



# UX Design Portfolio 2011 - 2013

Megha Sandesh



# My Garfield

My take on a daily comic strip reader

This is my latest personal project. I did not like the official reader app for Garfield, because there were a number of things limiting it:

i) There is no way to browse strips - the only way to navigate is to one at a time or enter a date.

ii) There is no portrait view - just landscape

iii) The interface can use updating with features like bookmarking/favoriting.

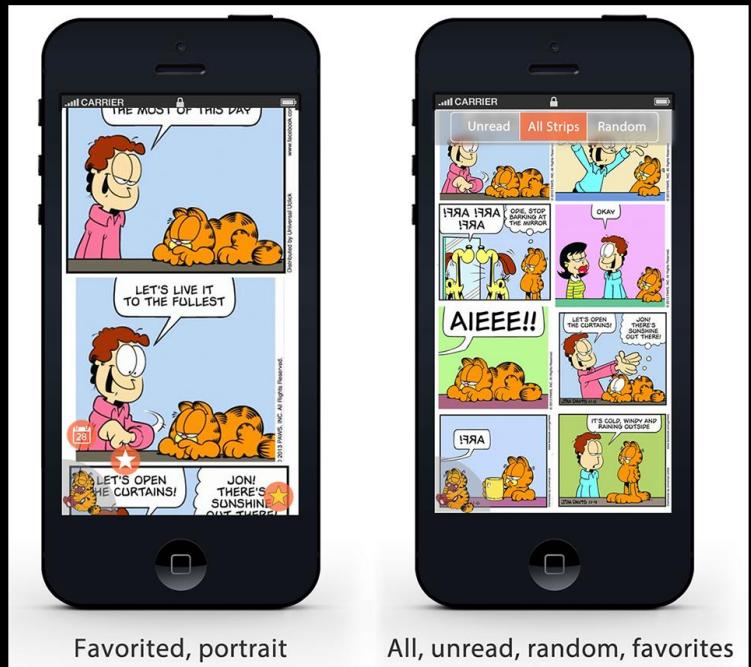
Using the above, I have laid out the different views for the new app alongwith the interactions and change of states. The key focus is smoother navigation and interactions.

The app is currently in beta testing - I plan to incorporate the feedback before a full release.



Unfavorited, portrait view

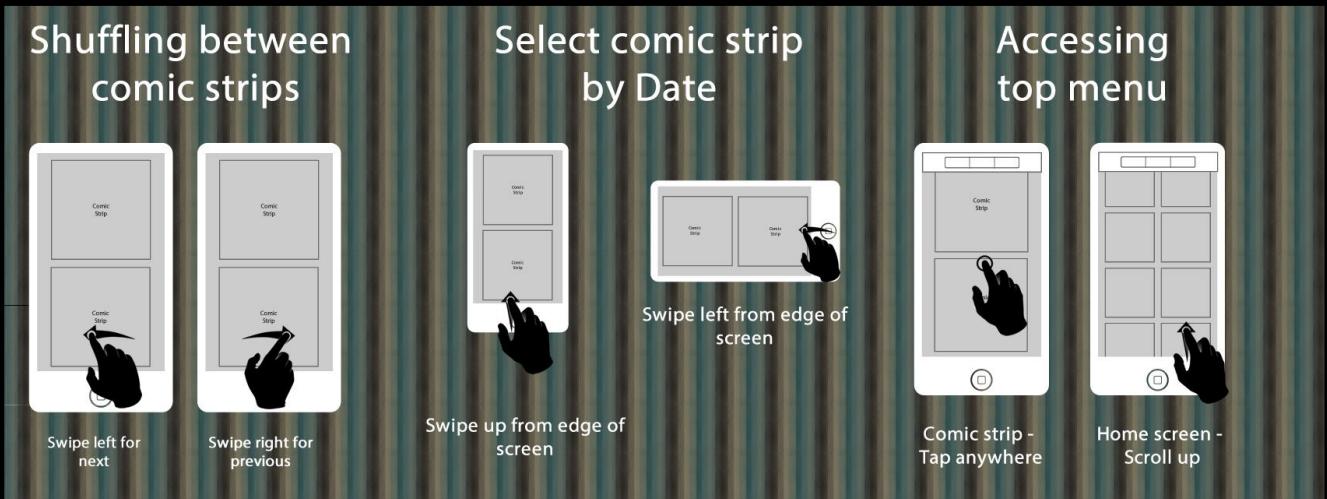
Selecting a comic by date



Favorited, portrait

All, unread, random, favorites

# My Garfield Interaction



## Landscape



Landscape - All, random, favorites



Date picker



Landscape comic strip favorited

# Overhauling a Restaurant's Website

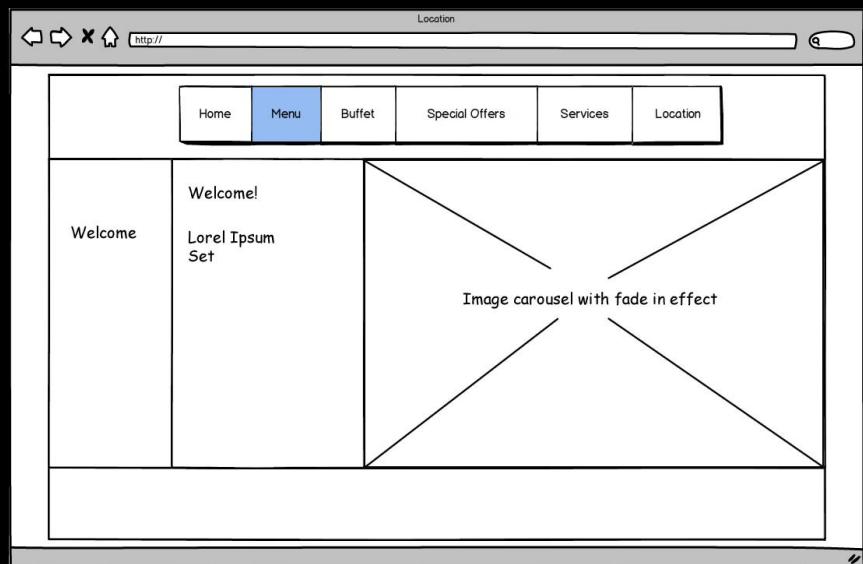
A restaurant's owner wanted me to redesign the existing website since it was out of date and rather hastily done. Straight away, one could tell there were quite a few things that needed fixing.

The navigation bar has 'Location' as a big button for no apparent reason.

Then there was the interminably long menu page...

The screenshot shows a dark red-themed website for 'Boston Priya Indian Cuisine'. At the top left is a navigation bar with 'Home', 'Location' (circled in white), 'Menu', 'Buffets', 'Special offer', and 'Services'. To the right is a photograph of a well-lit bar area with a television screen. Below the navigation is a 'Welcome' section with text about fresh ingredients and friendly atmosphere. A large oval highlights the 'Location' button. Another oval highlights the 'Banquet facility available for upto 200 people.' text. To the right is a 'Timings' section with lunch and dinner hours, followed by a 'Telephone' section with the number (978) 454-7777. Below that is a photograph of a bar counter with the text 'Fresh Indian drinks Full Bar'. At the bottom is a footer with links to Home, Location, Menu, Buffets, Special offer, Services, and copyright information.

## The Drawing Board



It was obvious that a complete redesign was needed – so I started off with low fidelity prototypes using pen and paper. Later, they were reproduced in Balsamiq

The mockup for the homepage shows the basic layout for the website. Placing the content in the middle panel ensures that the intended areas have maximum visibility. The placing of the navigation bar ensures quick access.

# The Experience



A clean navigation system

Revamped homepage

Interactive location

Rich Media Support

Extensible Infrastructure

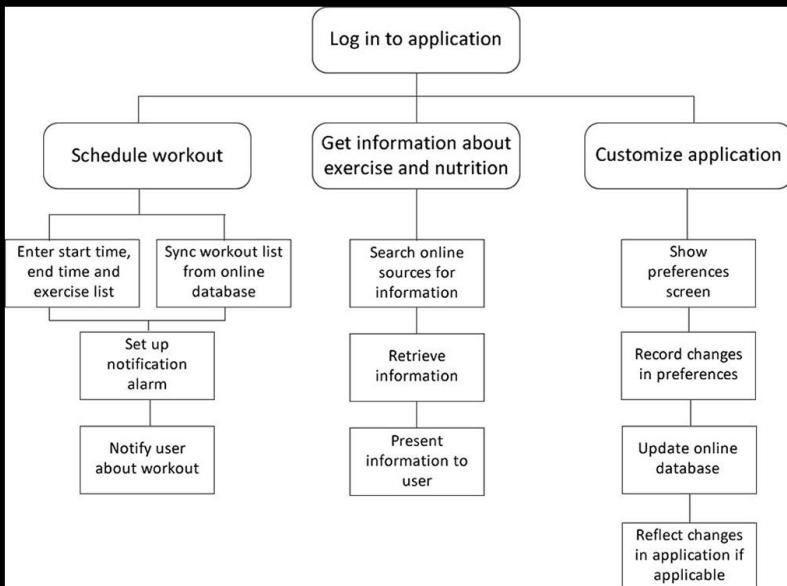
Menu page mockup and final page

Location page mockup and final page

# Architecting a Fitness Motivation System

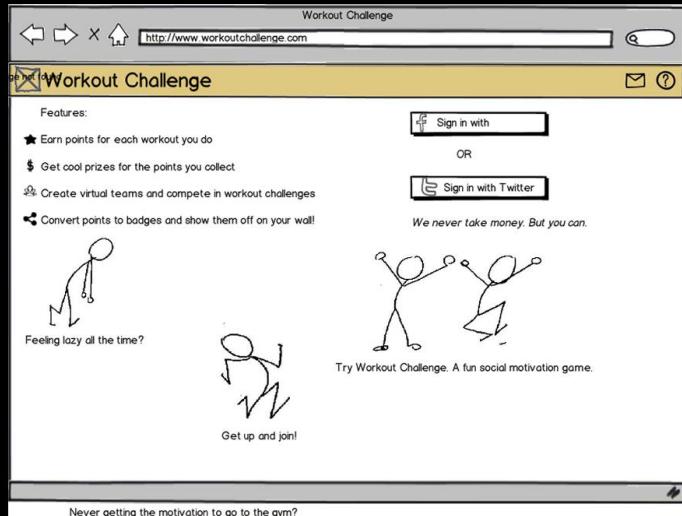
As part of my coursework in Human-Computer Interaction, I worked with a team of 4 people to conceptualize and build an application which helps people maintain a better fitness regimen.

## Hierarchical Task Analysis (HTA)



After conducting an initial survey of what people in the aged 18-35 years old (the target group for the system) thought was most important, it was found that motivation between workouts and a way to work out with friends were most important

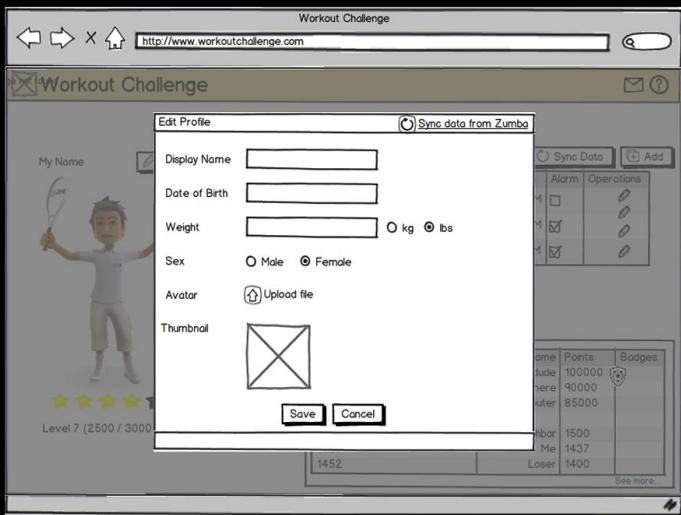
## Prototypes - Web App, iPhone and Voice Driven Interfaces



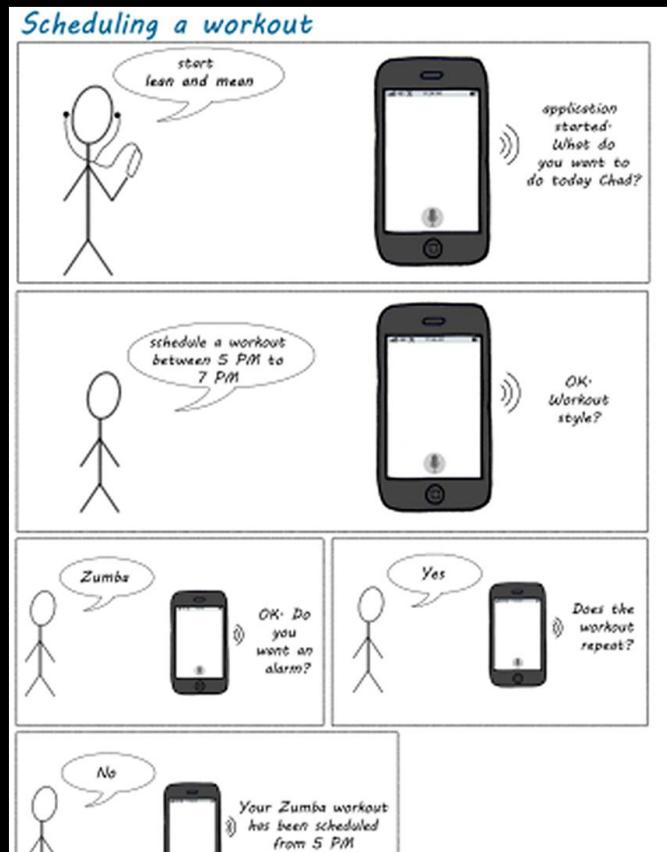
Start page

The screenshot shows the 'Workout Challenge' web application's home or profile page. At the top, there's a navigation bar with back, forward, and search icons, and the URL 'http://www.workoutchallenge.com'. Below the navigation is a yellow header bar with the title 'Workout Challenge'. The main content area features a central figure of a person holding a tennis racket and a ball, with a progress bar below showing 'Level 7 (2500 / 3000 points)' and a 'Upload to Facebook' button. To the right, there's a table titled 'Workouts' with columns for 'Workout', 'Type', 'From', 'To', 'Alarm', and 'Operations'. The table lists three workouts: 'CRC' (Soccer, 6 PM), 'PS3 Move' (Gladiator, 3 PM), and 'Zumba' (Cardio, 11 AM). There are checkboxes for 'Show Past Workouts', 'Sync Data', and 'Add'. Below the workouts is a 'Standings' section with tabs for 'Individual' and 'Team'. A table shows ranks, names, points, and badges for individual users like 'Cool dude' and 'Almost there'.

Home/Profile Page



## Editing Profile and Attributes



## Entering a challenge



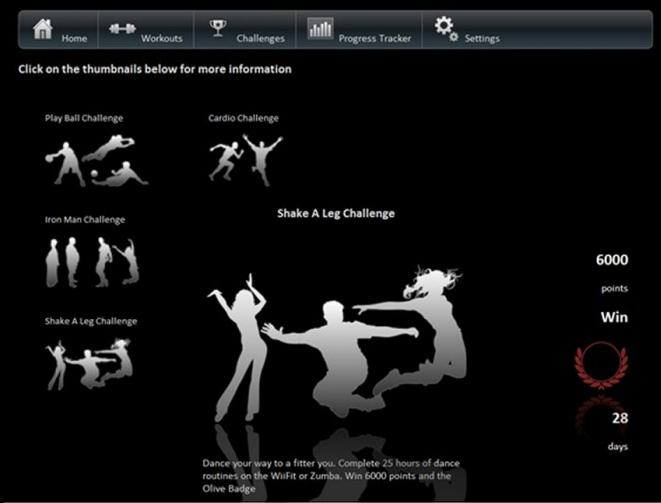
## Voice Driven Interface



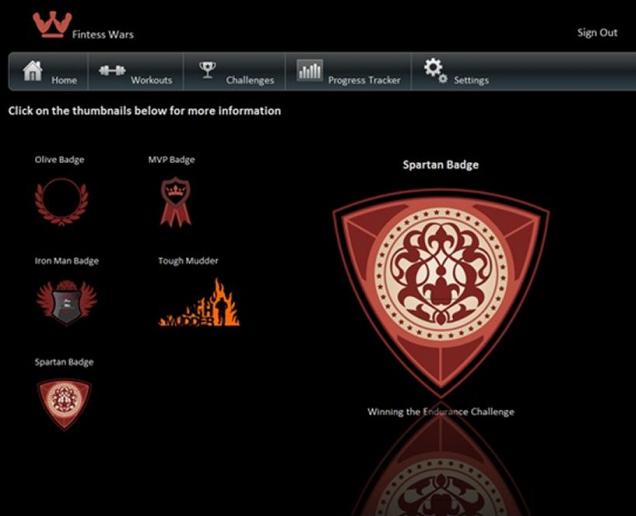
## Mobile App Interface



# The Results



## Challenge Page



## Badges Page



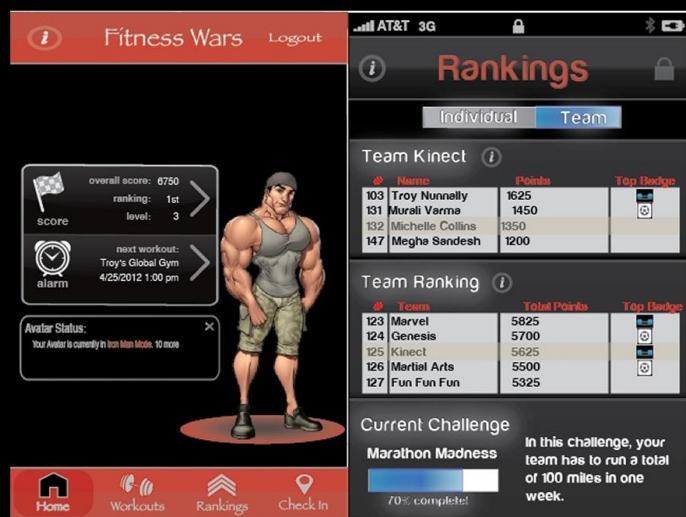
## Pilot Study

6 out of 7 participants were excited by the app and ready to recommend it

Scheduling workouts is still the most tedious job which needs rework

The mobile app is ideal for everyday use, while the web app is to be used periodically like once a week to manage the whole regimen

Integration of mobile app and web app was the most important feature

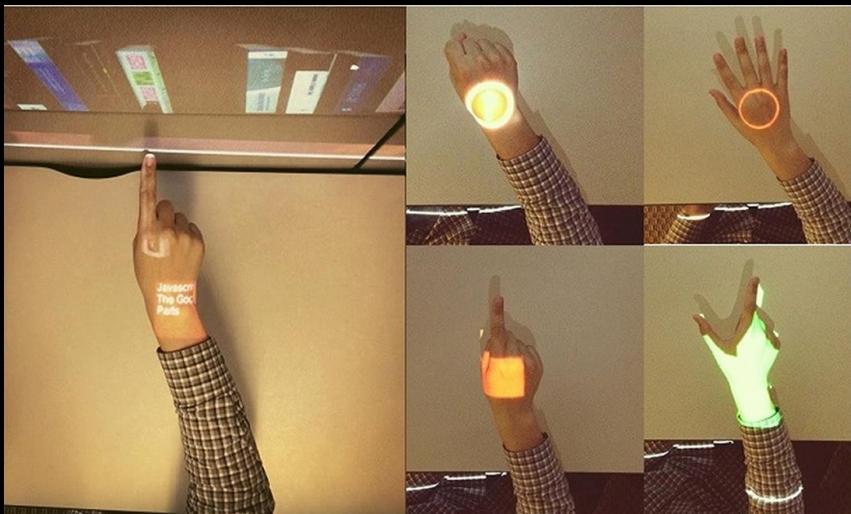
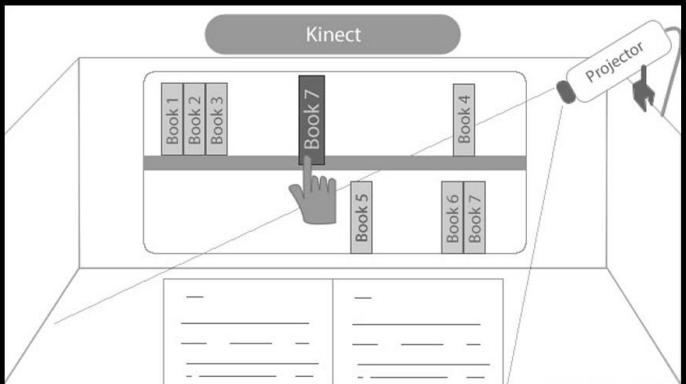


## Mobile App

# 3D Interaction Design: Ideation to Implementation

How do you embed computing into the real world but make it invisible?

I worked with a team of four people produce a ubiquitous computing experience - one including natural interaction and environment



Gestures supported by the system

Select - Browse through a selection of books

Grab - Select a book to be opened

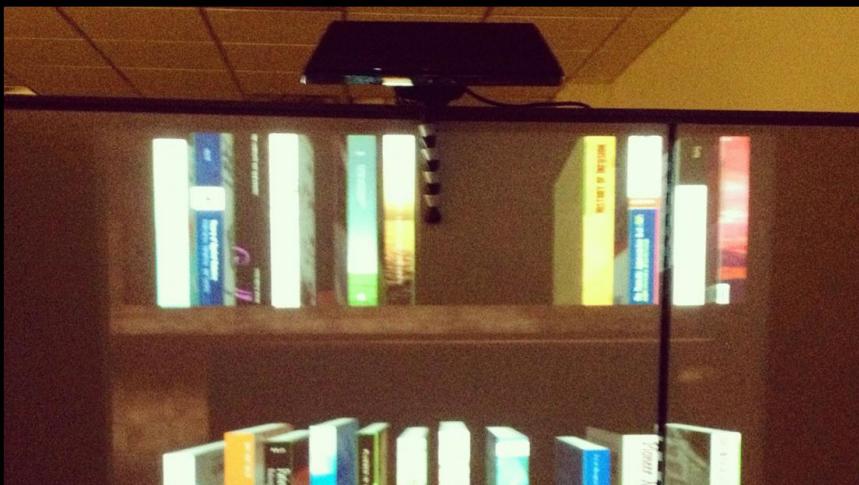
Our team designed a virtual bookshelf with the ability to display e-books within a home or office setting.

We designed the system to work based on 3D gestures, recognized by the Microsoft Kinect

Open - Open the e-book

Close - Close the e-book

# 3D GeM



The setup involves a projector displaying the bookshelf and a kinect to track gestures performed by the user.



## Pilot Study Results

5 out of 6 users were convinced of the utility of the system and were excited to use it

What's next?

Better affordances  
Implementation of more use cases

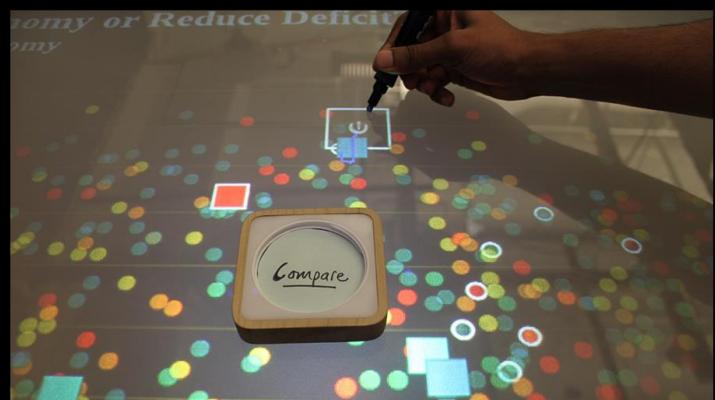
# Beautiful Data: Space, Time and Structure

Beautiful information is also useful information

In the fall of 2011, I worked on a project called Tangible Anchoring - a visual presentation cum anchoring system which used tangible interaction (TUIO).

TUIO is an interaction paradigm involving real world objects to interact with computing systems.

The tangible anchoring system promoted debate and discussion by involving multiple people in the process of information discovery

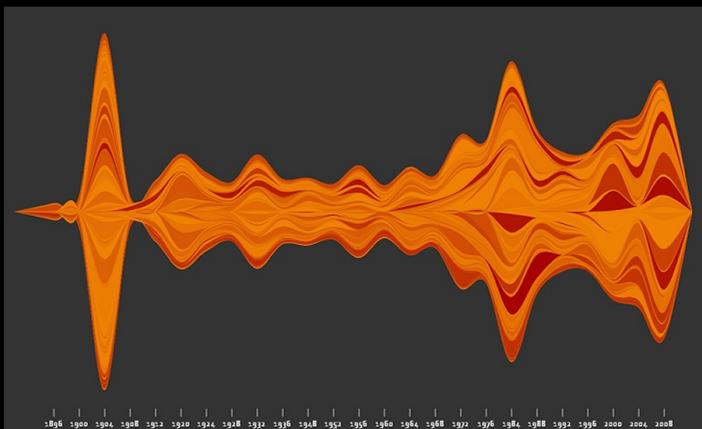


The inspiration for Planck was the hand driven animation in bioscopes - cinema like devices from the 20th century.

Rotating a control knob to create fluid motion across space, structure and time is the hallmark of Planck



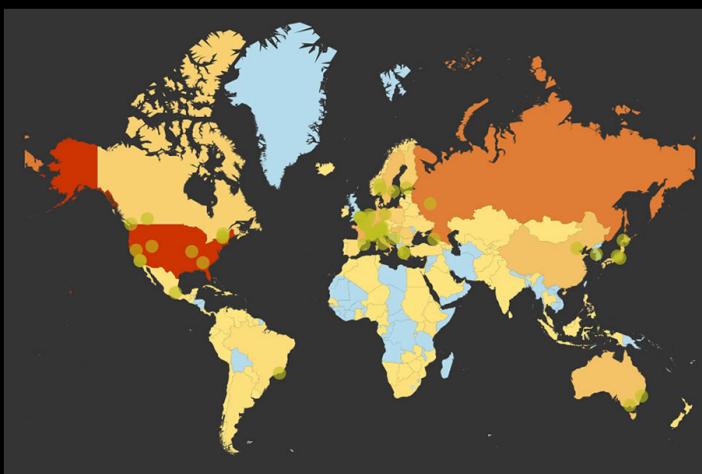
# Planck



Themeriver

Planck presents the following visualizations

Themeriver - Themeriver is a compact way to visualize flows of data over time. The bands of data are stacked so that we have a flow across time – a ‘river’ with troughs and crests



Choropleth Map

Choropleth - The choropleth map provides an easy way to visualize how a data parameter varies across a geographic area. It supports proximal pattern discovery as well as hierarchies

Treemap - treemaps represent data as a set of rectangular tiles placed adjacent to each other. The size of the rectangle represents the quantity to be visualized. Each tile can contain a treemap in itself if it has children with similar attributes.



Treemap