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Both Chill Space and your homepage are very interactive, but the rest of your work (the promotional websites, the videos, and the graphics) are targeted as non-interactive experiences (the user is watching or viewing the portfolio, video, poster, etc). What led you to transition into (or out of?) interactive design? Do you have any other interactive work that isn't featured on your homepage?

At the time of making my website (2004) indhibit and the now common chronological-list on the left-bar navigation was getting on my nerves, so I tried to make it as unique of an experience as possible, and navigating more through the site will 'award' you with more work and information about me. My major in school was video and motion graphics, but I always am trying to bond interactivity somehow in these traditionally 'static' mediums, either by the way the work is presented or the questions proposed.



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In Chill Space, did you design the HTML elements with a specific pattern in mind (so that specific patterns of selection yield a certain type of room?) or is the selection process more random and unconnected to the ultimate result? Why did you choose to design it this way?

There are certain areas in the form that generate specific elements, the "eye" looking areas might generate different kind of window gifs for instance. There is definite randomness involved but for the most part the segments control different parts of the room and furniture. The design came as a multiple choice quiz that took the shape of a kind of weird totem-pole / effigy; the more you clicked around and played with the form the more random or junky your room would get. If you click nothing and leave it alone it's the most bare minimum (or zen) that a room could be, and this is boring but

ultimately leaves you with what you need (computer, desk, bed, etc). As the first answer sort of mentioned, interactivity is awarded through the users willingness to seek, that is to say if you want more fun junk in your room then you should play more.

*What were your goals in designing your homepage the way you did? How is movement and interaction relevant to your work? Have you ever done a redesign or has it always been the same?*

I think interactive design is entering a blurry state now, the norm for web design and interactivity are of these super formulaic websites (google, facebook, twitter) that are becoming more app derived and less of an experience, maybe to not scare the viewers and make it seem safe and easy to navigate and everything has about 3 colors. For my work on and offline I like to eliminate those boundaries of what a participant might expect or think the experience is leading them, and I think it's nice to see an experience online that put you more in control. Details and surprises in design are always good. There will be a redesign in the near future on my site :-)

*Can you talk a little bit about your process in interactive design? What do you think makes a successful design?*

I've always been inspired by video games and especially the way menus and layouts change over time - I think there is a lot to be learned from those kind of evolutions that are derivatives of a working formula but aren't stale. Of course the games are fun but the system and logic behind it is very fun to dissect for me. A successful design then is this kind of self-contained system that can be seen as unique but works in a very distinctive manner. It also should be organic enough to evolve into something unique or better in the future.

*You seem to appropriate elements from other online worlds into your work. Where do you find your inspiration? Do you have any favorite interactive designs?*

As I mentioned video games are a big inspiration but also online communities and forums are really fascinating to me. A lot of the gifs from chillzone are from a now-bunk Korean social-networking called Cyworld that they tried to make popular in America. When the site was closing in USA, I collected all these gifs for a project even though I didn't know at the time I was collecting for chillzone. It's always good to collect things, and archive sources.

As far as favorite interactive designs, I think the UI in games are pretty inspiring as well as in anime or sci-fi movies. Though obviously the movies aren't interactive, I think even just watching characters use their hi-tech UI's are really interesting (ie *Minority Report* or the computer in *Tenchi Muyo*). The interactivity in mobile games can get a little boring - as mobile games are made to distract rather than to experience - but Japanese game company Kairossoft does a great job in making really dense and immersive gaming experiences mobile. The menu system can be a little complicated, but considering the amount of options and the "games within a game" elements, they manage to pack a lot of interesting ideas and approaches to the sim genre of games. As they continue to release new games you can see what features and designs they've kept and how certain elements change - which is really cool.