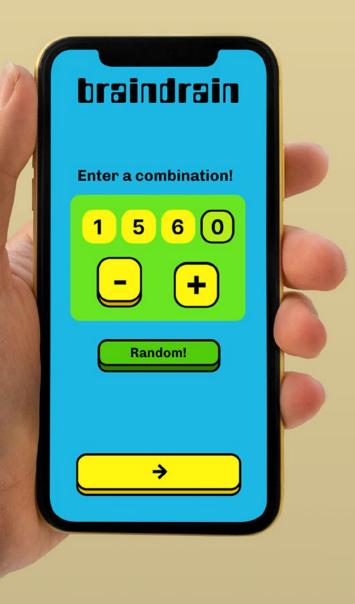


Emma Scheuermann · student of interactive media · 2023

BrainDrain – app prototype

A small handheld console from 1978 from the company Radio Shack, reimagined as a contemporarily developed app.

The player can compete against a computer or another human in the multiplayer game mode. The aim of the game is to find out an initially set code via loops of guessing and correcting.



This game is an exercise in combination skills



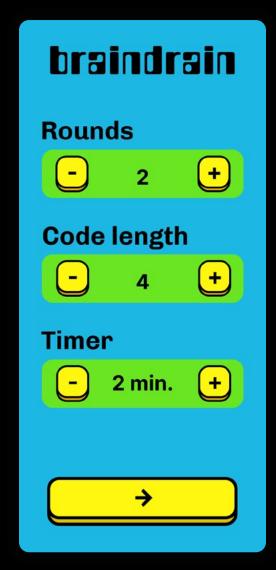
and a fun way to compete with your friends.

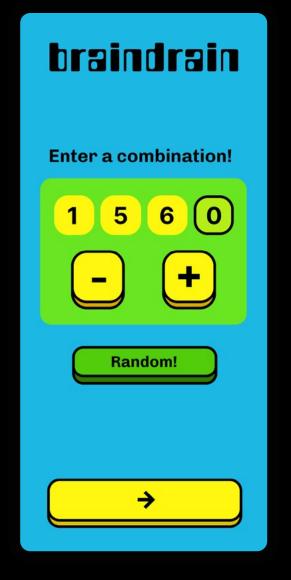
https://youtu.be/g4rDoAauaa4?si=5012Vw8Y6oKQy7Sz



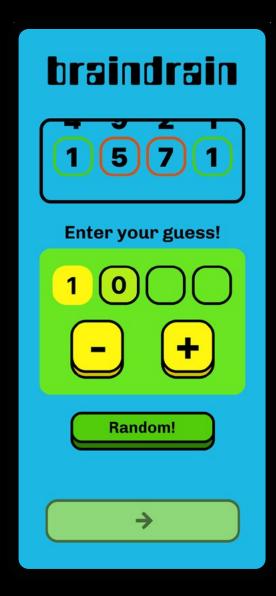
Choosing the game mode.

Determining the settings.



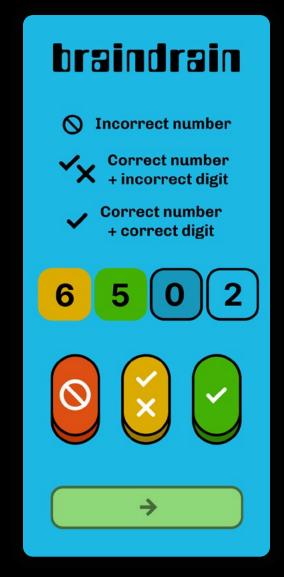


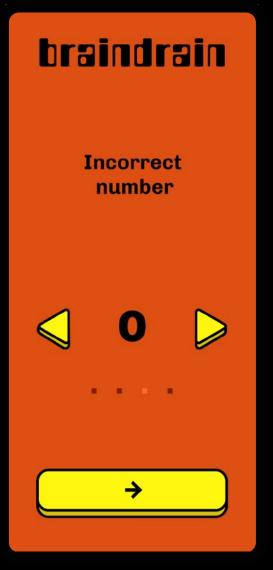
Entering the code (player A).



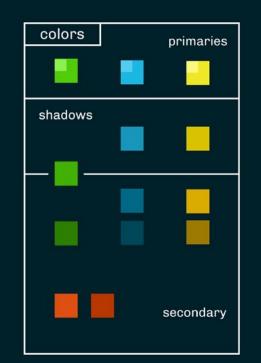
Entering a guess (player B).

Evaluate the guess (player A).

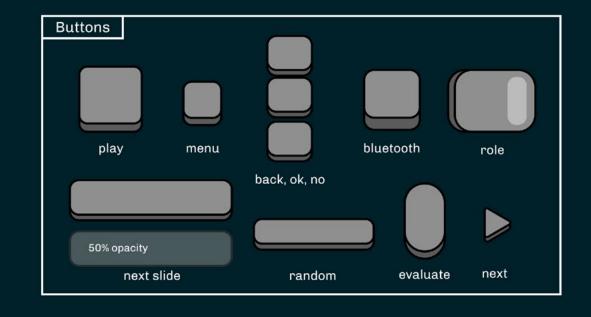




See the evaluation (player B).



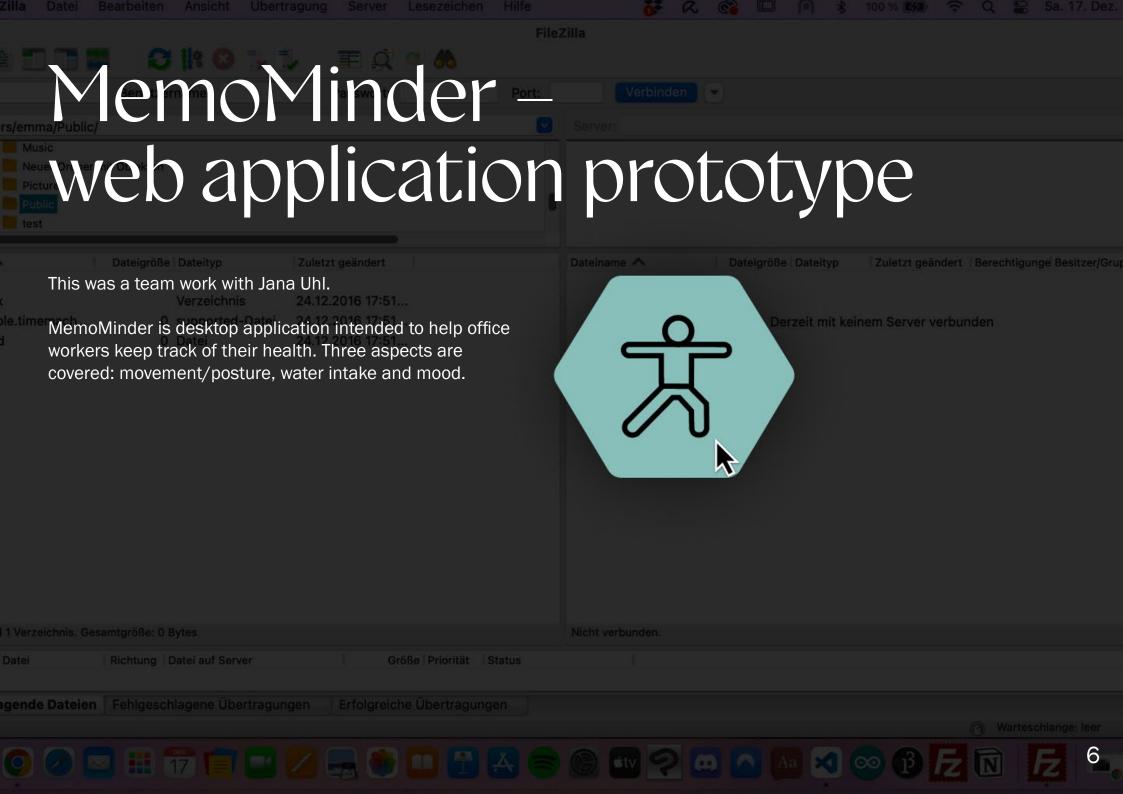
Braindrain Jesignsystem

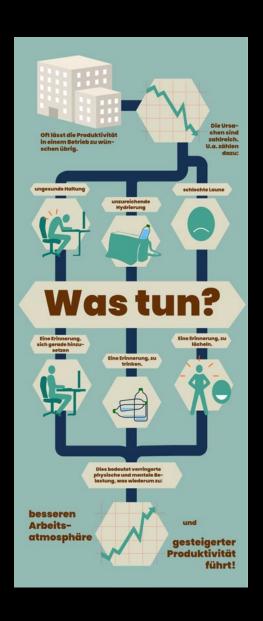








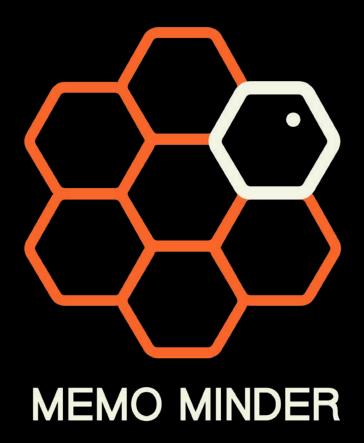




Previous: screenshot of an animated notification (appearing at the cursor position) that initiates some stretches.

left: diagram that showcases the problem and our solution.

right: logo and colour scheme.





Guten Tag (Vorname).



Sei heute optimal, indem du auf dich und deine Gesundheit achtest.

heute noch:

1200ml



deine Laune heute:



Bewegung heute:

40%





Previous: the dashboard with an overview of all three aspects

small hexagon: the number of remaining stretch exercises

big hexagon: a pictogram of the current stretch exercise

right: profile page

next: the detail page for movement/posture, showcasing the individual data as well as more general information on the topic. Illustrations by Jana Uhl.





(1)

Bewegungspausen



Drehe eine Runde um das Bürogebäude oder mach ein paar Dehnübungen, denn damit steigerst Du nachweislich deine Konzentration, Kreativität und Produktivität.





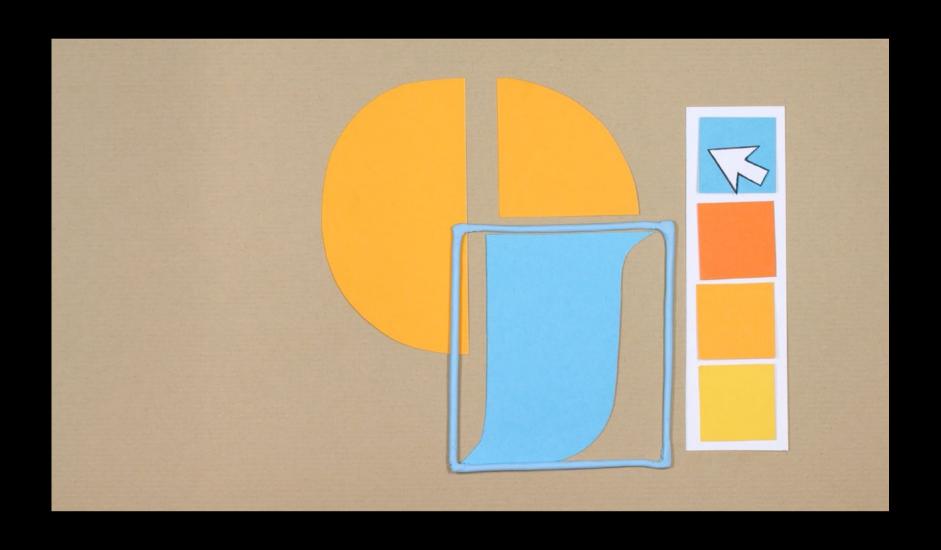
Brand Design – Fakultät Gestaltung

The purpose of this team work with Karen Pfeiffer and Lucilia Metzer was to design a brand for the faculty our degree belongs to ('Fakultät Gestaltung' = art/design department). We designed a logo, animated it and created an ident.

We decided on using stop-motion animation and clay to emphasize the more handson aspect of design that we felt was often forgotten when people thought about our degree. The thought is echoed in the logo, which is supposed to bring to mind a stamp.

In addition, this choice had the added bonus of making our concept quite unique.

Fakultät Gestaltung

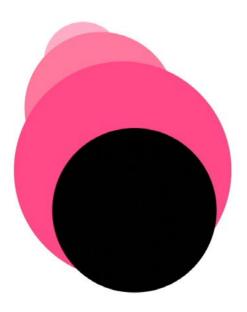


https://www.youtube.com/watch?v=Pg9LAywsWrE

Hear_it!

For this exercise in motion design and animation, a ball was animated to pre-determined audio. The ball was allowed to change in color and size, but not form.

I worked exclusively in Adobe AfterEffects.



https://www.youtube.com/watch?v=3iHK486ClaU