



Lillian Ragudo

Hello I am Lillian Ragudo. I'm a design student at EWU with a focus on UX, web, and motion design. I enjoy designing card games, websites, and motion graphics.

lillianrosedesign.com
lillianr.design@gmail.com
(509) 724-6926

Eclectic Outlet

Card Game & Instructions

Spokane Guide

Guide to Spokane for Japanese students at Mukogawa Fort Wright Institute (MFWI)

Skill Share

Design Guidelines for Airwayheights Timebank

FBC Internship

Work for the Designer and Communication Director at Faith Bible Church (FBC)

Eclectic Outlet



Client

Myself

Date

Jan 2020 - Feb 2020

Tagline

Create digital instructions for a tabletop game.

Descriptions

Eclectic Outlet is a card game that is fun and quick for highschool and college aged people. This game is accessible to anyone who wants to play it by being downloadable to print and the instructions are online.

Platforms

Cards and Mobile App

UX Methods

Process Task and Diagram, Wireframes & Prototypes, Play Testing

Tools

Illustrator, Indesign, Figma, and Protopie

The Problem

I love playing tabletop games with friends and family. It's an easy way for me to connect with others. However, your first time playing a new game can be difficult and the instructions are often long and complicated. I was inspired by the creators of Exploding Kittens and their animated instructions for all of their games.

Research

I began by playtesting and reading the instructions of tabletop games that I played before and some new. I took notes of what worked and what didn't. Some games I tested with friends others I just watched other play.

Playtesting

Once I had a vague idea of my game and rules I started play testing at the EWU library. I went through three rounds of play testing. In the first two rounds I played and explained rules once at the beginning and watched how people played. I did not have concrete rules at this point so I changed them often. In my last round of testing I felt confident on the cards, rules and instructions I created so I only gave my digital instructions and let people play without help.



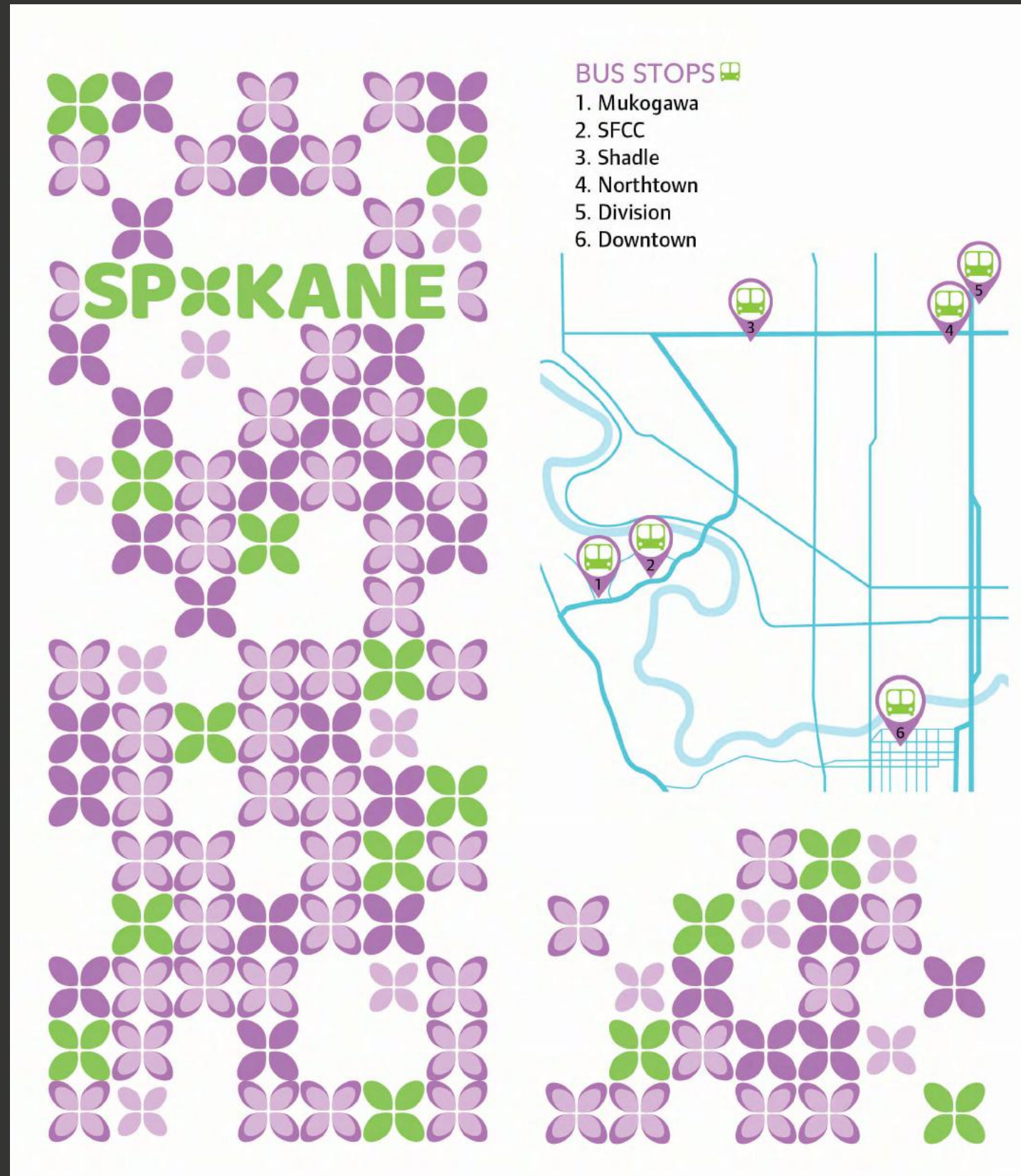
Recent Iteration

This is my most recent prototype of the cards and instructions. I plan on professionally printing these cards and creating the app in the near future.

High fidelity instuctions prototype here.



Spokane Guide



Client

Mukogawa Fort Wright Institute (MFWI)

Date

February 2018 - September 2019

Tagline

A guide that assists MFWI students navigate Spokane.

Descriptions

A guide that concisely contains information about Spokane, the bus system, and outings that is only relevant to the students at MFWI. This is to help reduce the amount of information the students have to analyze and understand for what is often their first trip to an English speaking country.

Deliverables

Paper guide and digital images for sharing.

Tools

Illustrator and Indesign

MFWI

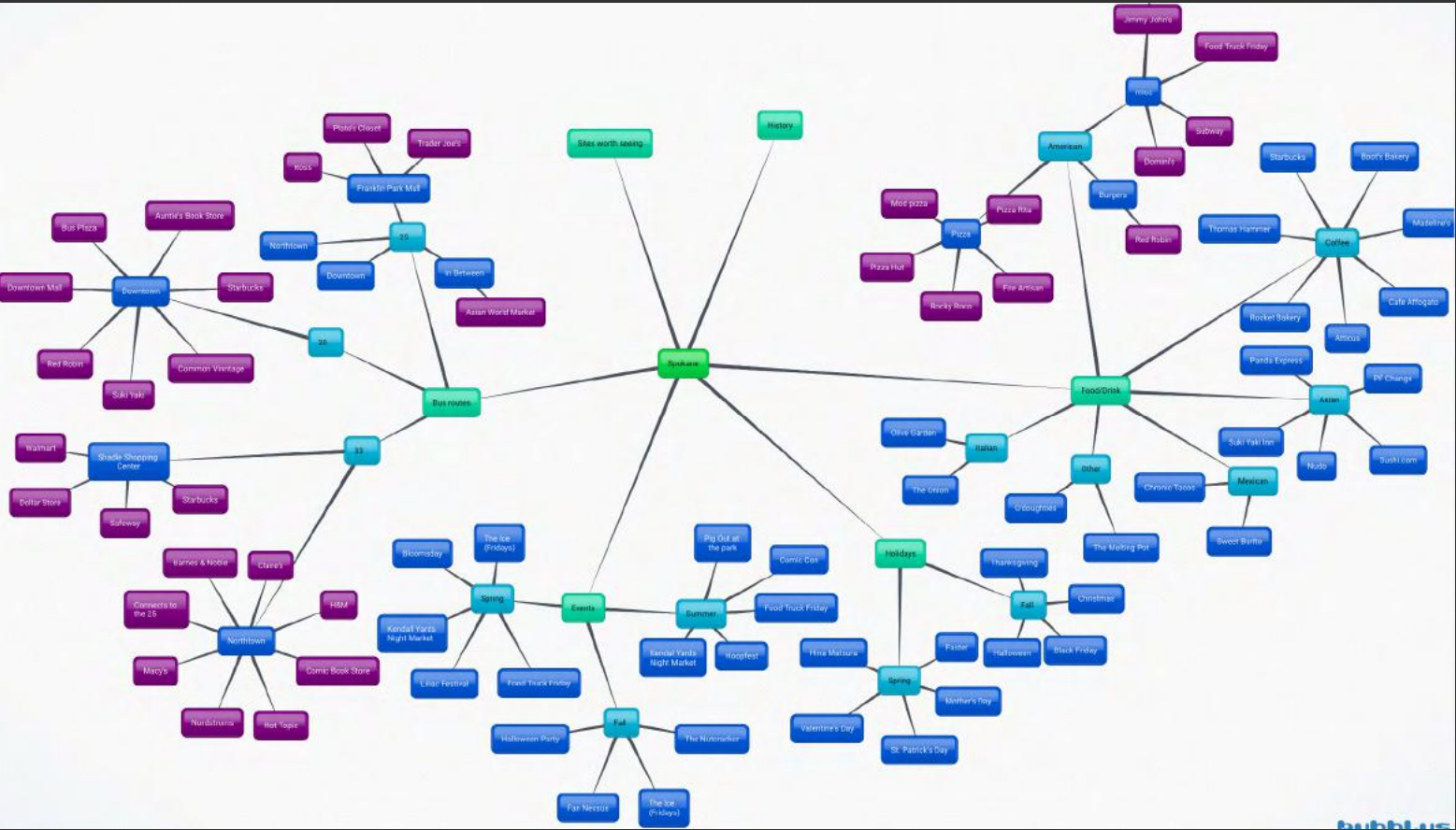
You may be wondering what the heck is MFWI? Even long time residents of Spokane do not know about Mukogawa Fort Wright Institute (MFWI) right next to Spokane Falls Community College (SFCC). MFWI is a branch campus of Mukogawa Women's University (MWU) located in Nishinomiya, Japan. MFWI serves as MWU's personal study abroad campus for their english and education majors during the Spring and Fall and for other majors during the Summer.

The Problem

I worked for MFWI as one of their resident assistants for 2 years. In total I had 6 groups of 10-12 students. My main job at the beginning of my student's stay, was to show them around Spokane, how to use Spokane Transit, and plan outings with them. During my first session I was flooded with tons of questions about bus stops, bus routes, where Walmart was, and just general confusion about how to navigate Spokane. Students often asked about my favorite restaurants or stores to shop at. The students received bus route maps and times from Spokane Transit as well as a map of Spokane, but these did not fit the needs of the MFWI students. So, I decided to design a guide to handout to my students to assist when I gave my Northtown and Downtown orientation as well as the rest of their time in Spokane.

The Process

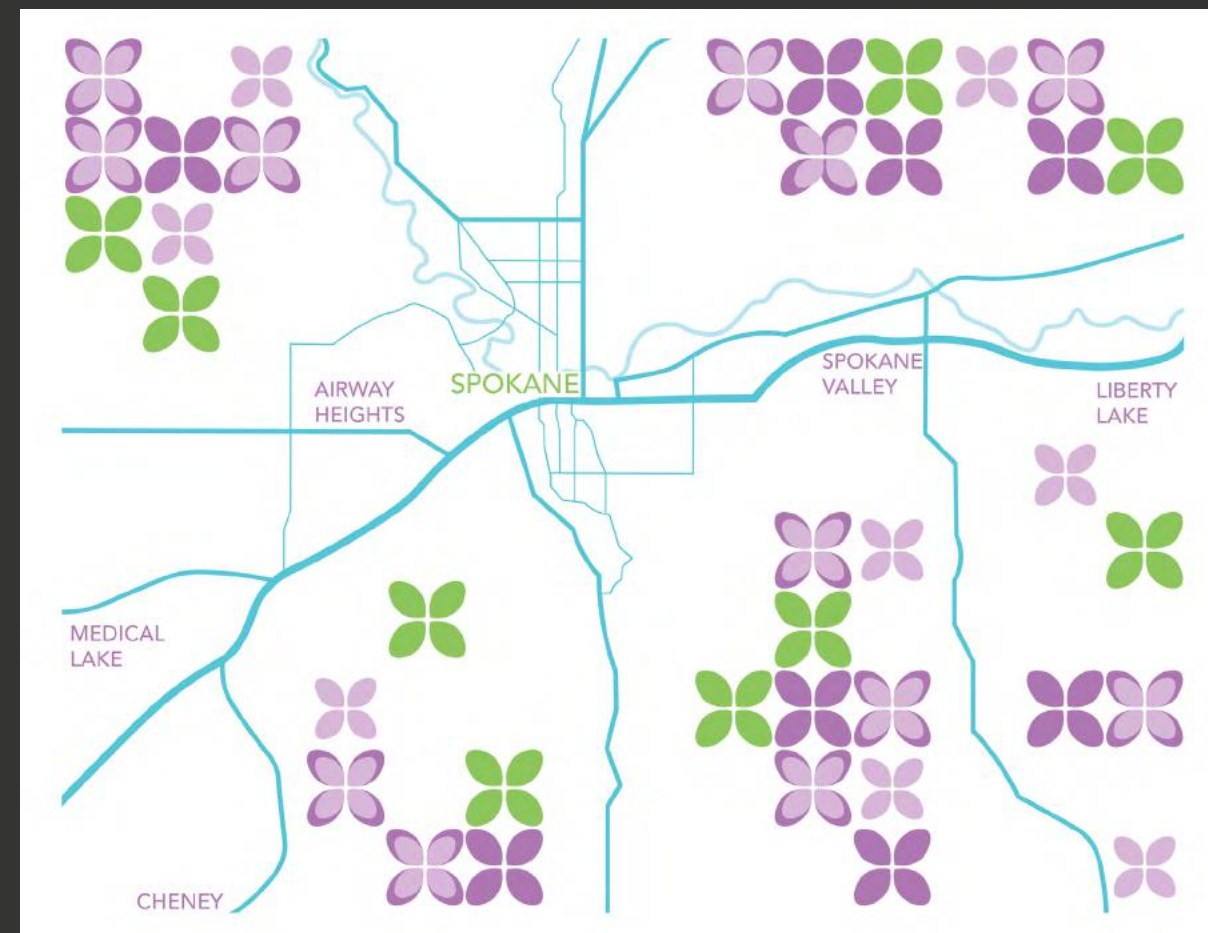
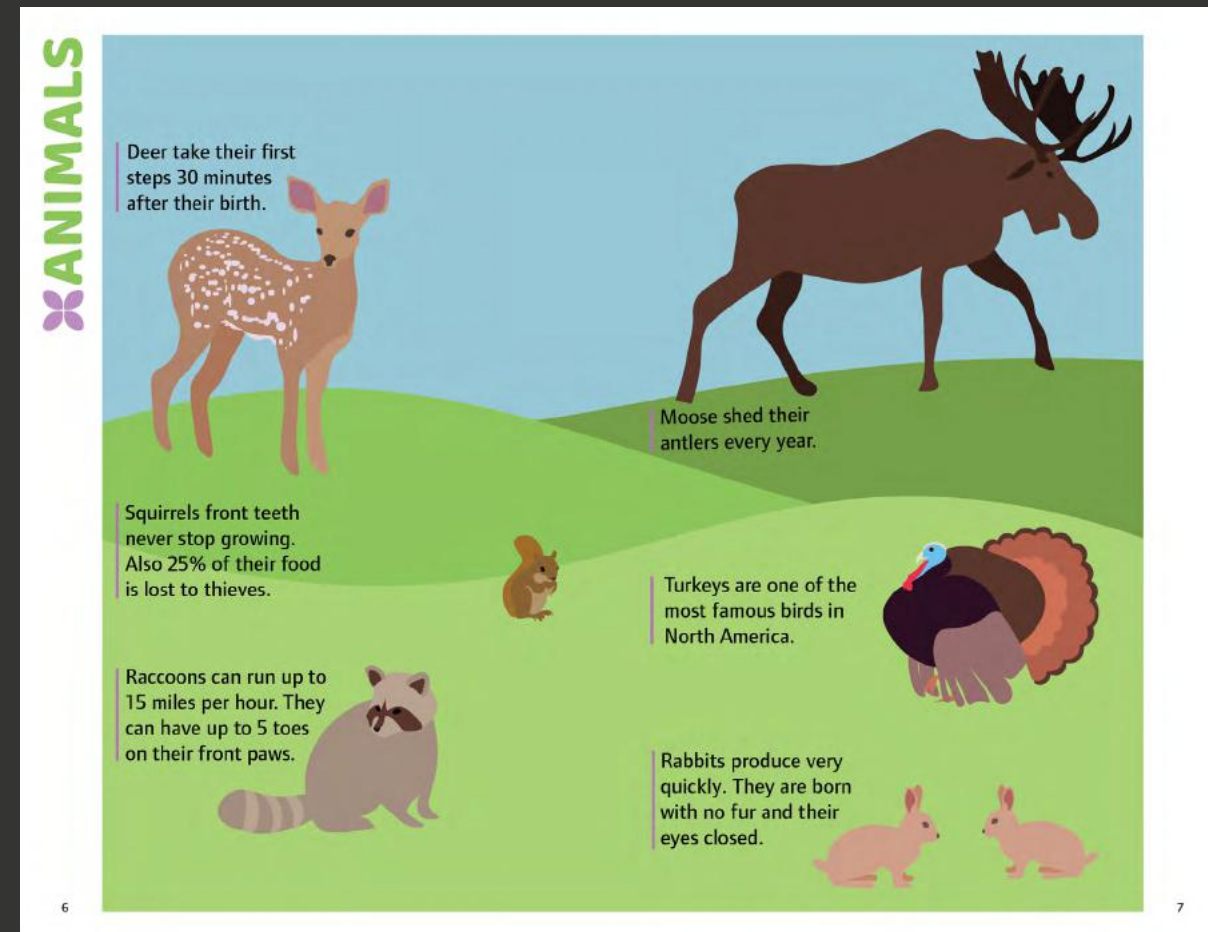
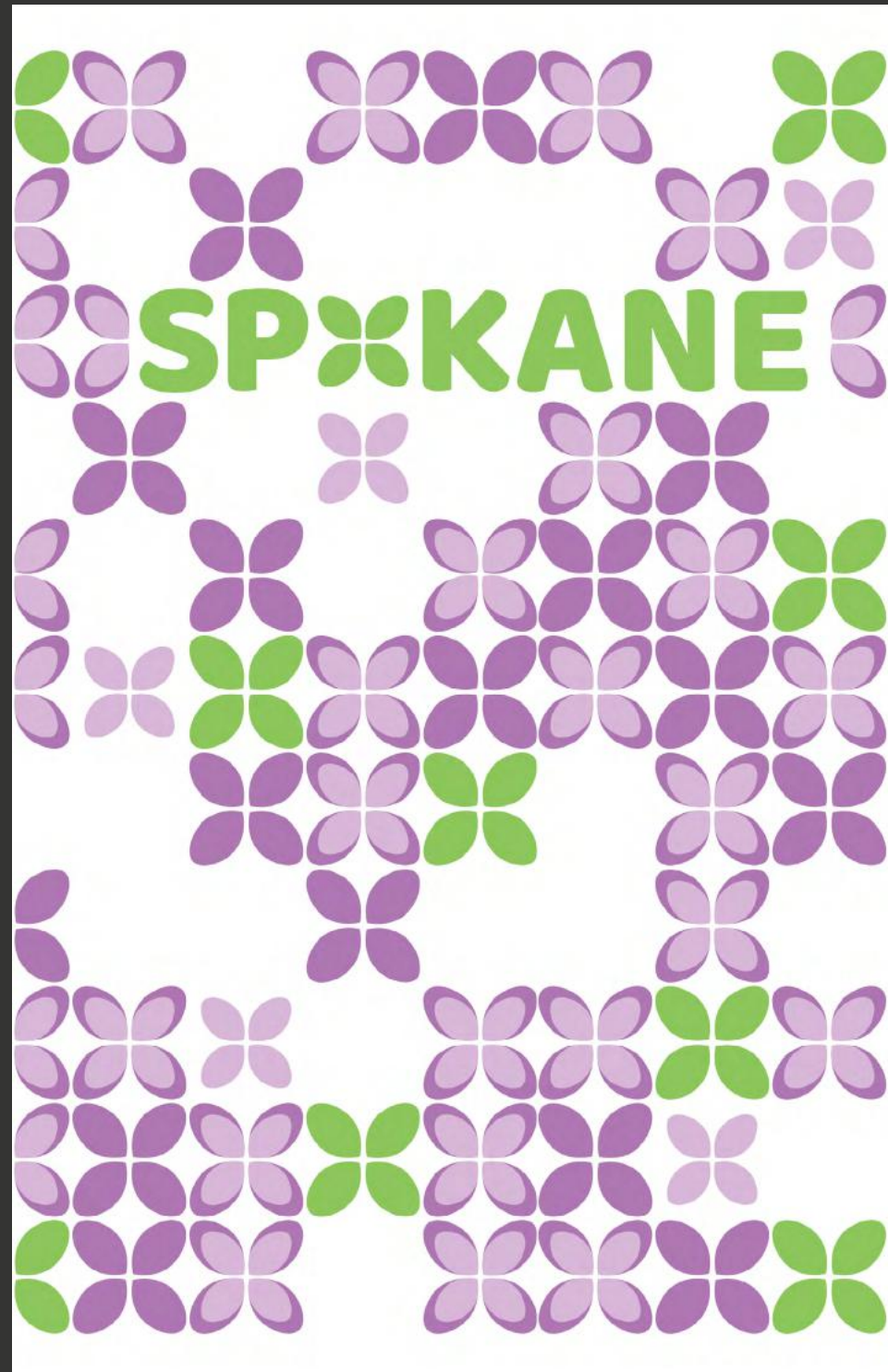
I started this project by researching and mind mapping topics about Spokane that I might be interested in including in this guide. I also interviewed students about what they wish they knew when they first arrived in Spokane and RAs what common questions they recieved from the students. I then went through the process deciding on the logo, color, font, and other style choices for the guide.



Iteration 1

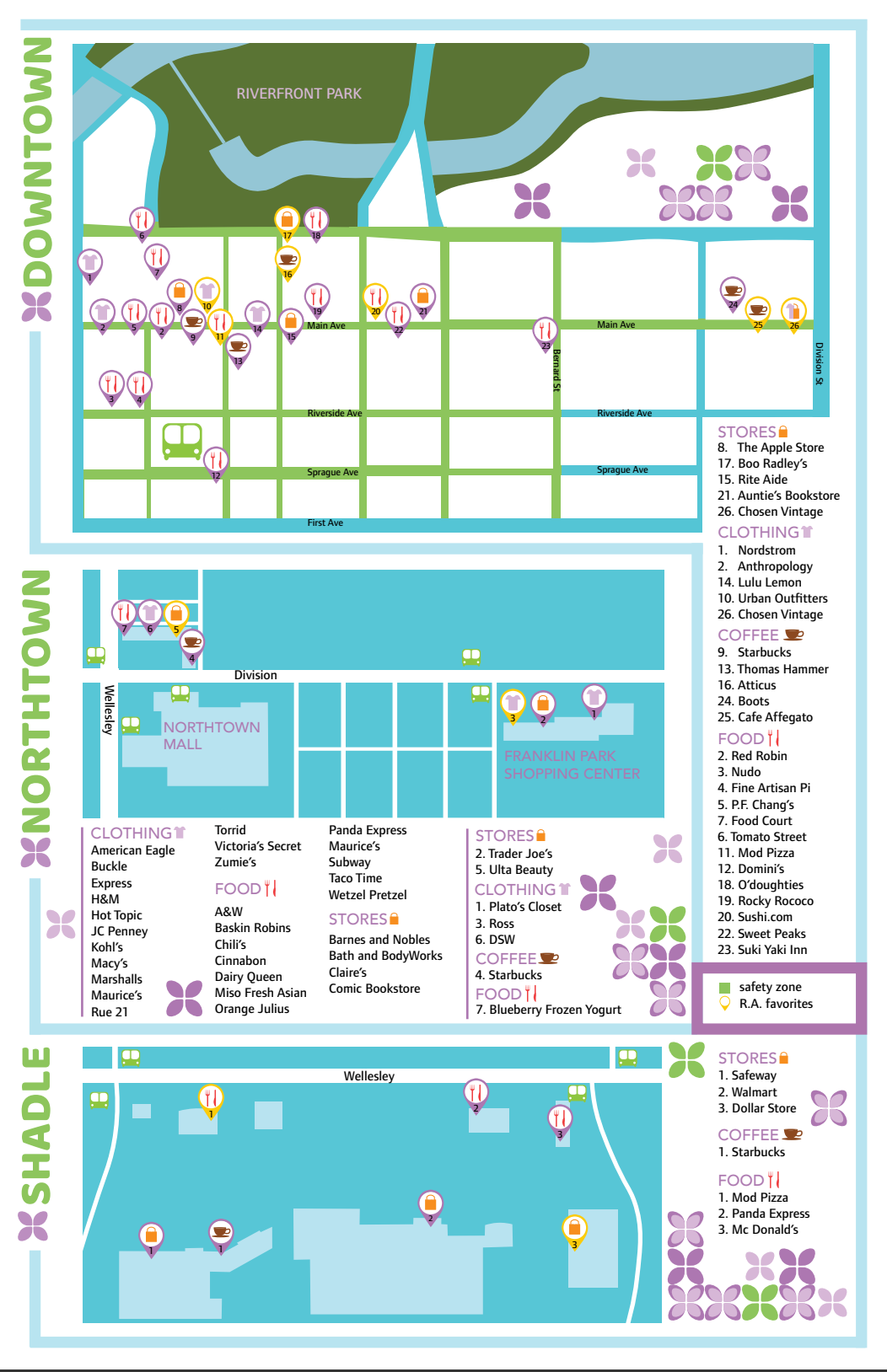
Originally there was a desire to hand out a 20 page booklet to the students. It contained maps of all locations students were allowed to go. It also had additional information about the area.

[Link to full booklet at issuu.com](https://issuu.com)



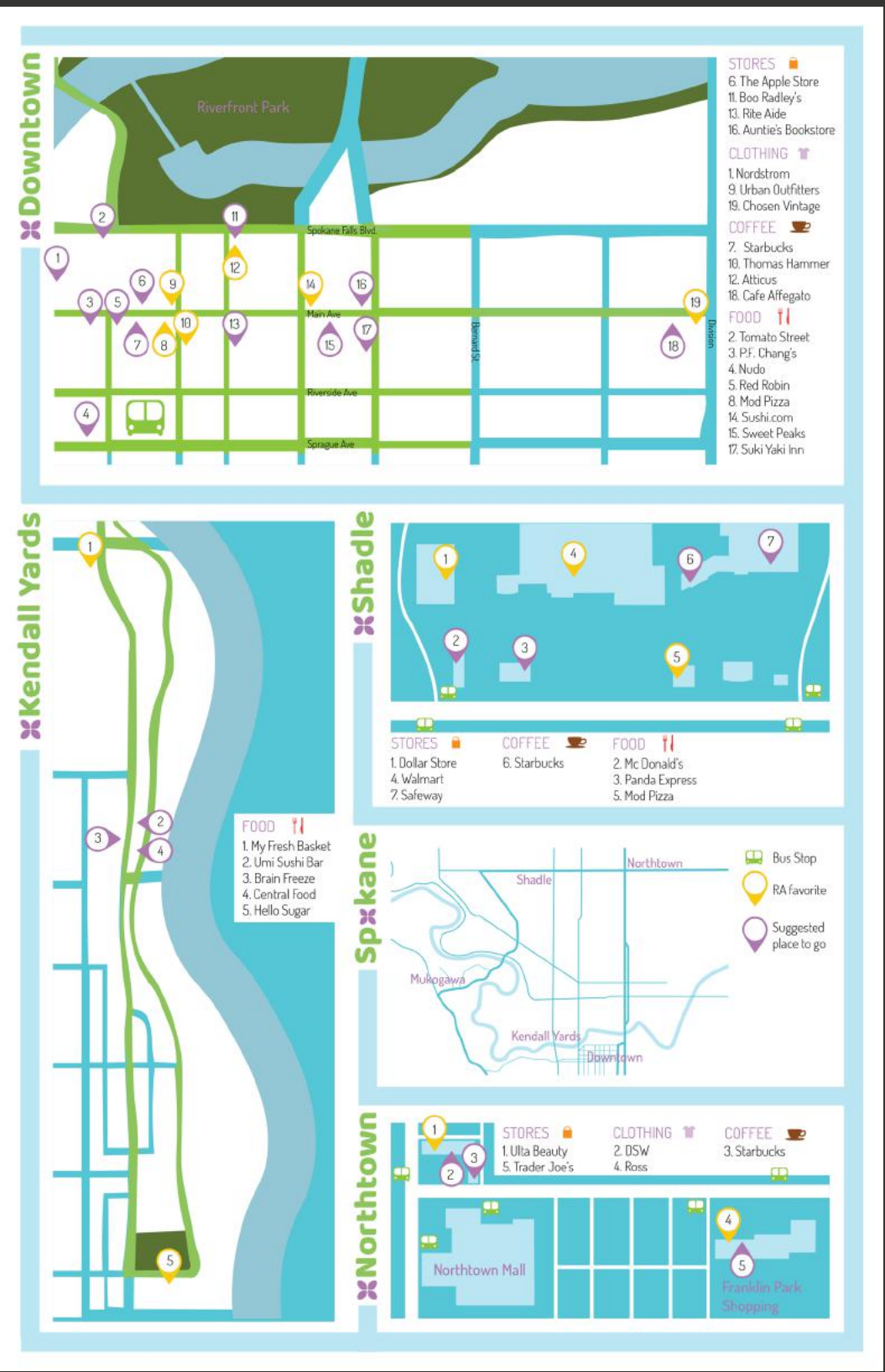
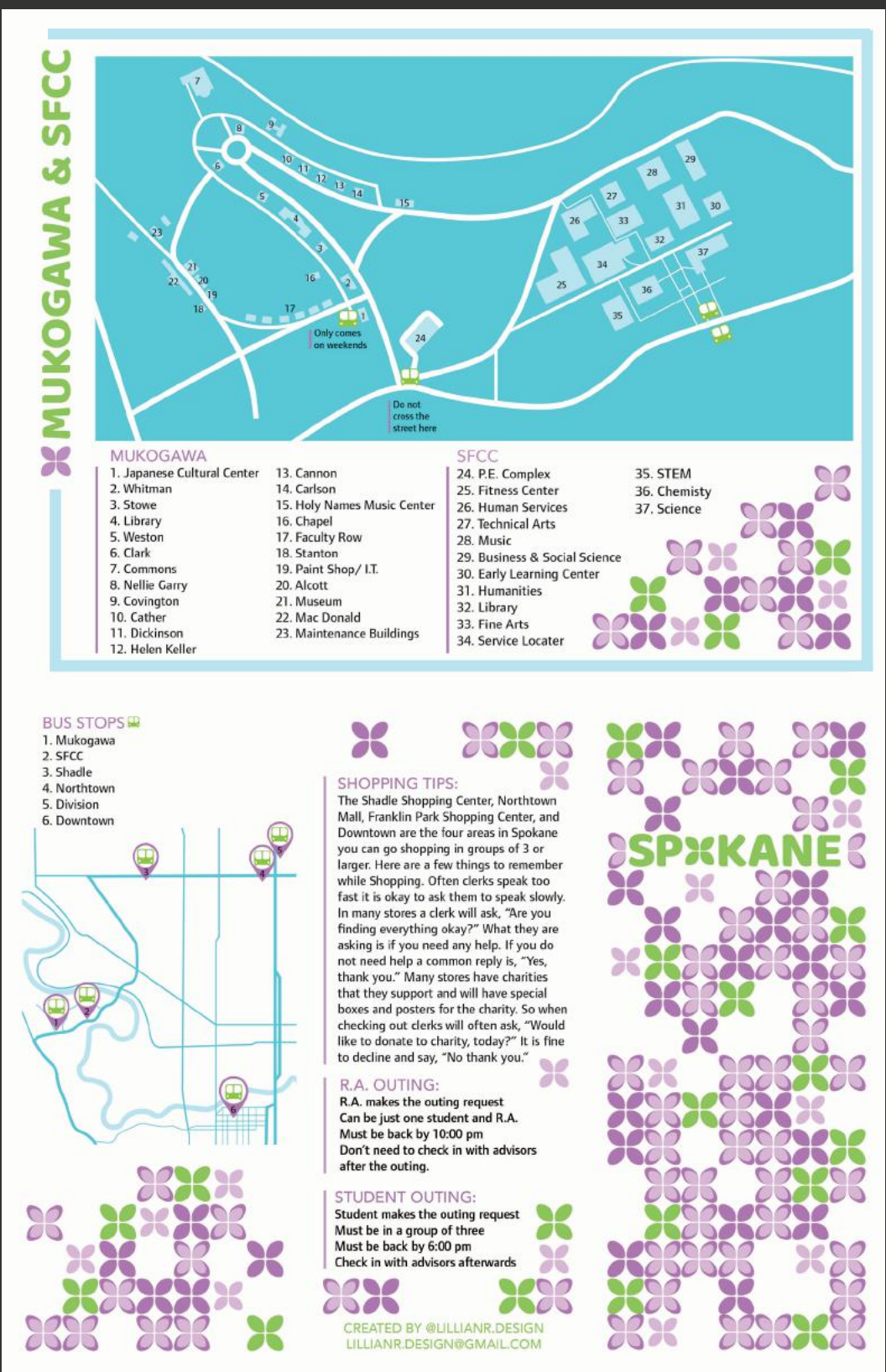
Iteration 2

I switched to a map after seeing a similar layout. I thought the tri-fold map was a better option. I found that while the some of the extra information was fun for the students I needed to go back to my goal of providing them a concise guide.



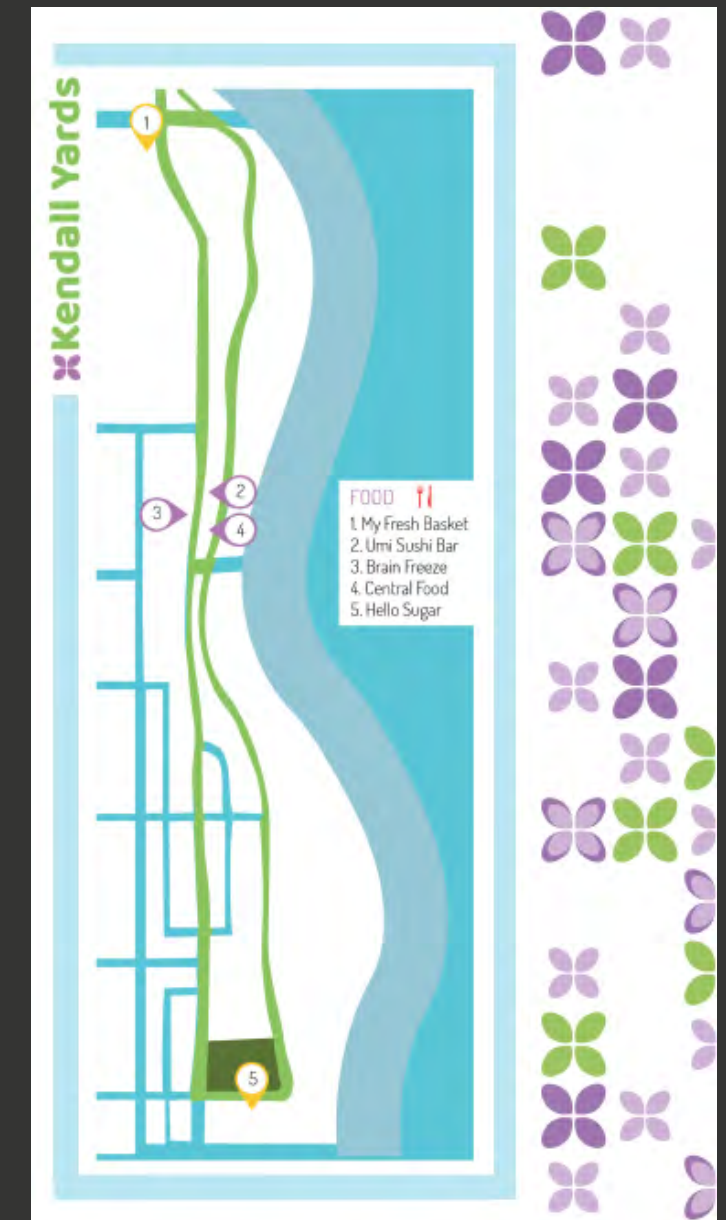
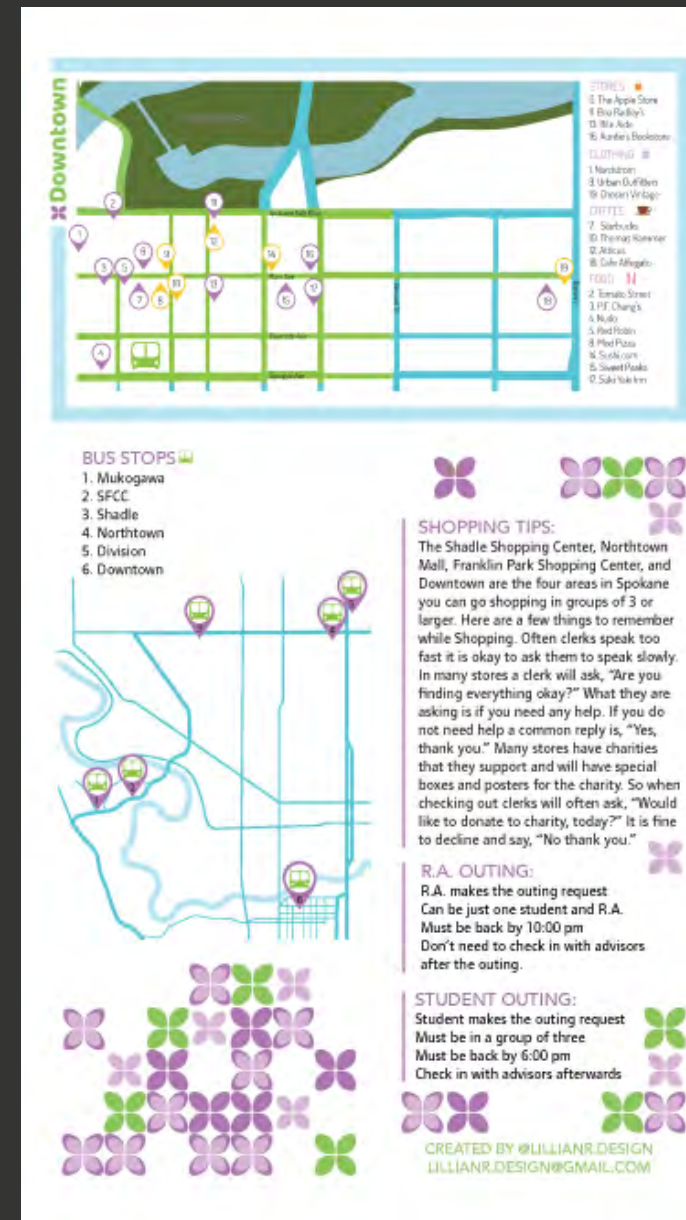
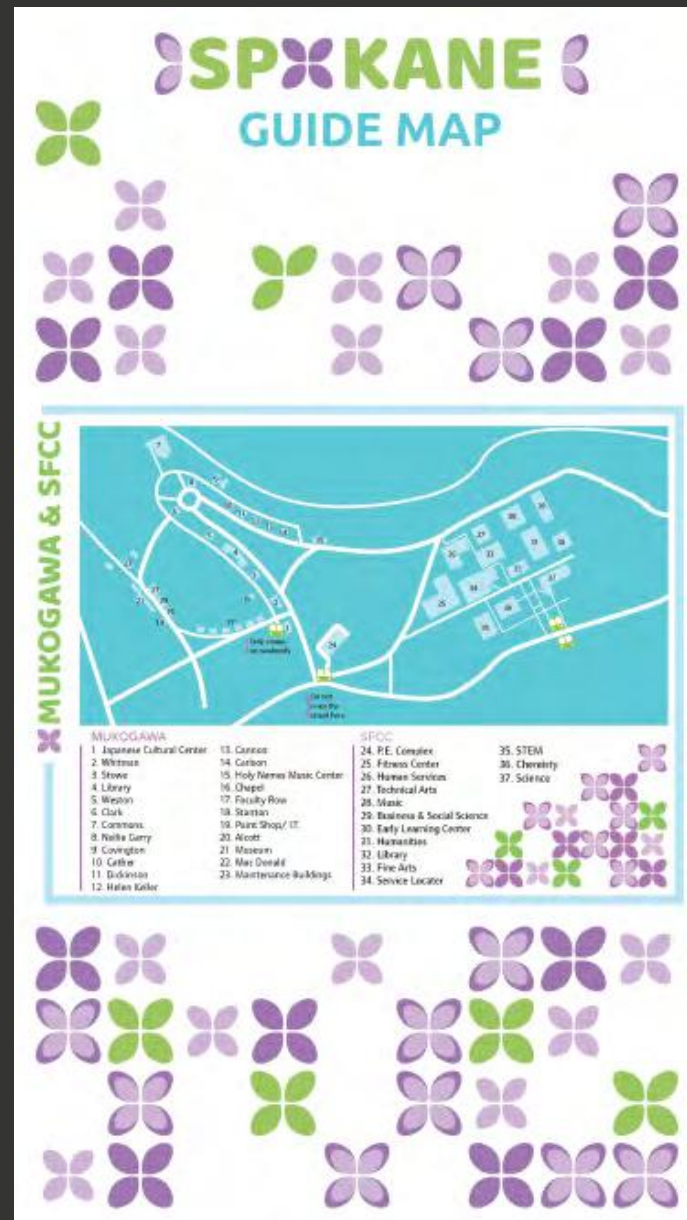
Iteration 3

MFWI wanted to encourage students to check out Kendall Yards, so it was added to the map. The orientation was changed because the advisors wanted post these around campus and also so that the image could be airdropped with the students.



Iteration 4

This was my last iteration of the guide. I decided to make a series of images that was closer to the dimensions of the most common phones owned by the students.



Skill Reservior



Skill Reservior
Airway Hieghts Timebank

Skill Resevior Design Guide

Client

Airway Hieghts Timebank

Date

April 2018 - May 2018

Tagline

Timebanking is a time-based currency. Give one hour of service and receive one time credit.

Descriptions

Design guidelines for the new Timebank for the Airway Hieghts community. The community needed a logo and design guidelines to apply to posters, handouts, and their timebanking app.

Deliverables

Design guidelines that include a logo, posters, and trifold options.

Tools

Indesign and Illustrator

Timebanking

Timebanking is a time-based currency. Give one hour of service and receive one time credit. You can also use your credits to receive services. An hour of service is always one time credit regardless of the nature of the service performed. Three things that stood out to me when researching time banking are the importance of community, connections and equality. These words are what I kept in the back of my mind during this branding project.

Link to the full design guide at issuu.com

Main Logo



Sub-Logo



Skill Reservoir
Airway Heights Timebank



Typefaces

Bree Serif Regular
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz 1234567890

Quicksand
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz 1234567890

Section

Section Header: Bree Serif 30
Body text: Quicksand 12
Use orange, pink or blue to highlight important information in bodies of text. But never use different colors in the same section.

Sub notes: Quicksand Bold 9- Set in arrow parentheses. Also use the same color used in the section.

Section

If at all possible do not make the section headers longer than the body text. Keep the titles simple. Use white body text on colored backgrounds. Also do not overlap any elements on top of a colored background. Also use dark grey to highlight text on the blue background.

There are two title options on the next page chose one or the other but never both. It is suggested to use 'Another Title Option' for flyers and posters and the other for longer documents.



Game Night & Potluck

Get to know your nieghbors.



Tuesday
September 23rd
6:30-8:00pm
Teen Challenge Classroom

Bring your favorite board games, dice, cards, or just come to play. Kids and adults welcomed! Bring a favorite side dish, dessert or drinks to share.



Skill Reservoir
Airway Heights Timebank

FBC Internship



Client

Faith Bible Church

Date

Jan 2020 - March 2020

Description

I worked on several projects with FBC's Communication Director, Seth Weber. My work included motion graphics, booklet covers, logo and illustrations for the Youth Winter Camp, and illustrations for Sermons and handouts.

Tools

Illustrator, Indesign, After Effects, and Procreate

Full print portfolio here at issuu.com

Ressurrection Sunday & Good Friday

Ressurrection Sunday and Good Friday
2020 graphics for Faith Bible Church.
The theme was love changes everything.
The design was made in relation to the
planned set design.



GOOD
FRIDAY



LOVE
CHANGES
EVERYTHING



LOVE CHANGES
EVERYTHING

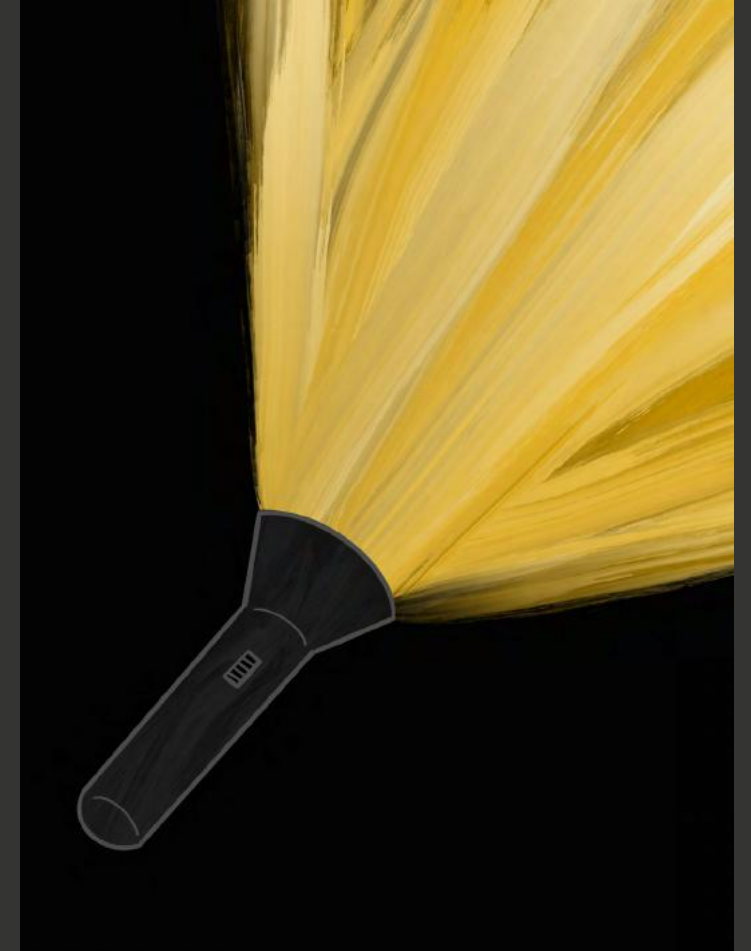


LOVE
CHANGES
EVERYTHING

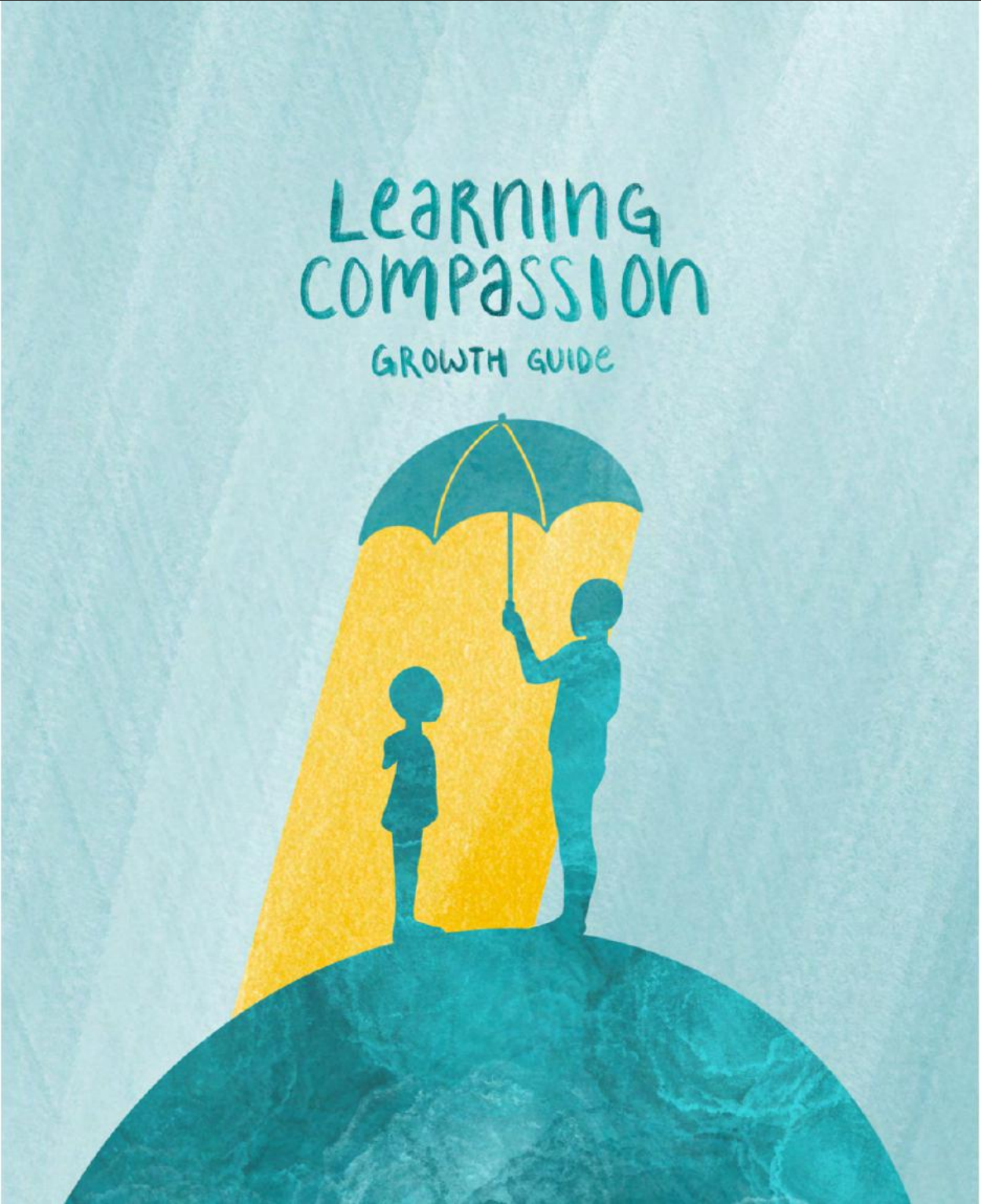
Growth Guide Cover

This project was about creating a cover for the next growth group guides. The themes were sharing the gospel and God's goodness and compassion. I made four different possible cover ideas and then consulted the pastor who wrote the guide and we decided to move forward with one of them.

Initial Sketches



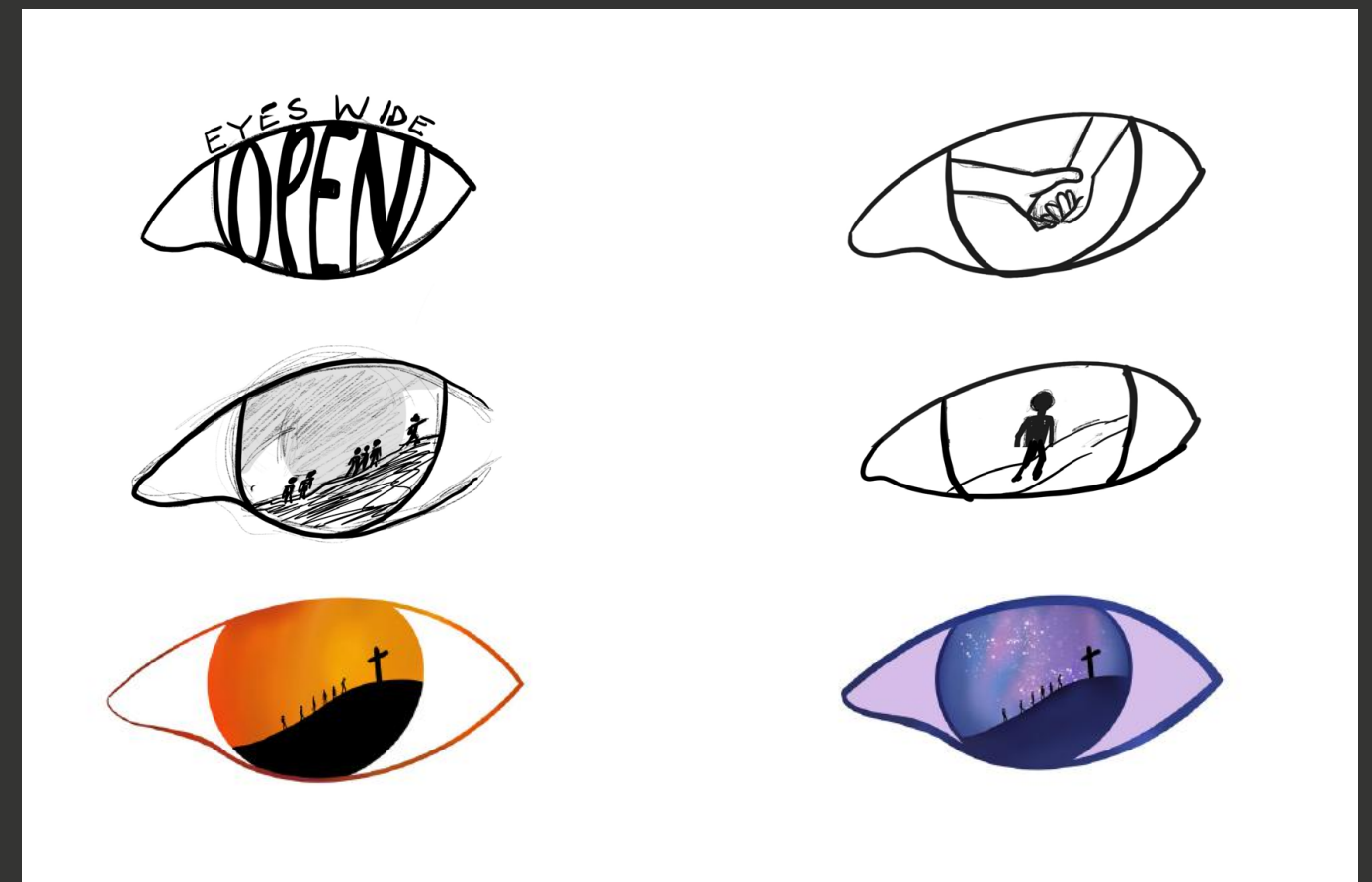
Final Version



Youth Winter Camp

This project centered around making a graphic for the 2020 youth winter camp. The theme for the camp was, "Eyes Wide Open." The design needed to be flexible to fit on a variety of different sized posters and dimensions for the website and slides. The graphic also needed to be simplified for stickers.

Initial Sketches



Final Version

