

# Portfolio

Dimitri Drouet

UX Designer

# Contents

03 CircleTV  
07

08 TictacTile  
12

13 Byblos  
15

16 Bol d'air  
19

20 Ministry of the  
Armed Forces  
21

22 Experimentations  
24

CircleTV

Interactive television

# CircleTV

## Interactive television



## 2016

### Context

In house project for **Ruwido**; Austrian remote control manufacturer

### Description

Interactive television (iTV) concept inspired by users' preferences.

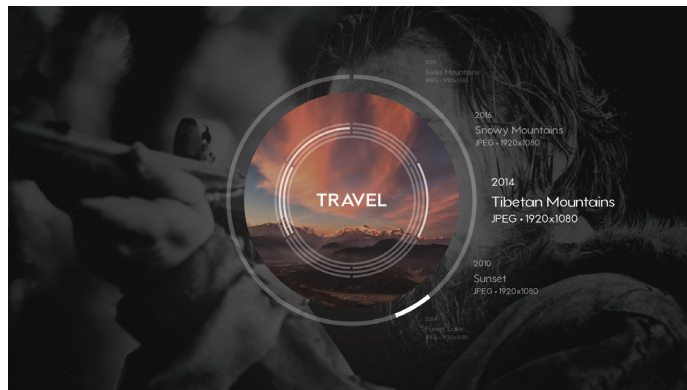
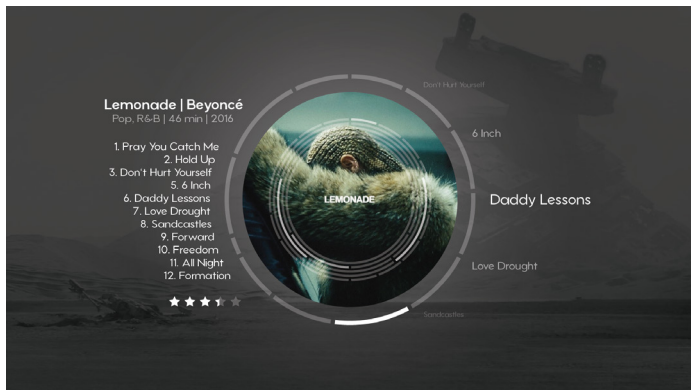
During several user studies the “iPod experience” kept coming up.

Therefore I designed a concept following this direction, addressing content search and history navigation issues, with a playful approach.



# CircleTV

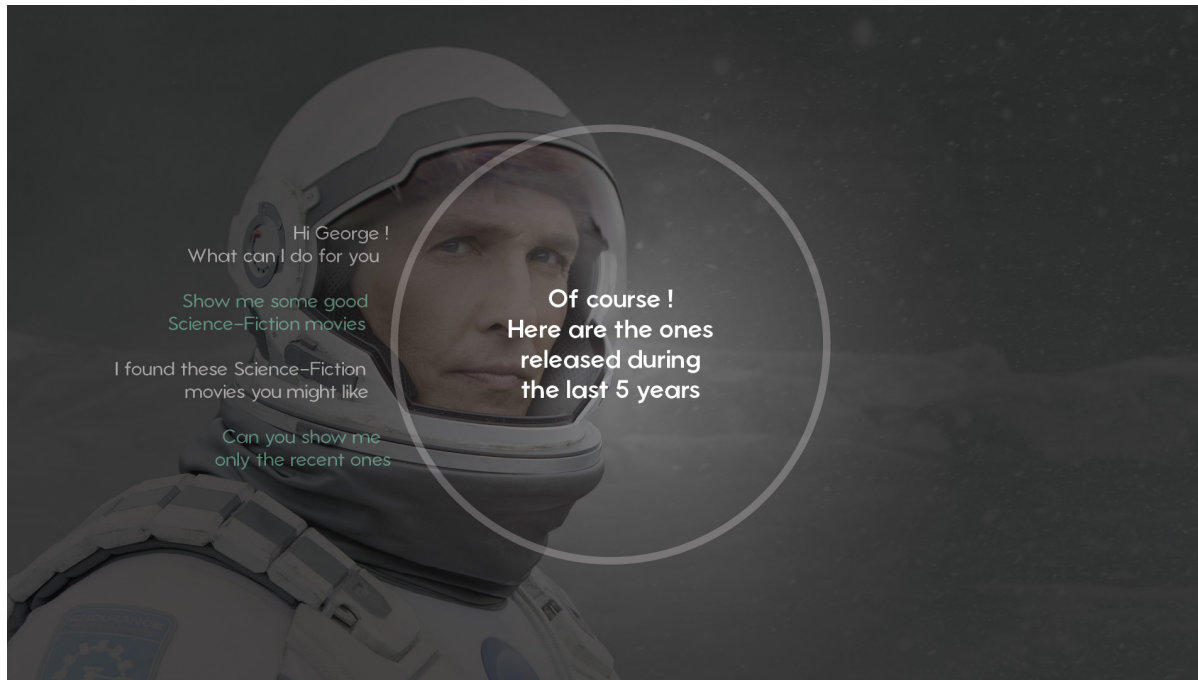
Live • VOD • Music • Photo



05

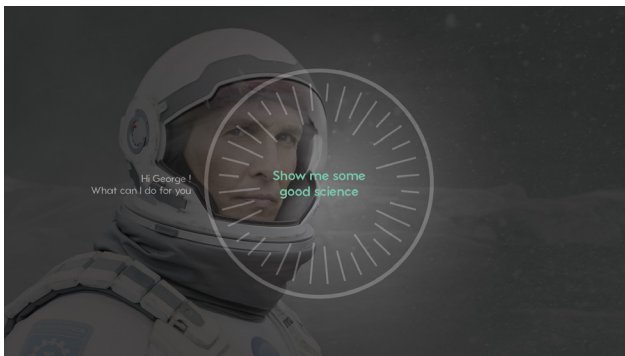
# CircleTV

## Vocal assistant



## Conversation as interaction

With a huge amount of choices (Live, Peak, Netflix, Prime, Disney+, ...), finding the right content can be challenging, especially when you don't know exactly what you're looking for. This conversational interface is designed to address this issue. Through a conversation with the vocal assistant, you can refine your search until you find the perfect content.



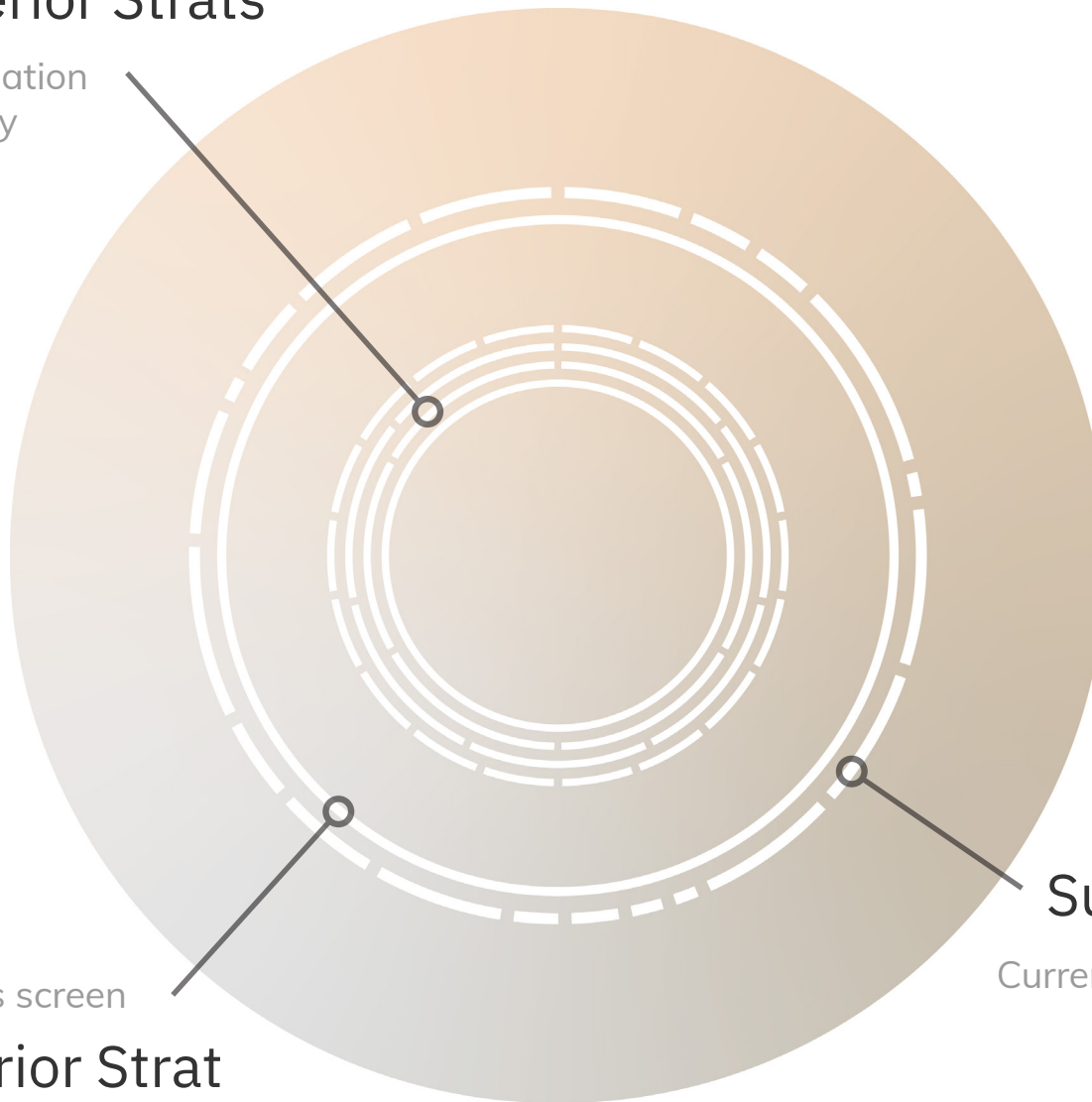
06



# CircleTV

## Inferior Strats

Navigation  
history



Previous screen

## Superior Strat

## Surface

Current screen

## Navigation history

Where am I? How did I get here?  
How do I go back?

One of the most challenging aspects of modern TV systems, is the visualisation of the navigation history.

This one in particular, is conceived following the metaphor of the telluric strats.

07

# TictacTile

Haptic input system



# TictacTile

## Haptic input system



2017

### Context

In house project for **Ruwido**; Austrian remote control manufacturer

### Description

TictacTile is an input system, designed for multiple purposes (TV, VR, cars, smart houses).

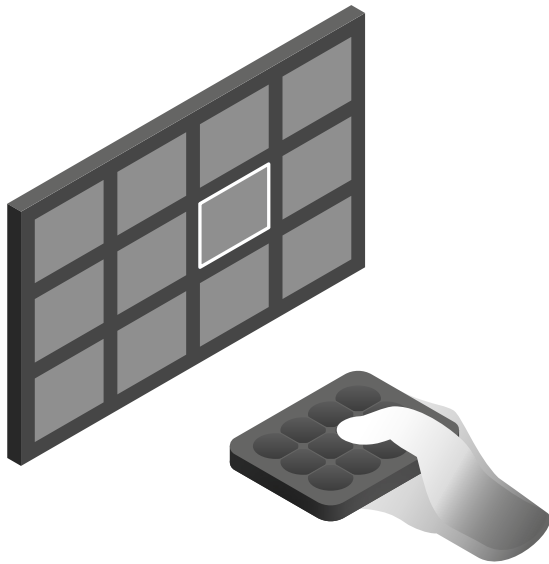
It is a debossed clickable touchpad, with haptic landmarks which allow the user to locate himself on the device by touching it and without having to look at it.



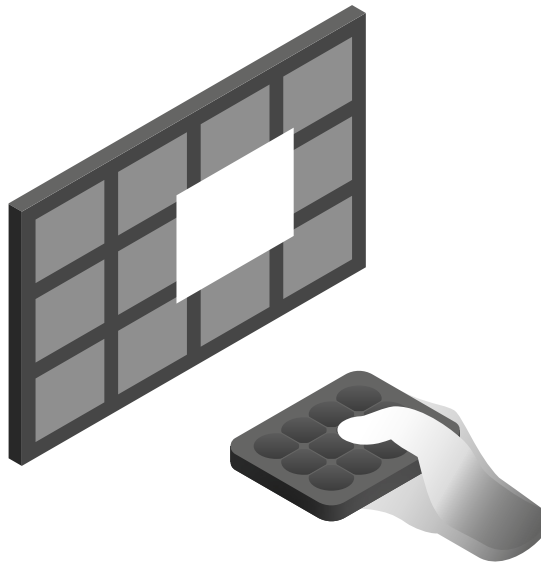
09

# TictacTile

Precognition\* interaction



**Touch**  
Highlight



**Hold**  
Preview



**Click**  
Access

\*Precognition

Knowledge of a future event, especially when this comes from a direct message to the mind, such as in a dream, rather than by reason.

- Cambridge dictionary

10

# TictacTile

Steering wheel



## Low gaze interaction

For obvious safety reasons, drivers' attention should be on the road at all times. The debossed feature of the tictactile, combined with a simple interface, is the perfect answer to carry out secondary tasks while driving.

11

# TictacTile

## Virtual reality



### No gaze interaction

While wearing a VR headset, you are not able to look at a remote control or gamepad. In this context, the haptic capabilities of the TictacTile, represent a huge advantage in reducing the cognitive load.

12

# Byblos

Puzzle game

# Byblos

Puzzle game



2018

Context

Personal Project

Description

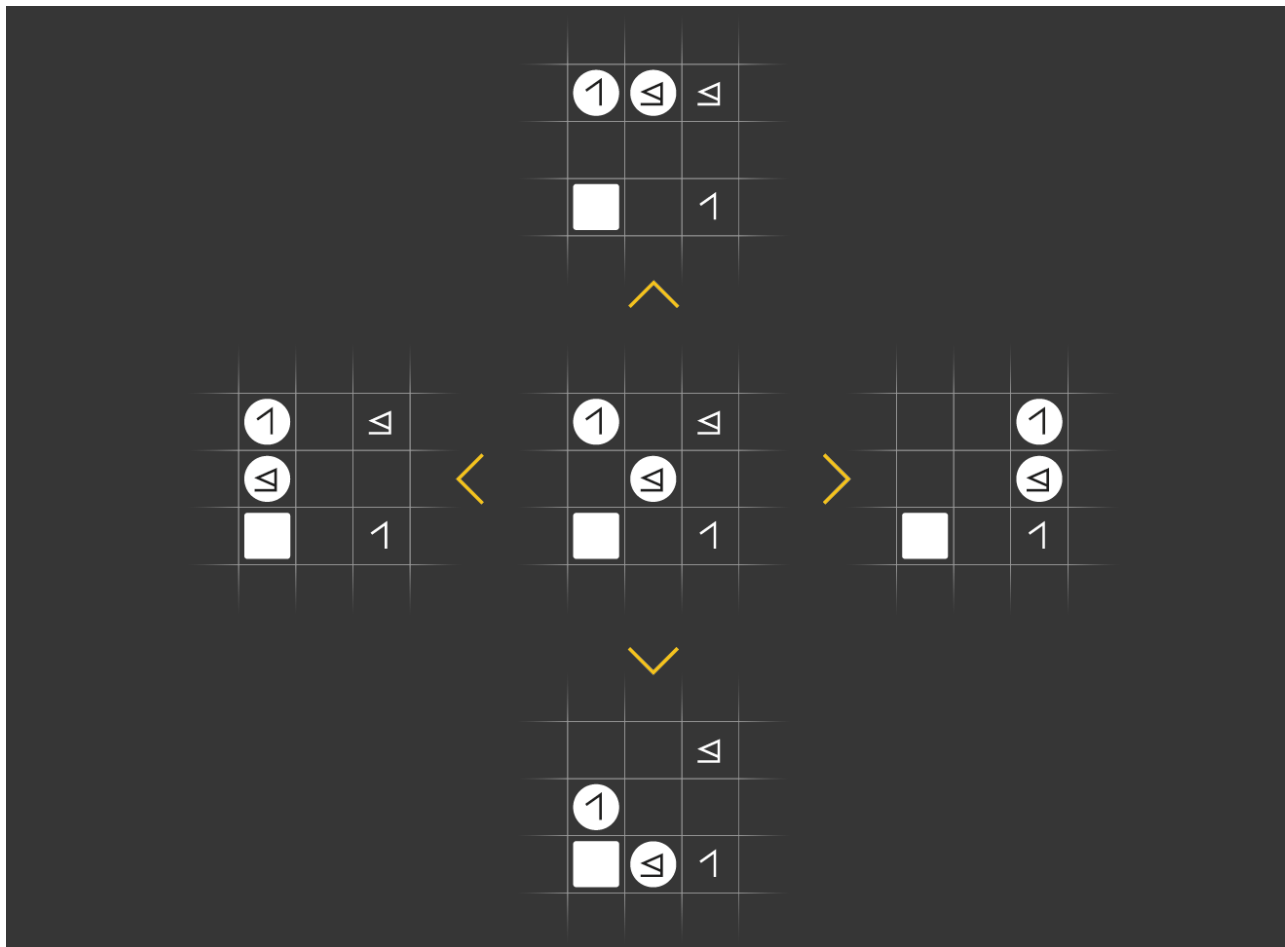
Byblos is a game for mobile devices (Android). The gameplay is simple but offers complex puzzles to solve.



14

# Byblos

## Puzzle game



### Aim

To move spheres onto corresponding symbols.

### A Simple Gameplay

Move by swiping in different directions (up, left, down, right). All the spheres move together.

### Special Elements

As the player progresses, special elements appear. The first one is a still square.

15

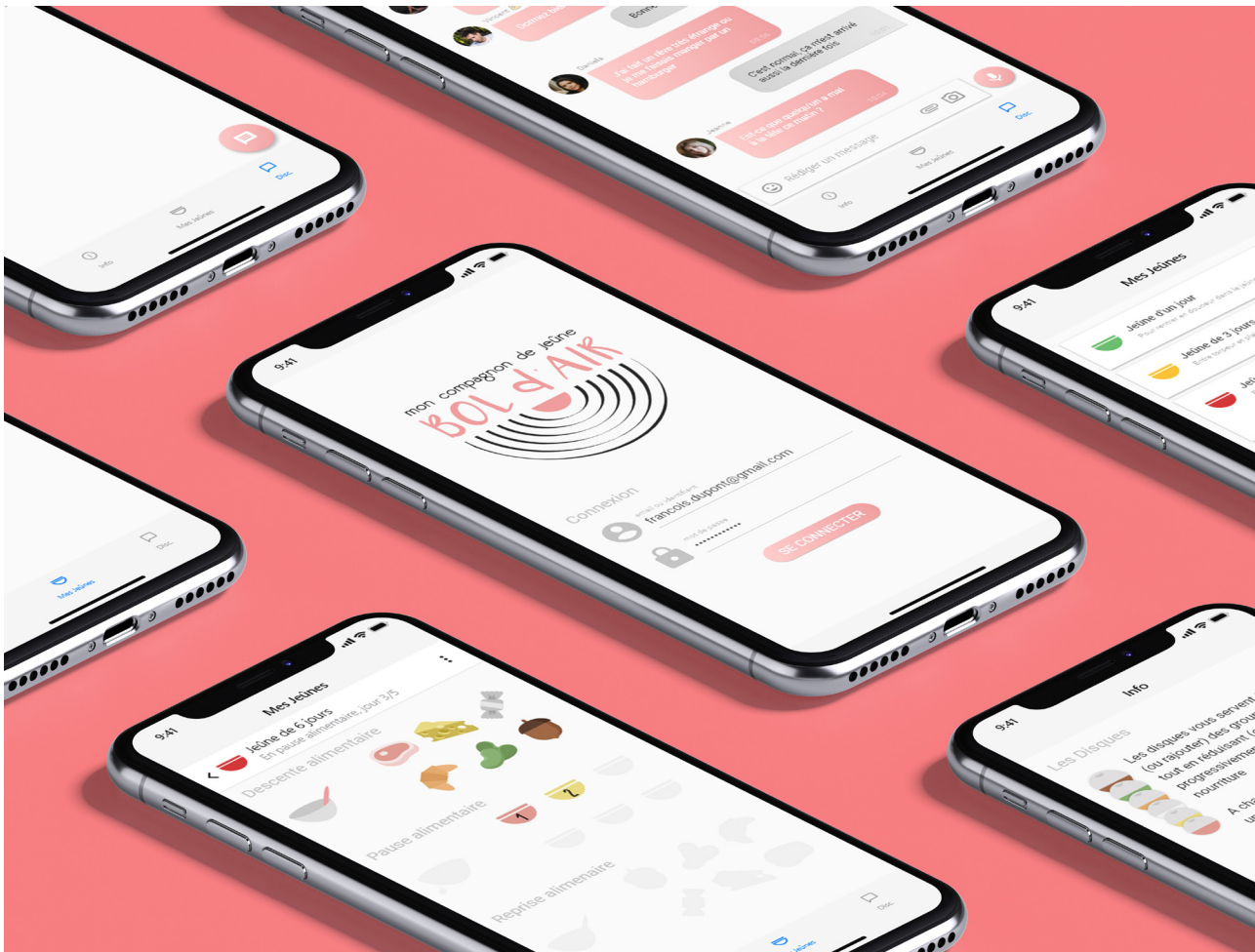


# Bol d'air

Companion app

# Bol d'air

## Companion app



2019

Context

Proof of Concept

Description

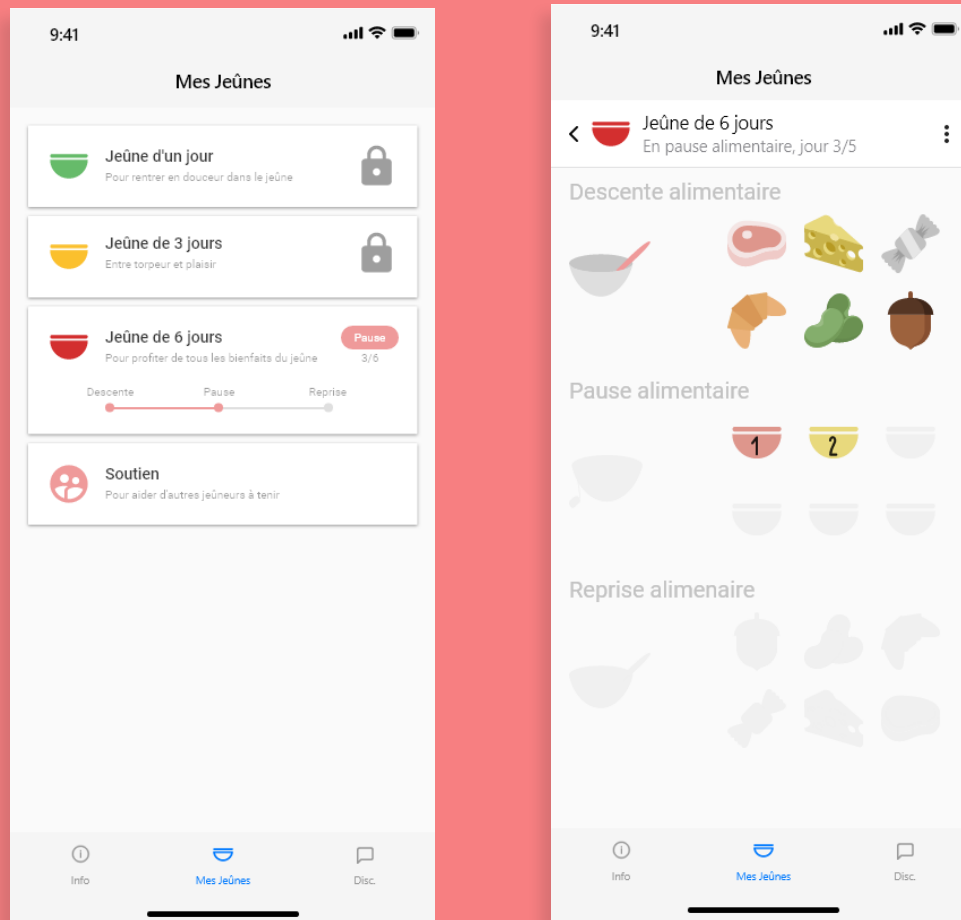
Bol d'air is a bowl designed to reduce (resp. augment) the amount and complexity of the food intake, during the alimentary descent (resp. ascent) before (resp. after) doing a fast.

The bowl comes along a companion app, designed to assist users throughout their fast.



# Bol d'air

## Companion app



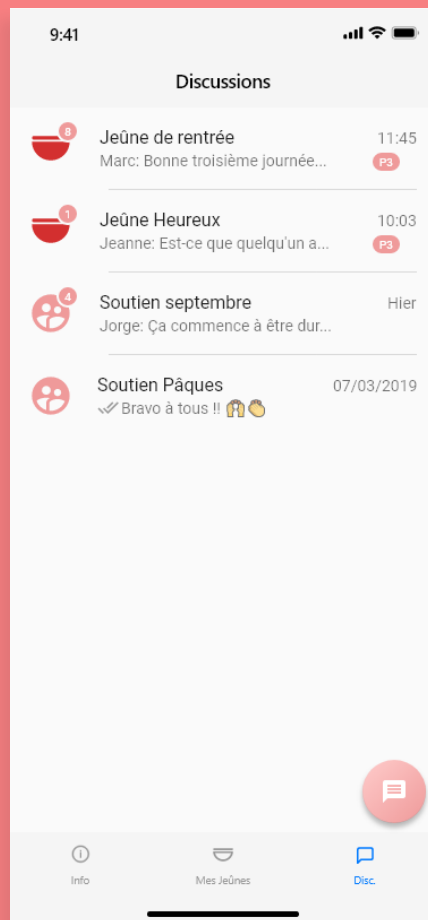
## Gamification

Helps users on a daily basis, by encouraging them to stick to their program. The app includes a dashboard which showcases their achievements, organized by day and by phase (descent, fast, ascent). It also includes an achievement board with badges.

18

# Bol d'air

## Companion app



## Social Connectedness

Facing loneliness is one of the most challenging aspects of doing fast. To help overcome it, the app offers a Virtual Support Group, giving the user the possibility to act as a support or to be supported by others.

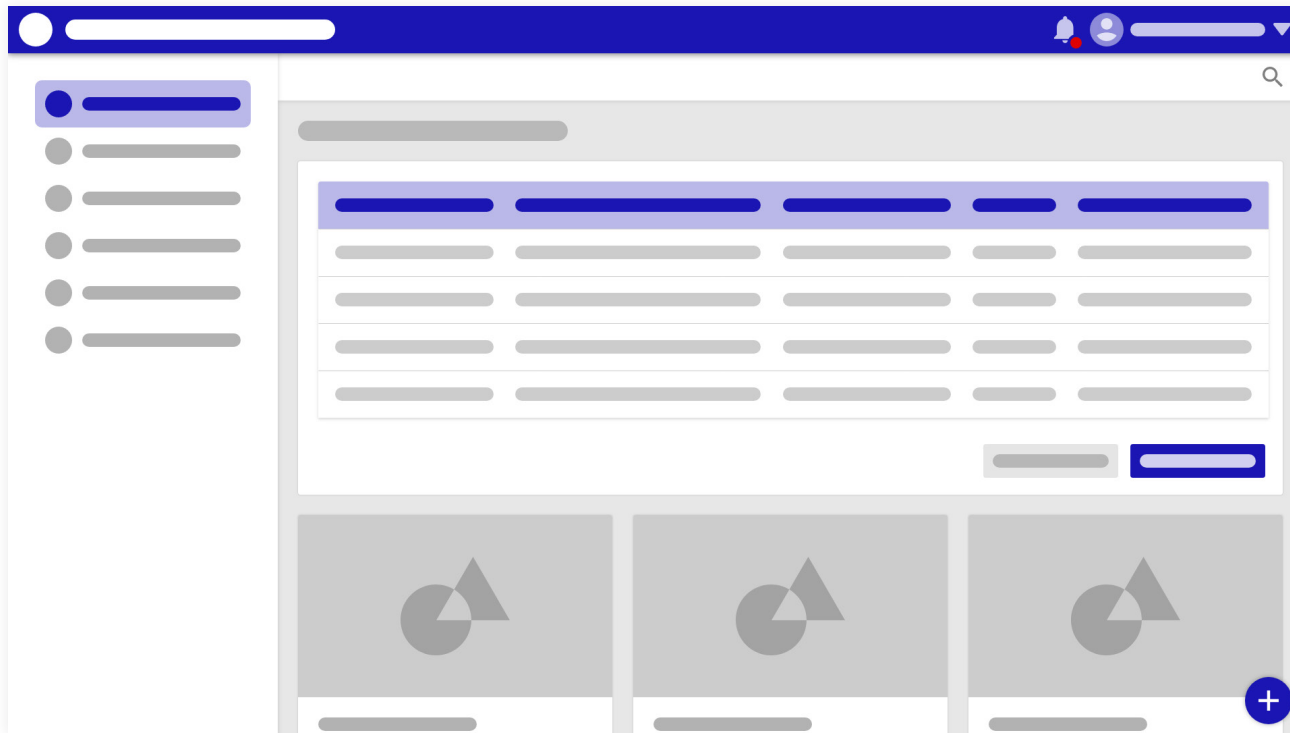
19

# Ministry of the Armed Forces

Management softwares

# Ministry of the Armed Forces

## Management softwares



2019 - 2020

### Context

Classified projects at **Sopra Steria** for the French Ministry of the Armed Forces

### Description

During my time at Sopra Steria I have worked for four different projects. I have brought my Human computer interaction skills to improve existant management softwares.



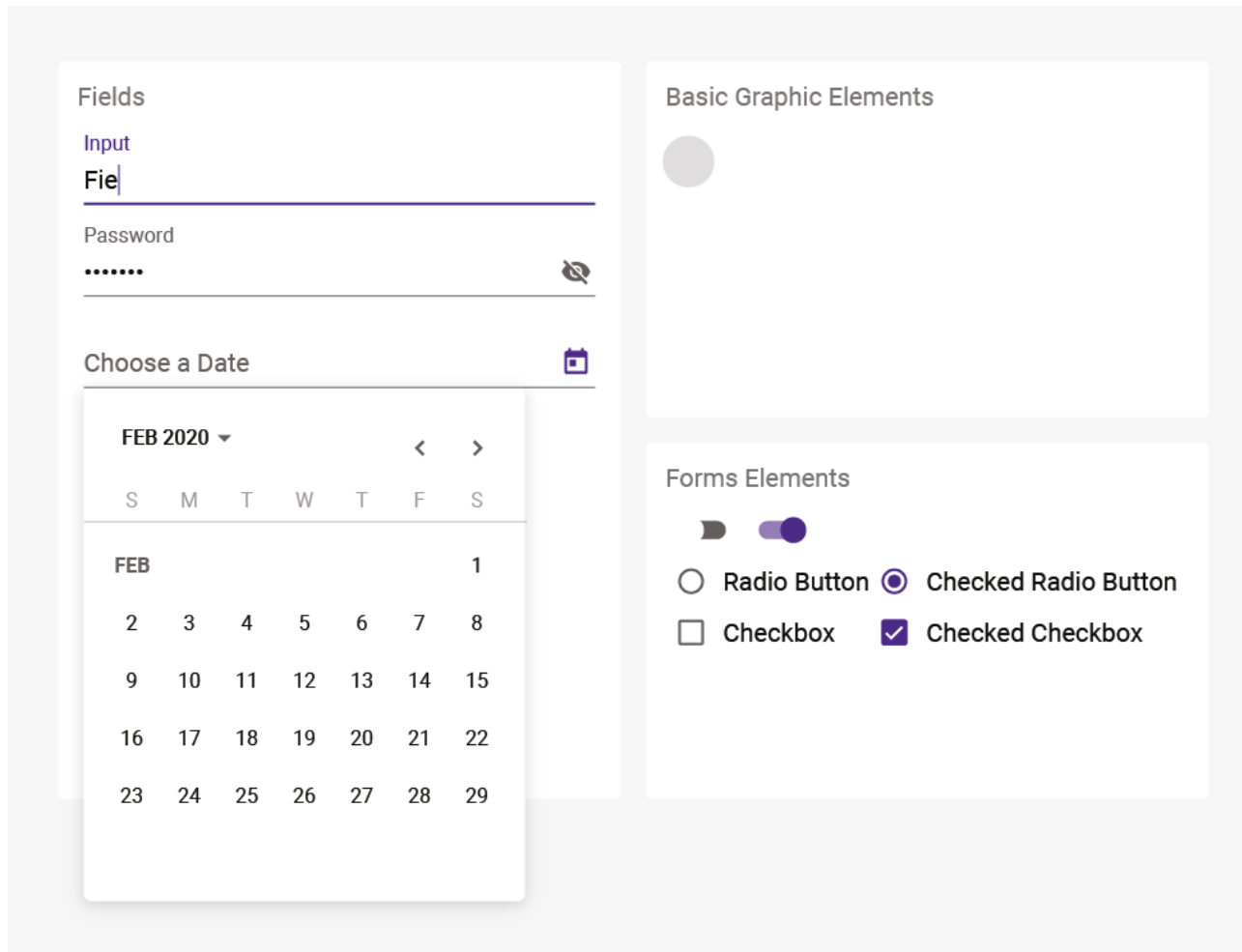
21

# Experimentations



# Experimentations

## Xd toolkit angular material



## 2019

### Context

Personal Project

### Description

A toolkit meant to design Angular Material applications. It uses Xd state system to provide interactive UI elements.

### Link

[xd.adobe.com/view/fa5c0251-b255-40ee-6ac1-860c5aa878fe-8c6d/](https://xd.adobe.com/view/fa5c0251-b255-40ee-6ac1-860c5aa878fe-8c6d/)



# 23

# Experimentations

Phenomena font

A B C D E F G

H I J K L M N

O P Q R S T U

V W X Y Z

2019

Context

Personal Project

Description

This font is based on a style of lettering, found on Art Deco posters and advertising from the 1920s. It was originally developed for the logotype of an esoteric podcast named "Phenomena".



24

**Thank You !**