Portfolio

Shivendra Singh
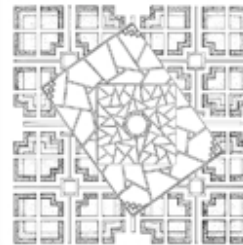
User Experience Designer

Projects

Diploma Project

Game Design

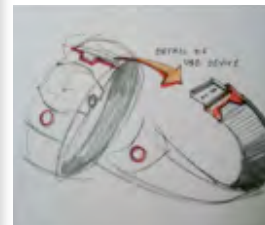Digital Design & Society

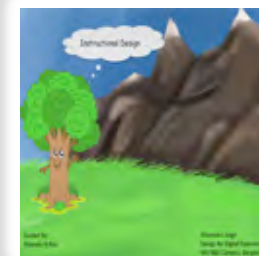User Interface Design

Interactive Media

Web & Graphic Design

Product Design

E - Learning

Diploma Project

Project Brief

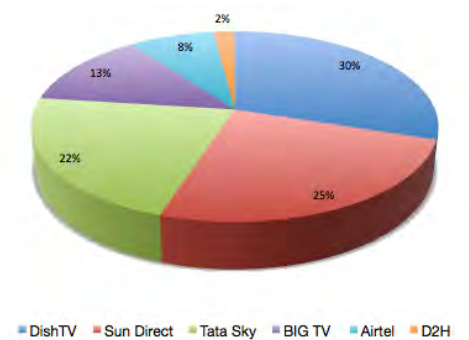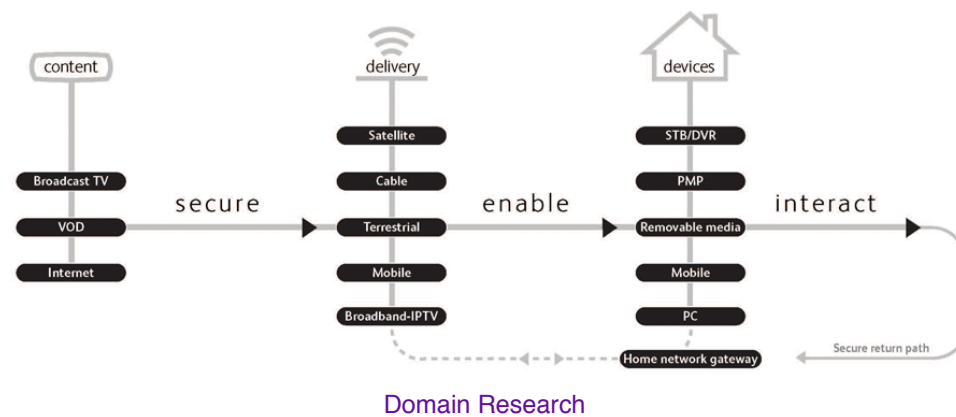◉ User Experience in Interactive Television Applications

Aim

- ◉ The project is to Enhance the User Experience of Interactive Television Applications. The idea is to make a new electronic program guide with internet contents embedded to it like social networks, video on demand.
- ◉ Address the newer challenges in the interactive television space apart form usability aspects , interfaces using Remote Control Unit, Navigational Model, incorporate newer technologies into existing platform.

Process

- ◉ Brainstorming
- ◉ Market & Domain Research
- ◉ User research
- ◉ Conceptualization
- ◉ Analysis & evaluation

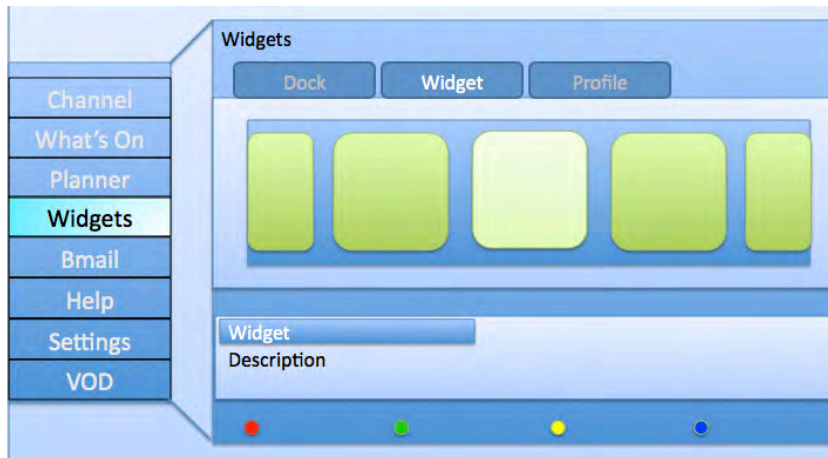# User Experience in Interactive Television Application

Proposed Solution

Timeline

Domain Research

Market Research

User Experience in Interactive Television Application

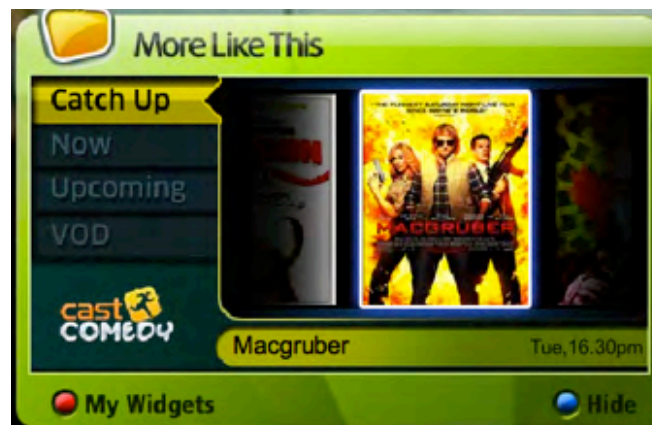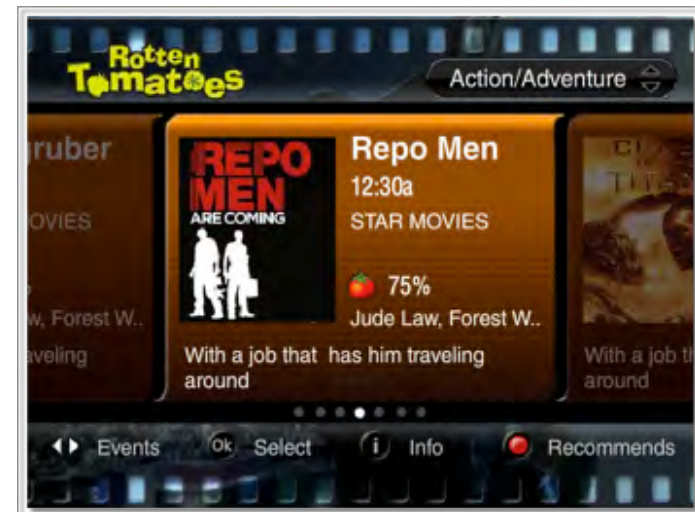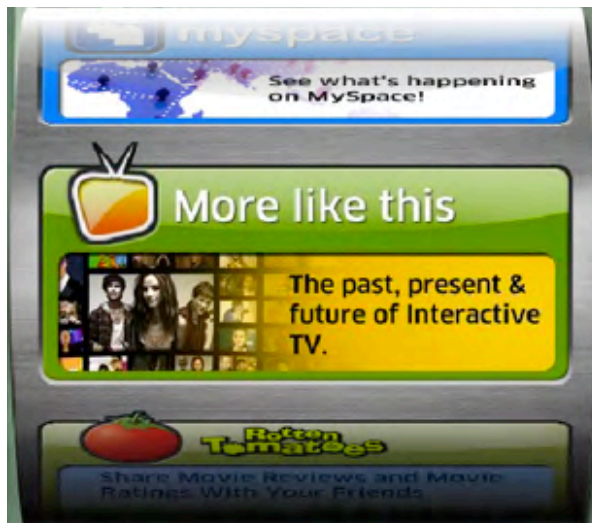## Proposed Solution

App Store

Wireframes
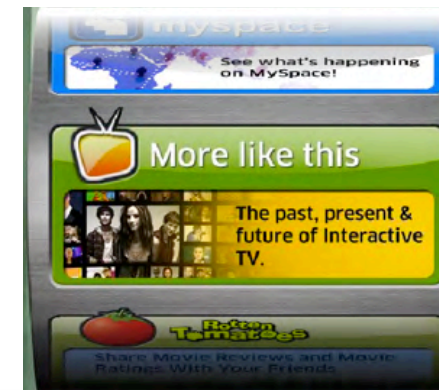
Widget Dock

User Experience in Interactive Television Application

8 Weeks

User Experience in Interactive Television Application

Game Design

Project Brief

◉ Expanding Social Gaming through Multi modal Interaction

Aim

◉ To design a mobile social game as inclusive as possible by taking advantage of different interaction modalities
◉ The game should be based on actions that take place on a mobile device as well as on a shared, touch based display placed in a public area.
◉ The game should engage multiple players.

Process

◉ Brainstorming
◉ Generic secondary research
◉ User research
◉ Conceptualization
◉ Analysis & evaluation

NID-Vodafone Collaborative Project

Proposed Solution

Timeline

Generic Secondary Research

User Research

NID-Vodafone Collaborative Project
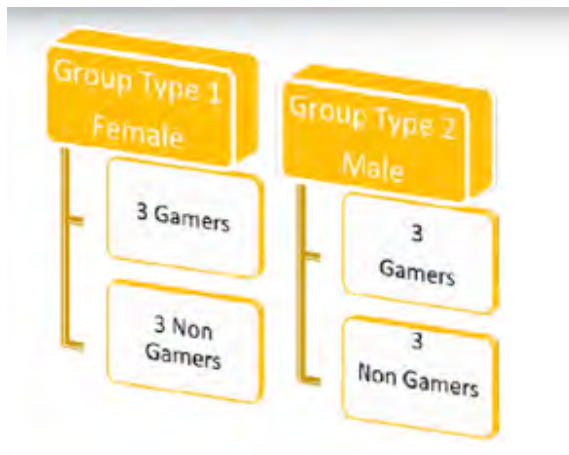
Proposed Solution

Workshop

Focus Group

NID-Vodafone Collaborative Project

Proposed Solution (Single Player)

The user has to select the instrument to create music, in a given limited time.

Then user can Listen & download the music to their phones.

User Can Share Music to get rewards.

NID-Vodafone Collaborative Project

Click on Image to Open the Prototype

NID-Vodafone Collaborative Project

Proposed Solution (Multi Player)

The user has to select the instrument and join the band to create the music.

The time is limited to 5 minutes for composing a music.

Then members in the band can Listen & download the music to their phones.

User Can Share Music to get rewards.

NID-Vodafone Collaborative Project

Click on Image to Open the Prototype

Digital Design & Society

Project Brief

- ◉ To give the society a tool which can use the shape, shape rules, and some compilers to come up with different forms, and helping users to develop the forms and their creative abilities.

Aim

- ◉ To learn Shape Grammar, and their rules and teach the user the shape rules
- ◉ To come up with a multiplayer game for the user to learn shape rule and generate patterns.

Process

- ◉ Finding usage, needs
- ◉ Literature study
- ◉ Creating simple application to teach shape rule
- ◉ Making a game to learn rule and generate patterns.

Shape Grammar

Proposed Solution (learning shape rule)

Shapes → Spatial relations → Rules → Shape grammar → Designs   Shape Grammar
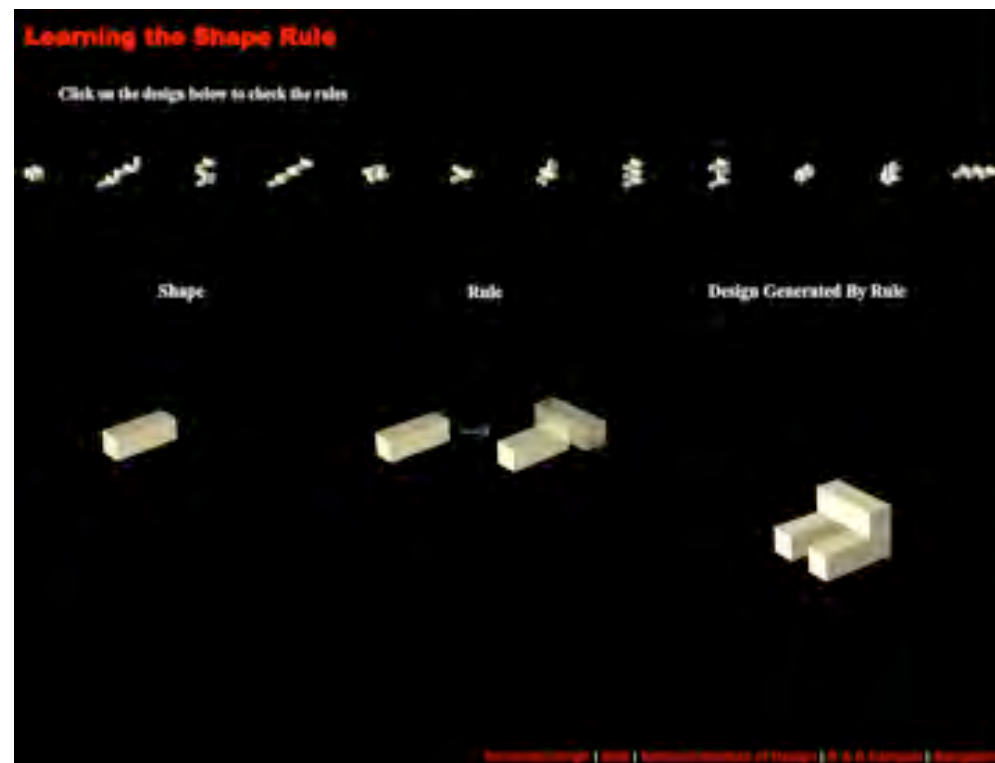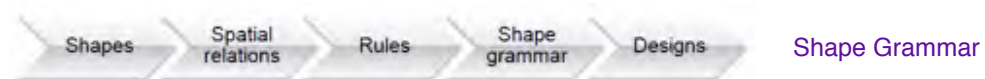
Learning Rules

Shape Grammar

Proposed Solution (Play & learn)
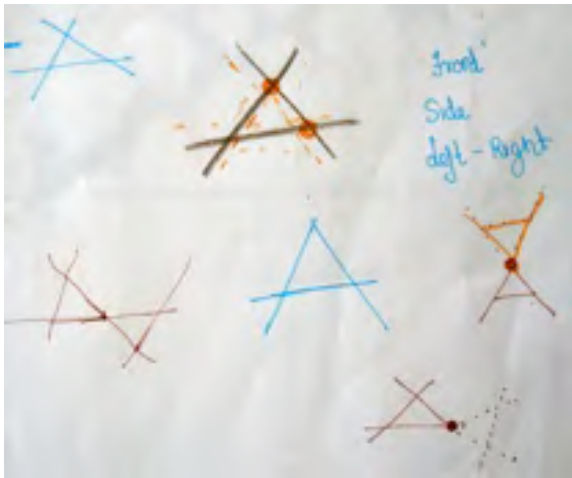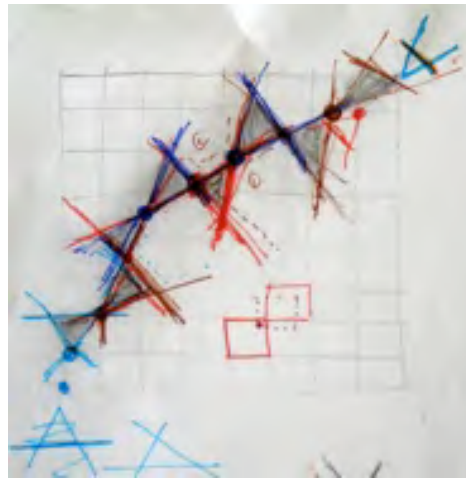
| Selected Shape | Form 1 | Form 2 |
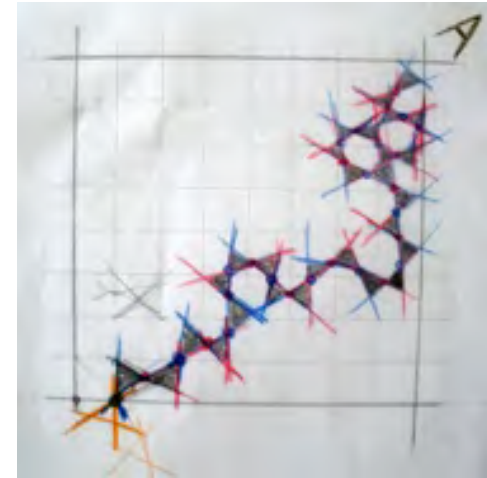
The Shape and the rule's are pre defined in each level.

The final shape placement & orientation is placed by the system.

The User can select the place of placement of the shape.

The User can also select the first orientation of the shape.

The User can select where he wants to place the flipped shape.

The user has to select the point, and then press ok to put the flipped shape.

Shape Grammar

Shape Grammar
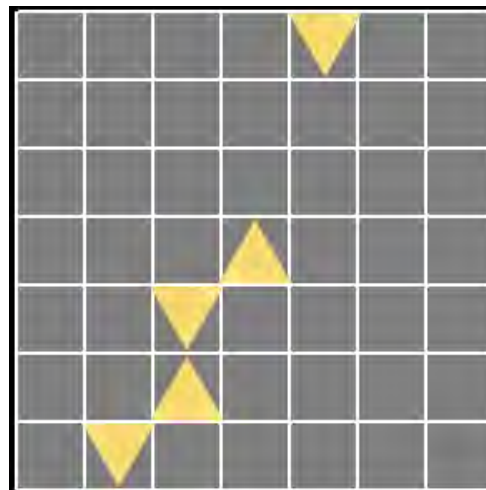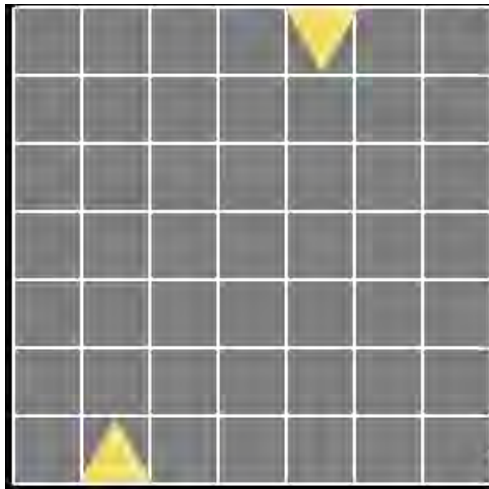
User Interface Design

Project Brief

◉ Designing online food ordering system that will help in ordering process of food and enhance experience of the user.

Aim

◉ To learn the craft of user interface design, such as creating profiles, personas, mood board, need chart, wire frames, prototyping, usability testing and final output.
◉ Fast web application providing user convenient option of ordering different types of food depending on the location from where you are ordering.

Process

◉ Study of existing system
◉ Interviewing people
◉ Creating profile, personas, need chart, scenarios, task flow
◉ Prototyping
◉ Usability testing

Food Ordering System

Proposed Solution

|	Persona 1: Working Bachelors	Persona 2: Students
Food Preference	Healthy, home cooked	Junk
Food Type	Less oily, less spicy	Experimental
Day/Time preference	Regular, on time food	Fast food, hence anytime
Cost factor	Value for money	Value for money
Cuisines	Indian, less experimental	Much of experimental
Awareness about food joints	Need to be informed	Need of popularity
Offer preferences	Discounts and combos	Discounts and combos
Availability	Contact number	Address, map, phone, website
Menu and rate chart	Yes	Yes
Reviews	Yes	Yes
Payment options	Cash	Cash, cards
Parcel tracking	Yes	Yes
Packaging	Hot cases	Easily cartable
Latest Updates	Yes	Yes
Time or quality	Quality	Time
Database requirement	Yes	Yes
Requirement of visuals	Yes	Yes
Personalisation	Yes	Yes

Need Chart
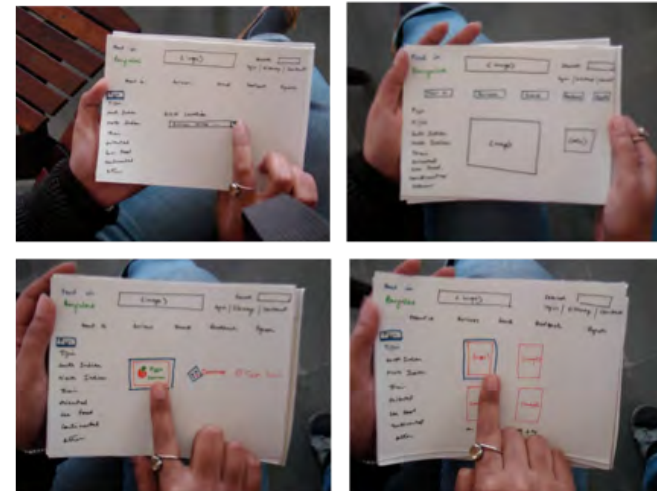
Paper Prototype

Wireframes

Food Ordering System

Click on Image to Open the Prototype

Interactive Media

Project Brief

◉ To create an application which can access the folders on the NID Server as well as NID Mail.

Aim

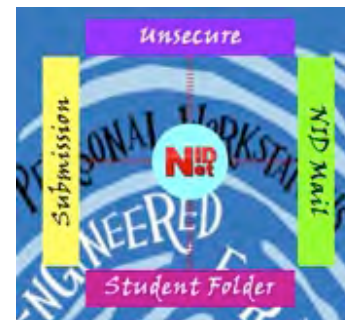◉ To help the user with an desktop application which gives them access to the Folders on NID Server as well as the access to NID mail.
◉ To learn the latest trend in application programming so learnt Adobe Flex & Air.

Process

◉ Finding needs
◉ User study
◉ Simple application to access

Proposed Solution

Unsecure

NID Mail

Submission

One Application to Access All
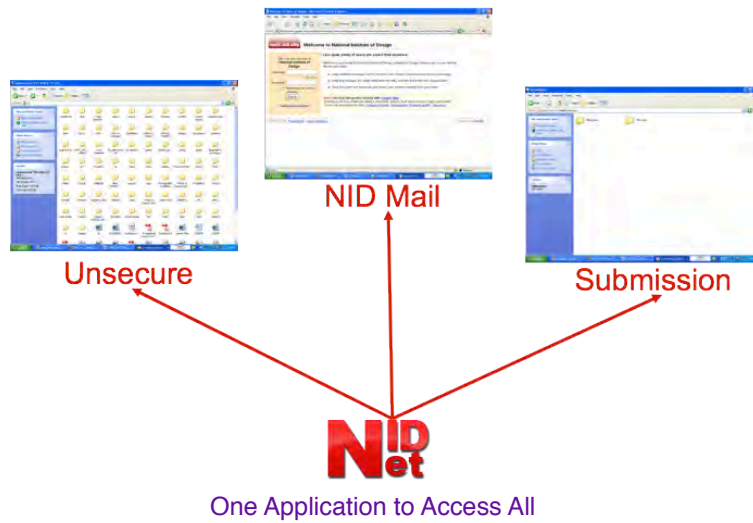
Concept 1

Concept 2

Final Concept

Website Design

4 Weeks

Current Site   www.gujaratcongress.org

Website Design
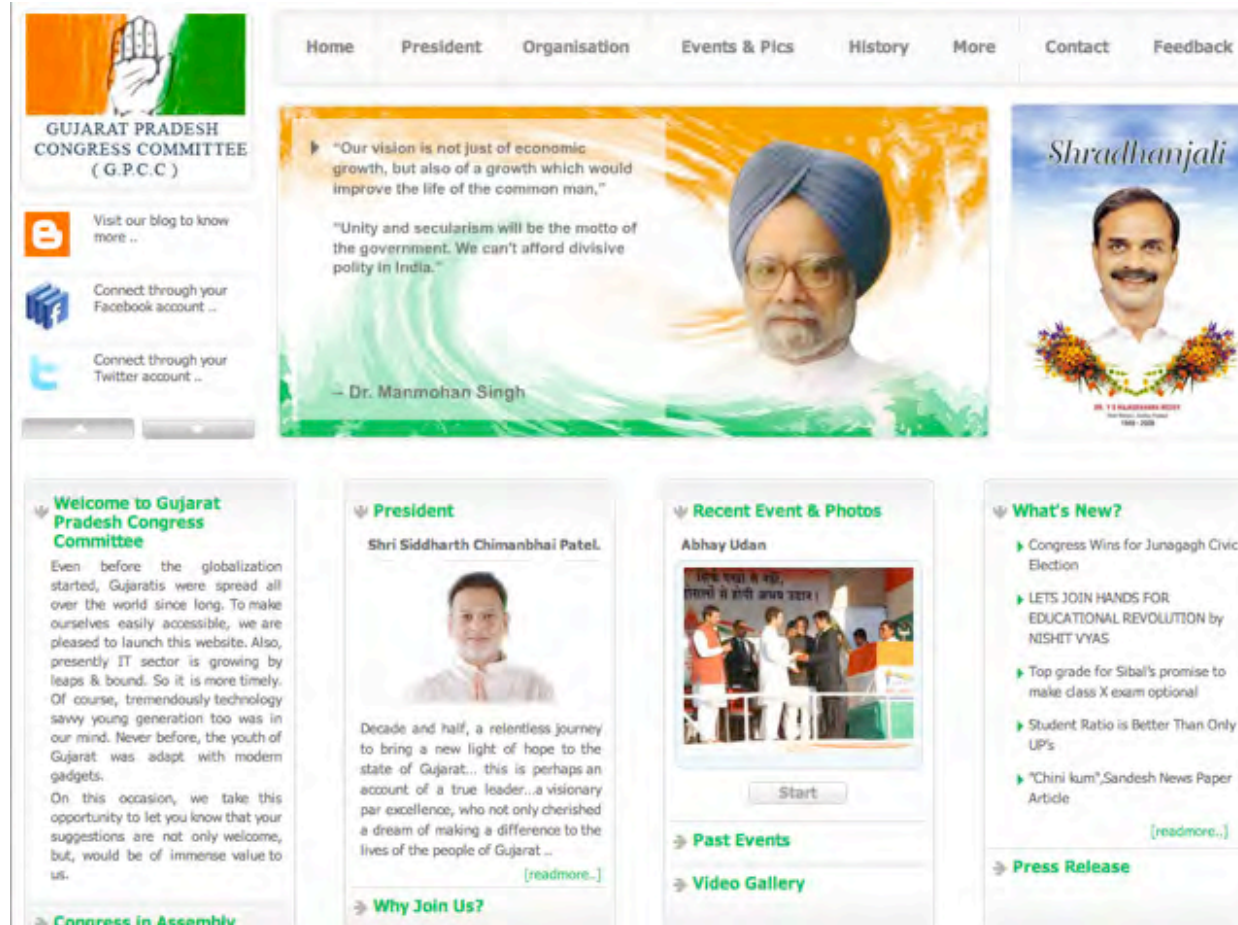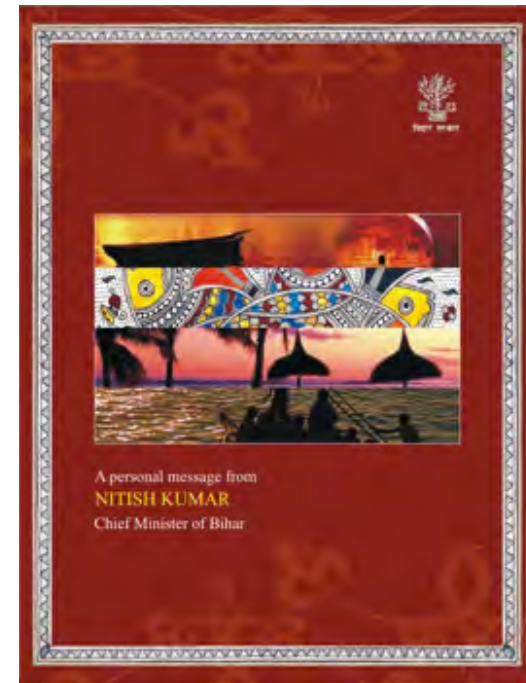
Graphic Design

Bihar Tourism Brochure

Graphic Design

Bihari's In Mauritius

Personal Message From CM of Bihar

More at www.shivendra.in

Product Design

Project Brief

⦿ Designing a product for a chosen profession.

Aim

⦿ To understand the needs and finding the expression and then create the product for the chosen profession.
⦿ Finding the need, generating concepts.
⦿ Developing 2D & 3D Model

Process

⦿ Selecting the Profession
⦿ Generating the mood board
⦿ Finding the Expression
⦿ Exploring the forms
⦿ Generating the concept
⦿ 2 D Render & 3 D Render of the product

Wearable HDD For Designer

Proposed Solution

Forms & Texture

Expression

2 D Exploration

3 D Render

E-learning

Project Brief

◉ To Design a E-learning module for class 4 kids for learning about Trees and their parts.

Aim

◉ To develop a E-learning module to teach about trees and their parts for the kids of class 4th

Process

◉ What is instructional Design?
◉ Purpose of Instructional Design.
◉ Stages of Instructional Design.
◉ Target Audience, learning Style, Learning outcome.
◉ Media & Method.

Trees & Their Parts

Instructional Design

- ◉ Instructional design is a systematic approach to planning and producing effective instructional materials.
- ◉ It is similar to lesson planning, but more elaborate and more detailed.

Purpose

- ◉ To identify the outcomes of the instruction
- ◉ To guide the developing the instructional content (scope and sequence)
- ◉ To establish how instructional effectiveness will be evaluated.

Stages

- ◉ Define instructional goals.
- ◉ Conduct an instructional analysis
- ◉ Identify entry behaviors/learner characteristics
- ◉ Develop performance objectives
- ◉ Select an instructional method
- ◉ Assemble instructional material
- ◉ Plan and conduct formative evaluation
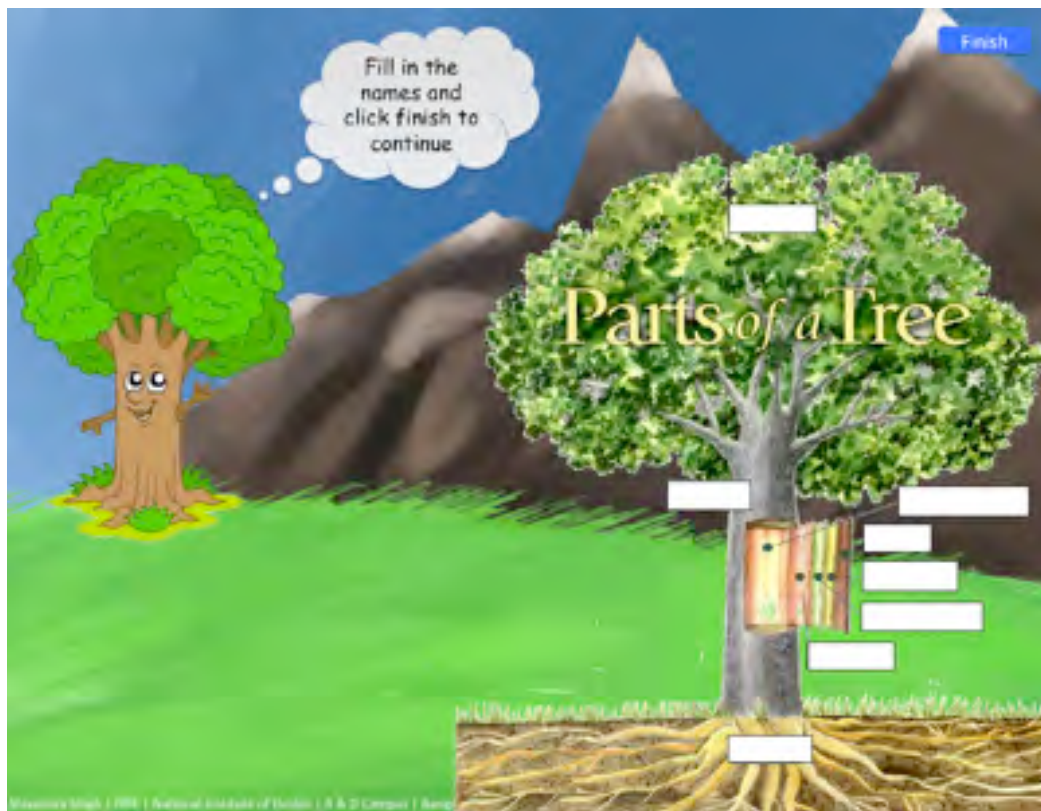- ◉ Plan and conduct summative evaluation

Trees & Their Parts

Proposed Solution

About Trees

Trees & Their Parts

Proposed Solution

Test After Learning

Thank You

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