



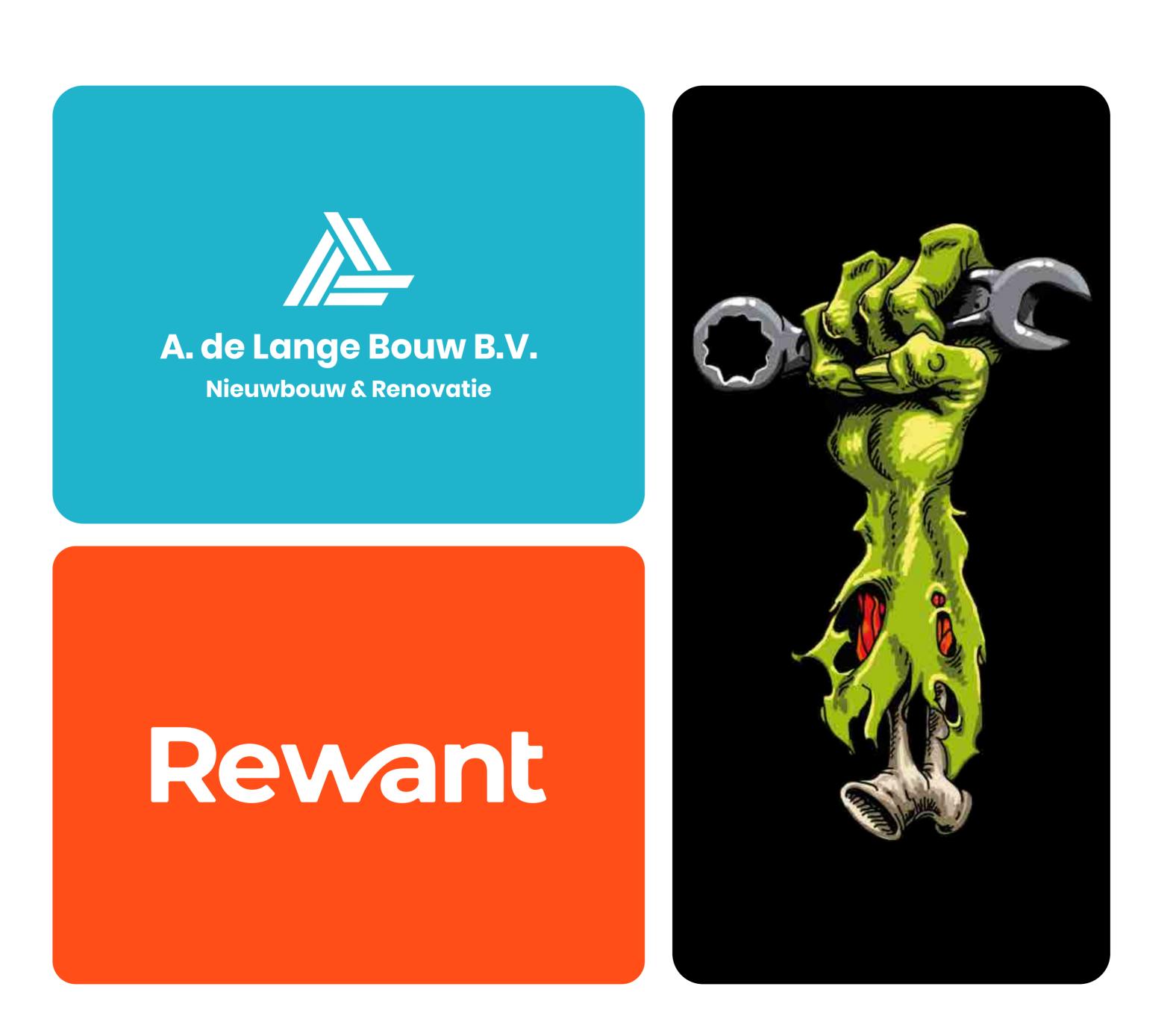
My name is Kyan Wies, a Dutch Ux/Ui designer who is currently studying Communication and Multimedia Design at The Hague University of Applied Sciences.

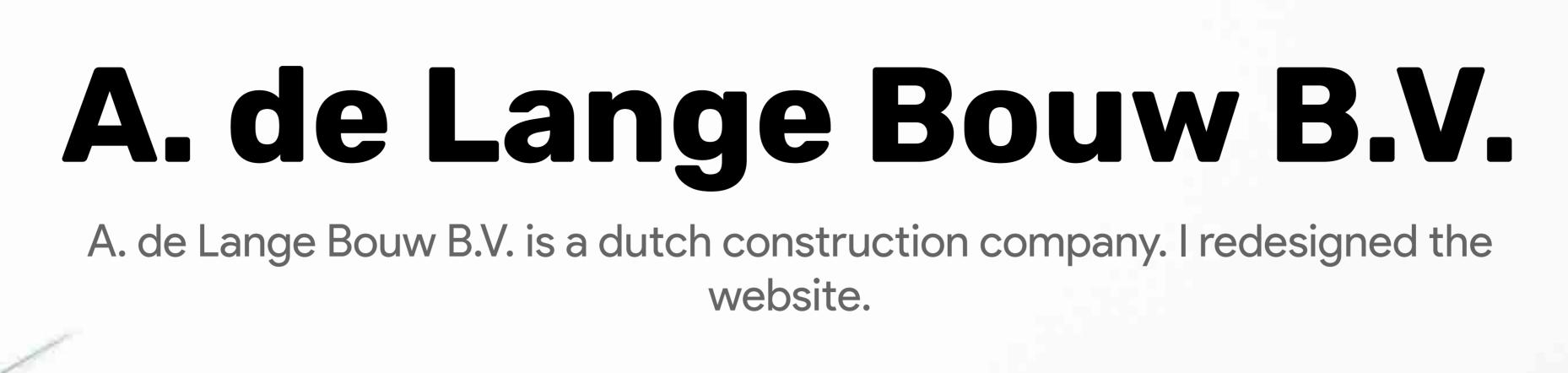
My mission: make the world fresh again.

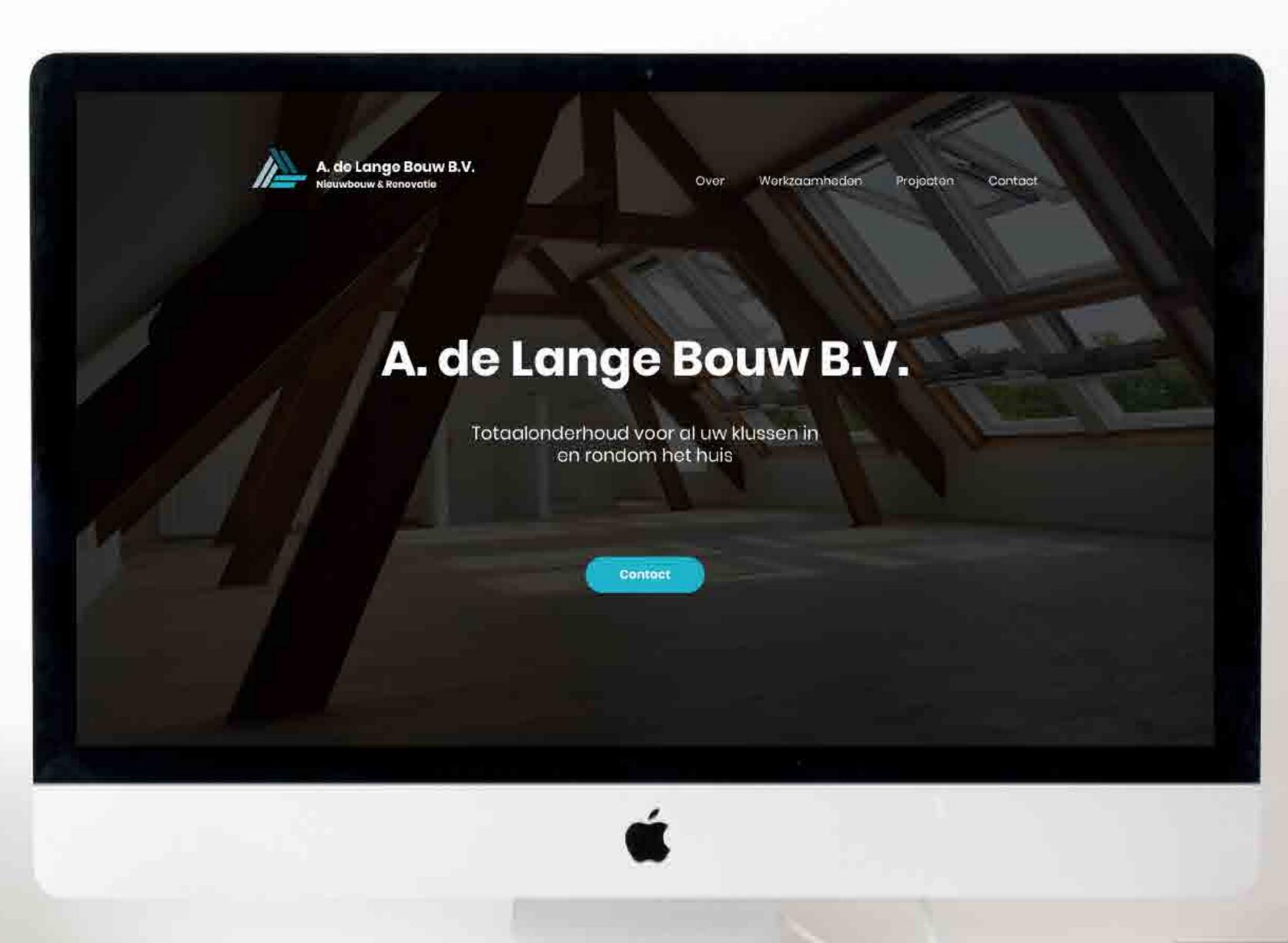


Work

Here are 3 projects I'm most proud of.







Look & Listen

The old site was made a few years ago, when it was just a maintenance company. Now it has grown quite a lot. The company already uses a new logo on their vehicles and shirts, but the site stayed behind.

During the interview I found 3 major problems.





The website isn't responsive



Updates
New projects don't
appear on the website

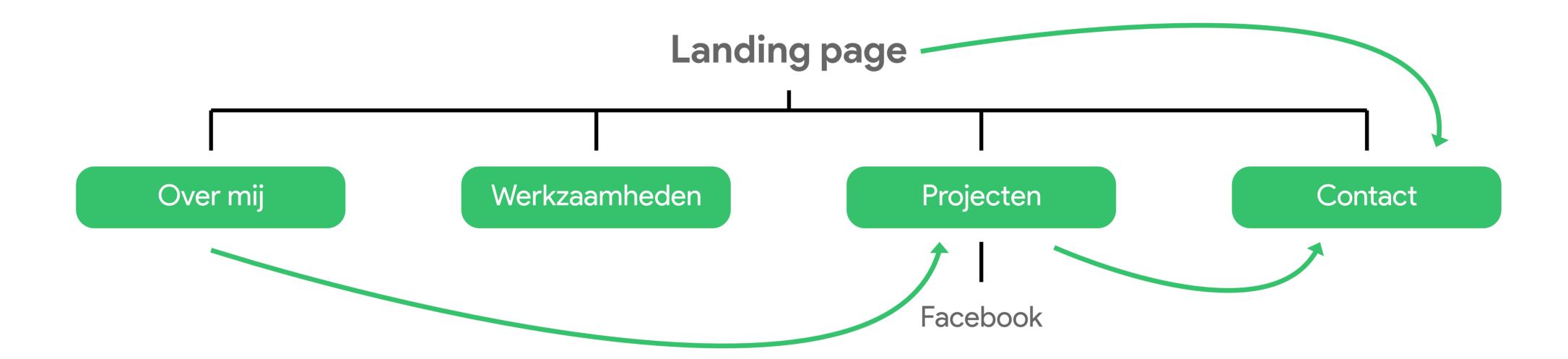


Style
The style is outdated and doesn't match the overall feel of the company



Create Concepts

I started redesigning the flow of the website by adjusting the sitemap. The purpose was to let the user contact the company as much as possible, without it being annoying.



Design Details

I made a style guide, because designing the actual website would go a lot faster that way.

Colors







Typography

Fonts

ACI
Poppins Bold | Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz

Paragraph

Headline Text

This is important text. Lorem Ipsum is simply dummy text of the printing and typesetting industry. It was popularised in the 1960s and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum. This is a link.

Icons







Hover

Passive

Passive

Over

Hover

Contact

Contact

Hover

Over







Renovatio

Verneuwingen zoals het leggen von
Vicenne plaatten van kerikam en
tollesten aanparsingen in woom of
slaapkamers of herstellwerkroomheden
aan de woning



Onderhoud

room obsertiood ood de cy ketel Elpike Autoppingen tuirloodertNui) en politidelen



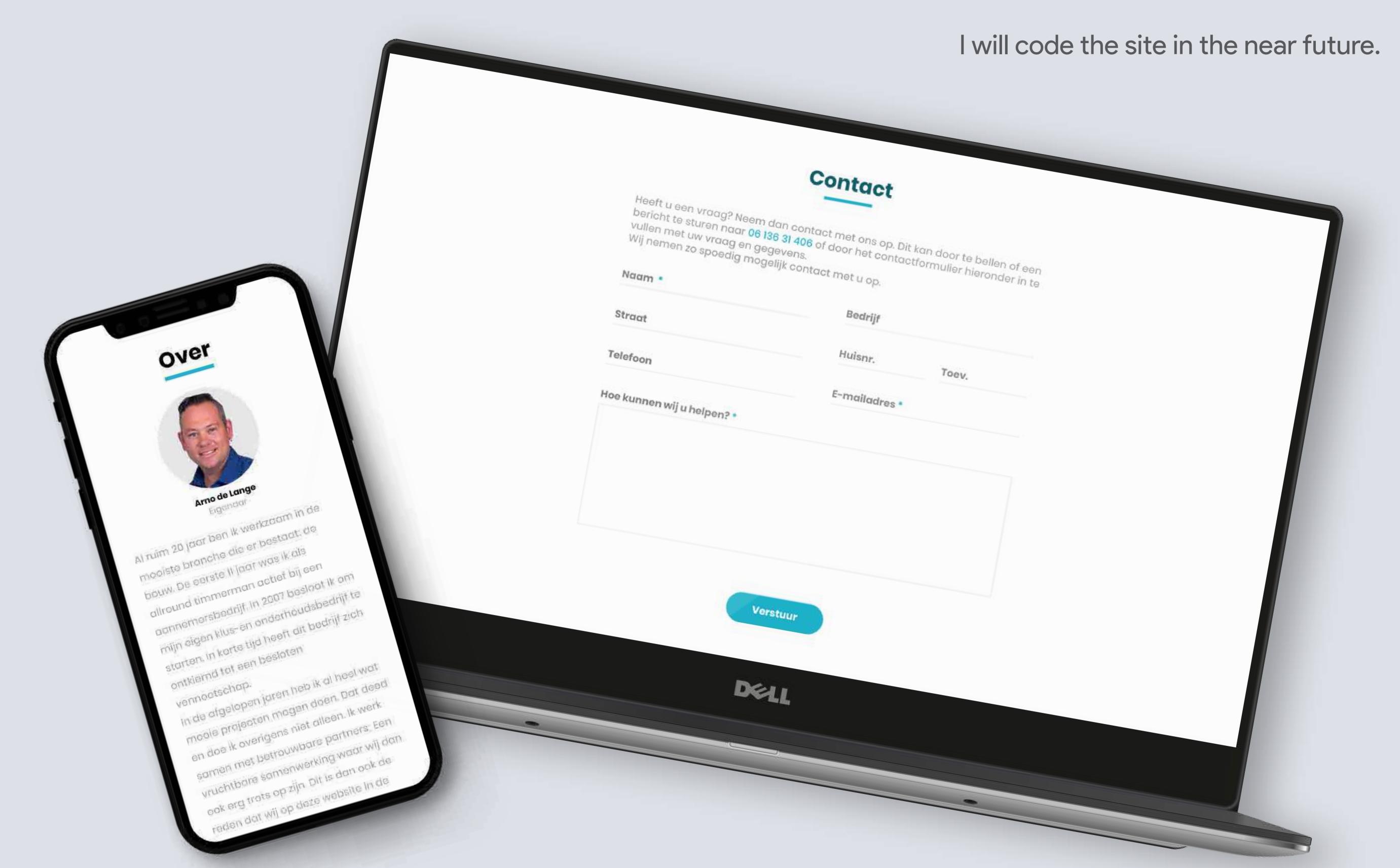
Nieuwbouw

Weintecom in Superingsgebeng Verme) de rieutel tot obs tueses. Henkly man presidence konming blie de soort projecten ons op mit tijl geschrieven

Voorafgaand aan een project bespreken wij met u wat uw wensen zijn. Op basis hiervan leggen wij u graad uit wat we daan doen en hoë we dat gaan aanpakkan. Hierover maken wij heidere alspraken, zodat voor beide partijen audelijk it wat men kan verwachten.

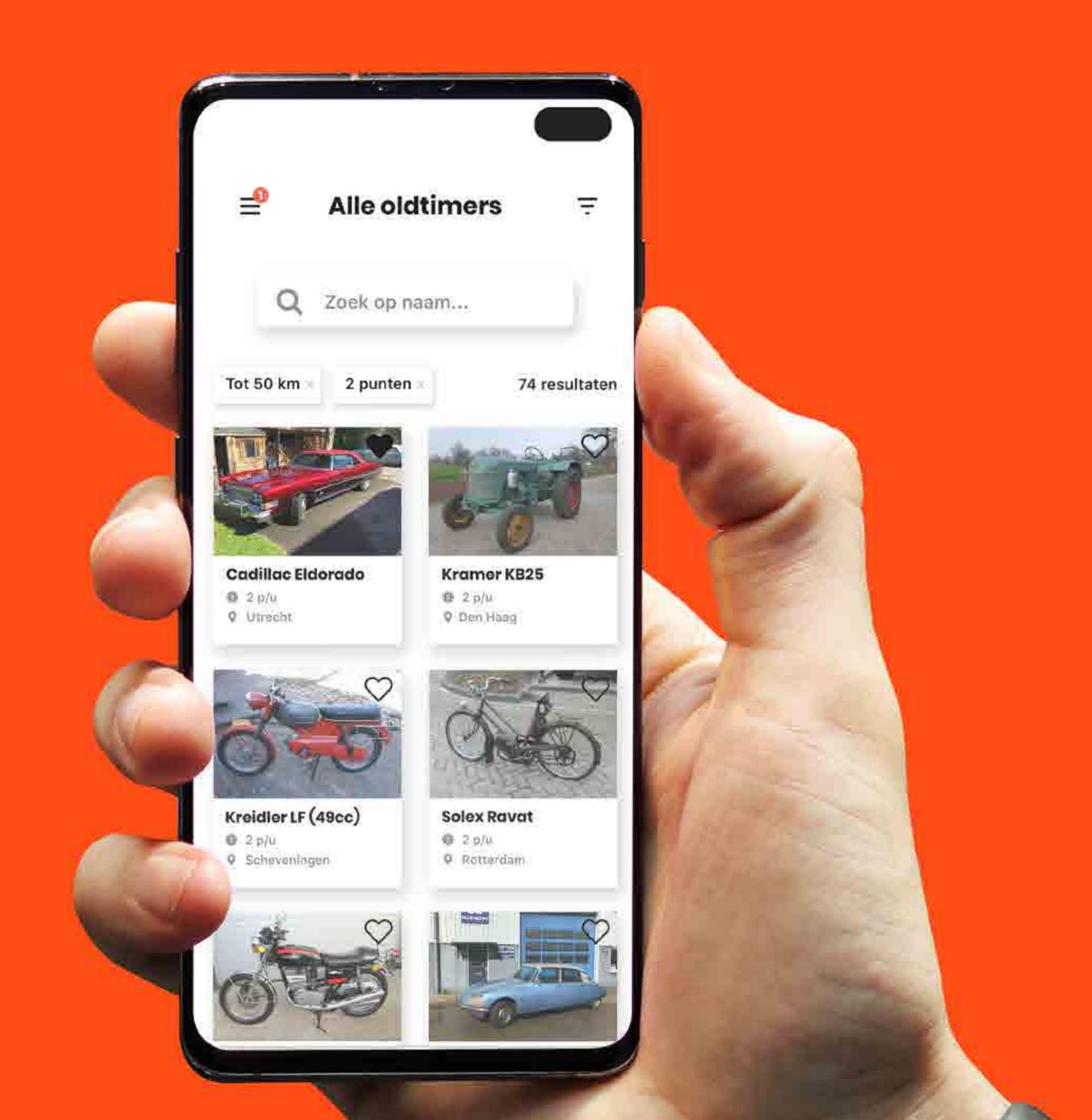


Realise



Rewant

Rewant is a concept application for hiring oldtimers from their owners. I designed the app with a group of 4 people.



Look & Listen

This school assignment was meant to teach us how to design a mobile context-aware application. The problem we had to solve was the desire of driving an oldtimer, whilst not owning one.

Owning an oldtimer will demand time, money and knowledge of the car. A big group of people just want to drive one.

During this phase, we composed a research report in which we determined a few aspects to take with us for creating a concept.



Target audience

People aged 40 and above who want to drive an oldtimer in their free time around the Netherlands



Competition Research

Competitors showed the importance of a clean interface with the use of pictures, a varying offer and a good revenue model



Sensors

The best sensors to use are finger print, facial recognition, GPS and QR-Scanner



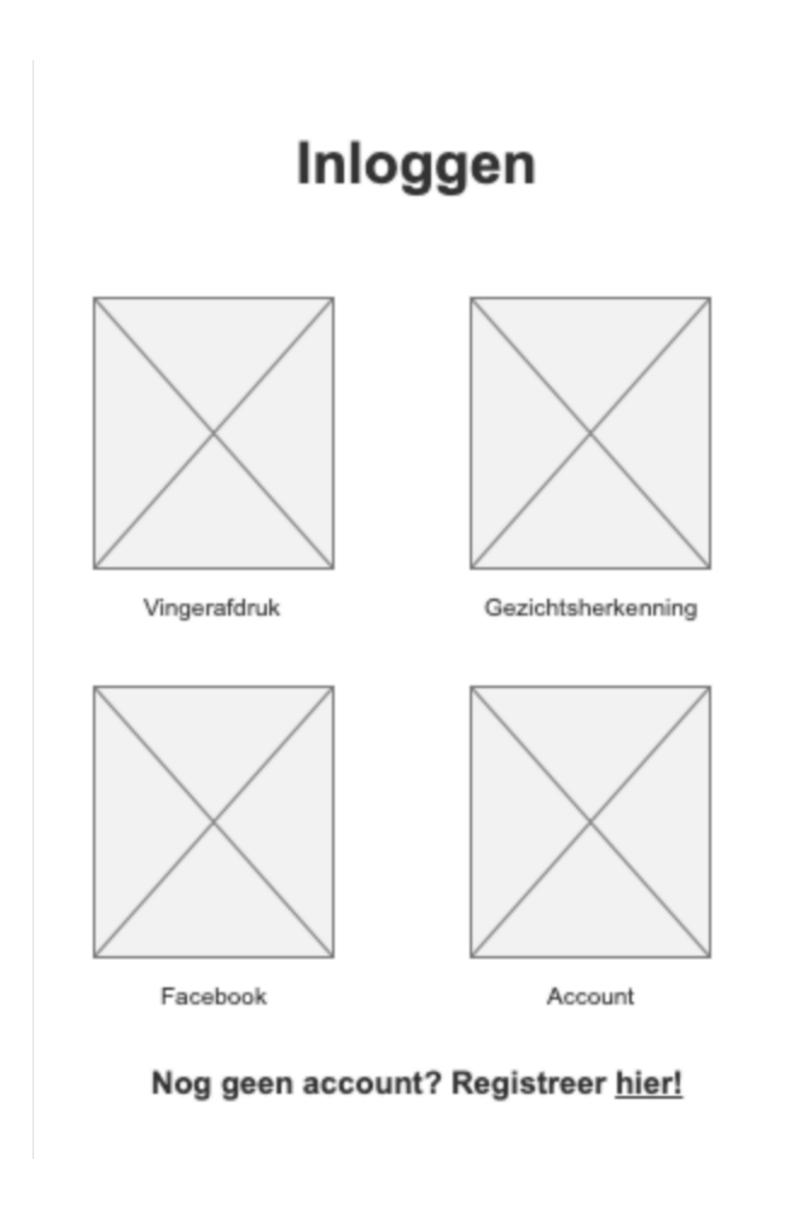
Create Concepts

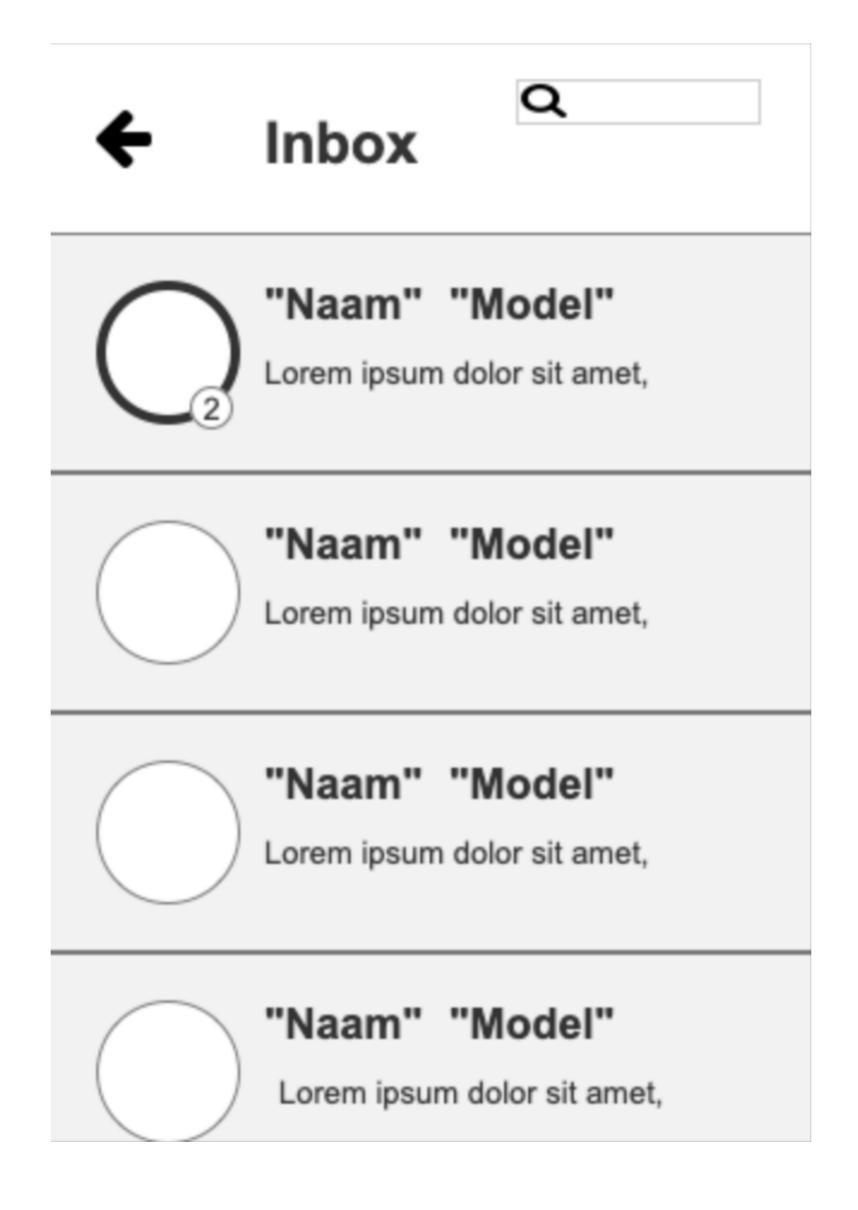
Many brainstorm sessions and concept ideas came by before 3 concepts were established. We set up a selection matrix to choose what concept was the best and what could be taken with us to the next step.

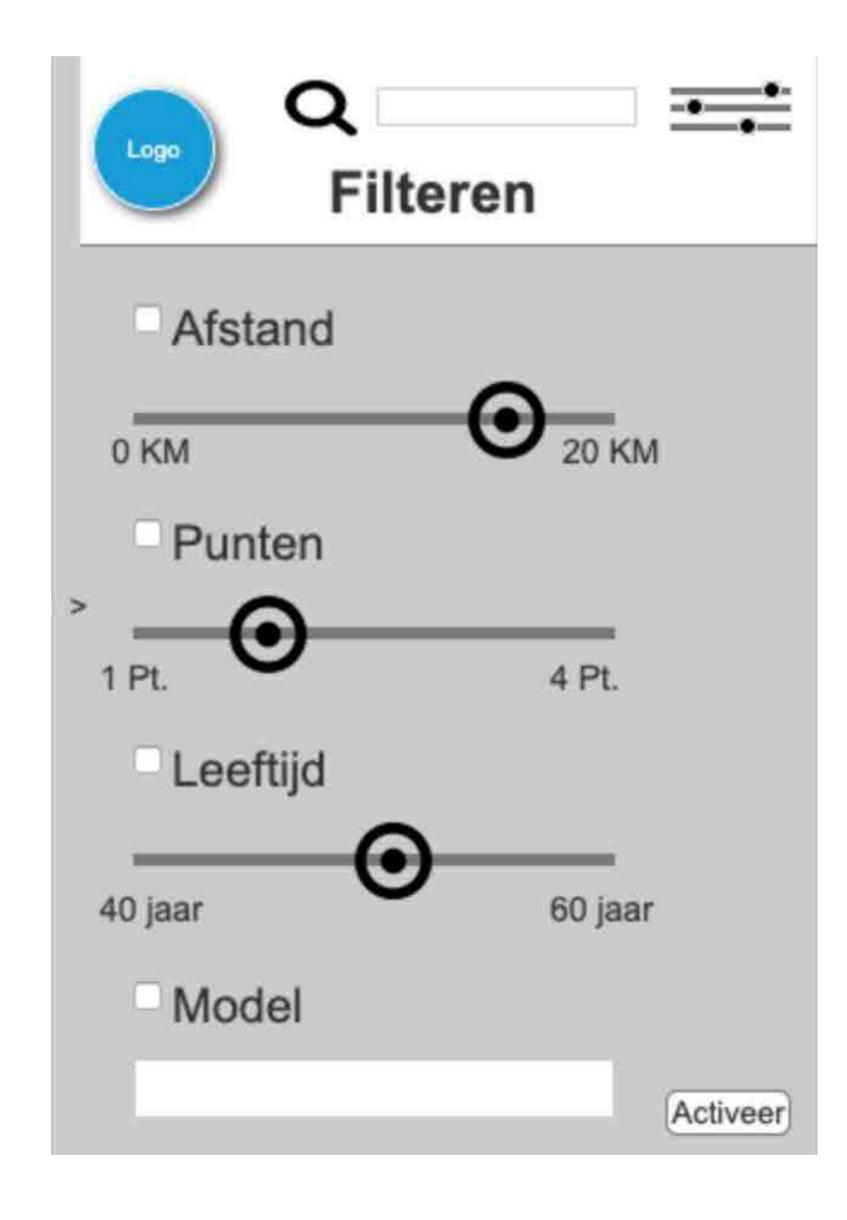
User stories	Concept 1 Booking system	Concept 2 Swipe system	Concept 3 Bid system
1. Een persoonlijke omgeving	++	+	++
2. GPS in de app	+	+	+
3. Een chatfunctie tussen huurder en verhuurder	++	++	+
4. Mijn favorieten aan kunnen geven	++	++	

Design Details

We made a customer journey map, a storyboard and a sitemap before making the wireframes. The wireframes were then transformed into a lo-fi prototype, which we tested with the target audience. After the Ux-test we designed a styleguide that would fit according to the feedback the users delivered us.

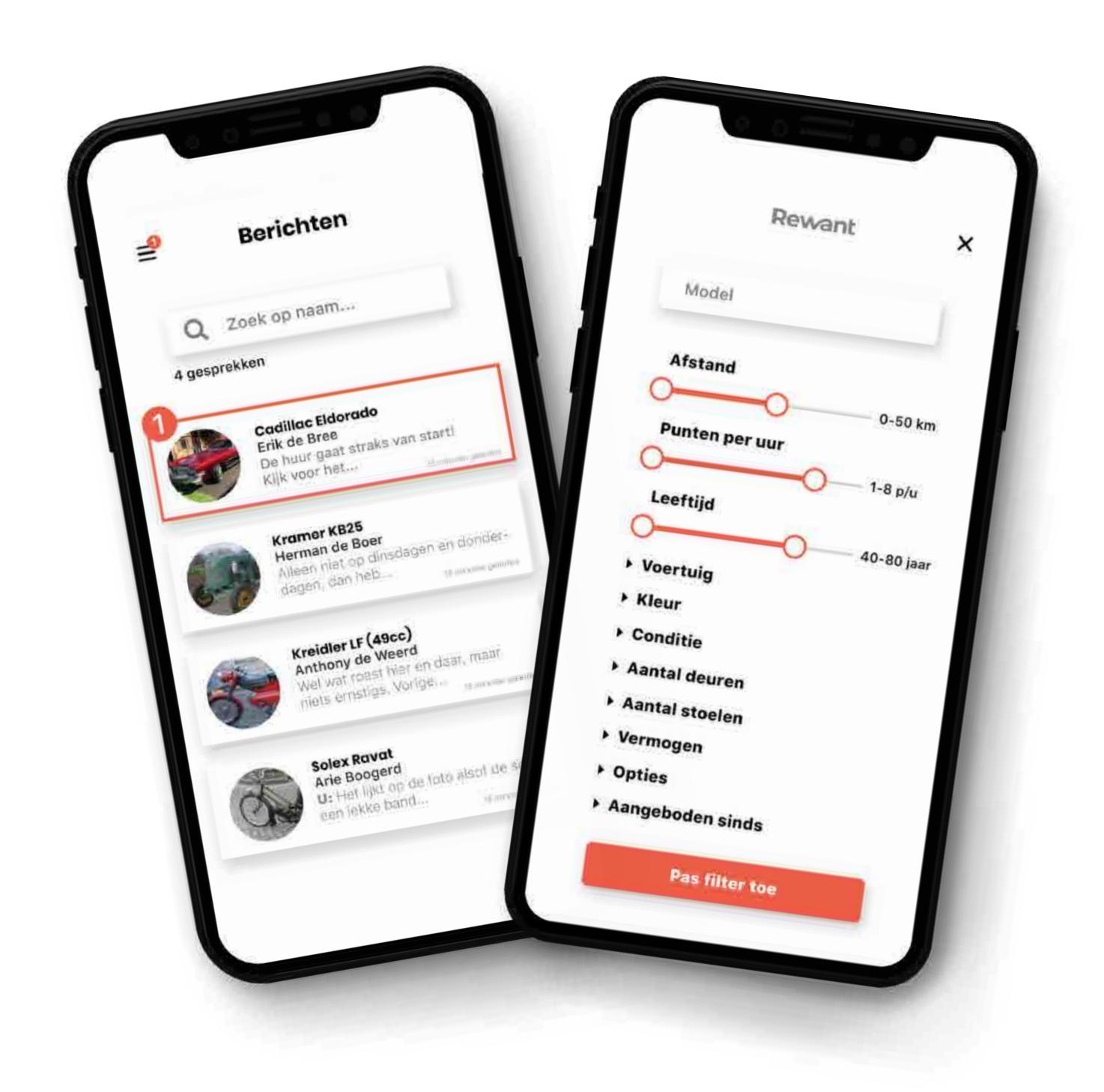


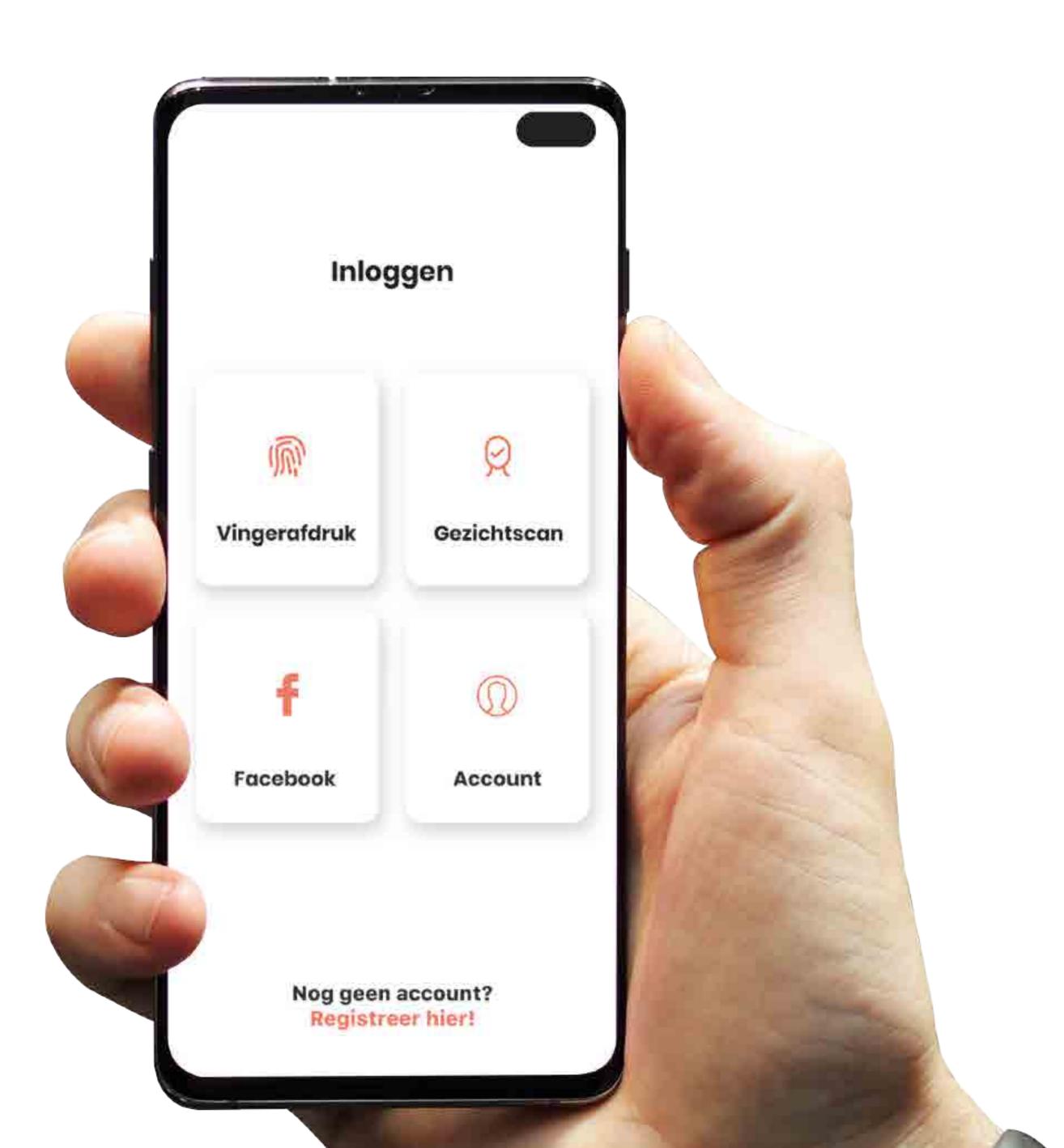


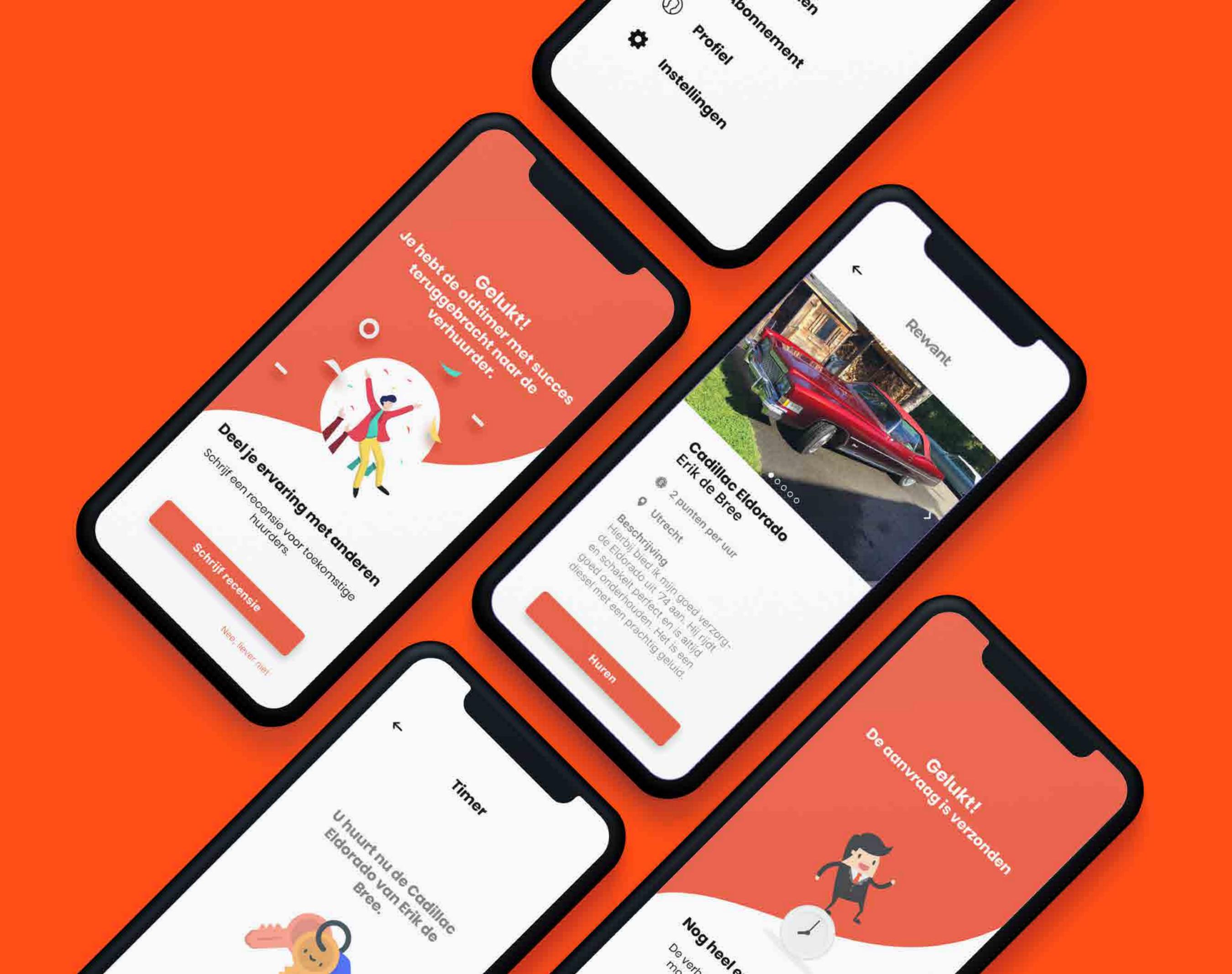


Realise

The result of this project was to make a hi-fi clickable prototype. We made it with MarvelApp. Here are some screenshots.



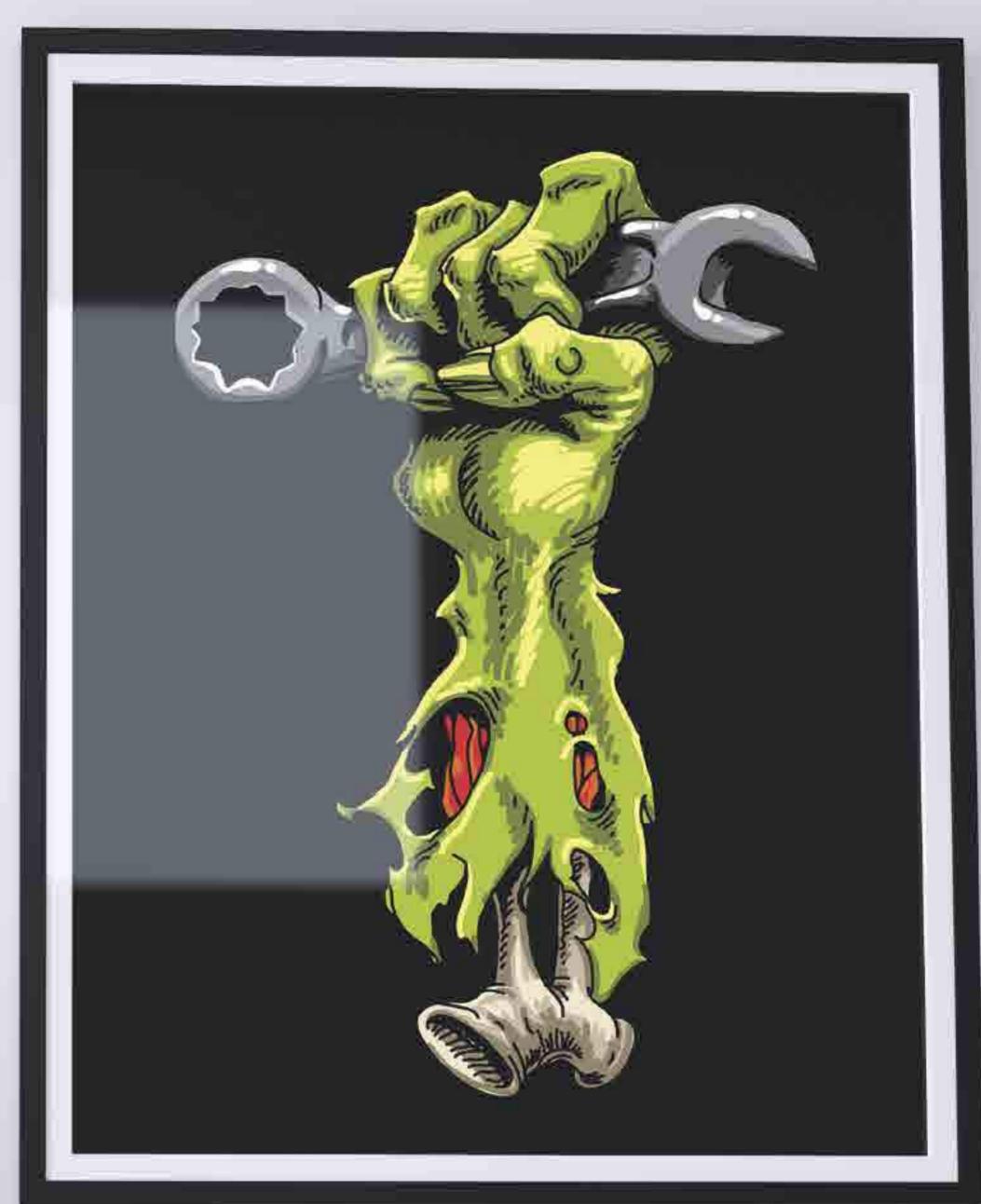




"The Builder"

"The Builder" is a drawing I made for my father's birthday. He is fond of tinkering.





When I was younger, I used to make drawings for my father's birthday. When I asked him what he wanted for his birthday, he joked about wanting to get a new drawing, since it had been so long. Because I like to design in my free time as well, I started my project.





I'm very proud at the end result, and my dad seems to be proud of me!

