

**UX Portfolio**

Peter Chang



# Who Am I

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My name is Peter Chang and I am a student at Eastern Washington University. I am working on my Bachelor of Design and User Experience certificate. I have some background in various design professions such as motion and print design. For me, design means more than a pretty product. I entered the design field in order to change the way people think. I want to use design as a tool to inspire people and promote discourse. A little about my design method, before I start any project, I need information. To sum up my method, it is a process of gathering info then producing as many ideas as possible, then narrowing it down to the desired outcome/product.

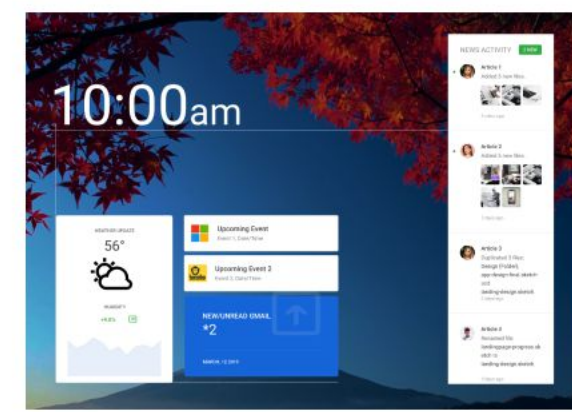
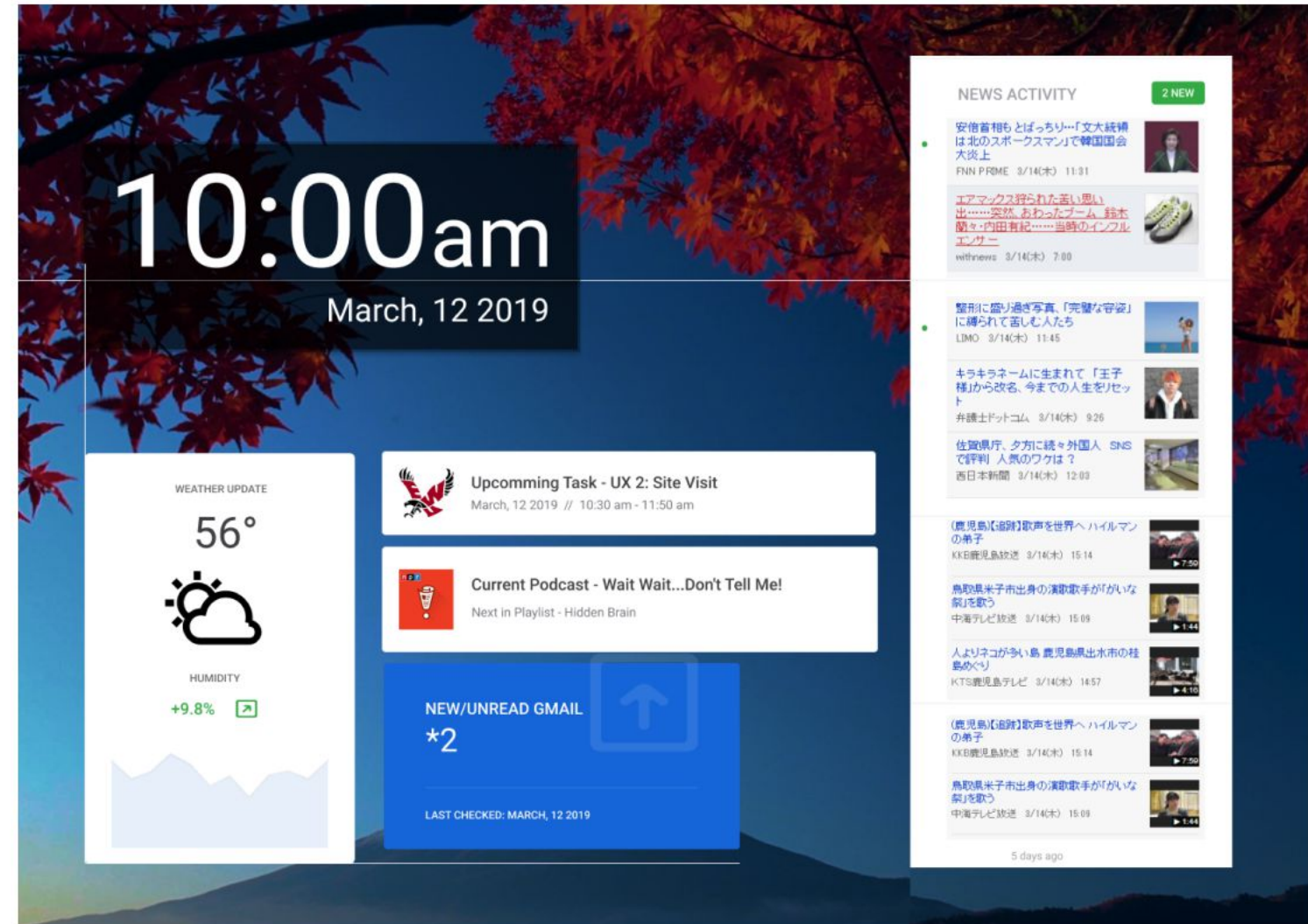
Project

1

Bespoke  
Dashboard

# What

The objective was to create a personalized dashboard for the client which would suit their daily needs. The needed items/modules included where one deem absolutely necessary for the client. The dashboard would be a non-interactive medium that would be located on a large screen such as a tv.







# Why

There is a potential trend in design products and UI, personal customization. This project was a form of practice in designing in a user-centric mindset, not having the user-specified list out what they want but for the designer to cherry pick what they truly needed.

# Who

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## Client: Sarah Adkins

Practical but fun  
Computer Science Major  
Loves Exploring  
Enjoys traveling  
Strong Familial ties  
Likes more organic / natural styles

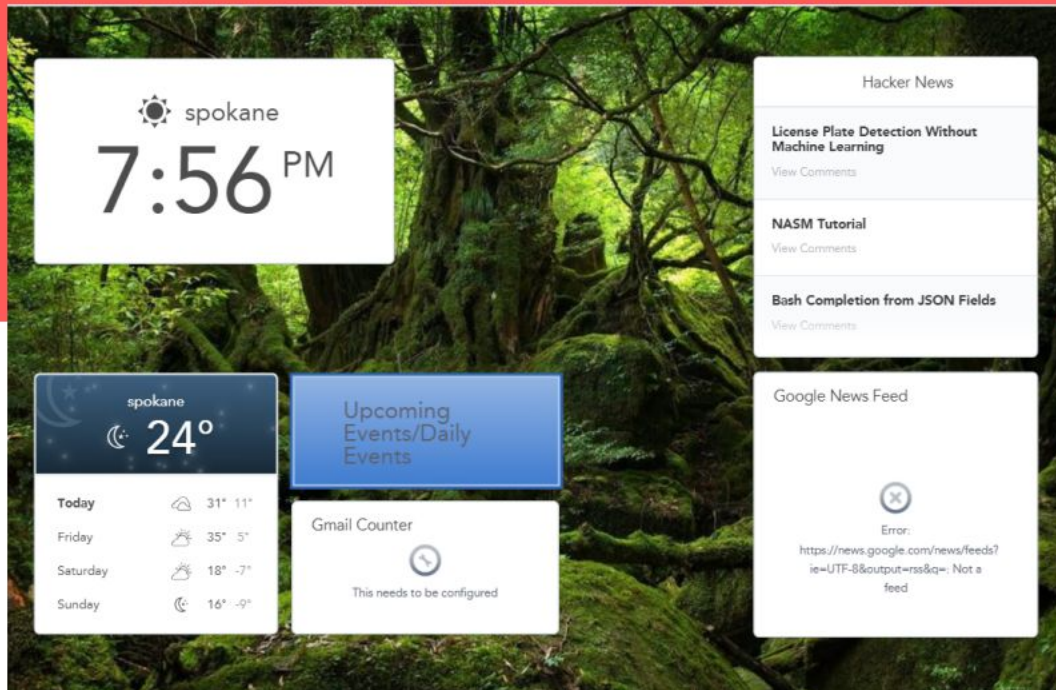


# Process

## I was provided with...

an image of hand-chosen items by Sarah of what represents her as well as the information gleaned from multiple interviews with her. I determined the sort of items needed on this personal dashboard and how it should look. The key content I determined was necessary was a clock, weather, and news. These three items were necessary for this dashboard to hold any amount of usefulness for Sarah. Additionally, after further conversations, two more items were later on added to the overall design, an email counter, and short upcoming notice.

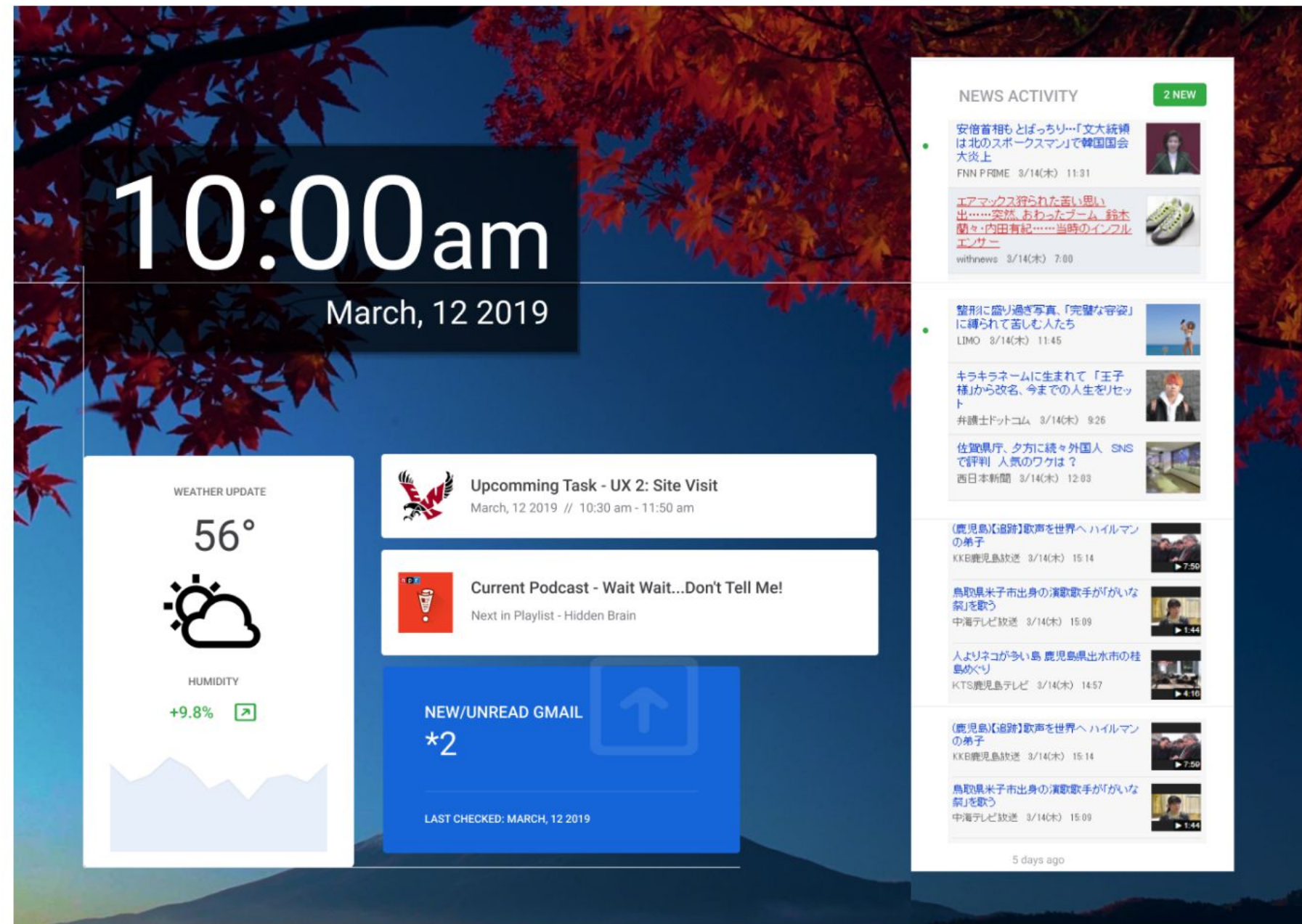
The visual design was based on both Sarah interest of Japan, nature, and photography as well as the existing dashboard she currently uses. The differing sizes of each module denote the importance of each item with larger being more important. First, I create a rough in the site called the Dash, then after receiving initial feedback moved onto creating a higher fidelity prototype.



# Result

With some fine tweaking of the contents and the visual layout, this is the end product that was created. While this was a rather fictional/practice project, the feedback from the client Sarah was positive.

However, the project itself did not extend beyond the conceptual stage.





Project

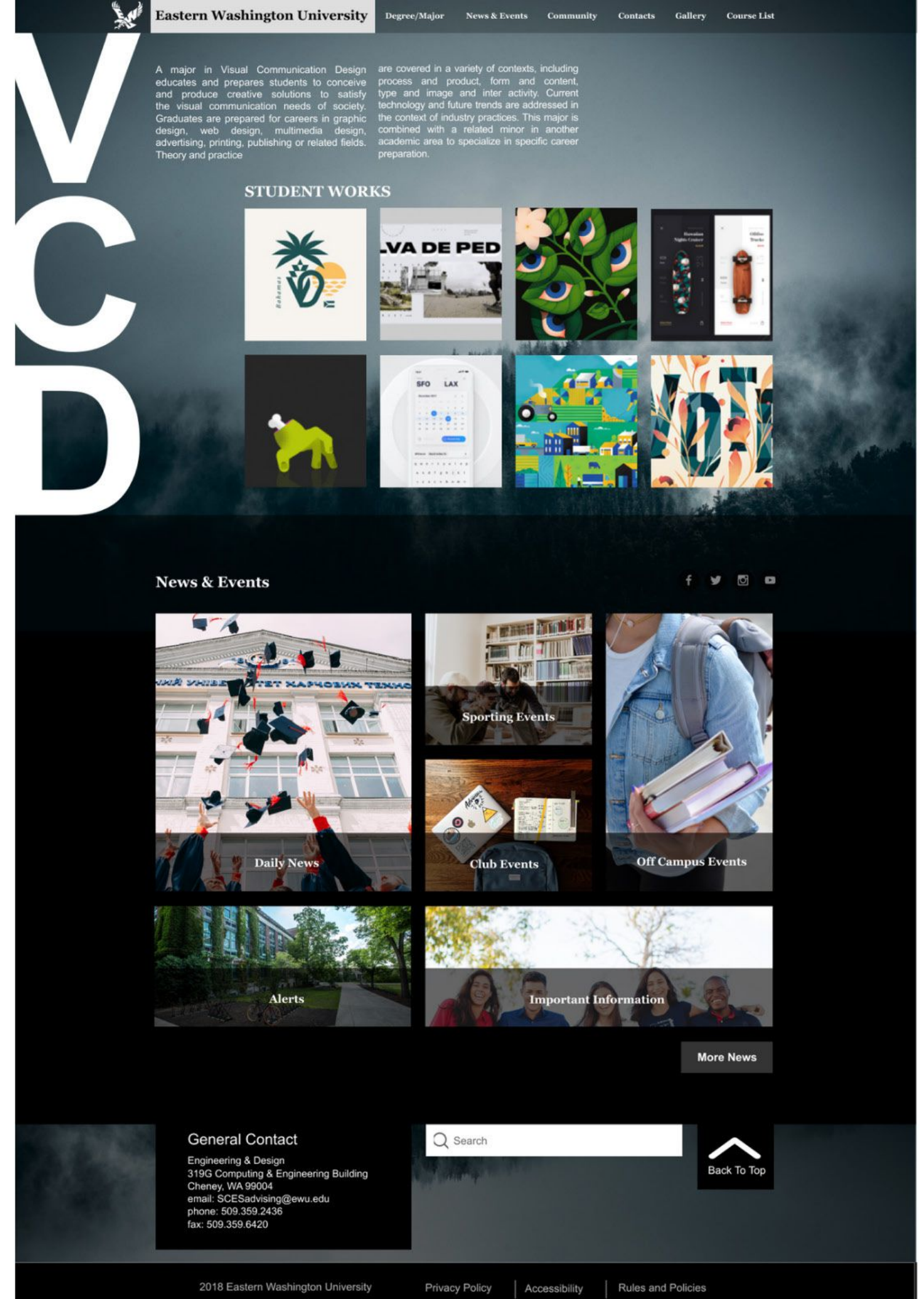
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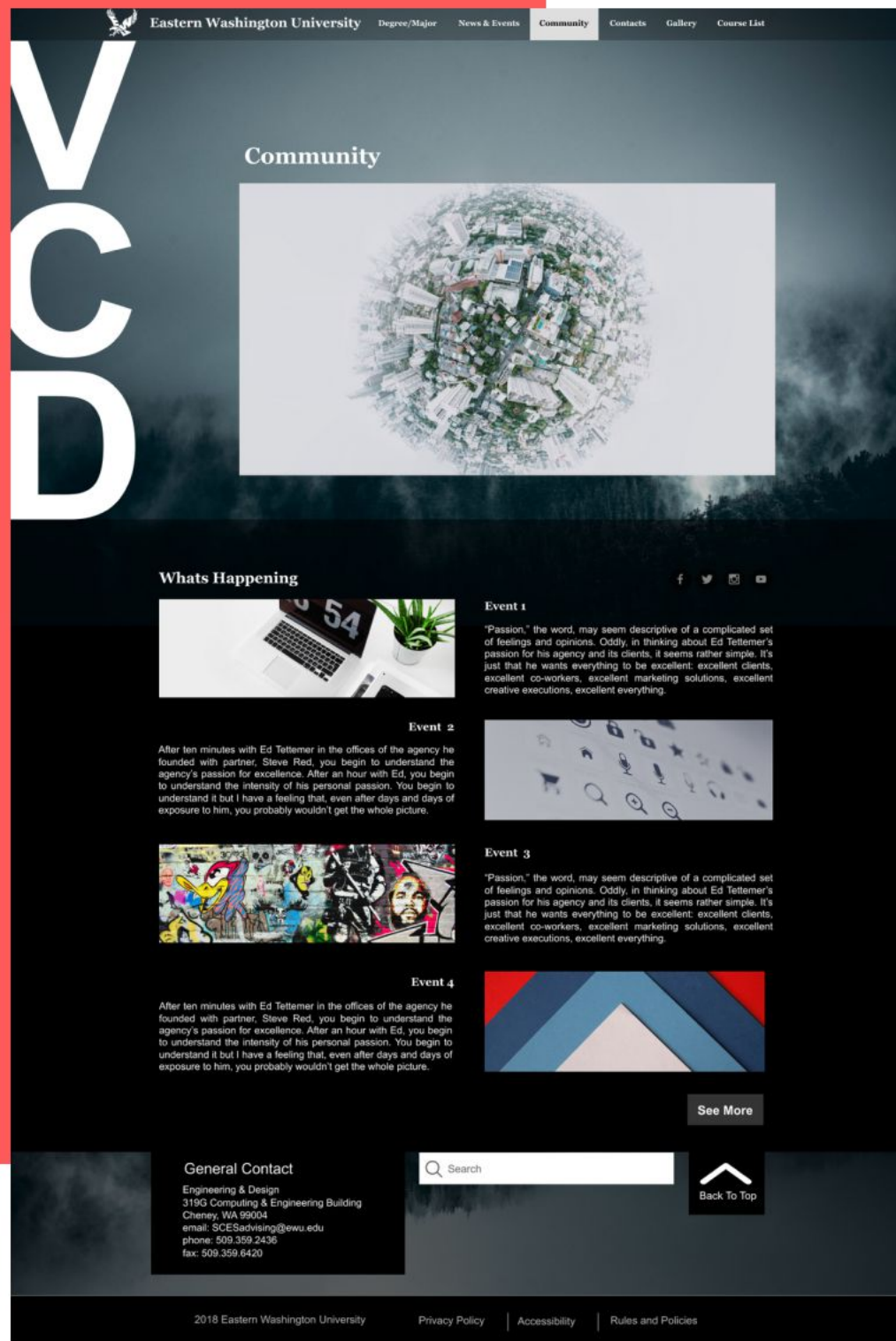
VCD

Website

# What

The VCD club and department at Eastern Washington University is relatively unknown. My task was to create a potential website that would function as a landing site for incoming design students and a hub for current design students.



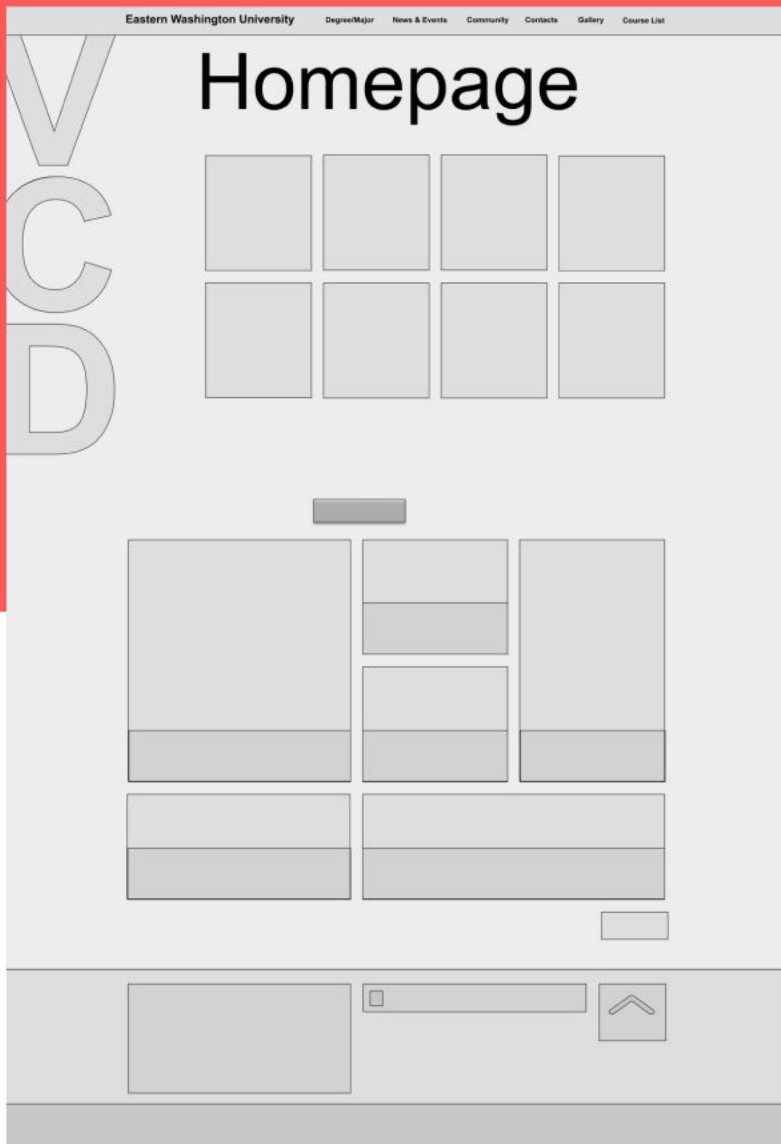


# Why

The VCD major and club is fairly unknown. On Eastern, if someone was to introduce themselves and their major as VCD / VCD student, they would most-like receive a confused look and be asked to explain what it is. This website would be a form of promotion to get both the major's name as well as the student within it out into the public's attention.



# Process



## For this project...

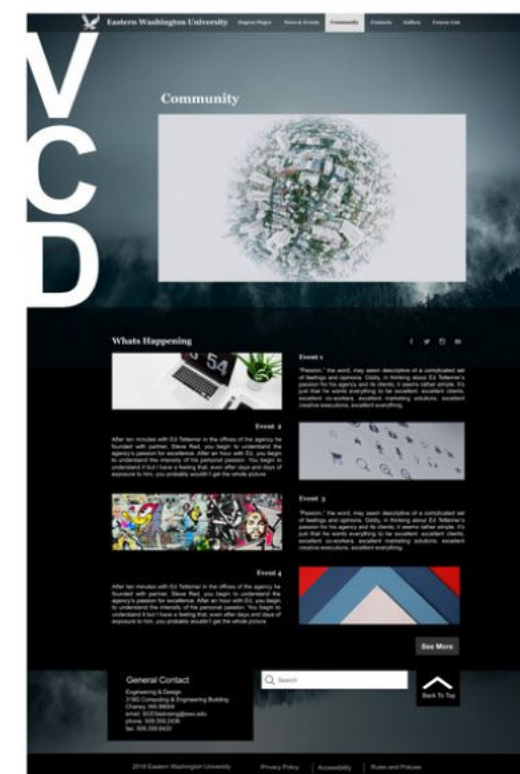
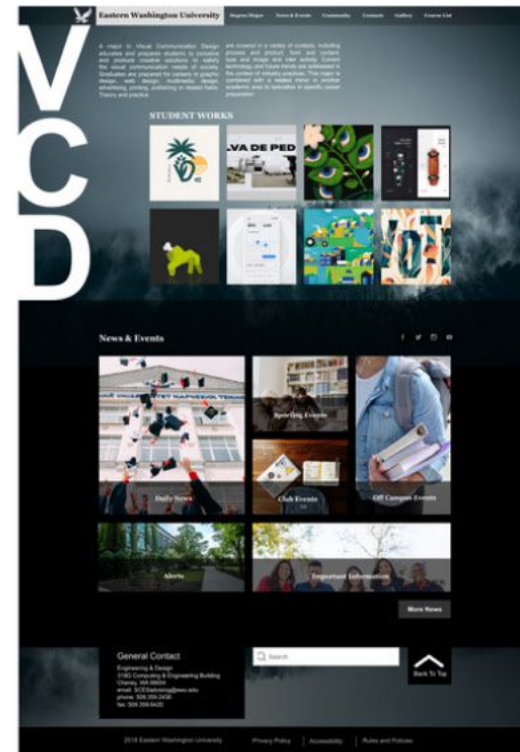
I was allowed a large amount of creative freedom. I was not restricted to any design guidelines nor existing EWU guidelines. I was allowed to create a website that I deemed fit for this university and major. The key thing I wanted to emphasize on this website was students and their work. To do this I created a student gallery that would appear immediately on top of the homepage.

# Example Wireframes



# Result

This project, while's idea grounded in reality, was not actual client work. Due to the Easterns then redesign of their website, our classes redesigns were not considered. This left the website in only a prototype state only on Sketch.





Project

3

Augmented Reality  
Pop Up Book

# What

The idea I wanted to challenge or expand upon is whether it had to be strictly physical vs digital problem. The way I thought of challenging this notion was to create an interaction that merges both the physical and digital. It would be an augmented reality pop up book. I would have the actual book be the physical interaction with AR pop-ups be the digital aspect.

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# Why

A large part of interaction design is creating relations between the human and the interactive system in front of them. While thinking about this idea, I had a realization connecting to the abundance of screens in this modern era. Just a few decades ago, parents would give their child physical media such as toys or children's books in order to keep them entertained in their daily activities. But now, it is growing more and more common that children are receiving screens as a replacement, whether that is a tablet or smartphone. These digital media can offer vastly different and more experiences to a young child than physical media.

# Process

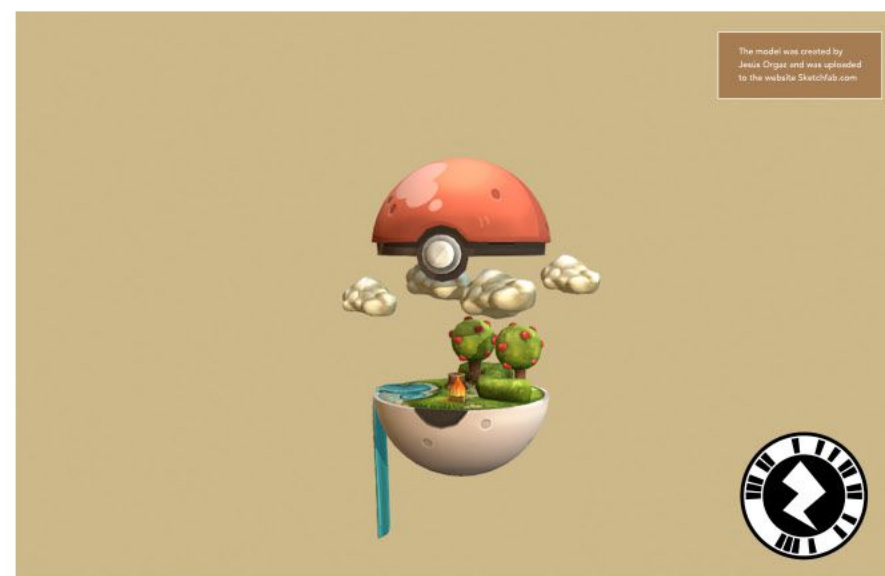
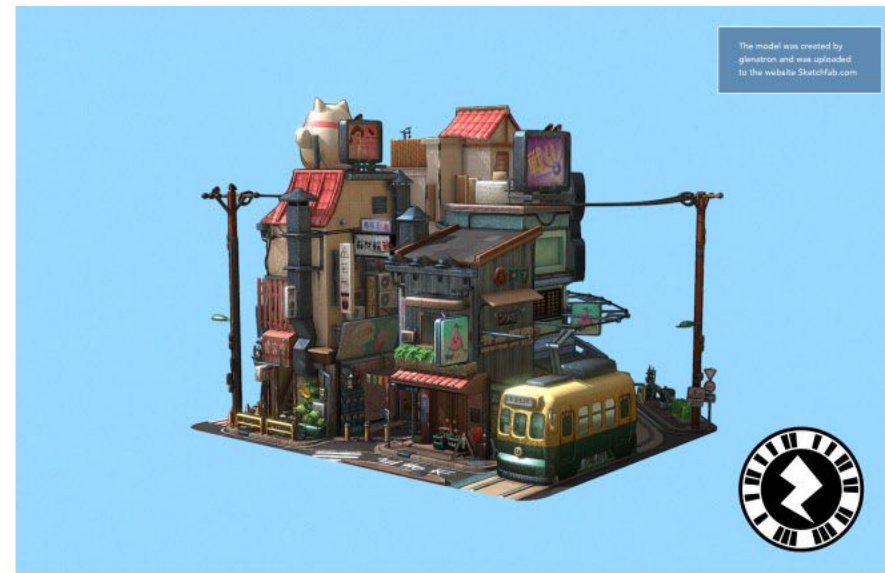
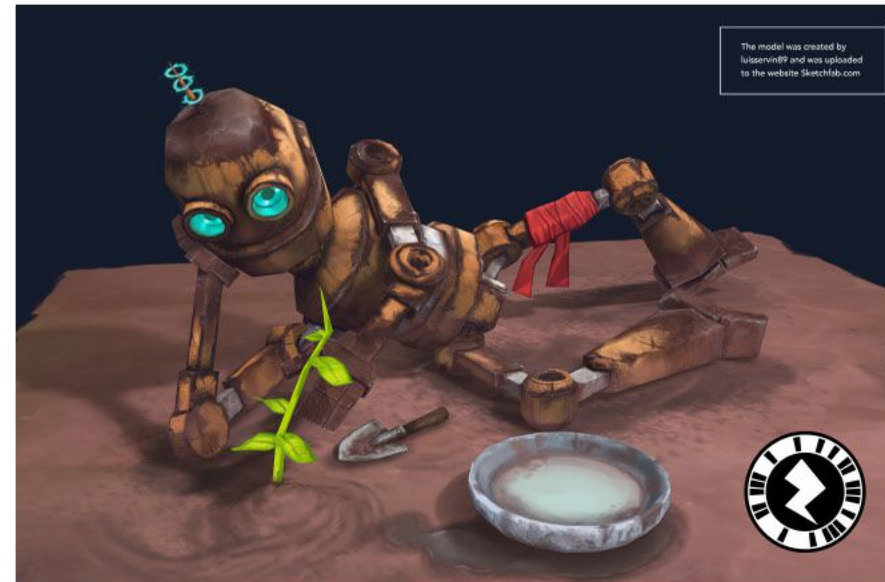
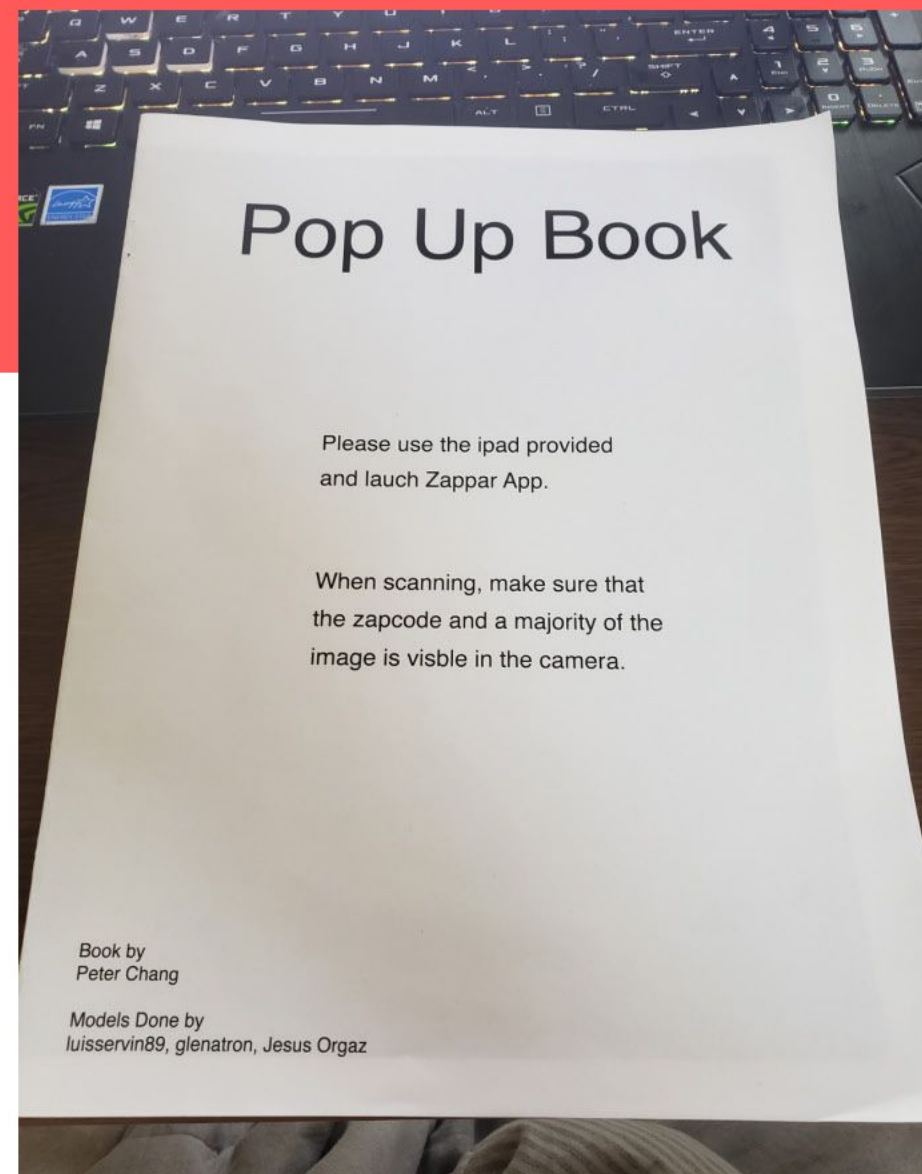
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## To start off this project...

I went around looking at different AR software that I could use to make this. I found out about Zapworks Studio which would allow me to create this project in a fairly reasonable amount of time. After a few tests run in creating a working AR pop up with actual 3D models, I determined that this was a reasonable venture given my time constraints. Unfortunately, due to my unfamiliarity with creating 3D models, I used and credited models from a site called Sketchfab. This website also had a built-in import plugin within Zapworks studio. Using these I created the tracking images that allowed for the book to function and began preparing to assemble this project for a minor showcase to have users interact with this product.

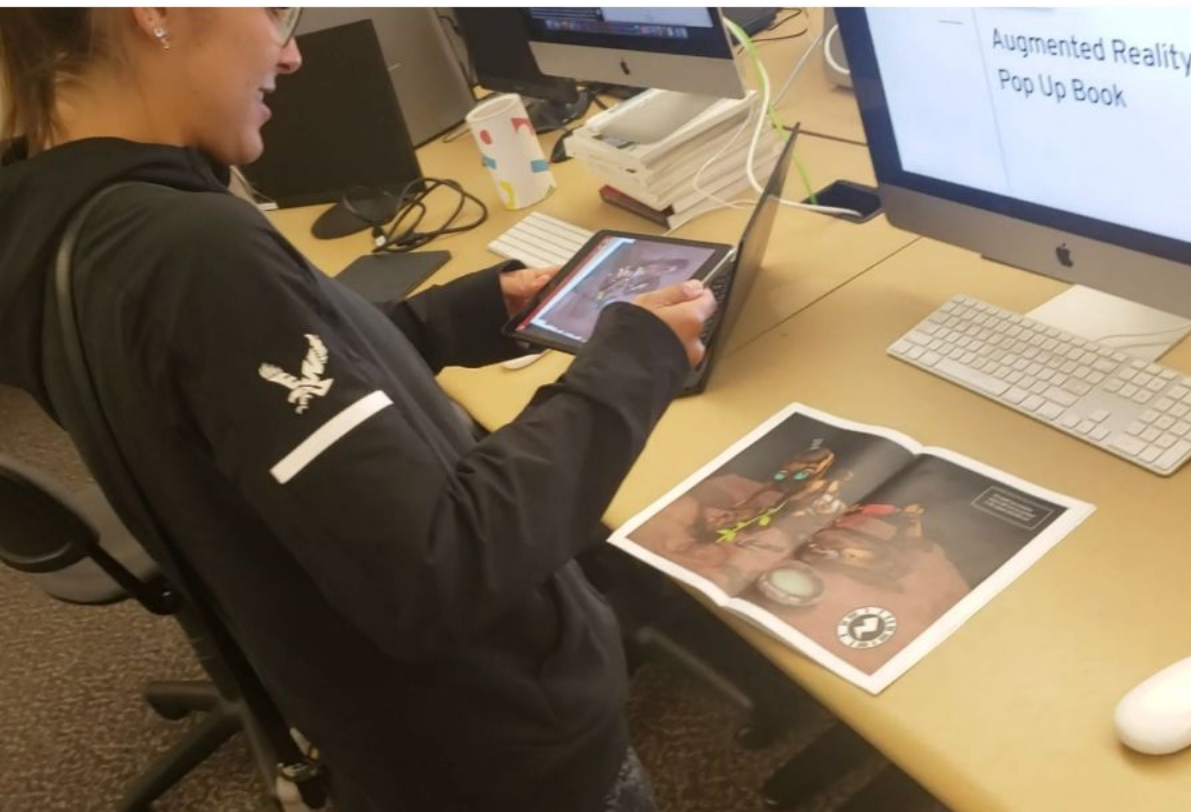


# Physical Book



These images worked as base for the app Zappar to generate the model onto. These were printed onto spreads 11 x 17 to create a booklet when folded of 8.5 x 11.

# Result



The results from the minor showcase showed a large amount of interest for this project by the users. Through the time period that I was able to observe people interacting with this project, many expressed surprise and excitement when first picking up the provided iPad and scanning the first image. The book seemed to have succeeded in its intended purpose in combining physical and digital interaction. I noticed users physically moving around the tablet and book to observe the model in different ways to provide different experiences from what they saw on the screen.

This project was a success, however; through observations, I noticed there could be improvements. I could add digital interactions with the screen or gesture inputs to balance the amount of digital interaction with the amount of physical interaction. Another issue was the iPad itself. When holding the iPad or another smart device, the user's ability to interact with the book was more limited than say if it could be connected to a headset. These are potential adjustments to this idea moving forward.

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