

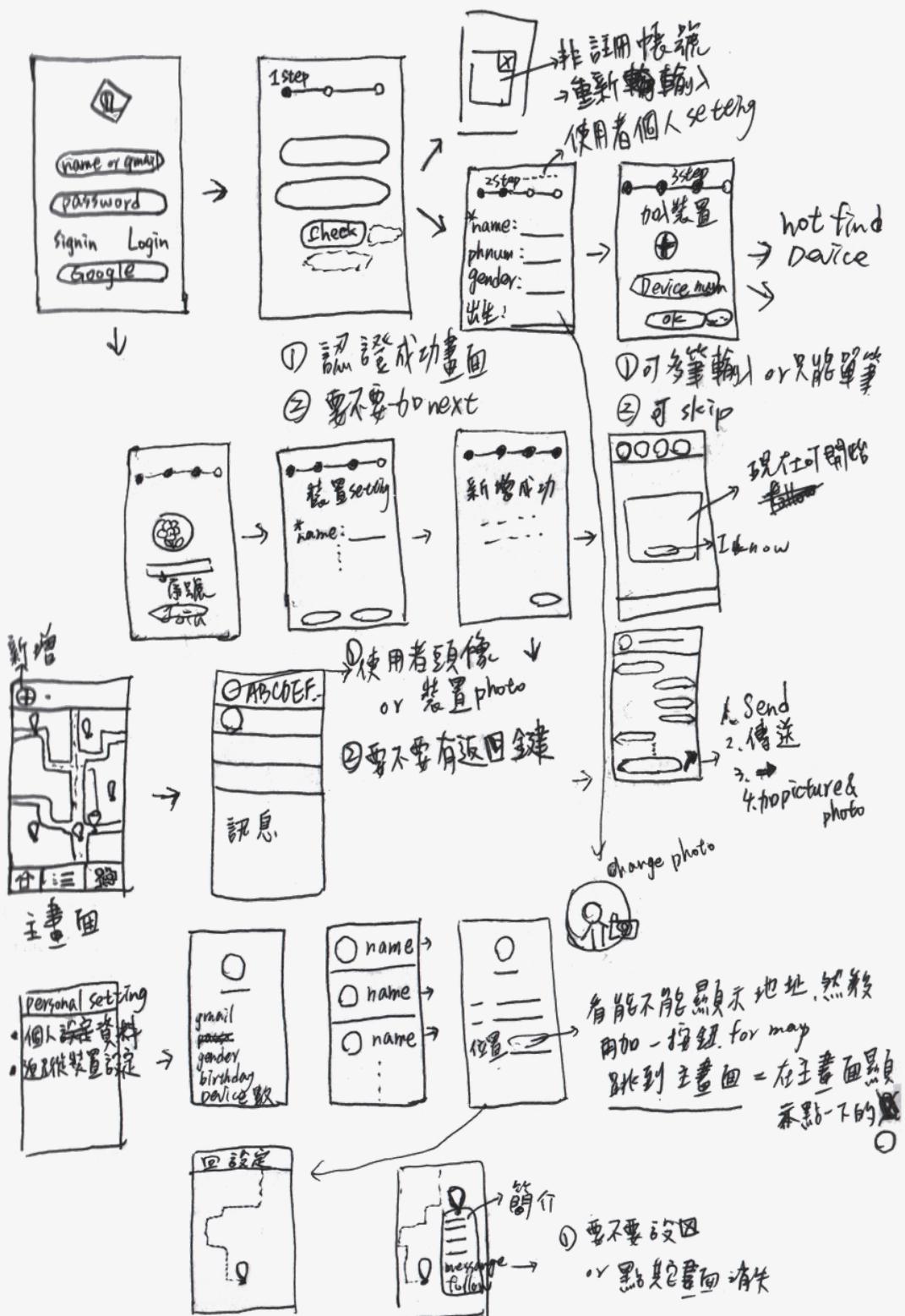
Hi, I'm

Yu-Hsuan Chang

PORTFOLIO



About me



Technology is cold,
but I will make it warm.

I always believe that technology can bring convenience and happiness to people. My goal is to be a UX designer, and my design will make these cold technologies closer to people's hearts and even like good friends help them solve problems.

I'm an enthusiasm, self-motivated person and a good team worker. I'm ready to use my design to let technology bring people a higher quality of life.

Recent Projects

2020 IM 21 畢業專題成果發表展



Tracking Your Dear
TrackDear

目前位置 × 歷史紀錄 × 好友 × 通知

指導教授 侯佳利
楊汶誼 / 張祐瑄 / 林禹丞

Scan to know more



TrackDear



Summer Camp

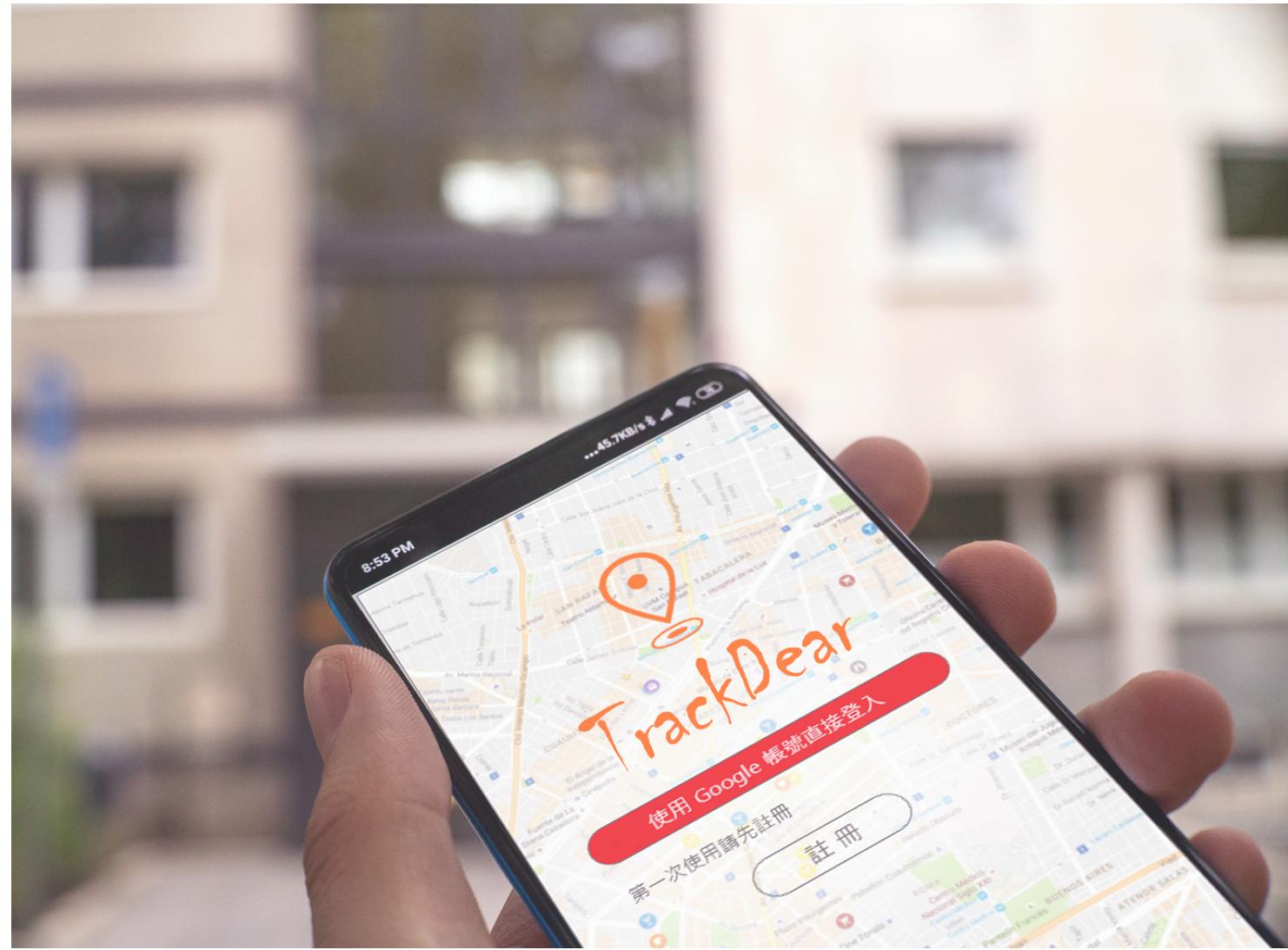


專業有機生產履歷管理系統與監控農田生長系統
務農族

為您撥開
務農的濃霧

花蓮壽豐鄉 佳豐有機農場 X 國立東華大學 研發團隊

E-Farm



TrackDear

Tracking Your Dear

The background

I came up with this idea since population aging is very serious in Taiwan. The children are all working in other places, resulting in many cases of the elderly living alone, so that safety and getting lost have become one of the current social problems.

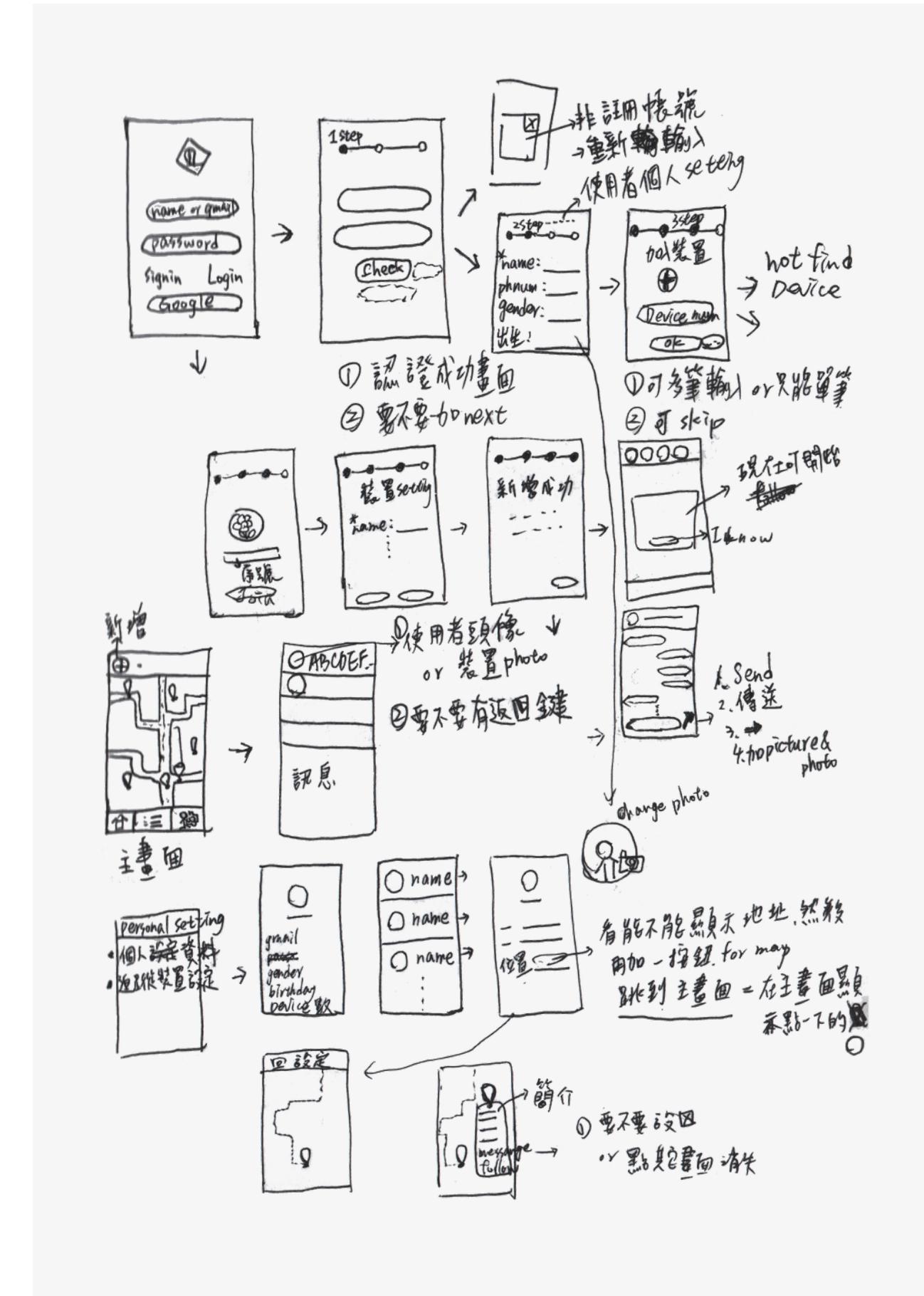
The goal

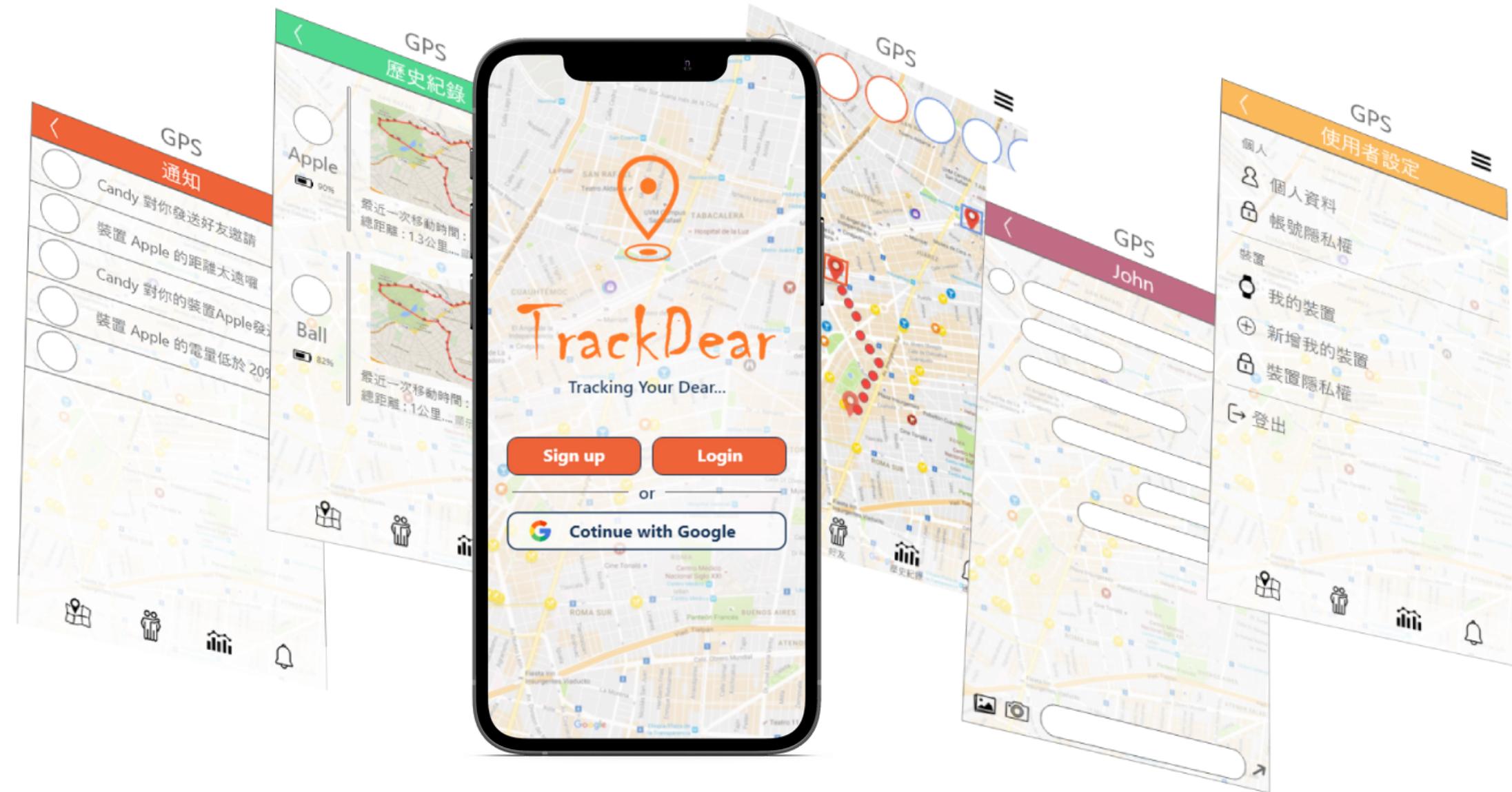
Develop a wearable device and an application that can track the location at any time, helping people more easily take care of family members not only the elderly but also pets and children, so that taking care is no longer a burden.

The process

Through questionnaires, it helps me to better plan my design, understand what the user's needs and goals are, and what kind of user interface needs to be provided. I placed features on the navbar that the main target users think they need, so that they can easily switch pages to complete their goals.

I set a map of the device location as the homepage because that is the most important goal of the user. I also use the this map as the background of other pages, so that even if users switch to another page, they can see the location of the device at any time.





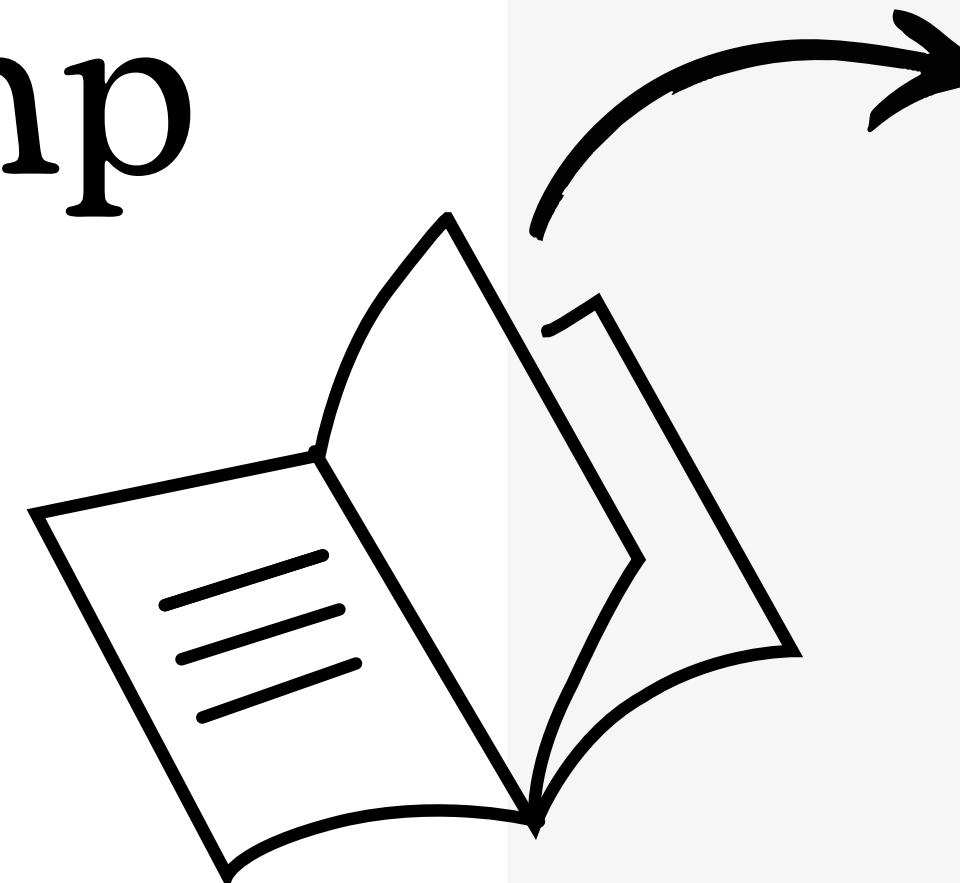
Takeaways

TrackDear was the first project I worked on that involved interface design. I was a little worried at first because I didn't have any design experience, but by interviewing with target users, I improved my design step by step. In the end, I had a lot of fun working at TrackDear and inspired me to move into user experience and interaction design.



TrackDear trailer

Summer Camp Manual Redesign



The overview

I designed the summer camp manual as a simple application prototype to make it electronic.



The idea

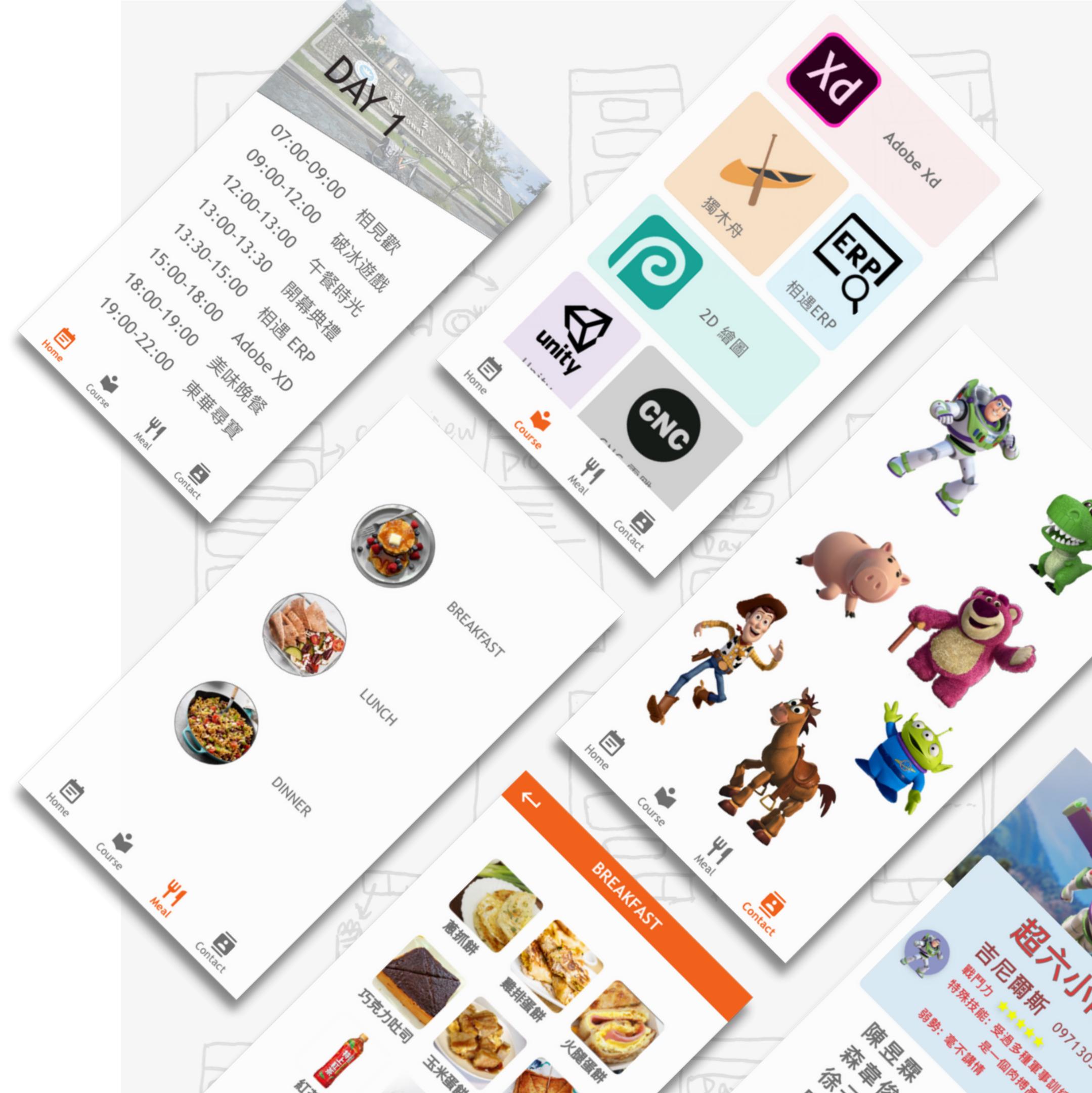
When I started designing, I wanted to incorporate elements of our university into my design, so I used the initials of our school's name (NDHU) on the home page to represent each day, as it happened to be a 4-day summer camp.

I divided the summer camp into 4 sections while designing the prototype: home(schedule), courses, meals, and contact. Especially, the meal section, although it doesn't seem to be the focus, is the part that students look forward to the most, so I added it to one of the sections.

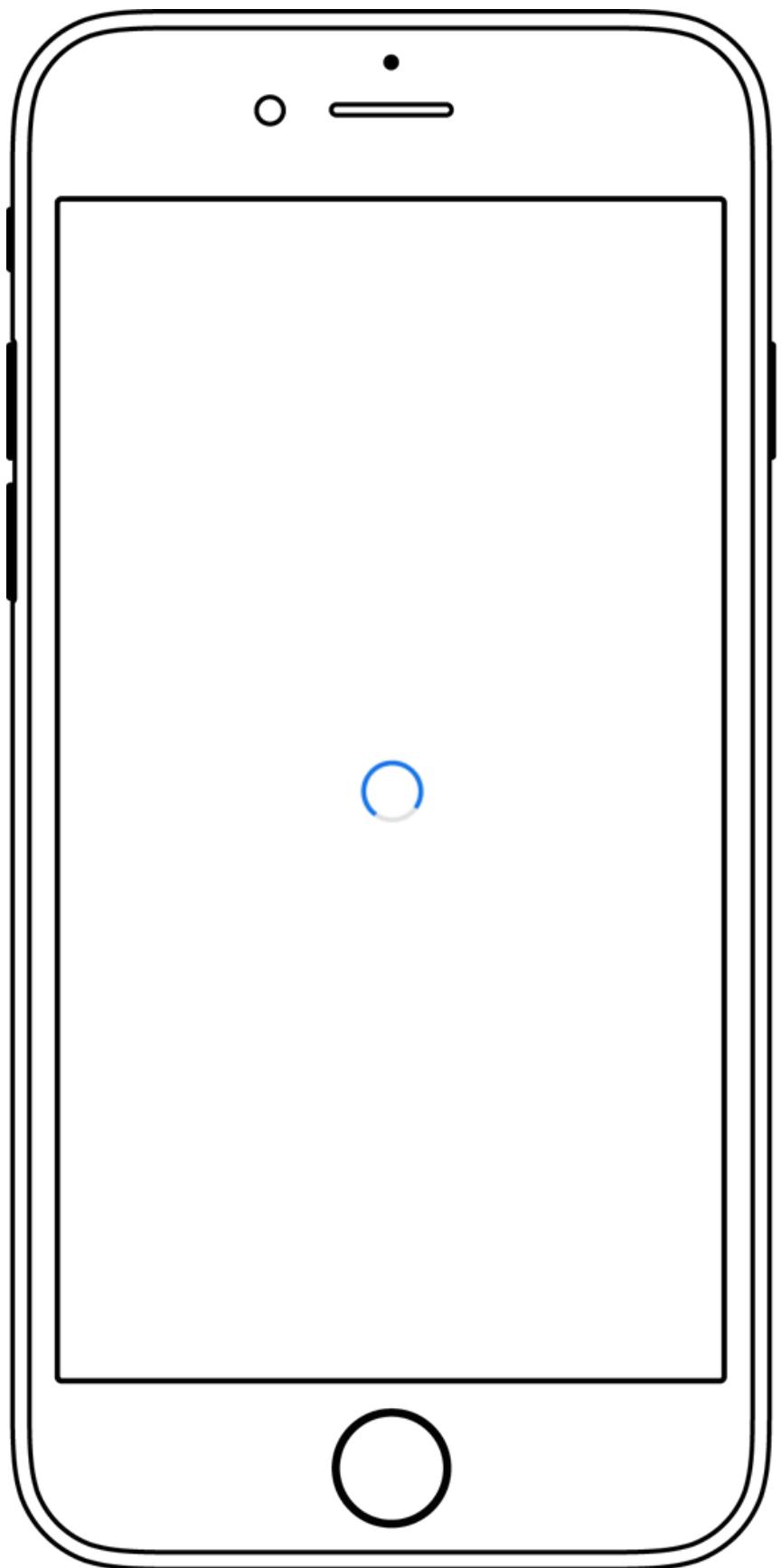
Takeaways

For this project, my focus was to solve the problem that the paper manual is easy to lose and difficult to read, so that students can focus more on the camp and make them feel the fun of technology.

I reduced the information in the manual to only the most necessary details and kept the screen clear, simple and fluid. I ended up having a lot of fun on this project and discovered the value of UX.



Preview



E-Farm



The background

Agricultural development is now a global concern. In the transition to scientific agriculture, many semi-electronics have emerged, resulting in a lot of overlapping information in many different documents. It makes the whole planting process very confusing, complicated, and reduces production efficiency, so the transformation of new agriculture often ends in failure.

The goal

Develop a systematic apps and websites to help farmers move towards innovative farming and precision farming more easily.



APP

I wanted farmers to be able to accomplish all the planting work in the app, so I summarized a complete and systematic planting process from interviews and past paper materials, and took this process as main idea of my design. I included all records that need to be done for farming and all possible situations in the design.

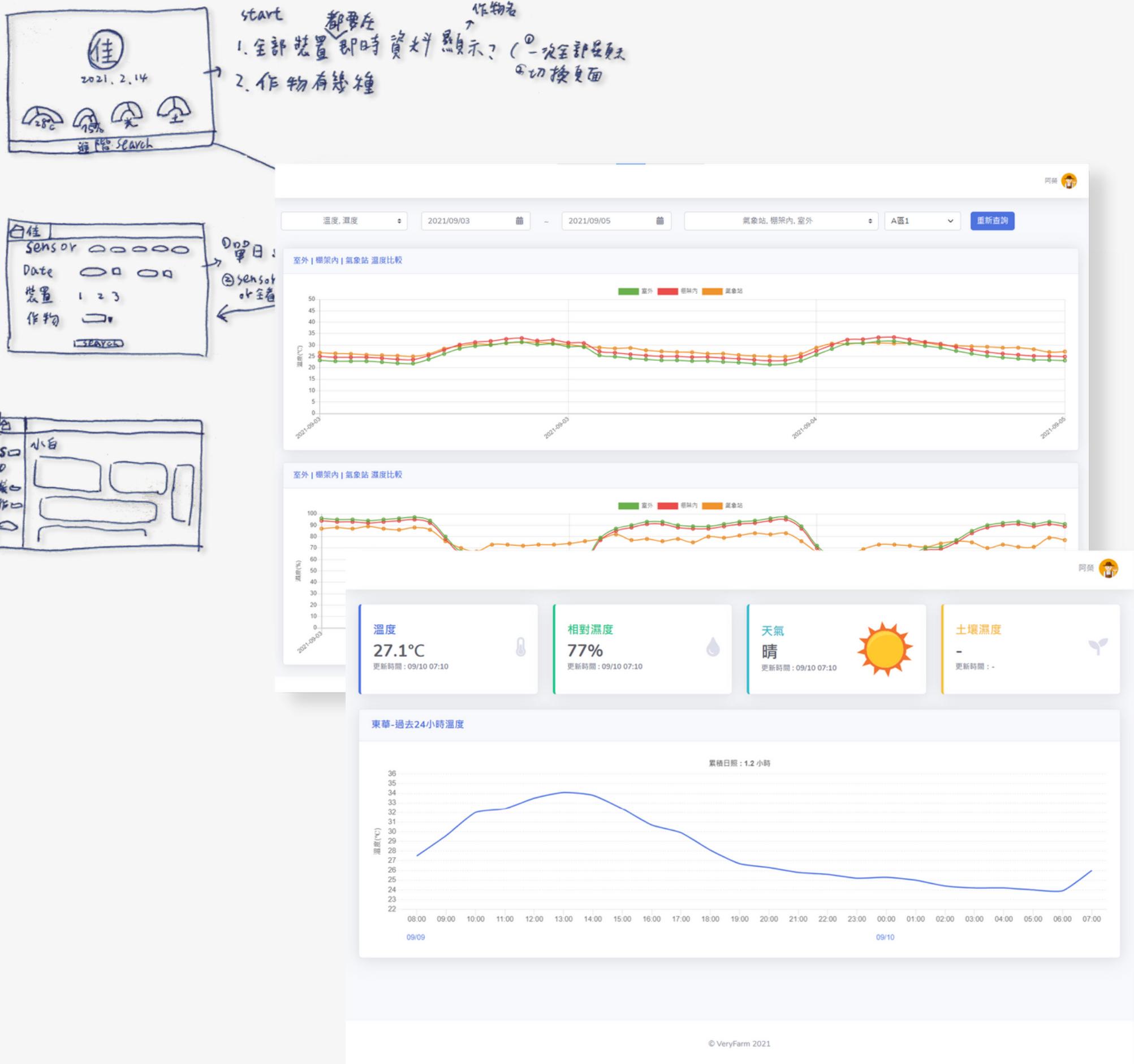
I went with green as the main color to match the farming theme. Also, I mostly chose to use icons rather than text so that farmers have a visual representation of use the app and understand their cultivated conditions more easily.

E-Farm

Website

I designed a simple search website to provide farmers with quick and direct search and display when they need to view a large amount of data. Considering that farmers are not familiar with computers and do not use them often, the webpage only displays the necessary search fields. I used the drop-down lists and checkboxes so that farmers can more easily fill in the search field without typing.

I chose white as the background color and used a high-chroma color for the content, which made the charts and text displayed on the page cleaner.



E-Farm

The problem

The original plan was to complete all planting records in the app, and after the crops were harvested, an electronic Traceable Agricultural Products (TAP) would be directly generated and sent to the testing organization to improve efficiency.

I gave our app to farmers to try out, and some of the feedback I received on my design was that TAP page was impractical for them. The amount of information displayed on the TAP page was too much to be viewed easily. Also, farmers were very inconvenient to make some modifications on this page.

App version TAP screen

- Small
- Visual clutter
- No modification function



E-Farm



The solution

To solve these problems, I moved the TAP page to the website. I kept the original design style and added modification functions. In addition, for all the fields that need to be filled in the modification form, I choose to use the drop-down lists and checkboxes to avoid typing errors.

I also added download and print functions so that farmers can easily do multiple purposes.

ID	作業日期	田區編號	工作項目	作業人員	操作
4044	2021-09-10	C	整地 定植 施肥	阿榮	<button>編輯</button> <button>刪除</button>
4043	2021-09-09	C	整地 施肥	angel	<button>編輯</button> <button>刪除</button>
4042	2021-09-08	C	採收	賴皮鬼	<button>編輯</button> <button>刪除</button>
4041	2021-09-08	C	整地 定植	阿榮	<button>編輯</button> <button>刪除</button>
4040	2021-09-08	C	施肥 病蟲害防治	心怡	<button>編輯</button> <button>刪除</button>
4039	2021-09-07	C	施肥 病蟲害防治	心怡	<button>編輯</button> <button>刪除</button>
4038	2021-09-07	C	定植	賴皮鬼	<button>編輯</button> <button>刪除</button>
4037	2021-09-07	C	整地 定植	阿榮	<button>編輯</button> <button>刪除</button>
4036	2021-09-07	C	病蟲害防治	angel	<button>編輯</button> <button>刪除</button>

Website version TAP screen

- Large
- Clear Visualization
- Multiple function

Click to know

More about me...

