



P04

# Portfolio Stretch Goals

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IAT 381 . D401  
August . 6 . 2013

# I

## Brainstorming

### Determine the purpose of your portfolio website

#### Why are you putting together this portfolio?

- This portfolio is targeted for a “Hire Me” purpose, which is for a permanent basis.
- Currently, the portfolio is aimed to be used in various Co-op applications which requires a demonstration of skills from multiple design and communication disciplines. Furthermore, there are a large range of position selections where I need to portray all my abilities in a package.
- It is used for preparation in future employment, co-op and/or internship applications for employers to see my skill sets through projects that I have worked on.
- The portfolio is also used to brand myself digitally through the web using aesthetics, language in a casual tone and interactions in order to portray my personalities and allow employers to understand my interests quickly.

#### Who is the portfolio meant to attract?

- Employers
- Companies that I want to seek employment
- Design studios
- Graphic designers, project managers, product designers, interaction designer, user experience designers, interface designers
- Let employers view my skill sets through the pieces of work using rich media (sketches, video, photos and diagrams)

### Come up with one personal branding direction

#### Determine your “job-title”: what do you want to work as?

- Interaction Designer -> Multidimensional Interaction Designer
- I design interactive products in various dimensions:
- As Gillian Crampton Smith and Kevin Silver states, there are 5 dimensions in interaction design =
  - 1D Words – This dimension defines the interactions. Words are the interaction that users use to interact with.
  - 2D Visual Representations – The visual representations are the things that the user interacts with on the interface. These may include but not limited to “typography, diagrams, icons, and other graphics”
  - 3D Physical objects or space – The space with which the user interacts is the third dimension of interaction design. It defines the space or objects “with which or within which users interact with”
  - 4D Time – The time with which the user interacts with the interface. Some examples of this are “content that changes over time such as sound, video, or animation”
  - 5D Behavior – The behavior defines the users actions reaction to the interface and how they respond to it.

### Come up with 3 words that describe your “personality.”

- adventurous
- careful
- friendly

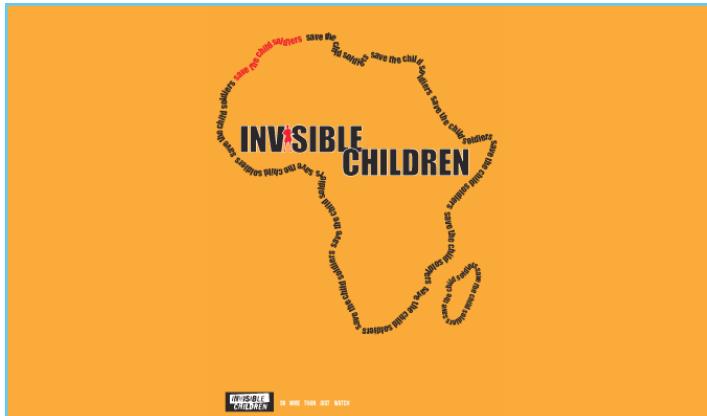
## Choose two projects to present and collect media

### Find prior projects that help support your “brand.”

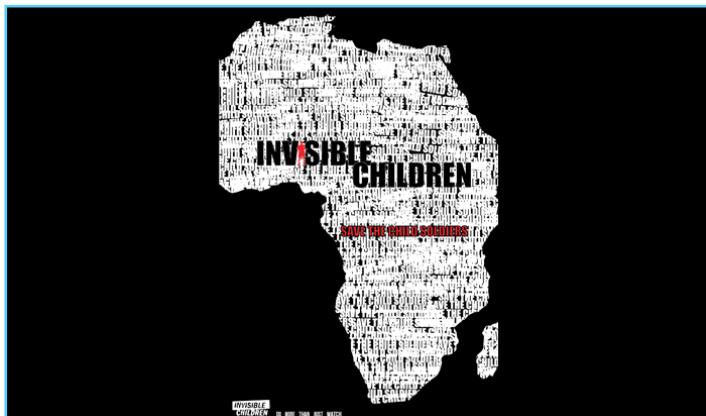
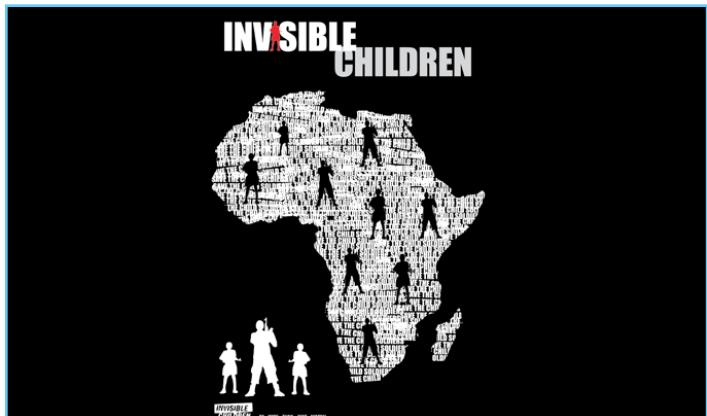
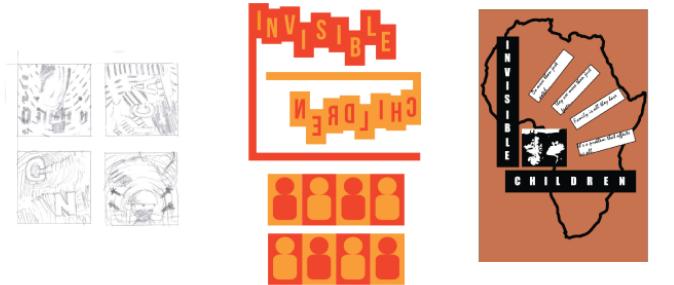
- Graphic Design + 3D = IAT102 (Invisible Children poster), IAT233 (Pavilion of Literature), Chinatown Festival (YSC 2012 logo)
- Interfaces Design = IAT 201 (SFU Enrollment System), IAT 334 (AirLog), IAT 334 (The Lost Pouch)
- Product Design = IAT 337 (Loricatus Lumardeus), IAT 337 (Monster Opener), IAT 431 (EmoCube)

## Visuals

### Graphics: Invisible Children



#### Ideations



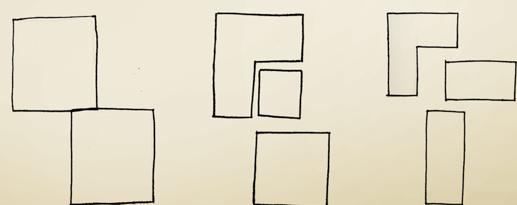
### Graphics: Pavilion of Literature

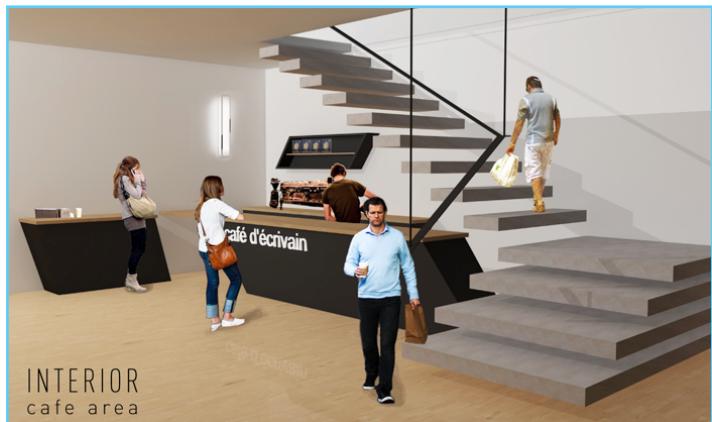
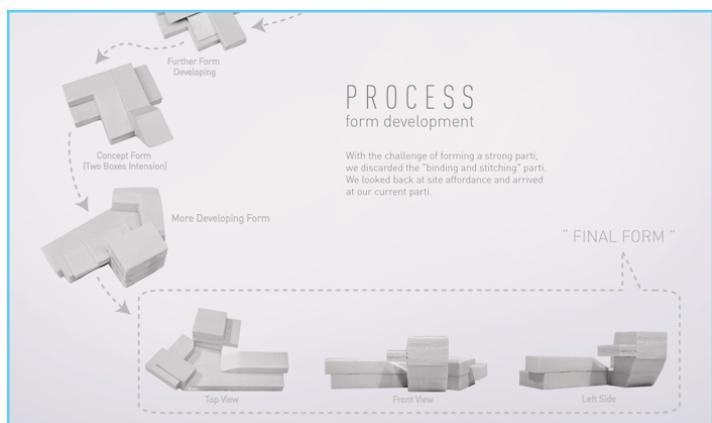
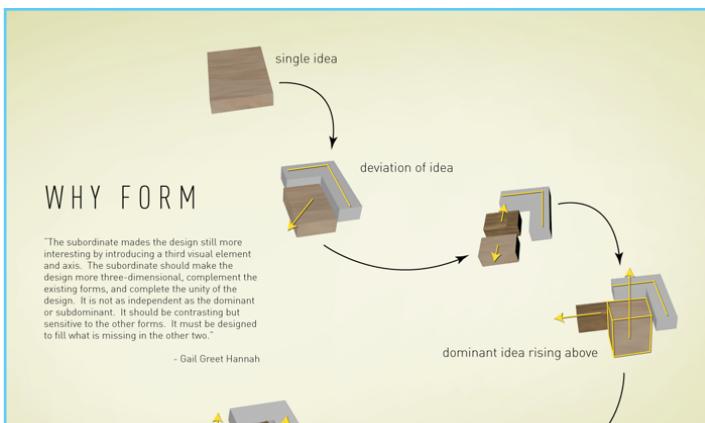


#### PART I

"2 boxes in tension with tower in counterpoint "

Initially, we began with a concept of "explosion of the idea" From there we tried to make an imagery of this concept and came up with boxes competing for dominance.

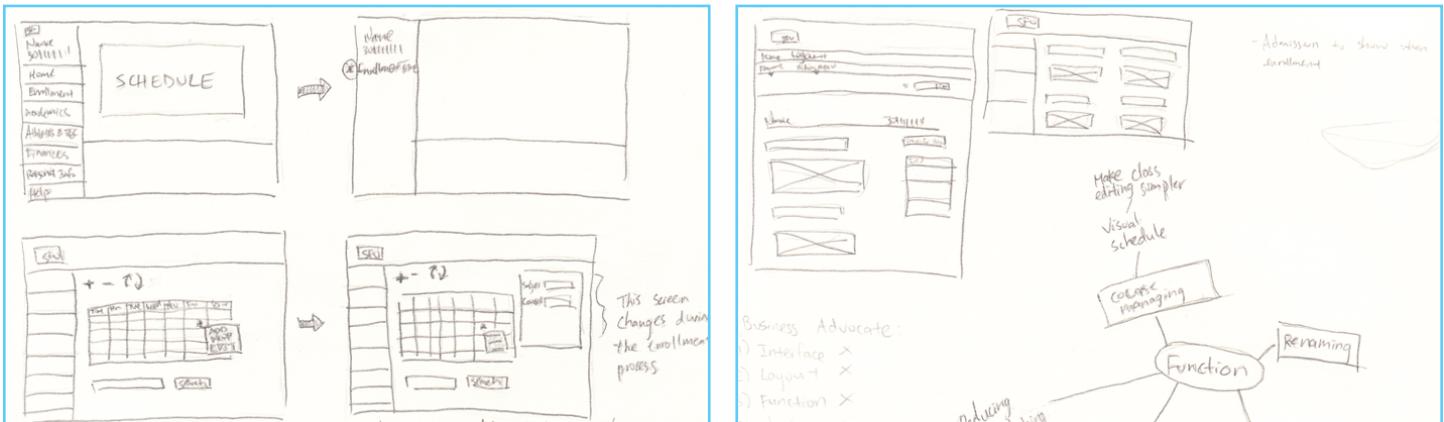




Graphics: YSC Logo 2012



## Interfaces: SFU Enrollment System



**SFU SIMON FRASER UNIVERSITY THINKING OF THE WORLD**

Welcome, MATTHEW CHANG

- Student Admission
- Transfer Credit
- Enrollment
- Campus Personal Information
- Academic Records
- Campus Finances
- Graduation/Convocation
- Degree Progress
- Advisement
- Account Settings
- Help

**Academics**

FALL 2012

Day	Tuesday	Wednesday	Thursday	Friday
8:00AM	Math 30411	Math 30411	Math 30411	Math 30411
9:00AM	Math 30411	Math 30411	Math 30411	Math 30411
10:00AM	Math 30411	Math 30411	Math 30411	Math 30411
11:00AM	Math 30411	Math 30411	Math 30411	Math 30411
12:00PM	Math 30411	Math 30411	Math 30411	Math 30411
1:00PM	Math 30411	Math 30411	Math 30411	Math 30411
2:00PM	Math 30411	Math 30411	Math 30411	Math 30411
3:00PM	Math 30411	Math 30411	Math 30411	Math 30411
4:00PM	Math 30411	Math 30411	Math 30411	Math 30411
5:00PM	Math 30411	Math 30411	Math 30411	Math 30411
6:00PM	Math 30411	Math 30411	Math 30411	Math 30411

Course Catalog  
WQB Courses  
Advanced Class Search

[View my Schedules](#) [View my Grades](#)

**NOTIFICATION**

Last day for Tuition Fee without any Penalty is December 25, 2012

Last day for Course Enrollment without any Penalty is November 26, 2012

**Finance**

You have an overdue amount of: \$1932.40

[Make a payment](#) [Account Inquiry](#) [Financial Aid](#)

**Admission**

**SFU SIMON FRASER UNIVERSITY THINKING OF THE WORLD**

Welcome, MATTHEW CHANG

- Student Admission
- Transfer Credit
- Enrollment
- Course Catalog
- WQB Courses
- Advanced Class Search
- ADVANCED SEARCH**
- Please select your options on the right then click search.
- TERM: Fall 2012
- MAJOR: Business
- DEGREE: Bachelor
- YEAR: Second
- WQB
- LOCATION: Burnaby
- SEARCH

Campus Personal Information

Academic Records

Campus Finances

Graduation/Convocation

Degree Progress

Advisement

Account Settings

Help

**SCHEDULE PREVIEW**

Mon	Tue	Wed	Thu	Fri	Sat	Sun
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**SFU SIMON FRASER UNIVERSITY THINKING OF THE WORLD**

Welcome, MATTHEW CHANG

- Student Admission
- Transfer Credit
- Enrollment
- Course Catalog
- WQB Courses
- Advanced Class Search
- ADVANCED SEARCH**
- BUS 201 - INTRODUCTION TO BUSINESS Capacity: 30/50
- Days: D100 - LEC (6788) Capacity: 0/5 **400**
- Days and Times: Wed 14:30 - 17:20 Room: SUR 5240 Instructor: Andrew Gemini Dates: 2012/9/4 - 2012/13/3
- Regular: 3 units Lecture: Required Grade: Undergraduate
- COURSE DESCRIPTION**
- The management and operation of business, including its principles, concepts, goals and tools used by managers. Management in the contemporary world of high technology is emphasized, featuring examples and cases involving high-tech firms. The course will expose students to international and local business issues, and to large companies and their operations. It is recommended that students take BUS 101 before taking BUS 102. Note: Students who have taken TECH 124, 129 and 130 or for BUS 130 may not take this course for further credit. Business students with greater than 45 units must have completed BUS 101 before taking BUS 201.
- REGISTRATION**
- The Beedie School of Business has placed registration restrictions on BUS 201. All seats in the course are reserved for approved Business Administration majors, joint majors, honors and minors. Non-business students cannot enrol.
- Registration in upper division Business Administration courses is open to students approved in a Business plan (Bachelor of Business Administration). Students are not permitted to undertake the upper division business courses, except for BUS 201, without formal faculty admission.
- Other than those accepted into a program in Business Administration may try registration in upper division courses through the Business Administration department. Registration is open to students in the first year of the fall 2012 semester on Monday, September 3rd. Non-business students cannot register in upper division business courses after the first week of classes for these courses: Bus 201, 305, 351, 332, 336, 360N, 451, 421, 424, 426 and 427.
- Registration in the following Business Administration courses is open to students in the first year of the fall 2012 semester on Monday, September 3rd: Bus 211, 322, 329, 420, 421, 424, 426 and 427.
- WAIVERS**
- Some Business courses have waivers which are for the use of eligible Business students. Non-Business and ineligible students can add themselves to Business courses. Bus 201, 305, 351, 332, 336, 360N, 451, 421, 424, 426 and 427.
- All seats in sections are reserved for approved Business Administration and approved Engineering Science

**SFU SIMON FRASER UNIVERSITY THINKING OF THE WORLD**

Welcome, MATTHEW CHANG

- FAVORITES** **UNDERGRADUATE ADMISSION** **UNDERGRADUATE ENROLLMENT** **GRADUATE STUDIES** **STUDENT ADVISING** **FINANCES**

**Information + Overview**

Admission

**STATUS OVERVIEW**

2012 Fall | Week 7 | Simon Fraser University

**SCHEDULE PREVIEW**

Mon	Tue	Wed	Thu	Fri	Sat	Sun
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**OUTSTANDING DOCUMENTATIONS**

2012 Fall | Simon Fraser University

**NOTIFICATION**

! Last day for course registration is January 10th, 2012

▲ Last day for tuition fee without any penalty is January 22th, 2012

**HELP**

Enrollment Process  
Student Information System  
Academic Advising

**SFU SIMON FRASER UNIVERSITY THINKING OF THE WORLD**

Welcome, MATTHEW CHANG

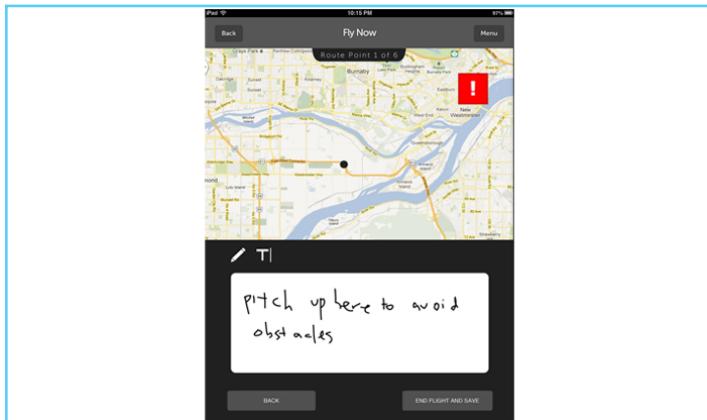
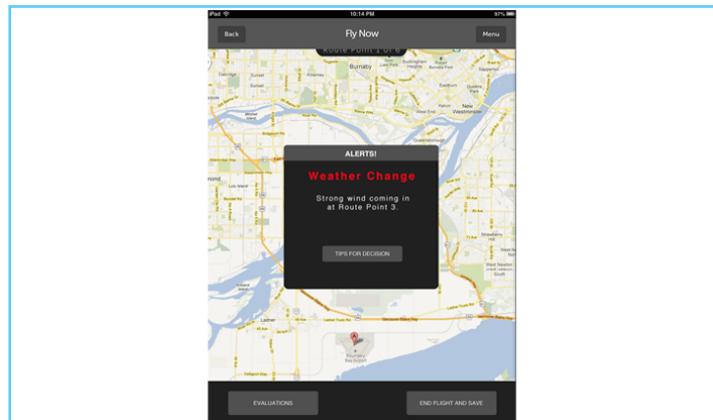
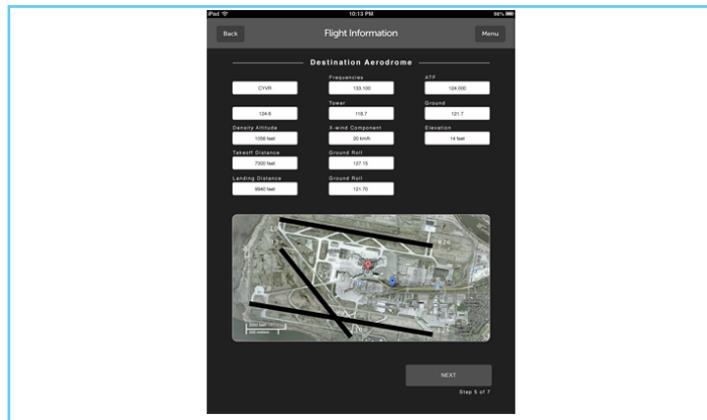
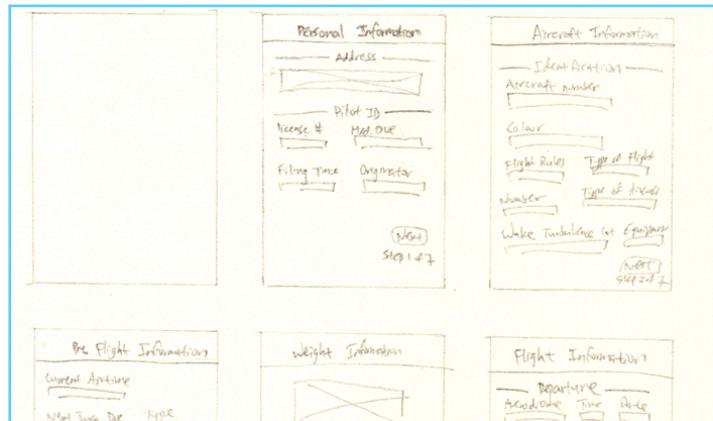
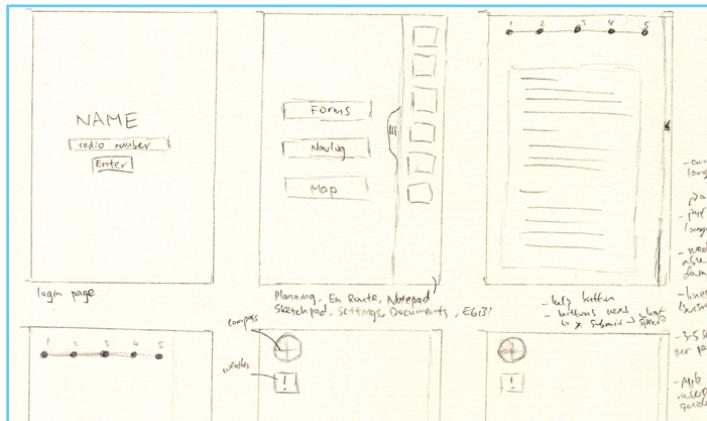
- Course Search
- 2012 FALL
- BUS - BUSINESS**
- 201

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00AM	D108 - GE-BINFO						
9:00AM	C200 - TIMELING						
10:00AM	C300 - TIMELING						
11:00AM							
12:00PM							
1:00PM	GPI1 -						
2:00PM	GPI2 -						
3:00PM	GPI3 -						
4:00PM	GPI4 -						
5:00PM	GPI5 -						
6:00PM	GPI6 -						

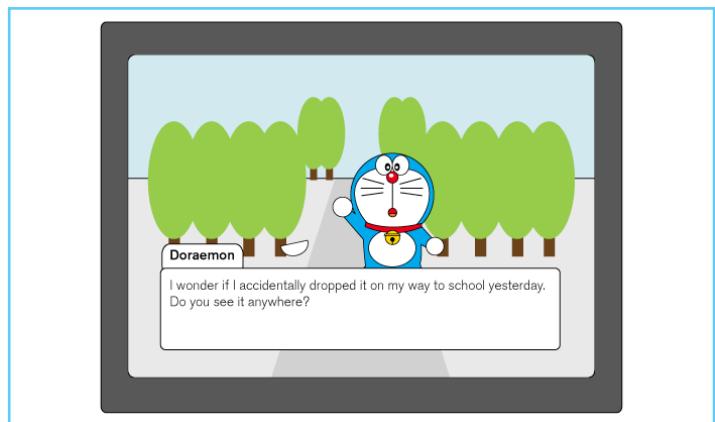
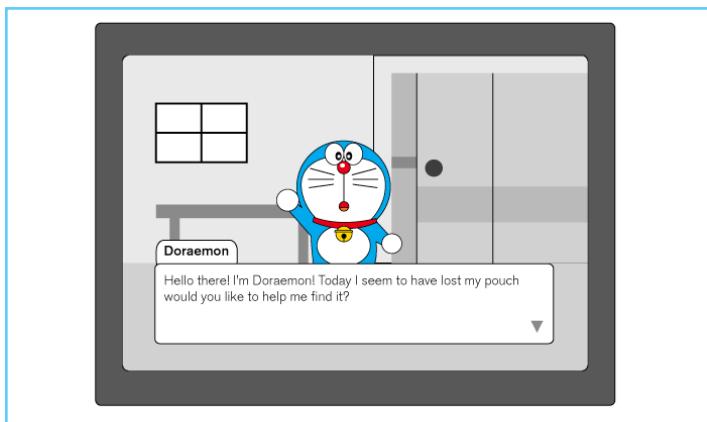
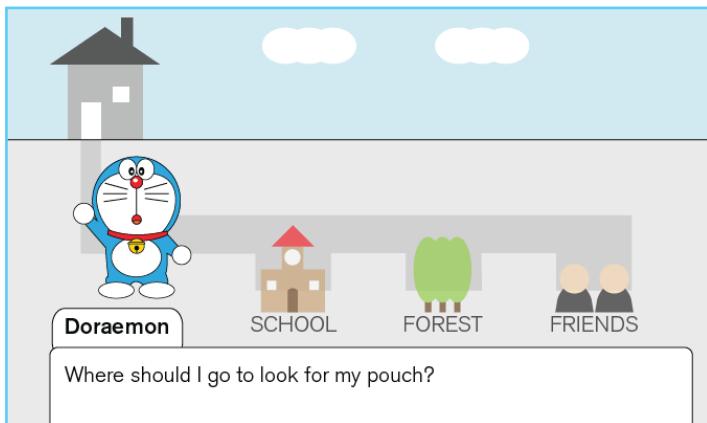
**Schedule Preview**

Reset Courses Enroll Courses

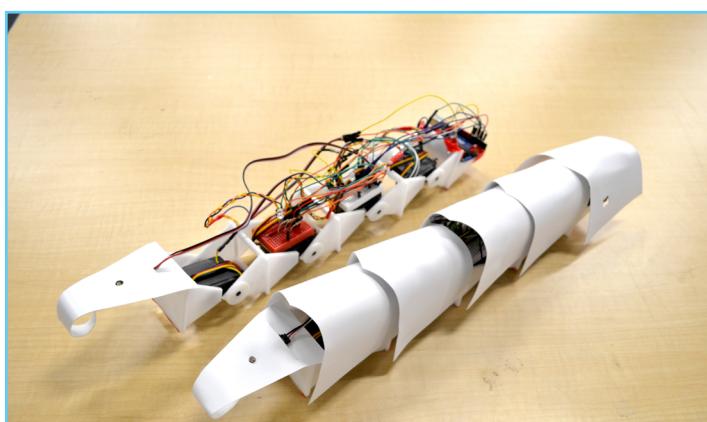
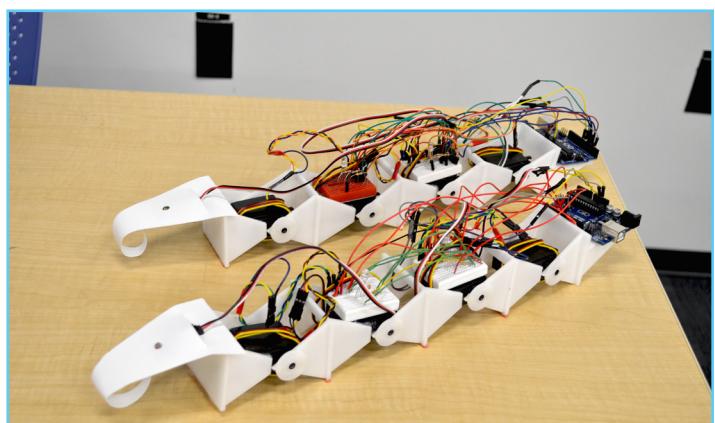
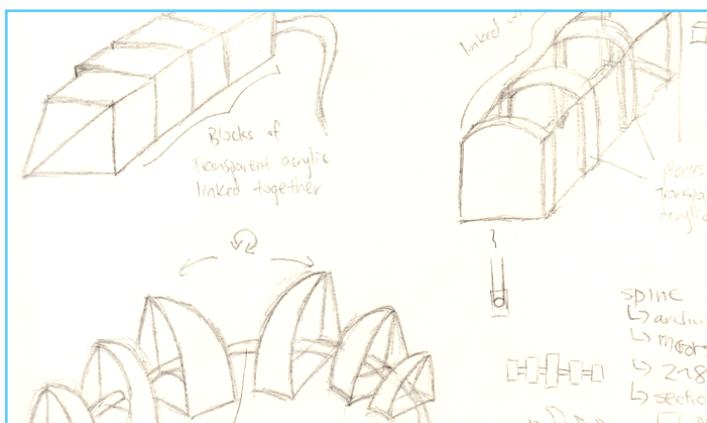
## Interfaces: Airlog



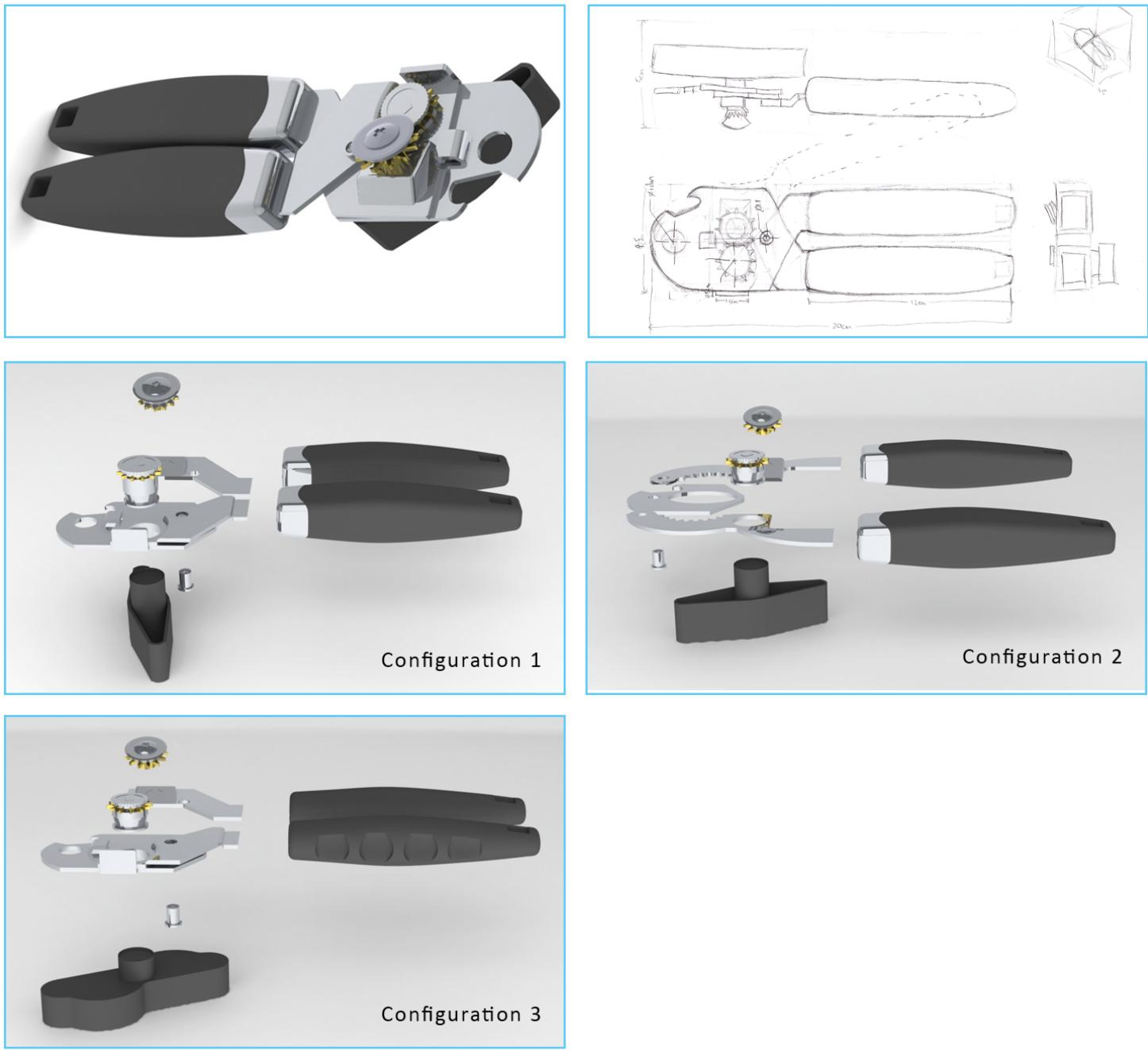
## Interfaces: The Lost Pouch



## Products: Loricatus Lumardeus

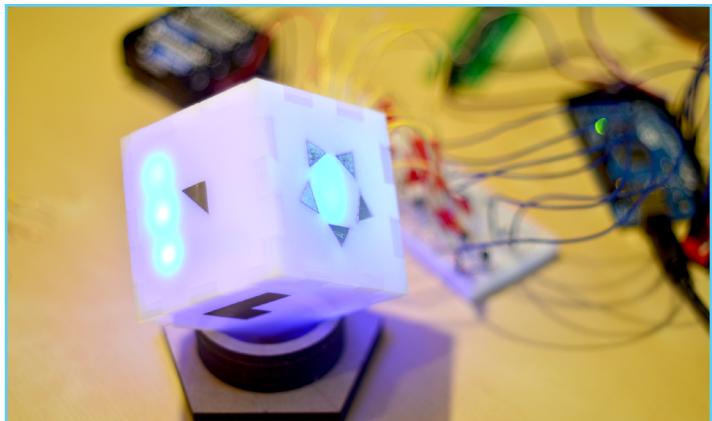
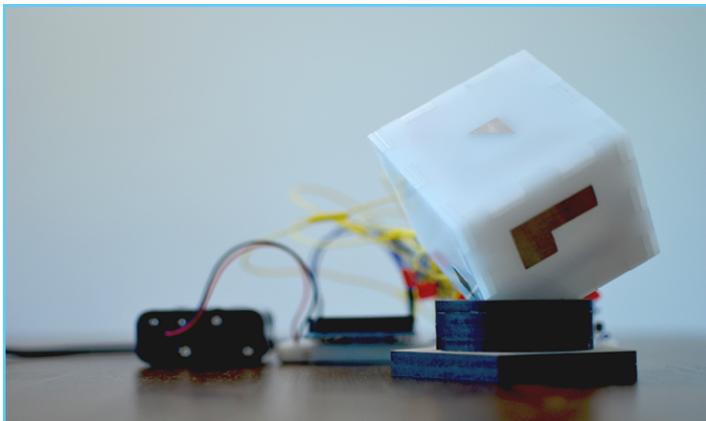


## Products: Monster Opener



## Products: EmoCube





## Art Direction

- refer to project 3

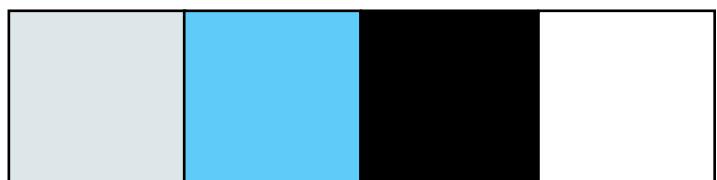
Link:

- [http://www.sfu.ca/~janicen/1SCHOOL/iat381/projects/P03/JaniceNg\\_P03\\_stretchgoals.pdf](http://www.sfu.ca/~janicen/1SCHOOL/iat381/projects/P03/JaniceNg_P03_stretchgoals.pdf)
- [http://www.sfu.ca/~janicen/1SCHOOL/iat381/projects/P03/JaniceNg\\_P03.zip](http://www.sfu.ca/~janicen/1SCHOOL/iat381/projects/P03/JaniceNg_P03.zip)

## Fonts

Istok Web	Normal 400
ABeeZee	Normal 400
Pontano Sans	Normal 400
Muli	Normal 400

## Colours:



## Logos:

Original

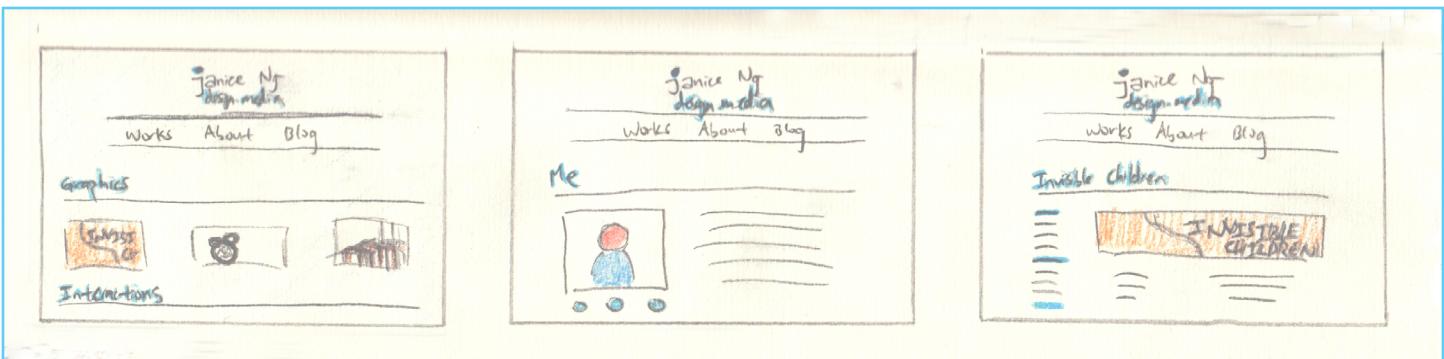


Revised

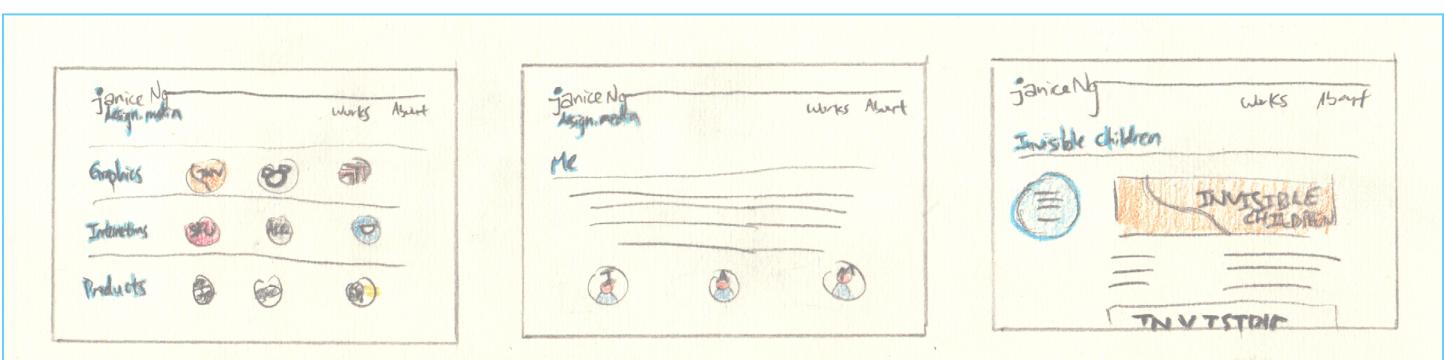


## Sketches

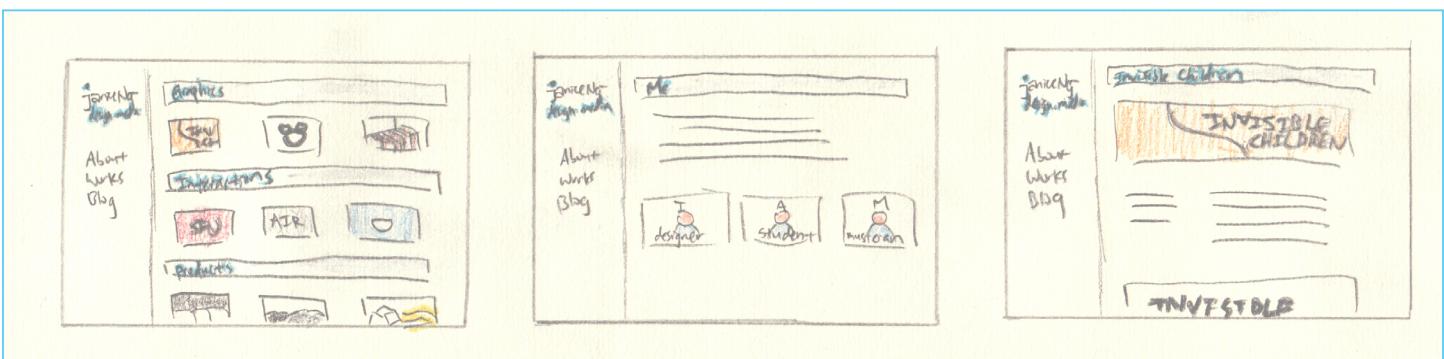
### Idea 1



### Idea 2



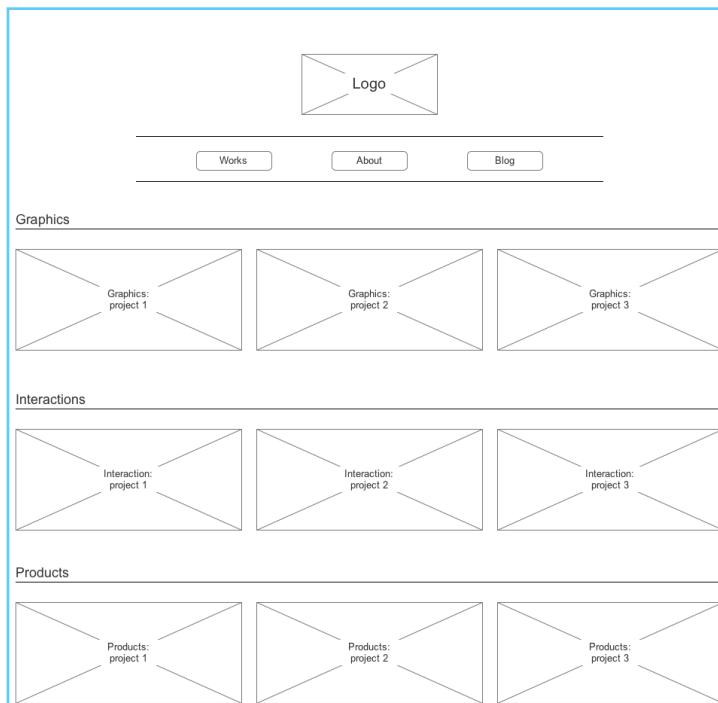
### Idea 3



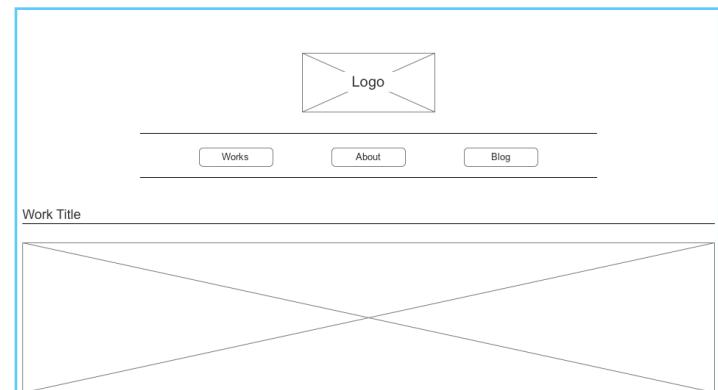
# Wireframes

## Idea 1:

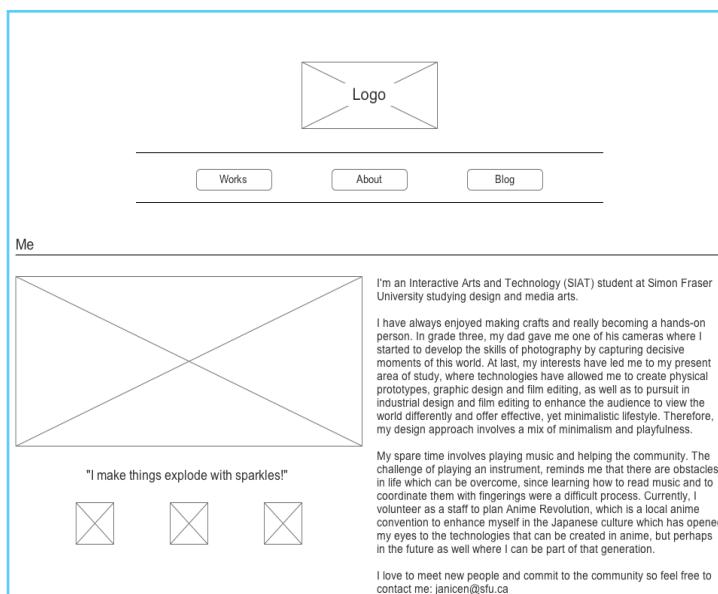
### Home Page



### Works Page



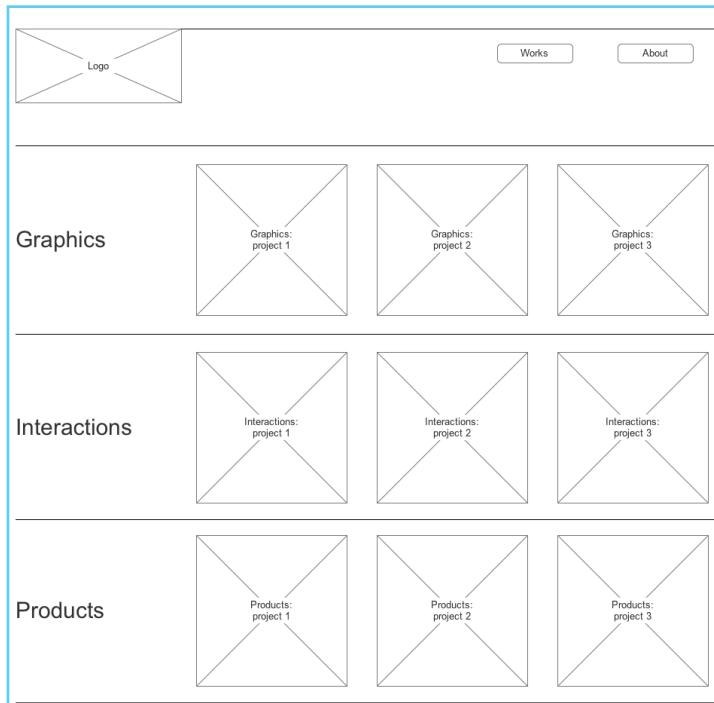
### About Page



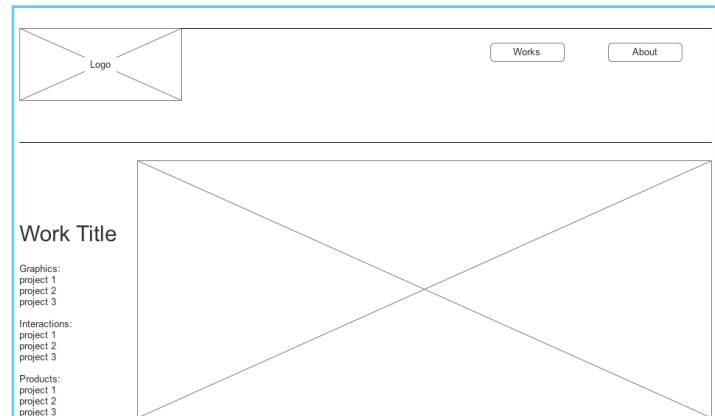
# Wireframes

## Idea 2:

### Home Page



### Works Page



### About Page

The wireframe shows a header with a logo and navigation buttons for 'Works' and 'About'. Below this is a bio section: 'I'm an Interactive Arts and Technology (SIAT) student at Simon Fraser University studying design and media arts. I have always enjoyed making crafts and really becoming a hands-on person. In grade three, my dad gave me one of his cameras where I started to develop the skills of photography by capturing decisive moments of this world. At last, my interests have led me to my present area of study, where technologies have allowed me to create physical prototypes, graphic design and film editing, as well as to pursue in industrial design and film editing to enhance the audience to view the world differently and offer effective, yet minimalist lifestyle. Therefore, my design approach involves a mix of minimalism and playfulness.' There is also a contact note: 'My spare time involves playing music and helping the community. The challenge of playing an instrument, reminds me that there are obstacles in life which can be overcome, since learning how to read music and to coordinate them with fingerings were a difficult process. Currently, I volunteer as a staff to plan Anime Revolution, which is a local anime convention to enhance myself in the Japanese culture which has opened my eyes to the technologies that can be created in anime, but perhaps in the future as well where I can be part of that generation.' A note about meeting new people: 'I love to meet new people and commit to the community so feel free to contact me: janicen@sfu.ca'

Below the bio are three cards labeled 'image 1', 'image 2', and 'image 3', each with a large 'X' icon in the center.

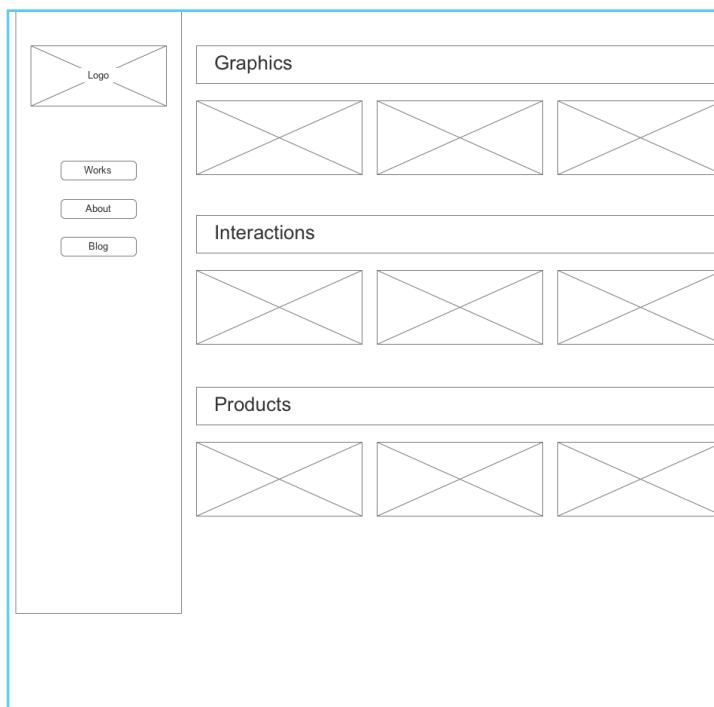
The wireframe shows a header with a logo and navigation buttons for 'Works' and 'About'. Below this is a bio section: 'Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla cursus convallis nunc, et feugiat sem posuere eu. Nulla sagittis ultrices sodales. Duis scelerisque gravida lacus ut convallis. Morbi facilisis aliquet leo, vel vestibulum enim gravida a. Aliquam fringilla est ac ultricies malesuada. Sed ut bibendum arcu. Integer euismod nec mi at mollis.' A note about the team: 'Nulla fringilla et nisi ac auctor. Aliquam erat volutpat. Nullam sodales nulla vel malesuada posuere. Aenean in eros mi. Nullam sagittis elementum blandit. Maus ante enim, egestas eget tellus ut, accumsan laoreet velit. Nulla a feugiat tortor. Curabitur laoreet, orci sed facilisis tempus, quam nisl placerat lorem, ac sagittis libero ipsum ac nunc. Etiam felis enim, sollicitudin varius turpis sit amet, fringilla consequat diam.' Another note: 'Maecenas risus mi, adipiscing vitae justo quis, pellentesque tincidunt leo. Ut in turpis ante. Aliquam erat volutpat. Quisque tempus ultricies rhoncus. Morbi vitae vulputate libero. Sed accumsan enim non tincidunt fringilla. Ut condimentum nunc, vitae ultricies est vestibulum id. Donec varius metus odio, ut pellentesque est facilisis ut. Praesent consectetur feugiat venenatis. Aliquam erat volutpat.'

Below the bio are three large empty cards, each with a large 'X' icon in the center.

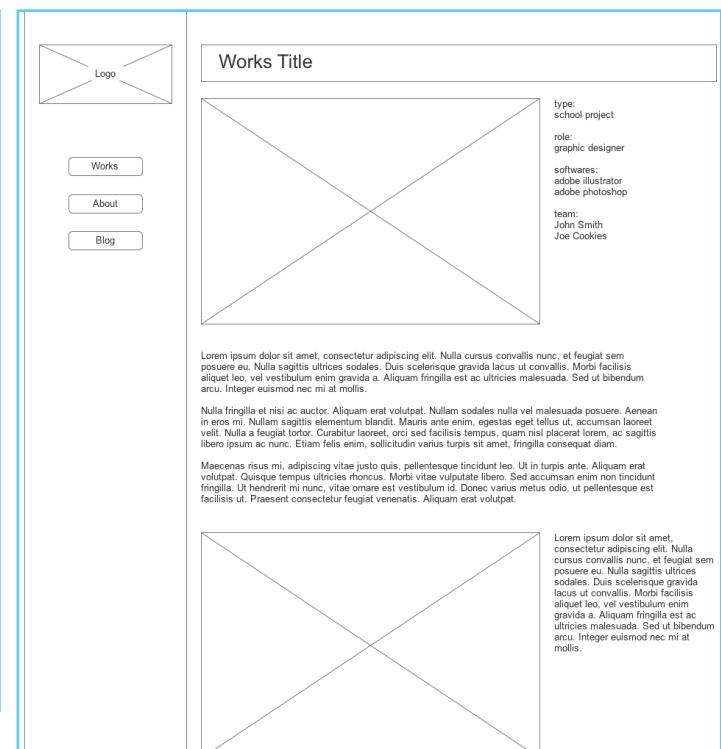
# Wireframes

## Idea 3:

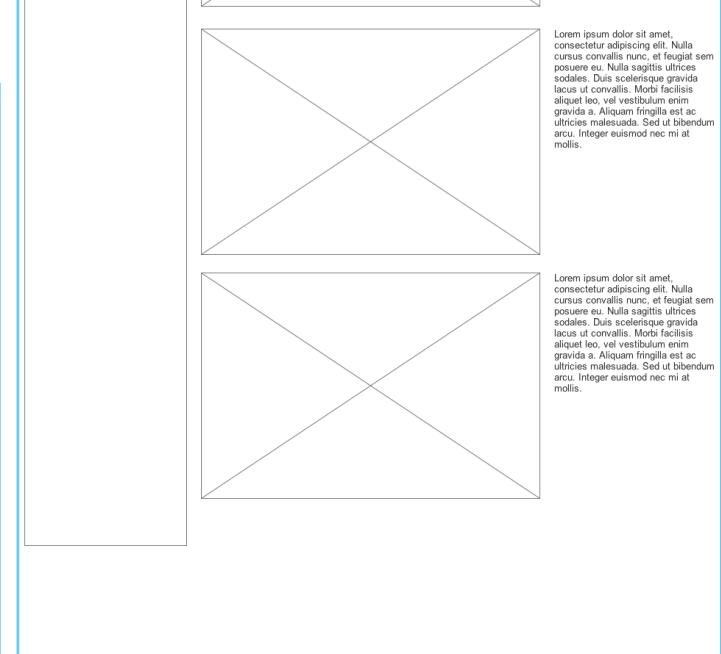
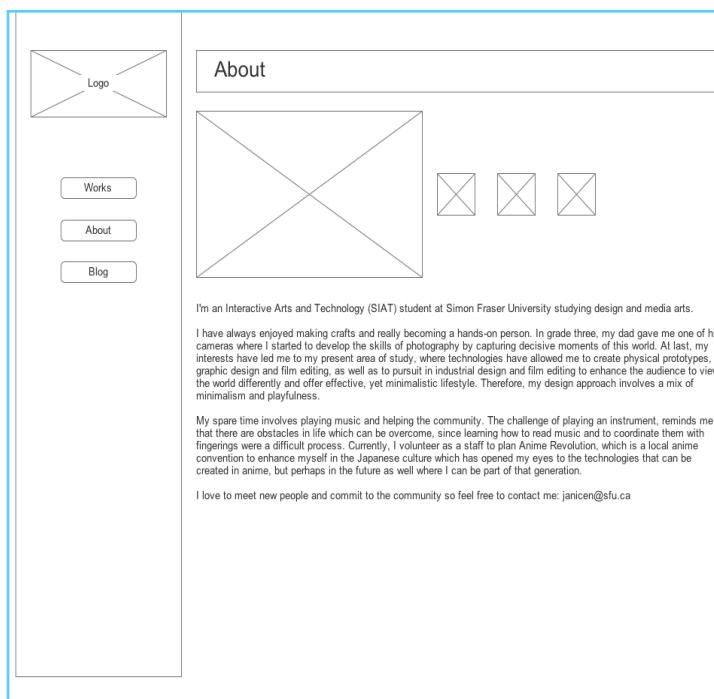
### Home Page



### Works Page



### About Page



# Mockups

## Idea 1:

### Home Page

The screenshot shows the homepage of a WordPress site. At the top is the Janice Ng logo with the tagline "design . media". Below the logo is a navigation bar with links: AboutPage, Page 1, Page 2, Process, Sample Page, and WorksPage. The main content area is titled "Graphics" and features three images: a modern building with wooden slats, a colorful illustration of a panda, and a poster for "INVISIBLE CHILDREN". Below this is a section titled "Interactions" with three images: a cartoon character, a logo for "AIR LOG", and a logo for "SFU ENROLLMENT SYSTEM". Under "Products" are three images: a glowing blue cube, a mechanical device, and a small figurine. At the bottom of the page is a copyright notice: "© 2013 Copyright janiceN. Powered by WordPress & HTML5 Blank".

### About Page

The screenshot shows the "About Page" of the website. It features the Janice Ng logo at the top. Below it is a navigation bar with links: AboutPage, Page 1, Page 2, Process, Sample Page, and WorksPage. The main content area is titled "AboutPage" and contains a bio about the author, Yoh! I'm an Interactive Arts and Technology (SIAT) student at Simon Fraser University studying design and media arts. It includes a statement about their passion for making crafts and photography, and a section about their spare time playing music and volunteering. At the bottom is a copyright notice: "© 2013 Copyright janiceN. Powered by WordPress & HTML5 Blank".

### Works Page

The screenshot shows the "Works Page" of the website. It features the Janice Ng logo at the top. Below it is a navigation bar with links: AboutPage, Page 1, Page 2, Process, Sample Page, and WorksPage. The main content area is titled "WorksPage" and features a section for the "Invisible Children" poster. It includes a detailed description of the project: Type : School project, Role : Visual illustrator, Software : Adobe Illustrator, Team : Felipe Andres, Kevin Truong. The poster itself is shown in three versions: a full-page version with a red figure, a large black-and-white version with a red figure, and a smaller orange version. At the bottom is a copyright notice: "© 2013 Copyright janiceN. Powered by WordPress & HTML5 Blank".

## Mockups

Idea 2:

### Home Page

The Home Page features a header with the logo "JaniceNg design . media". Below the header is a navigation bar with links: WorksPage, Sample Page, Process, Page 2, Page 1, and AboutPage. The main content area is organized into three horizontal sections: "Graphics", "Interactions", and "Products". Each section contains three circular thumbnails. The "Graphics" section shows a yellow circle with "INVISIBLE CHILDREN" text, a yellow circle with a panda and "CHA" text, and a blue circle with a wooden structure. The "Interactions" section shows a black circle with "SFU ENROLLMENT SYSTEM" text, a grey circle with "AIR LOG" text, and a white circle with a small illustration and text. The "Products" section shows a dark circle, a light blue circle, and a blue circle.

### About Page

The About Page features a header with the logo "JaniceNg design . media". Below the header is a navigation bar with links: WorksPage, Sample Page, Process, Page 2, Page 1, and AboutPage. The main content area includes a "AboutPage" heading and a bio section. The bio text reads:  
Yoh!  
I'm an Interactive Arts and Technology (IAT) student at Simon Fraser University studying design and media arts.  
I have always enjoyed making crafts and really becoming a hands-on person. In grade three, my dad gave me one of his cameras where I started to develop the skills of photography by capturing decisive moments of this world. At last, my interests have led me to my present area of study, where technologies have allowed me to create physical prototypes, graphic design and film editing, as well as to pursue in industrial design and film editing to enhance the audience to view the world differently and offer effective, yet minimalist lifestyle.  
Therefore, my design approach involves a mix of minimalism and playfulness.  
My spare time involves playing music and helping the community. The challenge of playing an instrument, reminds me that there are obstacles in life which can be overcome, since learning how to read music and to coordinate them with fingerings were a difficult process. Currently, I volunteer as a staff to plan Anime Revolution, which is a local anime convention to enhance myself in the Japanese culture which has opened my eyes to the technologies that can be created in anime, but perhaps in the future as well where I can be part of that generation.  
I love to meet new people and commit to the community so feel free to contact me: janice@sfu.ca

Three placeholder boxes are shown at the bottom, each labeled "300 x 200".

### Works Page

The Works Page features a header with the logo "JaniceNg design . media". Below the header is a navigation bar with links: WorksPage, Sample Page, Process, Page 2, Page 1, and AboutPage. The main content area includes a "WorksPage" heading and a detailed description of a poster project for "Invisible Children".  
**Graphics:**  
Invisible Children  
YSU 2012 logo  
Pavilion of Literature  
**Interactions:**  
SFU Enrollment System  
AirLog  
The Lost Pouch  
**Products:**  
Loricatus Lumardus  
Monster Opener  
EmoCube  
**Type :** School project  
**Role :** Visual Illustrator  
**Software :** Adobe Illustrator  
**Team :** Felipe Andres, Kevin Truong  
**Objective :** Design a poster based on an issue in a team of 3.  
**Tasks :** Various iterations of sketches were developed by each team member prior to creating the final outcome of the poster using the style of the graphic designer Nicklaus Troxler in the Postmodern era. The target of this poster is to raise awareness of child soldiers where I produced the final illustrations and placement of the items on the poster based on the team's ideas and feedbacks.  
**Result :** Positive comments were received from the TA that the simplistic poster captures a meaningful sense of communication and should be send to the organization "Invisible Children" to be published in public.

The poster design features the text "INVISIBLE CHILDREN" in large, bold, black letters. A red silhouette of a person stands on the letter "I". The background is yellow with a circular border containing the text "Save the child soldiers". The poster is displayed in three versions: a full-page version, a smaller version, and a mobile phone version.

## Mockups

### Idea 3:

#### Home Page

The Home Page displays a grid of three categories: Graphics, Interactions, and Products. Each category contains three thumbnail images. The Graphics section shows a yellow poster with the text 'INVISIBLE CH' and a panda illustration. The Interactions section shows a SFU Enrollment System logo and an Air Log logo. The Products section shows a small figurine and two electronic devices.

#### About Page

The About Page features a bio section where the user describes their interests and hobbies. It includes a paragraph about photography, a mention of volunteering at Anime Revolution, and contact information. Below the bio are three placeholder boxes labeled '300 x 200'.

#### Works Page

The Works Page displays a poster for 'Invisible Children'. The poster has a yellow background with the text 'INVISIBLE CHILDREN' in large, bold, black letters. A red silhouette of a child soldier stands in front of the text. The poster is framed by a circular border containing the text 'Save the child soldiers' repeated twice.

**Poster Details:**

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- Software:** Adobe Illustrator
- Team:** Felipe Andres, Kevin Truong

**Objective:** Design a poster based on an issue in a team of 3.

**Tasks:** Various iterations of sketches were developed by each team member prior to creating the final outcome of the poster using the style of the graphic designer Niels Niels Troxler in the Postmodern era. The target of this poster is to raise awareness of child soldiers where I produced the final illustrations and placement of the items on the poster based on the team's ideas and feedbacks.

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## Interactive Description

With a web-based portfolio, interaction can be implemented to enhance the experience of an employer to understand more about a candidate. In my portfolio, I aim to provide various cues to lead a viewer around the page, starting with the branding of my name at the top left corner, then headings are specified for employers to pick out particular projects that they want to see, which allows them to dig further into the lower level of details. At the index page, to prevent valuing the employers' time, selected works are broken into categories and displayed up front. Furthermore, in the desktop version, there is a mouse hover feature where a project becomes coloured to signify a selection, whereas on tablet and mobile, there are no mouse used so the projects are simply shown in colour. Also, navigation bars are normally situated at the top right corner; links to works (home page) and about page have been placed there to eliminate navigational confusion, making use of users' mental models. In the works pages, the final result of a project are shown first to capture people's attention, followed by a description of process in how it was achieved. Lastly, links are integrated in the works pages for users to download a higher resolution for viewing if necessary and that videos are embedded without the need of outside source. Hence, an inverted triangle and various call-to-actions are utilized to develop an effective piece of documentation to represent myself, which further help an audience to learn about my brand through the interactions mentioned.



## Revision

### Elevator pitch

I'm Janice Ng and I make products that value users' needs, which can in turn develop friendly stories between users that can be cherished in long terms. As a design student, I have practiced various subfields within design where I have acquired interest in the field of product and interaction design. By working closely with the fields mentioned, I aim to improve ergonomics shaped in the physical and digital form of objects to allow a much more clear sense in how the object operates for people to quickly grasp and obtain a memorable relationship. Various projects that I have collaborated within my interest involves Loricatus Lumardeus, redesigned of the SFU Enrollment System and Airlog. What I have noticed is that I often jump ahead and start on the aesthetics of the project since I am not fond about reading walls of text, however, extensive research is required throughout the entire process in order to offer satisfaction to the audience. In order to address to my weakness, perhaps watching YouTube videos can aid me in getting a good grasp at the context.

### Revised Branding

After obtaining feedback, various changes will be made to my revised branding to better speak to my audience. First, the images on the homepage were too small, which gave a "shy" feeling and that I should enlarge them to invite employers to look at my works and tell them what I can do. Also, brief project descriptions should be integrated in the homepage to prevent the need of employers going through every project to find out what they are. In the works pages, there were only a few images to describe the project where it was suggested that employers should have a choice to download a high resolution version of the end product if they wish. As for the about page, the content explains a story of how I became interested in design, but does not speak anything about projects and skill sets that I am capable of demonstrating and can offer. Additionally, the about page was rather static with no links to lead the audience to other pages of the portfolio or to read further information and that it is an asset to provide links to move around the site and web. In terms of visual hierarchy, the background colour was too blue and that it blends in with the header texts and that the body

text was too large, making it overwhelming to read through the portfolio. Hence, it is possible to lighten the background, as well as decrease the size of the text. Lastly, my job title was “design and media” which was too vague and that with the project listed, I should try to accommodate a title that can fit all my portfolio work to keep it concise, such that I design interaction in various dimensions which can be something along those lines.



## Finalization

### Revised Elevator Pitch

I'm Janice Ng and I'm a multidimensional interaction designer. I craft visual graphics and physical products using sketches to ideate, followed by the Adobe Suite, 3D modelling tools and coding softwares to produce a result. My interest has lead me to a recent project called EmoCube, which was a design to raise awareness of the use of social networking leads to loneliness by users intimately sharing and comforting each other's emotions through a cubed-object. Here, after research, I hand drawn concepts, made renderings using SolidWorks, coded LEDs using Arduino, cut materials in a SolidSpace lab, as well as used Illustrator to draw out explanations. My weakness is that I'm a pixel Nazi where I always have an urge to align everything, even at the brainstorming stages. I have now noticed this “illness” which hinders me from completing my work quickly. So in the future, I hope to design ergonomically pleasing products for users to cherish a memorable interactive experience.

### Website Expansion

In the future, when the portfolio grows into more projects, then work images can be simply placed underneath the categories, which will expand each section. If necessary, to break things down even further, more categories can be added as well.

### Potential Employers

- IDEO: <http://www.ideo.com/>
- Apple: <http://www.apple.com/>
- Microsoft: <http://www.microsoft.com>
- RIM: <http://www.rim.com>

### GitHub Coding Process Link

**<https://github.com/janicen/portfolio>**

### Portfolio Link

**<http://www.sfu.ca/~janicen/1SCHOOL/iat381/projects/P04/>**