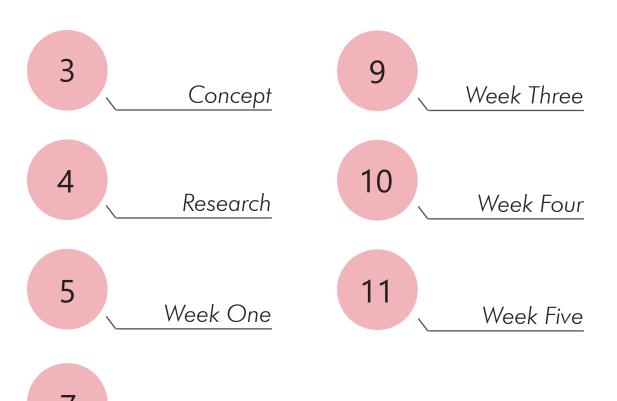
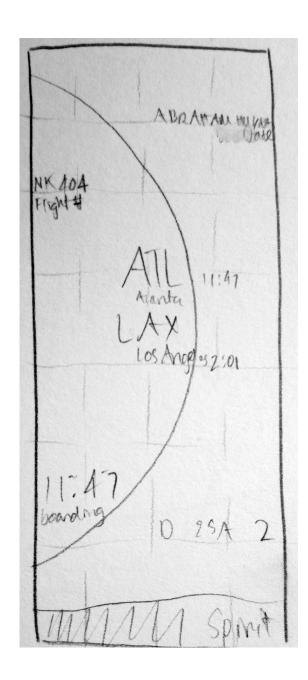


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Week Two





Original Ticket

#### The idea

seemed simple enough. We were told to find an informational artifact and redesign it. My group chose the Spirit plane ticket.

Little did I know, this seemingly "simple" project would challenge what I thought I knew about design and the design process.

#### We did some research

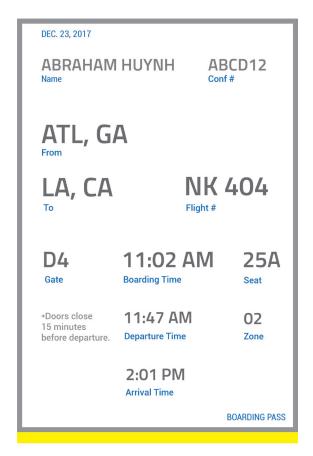
to find out what information was critical to a plane ticket. What was considered "important" changed based on the stakeholder that was interacting with it. TSA agents will view the ticket differently than a regular passenger. Although the first few rounds of the project were rather confused, the mindful organization of information becomes more apparent as the project progressed.

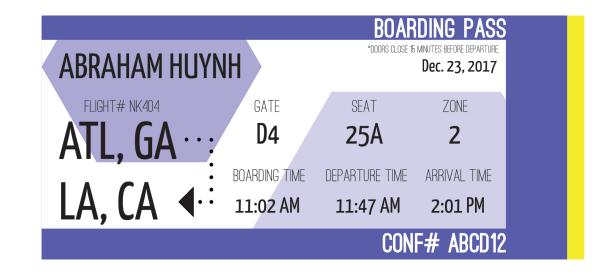
# Finding the right path

is not easy. I had no idea what to do with the amount of freedom I was given with this project, so I resorted to what I do best: spewing out ideas.

Phuc and I made the first set of prototypes colorful and expeirmental. Since we had to have a total of five prototypes, we each created three and then chose the best five out of the six. We collaborated by giving each other feedback on each ticket.







# Again, I messed up.

I carried through the same mistakes I made with the first prototype onto the second and third ones.

After receiving critical feedback from my instructor and peers, I went back to the drawing board with a new sense of motivation.



### I took the critiques

and made adjustments. The issues that ran rampant in Round One were not so prominent in Round Two. There is a clear sense of technical progression with this iteration of prototypes.

Both Phuc and I created five prototypes for a total of ten, which was the requirement for this Week.







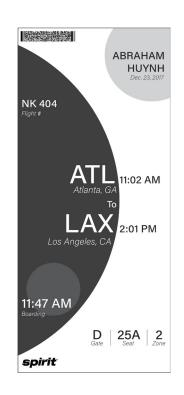


#### I evaluated my choices.

I had better success with certain protoypes over others because I spent more time thinking about the organization of the artifact rather than purely its aesthetics.

In fact, it was in this stage that the idea for the final redesign appeared (see above).





# ABRAHAM HUYNH Dec. 23, 2017 ATL,GA Atlanta, GA HIGHT# NK 404 Los Angeles, CA Los Angeles, CA 11:02 AM Boarding Time Departure Time 25A Seat 2 Zone

# It gets better.

With a total of five refined prototypes due, my partner and I divided the work like we did in Week One.



#### We narrowed down.

Now that only three refined prototypes are due, Phuc and I both create two refined redesign and choose the best three out of the four.



Week Five: The Final Product



#### We chose

one of my designs as the final redesign of the plane ticket due to positive feedback from both our peers and instructor.

The major changes between this version and past versions consisted of lighter colors for environmental reasons and a re-organization of information.

My final edits were made with the help of Phuc's critiques.