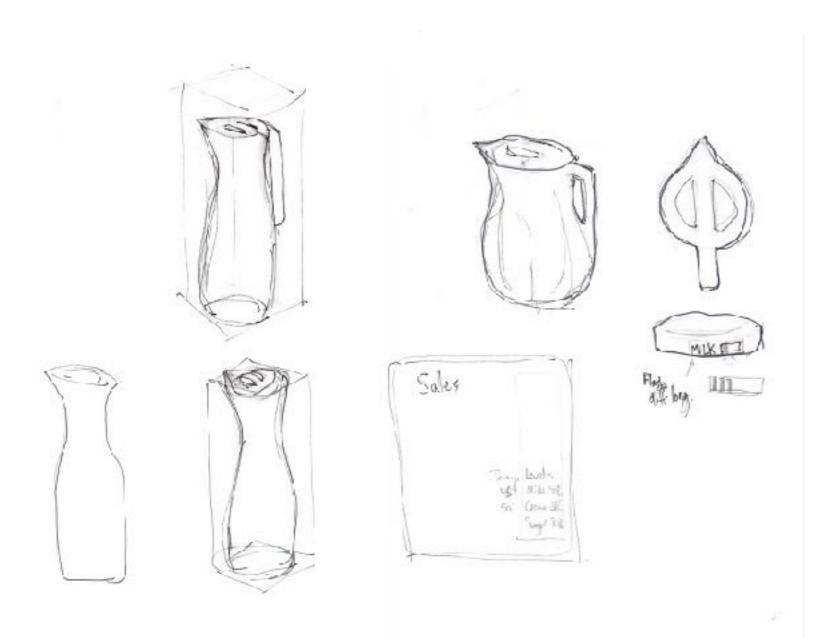
# Design for your First Job

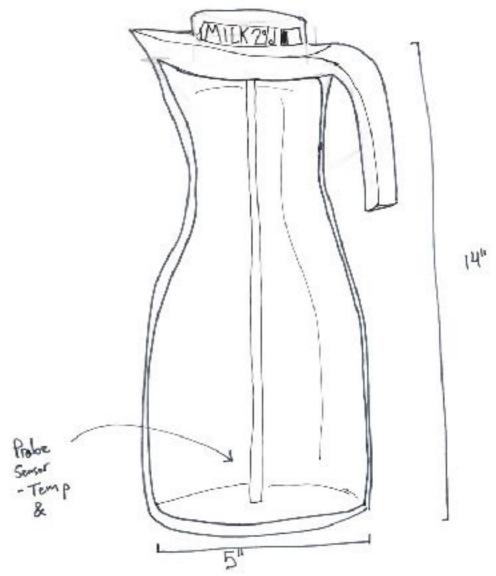




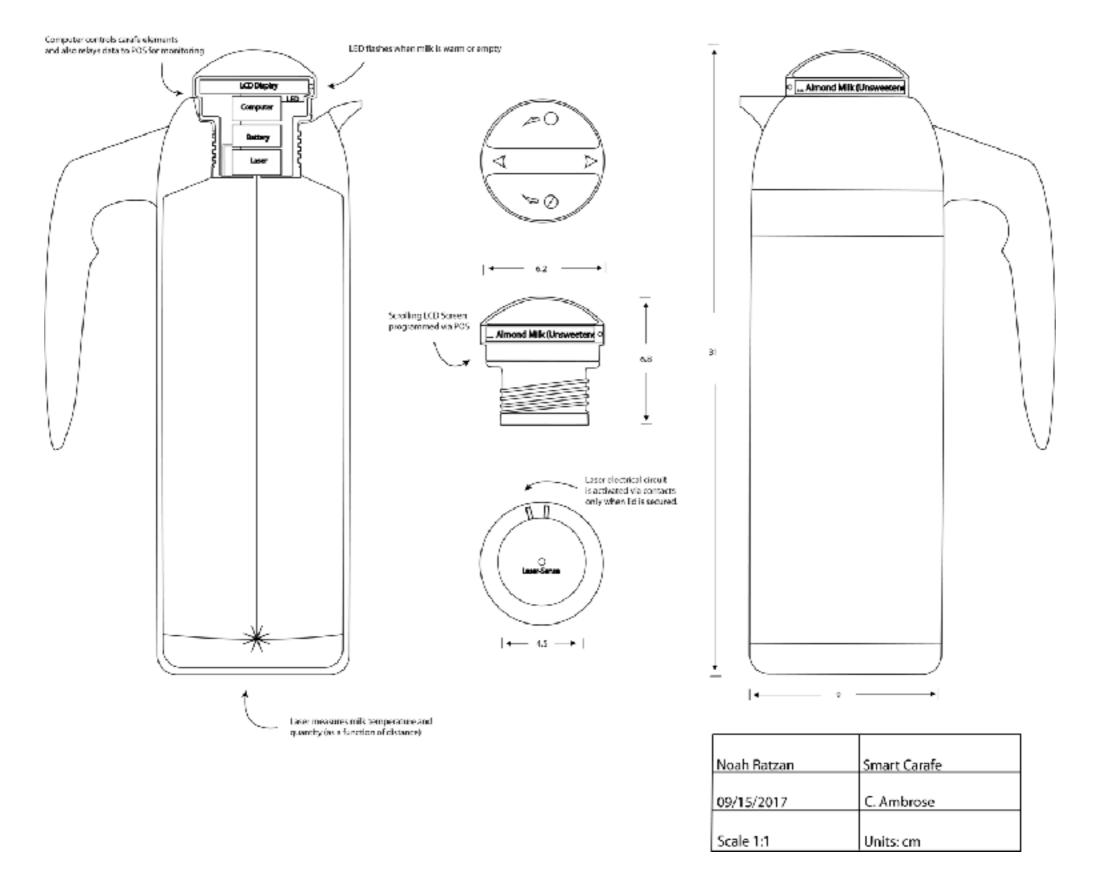


Ideation

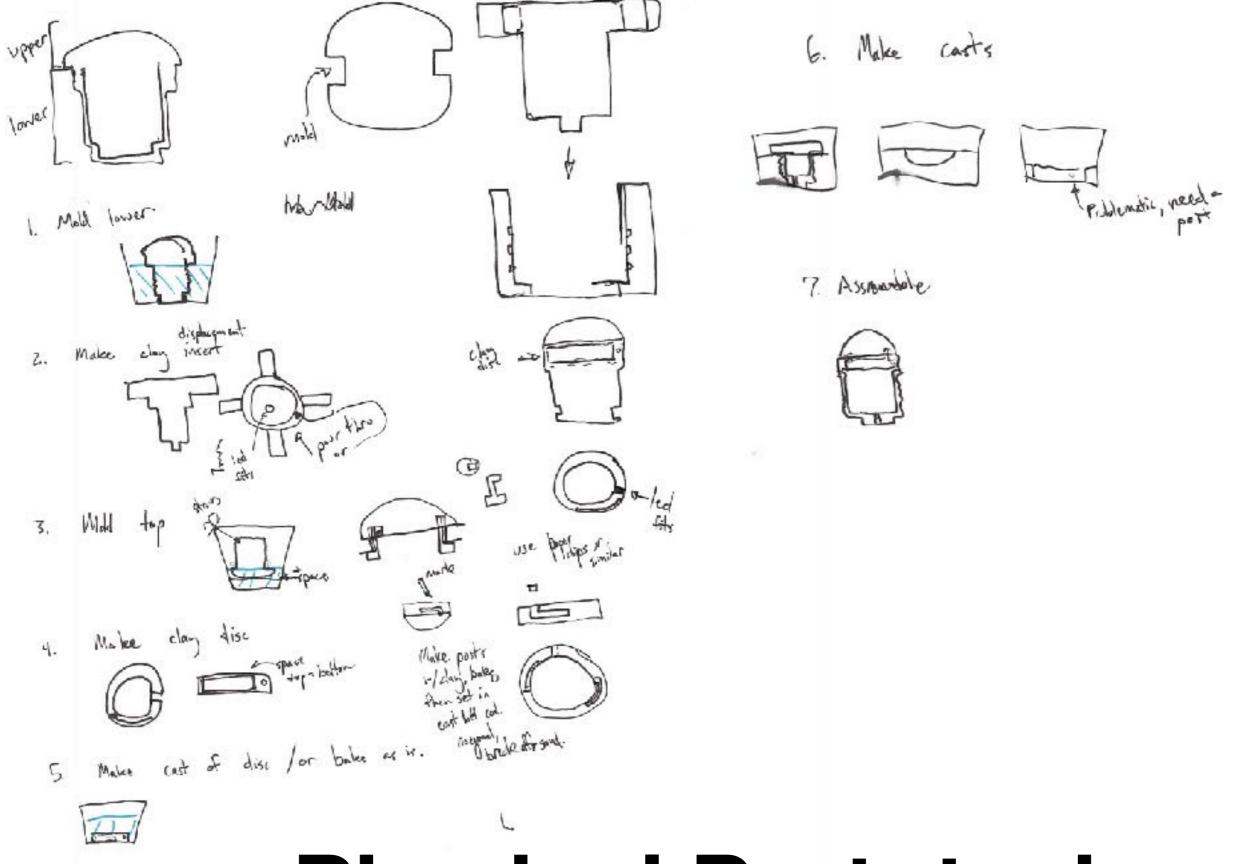




# Sketching



## Orthographic Drawings



# **Physical Prototyping**



# Physical Prototyping

### Scenario

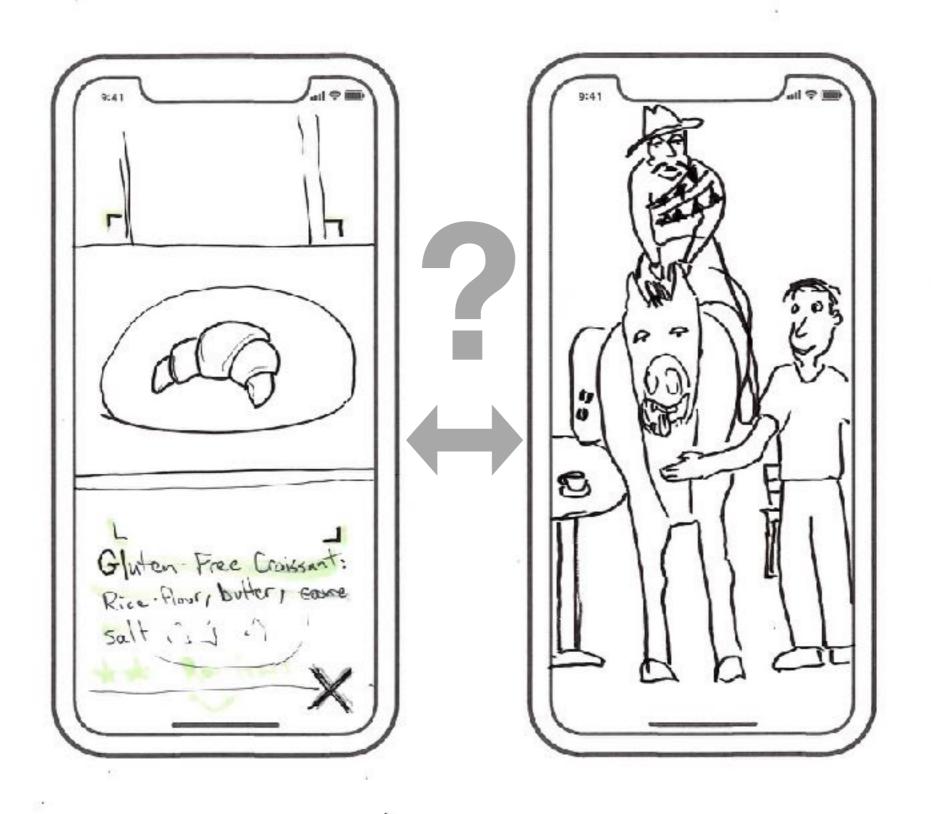




Studio





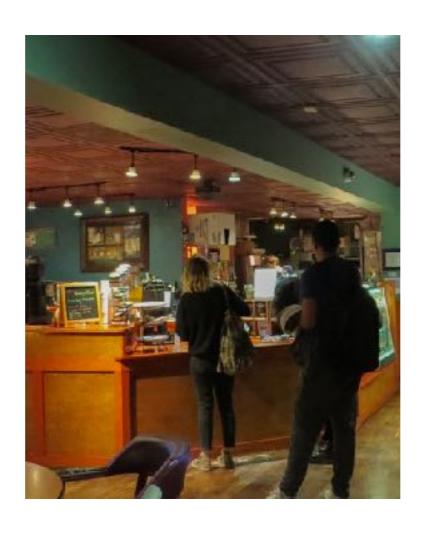


### Ideation



## Mock-up



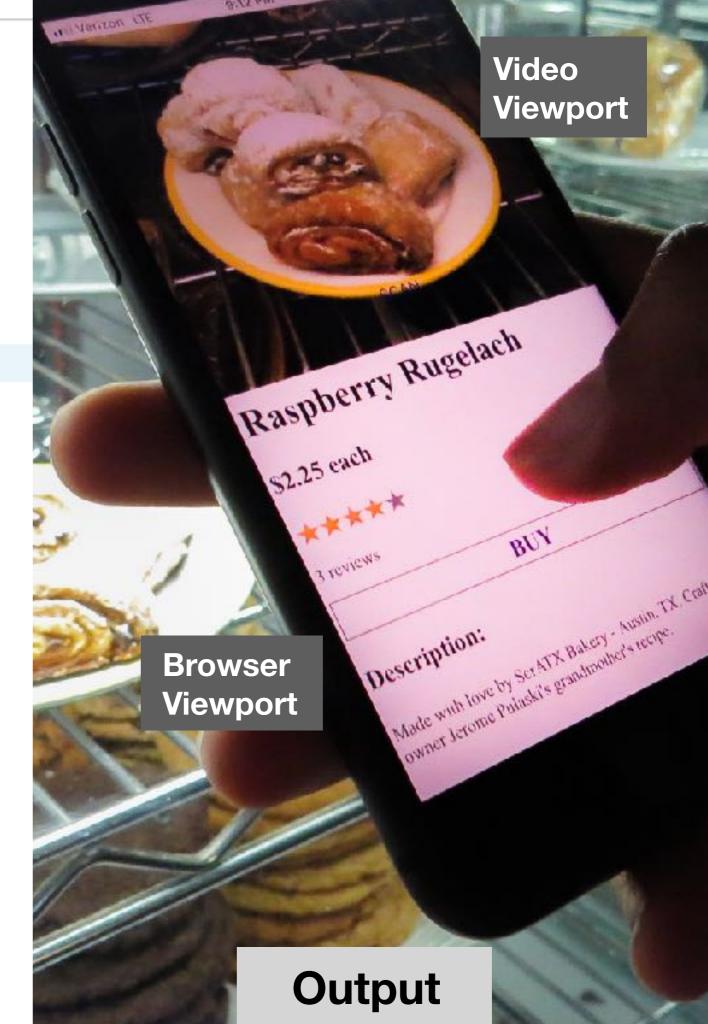


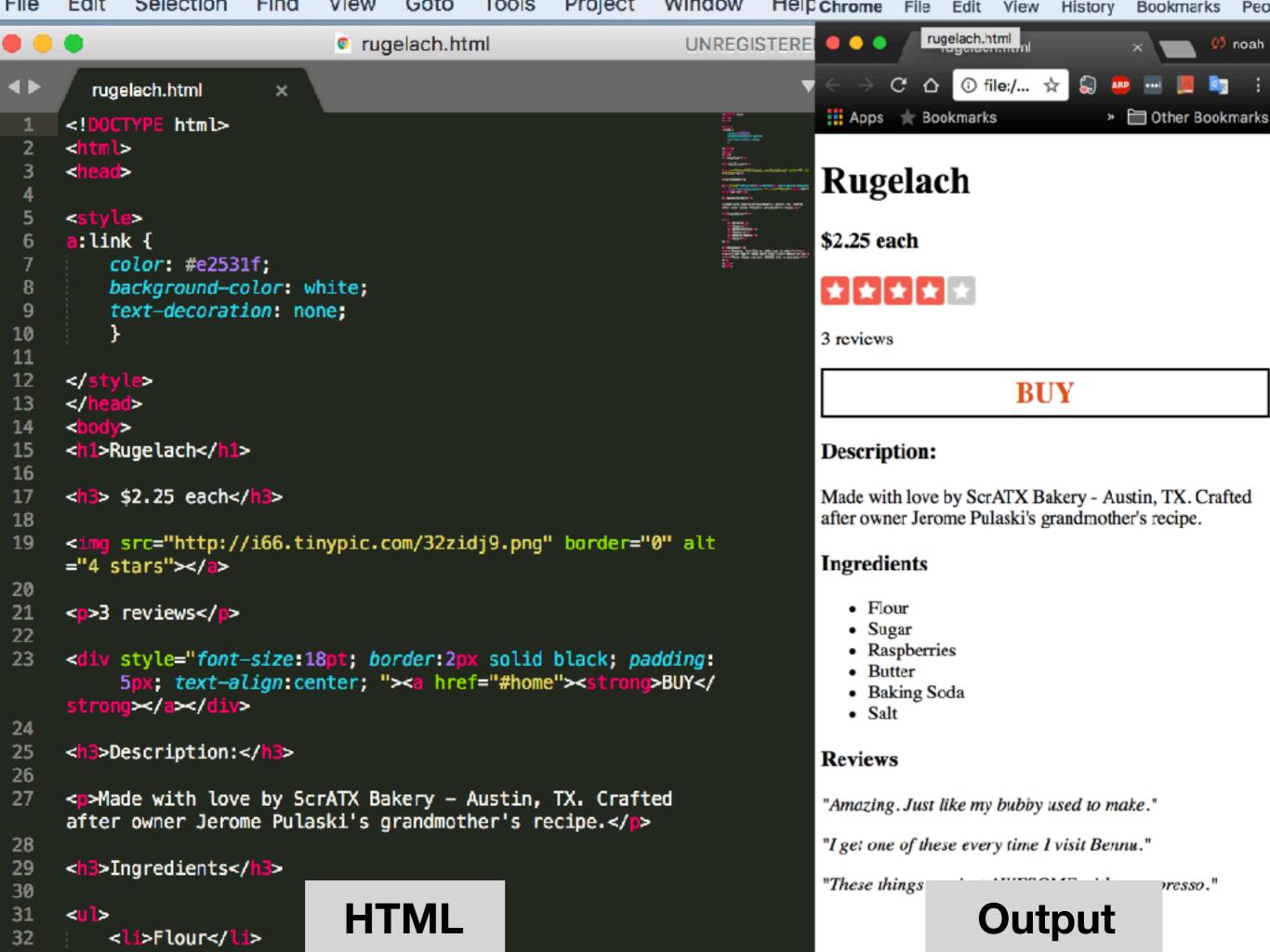


## **Usability Testing**

#### How'd it do that?

```
GrindCam / GrindCam / 🚉 ViewController.swift / 🛂 webPages
   import UIKit
   import SceneKit
   import SceneKit
   import ARKit
14 import WebKit
15
   class ViewController: UIViewController, ARSCNViewDalegate {
16
       @IBCutlet weak var webView: WKWebView!
0
0
       @IBCutlet weak var sceneView: ARSCNView!
0
       @IBCutlet weak var scanButton: UIButton!
        var currentWebPage = 0;
       let webPages = [
21
22
            "https://ac4d-2018-idse103-pr-72.herokuapp.com/assignments/4/noah/
                rucelach.html",
            "https://ac4d-2018-idse103-pr-72.herokuapp.com/assignments/4/noah/
                chccolatecookie.html",
            "https://ac4d-2018-idse103-pr-72.herokuapp.com/assignments/4/noah/
24
                bananachocuuffin.html"
25
26
        override func viewDidLoad() {
27
            super.viewDidLoad()
            scaneView.delegate = self
            scaneView.showsStatistics = false
32
            let scene = SCNScene(named: "blank.scn")!
             let scene = SCNScene()
33
            sceneView.scene = scene;
36
37
38
       override func didReceiveMemoryWarning() {
            super.didReceiveMemoryWarning()
            // Dispose of any resources that can be recreated.
43
       @IBAction func touchButton(_ sender: Any) {
45
            print("Button Push!")
            let webPage = webPages[currentWebPage]
           let myURL = URL(string: webPage)
           let myRequest = URLRequest(url: myURL!)
            webView.load(myRequest)
           if (currentWebPage < (webPages.count - 1)) {</pre>
                currentWebPage = currentWebPage + 1
51
           } else {
                currentWebPage = 0
                               XCode
       override func viewWi
            super.viewWillAp
```







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**Interaction Designer** 

