

Thesis Proposal 1  
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## Multiple Sclerosis App

### Concept

Four years ago I was diagnosed with multiple sclerosis. Over the past couple of years I've wanted to create an app to help myself and others track disease progression, daily changes, and disease relapses. Of the apps that are currently marketed to MS patients very few appear to capture measurable data in a beautiful interface. The focus is either social, injection tracking, or informational within an unattractive design that doesn't inspire interaction.

Another aspect of this project is an awareness campaign of print and web pieces. The app could be branded as part of the campaign and any money made from the app would go to the National MS Society or an MS clinic.

### Audience

People who have been diagnosed with multiple sclerosis are the target audience. Caregivers would be just as important if the person's condition makes using a smartphone difficult. The neurologist should also be considered as they will benefit from the data collected when evaluating therapy options and medications.

### Deliverables

Mobile app, print and web pieces that would help bring awareness to the disease, installation



My MS Manager App



National MS Society App



SEO Monitoring App

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## **Multiple Sclerosis App**

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Margaret Blackstone and M.D. Saud A. Sadiq M.D.

# Thesis Proposal 2

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## Attack on Society 2.0

### Concept

As an undergraduate I created an interactive media project in Flash. The project guideline was to use a found object as navigation. I eventually used several objects tacked to a bulletin board, representing what United States citizens are confronted with on a usual basis. The topics explored in over twenty Flash movies included domestic violence, police brutality, terrorism, pornography, body image, and more. Along with the interactive piece, I also created some print collateral but did not develop them fully.

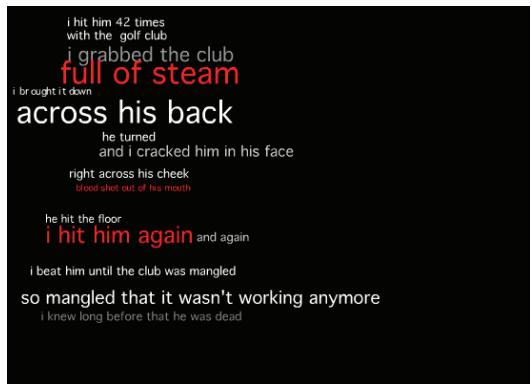
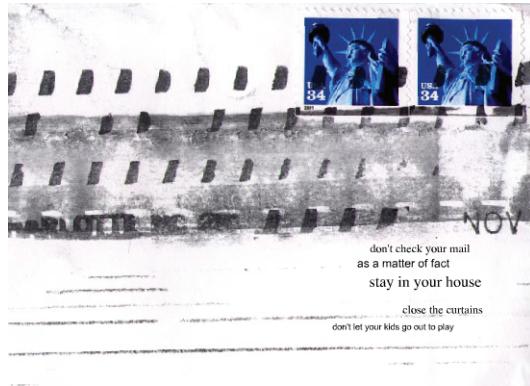
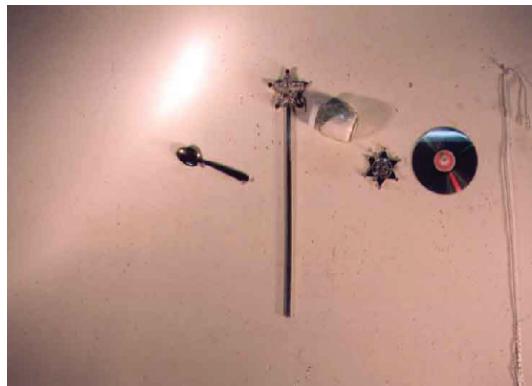
Why would I pursue this idea in graduate school? Even though the original was created over ten years ago, the topics I explored are still relevant today. Also, this project lends itself to intellectual exploration, pushing my understanding of important issues. Then, as a designer I have the challenge of creating accessible but also intellectually stimulating pieces for an audience.

### Audience

This project would be designed for those who are interested in the range of issues covered. It would also be for designers who are interested in interactive media.

### Deliverables

Interactive website, posters, installation



Screen shots of Attack on Society 1.0

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## **Attack on Society 2.0**

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Attack on Society 1.0  
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# Thesis Proposal 3

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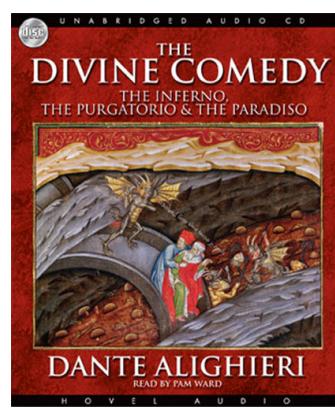
## Dante's *Divine Comedy*

### Concept

*Inferno* fascinated me as an undergraduate which feed into a series of paintings I produced as a senior. Over the past ten years I have continued to explore the entire *Divine Comedy* through reading and listening to lectures. Over that time I have considered different ways to interpret this work of literature through graphic design, including icons to represent the levels, an interactive book or game, posters, and installation. One of the interesting aspects of the *Divine Comedy* is the structure that Dante put in place across all three works. This could lend itself to a graphic translation as well.



Illustration of *The Divine Comedy*'s structure



Audio Book Cover Design

### Audience

Fans of Dante's *Divine Comedy*, designer who enjoy translations of literature into visual forms

### Deliverables

Interactive website, interactive game, interactive book, posters, installation, icons

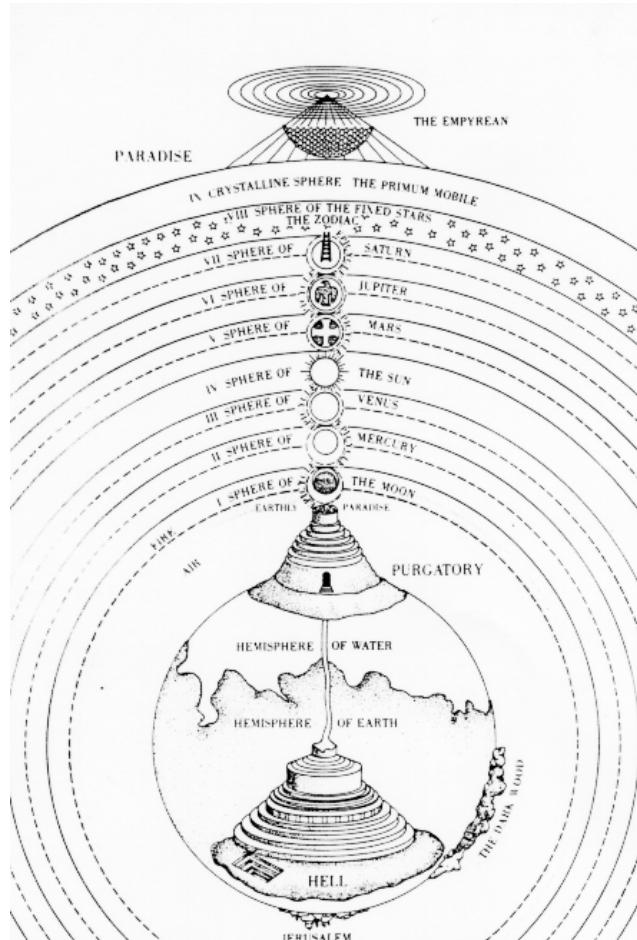


Illustration of *The Divine Comedy*'s structure

Thesis Proposal 3

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