HI, I'M JULIA

WELCOME TO MY DESIGN PORTFOLIO

ABOUT ME: I'm a second-year master's student in Interaction Design & Technologies at Chalmers University of Technology. I'm passionate about understanding users and creating neat, intuitive designs. With my experience as a front-end developer, I have an additional strength in understanding both the user and the developer's side of an application.

In my spare time, I enjoy creative crafts like knitting, drawing, embroidery — or anything that sparks my creativity. These hobbies have taught

me the value of planning, finding inspiration, and the joy of seeing an idea come to life. I now bring that feeling and ambition into every project I take on.

ONLINE COLLABORATION

CREATING MUSIC THROUGH AN APP

Team: 5 Interaction Design-students

Role: UX/UI-designer

Time: 15 hours

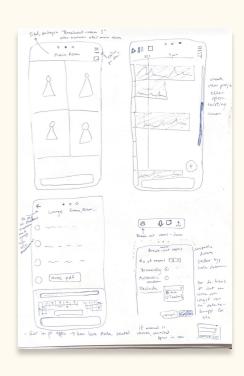
The assignment was to create an online collaboration tool, which had to include video calls and chats, and a tool of our choice that enabled a team to work together while in a call.

Wireframing:

After deciding on the idea of a collaborative music application, we created sketches of a potential design.

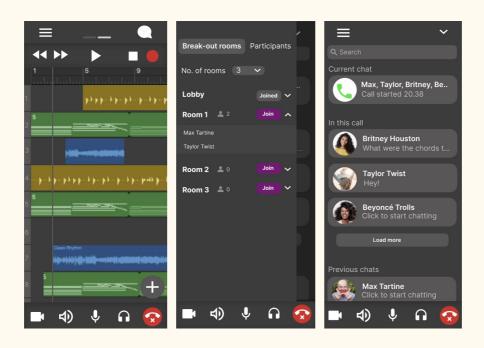
Our initial focus landed on how to navigate multiple tasks on a smaller screen, which led to ideas such as hamburger-menus, a sticky toolbar for quickly handling the call and dots to indicate swipable pages.





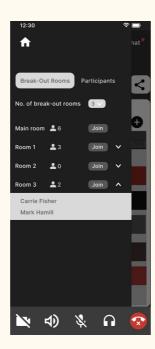
High-fidelity prototypes:

Below is one of the prototypes we used mainly to explore what editing music could look like in the app. The difficulty here was to not clutter the interface too much while still being able to do basic editing on music clips. We decided on a simpler color scheme with higher contrast to increase legibility, as seen in the final design.



The final design became a Zoom-like app, with the ability to insert, edit and record music snippets, to create a song together.







PLATFORM FOR PPI

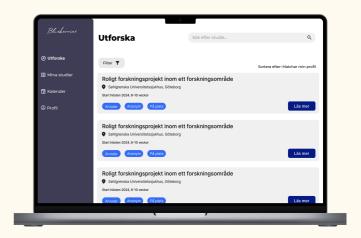
CONNECTING RESEARCHERS AND PATIENTS

Team: 5 Interaction Design-students

Role: UX/UI-designer

Time: 7 weeks

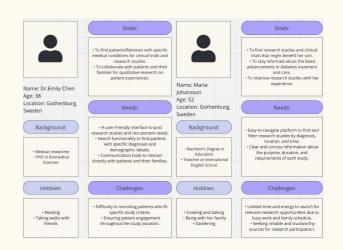
Patient and public involvement (PPI) is the field of having the public actively involved in research projects.



We were assigned the task of creating a platform to help patients and researchers find eachother within PPI.

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.



NICHA STATE OF STATE

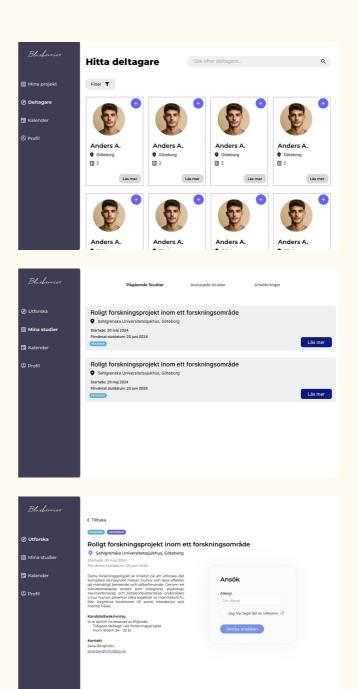
Develop:

The thematic analysis gave us five themes, that were translated into larger features/requirements we could create wireframes from. Thee were evaluated using heuristic evaluation with five experts, and developed iteratively.

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.

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.



ACTIVE CAMPUS

PROMOTING GOOD BREAKS DURING THE DAY

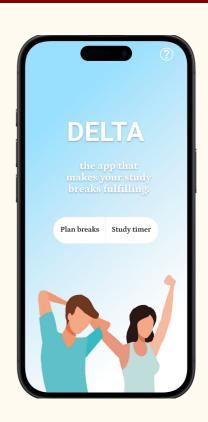
Team: 4 HCI-students

Role: UX/UI-designer

Time: 15 hours

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

After brainstorming ideas about how to increase movement on campus, we decided to focus on how to use study breaks into something more active.



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.

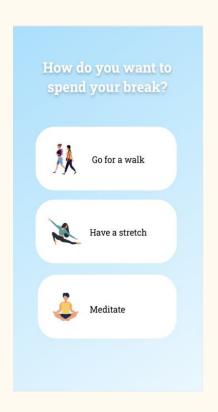
Deciding on an idea:

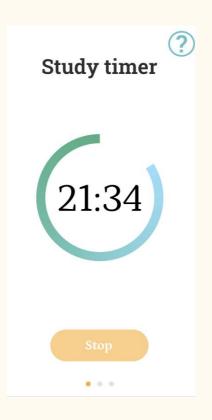
After receiving over 60 answers, we saw that 70% of those students spend their breaks using their phone and/or were sitting down. We decided then to create an app that assists you in taking more constructive and consistent breaks, while still being able to use your phone for a better purpose than scrolling.

Designing in Figma:

Besides encouraging people to take breaks, we also wanted to add a calendar function to see your friends' planned breaks, as most people liked their breaks to be social. Furthermore, people were less likely to do something active such as stretching if they were not used to it, or had difficulty coming up with stretches on their own. This told us that the app should have pre-defined intructions to help users get active. 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. In general, people liked the minimalistic design. You can find the final design below.







Thank you for viewing my portfolio!

WANNA GET IN TOUCH?

julia.bockert@outlook.com +46703633057 <u>LinkedIn</u>



JULIA BÖCKERT