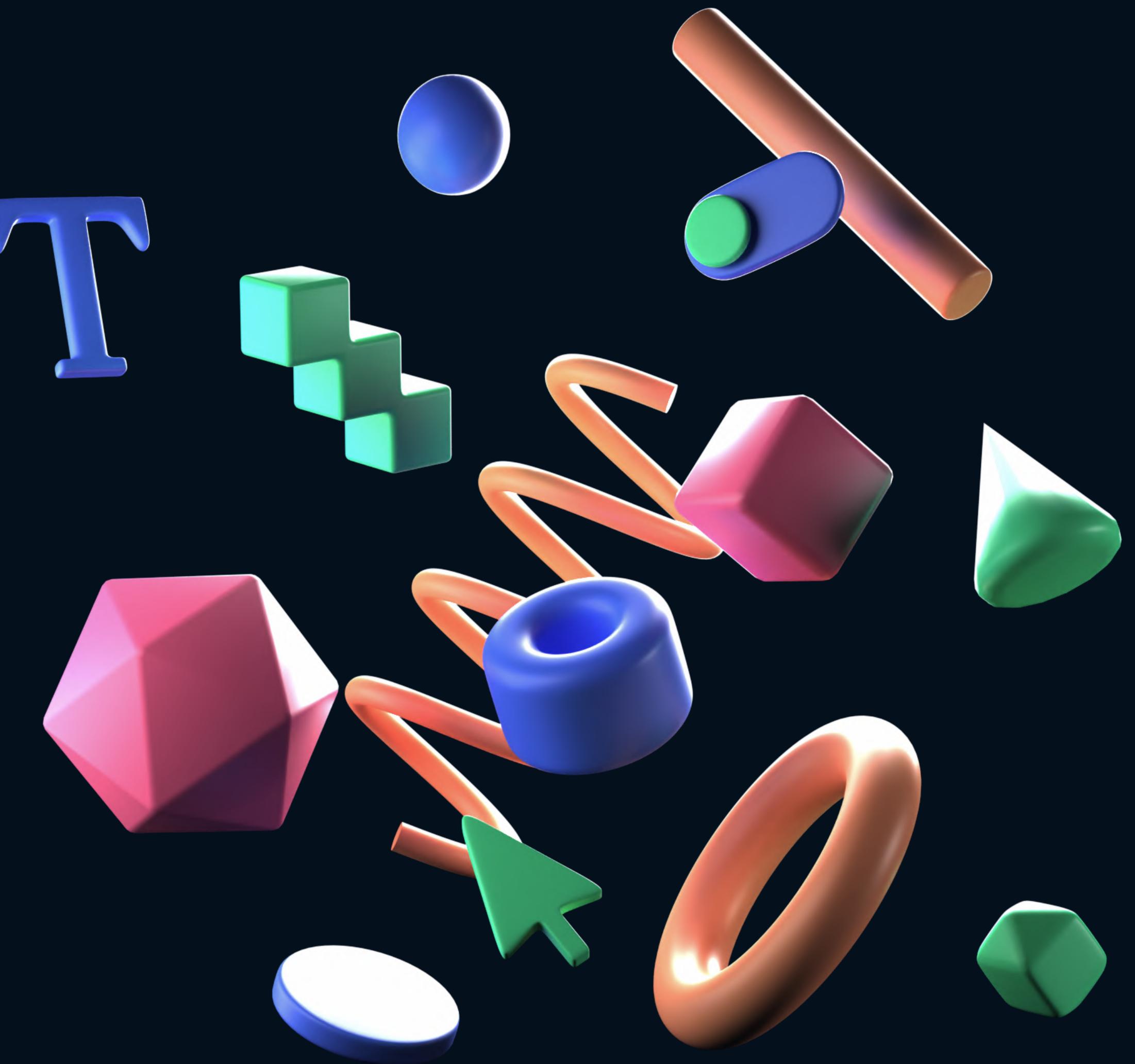


PORTFOLIO [2023]

Manuel Reale

www.manuelreale.com 

For videos and more information check out
the website version of the portfolio!



Manuel Reale

ABOUT ME

Hi! I am Manuel, I'm a Digital and Interaction Design student at Politecnico di Milano. I've always been very curious and liked to learn and tinker with everything; this allowed me to gain wide theoretical and practical knowledge across multiple fields as well as developing a problem solving attitude.

I design **meaningful user experiences** mixing **effective interactions** and the **right technologies**



UX/UI DESIGNER



- UX Research and Mapping
- Usability Testing
- Interface Design/Prototyping (Figma/XD/Protopie)
- Adobe Suite
- Microsoft Office

CODING/TECHNOLOGY TINKERER



- C#/++
- JS (Web, P5.js, THREE.js)
- HTML 5/CSS
- Arduino
- Python

3D MAKER



- Blender
- C4D
- 3D Printing Prototyping
- Unity AR/VR

CONTACTS

328 311 6701

manuel.reale2000@gmail.com

linkedin.com/in/manuelreale/

Milan, Italy

LANGUAGES

Italian: Native

English: Fluent

INTERESTS

- Videogames and VFX
- Space Exploration
- Technology

PORTFOLIO

www.manuelreale.com (NEW)



INDEX

TAGS

JOURNALIST'S T. [01]

ARIA [02]

FLOW [03]

OIKIA [04]

PASTACHUTE [06]

INTERTWINED [05]

UX/UI

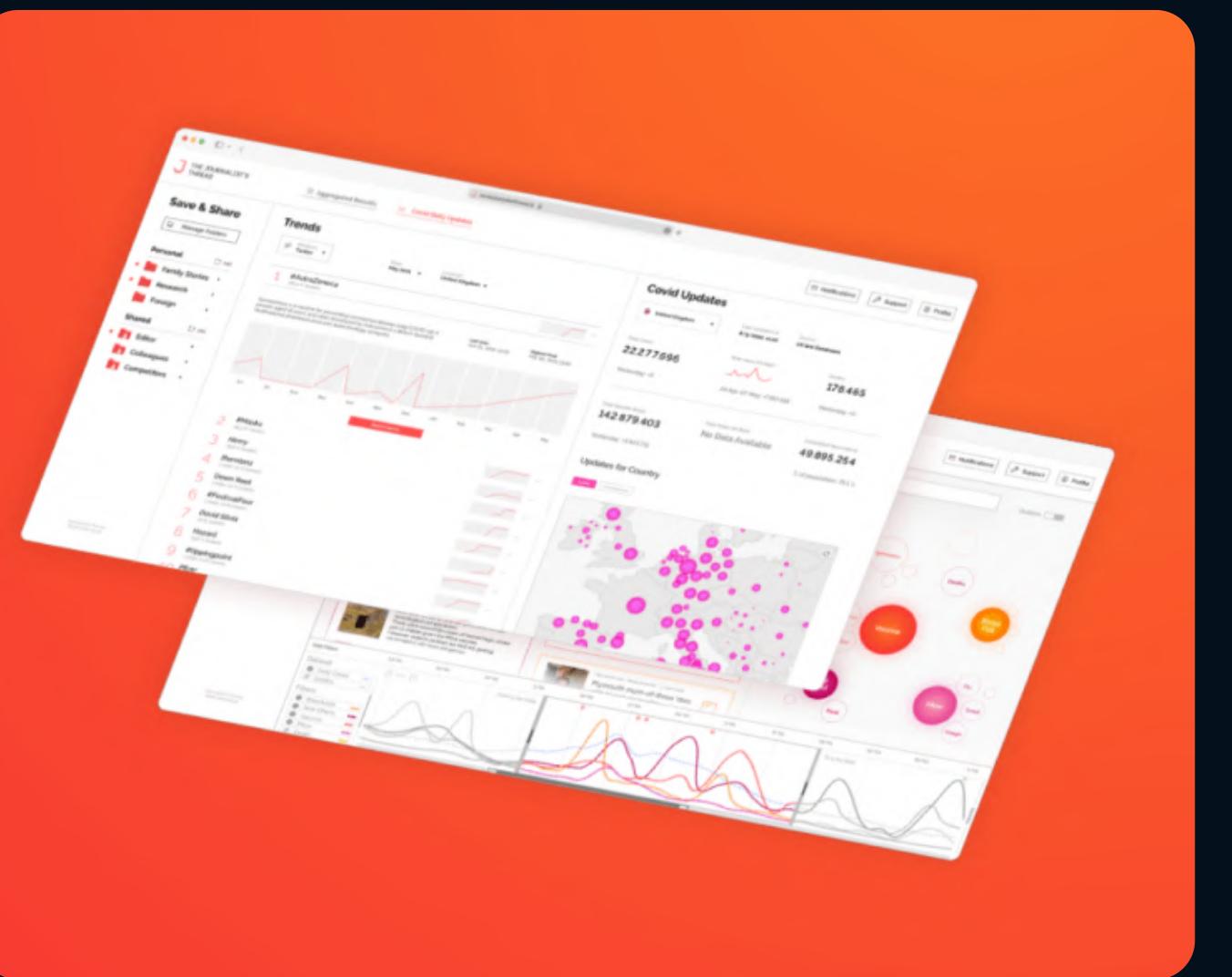
PRODUCT

VISUAL

VR/AR

JOURNALIST'S THREAD [2022]

UX/UI



DESCRIPTION

The Journalist's Thread is a **machine learning based tool** that support decision making during the newsgathering process. The service was developed in collaboration with journalists and embodies journalistic values, turning the average journalist into a Data Journalist without having to worry about algorythmic bias.

SKILLS AND TOOLS

UX Research
AI Envisioning
UI Prototyping, Figma
Usability Testing
Branding

TEAM

Me!
Matteo Paoli
Marco De Cristofaro
Andrea Simeone
Elie Barakat

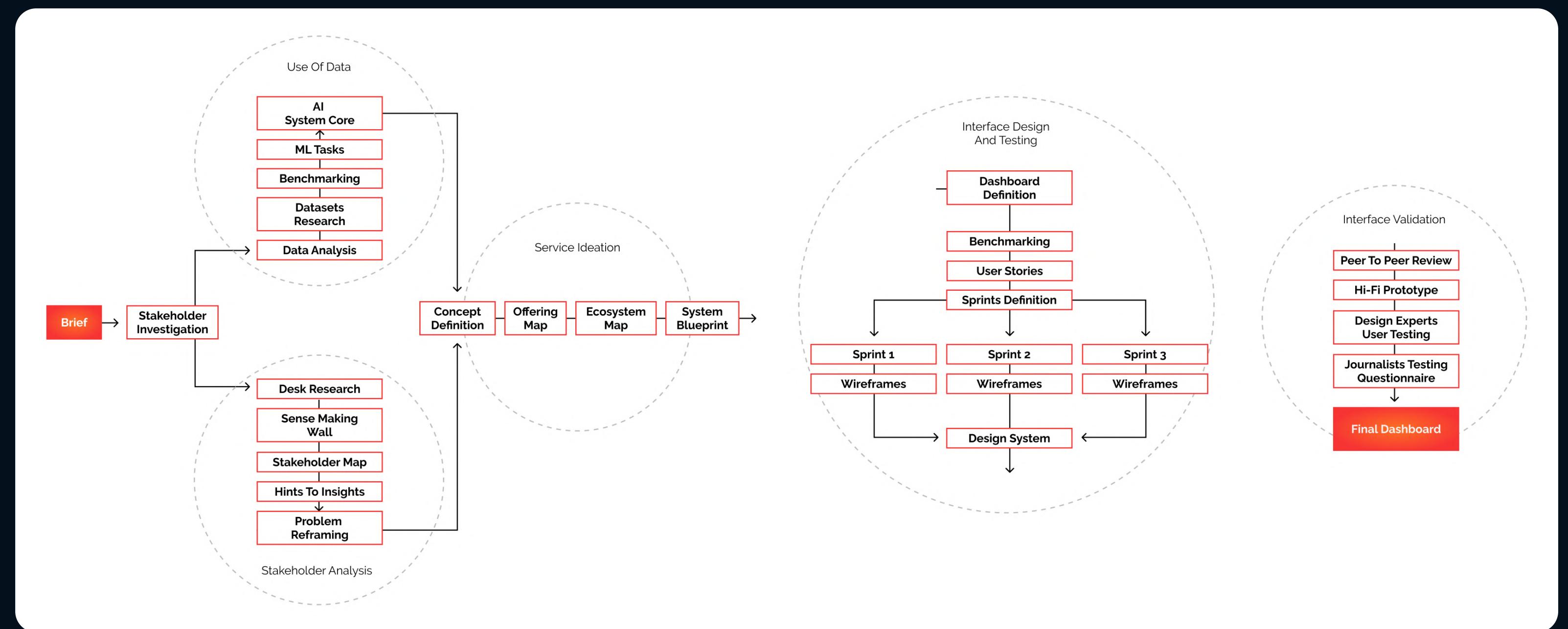
LINK/FILES

[Prototype](#)
[Technical Report](#)
[Website](#)
[Youtube Video](#)

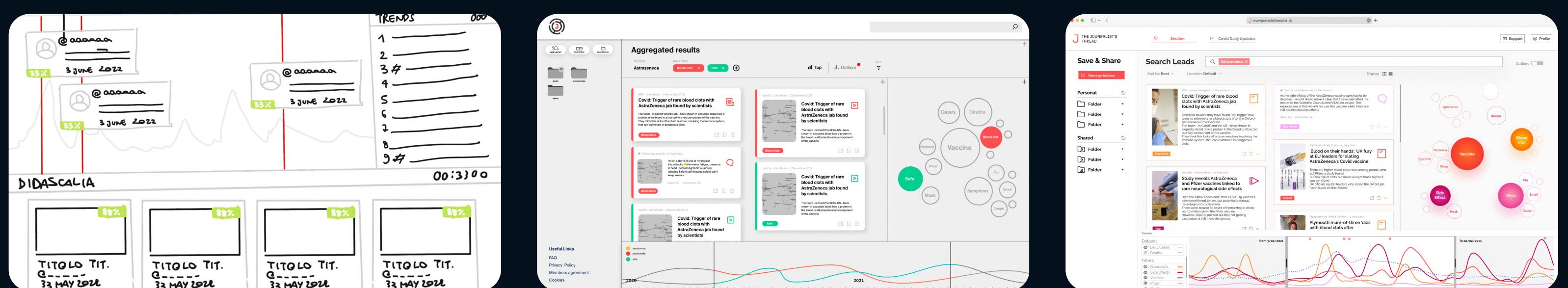
See more here:

manuelreale.com/tjt

METHODOLOGY



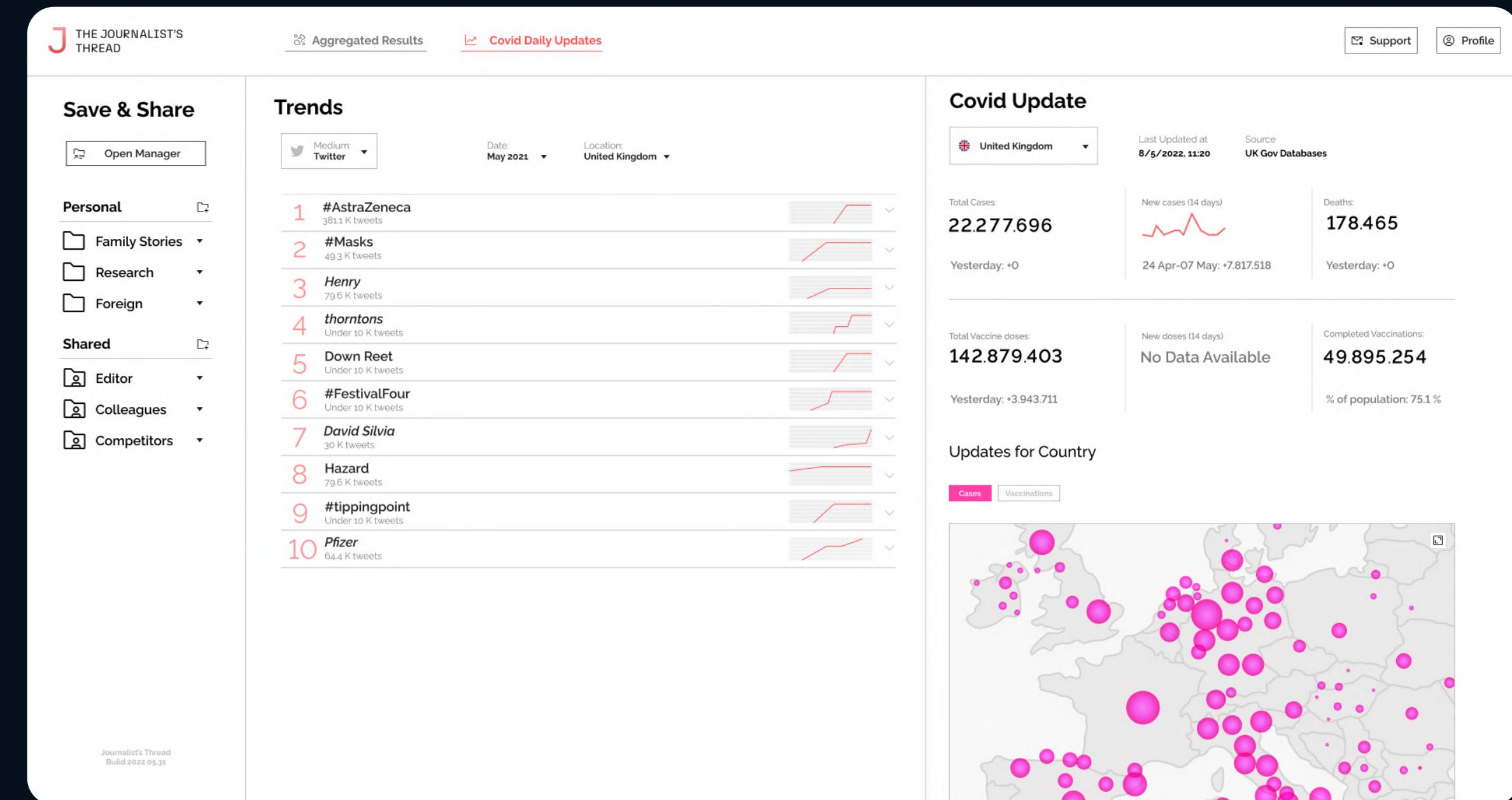
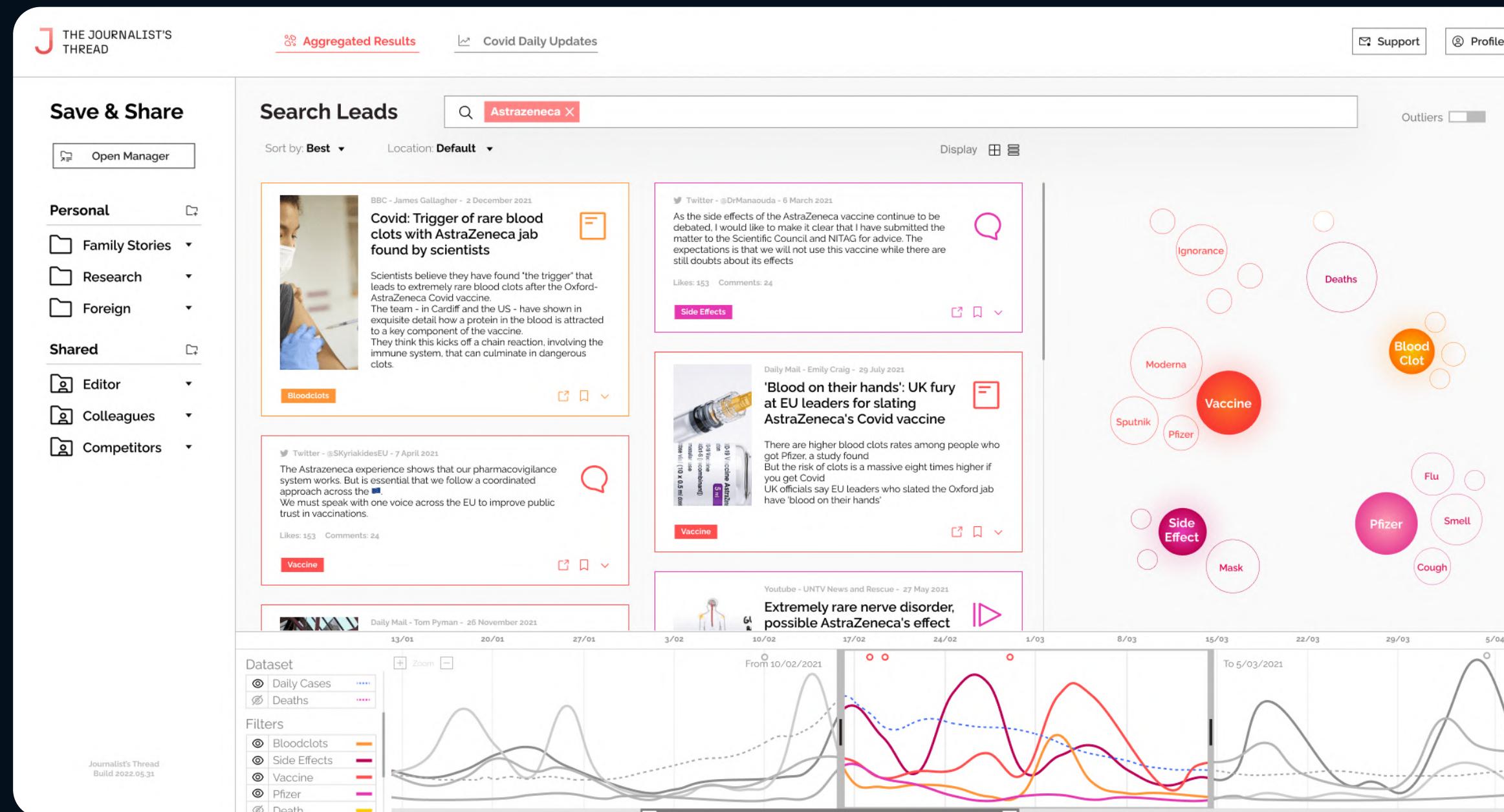
FROM WIREFRAME TO HI-FI PROTOTYPE



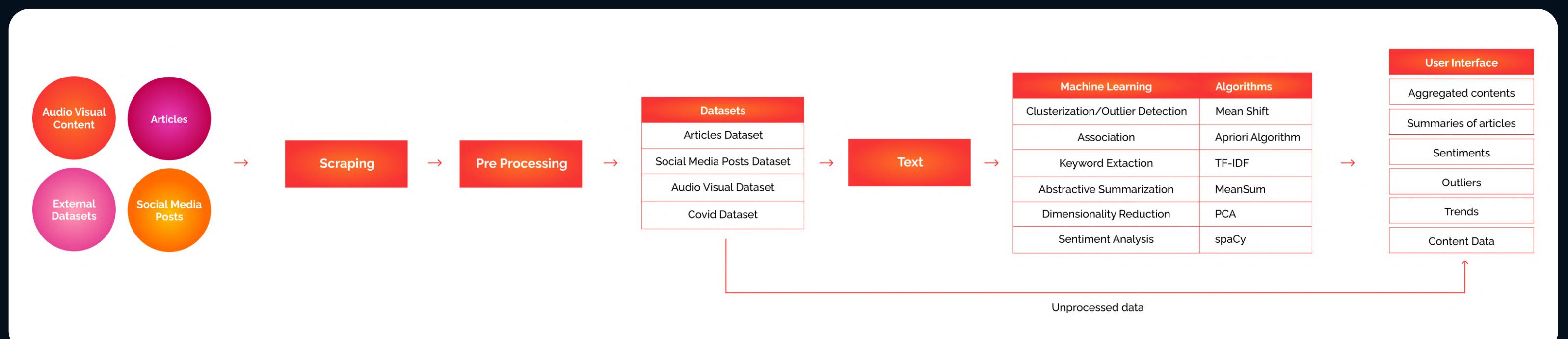
The project started with the brief to create an AI based tool for journalists. The first step for the team was to **research the main stakeholder and their needs**, followed by a research on how to approach the main features through AI and Machine Learning.

Through an **Agile methodology** the team approached the interface design phase in different sprints of wireframes and testing followed by a validation phase with experts and the stakeholders.

INTERFACE

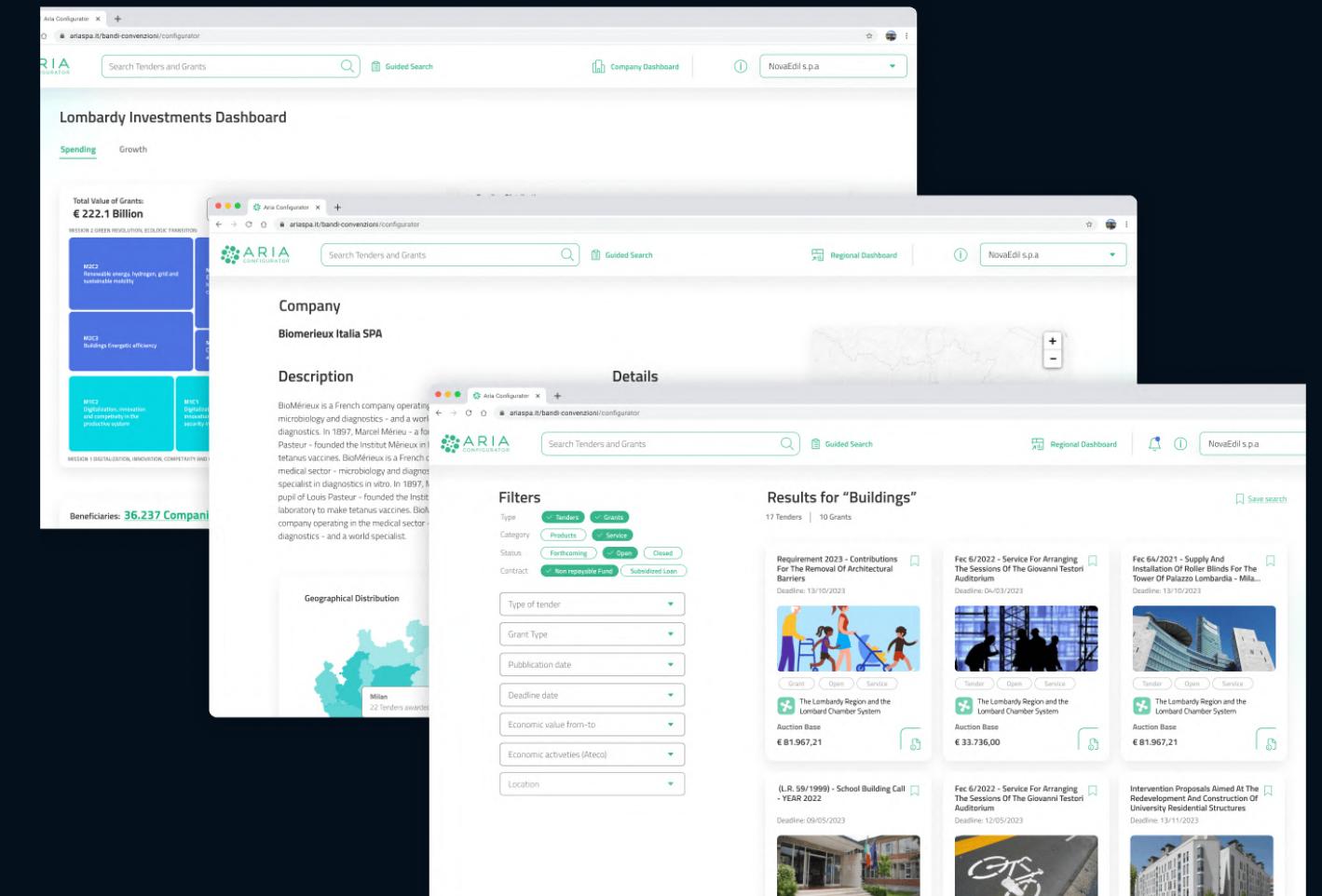
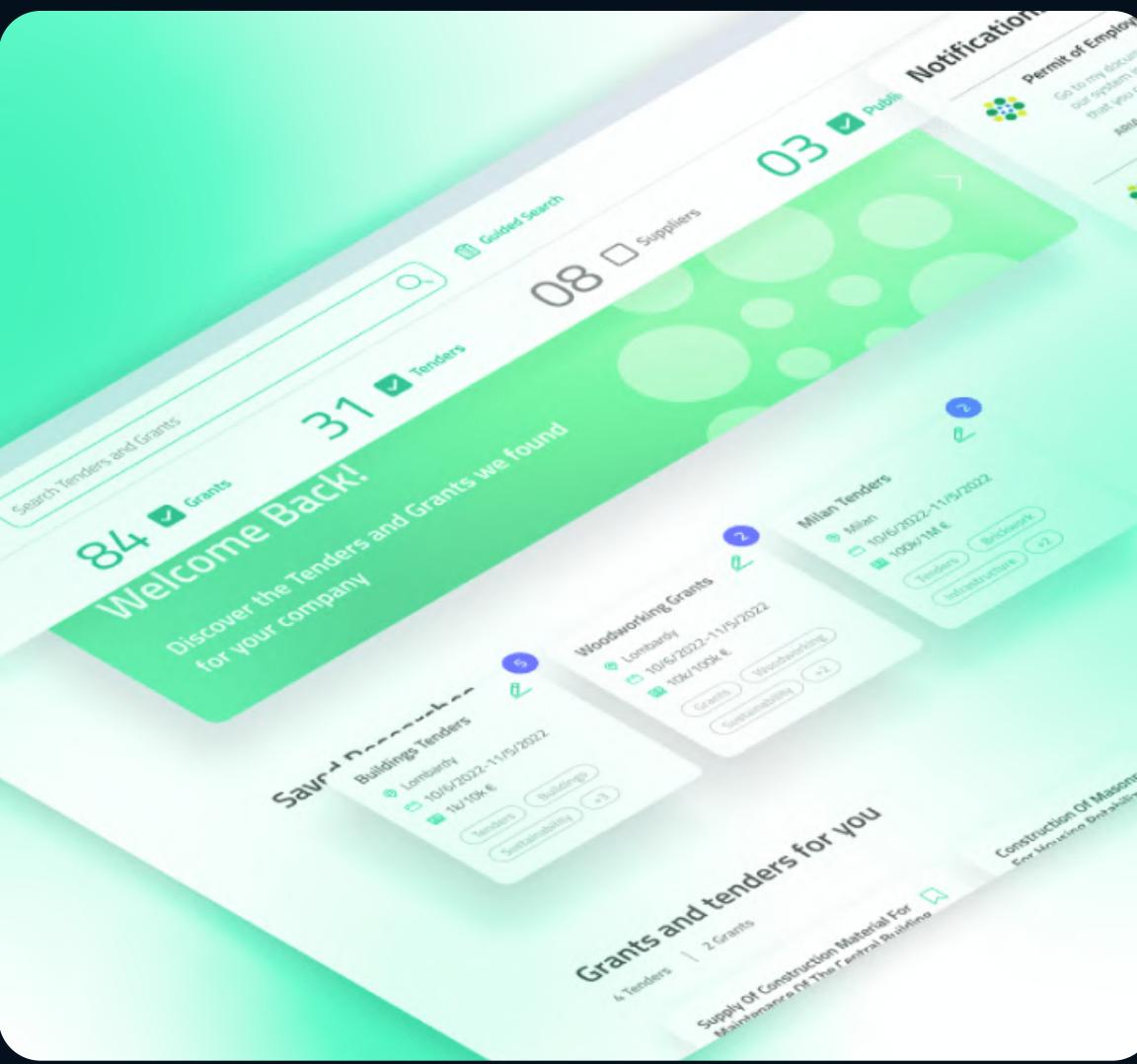
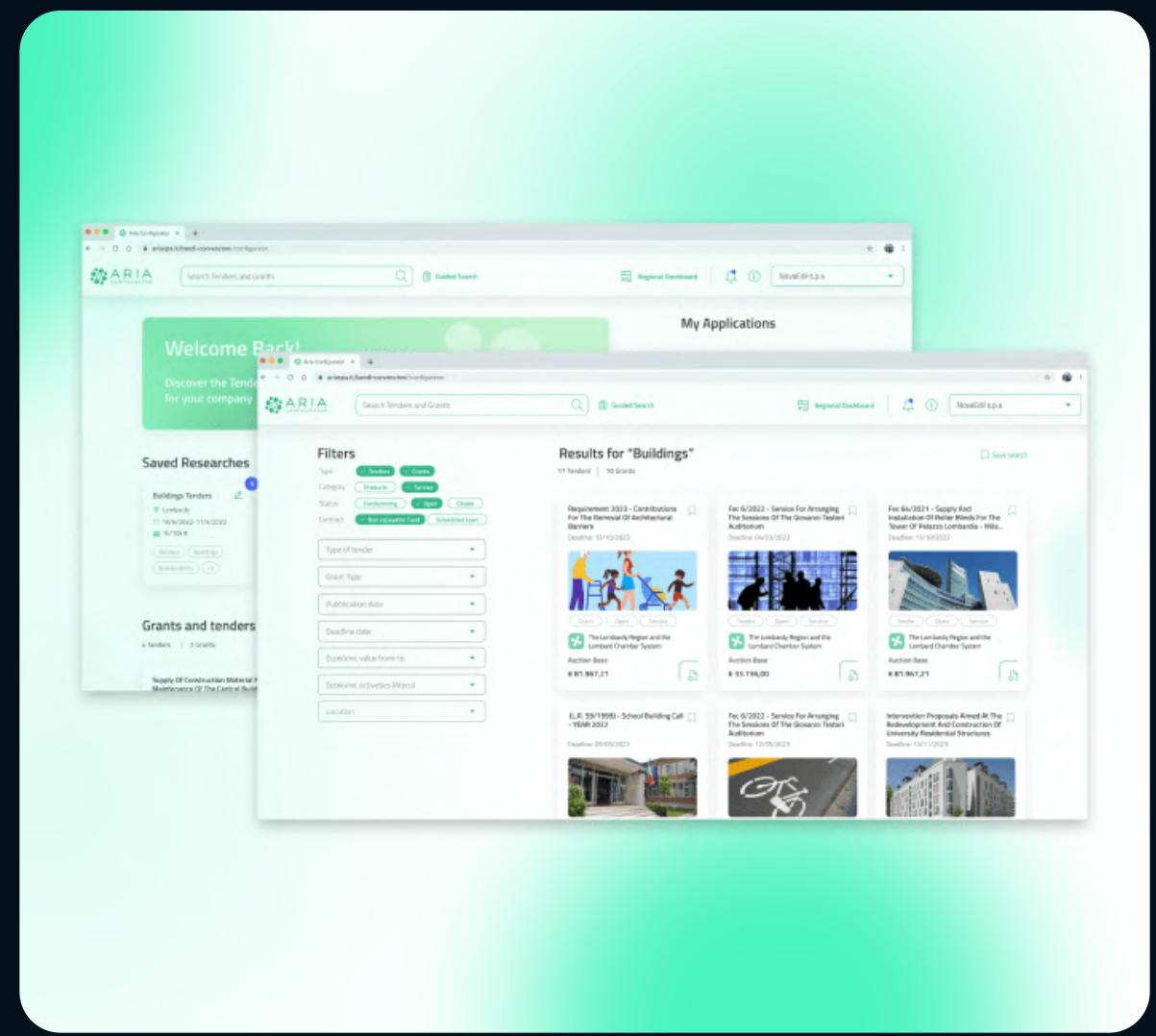


AI MODEL



ARIA [2022]

UX/UI



DESCRIPTION

Aria Configurator is **a portal connecting SMEs (Small and Medium Enterprises) with Public Administrations** to

ensure a responsible allocation of public funds.

Companies will use the platform in order to find and follow grants and tenders offered by Public Administration and stay updated on the latest policies.

SKILLS AND TOOLS

UX Research
Data Analysis
UI Prototyping, Figma
Usability Testing

TEAM

Me!
Marco De Cristofaro
Elie Barakat
Martine Saxeboel

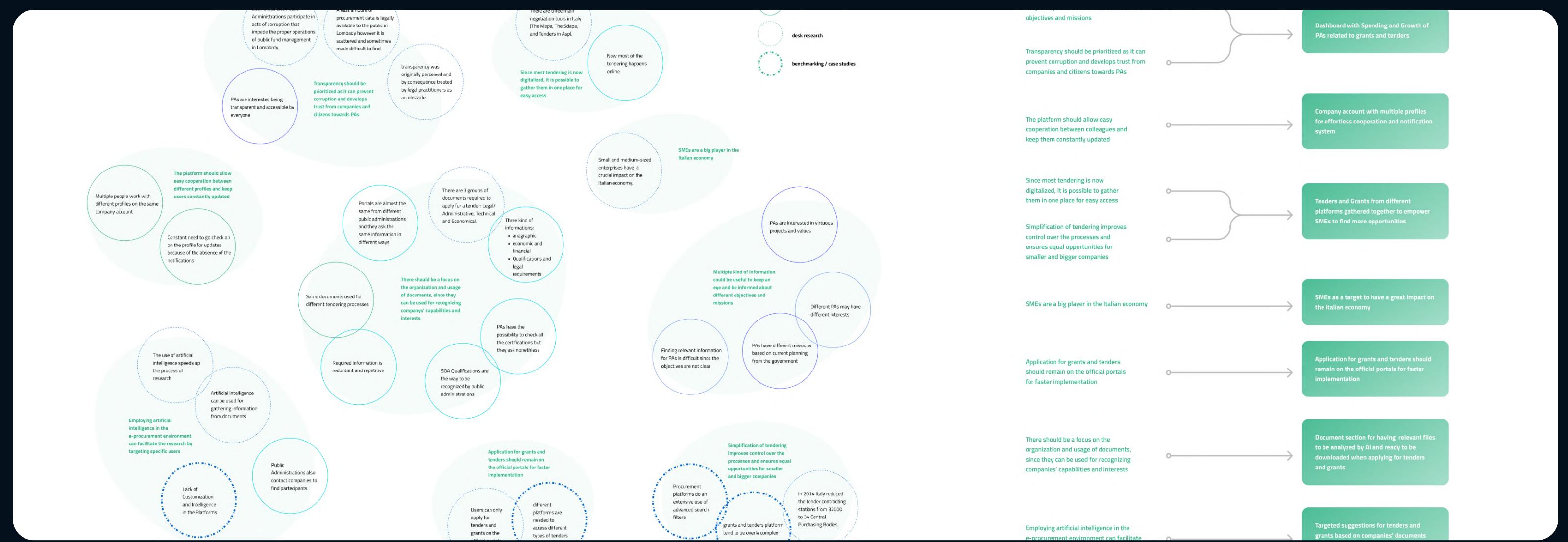
LINK/FILES

[Report.Pdf](#)
[Youtube Video](#)

See more here:

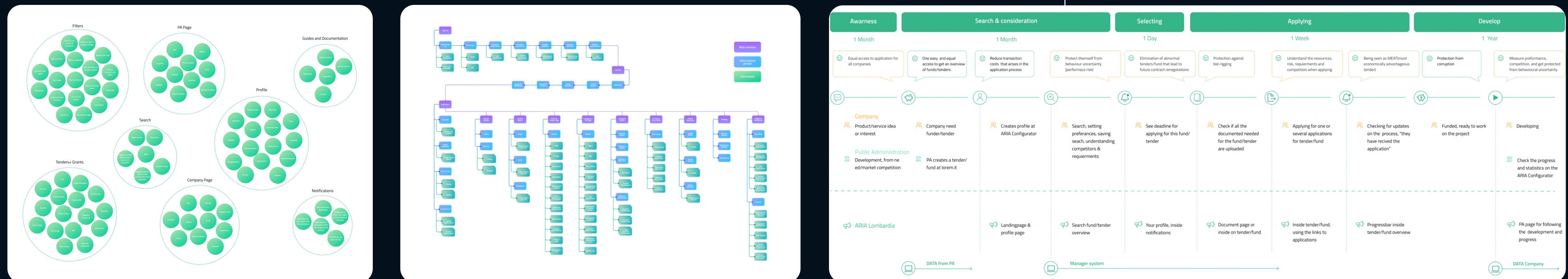
manuelreale.com/aria

DESK RESEARCH AND INTERVIEWS



The project started with a **desk research** phase where legal, economical and societal knowledge about the topic was gathered, then the team performed **interviews and shadowing** with experts of the sector, and **benchmarking** of similar platforms. This allowed the team to collect a series of hints that would be then triangulated into project insights.

CARD SORTING, INFORMATION ARCHITECTURE AND USER JOURNEY



ITERATIVE DESIGN

The image displays three versions of a software interface side-by-side, illustrating the evolution of the user interface through iterative design:

- Left Version:** Shows a basic layout with sections for "Funds and tenders for you", "Your applications", and "Notifications". It includes placeholder text and icons.
- Middle Version:** Shows a more refined version with improved layout, clearer section titles, and detailed placeholder content.
- Right Version:** Shows the final polished version with a "Welcome Back!" message, a "Saved Researches" section, and a "Grants and tenders for you" section.

DESIGN SYSTEM AND VALUE PROPOSITION CANVAS

The image consists of two main parts:

- Design System Library:** On the left, a collection of UI components including cards, dropdowns, maps, and data visualizations, each with descriptive labels for its purpose.
- Value Proposition Canvas:** On the right, a circular diagram used for identifying customer needs and benefits. It features four quadrants:
 - Pains:** A list of challenges faced by users.
 - Jobs-to-be-done:** A list of tasks or requirements.
 - Gains:** A list of benefits or outcomes desired.
 - Product & Service:** A summary statement describing the product or service as a tool for SMEs.

FLOW [2022]

[UX/UI](#)[PRODUCT](#)

DESCRIPTION

Flow is a wearable device that allows people to experience **generative music creation** through an unconventional interaction model: measuring touch, pressure and distance between two participants.

SKILLS AND TOOLS

UX Research
3D Printing
UI Figma And Protopie
Arduino

TEAM

Me!
Yuqing Su
Xiyuan Hu
Martine Saxeboel

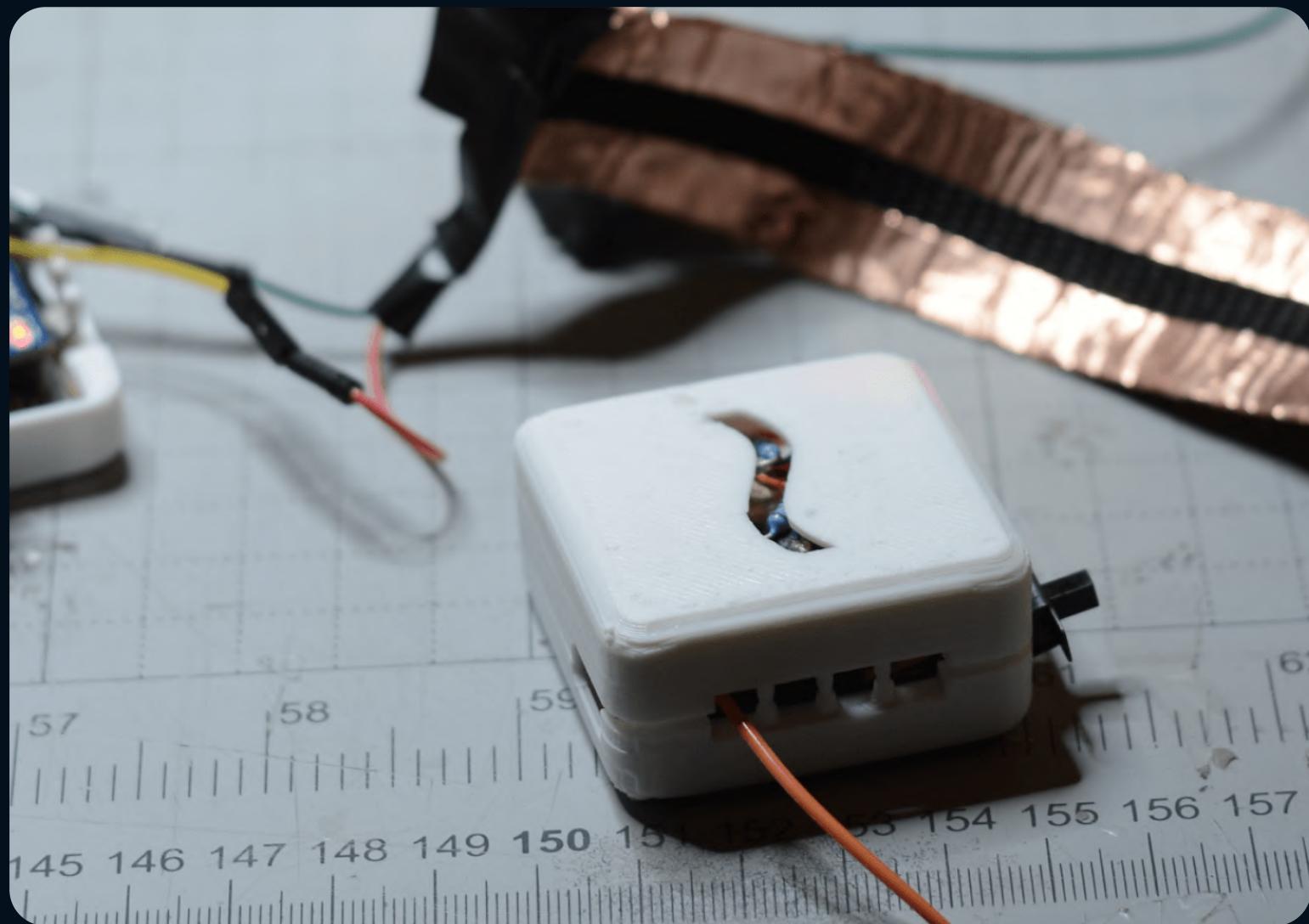
LINK/FILES

[Youtube Video](#)

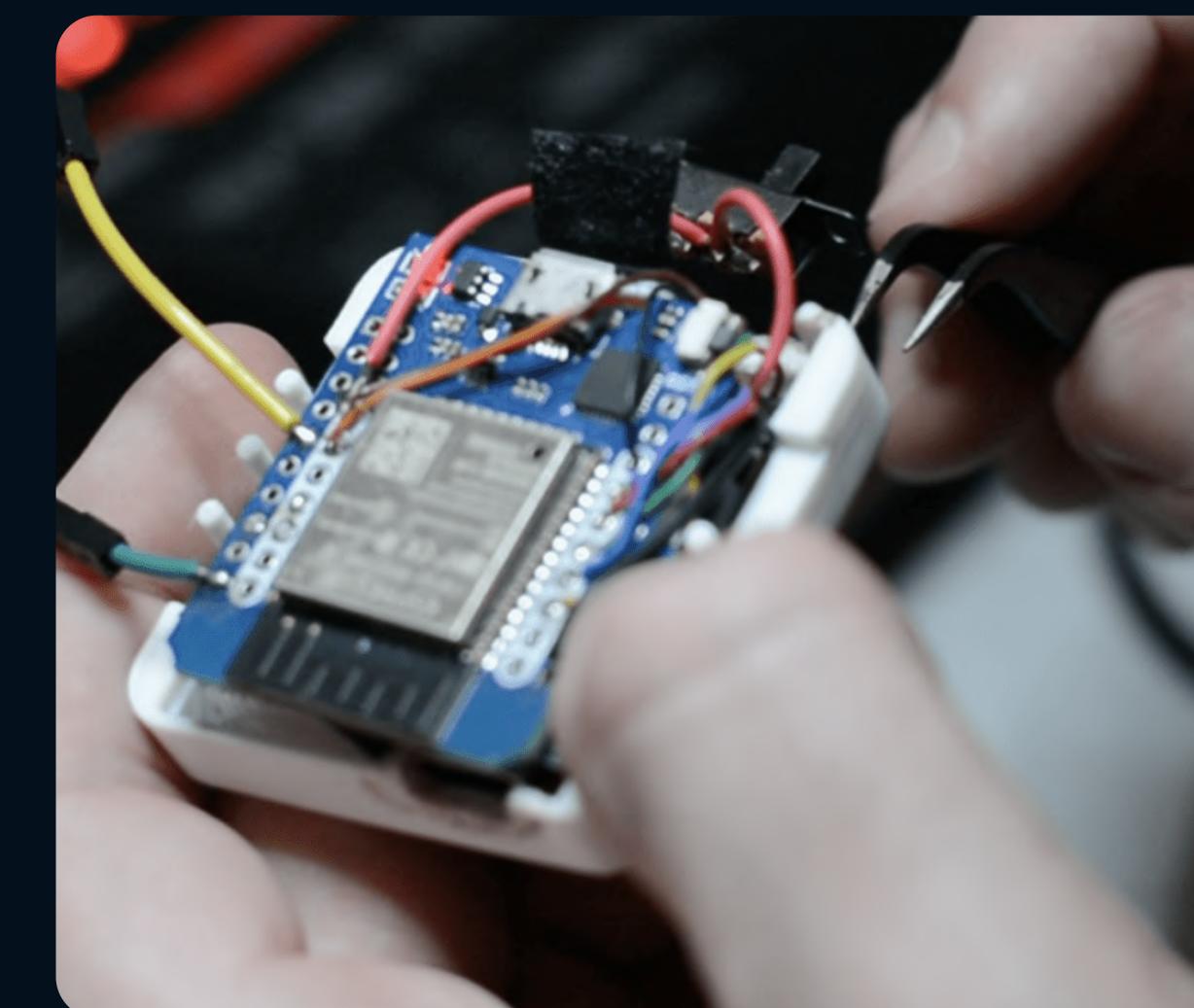
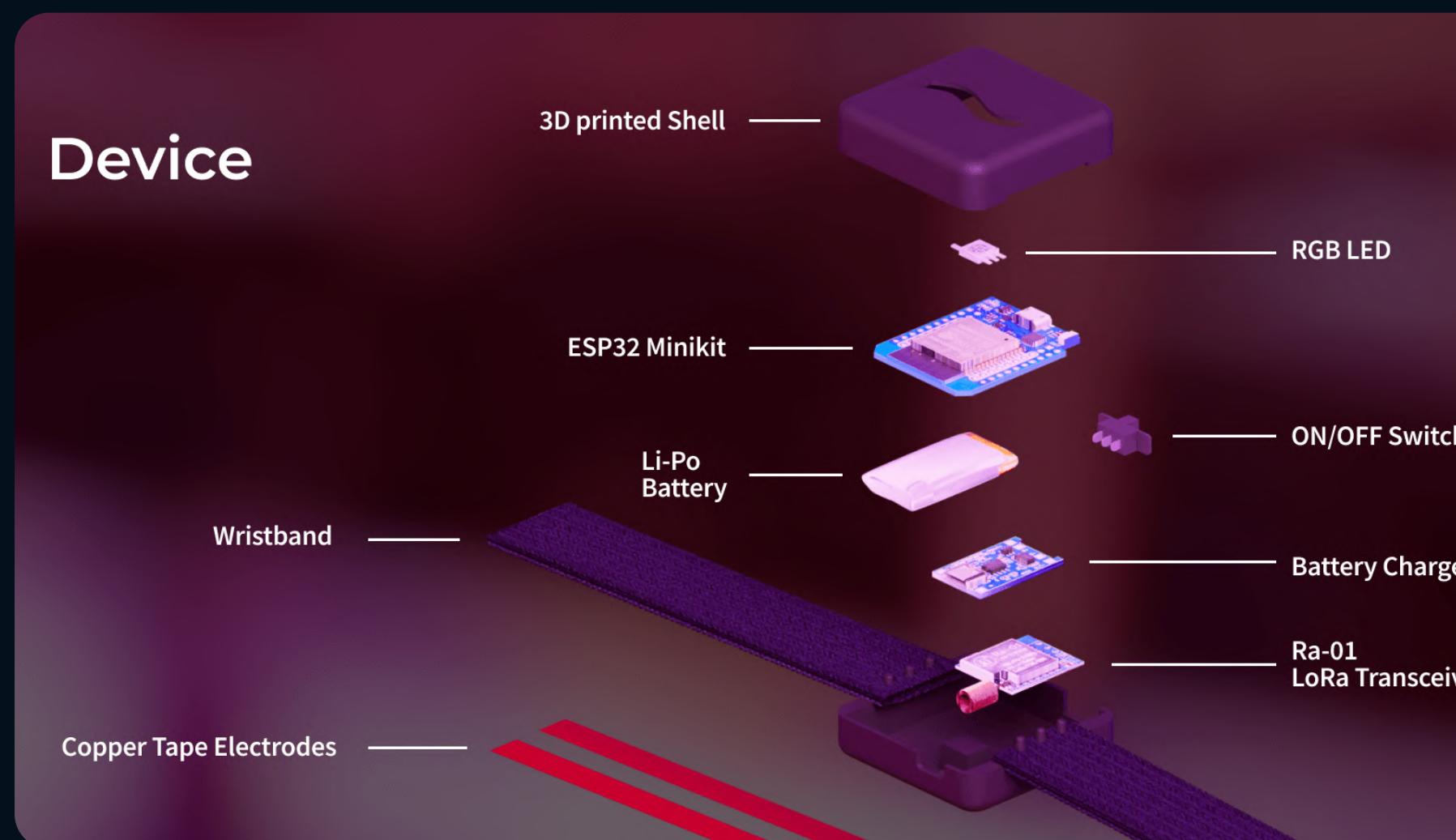
See more here:

manuelreale.com/flow

PHYSICAL PROTOTYPING

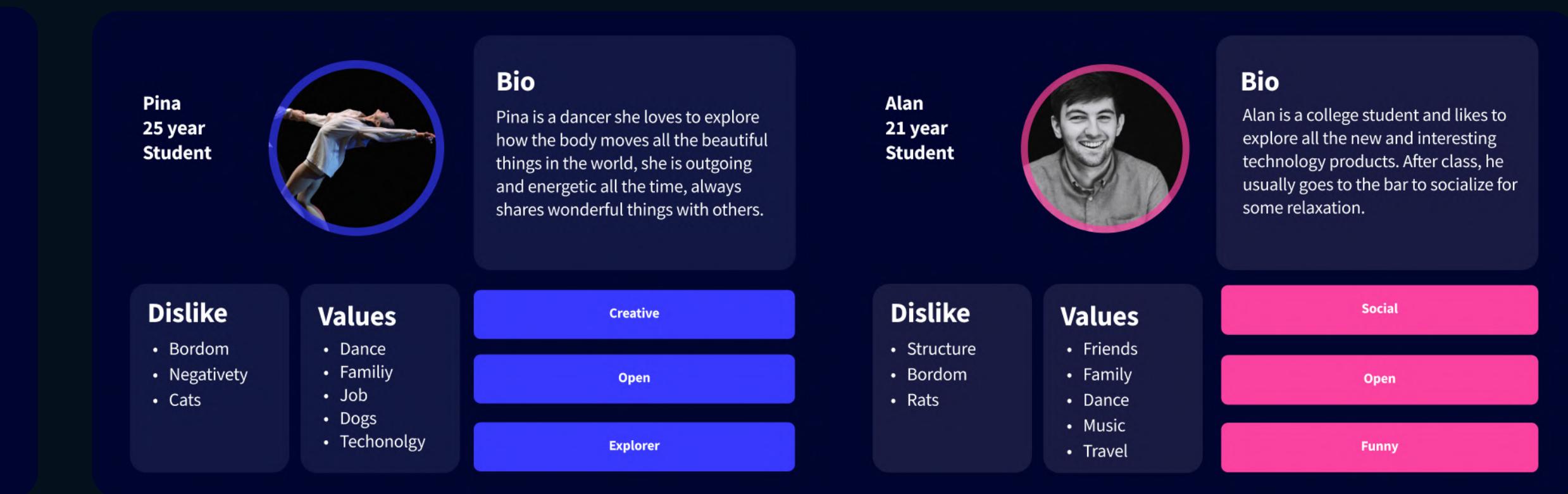
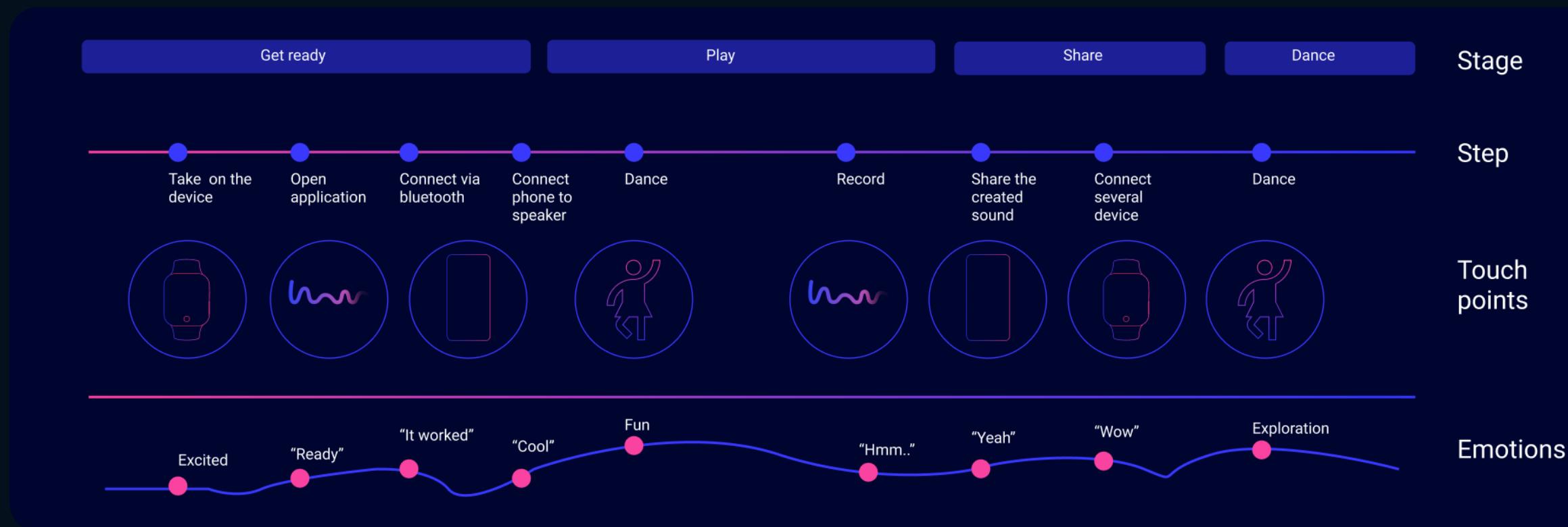


To make the product work two problems needed to be fixed; first how to detect the distance between the two wearables, and secondly, how to detect two hands touching without a shared ground; the first problem was solved by using two LoRa (long range) transceiver and measuring the RSSI (Received signal strength indication).



The second problem was instead solved by creating a high frequency, around 8Mhz, on the transmitter, and through a Filter+Amplifier circuit on the receiver it was possible to detect the oscillation through the hands of the participants when they were touching. The technique was largely inspired by Andy Kong's Body Channel Communication Blog, which was inspired by a Disney Research Paper.

PERSONAS AND USER JOURNEY

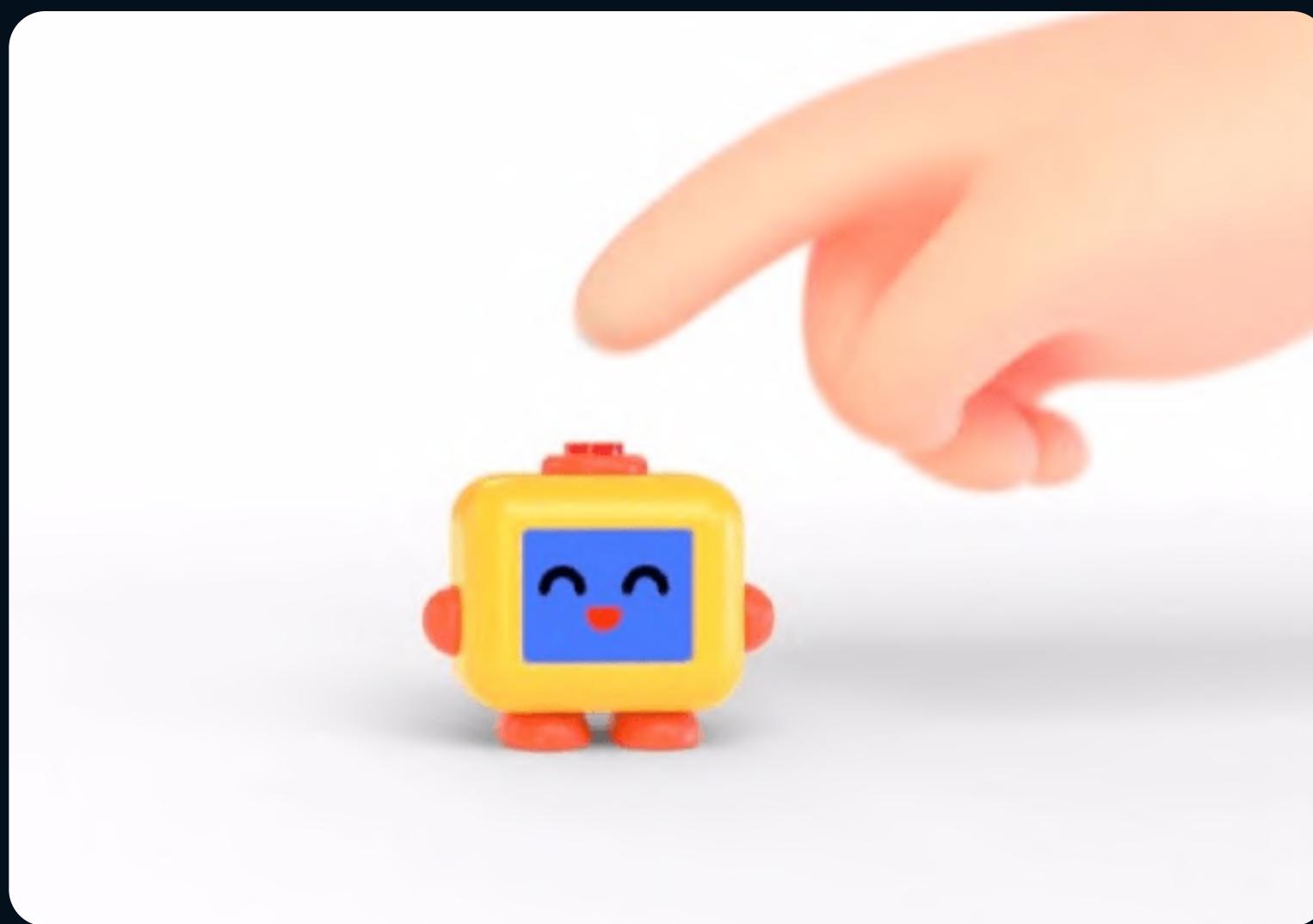


MINIMUM VIABLE PRODUCT AND TESTING



OIKIA [2020]

UX/UI PRODUCT



DESCRIPTION

Oikia teaches students the value of hospitality by generating **artificial intelligences that travel in search of hospitality**, giving out rewards based on the type of stay. Children can choose whether to welcome them or not, to pursue profit or ethics, approaching the activity differently.

SKILLS AND TOOLS

UX Research
Product Design
Arduino Prototyping
UI Prototyping
3D Printing
3D Animation

TEAM

Me!
Martino Biancardi
Alessandro Raimondo
Lucrezia Valentini

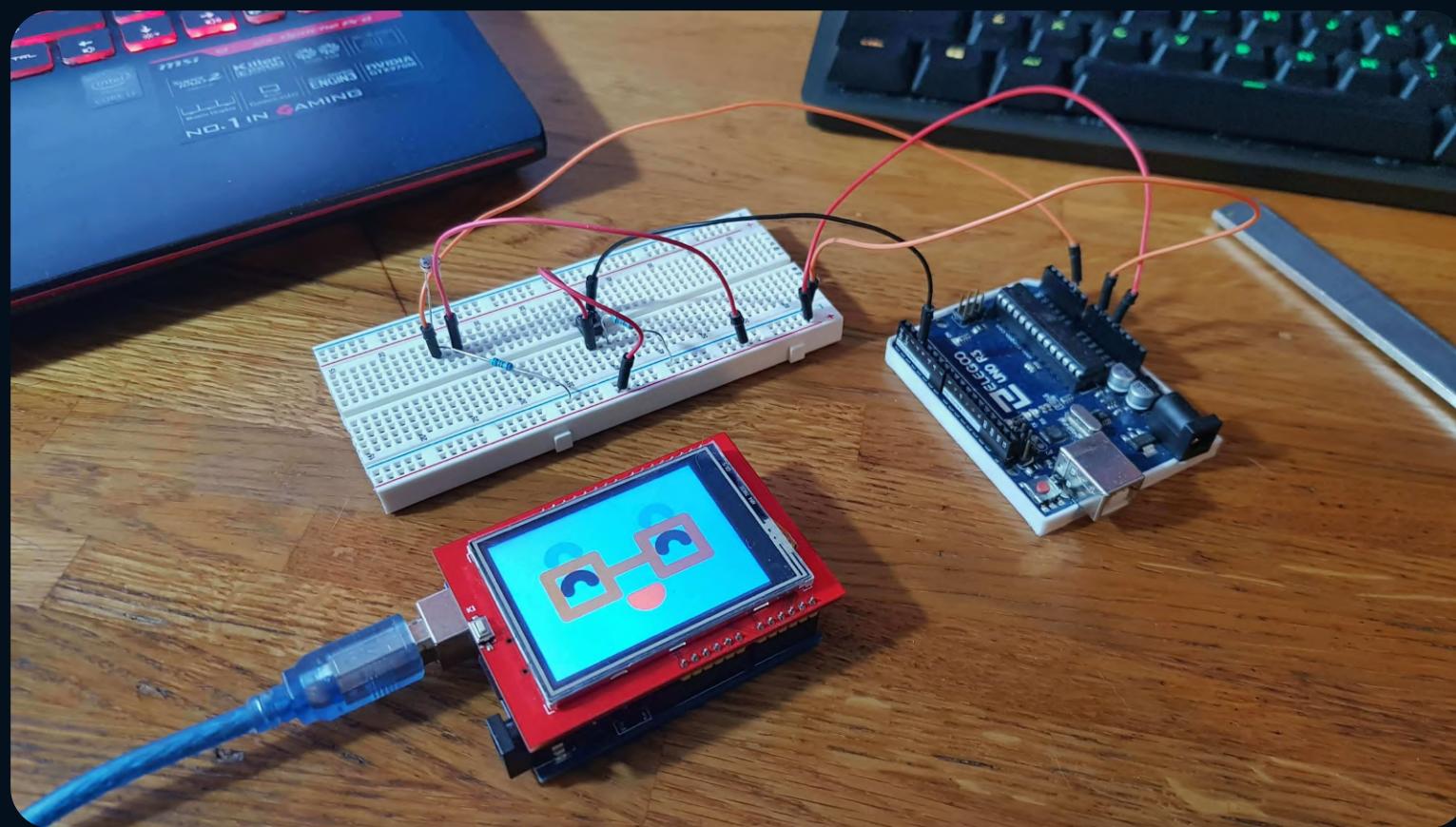
LINK/FILES

[Figma Website](#)
[Project Website](#)
[Report ITA](#)
[Youtube Video1](#)
[Youtube Video2](#)

See more here:

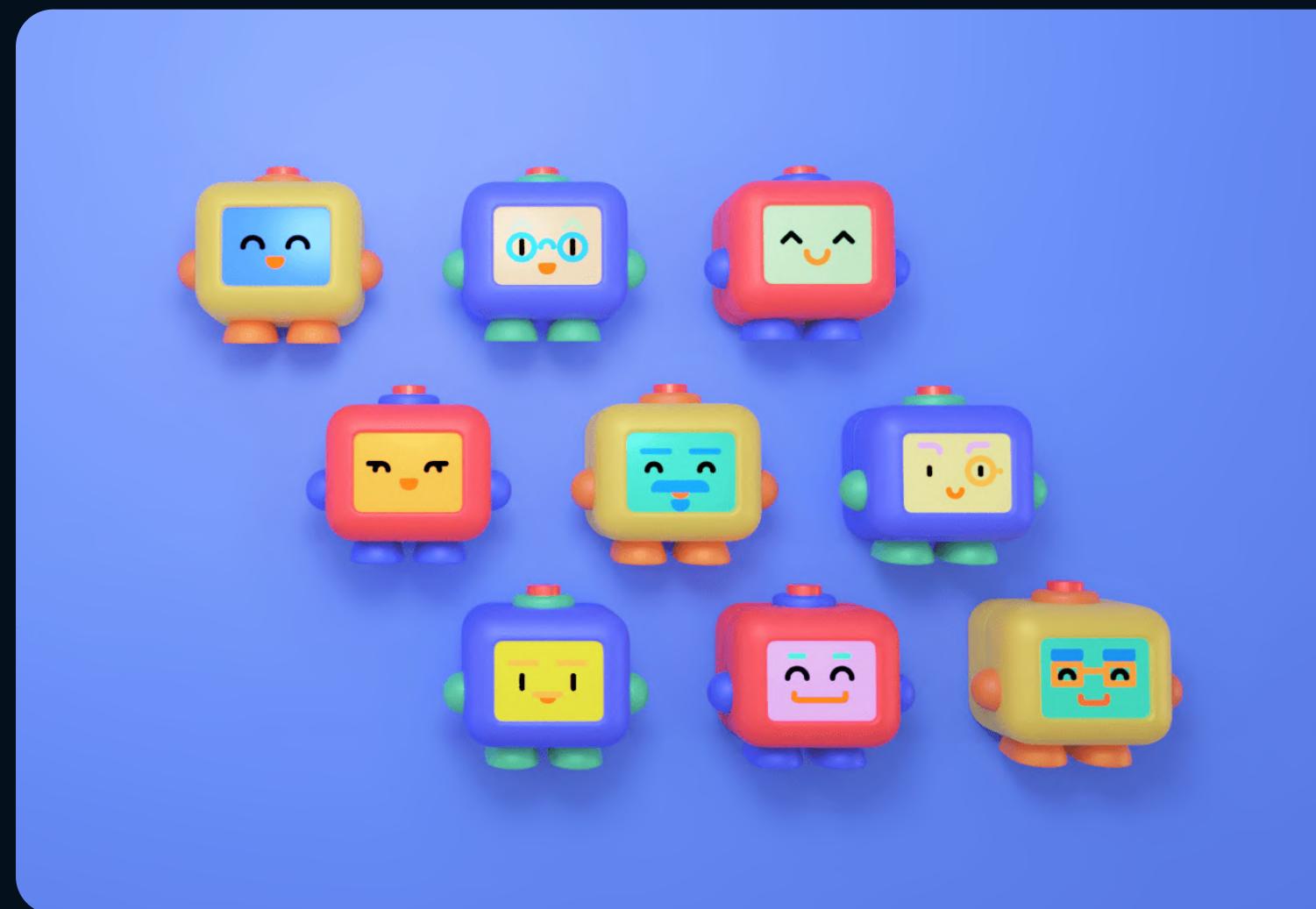
manuelreale.com/oikia

PHYSICAL PROTOTYPING



The host shell was made by SLA **3D Printing** and the electronics were made with an **Arduino Board** and a 2.4' display.

HOST INTER-FACE



The host in order to simulate multiple creatures visiting your home changes it's face; the team designed an algorithm to create multiple faces mixing different pieces with multiple colors, creating thousands of combinations.

GALLERY



WEB TOUCHPOINTS

Oikia

[Home](#) [Chi siamo](#) [Shop](#) [Vai alla classifica](#)

Cos'è Oikia?

Oikia è un progetto nato dall'esigenza di insegnare l'antico valore dell'ospitalità alle nuove generazioni.

Sfruttiamo la didattica incentrata nel creare un ambiente competitivo in contesto scolastico e creare un ambiente di sfida in cui gli studenti possano migliorare spinti dalla sfida.



Oikia

[Home](#) [Chi siamo](#) [Shop](#) [Vai alla classifica](#)

Shop

Oikia per le scuole

Metiti in contatto con noi per acquistare un numero di kit per la tua organizzazione e fai interagire tra di loro gli avatar

[Acquistalo](#)



Oikia

[Home](#) [Chi siamo](#) [Shop](#) [Vai alla classifica](#)

oikia
Sarai tu il più ospitale?



Oikia

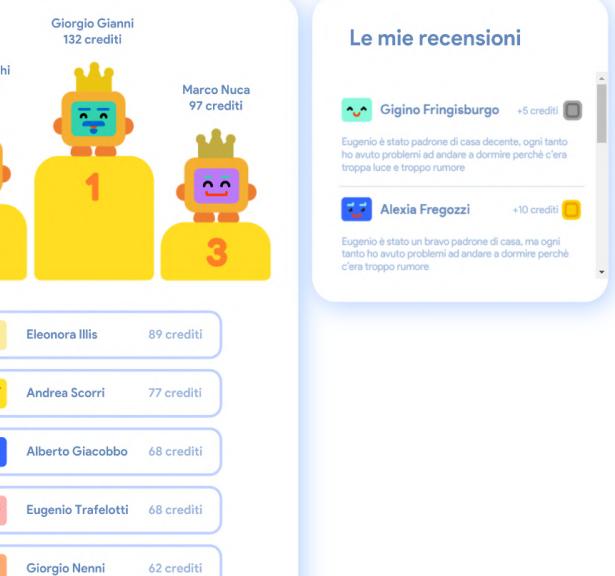
[Home](#) [Chi siamo](#) [Shop](#) [Vai alla classifica](#)

Classifica

Classe 5 ^o E C.D.S. Castromediano	Docente Alessia Menegozzi
Giorgio Gianni 132 crediti	Maria Snocchi 118 crediti
Gino Fringisburgo 97 crediti	Marco Nuca 97 crediti
Eugenio 2 crediti	Alexia Fregozzi 10 crediti
Eleonora Illis 89 crediti	Gigino Fringisburgo 85 crediti
Andrea Scari 77 crediti	Eugenio è stato padrone di casa decente, ogni tanto ha dovuto uscire a dormire perché c'era troppa luce e troppo rumore
Alberto Giacobbo 68 crediti	Alexia Fregozzi +10 crediti
Eugenio Trafelotti 68 crediti	Eugenio è stato un bravo padrone di casa, ma ogni tanto ha avuto problemi ad andare a dormire perché c'era troppo rumore
Giorgio Nenni 62 crediti	Giorgio Nenni 62 crediti

[Altre informazioni](#)

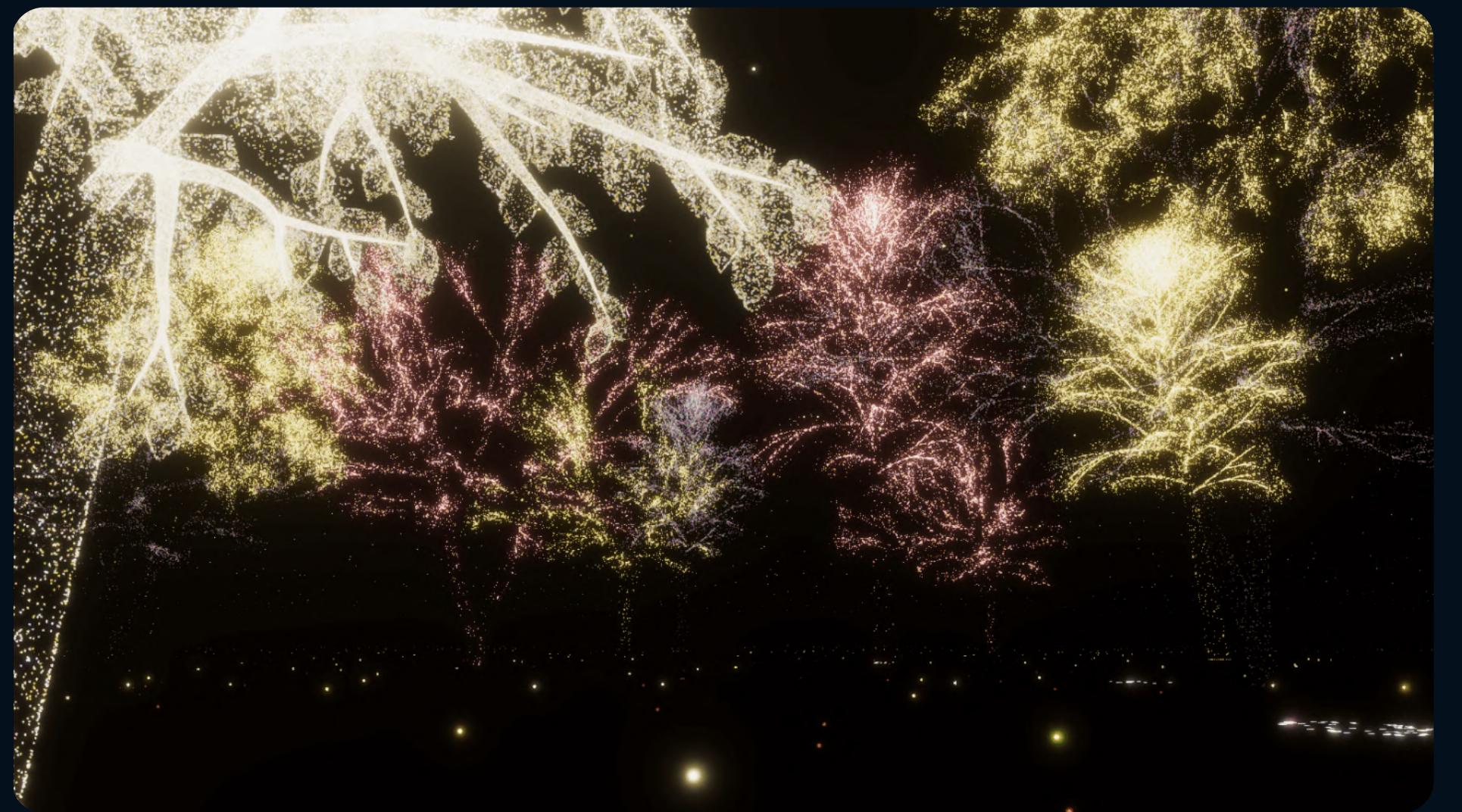
Le mie recensioni



INTERTWINED [2022]

VISUAL

AR/VR



DESCRIPTION

Intertwined is a **virtual reality experience** that is driven by biofeedback and in which users get to learn and become aware of cognitive distortions, a phenomena that makes people see life through a negative lense of exaggeration and despair. The project was developed in Unity 3D and the biofeedbacks were tracked using a Bitalino Board.

SKILLS AND TOOLS

VR Design

UNITY XR

Bitalino Biofeedbacks

Psychology

Storytelling

TEAM

Me!

Marco De Cristofaro

Elie Barakat

LINK/FILES

[Report.Pdf](#)

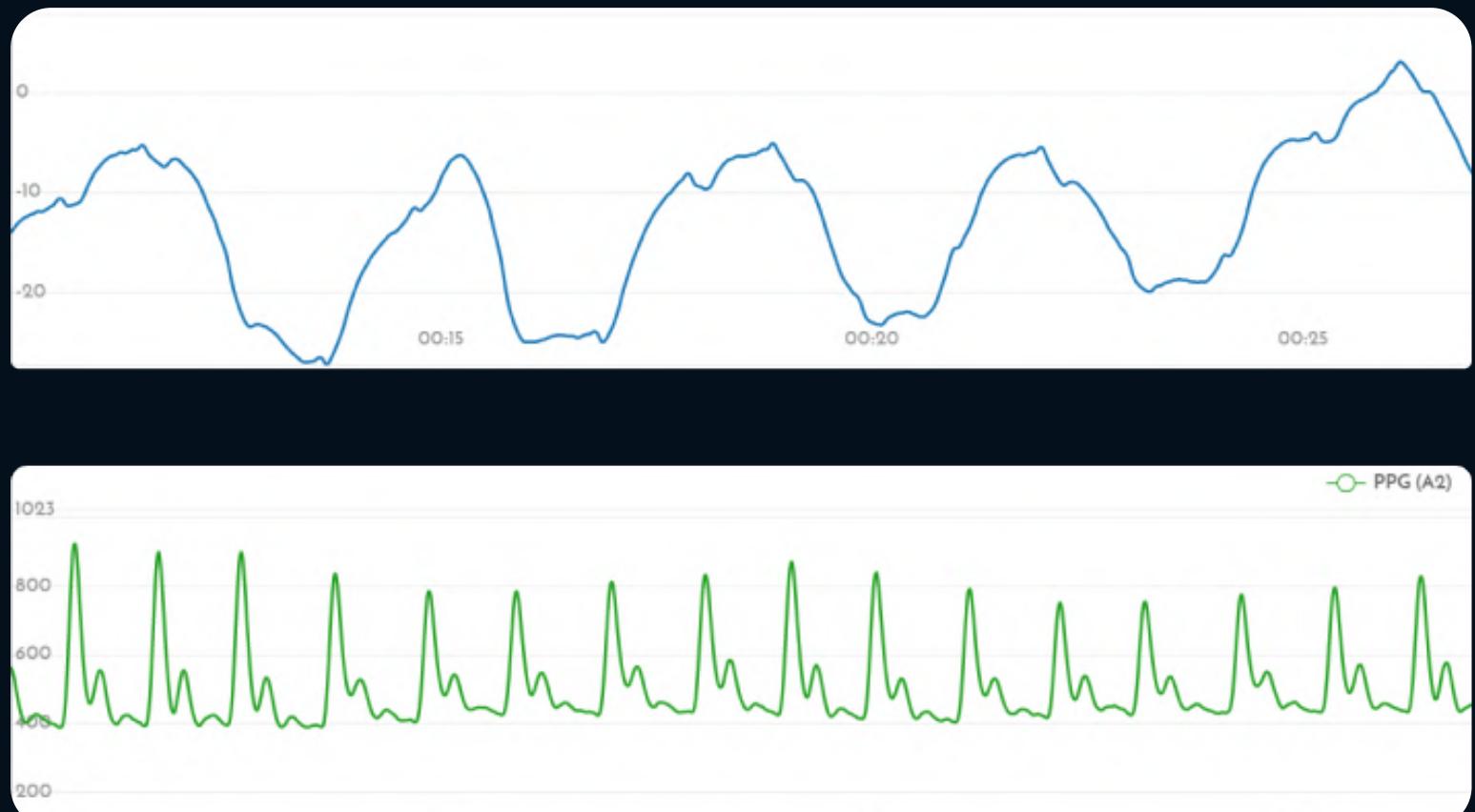
[Youtube Video](#)

See more here:

manuelreale.com/

[intertwined](#)

PHYSICAL PROTOTYPING



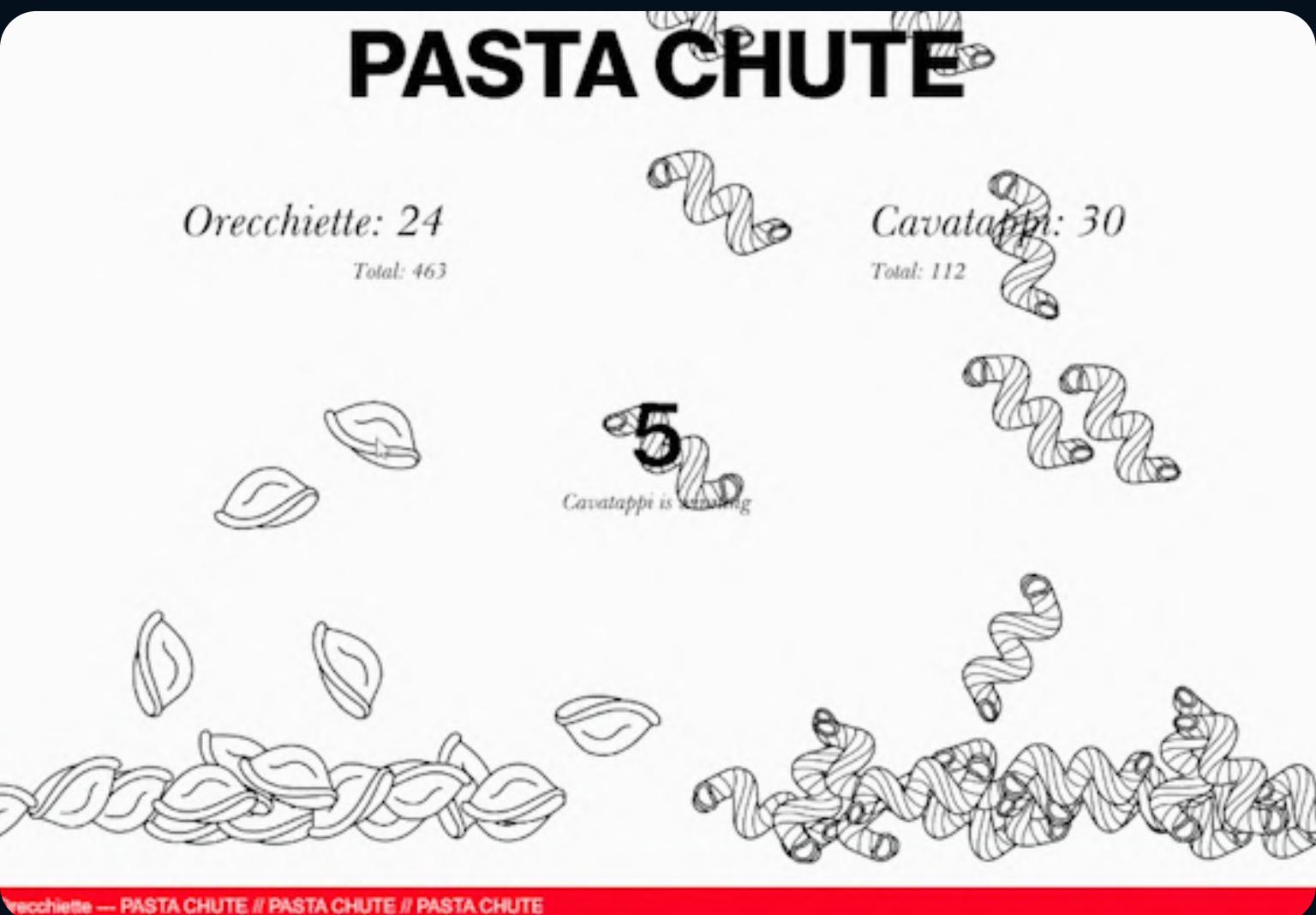
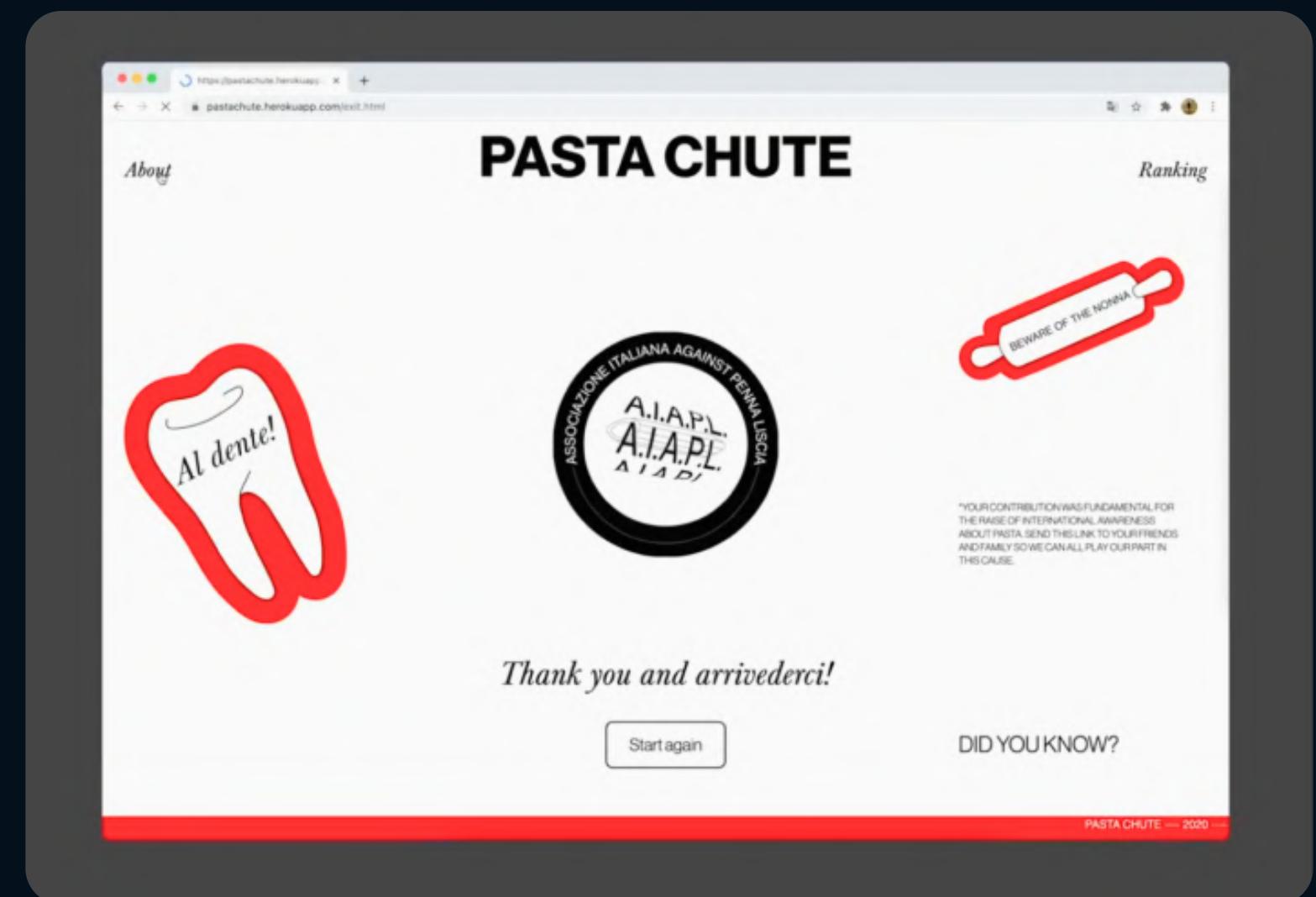
Monitoring **heartbeat rate** during immersive experience can give a precise estimation of the level of stress connected to anxiety and combining **respiratory rate** with heartbeat rate can also validate both measurements at the same time as they are interconnected. These measurement were used to make the environment change based on the user **emotional involvement**.

USER EXPERIENCE FLOW



PASTACHUTE [2021]

VISUAL



DESCRIPTION

"Pasta Chute" is a **virtual common space** built on p5.js that aims at triggering the same heartfelt involvement, by asking users to root for their favorite type of pasta. The purpose is light and humorous: to entertain people through a very simple, yet engaging experience and to make them feel part of something big, the trivial subject.

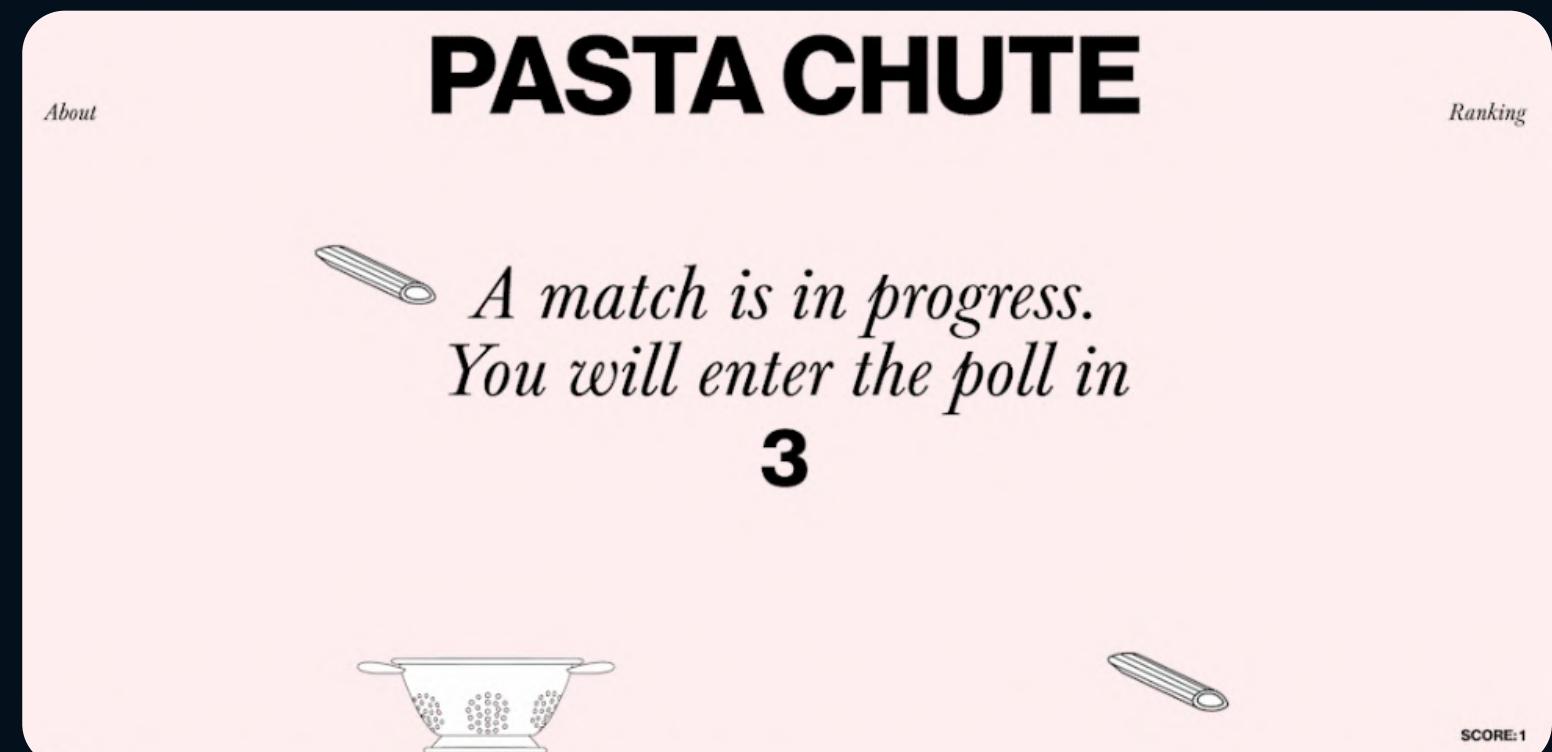
VISUAL
SKILLS AND TOOLS
Front-End Developement
Back-End Developement
P5.Js
THREE.Js
Matter.Js
Firebase Cloud

TEAM
Me!
Martina Bracchi
Dario Faudella
Donato Renzulli

LINK/FILES
[Github](#)
[Play Now!](#)

See more here:
[manuelreale.com/
pastachute](http://manuelreale.com/pastachute)

GALLERY



The creative process is very similar to the one of **memes**, as it starts from picking a very simple piece of culture that has a surprisingly big impact because of its universality.

About

"Pasta Chute" is a virtual common space developed for the course of Creative Coding at Politecnico di Milano. Pasta is good, but which is the best? Our team wants to investigate the most controversial subject in our country.



Ranking

#1	<i>Mezze maniche</i>	439
#2	<i>Orecchiette</i>	340
#3	<i>Pipe</i>	334
#4	<i>Cavatappi</i>	298

Thank You

For your attention



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manuel.reale2000@gmail.com
www.manuelreale.com