Provo Craft Prototyping

Date:
Spring 2008

Medium:
Adobe Flash Catalyst, Adobe Illustrator

Type:
Team Design & Development Project

Project:
Create a program to utilize the vast amount of digital content created by Provo Craft.

I was a part of a team of ux, designers and developers involved in creating an application that could cut designs and shapes to the Cricut branded devices. This was a multi-year project that involved wireframing, architecting, prototyping and programming a desktop and web application.

I worked up the wireframes and built several prototypes that were later used for two sepearate usability studies. One version was in the wireframe mode and the other happened at the design stage.

Later that year I spoke at Adobe MAX Conference on using Adobe Flash Catalyst to create rapid software prototypes.

Formats:
1. Desktop App
2. Web App