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Portfolio

An in-depth look at my master thesis project,

plus some miscellaneous work.

Process

The process for my master thesis project was based on the IxD Lifecycle approach, which splits a design process into four steps in an iterative process: Establishing Requirements, Designing Alternatives, Prototyping, and Evaluation

1

Establishing Requirements
User Ideation Session & Inspiration Card Workshop

My primary roles:

Planning and conducting the workshops

Analysing data

2

Designing Alternatives
User co-design session

My primary roles:

Planning and conducting the co-design session

Analysing data

3

Prototyping
Creation of initial protype

My primary roles:

UI Design

Concept Creation

4

Evaluation
Deployment

My primary roles:

Planning and conducting the deployment and interviews

Analysing data

5

Establishing Requirements
Brainwriting session & jigsaw puzzle prototyping

My primary roles:

Planning and conducting the workshop

Analysing data

6

Prototyping
Creation of final prototype

My primary roles:

UI Design

Feature creation

Final Product

Style Guide

Colours

FFFFFF 313131 989898 1F8AED 56A8F4 88C2F7 ED821F 23A566 A52323

Recommended Uses

- Standard text on background
- Secondary text on background
- Frame banners, background flourish, neutral performance indicator
- Only for background flourish
- Good performance indicator
- Background, text on #1F8AED
- Only for background flourish
- Numbers with no performance indicator
- Poor performance indicator

Fonts

Inter

Type	Weight	Font Size
H1	Regular	34
H2	Regular	24
H3	Regular	17

Frames

Corner radius: 20
Inner shadow: x 0, y 4, blur 4, spread 0, opacity 25%
Drop shadow: x 0, y 4, blur 4, spread 0, opacity 25%
Banner fixed height: 38 px

Data Analysis Example

Using a top-down approach I condensed a set of interviews with 6 people into elements in the practice of assisted shifting based on Shove et al's practice framework. These elements describe needs in the practice, and act as requirements for prototyping.

Initial Coding

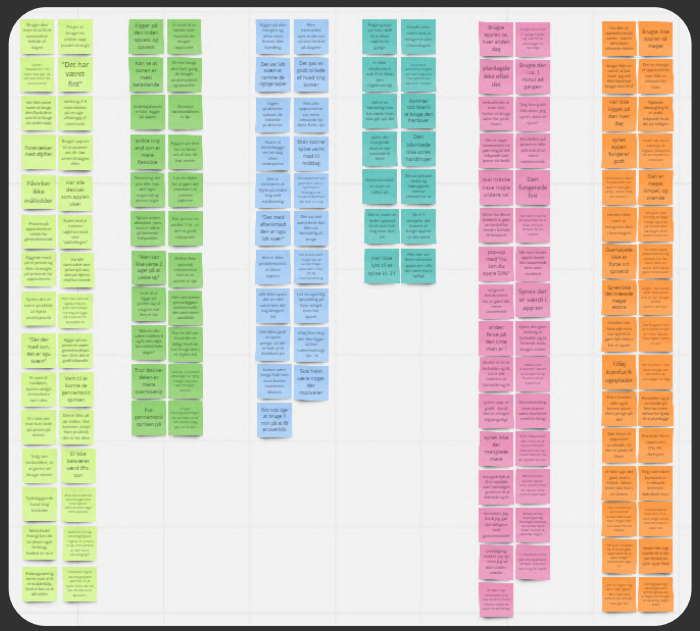
Each interview was coded, noting statements regarding challenges, desires, and opportunities

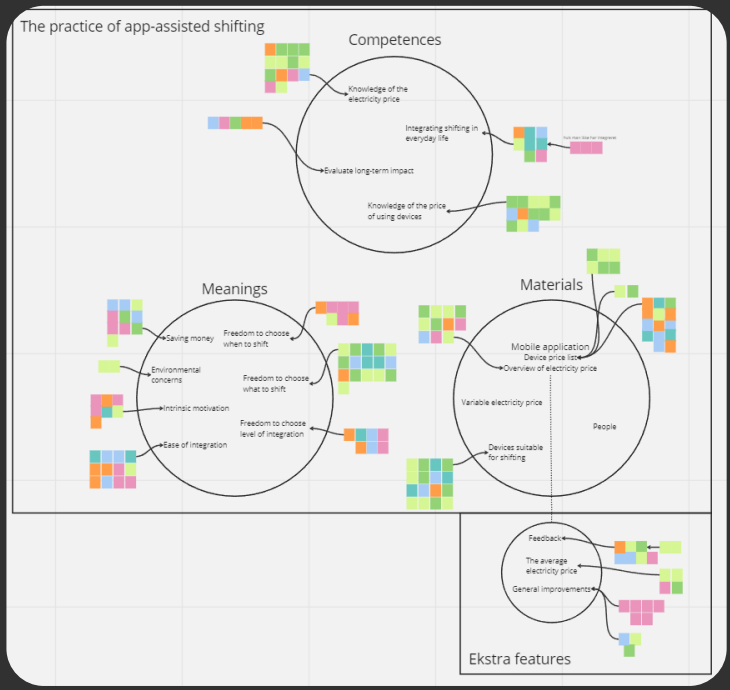
Clustering and Categorisation

Similar codes are clustered, and clusters are categorised into categories based on the framework

Translation into Themes

Each cluster is translated into actionable themes related to needs or opportunities





Design Process Example

I created through an iterative process consisting of three steps. While it took quite a few iteration to get to the final design, here I will showcase the last “rough” iteration of the dashboard page before finishing touches. For the ‘blocking’ and ‘wireframing’ step I usually work either with pen and paper, or digitally. For this iteration, both of these steps were completed in Figma

Blocking

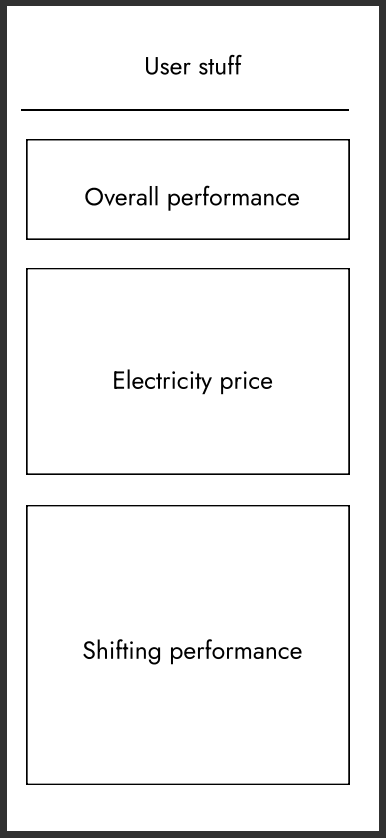
I tend to like doing what I call “blocking”, this process is purely concerned with how much visual space each future could demand, and how different elements fit together

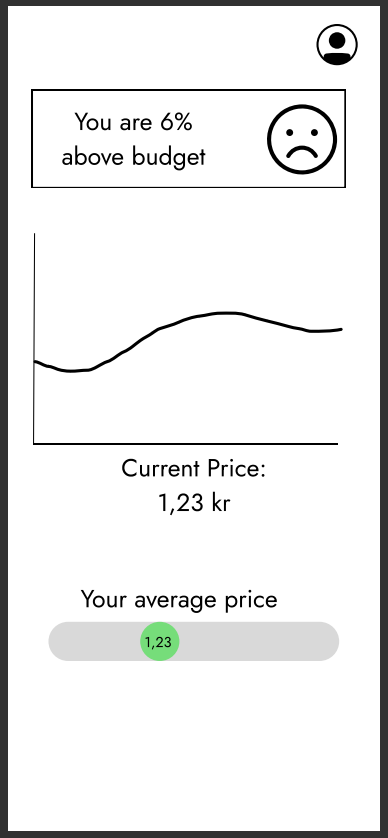
Wireframing

While wireframing is usually primarily concerned with layout, I tend to be a bit more concerned with visuals and functionality in this step.

Visual Style

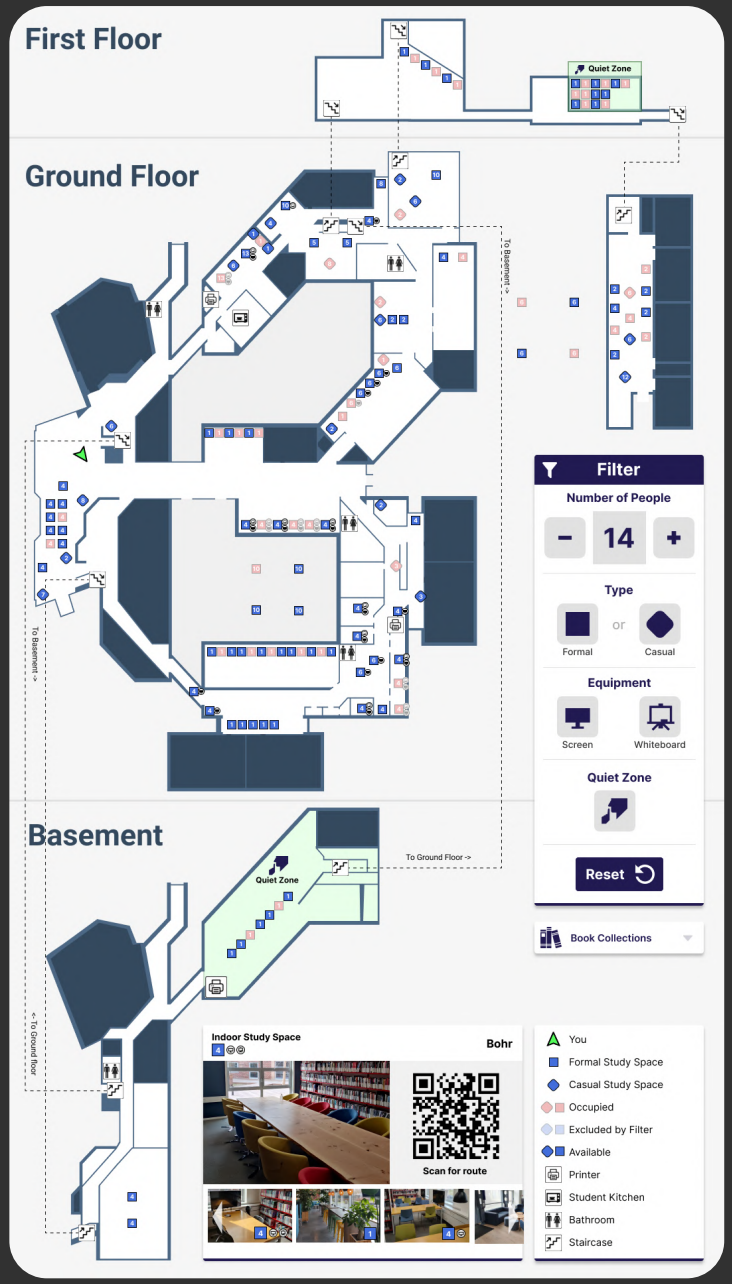
Lastly, in this last step I delve deeper into the appearance of elements, and the use of colours. This is clearly far from the final version, but clearly getting there.





Other Projects

The following pages contain examples of UI/design, research deliverables, 3D-modelling, and miscellaneous things which I have created.



Study Space Spotter

An interactive map designed for, and in collaboration with, Aalborg University Library. Allows users to find study spaces at the library that fit specific needs. Intended for a 40” screen in portrait.

For this project I conducted interviews with representatives from the library, created a set of user personas (see next page for examples), planned, conducted, and analysed usability tests, and took part in the final design of the system.

The International Student

Name: Tao
Age: 23
Studying: Master's in Biotechnology

Bio
Tao often does individual work at the library, as he enjoys the busy atmosphere that he doesn't experience at home. Tao also sometimes uses the library for solving exercises with his study group after lectures at AAU Campus. He does this a couple times a week and is relatively familiar with the library building and its study spaces. Tao and his group prefer to have access to a whiteboard where they can solve exercises collaboratively.

Goals
- To have access to equipment that his group can communicate with
- Be able to navigate the library's systems without the use of danish

Frustrations
- When relevant information is only presented in Danish
- When the whiteboards Tao's group usually uses are occupied

The Casual Group Worker Student

Name: Anna
Age: 26
Studying: Master's in Psychology

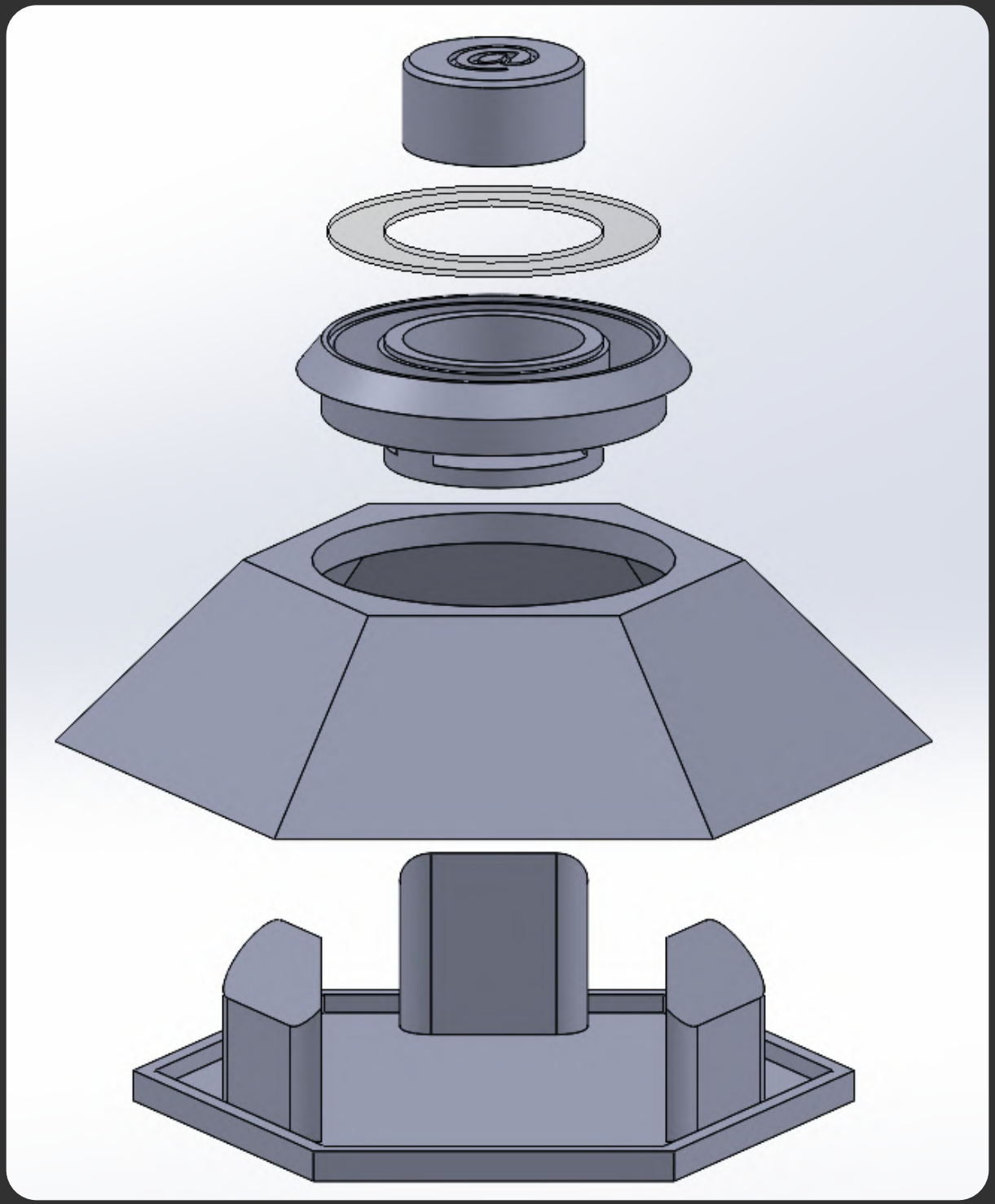
Bio
Anna is finishing her master's degree in psychology at AAU. Her study group conducts almost all of their work at AUB, usually spending many hours at the library. She values comfort and coziness highly, and prefers doing solo-work at home.

Goals
- Productive group work in a relaxed or fun setting
- Facilities that enable her to be comfortable when spending a long time working at AUB

Frustrations
- Having to work in an unwelcoming or uncomfortable environment
- Long unproductive days

2 of 6 simple personas i created for my project with Aalborg University Library.

Based on interviews with users of the library and the staff.

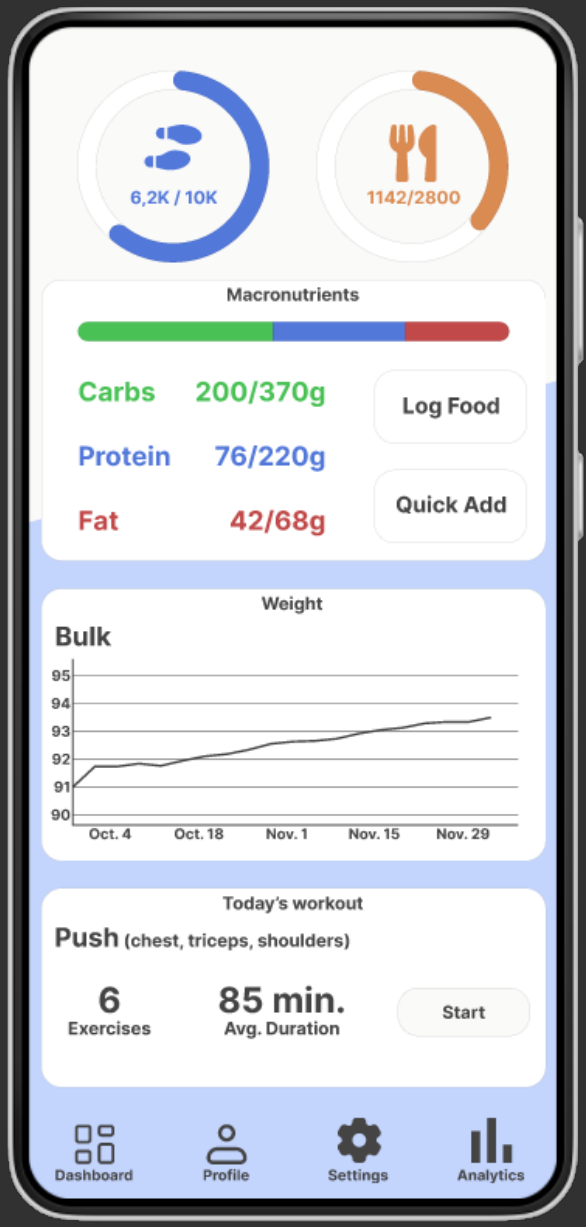


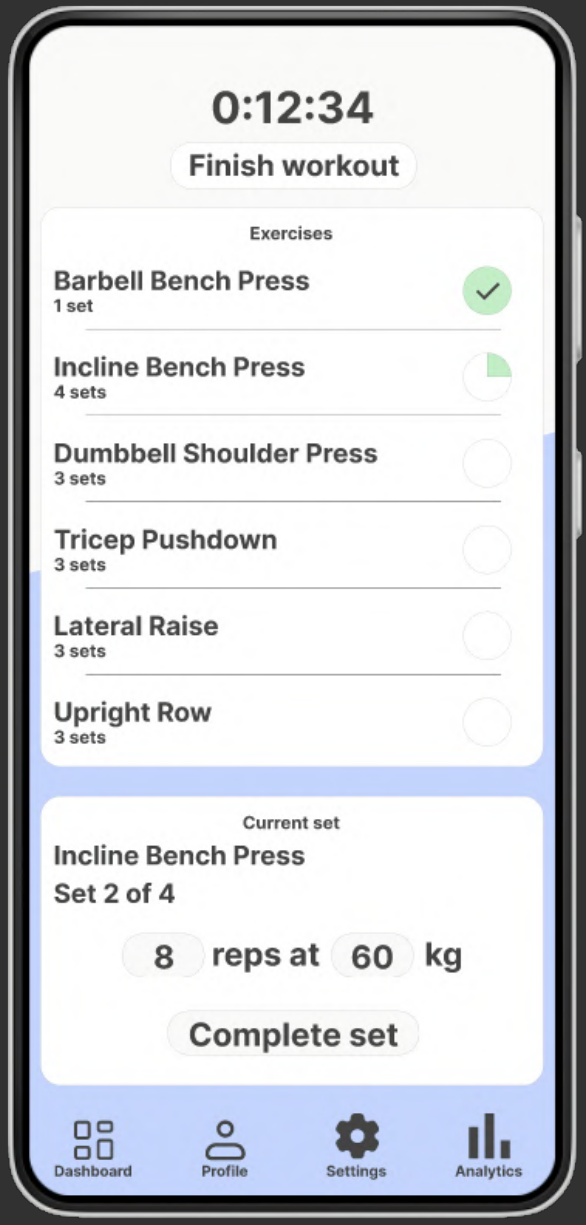
Habit@

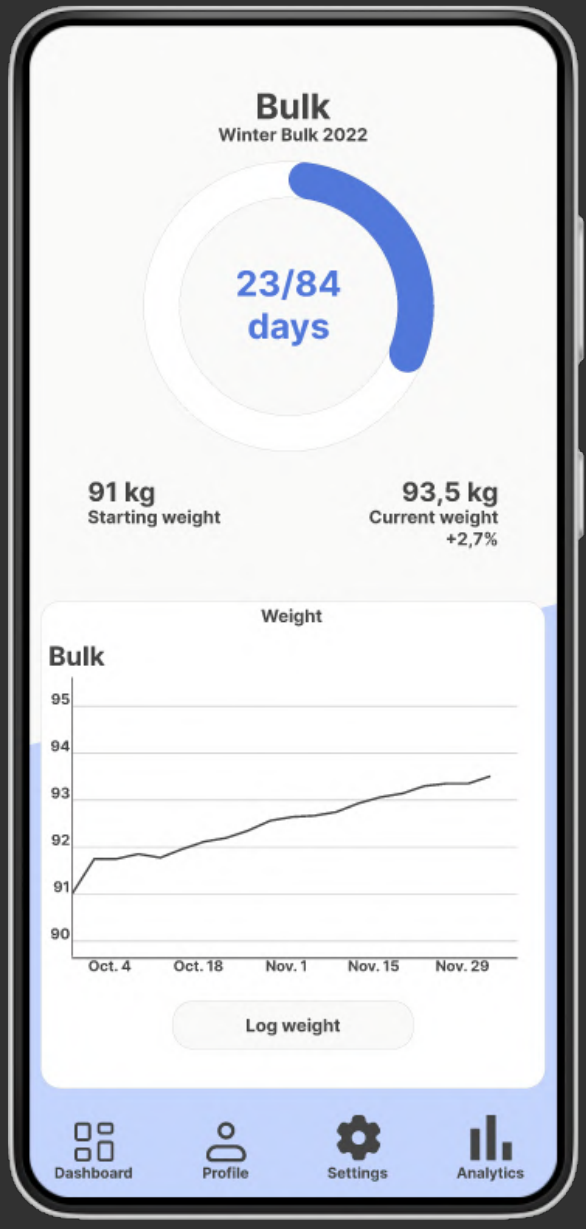
Habit@ is an example of some of the 3D-modelling and physical prototype creation I have done. It is a small device that sits on a surface, and is used to track the duration of tasks. Created using SolidWorks

STRNGTHN

A personal passion-project I have been tinkering with for a while.







STRNGTHN

It also comes in dark mode!