



Description Facilities Previous results Contact

Here goes the short description of the race. Let's say it's a Marathon. London Marathon by far attracts the most number of participants every year.

Entry fee
555 - 805 More info

Weather
5-19 c/Warm Check real-time

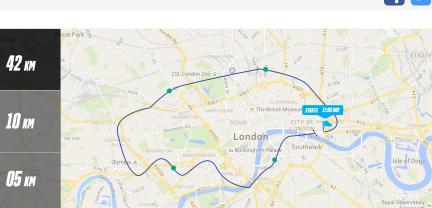
Timing
12:00-18:00 hrs Check timing for different categories

Route description
Mixed distances, mixed terrain. Goes from Twickenham, to Maidenhead, Henley, Ridgeway, Swindon, Malmesbury, Thornbury, Severn Bridge, Newport, Cardiff

Maximum number of participants
2000

[f](#) [t](#)

42 km
10 km
05 km



Comments



Jonas

★★★

Nov 10, 2015

Reitti on mielenkiintoinen, tasainen ja varmaan hyväle juoksijalle jopa suhteellisen nopea. Juomapisteistä kiitosta. Juomat sai nulloina, jolloin ei tarvinnut kävelä tankkaukseen aikana vaan pystyi ottamaan pulien mukaan suoraan juoksemaan ja juomaan tasaisemmin. Vielen olti mitävää. Täntäiset esiväist

See more

Reitti on mielenkiintoinen, tasainen ja varmaan hyväle juoksijalle jopa suhteellisen nopea. Juomapisteistä kiitosta. Juomat sai nulloina, jolloin ei tarvinnut kävelä tankkaukseen aikana vaan pystyi ottamaan pulien mukaan suoraan juoksemaan ja juomaan tasaisemmin. Vielen olti mitävää. Täntäiset esiväist

See more

Reitti on mielenkiintoinen, tasainen ja varmaan hyväle juoksijalle jopa suhteellisen nopea. Juomapisteistä kiitosta.

Reitti on mielenkiintoinen, tasainen ja varmaan hyväle juoksijalle jopa suhteellisen nopea. Juomapisteistä kiitosta.

Showing 1 - 6 of 25 results

[1](#) [2](#) [3](#) ... [9](#) >

Register

125 people
See whose going



Similar race

BARCELONA HALF MARATHON
Koskikatu 20, Barcelona, Finland

[View](#)

04 JANUARY 16

245 people registered

Description Facilities Previous results Contact

Telephone +44 (0) 234- 323- 2343

Email organiser@mynextrun.com

Website mynextrun.com opens in new window

[f](#) [t](#)

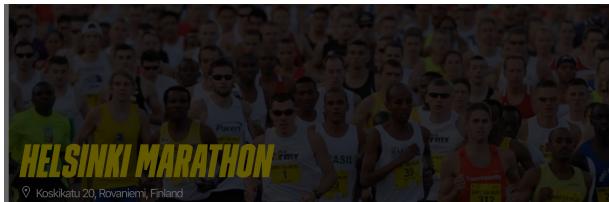
Description Facilities Previous results Contact

Highlights Chip Timer

Other Survival pack Shower Water Toilet

Facilities Refreshments Wheelchair accessible Station every 2 km Storage fee \$2

[f](#) [t](#)



HELSINKI MARATHON
Koskikatu 20, Rovaniemi, Finland

29d 10h 21MIN

Timing for different categories

Age: 16 - 80

Gender: Female Male Unknown

Wheelchair access: Yes No

Race type: 40 km 30 km 5 km

Entry fee: 555 - 805 More info

Weather: 5-19 c/Warm Check real-time

Timing: 12:00-18:00 hrs Check timing for different categories

Mixed distances, mixed terrain. Goes from Twickenham, to Maidenhead, Henley, Ridgeway, Swindon, Malmesbury, Thornbury, Severn Bridge, Newport, Cardiff

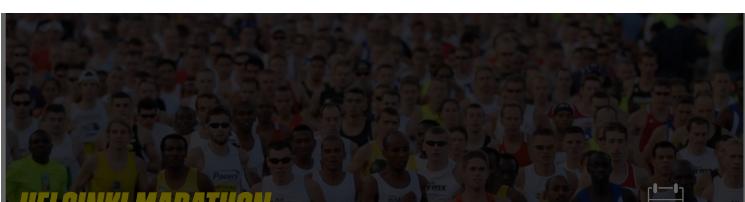
Maximum number of participants: 2000

The race starts at 12:00 hrs on 25th July'16

[Save to my calendar](#)



Similar race



HELSINKI MARATHON
Koskikatu 20, Rovaniemi, Finland

29d 10h 21MIN

[Save this event](#)

Price

Race type: 40 km 30 km 5 km

Date	Price	Status
1st Oct'15 - 31st Dec'15	\$40	Sold out
1st Jan'16 - 31st Mar'16	\$45	Open Register now
1st Apr'16 - 29th Jun'16	\$50	-
On the race day 1st and 2nd Jul'16	\$55	-

Description Facilities Previous results Contact

Telephone +44 (0) 234- 323- 2343

Email organiser@mynextrun.com

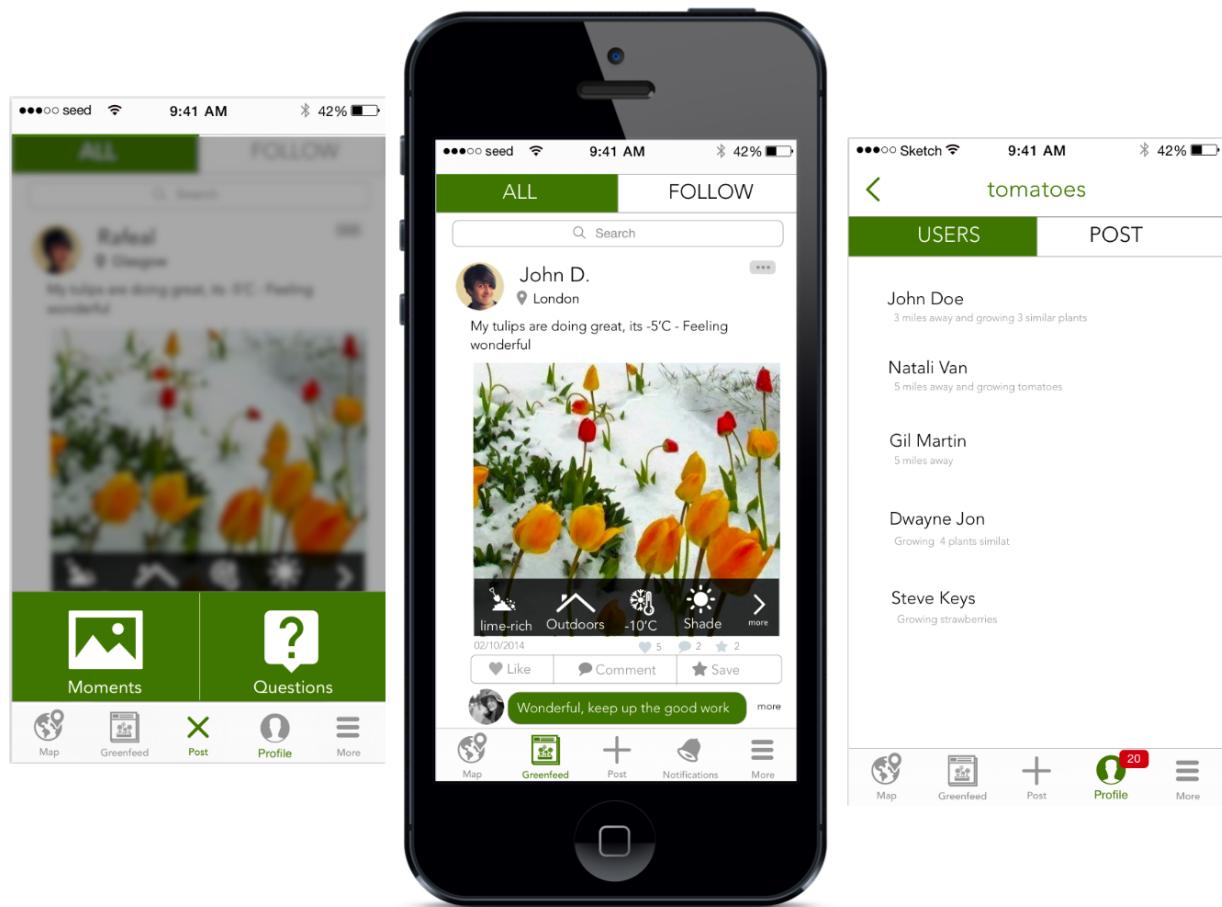
Website mynextrun.com opens in new window

[f](#) [t](#)

42 KM

MYNEXTRUN
Running Event Startup

TASKS: USER EXPERIENCE, USER INTERFACE

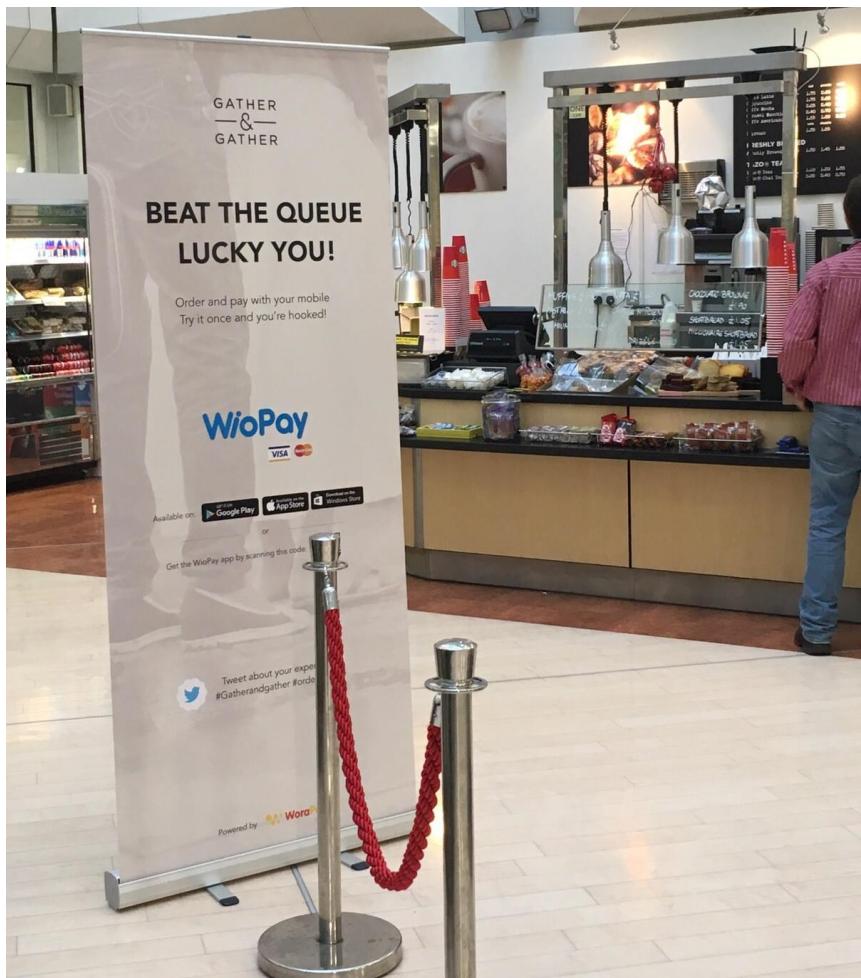
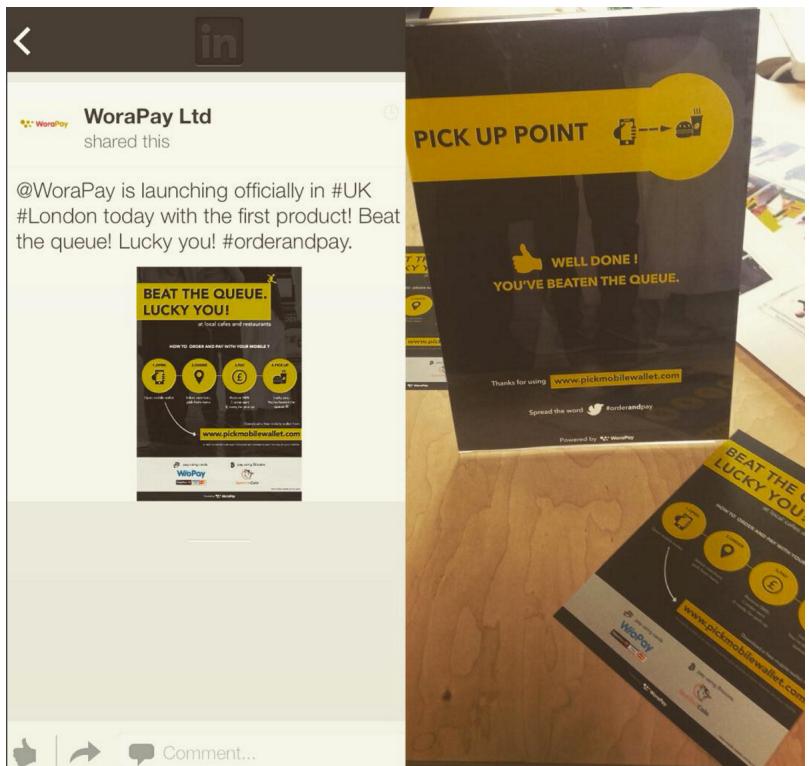


Greenseed
Social gardening startup

**TASKS: USER EXPERIENCE,
USER INTERFACE,
BRANDING, GRAPHICS,
WEB-DEVELOPMENT
(RESPONSIVE),**



How a simple coffee app saved Lloyds bank 10,000 days of work



**Worapay
Mobile Wallet Startup**

TASKS: All Marketing materials

HIVE: Feedback system for kids in museum

What?

To design a feedback system for children in museum. It was named HIVE (Hybrid Integrated VoxBox Engine).

Contributions

Stakeholder interviews

Observations

Literature study

Sketch

Brainstorming and ideation

Project development

Design principles

Ergonomic

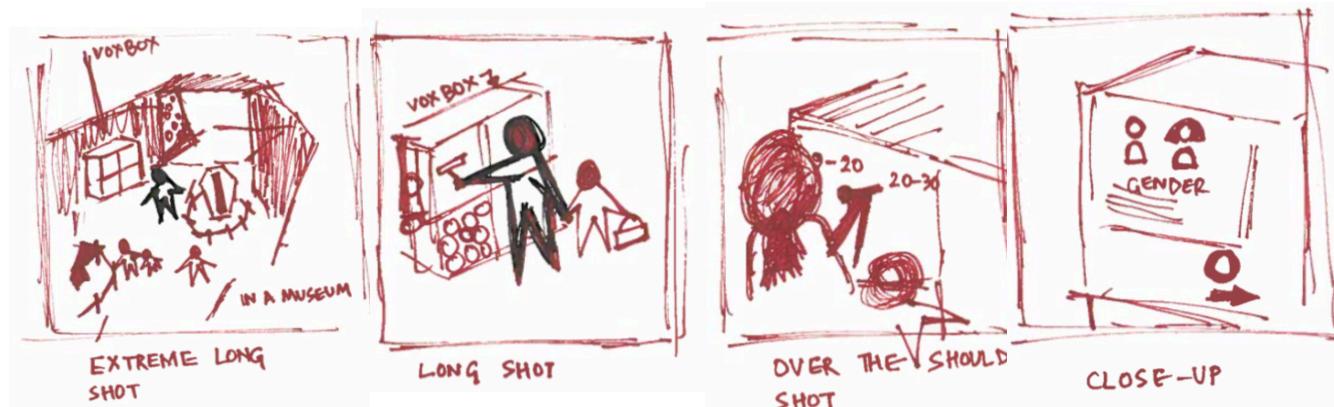
Prototyping

Usability evaluation

3D model

Why?

Children are an important section of museum visitor. Curators often find it difficult to design for children due to lack of constructive feedback.



Project under:

Process

Small kids spaces	leid playing with touch screen - didn't get interface too crowded.	kids playing with touch screen. didn't get, interface too crowded
She put hand	don't see many kids in 3D print and technology now.	don't see many kids in "3D print" and "technology now" section
Talking about spaceships Just pressing the interface Not interested in the content.	Small kids spaces → too advanced My ① girl 5-6. all kind of sp. patterns looks very confusing She put hand ignored ran away	too advanced All kind of age, patterns looks very confusing ignored ran away
	Talking about spaceship just press the interface not interested in the content. They have 3D glass they are wearing & enjoying opening it.	They have 3D glass, they are wearing & enjoying opening it.

Observation notes from the museum visit

secondary research

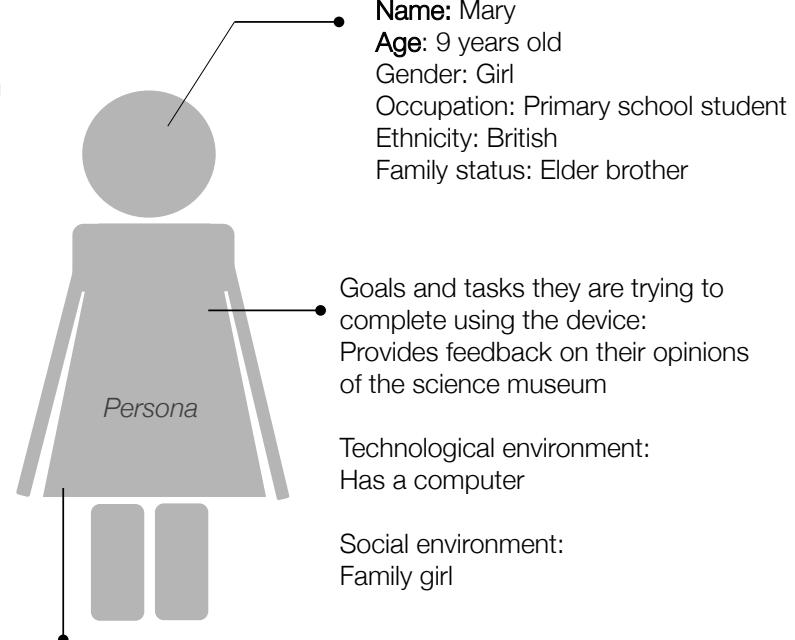
For additional understanding about the user group **literature study** was carried out. We found out that 7-10 age is the most curious group, hence our target users¹.

Based on research persona was created for the brainstorming session.

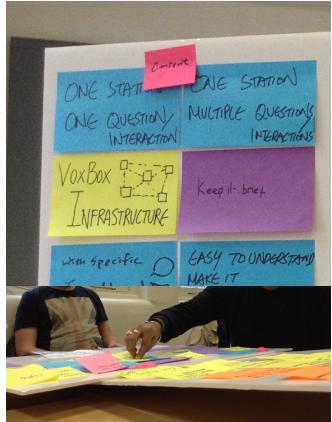
1. A. Bruckman, A. Bandlow, and A. Forte. HCI for kids, 2002.

primary research

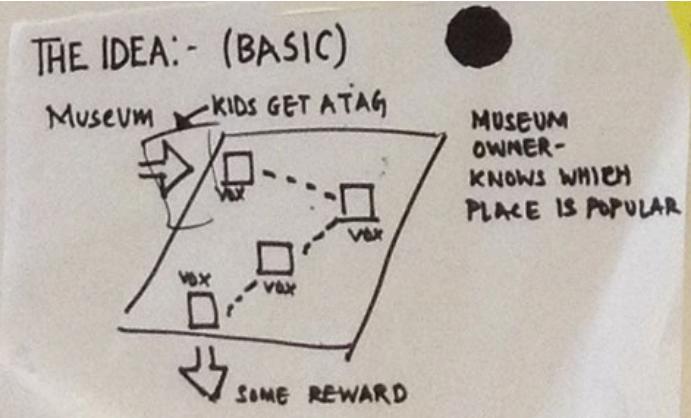
Observation was carried out in the science museum to understand PACT (people, activity, context and technology) and how kids interact with the various things in the museum. It was facilitated by **unstructured interviews** with the staff and teachers.



Project under:



Brainstorming



My idea of distributed boxes along with a RFID tag for identification

user requirements

We visited five different museums around London to **interview** the curator and teachers. We tried to understand how the curators collect data and what kind of data would be useful for them. Whereas from teachers we were interested in knowing about their approach of collecting feedback from the children's. The hypothesis were proven right.

brainstorming sessions

The data gathered from the research and the persona helped us during the **brainstorm and ideation** process. Each member came up with multiple ideas. We created hypothesis based on the ideas and decided to do semi-structured interview in the next museum visit along with observation.

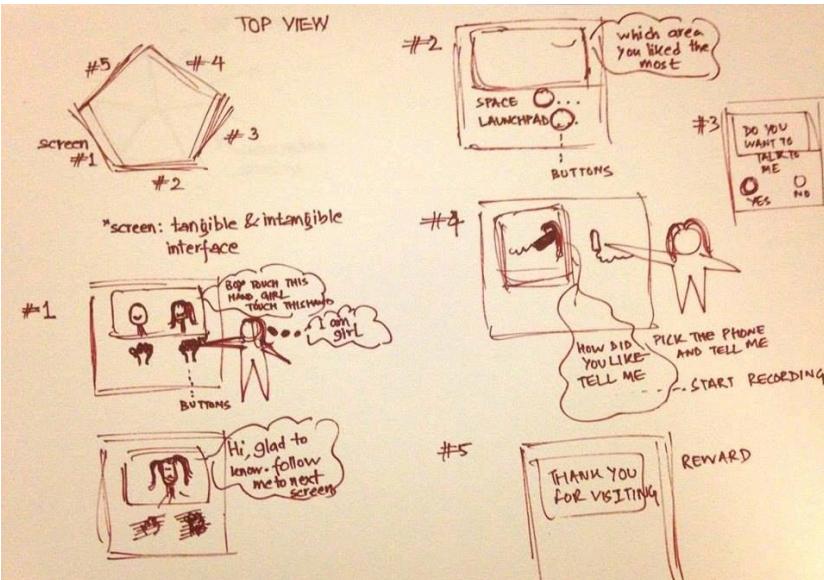


Children interaction in the science museum

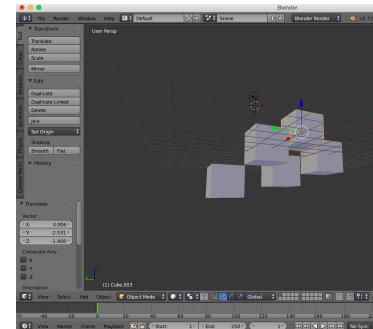


final design

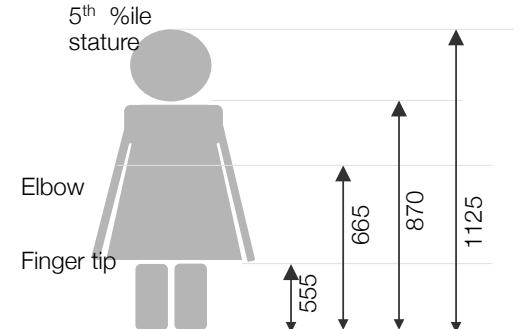
Our final design was a hexagonal feedback box. This kind of design would be easy for movement, support multiple users at a single time, simplified and playful.



Storyboard of the final idea



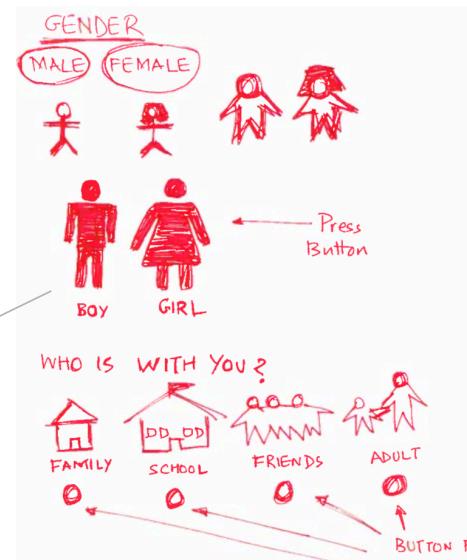
3D model development



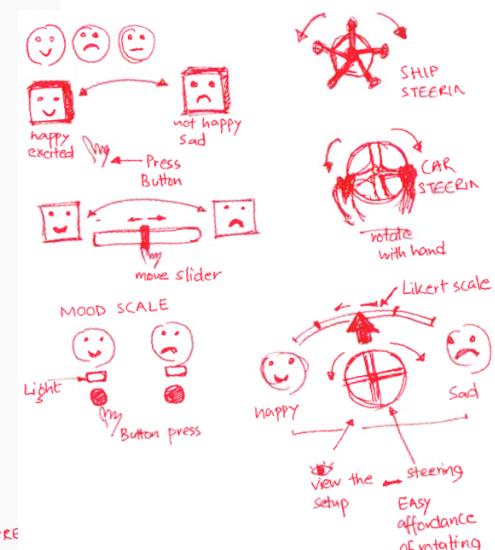
user interfaces

There are 5 interfaces that would collect various data. Design principle such as **affordance** and **cultural stereotypes** are used heavily along with ergonomic recommendation.

Example of cultural stereotypes could be seen in the icon which is similar to toilets in schools.



Sketches of the interfaces



Project under:



Development of the lo-fi prototype

prototyping

After sketches, storyboard and mockups, we built the **lo-fi prototype** of HIVE.

evaluation

Due to time constraints and limited user access, **usability evaluation** was carried among the team members with multiple scenarios.

conclusion

We were successful in designing the system along the lines of the problem statement and with limited time and resources. This project helped me develop additional skills such as time management, project management, team work and presentation skills.

Project under:

Usability evaluation of Yammer website

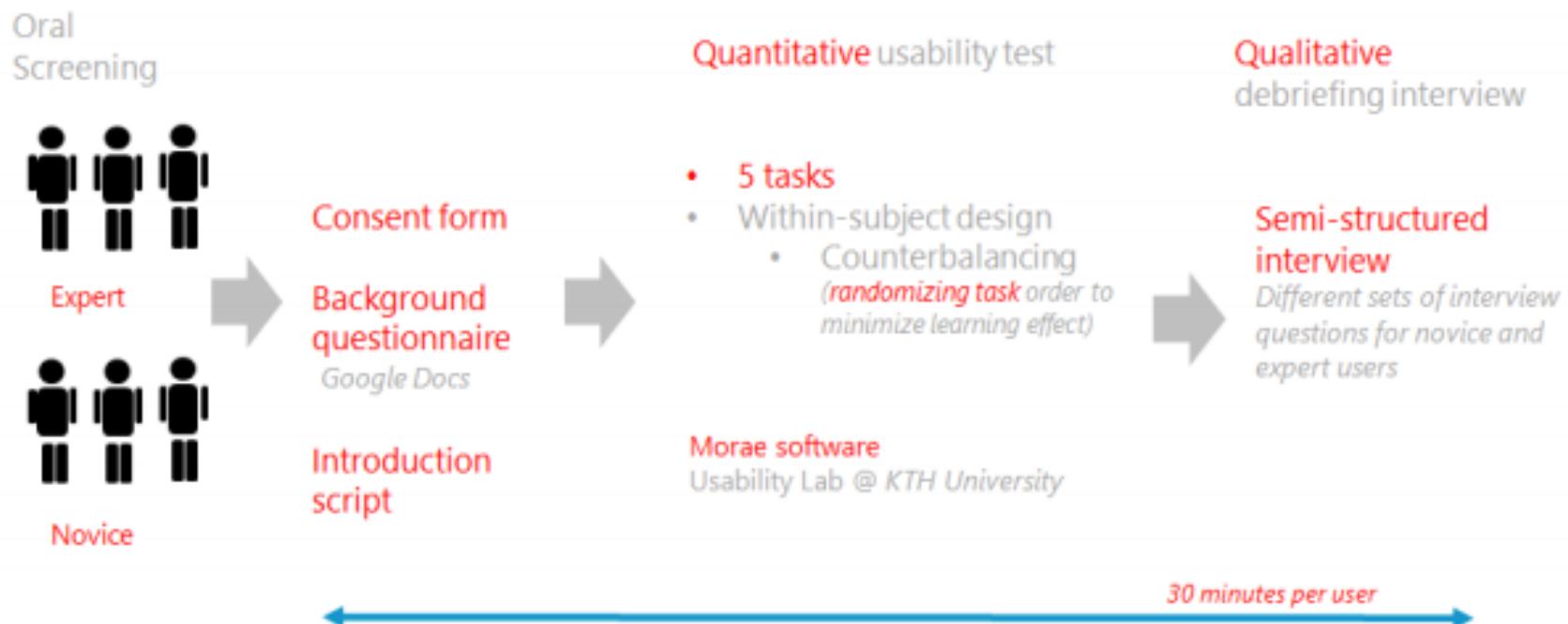
What?

Yammer is a enterprise social network.
Our task was to evaluate this website
and to suggest improvements.

Why?

As a part of my organization we were bound
to use this network to get the important
information. But it was not user friendly.

How?



Usability evaluation of Yammer website (cont.)

Conclusion

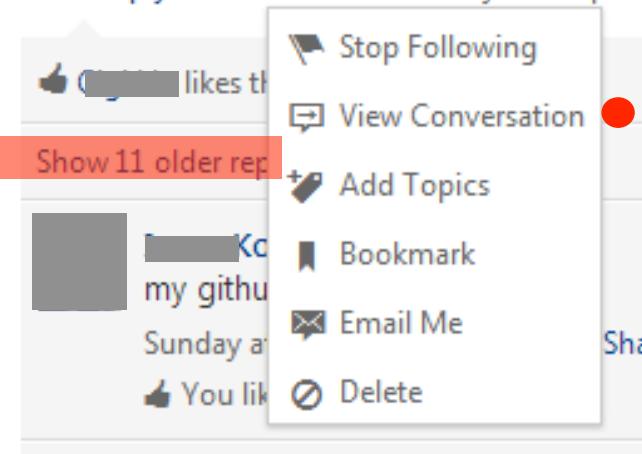
We came up with the recommendations of relabeling, increasing visibility, avoiding creeping featurism and reorganizing the information structure.

Role in project

Experimental setup, Moderator and observer, Morae software operator, data analysis and data visualization

processing. <http://www.openni.org/openr>
And create a github account. <https://github.com/>
and please share your github username

Like · Reply · Share · More · Saturday at 8:17pm



E.g. creeping featurism

Network service business game

What?

This multi-player business simulation game places students into a variety of roles that explore the chaos and excitement of building an ecosystem. It is part of a Aalto University course. Successfully played every year by 100+ students in a period of 3 weeks.

Why?

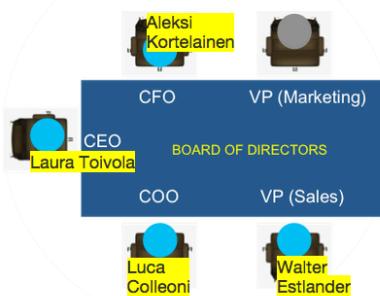
Learning through gaming have created a need to transform traditional business course into interactive games.

Company details and administration

Management



Board members:



Company summary

Current year	
Company type	Ground operations
Revenue generated last year (\$)	0
Profit earned last fiscal year (\$)	0
Total profit earned during game (\$)	0
Max Capacity	0
Launches made last year:	0
Owner:	Group 11

Game status

Business Model Canvas status : Completed

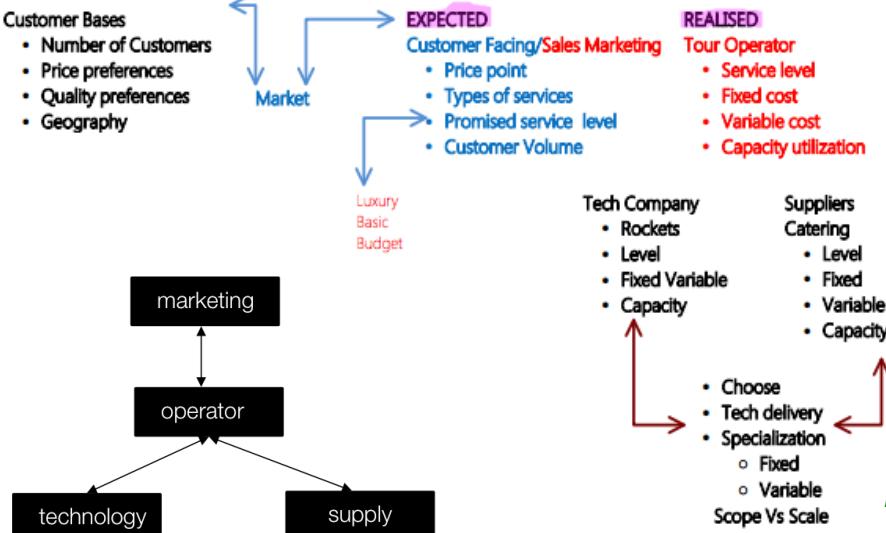
Name	BMC	Negotiation status
Laura Toivola	<input checked="" type="checkbox"/>	Buying from Quantum Quality Tuomas Laakso
Walter Estlander	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Aleksi Kortelainen	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Luca Colleoni	<input checked="" type="checkbox"/>	Buying from Galactus Ilari Immonen

Network service business game (cont.)

Conclusion

This game provided students with unique learning experience. The feedback was overwhelming and talks are going to launch it in universities across various business schools in Europe.

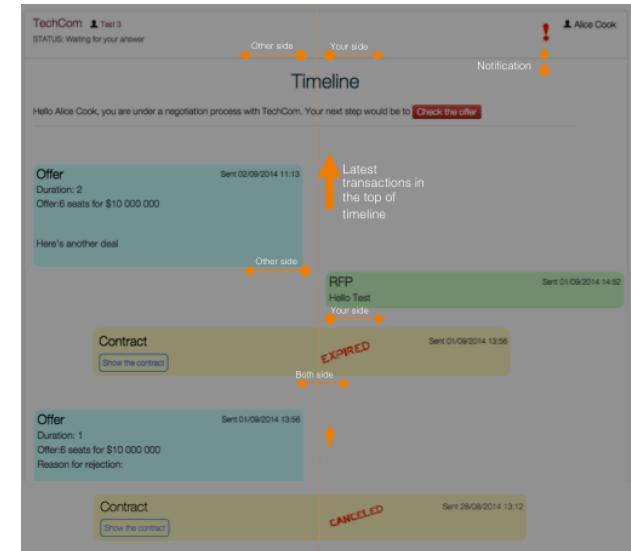
20 June 2012
15:25



Information flow diagram

Role in project

Information architect, front-end development, visual design, digital game guide



Sample screenshot of digital guide

Network service business game

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Company summary

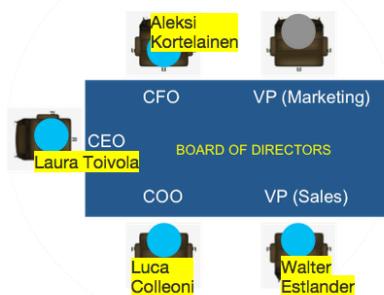
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Luca Colleoni	<input checked="" type="checkbox"/>	Buying from Galactus Ilari Immonen

Board members:



Packaging

What?

Premium packaging for Nokia Lumia 800
An ergonomically and aesthetically designed
packaging for high-end mobile phone with
sustainable material (UPM Grada) that can be
reused as a charging dock.



Why?

Make creative use of mobile
packaging



Project under:

Packaging

Conclusion

The package was liked by the people. But during the process we found out that it has a high production costs. UPM grada material allows for infinite possibilities for creating a sustainable and premium package .

Role in project

Sustainability, system thinking, technology and material understanding, user testing, origami

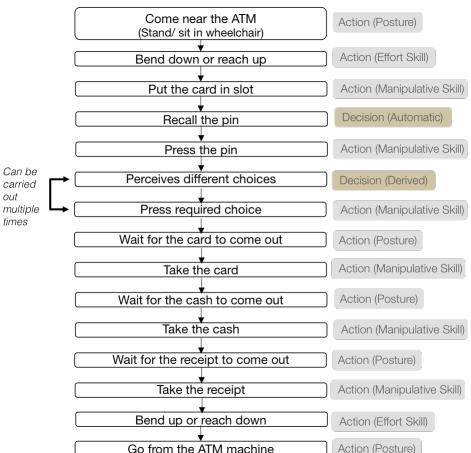


Project under:

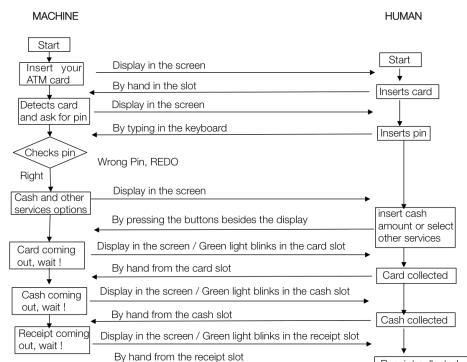
Ergonomic recommendations for ATM design

Responsibilities/skills

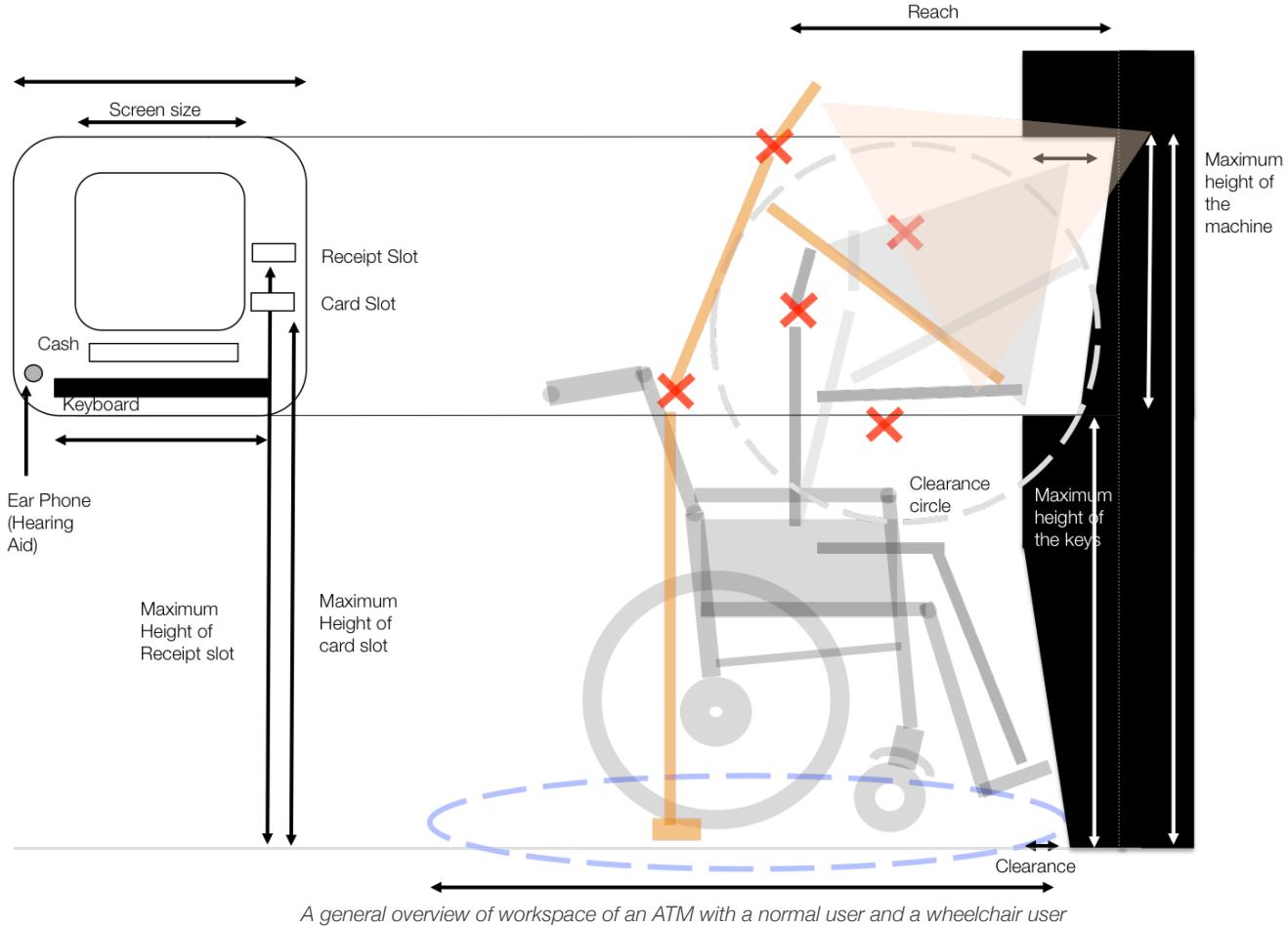
Workspace design, human-machine interface, Anthropometry, Ergonomics, British standards



Task description of withdrawing cash from ATM



Partial Operational sequence diagram of cash withdrawal from ATM



Act as an ergonomic specialist as part of an individual coursework to provide ergonomic input on different spheres of an ATM design while considering people, activity, context and technology.

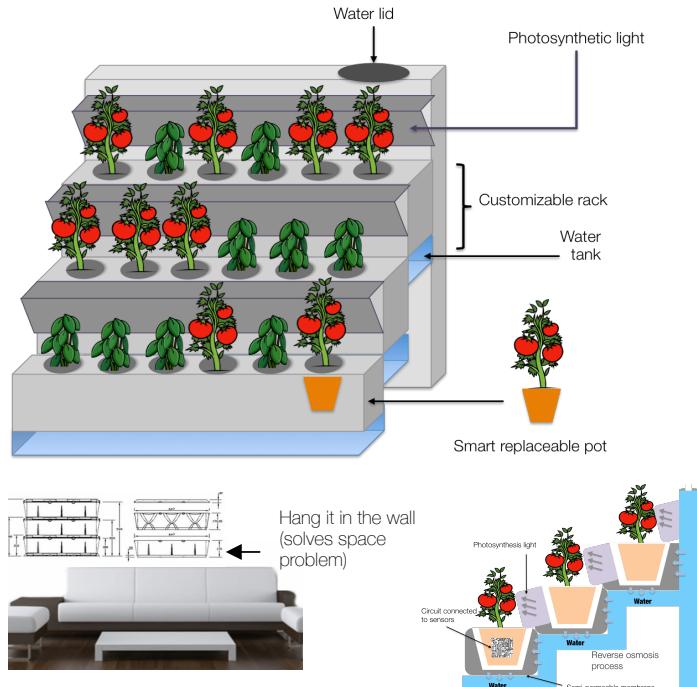
Project under:



Greenrack: grow organic food hassle-free in your home

Responsibilities/skills

Product design, business model, logo, lean startup methodology



CONCEPT



BUSINESS MODEL

An entrepreneurial idea to encourage organic indoor farming.

It tackles the problem of space, time, maintenance and motivation, by creating an innovative business model along with our product.

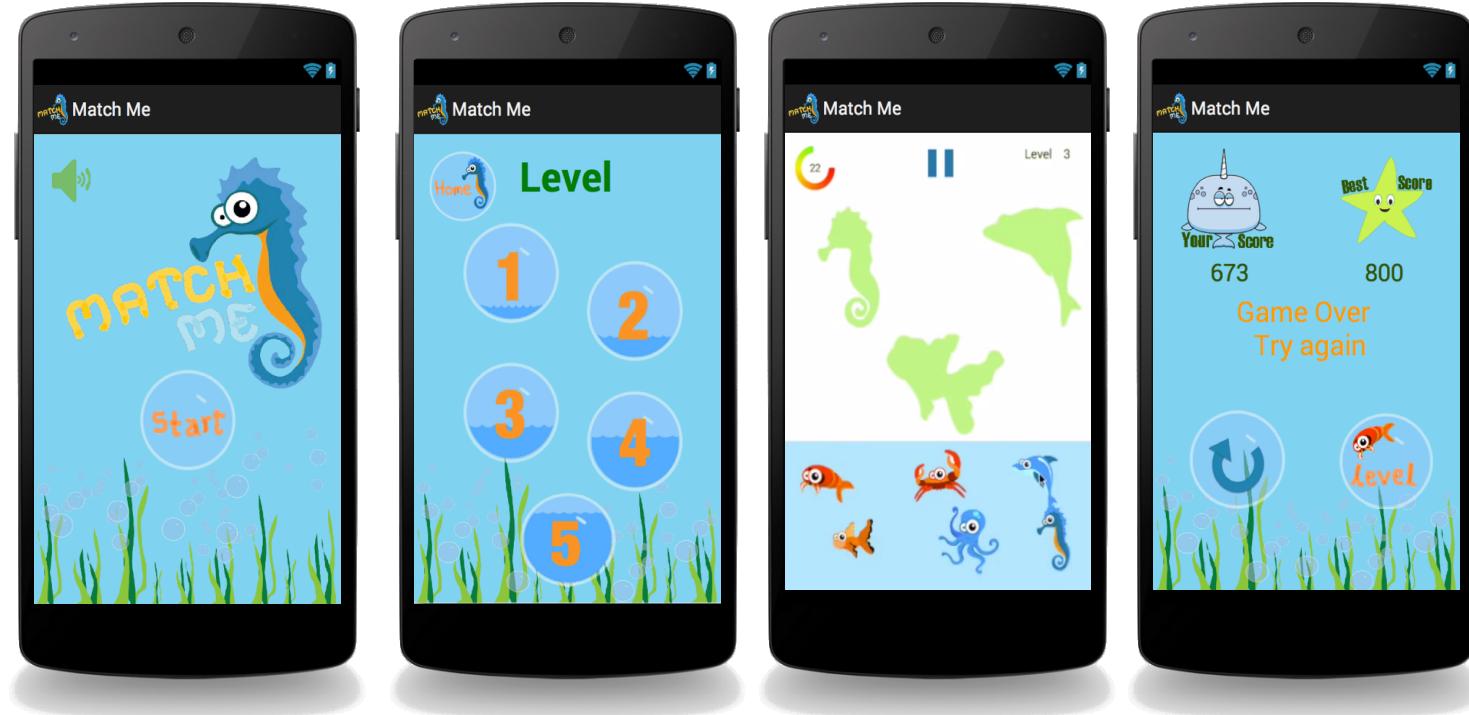
Project under:



Match Me: interactive kids game

Responsibilities/skills

Ethnographic studies, concept, User interface, logo design, front-end coding

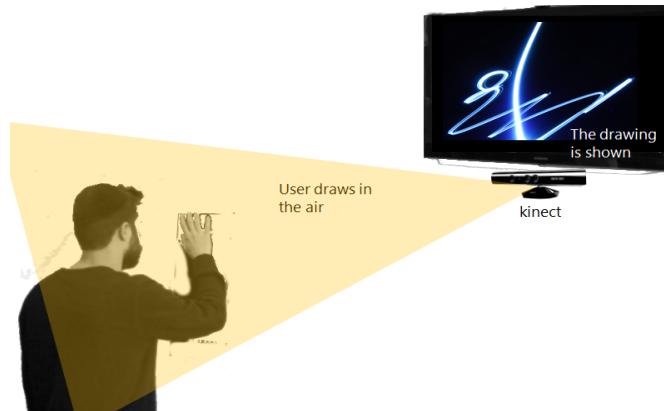
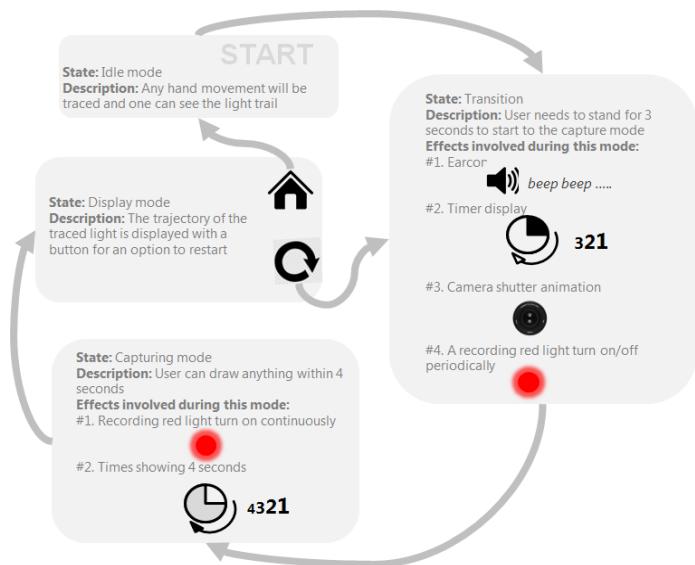


MatchMe is a game for kids between 3 to 7 years old in android platform
Kids need to match the images to their corresponding shadows within 30 seconds to unlock the next level

Kinect light painting

Responsibilities/skills

Interaction, information architect, coding, evaluation



Simulate the effect of Light Painting with the aid of Microsoft Kinect

The aim was to resemble as best as possible features that can be met during photo capture, and imitate the effects of capturing light during long exposure settings. The project was developed in the Processing environment and was evaluated using participatory observation method.

Project under:



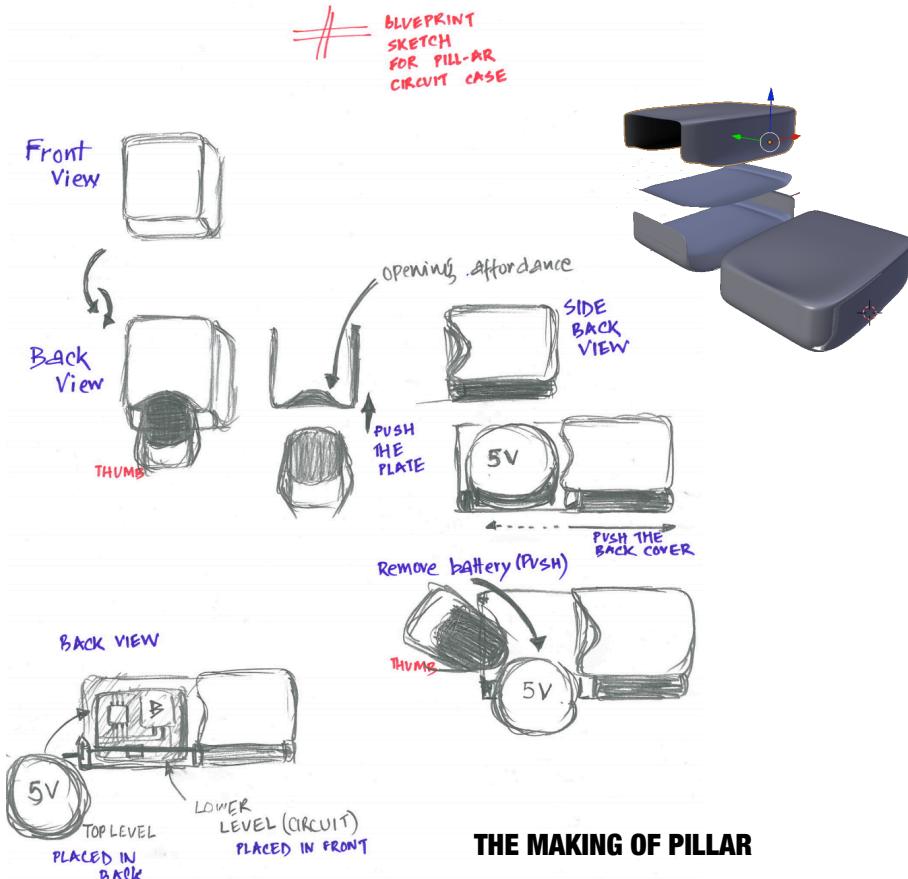
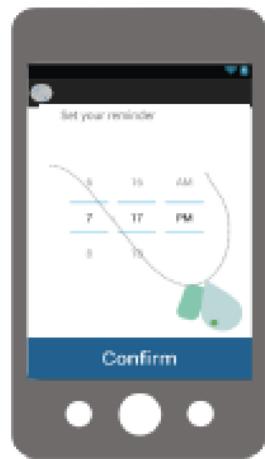
Pillar: wearable medication reminder

Responsibilities/skills

Product design, User interviews, front-end android developer, 3D rendering, sketching and concept



PRODUCT



Pillar is a wearable tech that acts as a storage and reminder for your daily medication. We developed series of accessories both for men and women (as necklace or bracelet) that easily allow you to set the reminder through a mobile device and can carry up to three pills

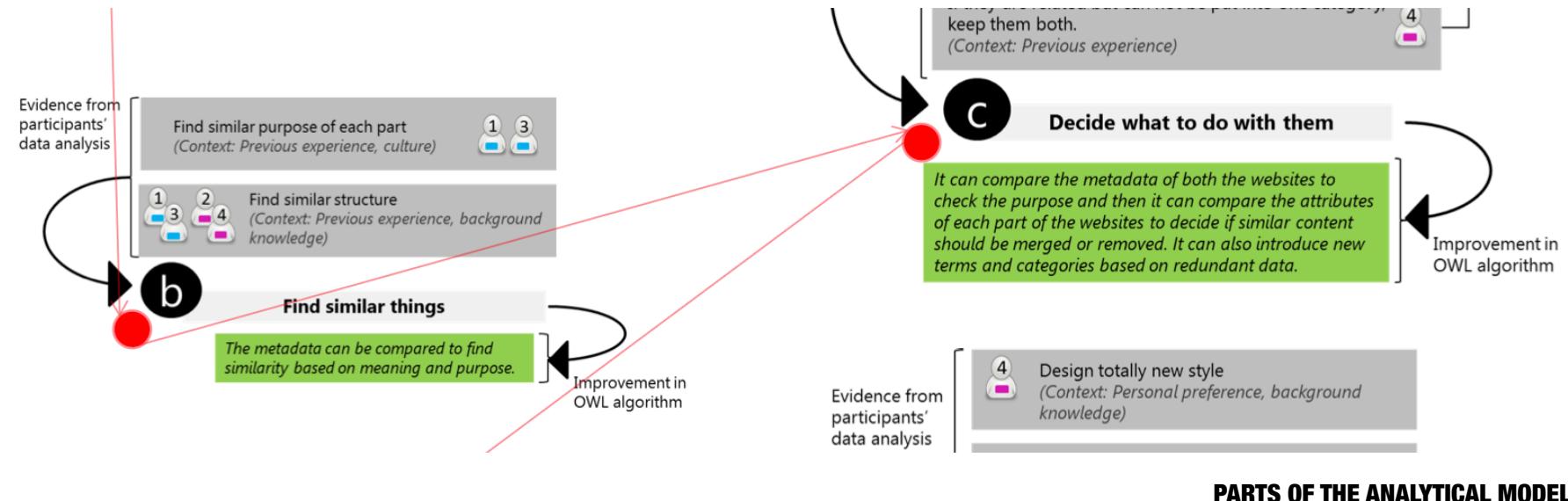
Project under:



Contribution towards development of the OWL algorithm

Responsibilities/skills

Experimental setup, observation and semi-structured interview, Narrative analysis, scientific writing



Human perception of comparing and merging two websites

A step-wise analytical model based on seven context discovered i.e. background knowledge, previous experience, first glance, culture, personal preference, pattern and meaning. To improve the algorithms behind Semantic Web.

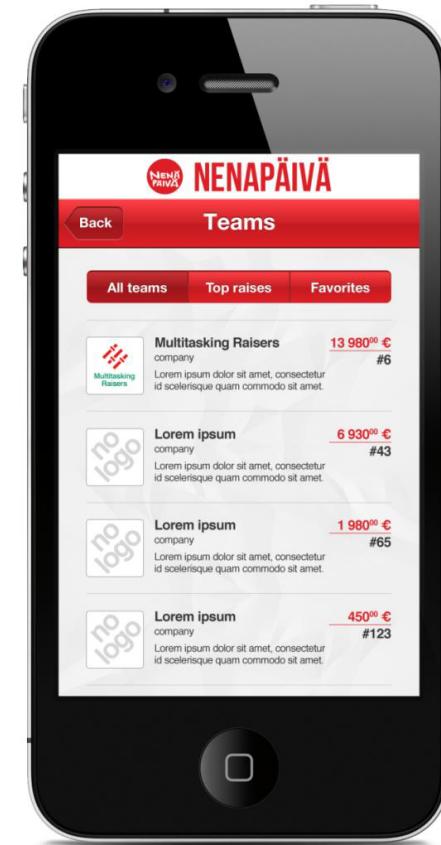
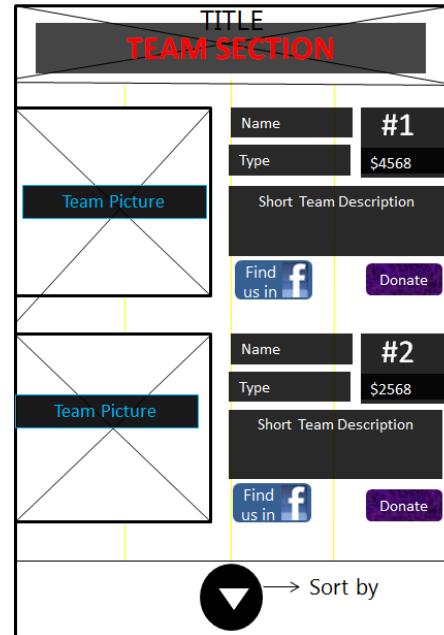
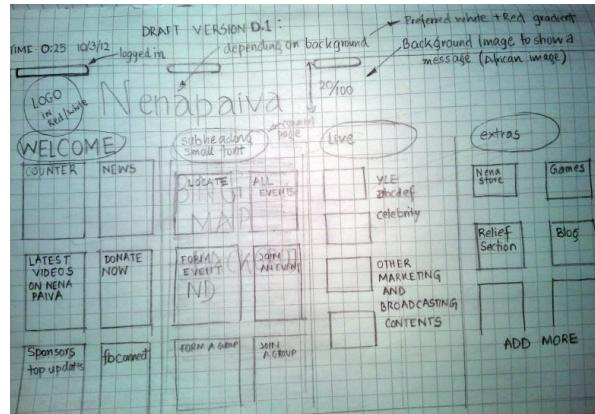
Project under:



Nenäpäivä app: Finnish red nose day

Responsibilities/skills

User experience, Scrum, technical writer



Mobile application for non profit charity campaign.

Through the app like minded people can form team and raise money during the campaign period

Project under:

User validation of an integrated fitness product and app

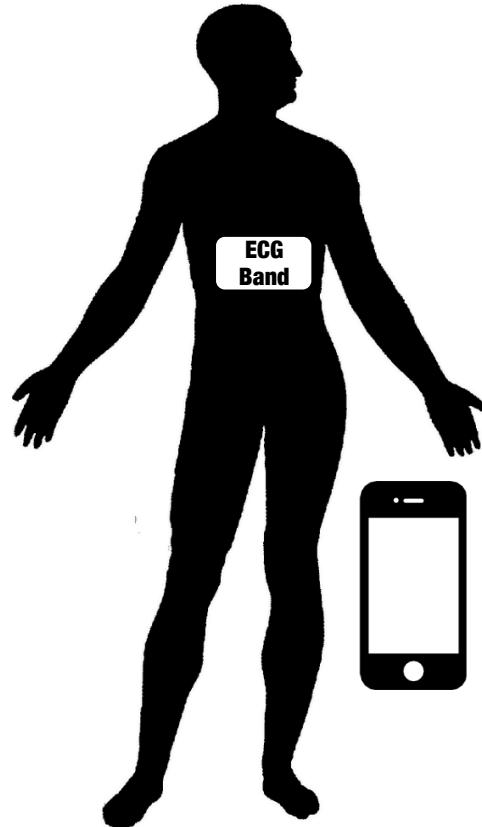
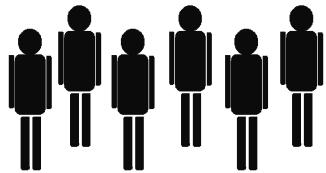
Responsibilities/skills

Contextual inquiry (interviews), User experience and concept

Interviews with

6

Professionals (physiotherapist, personal trainer and lecturer), and Individuals



Results shows the need of a customer



** The circumference of the circle shows the most immediate improvements

We analyze the users needs for our client Omegawave, a fitness start-up in Finland

We validated the existing personas and investigated the motivations and interests of users about well-being through interviews and surveys. Further conceptualized and proposed new ideas related with user experience of the product based on our observations and findings.

Project under:

ABBdroid: interactive sales tool

Responsibilities/skills

Human factors, Design probes, Rapid prototyping, Sketching, Concept



ABBdroid is a sales tool designed for ABB on Android platform

It enhances the communication of sales information of HVAC products between the ABB's salespeople and the clients through various features and storytelling mechanism.

Project under:



ManageMe

Responsibilities/skills

Concept, User experience design and front-end programming



ManageMe is a personal fund management windows phone app.
It assist in managing an individuals financial process efficiently. The app complies to Windows metro guidelines

Project under:

Thank you

" Design is not just what it looks like and feels like. Design is how it works"

— Steve Jobs, 2003



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