Concept & Design 0.9

— The Things Network

CLEVER°FRANKE | 24–07–2018
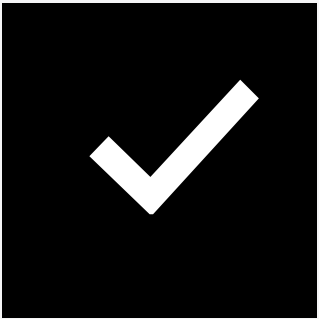
C°F

CONTENTS / AGENDA

— Recap

→   Show size and impact of network.

→   Clarifying what the technology is.

→   Show applications of successful solutions.
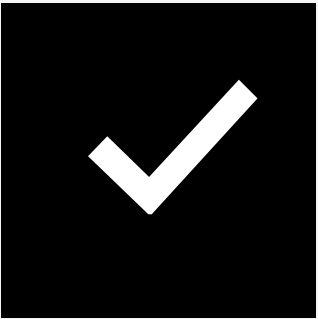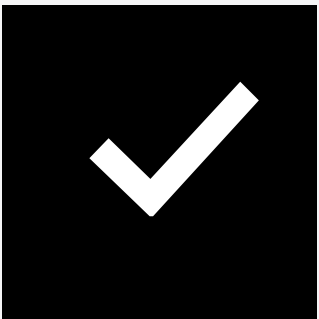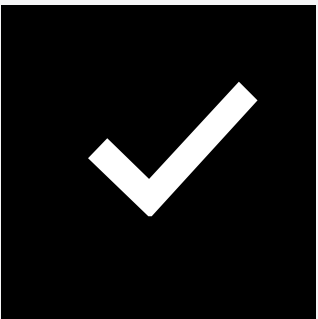
→   Storytelling as general direction.

— Status

☑ **Requirements and goals**

☑ **Research**
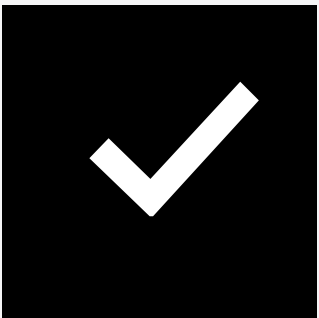
☑ **Data discovery and analysis**
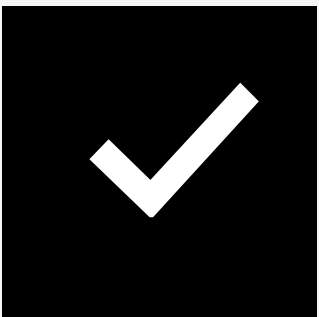
☑ **Brainstorm**

☑ **Concepts**

☑ **Design 0.9**

— Concept rationale

→ 'Packet Traveller'.

→ Proving credibility but also showing how you can use it.

→ Making certain metrics more appealing by contextualising it in the most relevant scale (e.g. city).

→ 'Storysparkline'.

→ Interactivity.

→ Animations.

— Design

— Data & NOC

→ Content for stories

— Next steps

JUL
25

Vacation

AUG
13

Iterating

Feedback, UX, Visual, mobile

AUG
20

Development

Information