berrycords

During one of my internships, I was given a task to test my skills in UI design. My assignment was to create an interface for an A/V system for a fictional company using Illustrator.

INSERT SPLASH SCREEN HERE

With this project, I focused on transparency. I wanted to keep all the options available to the user out in the open. I did, however, hide some buttons by putting them in a fly-out navigation bar for organization purposes.

INSERT IMAGE HERE

To avoid making the UI too cluttered, I made ample use of white space. My goal was to let the UI breathe and to match the simplicity of the company’s brand.

INSERT IMAGE HERE

There were times where I had to include more elements on screen than I was comfortable with to adhere to the standards of an A/V system. Combined with having to stay true to the company’s branding, this proved to be an interesting challenge. I tackled it by placing the buttons in a manner similar to that of the company logo and adding generous padding to each element.

VIDEO CALL IMAGE HERE

At the end of this task, I had come out of it with a solid grasp of A/V systems and was confident creating more UI with similar functions. I also believe that I was able to improve by UI design skills in general since I had to adapt to an unknown format. However, since the company’s brand was of my own creation, my growth may have been limited because I was designing in a style that was in my comfort zone. If I were to attempt this project again, I would try adding more functions and designing for an established brand that is vastly different from mine.

Dotted

In one of my classes, we were challenged to create a data visualization using images that my peers had collected over the course of two weeks. Each of us was required to take a single photograph whenever we completely an activity. The activity varied based on the person. Some people took a photo whenever they ate, while others took a photo whenever they walked up the stairs. Afterwards, we were to upload the images to Flickr so that our peers could use the data however they liked.

Since we were required to use Processing to create the project, I wanted to test out its 3D capabilities. I also wanted to do something playful, so I figured I’d plot the data based on color. I did this by acquiring all of my peer’s images through the Flickr API, importing them to Processing, and running an image analysis algorithm on each image that gave me the average of its R, G, and B values. I used this average value as a single point on the visualization which served to represent each image. The points were then graphed on to the 3D space using their R, G, and B values as the x, y and z coordinates, respectively.

I then made the visualization interactive by giving the user the ability to explore the data through mouse controls. By doing so, the project was given a fourth dimension: the user.

About Me

I'm currently a fourth-year Computational Media major at Georgia Tech.

My work focuses on visual, interaction, and information design. I’m a forever student that’s always looking for the next big trend to rip apart.

When I’m not breaking things, you can find me in my wrecking scrubs headshots on Fortnite.

Learn-A-Latte

"Sharing economy" was the theme of my user interface development course. For our semester-long project, the class was to split up into groups and create a system that facilitated contact between providers and consumers. My professor wanted to keep the problem space broad so they defined a provider as anyone or anything that provided a good or service, and a consumer as anyone or anything that consumed said good or service. After much deliberation, my group decided that our providers would be coffee enthusiasts and our consumers would be people who are coffee-curious. If you like, you can view the detailed notes of the project here. Fair warning, though, there are four sections to the project, each with similar information due to the iterative nature of the project. I found it important to include all of the sections, however, because they show the whole lifespan of the project from its conception to fruition

And now for the CliffNotes version of it.

My group originally had a different idea for the project. Instead of focusing on coffee, we had planned to create a service where experts on a particular subject could link up with novices of the subject so that the novice could learn from the expert. We conducted our user research, created an affinity diagram, made a competitive analysis, and produced user personas with this concept in mind.

PICTURE OF AFFINITY DIAGRAM HERE!!!

However, after being reviewed by our peers and instructors, it came to our attention that our idea was too broad and that we needed to narrow down our scope. We still wanted to create an educational platform, though, so that our data could still be put to good use. It was then that we conjured up our coffee-centric interface.

When developing our concept, we created three design criteria to keep our ideas cohesive. The first criteria was convenience. We wanted the interface to be accessible to users across a variety of platforms. The second was credibility. The coffee expert should be reviewed for legitimacy and professionalism. And the third was customization. The coffee novice should feel as if they had a personalized learning experience that was tailored to their interests.

After we cemented our design criteria, we created prototypes of possible solutions for our problem space: CoffVR, Coffee Subscription Box, and Expert-Led. CoffVR is essentially a video library of tutorials that novices can experience in VR. The idea behind this solution was to provide the novice with a way to watch an expert teach in real-time.

STORYBOARD HERE

The Coffee Subscription Box, as its name implies, is a subscription box that is sent to the novice which contains an assortment of items that the novice can use to learn a coffee-related skill. After receiving the box, the novice can go to the service’s website and watch a companion tutorial video made by an expert. The idea is that they can follow along the expert with all of the materials available for them to use.

STORYBOARD HERE

Expert-Led is simply a method for experts and novices to physically meet. In this solution, we envisioned that the two would meet in a public place and that the expert would have an itinerary planned for the novice. Think coffee house tours across a big city.

STORYBOARD HERE

After presenting our solutions, we figured that our prototypes weren’t the best solution to our problem. CoffVR was just a video library but in VR. Anyone could go on YouTube and search how to cold brew. The Coffee Box Subscription could be really expensive and the materials inside of them could be a liability. Expert-Led was just a little too mundane.

With these reflections in mind, we combined the best parts of each of our prototypes to create our final prototype.

This solution involves the novice registering for an account with our service. After they do, they are able to input their coffee interests. After the system analyzes their interests, an expert hand-tailors a box containing all of the materials that they will need to learn about their interest. For example, if a novice was interested in roasting coffee beans, the expert would send them a bag of coffee beans, creamer, and sugar. After the novice receives the box in the mail, they are able to scan the labels that are on each item in the box. Scanning the items links their device to a video tutorial of an expert using the item that they scanned to perform the task that they’re interested in. Additionally, the entire video library is open for all members to view regardless if they have scanned a label or not so that they can look into other topics if they’re curious. Potential expert users can also use the system by applying to be an expert. Each expert application will be reviewed for credibility.

VIDEO HERE

At the last phase of the class, each team was required to reflect on their final prototype and its wireframe and complete a heuristic evaluation. Here’s a link to my evaluation. I would include a link to the wireframe itself, but I believe that my team’s Balsamiq trial is over and that our wireframe is now lost forever. There are screenshots of the wireframe in the detailed documentation, though!

Plane Ticket

In my interaction design course, I was to team up with a partner and choose an informational artifact to re-design. Our artifact of choice was a plane ticket. Since the only one we had on hand was a Spirit Airlines ticket, we used it as our baseline. I’ve documented the whole project in a process book which you can find here.

SPIRIT TICKET HERE

The project was done over the course of five weeks. After working on our designs at home, we would bring our them in for critique every day. Through this consistent process of designing, critiquing, and reflecting, my partner and I quickly improved our design skills and were able to recognize our mistakes.

We began by doing research on plane tickets to figure out the important parts to include in our design. We noticed that there was some information on the ticket that was not useful to the different stakeholders involved such as the traveler and the TSA agent. So we knew what we wanted to include on the design but not exactly how to place them. Our professor introduced design to us as a playful process, so I figured that it would be fun if we designed colorful tickets with lots of graphics on them.

PICTURE OF BAD TICKET HERE

This design in particular didn’t sit well with my professor, and for good reason. There wasn’t much thought behind that set of tickets. I had to learn to change the way I design, so I went back to the drawing board, prioritizing mindful designing.

My partner and I began to slowly grasp the lessons that our professor was teaching us through their critiques. Additionally, they taught us about the grid and using lines to create eye movement which we attempted to use in our designs.

PIC OF TICKET HERE

PIC OF TICKET HERE

And we iterate again, eliminating color in the tickets; we found it unlikely that an airline would want to waste money on colored ink to print them. It’s here that we reach the framework of the final prototype.

FIRST FINAL PROTOTYPE

We took the version of the ticket above and lessened the dark values on it for environmental purposes. We also re-organized some of the sections to make it more coherent for all of the users. Finally, we adjusted some the fonts that we used, to give the ticket a sense of friendliness and reliability.

FINAL PROTOTYPE