



LAUREN DRISCOLL

2020 Design Portfolio

WELCOME TO MY DIGITAL PORTFOLIO

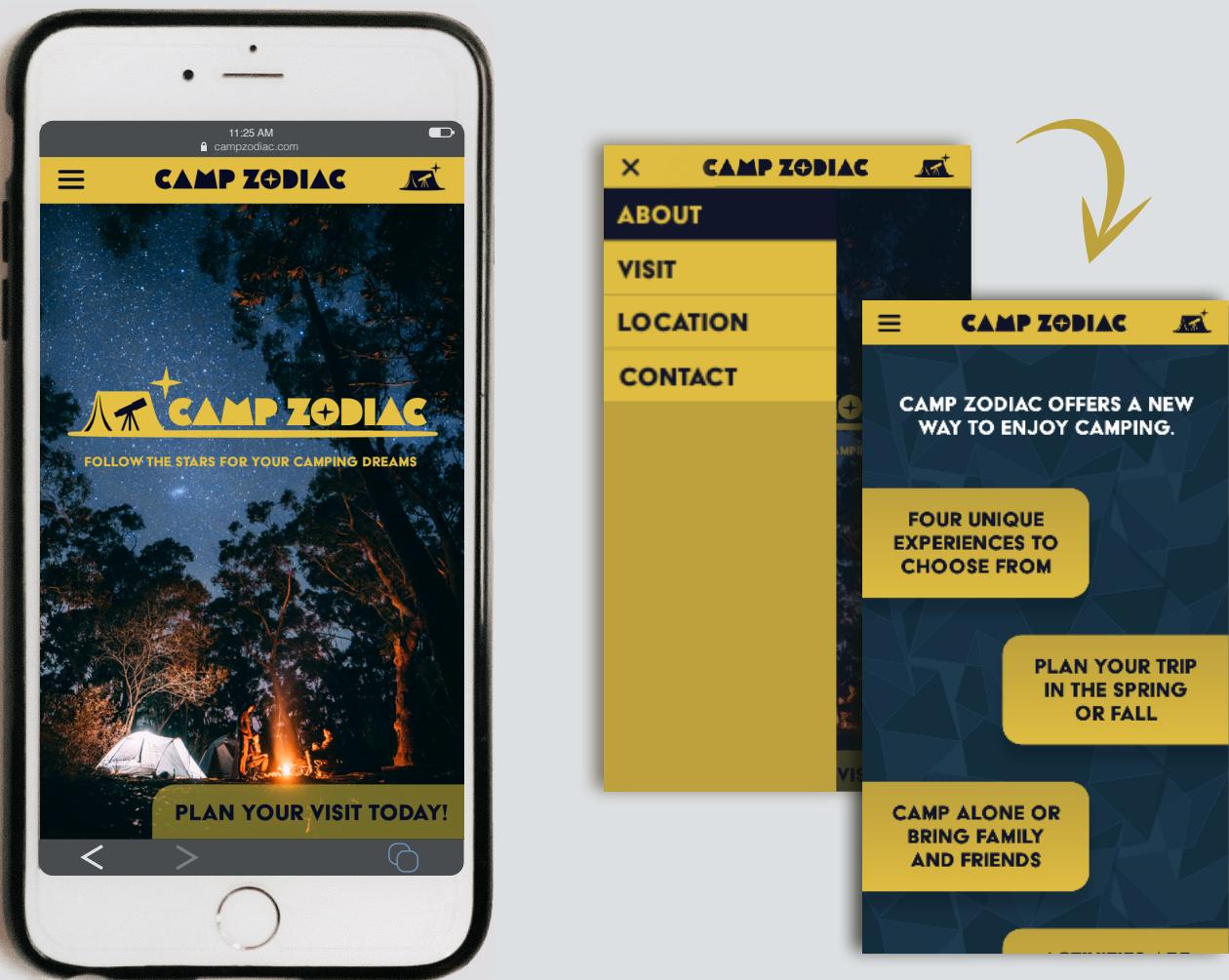
My name is Lauren Driscoll and I am a second year Interactive Design student. Contained in this portfolio includes four of my best projects that best represent my variety of skills, techniques, and interests in design. At the end of this portfolio you will find more information regarding my background in visual arts and my career goals.



UI/UX PROJECT: CAMP ZODIAC

Camp Zodiac is inspired by a graphic design project that was dropped due to the 2020 Coronavirus Pandemic. This was a project that I had been looking forward to, having already planned out my ideas for it during the first week of class. To prevent these ideas from being lost, I decided to move forward with this project on my own in April. I used this idea to learn UI/UX design and how to use Adobe XD.

Camp Zodiac is a camping/lodging company that offers camping experiences based on four zodiac signs. These experiences are meant to be enjoyed by people of all ages, however, I targeted the website for those in their late 20s to mid 30s. My goal was for Camp Zodiac to come across as the best way for one to spend a vacation in nature.



EASY FLOW

I have always been interested in UX design so I used this project to practice a few UX friendly ideas. I focused some research on finding various design techniques that help encourage a user flow and fluid navigation. The best example of this in my prototype is the visit page. On this page you are presented with four ‘camping experience’ options to learn more about. Once you tap on an option you are brought to a page that gives the user more information about the camping experience. From this page, you can either book an experience or you are able to swipe through the other camping options. I wanted to minimize the user from having to go back and forth between the main visit page and learning more info about each option.

The image displays three screenshots of a mobile application interface for 'Camp Zodiac'.
The first screenshot shows a landing page titled 'COME CAMP WITH US' with a yellow header. It features a list of camping experiences: PISCES, TAURUS, LIBRA, and SAGITTARIUS, each with a small thumbnail image and a 'BOOK NOW' button.
The second screenshot shows a detailed view for the 'PISCES' experience. The title is 'CAMP LIKE A PISCES'. It includes a paragraph about the Pisces sign, a photo of a person jumping into a lake, and a 'BOOK NOW' button.
The third screenshot shows a detailed view for the 'PISCES EXPERIENCE'. It includes a paragraph about the Pisces experience, sections for 'SWIMMING', 'FISHING', and 'KAYAKING', and a calendar for 'MARCH 2020' with March 17 highlighted. It also shows a price of '\$125 USD' and '4 SPOTS AVAILABLE'.

**BOOKING IS MADE
EASY AND FLUID**

CREDIT CARD FORM

I also wanted to create a complete booking process with this prototype - including a credit card form! Before creating my design, I researched about good UX practices for forms and utilized many of the practices that I saw including a multi-step form, proper spacing and labels, easy to understand error messages, and allowing for edits at every step.

CAMP ZODIAC

COMPLETE YOUR BOOKING

Pisces Experience
9:00am Saturday, March 17th, 2020
5:00pm Sunday, March 18th, 2020

Includes the opportunity to partake various camping activities and four meals are provided. Please note that appropriate clothing is not provided and should be brought by the participant.

\$125 USD QTY:

Error: You must enter a quantity.

Contact Information

Full Name

Email

Phone Number

NEXT Cancel

**EASY TO NOTICE
ERROR MESSAGES**

CAMP ZODIAC

COMPLETE YOUR BOOKING

Pisces Experience
9:00am Saturday, March 17th, 2020
5:00pm Sunday, March 18th, 2020

Includes the opportunity to partake various camping activities and four meals are provided. Please note that appropriate clothing is not provided and should be brought by the participant.

\$500 USD QTY: 4

Payment Information

Cardholder Name

Card Number

Expiration Date CVC

BACK **NEXT** Cancel

**MAKE EDITS OR GO
BACK ANYTIME**

CAMP ZODIAC

COMPLETE YOUR BOOKING

Pisces Experience
9:00am Saturday, March 17th, 2020
5:00pm Sunday, March 18th, 2020

Includes the opportunity to partake various camping activities and four meals are provided. Please note that appropriate clothing is not provided and should be brought by the participant.

\$500 USD QTY: 4

Billing Address

Street Address

City

State Zipcode

BACK **NEXT** Cancel

**MULTI-STEP FORM
PREVENTS FATIGUE**

CREDIT CARD FORM CONTINUED

**REVIEW YOUR DETAILS ON
ONE SIMPLE PAGE**

COMPLETE YOUR BOOKING

Pisces Experience
9:00am Saturday, March 17th, 2020
5:00pm Sunday, March 18th, 2020
Includes the opportunity to partake various camping activities and four meals are provided. Please note that appropriate clothing is not provided and should be brought by the participant.

\$500 USD QTY : 4

Review Your Order [Cancel Order](#)

Contact Information
Jane Doe
janedone@example.com
(123) 456 - 7890

Payment Information
Jane Doe
Visa **** * 3542
Exp 10/21

Billing Address
Jane Doe
1234 Rainbow Ave
Cool Town, NY 12345

[EDIT](#) [PLACE ORDER](#)

**LINKS TO KEEP
CUSTOMERS ON THE
WEBSITE AFTER BOOKING**

THANK YOU!

Your Order Has Been Placed!

Confirmation Number:
482999218

You will receive an email shortly with your receipt and more information regarding your camping experience.

In the meantime...

Check out what else our campsite has to offer beyond activities. Our location makes us one of a kind!

[Learn More](#)

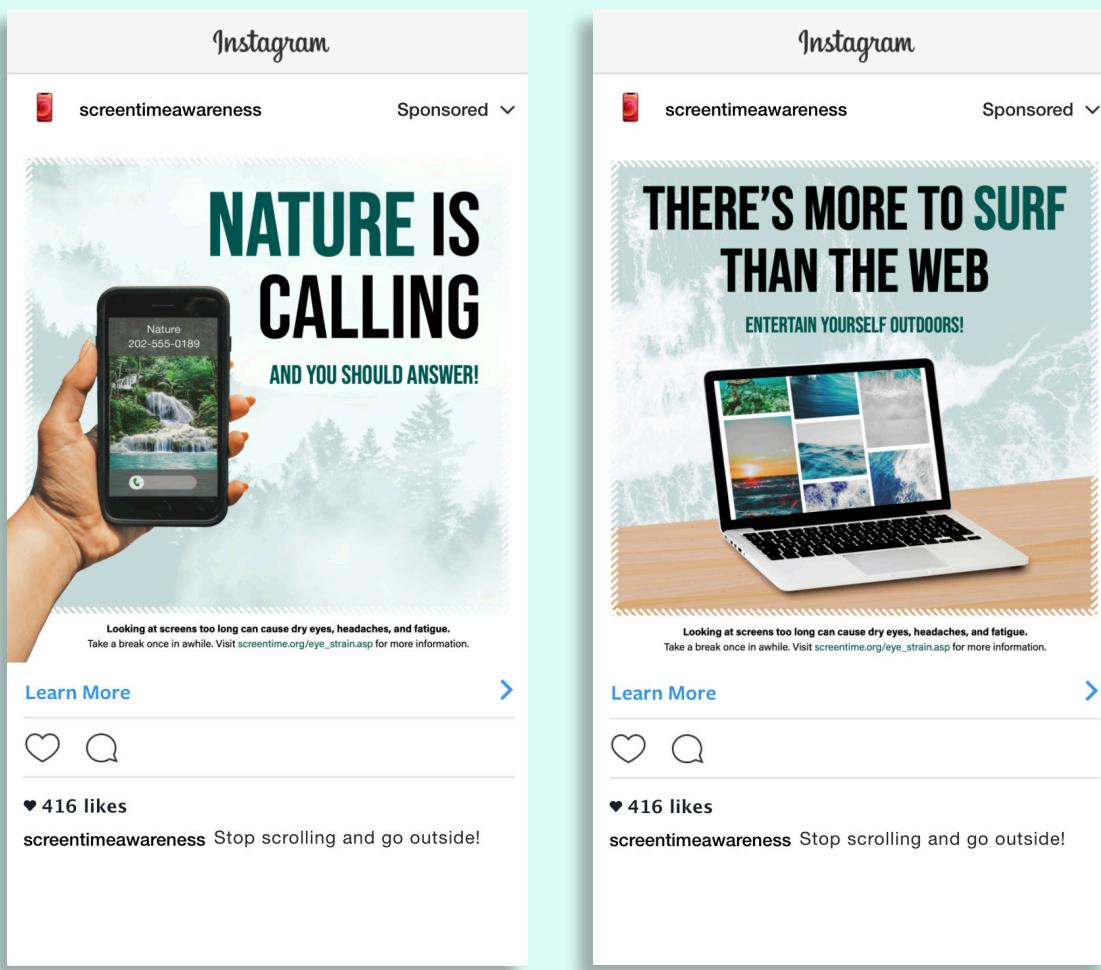


GRAPHIC DESIGN PROJECT: SCREEN TIME

This project was a final project of mine for Graphic Design 1, completed in May of 2020. The guidelines of the project were to make a poster series based on a PSA of our choosing and were open ended from there.

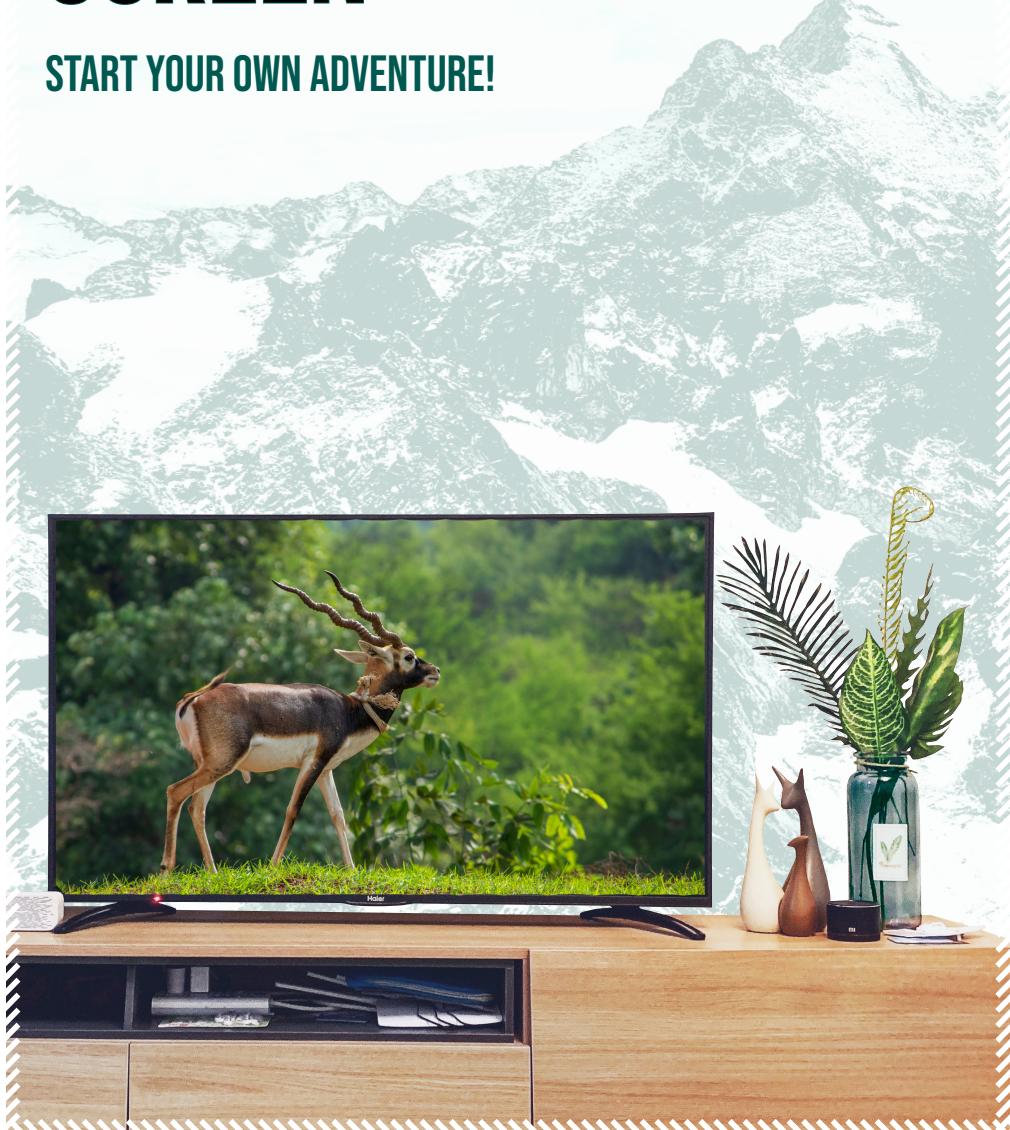
My PSA revolved around screen usage and taking a break from screens to go outside. I wanted to focus on this topic because I had been using screens far more often once the pandemic began and I started to develop eye strain and headaches. In order to warn others of these side effects, I created a poster/social media ad to encourage the viewer to take a break from their screens and go outside.

Overall my goal with this project was to emphasize the visual appeal of nature and entice the viewer to want to go outside. I did this by not only including beautiful imagery on the technology device, but I also created my own textured background. To do this I took photographs on nature and used different layer effects in photoshop to create a monochromatic texture.



DISCOVERY HAPPENS BEYOND THE SCREEN

START YOUR OWN ADVENTURE!



Looking at screens too long can cause dry eyes, headaches, and fatigue.

Take a break once in awhile. Visit screentime.org/eye_strain.asp for more information.

COLOR THEORY PROJECT: HOT SPOT

The goal of this painting was to create a ‘hot spot’ effect through using different values of color. The hot spot effect can be seen in this painting on the cat’s face and the boy’s arm, as they appear lighter than other areas of the painting. For this painting, I used an image as a reference. The image was taken inside my own home. No indoor lights were on and the hot spot is actually from the sun shining through a window. Initially, this was an acrylic painting that I started in 2019. However, since I have learned how to use oil paints, I decided that this painting would be best finished with oil paints. Earlier projects also helped me better understand value, which helped me complete this painting with stronger effects than what was originally portrayed.

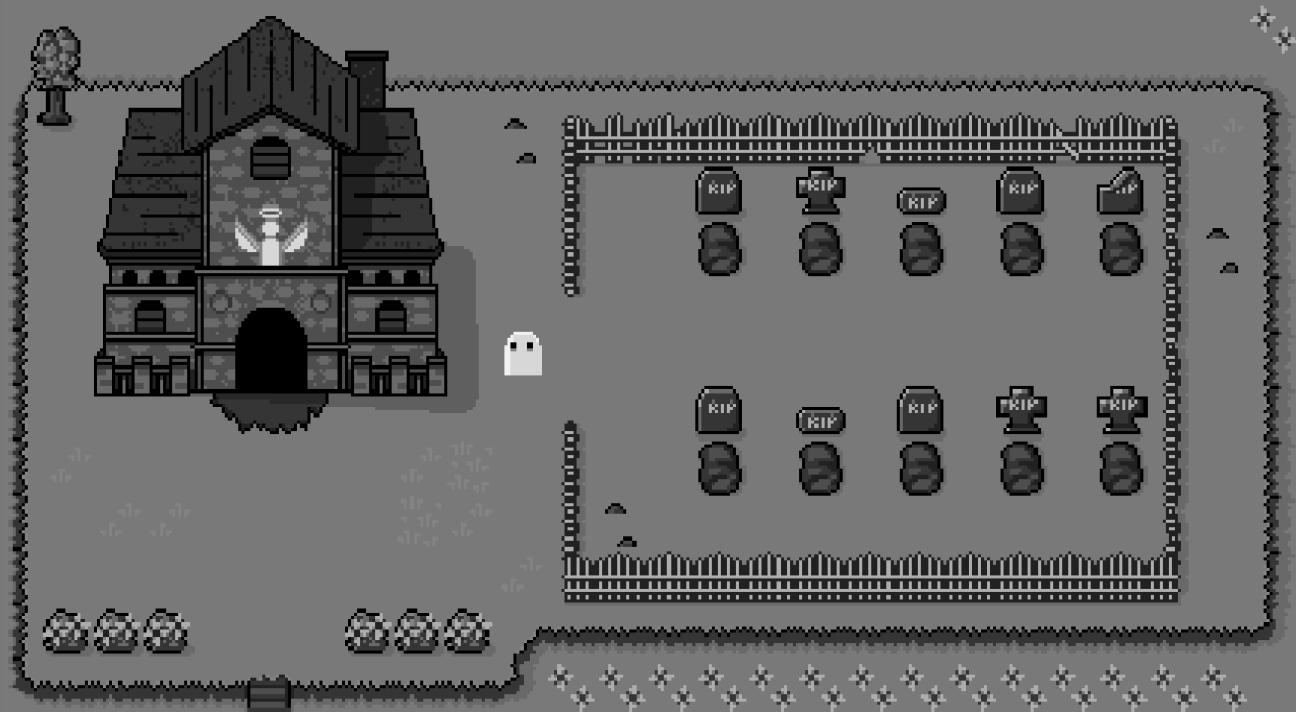
Below are two close up shots of the cat and the boy in this painting. The next page has the full painting displayed.





GAME DESIGN PROJECT: GHOST

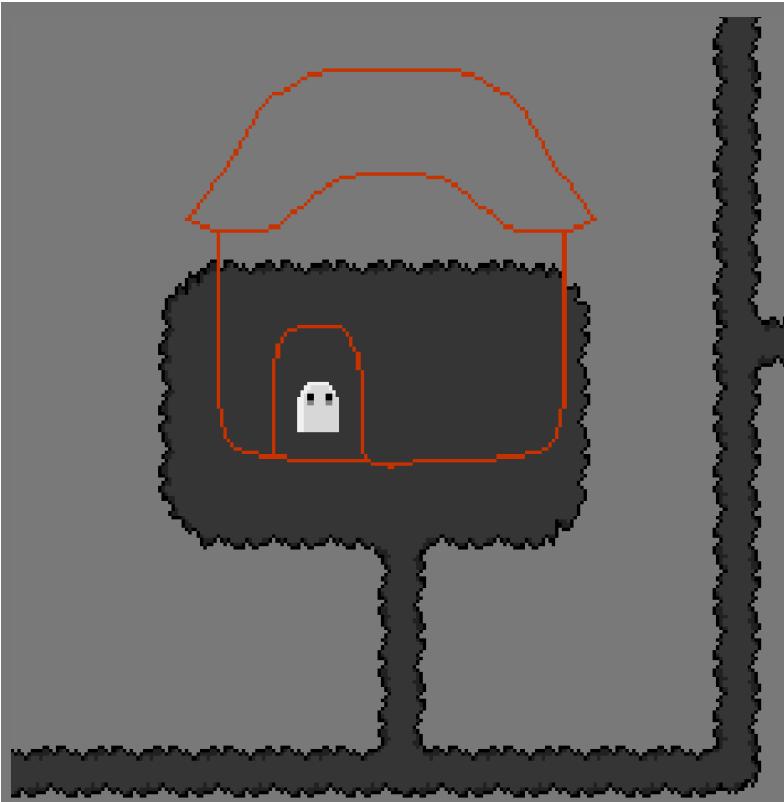
Ghost is a brief video game concept that I have been working on since July of 2020. My goal with this project is to learn what the process of game development is like and to learn how to use the game engine, Godot.



SPRITES

During this project I have discovered the challenges of creating pixel art and I have discovered new ways to make simple sprites have depth and personality. Below is the spritesheet for my ghost and his moving animations. While the sprite seems very simple and plain, he also looks charming and cute.



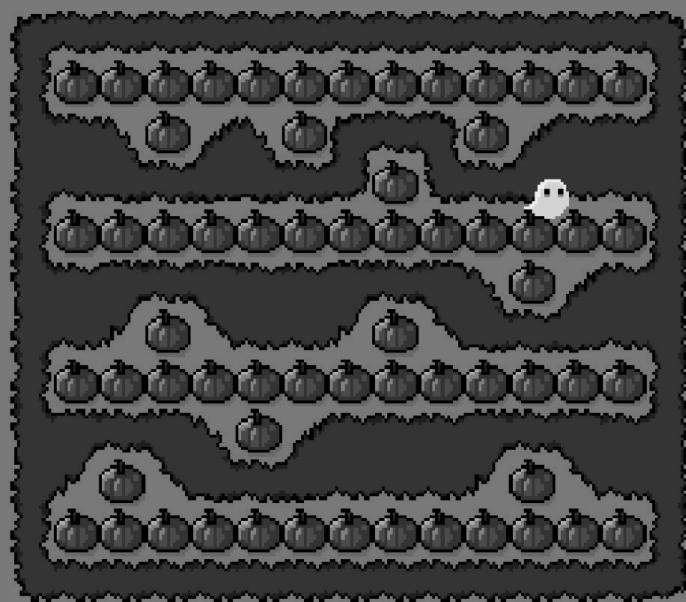
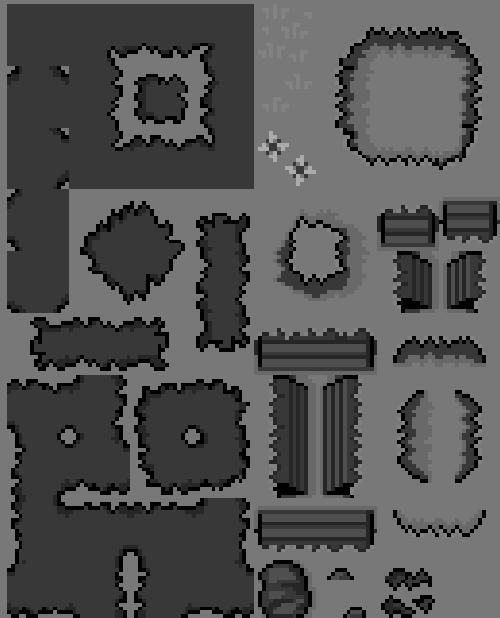


LACK OF COLOR

The game was not always black and white. I became frustrated with the original color palette that I had been using and decided to figure out the colors again later. However, I always planned for the game to emphasize on loneliness and lack of color really complimented the purpose of the game.

TILE MAPS

Tile maps were a completely new concept for me when I began to create the art for this game. I spent about a week experimenting and doing research in order to create a functioning tile map.



MY BACKGROUND AND CAREER GOALS

My background in visual arts dates back to when I was 10 years old and received my first laptop. I spent hours upon hours using MS Paint to draw cute dogs and cats to share on the internet. Since then I have continued to refine my skills both digitally and in traditional mediums.

During my senior year in high school I was introduced to computer science and I was given the opportunity to create small app and game projects using code.org. I realized that my design skills complimented my interests in programming. After that realization, I discovered several UI/UX communities and blogs online and found myself getting lost learning more about digital design. I knew from there on that whatever I was going to pursue had to involve design and technology.

My current goal is to find employment that helps me develop and exercise my design skills. My preferred position would be in UI/UX design, however I would be happy to inquire about positions that utilize any of my visual arts skills.

If you think I would be a good addition your team or company please feel free to contact me directly using any of the information provided below.

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