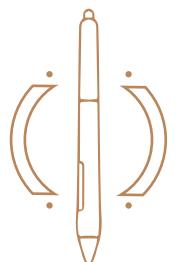


PORTFOLIO



MADELEINE CHAPPELL

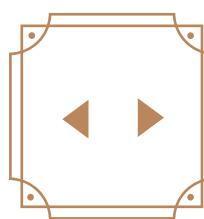
- mjmscdesign.github.io
- mjmsc.design@gmail.com



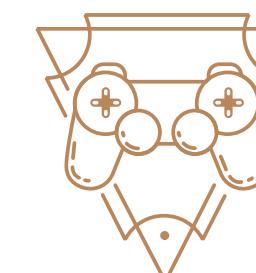
DESIGN



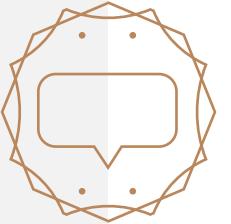
RESEARCH



IMPLEMENTATION



DEVELOPMENT



NESA

RESEARCH WEB PROTOTYPING

For the new NSW Curriculum website, I worked directly with NESA and teachers to create designs and prototypes to meet their new needs.

This project was done with tight deadlines, constant iteration and is currently ongoing.

The main goals for the client were:

- simplicity
- accessibility
- regular testing
- accurately meeting teachers' needs

Taking problems that had been identified from their current website, I created low fidelity wireframes with prototype functionality in Figma.

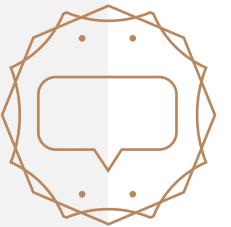
After several user testing sessions run by NESA, I created high fidelity wireframes and completed the first hand off to the development team.

The wireframe shows the following structure:

- Header:** Home | Learning Areas | Stages | Teaching and Learning | Resources | Custom Download/View
- Search Bar:** Search
- Teacher view:** Teacher view (Aa) Download view (Cloud icon)
- Main Content:**
 - We work with the NSW community to drive improvements in student achievement.** (Placeholder text: Lorem ipsum dolor sit amet, consectetur adipiscing elit.)
 - Customise the Syllabus >**
 - Stages:** Years K - 6 Primary, Years 7 - 10 Secondary, Years 11 - 12 Senior (each with "Learn more +")
 - Learning Areas:** English, Mathematics, Languages, Science, HSIE, Creative Arts, PDHPE, Technologies, VET (each with "Learn more +")
 - Teaching and Learning:** Diversity of Learners, Aboriginal Education, Planning and Programming, Assessment (each with "Learn more +")
 - Official Notices:** 17 May 2021 (New campaign and course makes mathematics count), 13 May 2021 (Official Notice: Reminder to non-government schools regarding due date for annual reports), 13 May 2021 (Official Notice: Reminder to non-government schools regarding due date for annual reports), 13 May 2021 (Official Notice: Reminder to non-government schools regarding due date for annual reports)
 - Have your say:** Fri 21 May 2021 (All NAPLAN Online tests end), Fri 21 May 2021 (Subscriptions close for ENCORE, Callback and OnSTAGE virtual packages), Fri 25 Jun 2021 (Nominations for HSC exam coordinators close), Fri 25 Jun 2021 (WriteOn closes), Mo 28 Jun 2021 (Number of HSC drama group performances due)

The final design is a polished version of the wireframe, featuring:

- Header:** A NSW Government website - Education Standards Authority
- Search Bar:** Search
- Teacher view:** Teacher view (Aa) Download view (Cloud icon)
- Main Content:**
 - We work with the NSW community to drive improvements in student achievement.** (Placeholder text: Lorem ipsum dolor sit amet, consectetur adipiscing elit.)
 - How to use this site >**
 - Stages:** Years K - 6 Primary, Years 7 - 10 Secondary, Years 11 - 12 Senior (each with "Learn more +")
 - Learning Areas:** English, Mathematics, Languages, Science, HSIE, Creative Arts, PDHPE, Technologies, VET (each with "Learn more +")
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NESA

RESEARCH WEB PROTOTYPING

K - 10 English K - 10 Syllabus

Early Stage 1 (Kindergarten)

Oral Language

Communicates effectively by using agreed interpersonal conventions and language with familiar peers and adults.

Vocabulary

Communicates effectively by using agreed interpersonal conventions and language with familiar peers and adults.

Social and learning interactions

- start and maintain a conversation with a peer, buddy or adult
- take turns when speaking during structured and unstructured play
- use language, gestures or symbols to make requests, express feelings, negotiate, give opinions or discuss ideas
- use imaginative language in structured and unstructured play
- join in and contribute to group conversations
- ask questions using who, what, when, where, why or how.

Understanding and using spoken grammar

- understand that English is one of many languages used in Australia
- understand that different languages may be used by family, classmates and community
- when speaking use short phrases and simple sentences
- when speaking use connectives and, but, because
- when speaking use regular past tense words
- when speaking use irregular past tense words
- when speaking use language to reason and/or to persuade
- when speaking use a combination of sentence structures that include connectives to elaborate when retelling and creating stories.

Oral narrative (storytelling)

- tell a story to a peer, buddy or adult, including through the use of pictures
- retell favourite stories, poems, songs and rhymes with some parts as exact repetition and some in their own words
- recall details of events or stories using who, what, when, where, why and how.

Print conventions

Communicates effectively by using agreed interpersonal conventions and language with familiar peers and adults.

Phonological awareness

Communicates effectively by using agreed interpersonal conventions and language with familiar peers and adults.

Phonic knowledge

Communicates effectively by using agreed interpersonal conventions and language with familiar peers and adults.

K - 10 English K - 10 Syllabus

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Home | Learning Areas | Stages | Teaching and Learning | Resources | Custom Download/View

Teacher view | Aa | Download view

Home > Prescribed/Suggested Text List

Prescribed/Suggested Text List

Search for resources

Stage Early Stage 1 Stage 1 Stage 2 Stage 3 Stage 4 Stage 5 Stage 6

Filter Prescribed/Suggested Type Subject

Horace in His Odes
Harrison J. A. (ed.)
9781848878082
Bristol Classical Press
1992

The White Tiger
Adiga, Aravind
9781848878082
Bristol Classical Press
2008

Horace in His Odes
Harrison J. A. (ed.)
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Search for resources

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Search for resources

Stage Early Stage 1 Stage 1 Stage 2 Stage 3 Stage 4 Stage 5 Stage 6

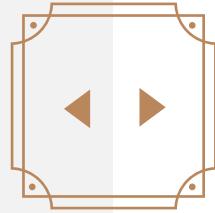
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Spaces Interactive



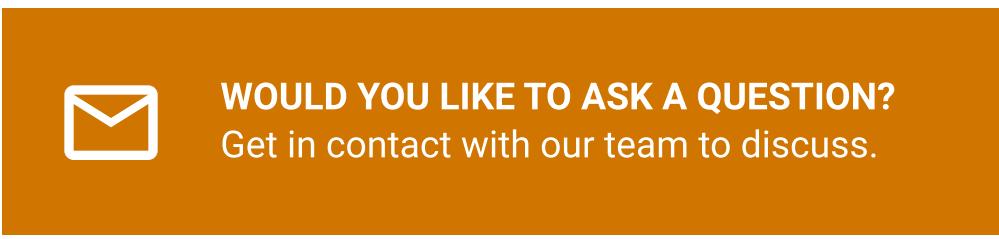
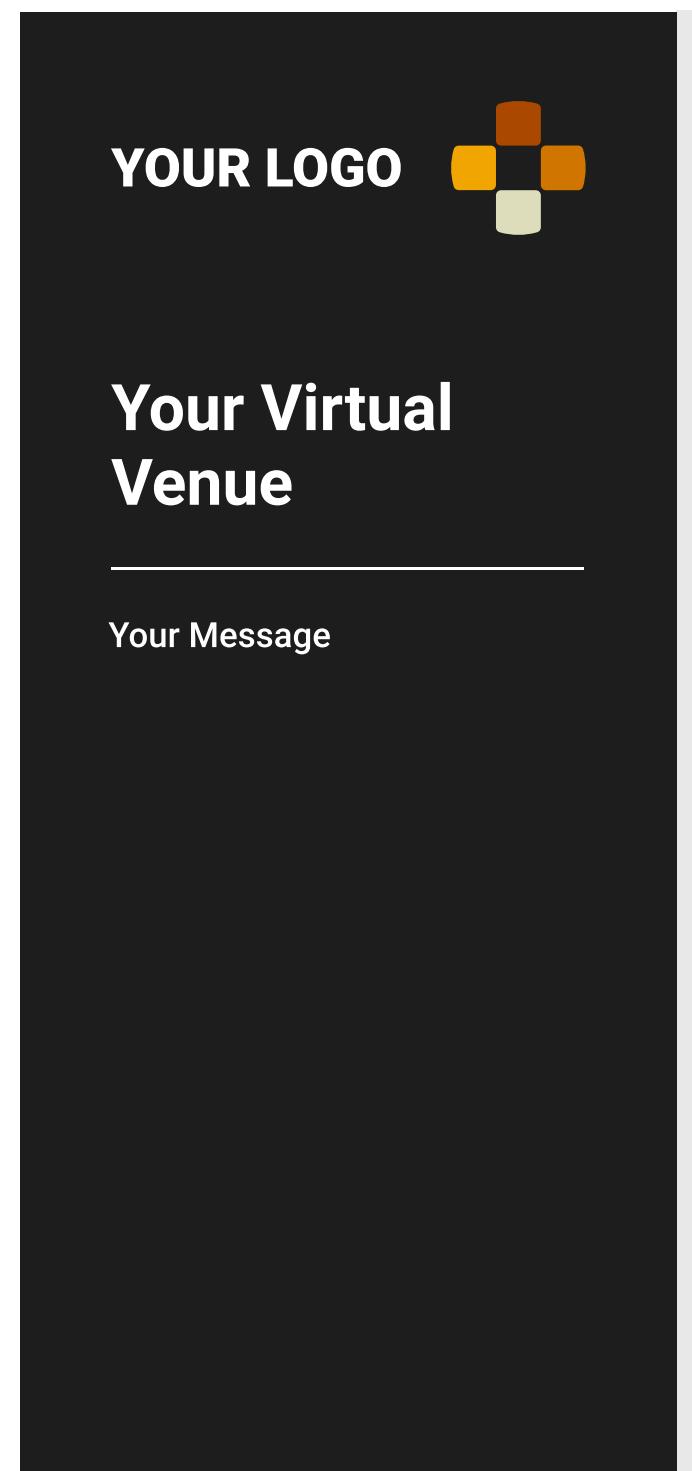
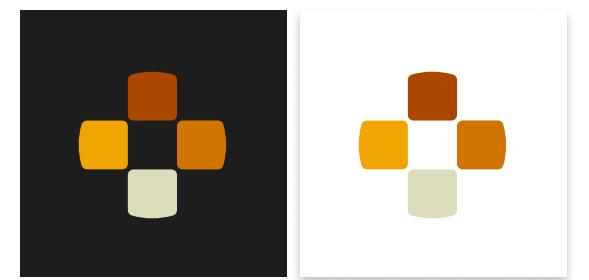
Spaces+

UI PROTOTYPING

Spaces Interactive required a template UI for their new project Spaces+.

Spaces+ is a customisable, virtual venue with different themes and skins. My role was to create simple UI that could be applied to any project using the Spaces+ platform.

This was designed and tested in Figma and created in Unity for a WEBGL experience.



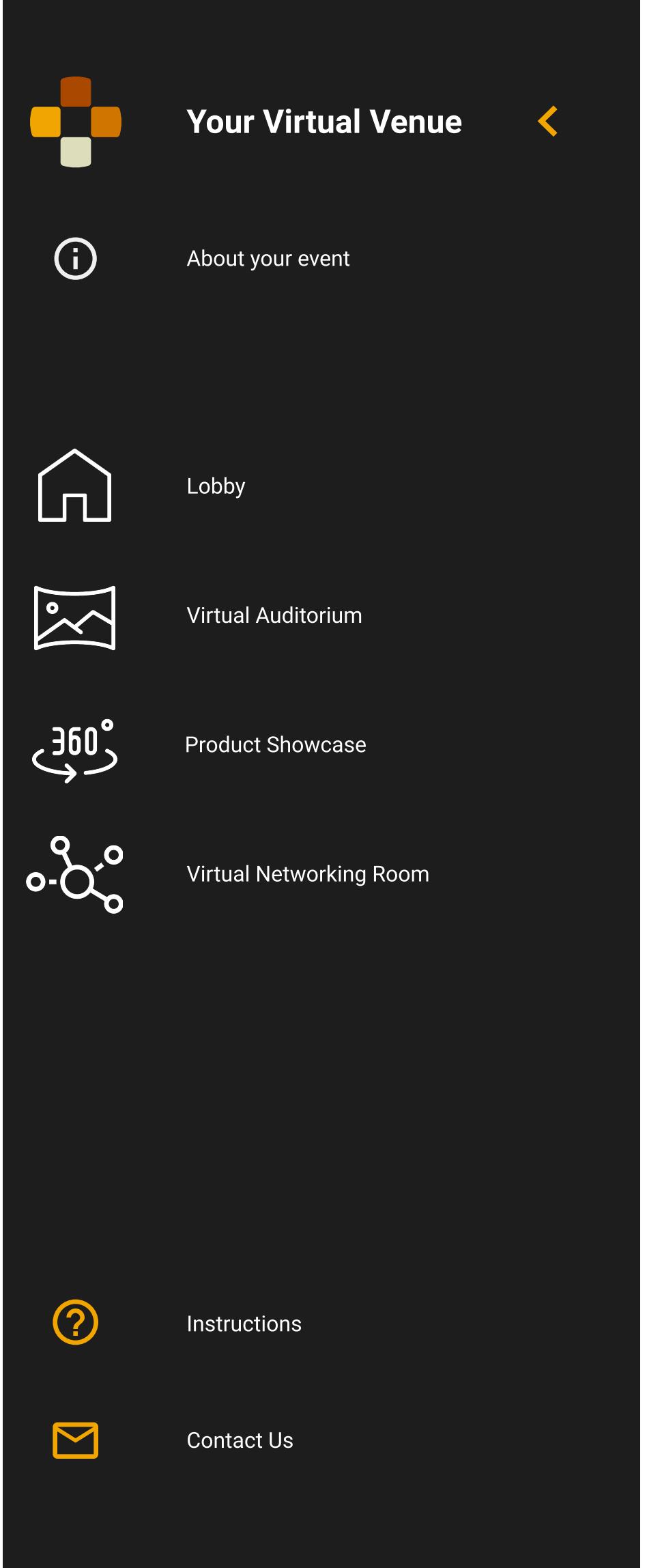
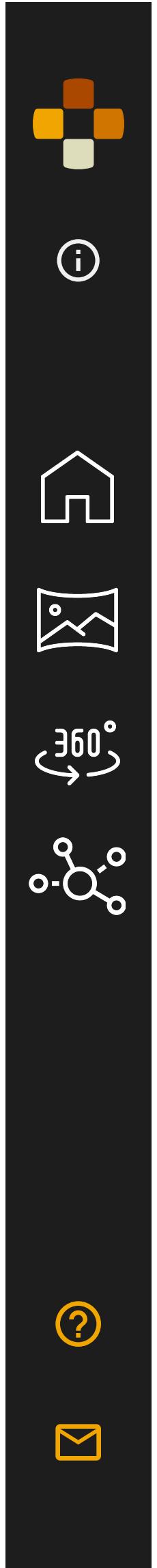
Get In Touch

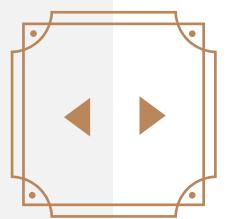
Name

Subject

Message

SEND





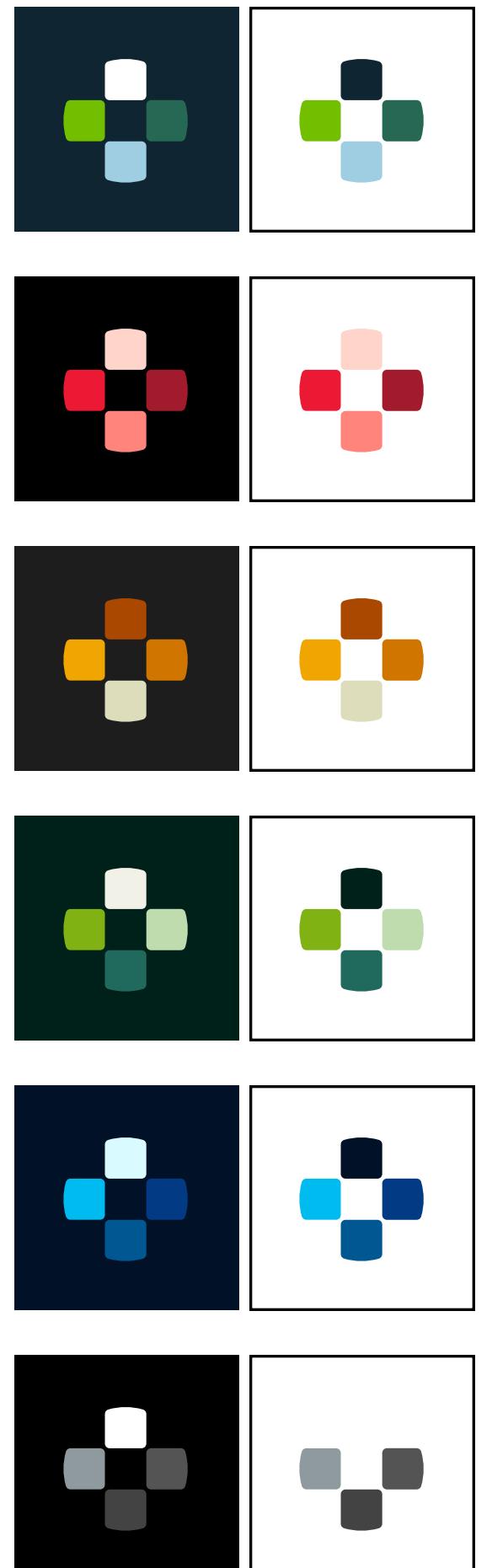
Spaces+

UI PROTOTYPING

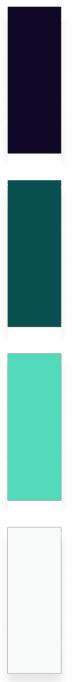
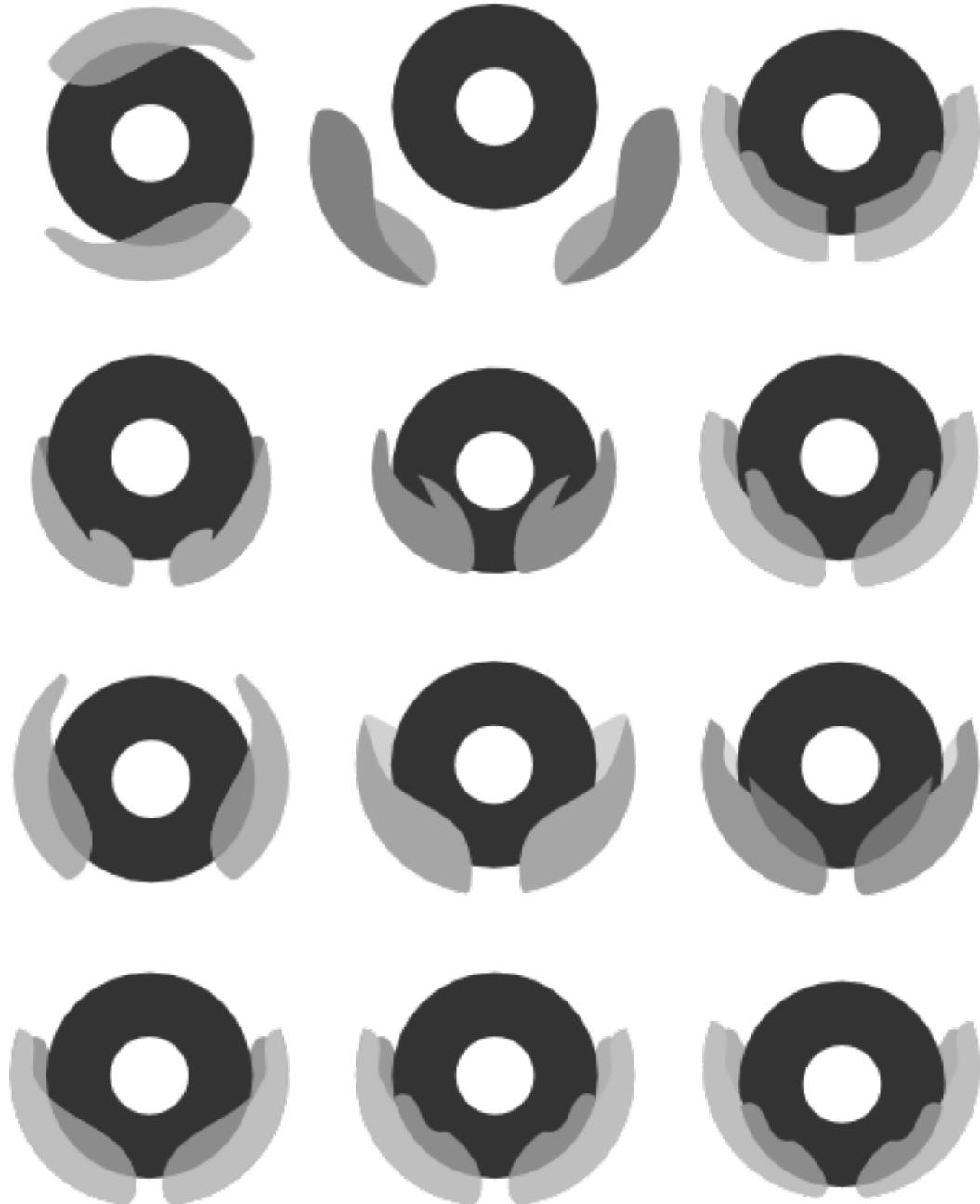
The image shows a virtual event space. On the left is a dark sidebar with white icons and text:

- Your Virtual Venue
- About your event
- Lobby
- Virtual Auditorium
- 360° Product Showcase
- Virtual Networking Room
- Instructions
- Contact Us

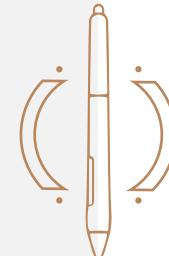
The main area is a modern lobby with a large red sofa in the foreground, a black sofa and chairs in the middle ground, and a stage labeled "AUDITORIUM" in the background. The stage has three video feeds of people.



Spaces Interactive



onHand



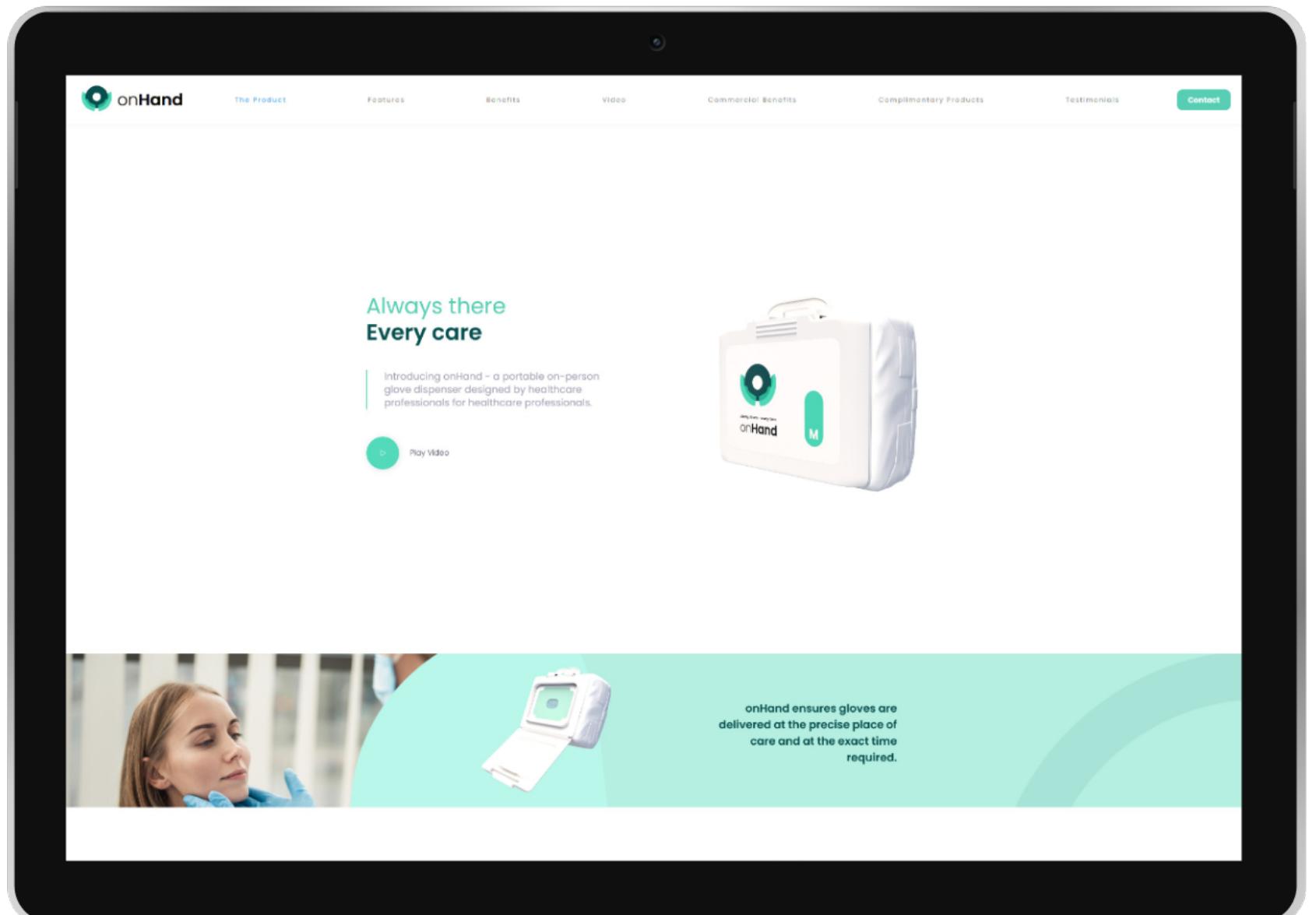
onHand

BRANDING PACKAGING LOGO WEBFLOW

OnHand is a medical glove company that needed a logo, packaging designs and a website. Their aim was to be modern, minimal and clean.

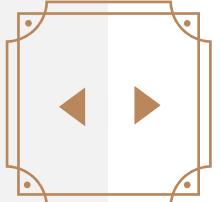
I constructed the logo and colour scheme to match similar medical companies and to include hand/care imagery. Their priority was that it was easy to recognise by medical professionals.

For the web design, I continued a design done by the lead designer at Mirk, implementing the client's changes and adjustments. From there I created the website in Webflow for the client to review and test, before handing over to the developers to make it live.



Mirk

AR



Norwest AR

UI LOGO WEBFLOW

Norwest AR was an Augmented Reality project using WebGL.

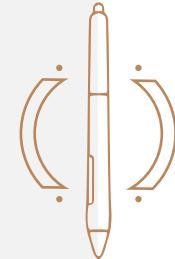
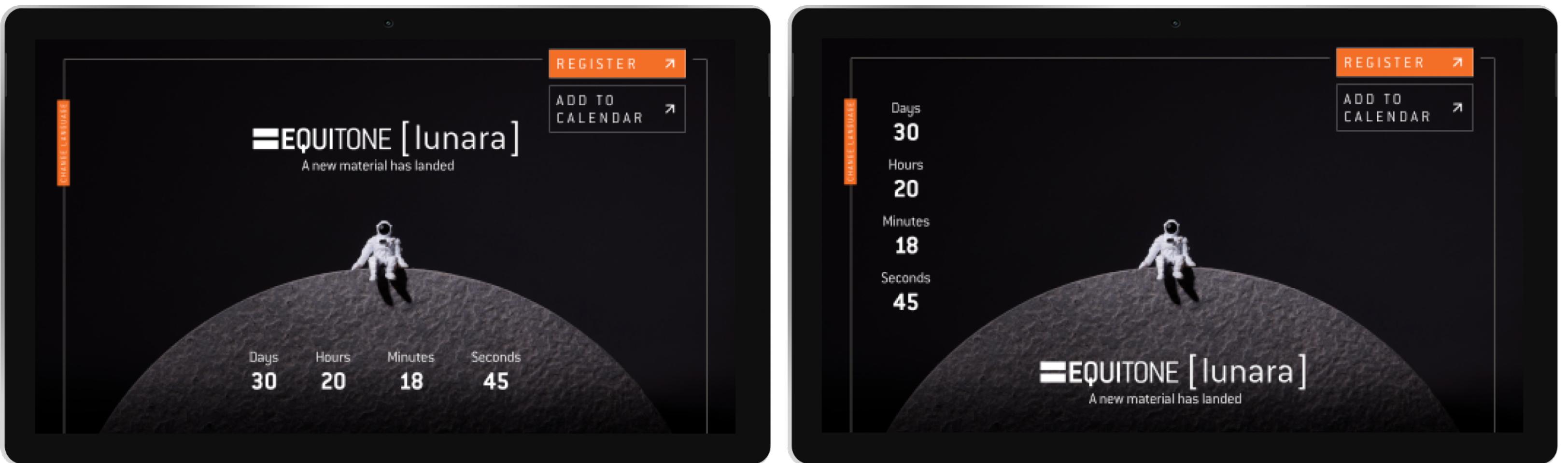
After creating a simple logo to match the aesthetic and colours they requested, I created a UI prototype. Due to the launch time for the experience, the prototype was implemented early using webflow, allowing them to test it onsite.

The main focus of the experience was to show the different areas in the Norwest area while having fun Christmas interactions for children.

Web Page



Spaces Interactive

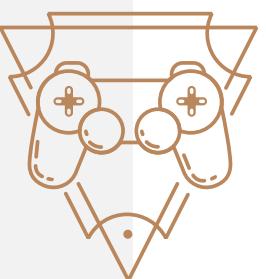


Holding Pages

WEB UI PROTOTYPING

For Spaces Interactive, I work on multiple clients and jobs simultaneously.

These are some examples of holding pages I have designed. Usually I provide 2 or 3 options, to ensure that the client can decide on what style they like before moving to development.



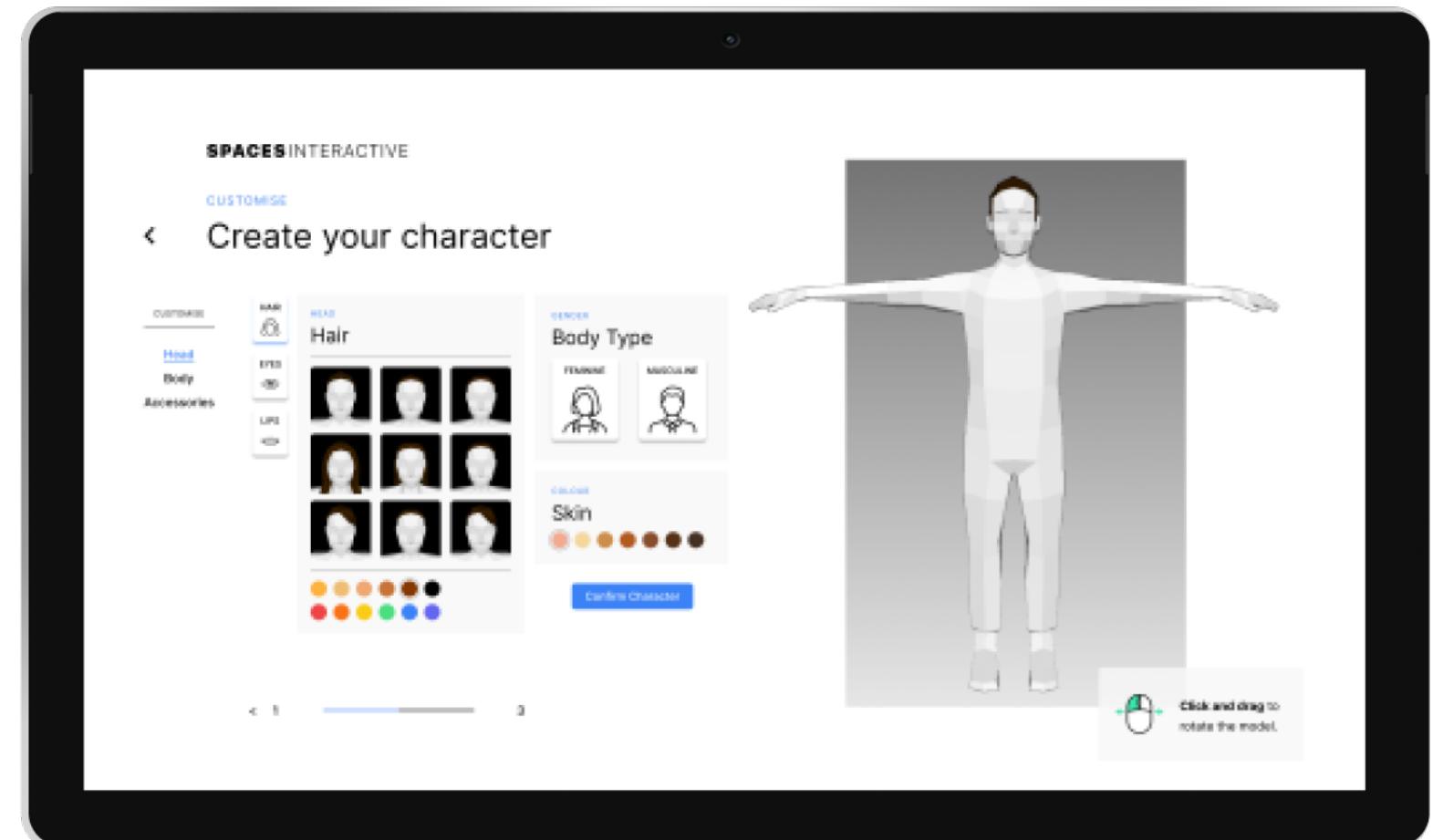
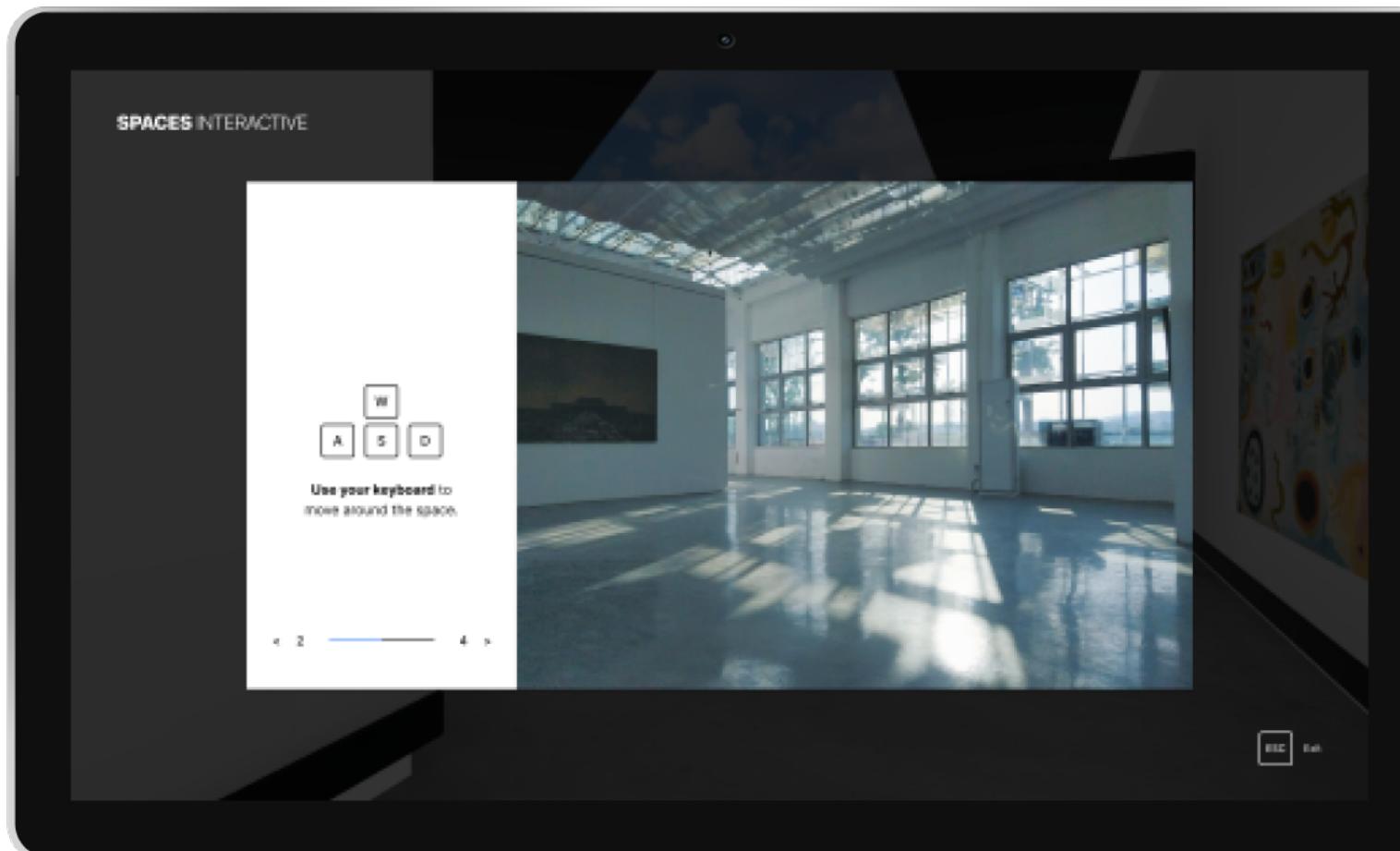
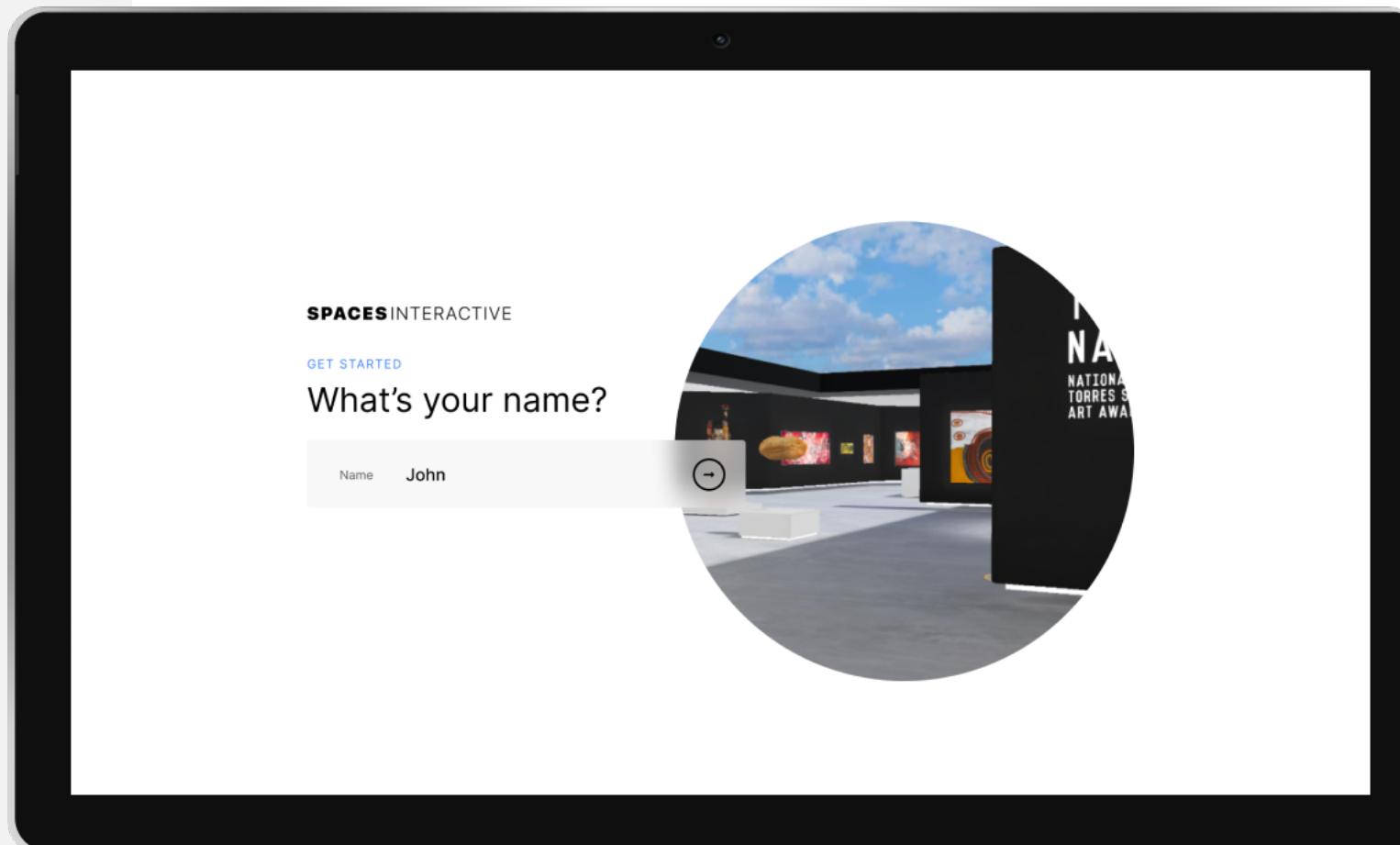
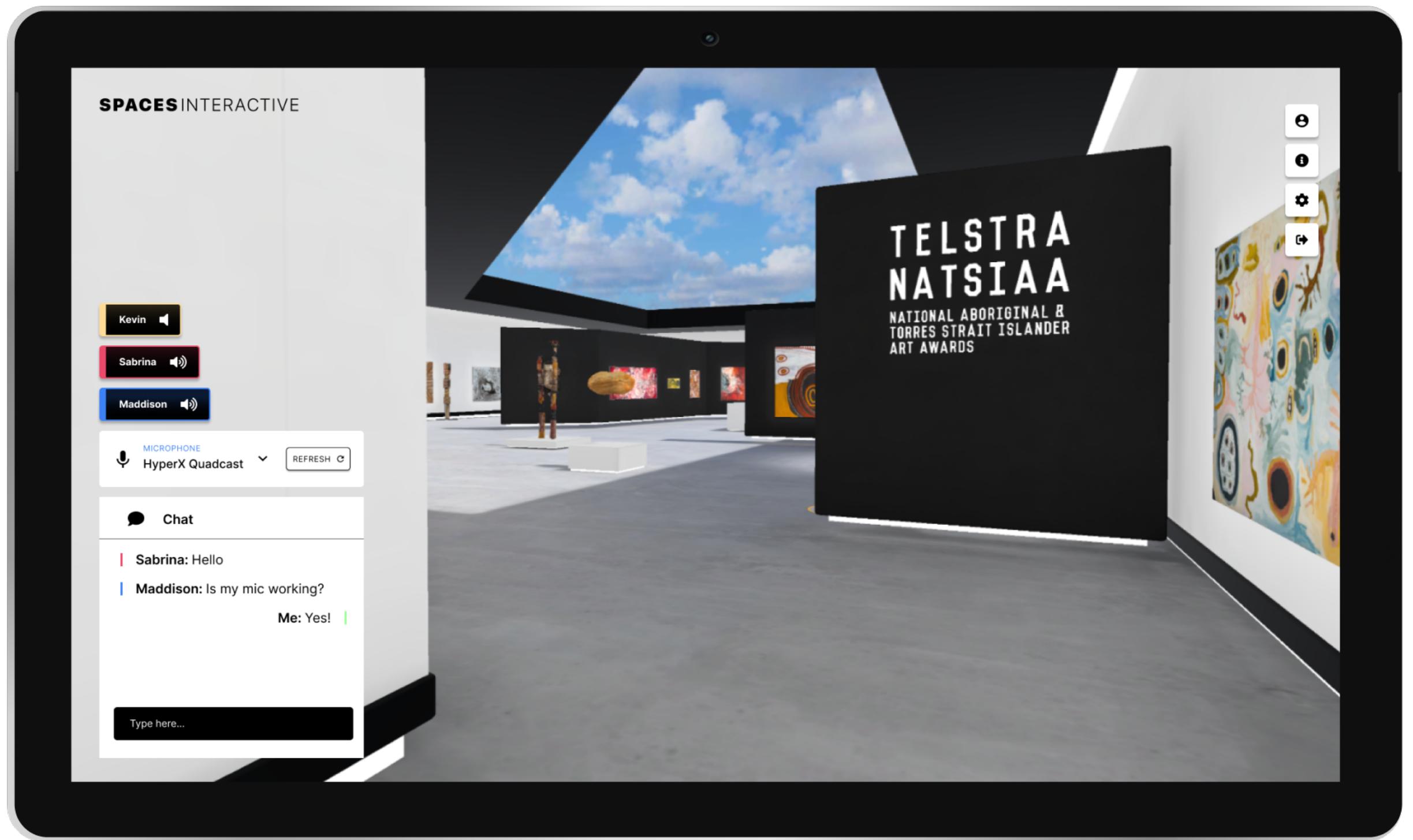
Spaces Avatar

UI UNITY PROTOTYPING

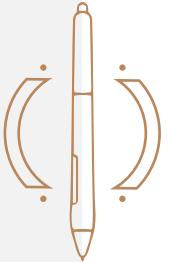
Spaces Avatar is an interactive, online meeting room using proximity voice chat, text chat and custom avatars.

I created the User Interface to include character customisation, room creation, waiting rooms and tutorials. Within the experience you can adjust microphone settings, view users present and review the tutorials.

This was done in Figma followed by implementation in Unity alongside the 3D assets provided by the 3D team.



Spaces Interactive

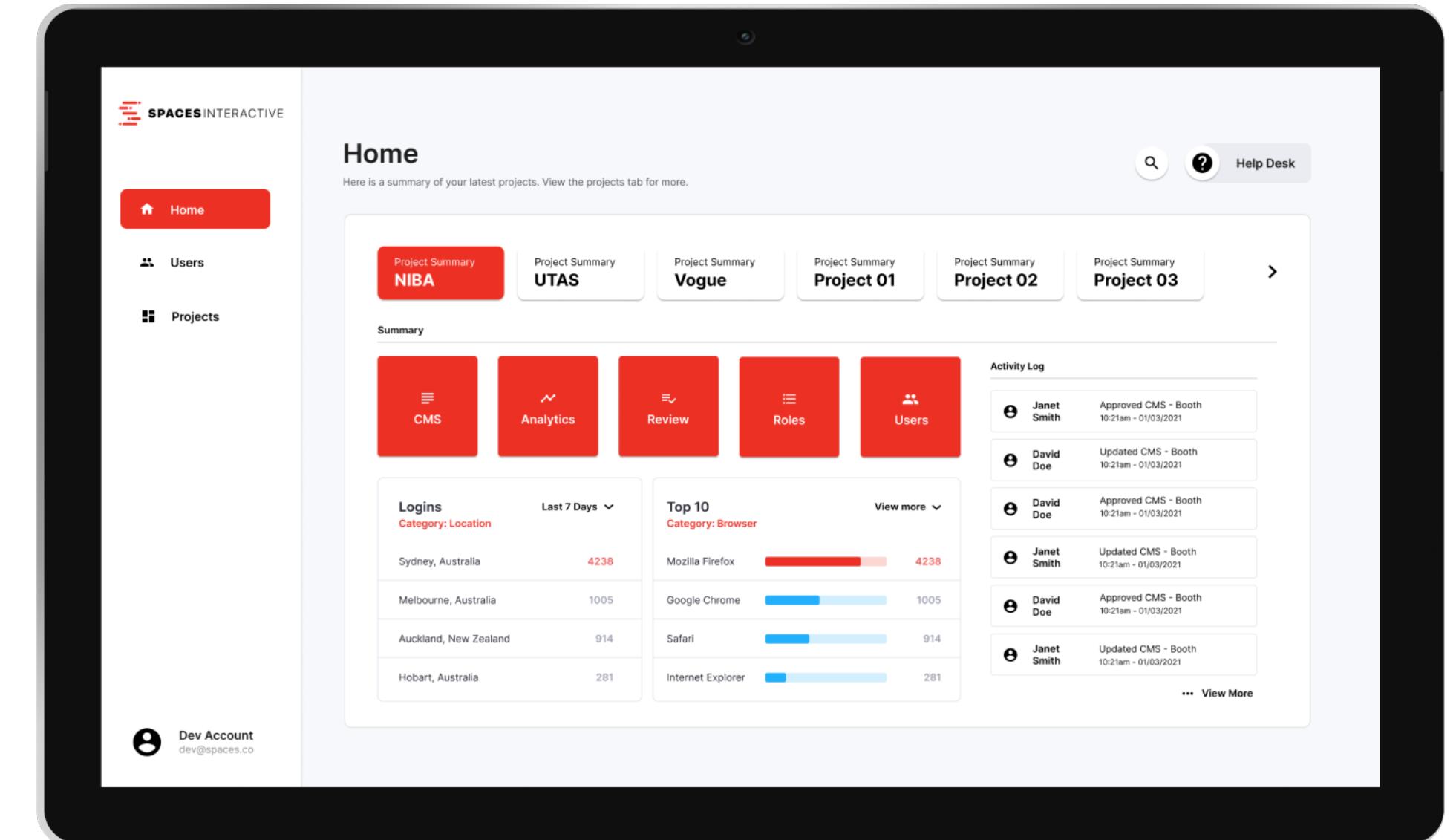
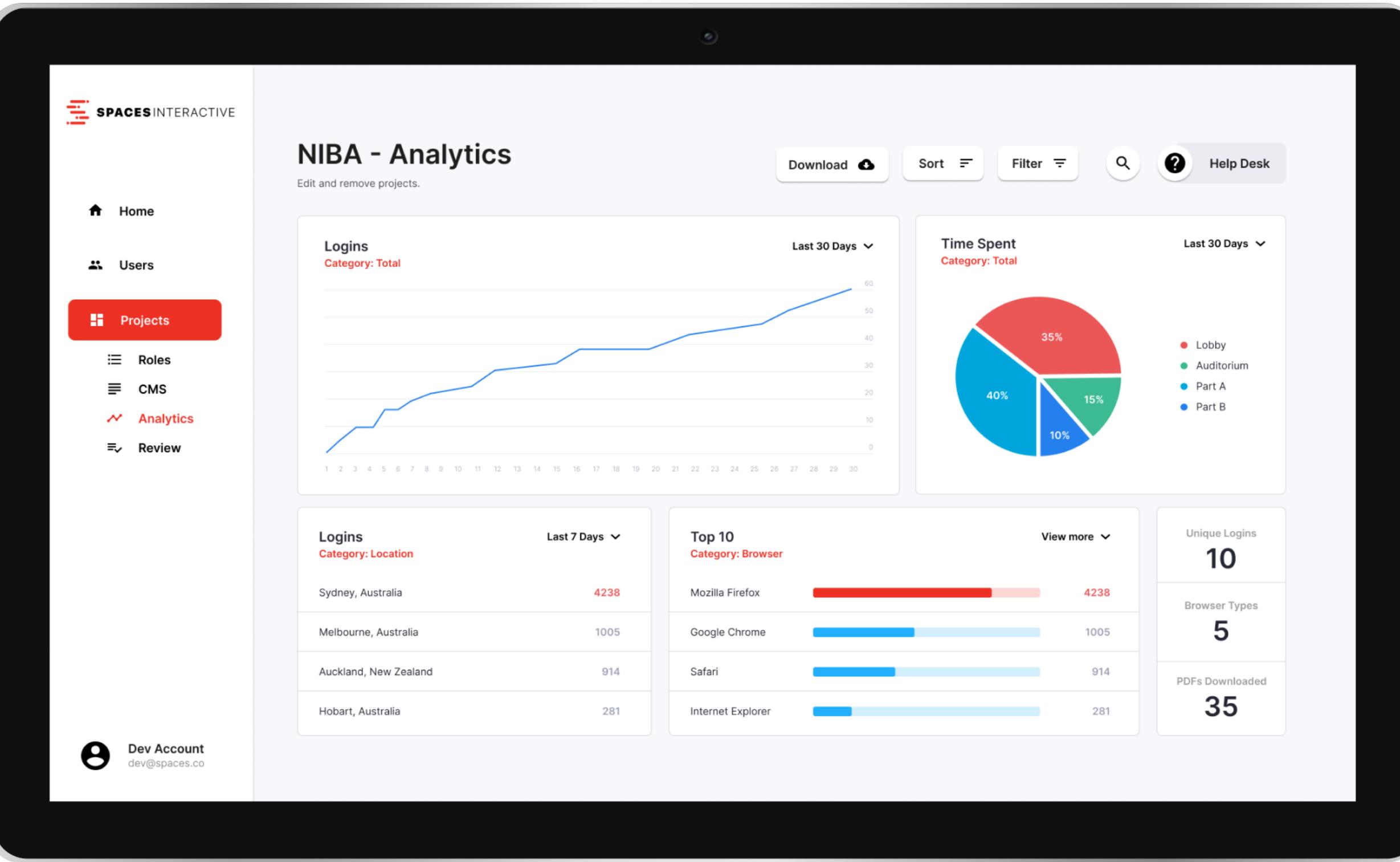


Spaces Dashboard

UI PROTOTYPING

At Spaces Interactive our developers required an internal dashboard to monitor, maintain and share client project data.

After a group discussion, I created wireframes and flow maps before settling on a design with the team to implement and test.



The form fields include:

- Details:** Name (Spaces Interactive), Email (Project@spaces.co), Image Link (img/pnglink).
- Define Roles:** Admin (checked), Manager, Copywriter.
- Services:** CMS (checked), Analytics, Support, Emails, Video Chat, Text Chat, Review Privilege.
- Permissions:** Does this project need special permissions? (checked), Create permissions inside each service to separate content to assign to roles.

SAVE button.

THANK YOU!



mjmscdesign.github.io



mjmsc.design@gmail.com
