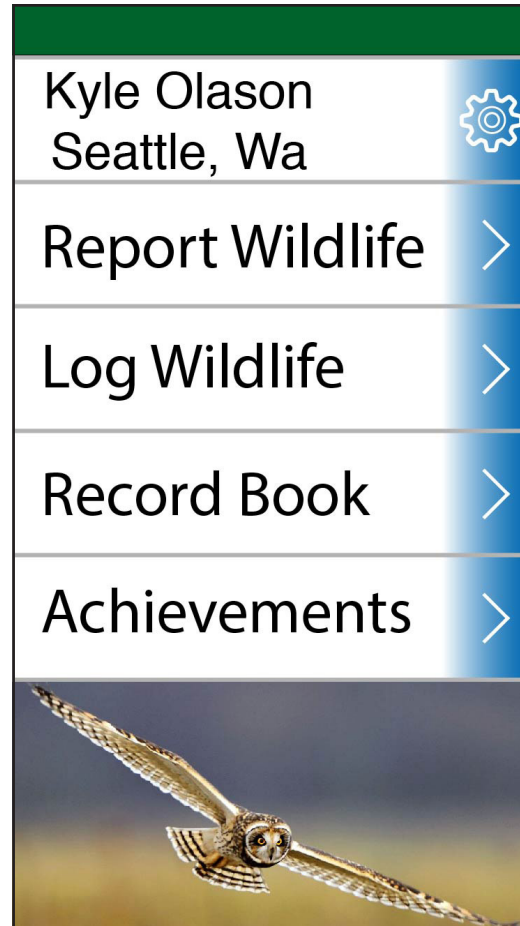
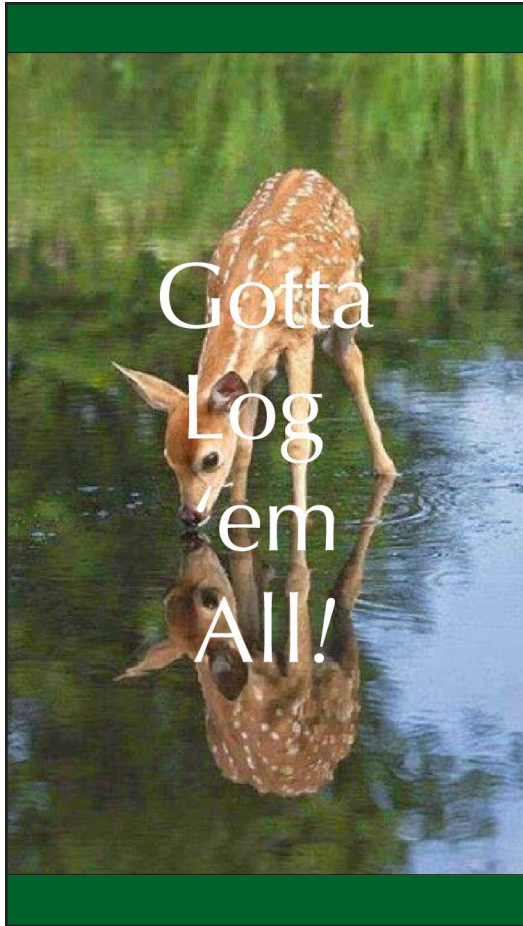


Interactive Social-Science App



This project was all about interaction design from start to finish. I needed to create an easy to use, fun, and useful social science app that can hypothetically help science gather and record information about the local wildlife. Using the prototyping app MARVEL, I created my low fidelity prototype “Gotta Log ‘em All”, and inserted the pages into a series of commands within the app that allows users to navigate it as if it really works.