DESIGN PORTFOLIO

HI, I'M JULIA

UX-DESIGNER
SOFTWARE DEVELOPER
ARTS & CRAFTS-ENTHUSIAST

ONLINE COLLABORATION
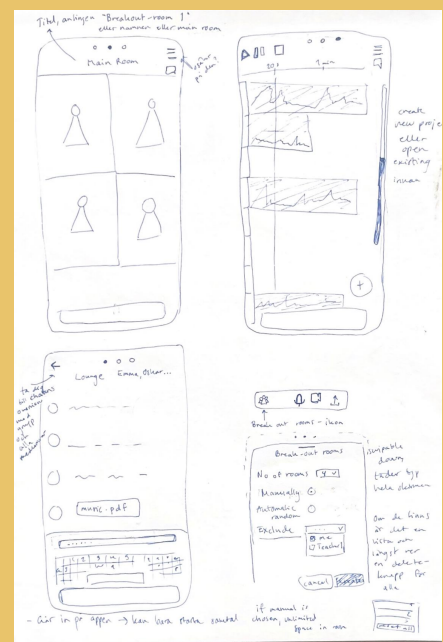
Team: 5 Interaction Design-students
Role: UX/UI-designer

The assignment was to create an online collaboration tool, which had to include video calls and chats, and a tool of our choice that enabled a team to work together.
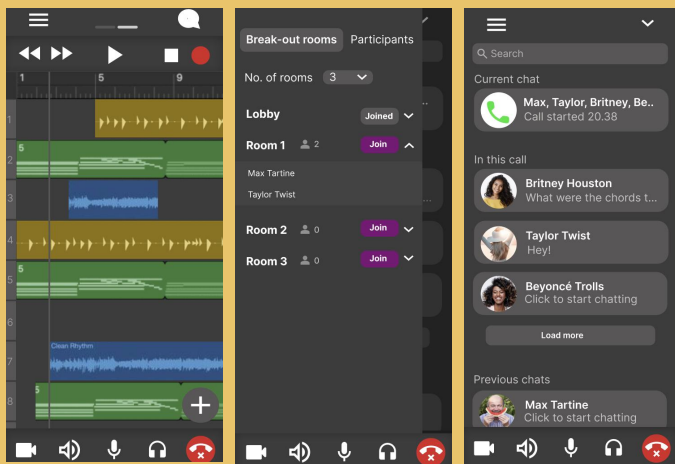
Wireframing:

After deciding on a few criterias, and on the idea of a collaborative music application, each one of us created simple sketches of a potential design.

The sketches were reviewed and tested within the group, before moving on to a high-fidelity design.

ONLINE COLLABORATION

High-fidelity prototype:
After comparing our sketches, we created five options in Figma to decide on color scheme, styling, and potential layout.

As this project had a close deadline, and was used to demonstrate our proficiency in Figma, no external user testings were performed.

Final design:

Using my prototype as a base, as well as another prototype's color scheme, we landed on a final design. Our solution became a Zoom-like app, with the ability to insert, edit and record music snippets, to create a song together.
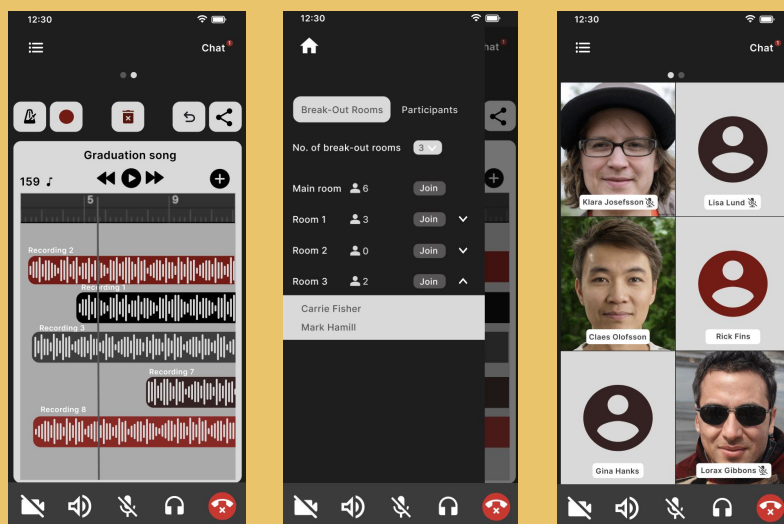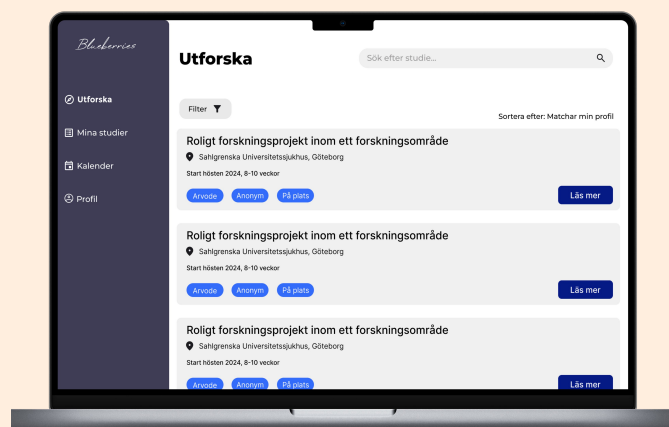

PLATFORM FOR PPI

Team: 5 Interaction Design-students
Role: UX-designer, UX-researcher

Patient and public involvement (PPI) is the field of having the public actively involved in research projects.
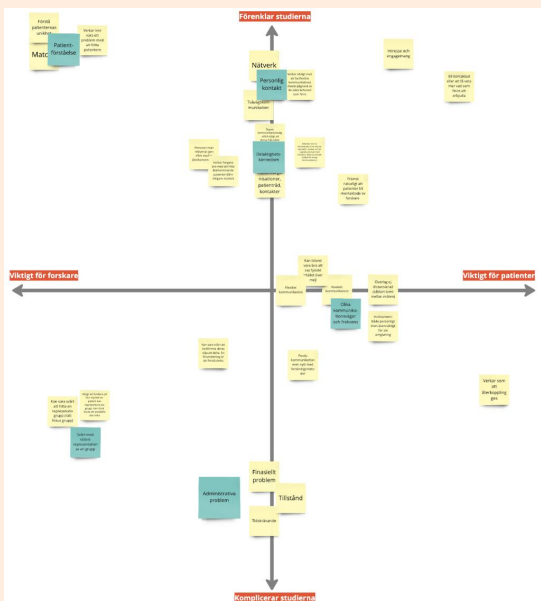
We were assigned the task of creating a platform to help patients and researchers find eachother within PPI.

PLATFORM FOR PPI

The project followed the double-diamond method, and the course related to this project had a large focus on the process. Along with creating our prototype, we followed exercises within both qualitative and quantitative methods.

Discover:

To collect information from our multiple stakeholders, we sent out a form to researchers, patients, and relatives to patients, with or without experience with PPI. The form was created with help from a researcher at GPCC (Centrum för Personcentrerad Vård at Gothenburg University). We also conducted semi-structured interviews with other researchers from GPCC.

Define:

After receving answers from all our different stakeholders, we gathered similar answers onto one post-it-note, and then performed a thematic analysis using an affinity diagram. This helped us identify five general themes that our stakeholders had mentioned. In this phase, two personas were also created, as well as a few storyboards.

Develop:

The thematic analysis gave us five themes to work from. We translated these into five general and larger features, and from these we started wireframing.

After wireframing, we conducted a heuristic evaluation with five experts.

PLATFORM FOR PPI

The result became a platform where both patients and researchers can reach out to eachother: patients can publish their profiles, and researchers can publish their projects. Patients can also use the platform to follow the progress of research projects they have participated in.
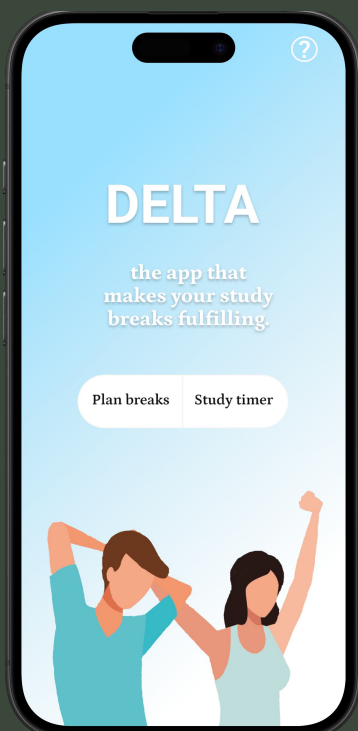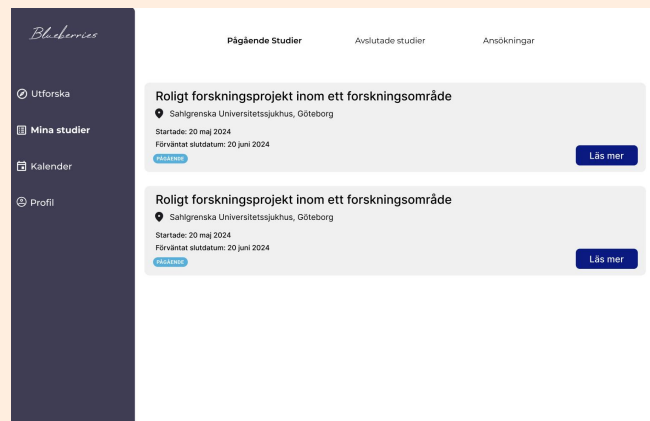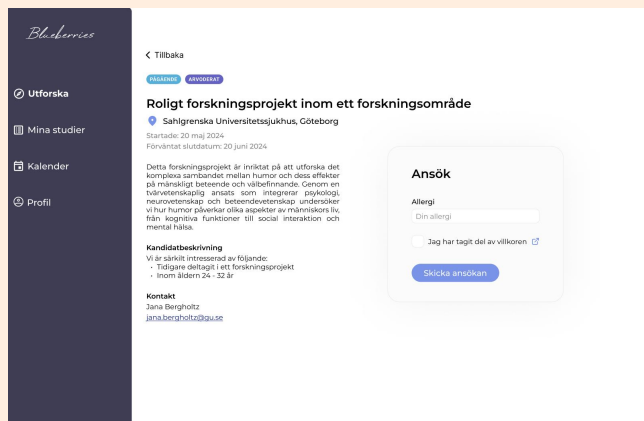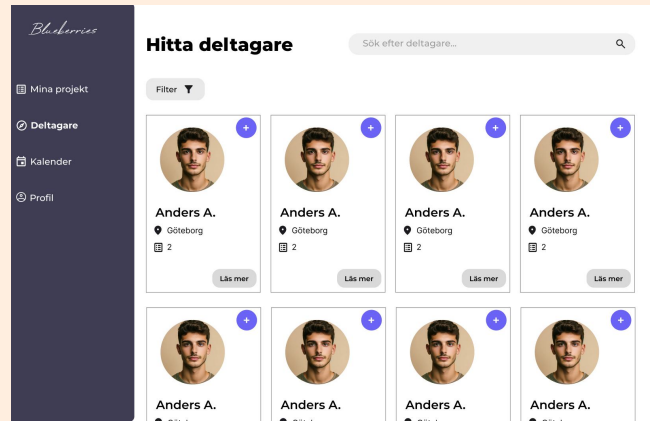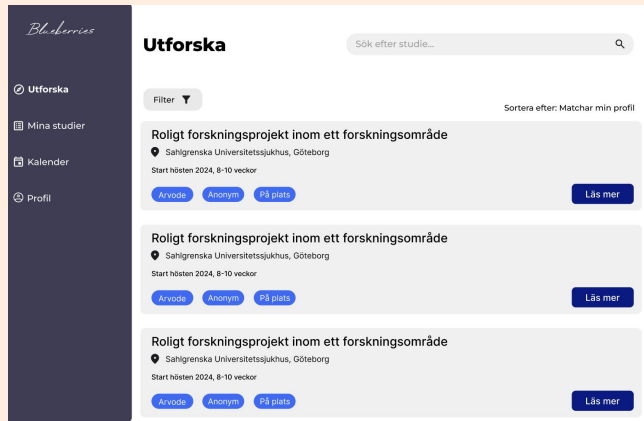
DELTA: ACTIVE CAMPUS

Team: 4 Software engineering-students
Role: UX/UI-designer

To increase the well-being of students, we were tasked with the challenge of designing an online tool that encourages students to move.

The purpose of this course was to get familiar with Figma and the basics of UX-design.

DELTA: ACTIVE CAMPUS

After brainstorming ideas about how to increase movement on campus, we decided on the idea of a study timer in some form.

Data gathering:
A survey was created with fairly open-ended questions to discover how students like to be reminded about taking a break, and in what wants they spend their breaks.

Deciding on an idea:
After receiving over 60 answers, we saw that 70% of those students spend their breaks using their phone. We decided then to create an app that assists you in taking more constructive and consistent breaks, using your phone.

Designing in Figma:
Together we designed a few prototypes, and decided on one. Besides encouraging people to take breaks, we also wanted to add a calendar function to see your friends' planned breaks, as some people liked their breaks to be social. This prototype was then tested on five users using the think-aloud method.

From evaluation we received feedback such as keeping a more coherent color scheme, and having a list of your activities below the calendar. You can find the final design to the right.
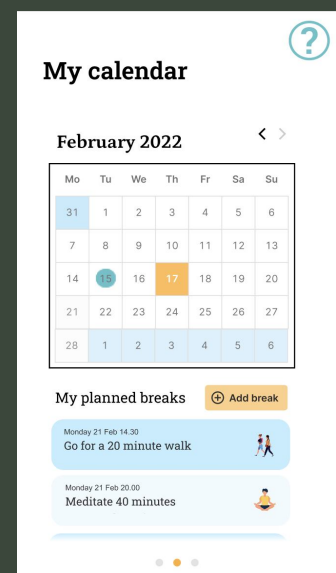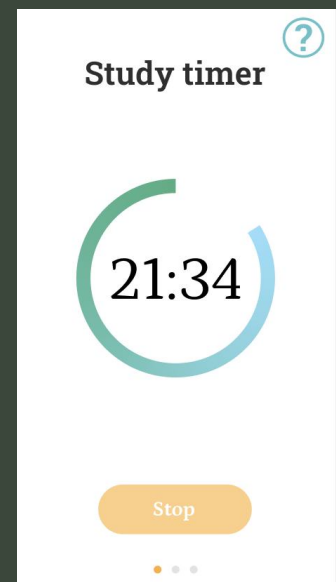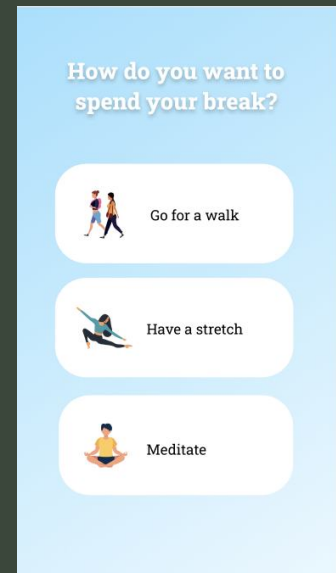
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