

I'M ALEX.**HELLO!**

A creative with an interest in Human-Computer Interaction (HCI),
Interaction Design (IxD), and Machine Learning (ML).

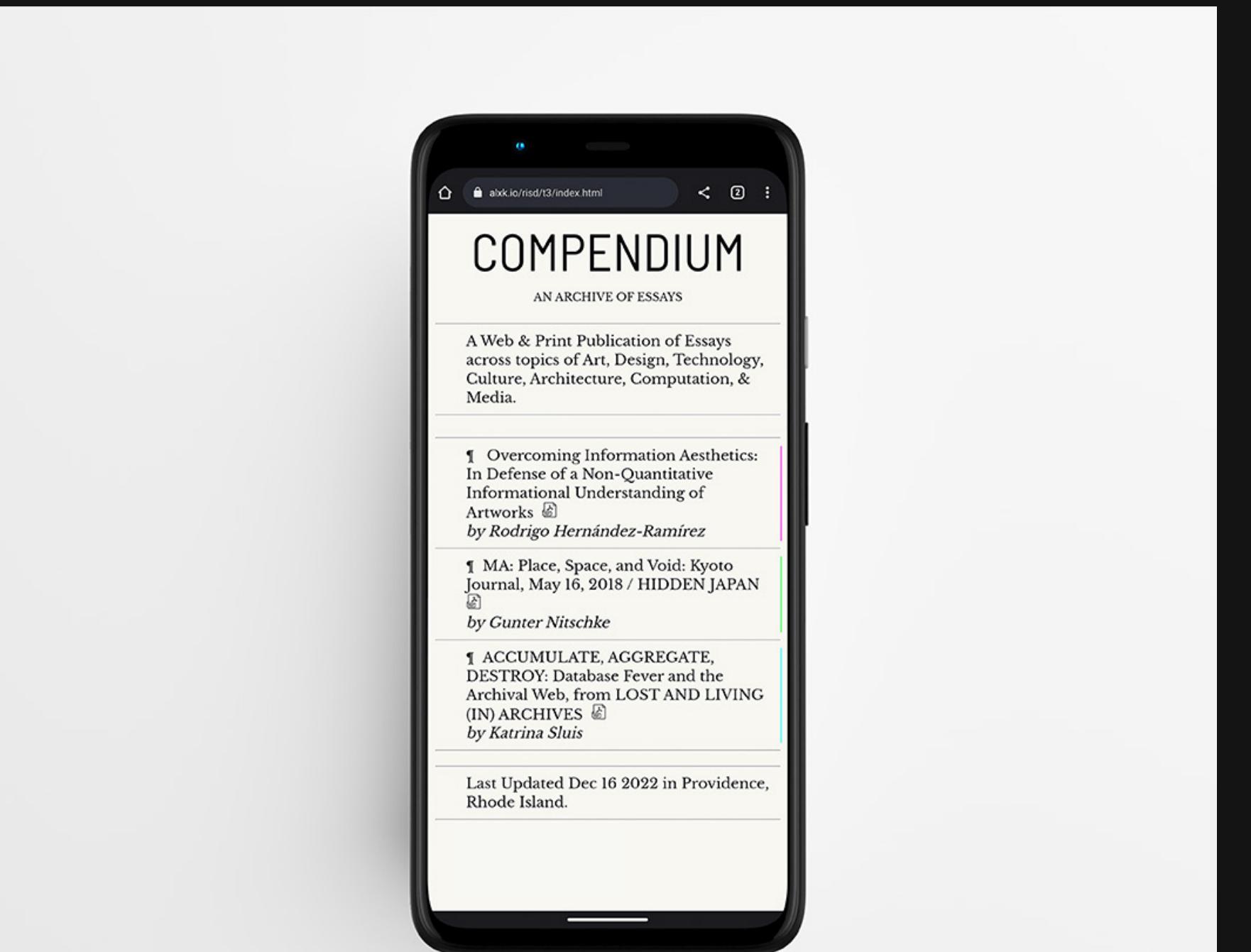
A PROCESS PORTFOLIO

Human Interfaces, Interaction Design, Design Systems, UX Research, UX Strategy, UX Writing, Emerging Technology, Machine Learning, Neural Networks, Product Design, Digital Tools, JavaScript, CSS, Coding, Web Design, Creative Computation, SVG, WebGL, Product Visualization, 3D Rendering, 3D Modeling, CMF, Google Cloud, TensorFlow, Material.io, Swift, Flutter, Typography, Variable Fonts, Monospace Fonts, Icons, Color, Branding, the Grid System, Architecture, Design Research, Nature, Cognitive Neuroscience, Economics, Food Systems, Brazilian Jiu Jitsu.

COMPENDIUM

PRINT & WEB

A project working with multiple complex long-form texts to design readable, engaging, and typographic interpretations of the text across three surfaces: mobile, desktop, and print with the aim of maintaining a consistency for the everyday multi-platform reader, approaching the design & typography to make the most of each medium and its affordances and virtues.



01. COMPENDIUM

RISD

The Domain of Objectivity

Ma: The One-Dimensional Realm

Ma: The Two-Dimensional Realm

Ma: The Three-Dimensional Realm

Katrina Sluis

The Domain of Subjectivity

Ma: The Realm of Experience

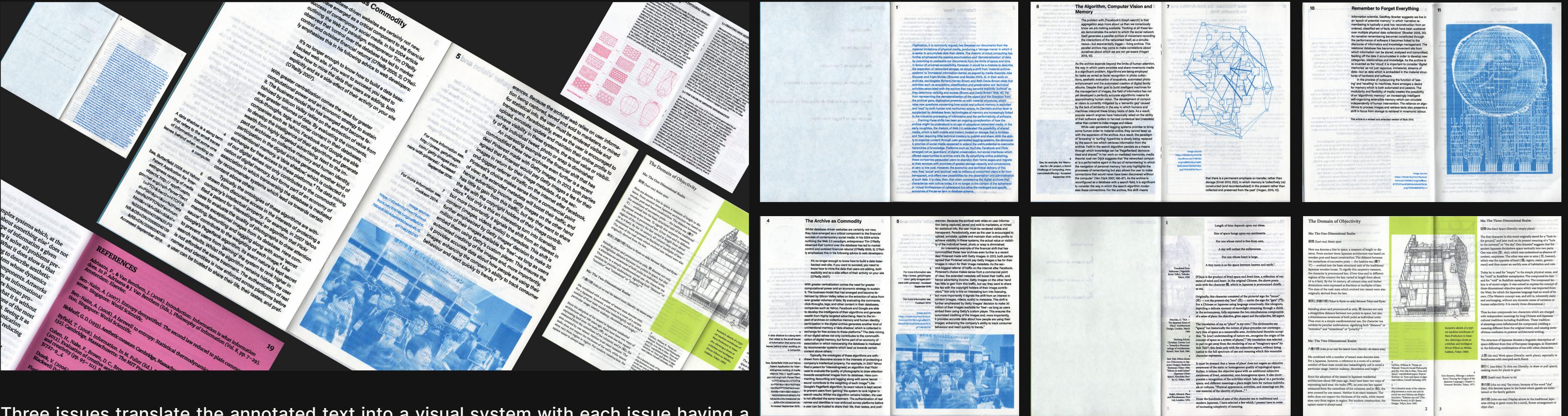
Ma: The Realm of Art

Ma: The Realm of Space

The Domain of the Metaphysics

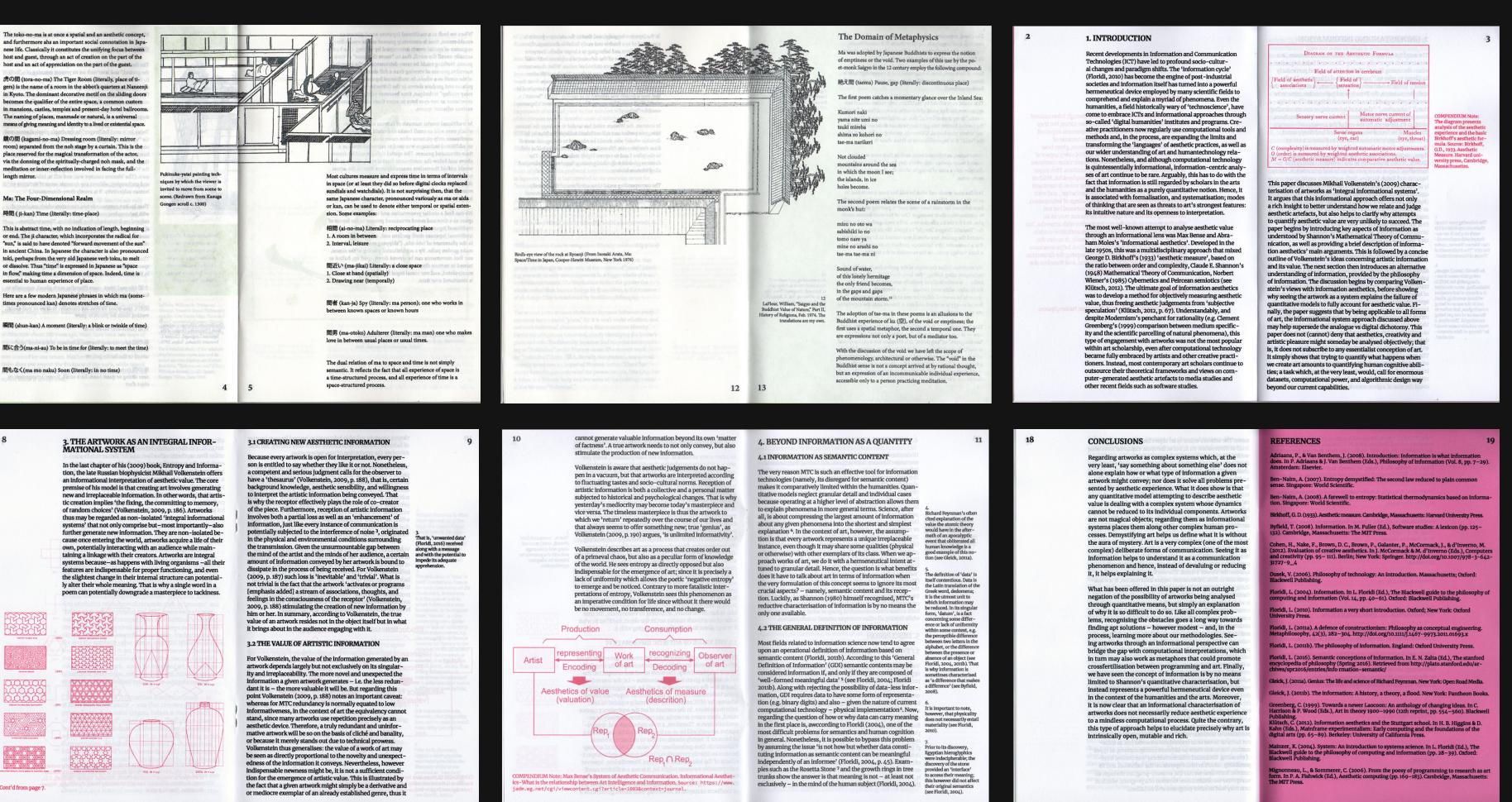
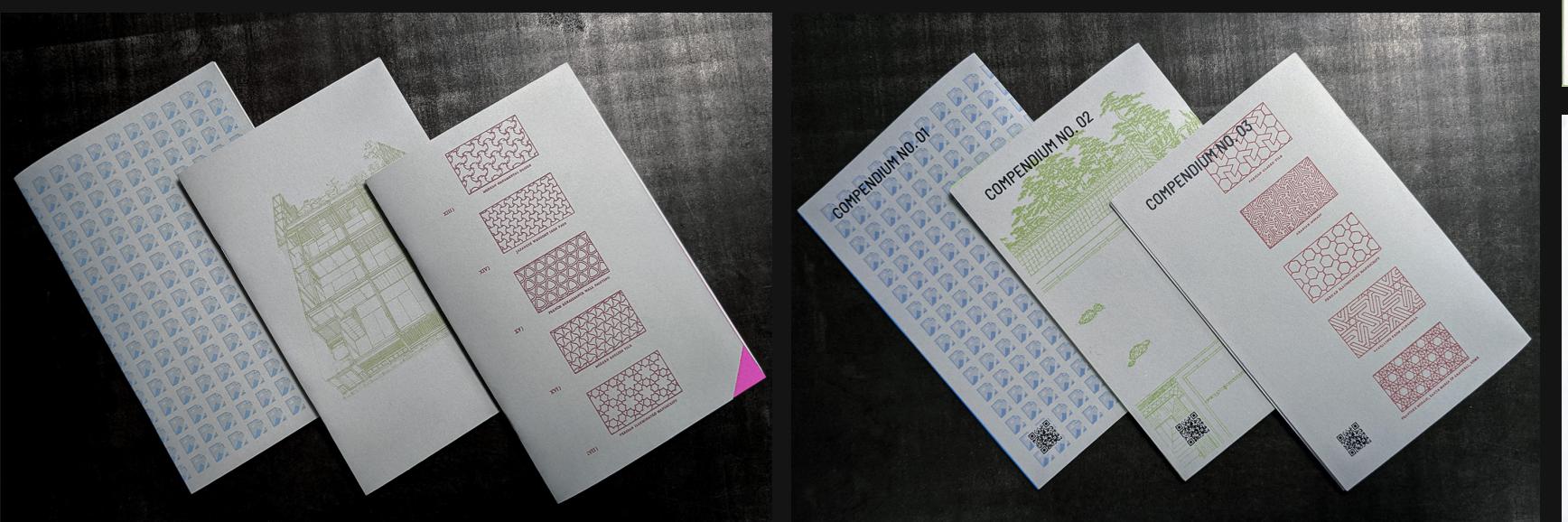
This page features a grid of 12 columns, each containing a different essay from the COMPENDIUM archive. The essays are organized into four main sections: 'The Domain of Objectivity', 'The Domain of Subjectivity', 'The Domain of Art', and 'The Domain of Space'. Each section contains three essays, with the first two being annotated with red highlights and the third being a plain text version. The annotations provide additional context and analysis for the reader.

01. COMPENDIUM



Three issues translate the annotated text into a visual system with each issue having a distinct iconographic, typographic, and color identity while being streamlined through a standardized design system.

These three editions are based on three research articles based on [1] database and the archival web [2] the concept of 'ma' in Japanese culture four-dimensions and [3] information aesthetics, a non-quantitative understanding of artworks.



DESIGN COGNITION SYMPOSIUM

BRAND

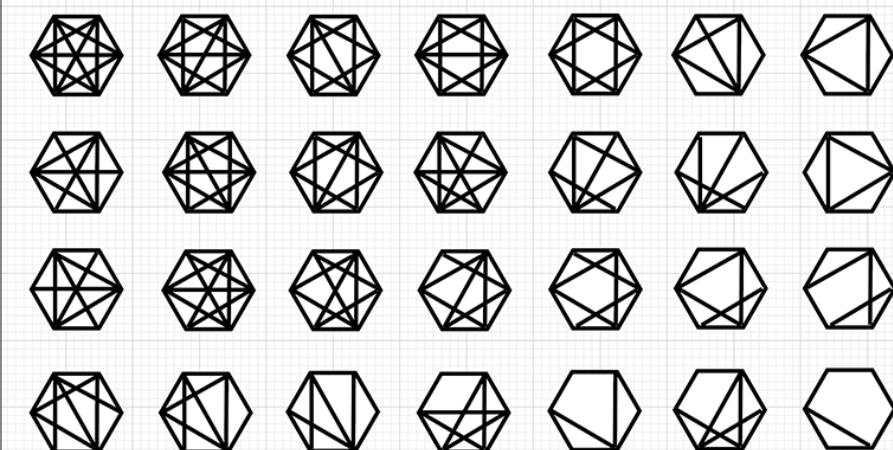
02. DESIGN COGNITION SYMPOSIUM

RISD

A dynamic typographic identity system dealing with hierarchy, flexibility, modularity, screen, and print in interior, urban, and public spaces. This piece considers a dynamic branding system with a logo created around UX principles for an imagined week-long summer speaker series event : a hybrid design and cognitive neuroscience symposium at the UC San Diego Qualcomm Institute.



1. LOGO EXPLORATION (SEE NOTES - 1.)



2. FINAL FORM WITH COLOR



NOTES

1.

TESSLER'S LAW : also known as the Law of Conservation of complexity, states that for any system there is a certain amount of complexity which cannot be reduced.

ORIGINS : While working for Xerox PARC in the mid-1980s, Larry Tesler realized that the way users interact with applications was just as important as the application itself. The book *Designing for Interaction* by Dan Saffer, includes an interview with Larry Tesler that describes the concept of Tesser's Law and its application to user interface design for user experience and interaction designers. Larry Tesler argues that in most cases, an engineer should spend an extra week reducing the complexity of an application versus adding more features to it. An extra feature using up precious memory because of the extra complexity. However, Bruce Tognazzini proposes that people resist reductions to the amount of complexity in their lives. Thus, when an application is simplified, users begin attempting more complex tasks.

<http://humanist.co/blog/law-of-conservation-of-complexity/>

2.

Law of Prägnanz : People will perceive and interpret ambiguous or complex images as the simplest form possible, because it is the interpretation that requires the least cognitive effort of us.

The human eye likes to find simplicity and order in complex shapes because it prevents us from becoming overwhelmed with information. Research confirms that people are better able to visually process and remember simple figures than complex figures.

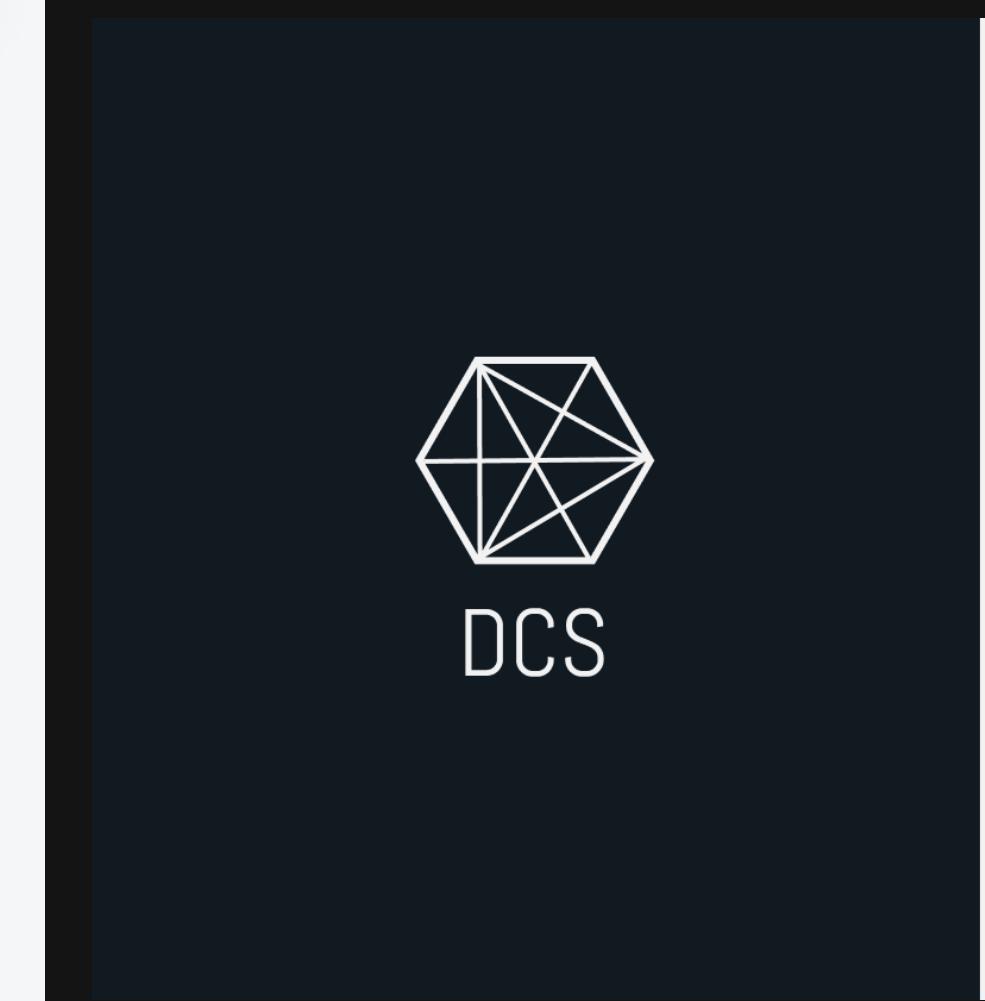
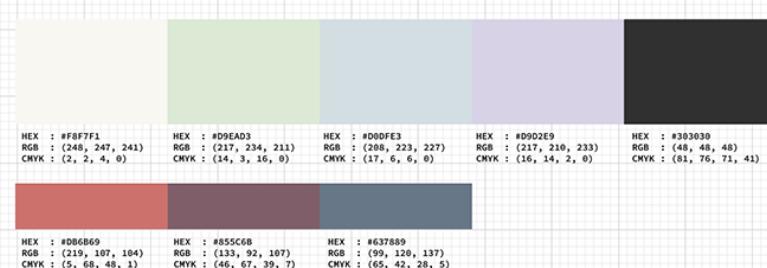
The human eye simplifies complex shapes by transforming them into a single, unified shape.

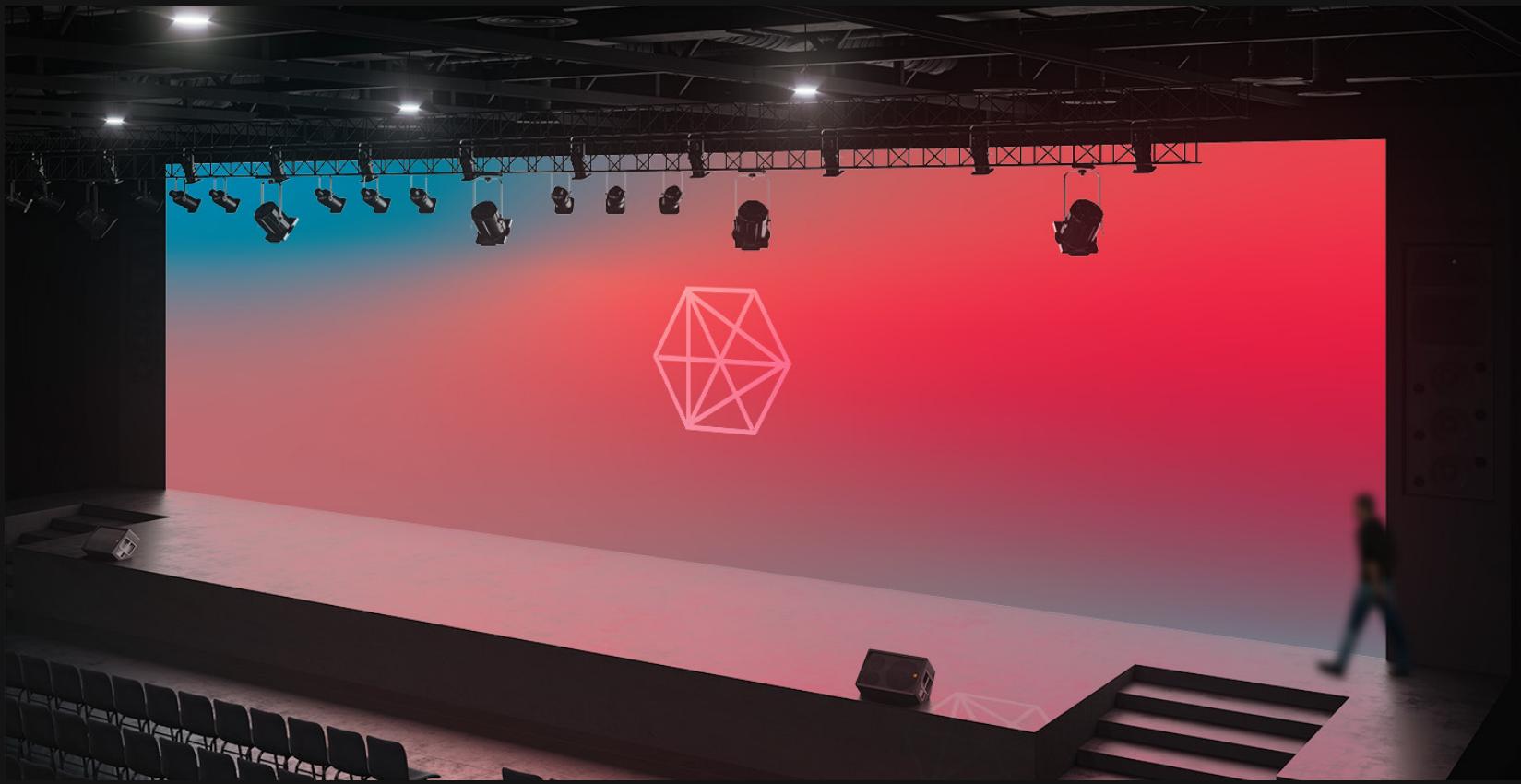
ORIGINS : In 1910, psychologist Max Wertheimer had an insight when he observed a series of lights turning on and off at a railroad station. He was struck to see how the lights in a movie theater marquee flashed on and off. To the observer, it appears as if a single light moves around the marquee, traveling from bulb to bulb, when in reality it's a series of bulbs turning on and off and the lights don't move at all. This observation led to a set of design principles that we still intuitively perceive objects. These principles sit at the heart of nearly everything we do graphically as designers.

<https://lawsfox.com/law-of-prägnanz/>

The Cognitive x Design Symposium is committed to the development of mind and brain research aimed at investigating the psychological, computational, and neuroscientific bases of cognition.

Font : Crimson Pro Semi Bold, 33pt





Around 15% of the general population is considered neurodiverse (on the neurodiversity spectrum); yet only half of this group is aware of it. For this project, key considerations were taken into place. The Living Autism initiative of the UK suggests using soft, mild colors in neurodiversity-friendly web design. As people on the spectrum are more sensitive to sensory stimulation in general, they also tend to be overwhelmed by very bright colors. Consistent hierarchy, plain language, larger font-size and wider kerning and inter-word spacing were utilized to build a neurodiverse accomodating system.



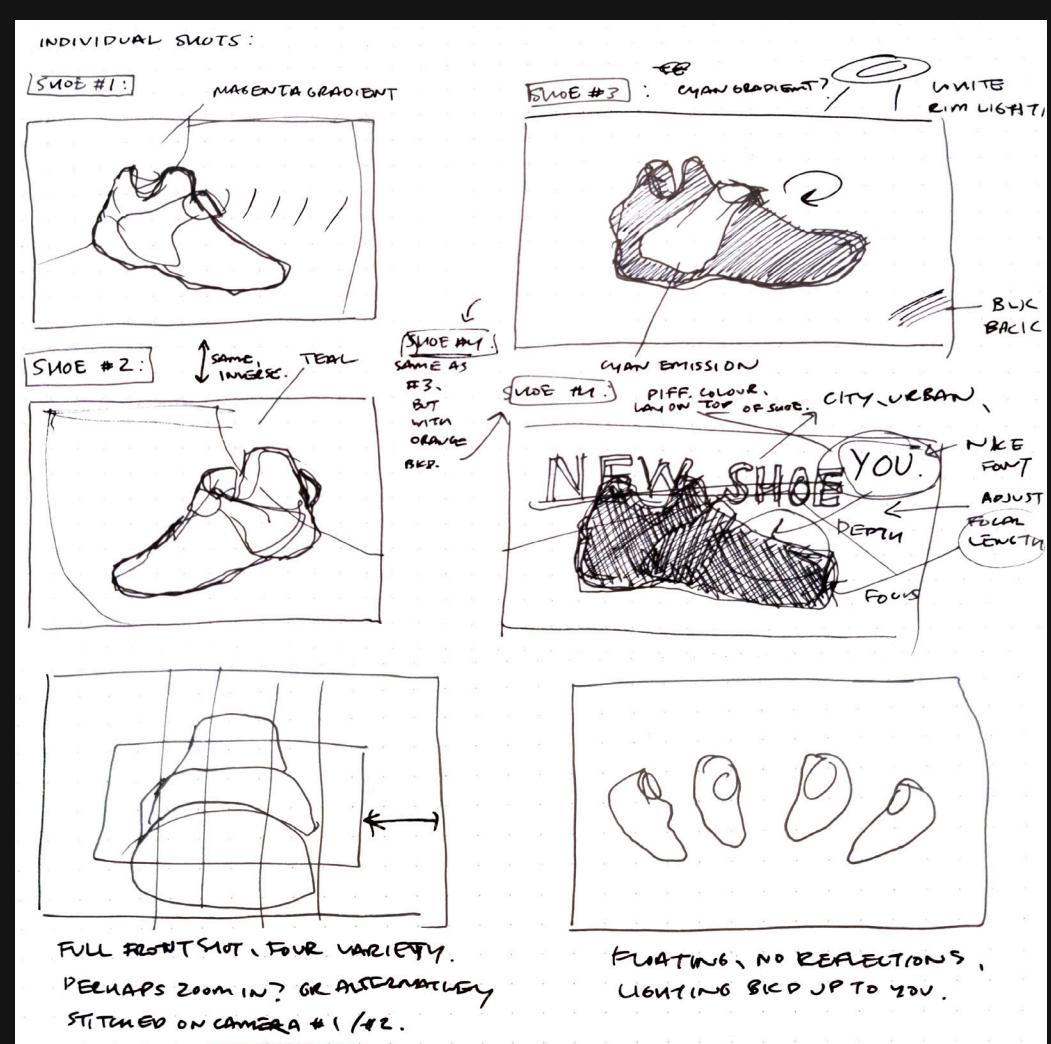
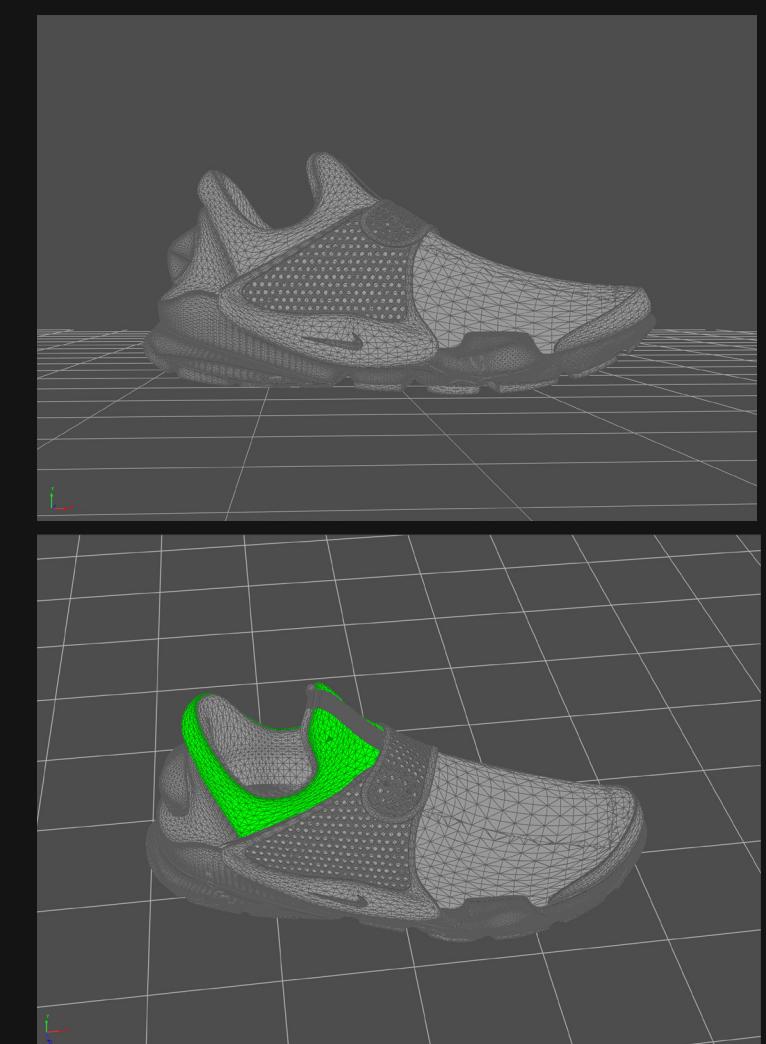
MOCK SNEAKER

PRODUCT VISUAL

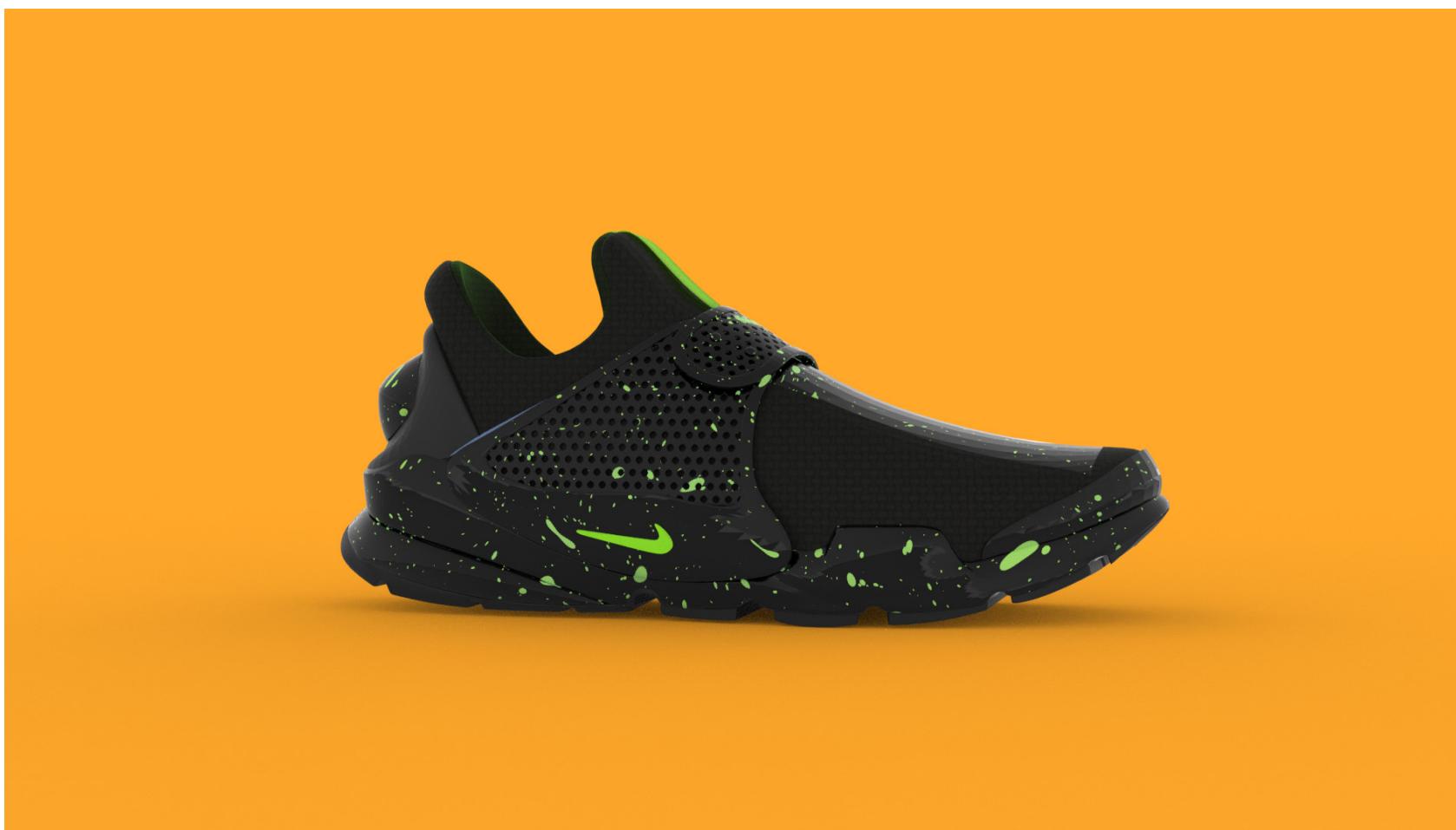
03. MOCK SNEAKER

RISD

Mock 3D renderings for a speculative color + material line of sneakers. Project was in response to a mock project brief for academic practice in product visualization. Color, material, finish, texture, environment, and lighting were all considered in response to the client's requests.



03. MOCK SNEAKER



KITA LABO

NEXT STEPS

2023 - CURRENT

An experimental design & engineering studio researching interfaces, interaction, & tools to help improve the way we connect with machines + technology in a more natural and meaningful way.

KITA LABO

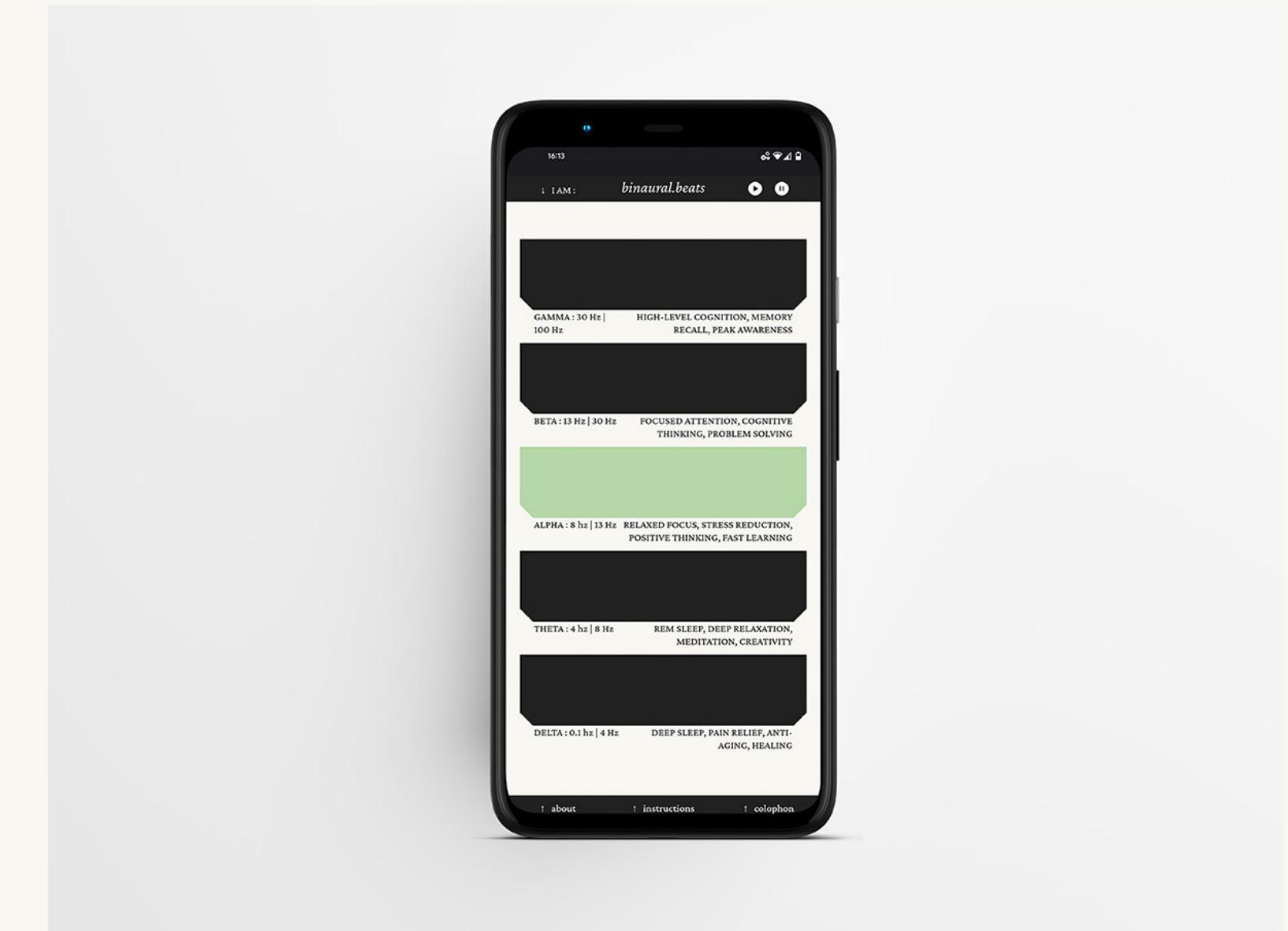
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FOUNDATIONAL WORK



SOLSTITIUM is a web + mobile application inspired by cycles, the seasons, time, and the sun.

A web application that points to the earth's current position relative to preceding and upcoming equinoxes & solstices, with option to toggle between the Northern and Southern Hemispheres. The approaching equinoxes + solstices are algorithmically determined based on the user's date and time.



BINAURAL.BEATS is a web + mobile application inspired by sound, frequencies, the brain, and activity.

An experimental cognitive tool, allowing users to choose between a multitude of states connected to a series of frequencies known as 'binaural beats' which are theorised to assist in focus/concentration, relaxation, or the mitigation of stress.

THANK YOU

COLOPHON

2023

THE FONTS USED ARE BARLOW, INTER, CHARTER, ROBOTO MONO & LEKTON.

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WEBSITE : ALXK.IO + KITALABO.CO

LAST UPDATED MARCH 06, 2023.

THANK YOU.