

AXIS Communications Touch-Table UI

PROJECT: design a touch-table UI to rapidly intake new potential clients and link them with specific vendors and products for later follow-up, relationship-building, and sales

CLIENT:



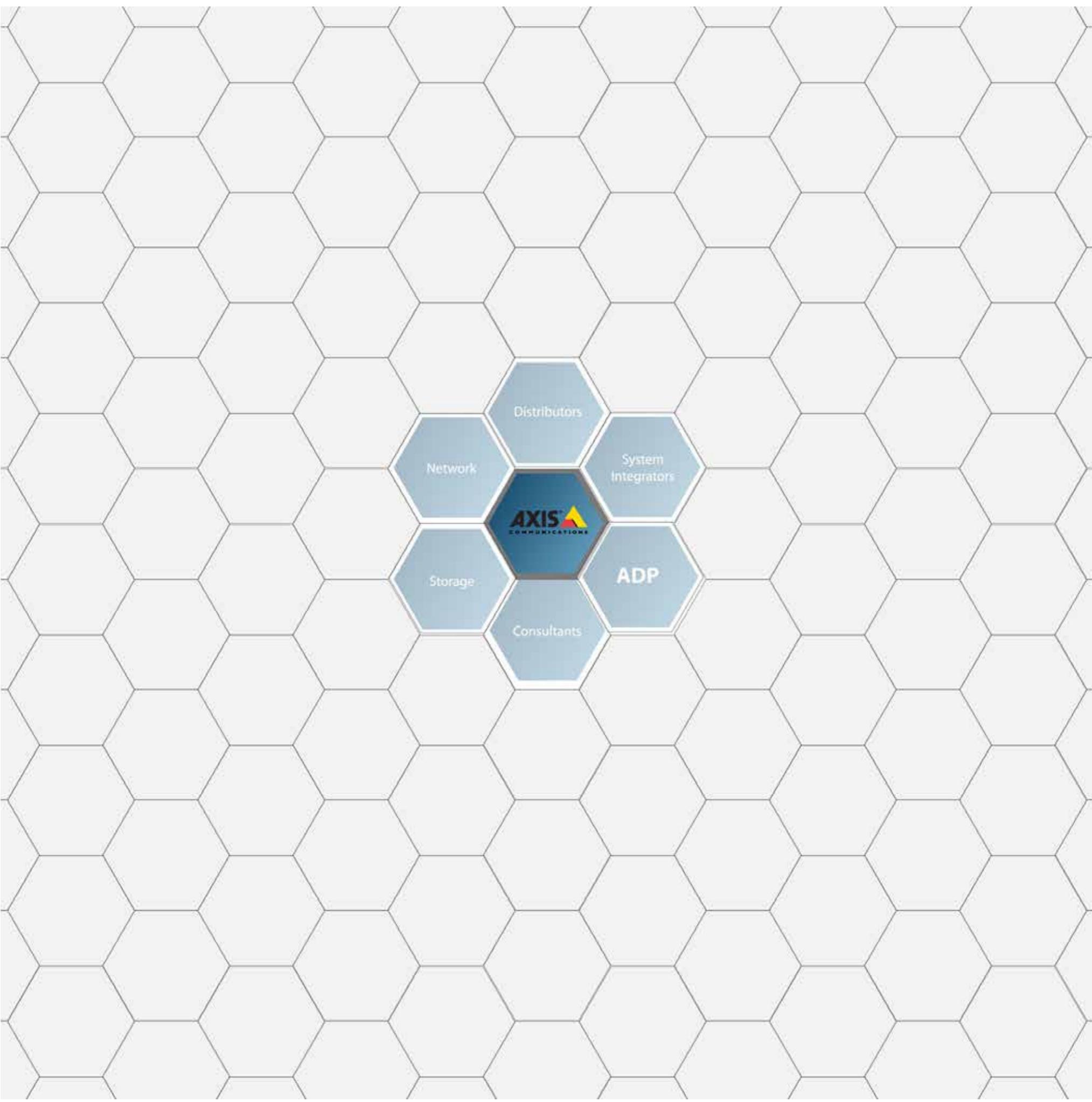
ROLE:

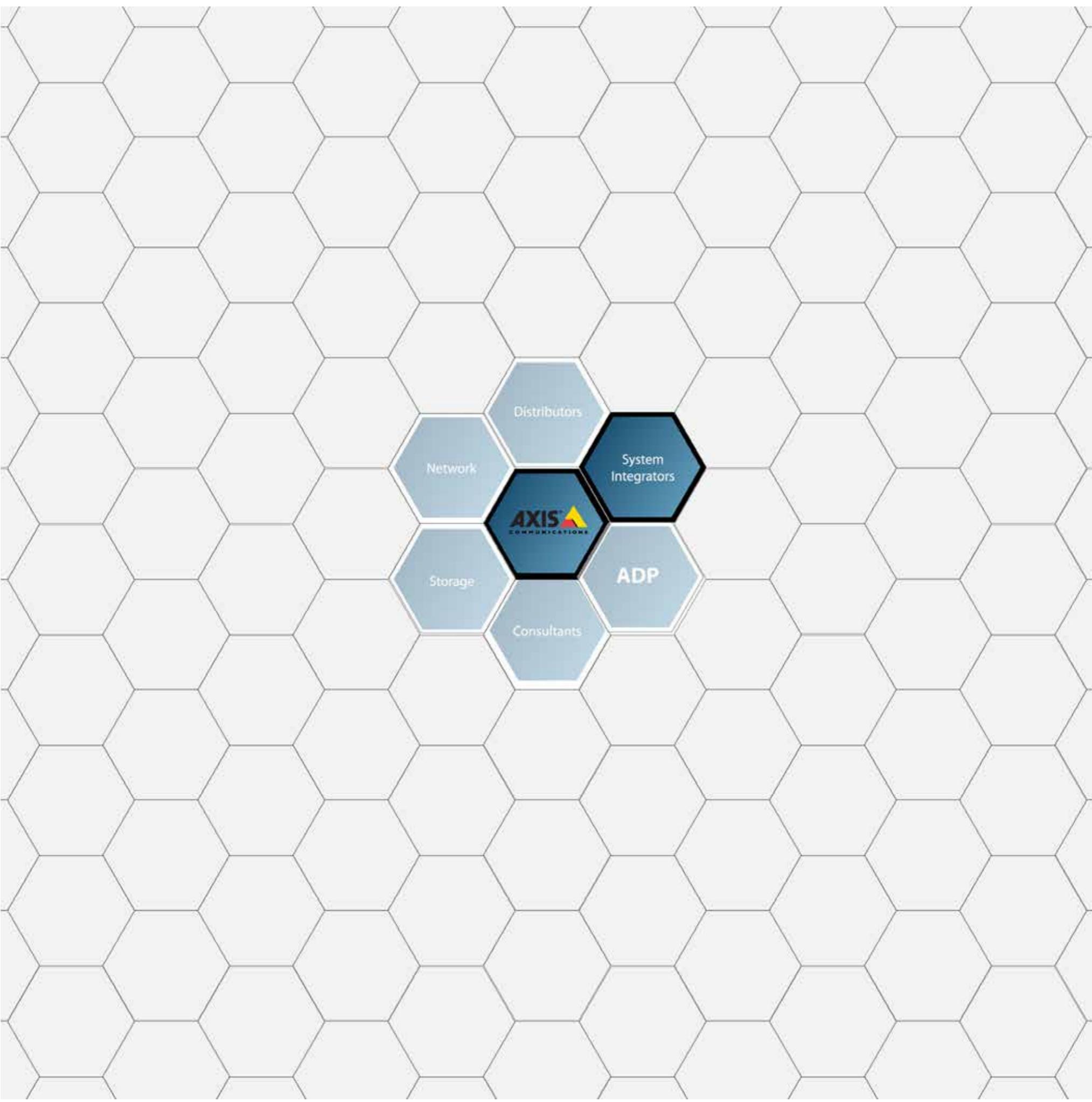
design an innovative interface to provide targetting to sales when following up leads generated at convention kiosks

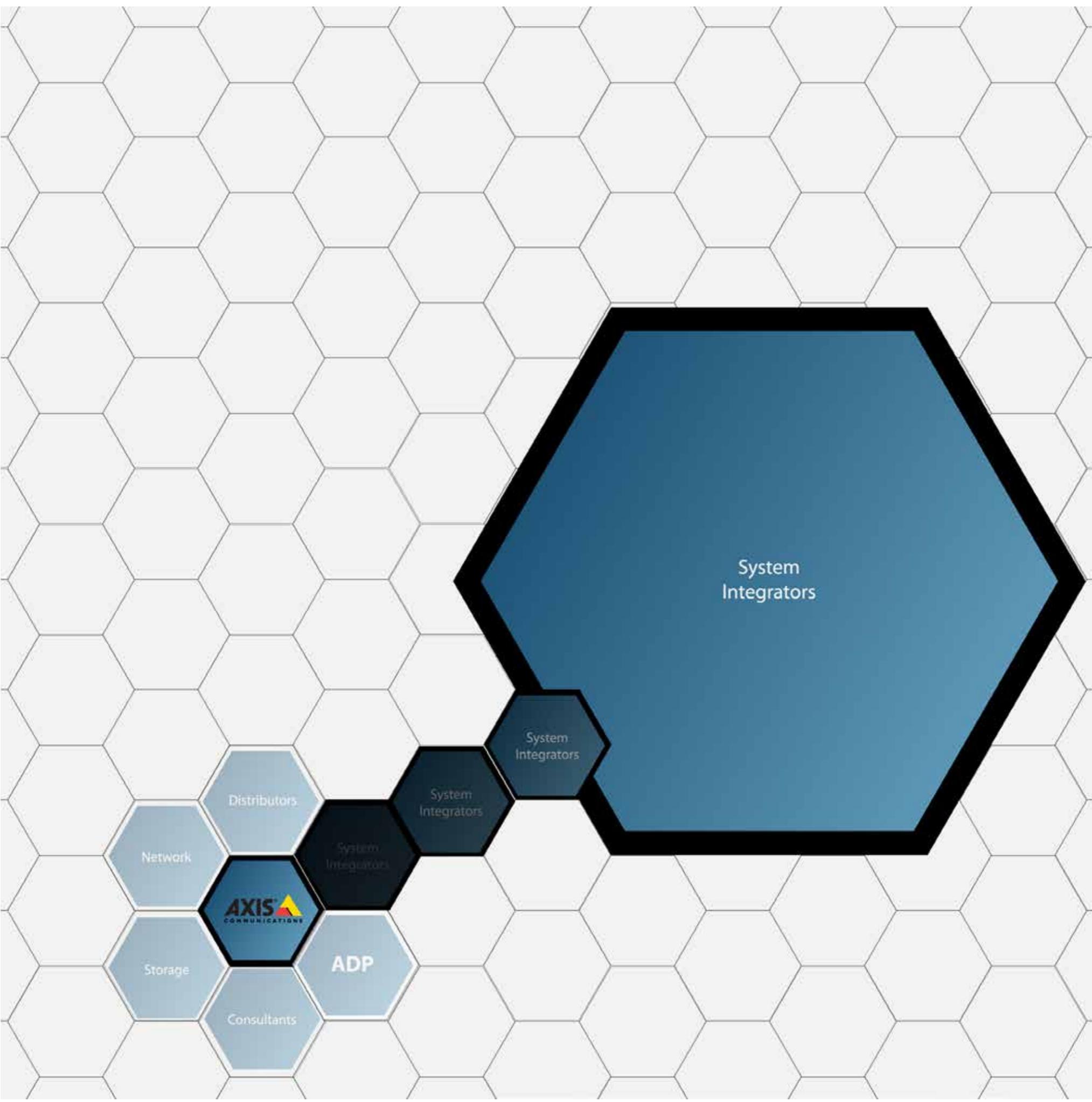
CHALLENGE:

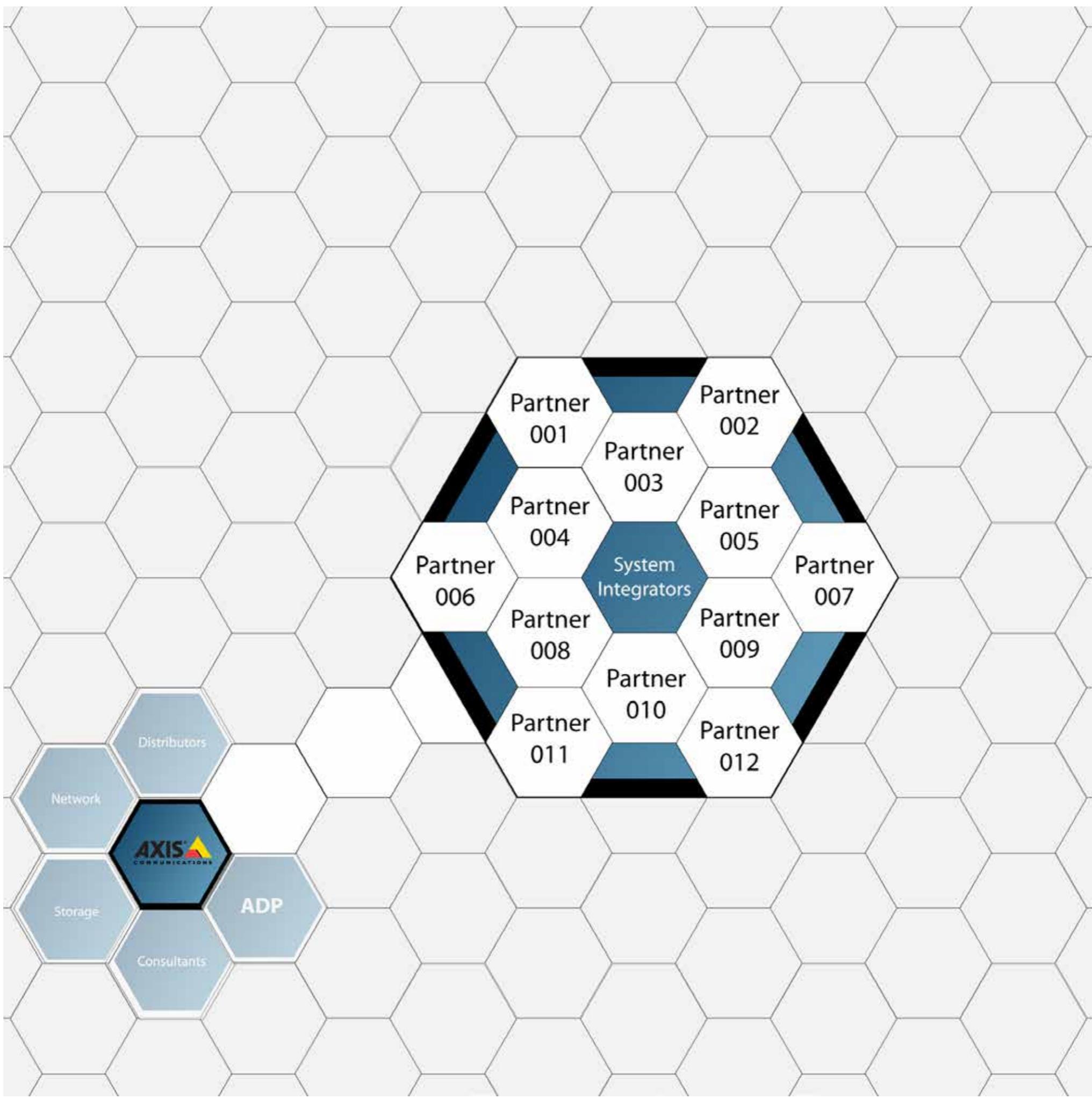
Leads generated at conventions often resulted in a cold-call, because there was no method for linking convention participants with their specific interest in AXIS products and vendors.

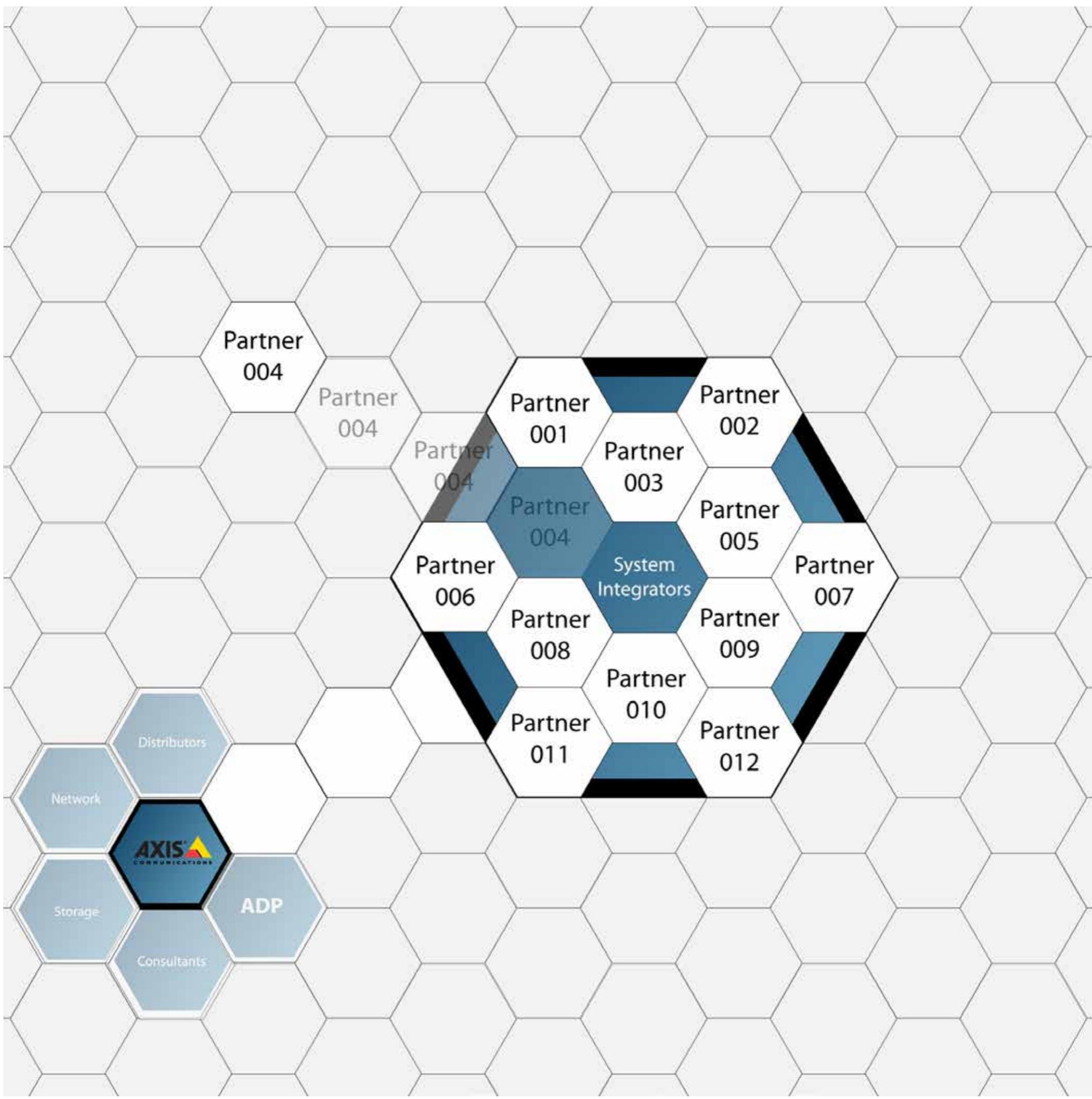
SLIDES: 11

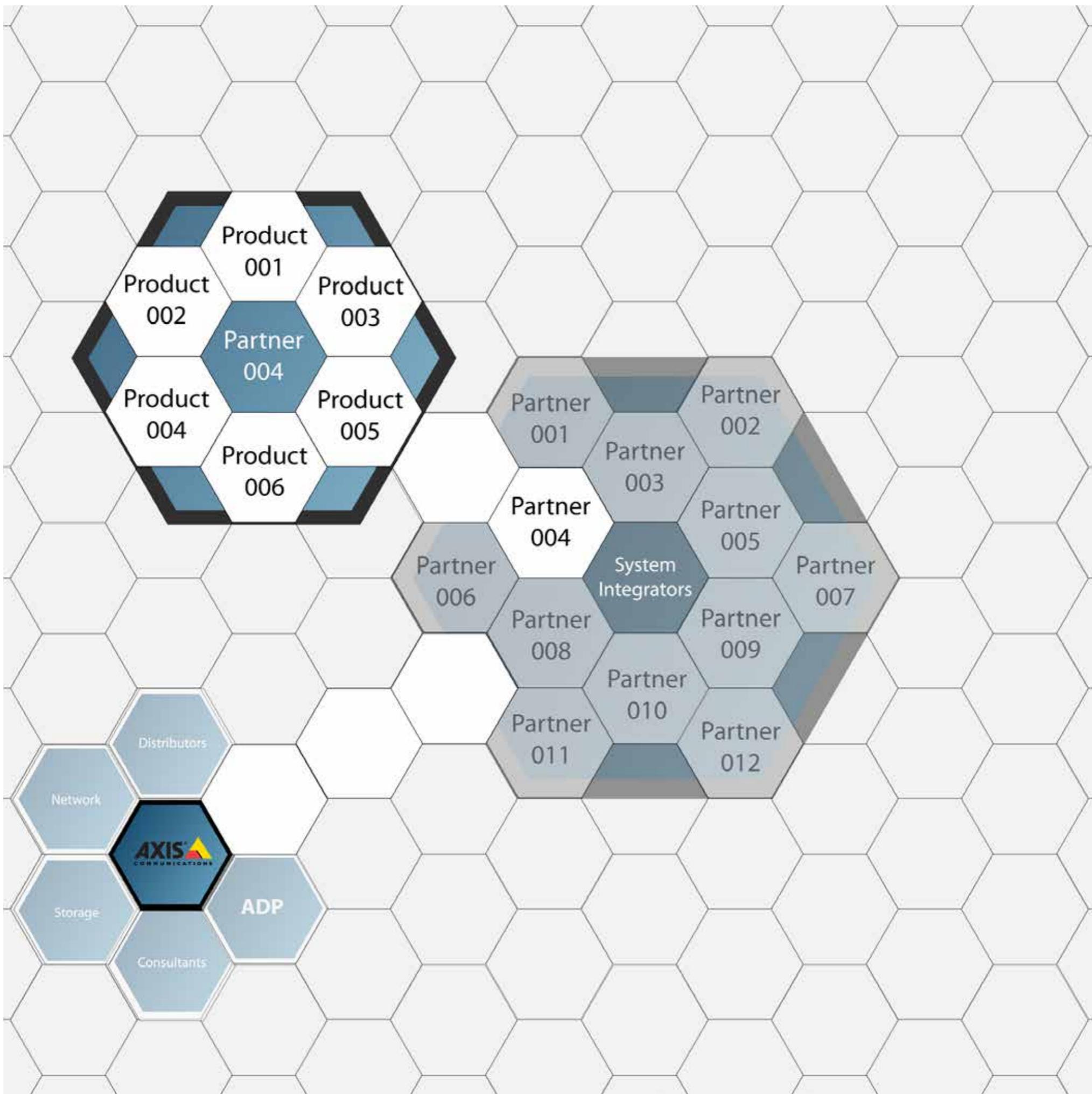


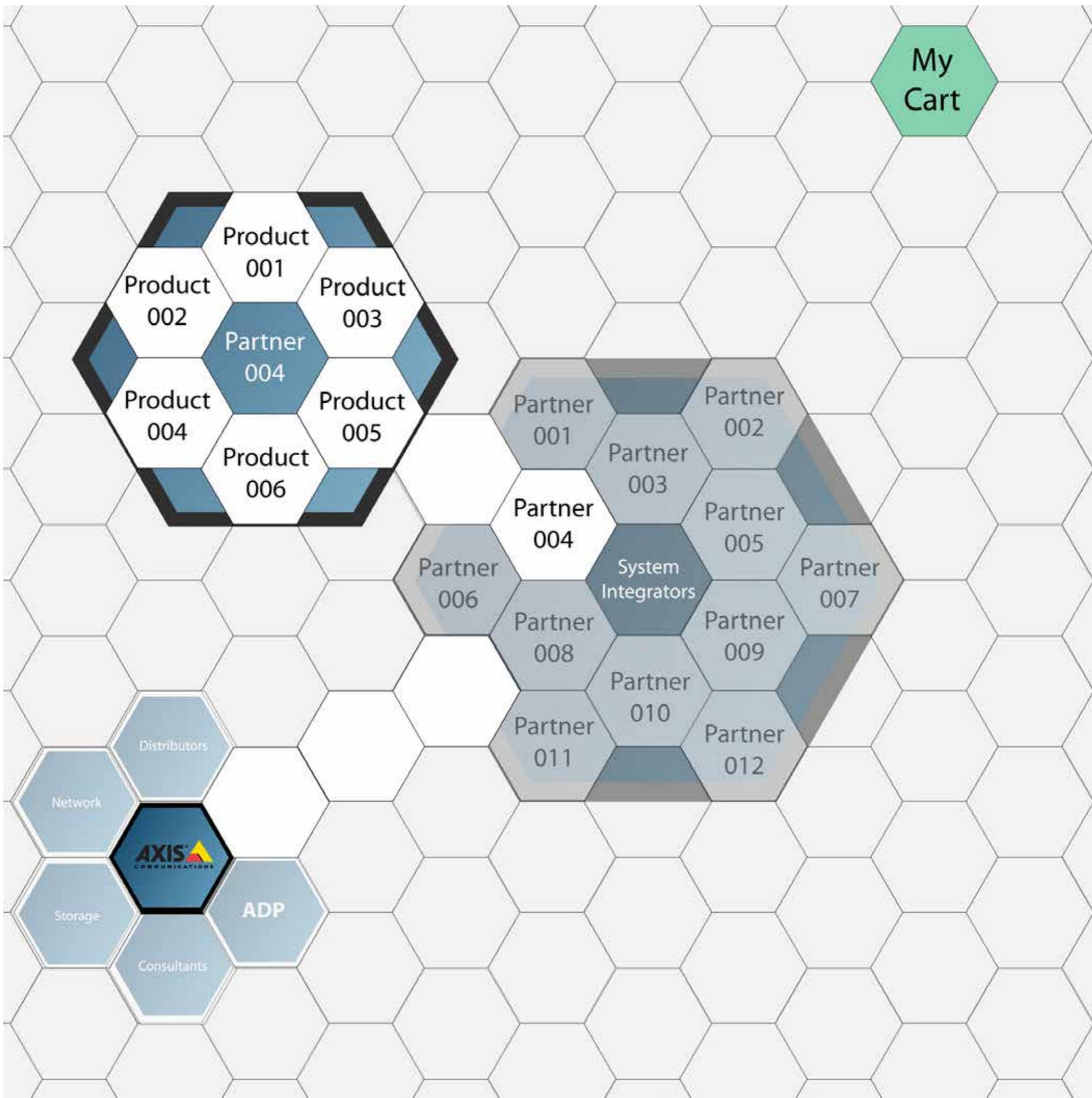


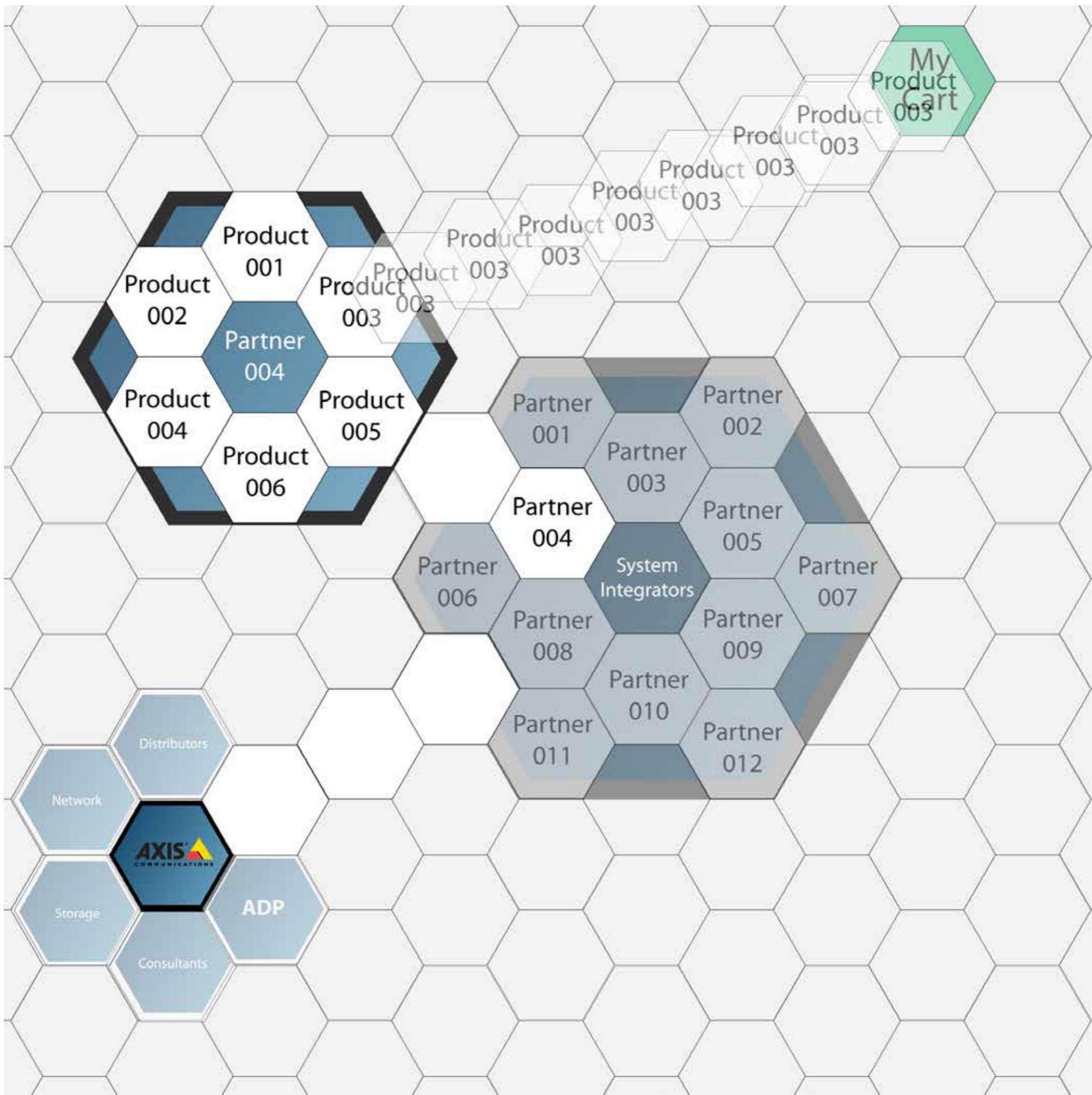


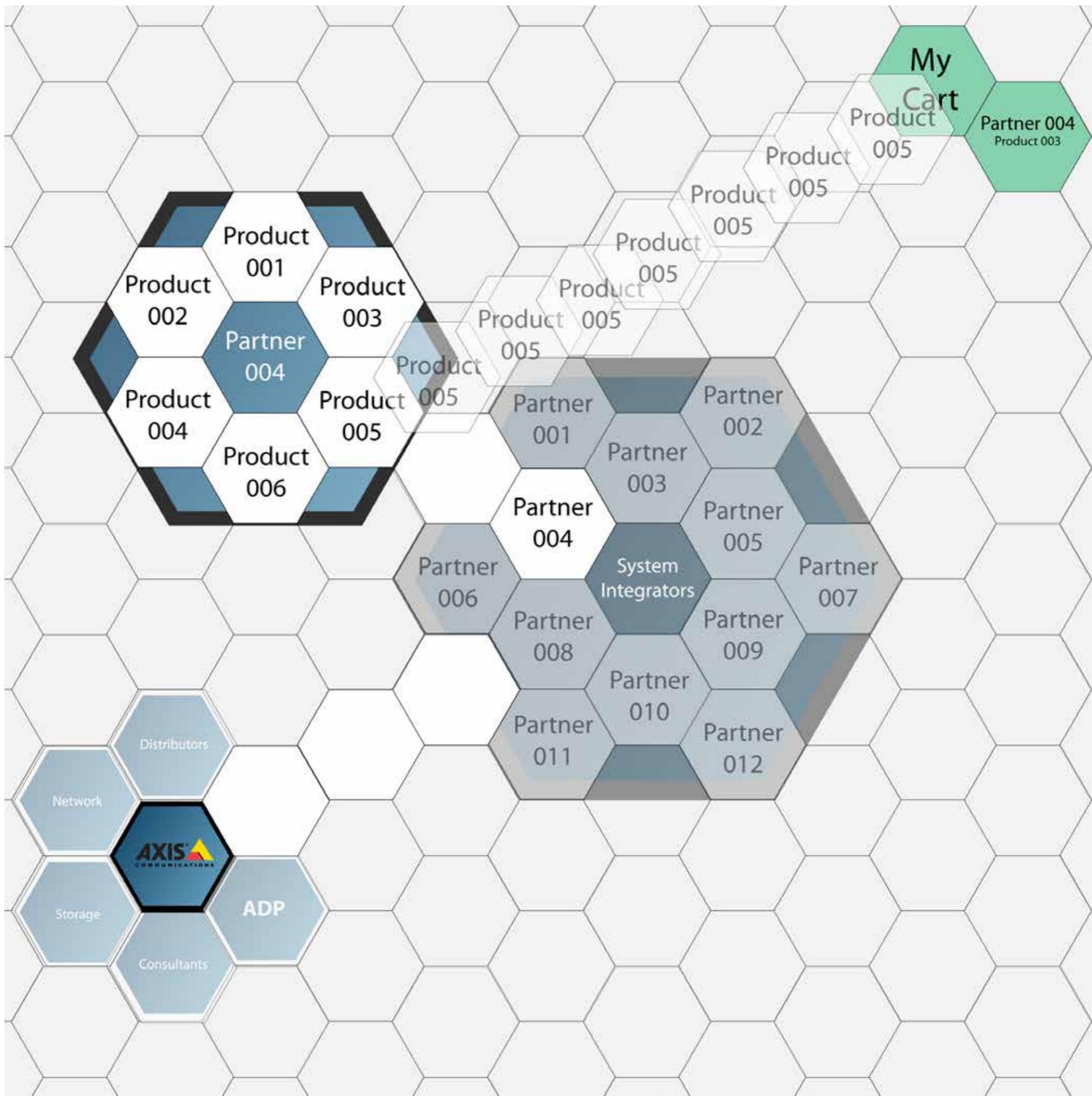


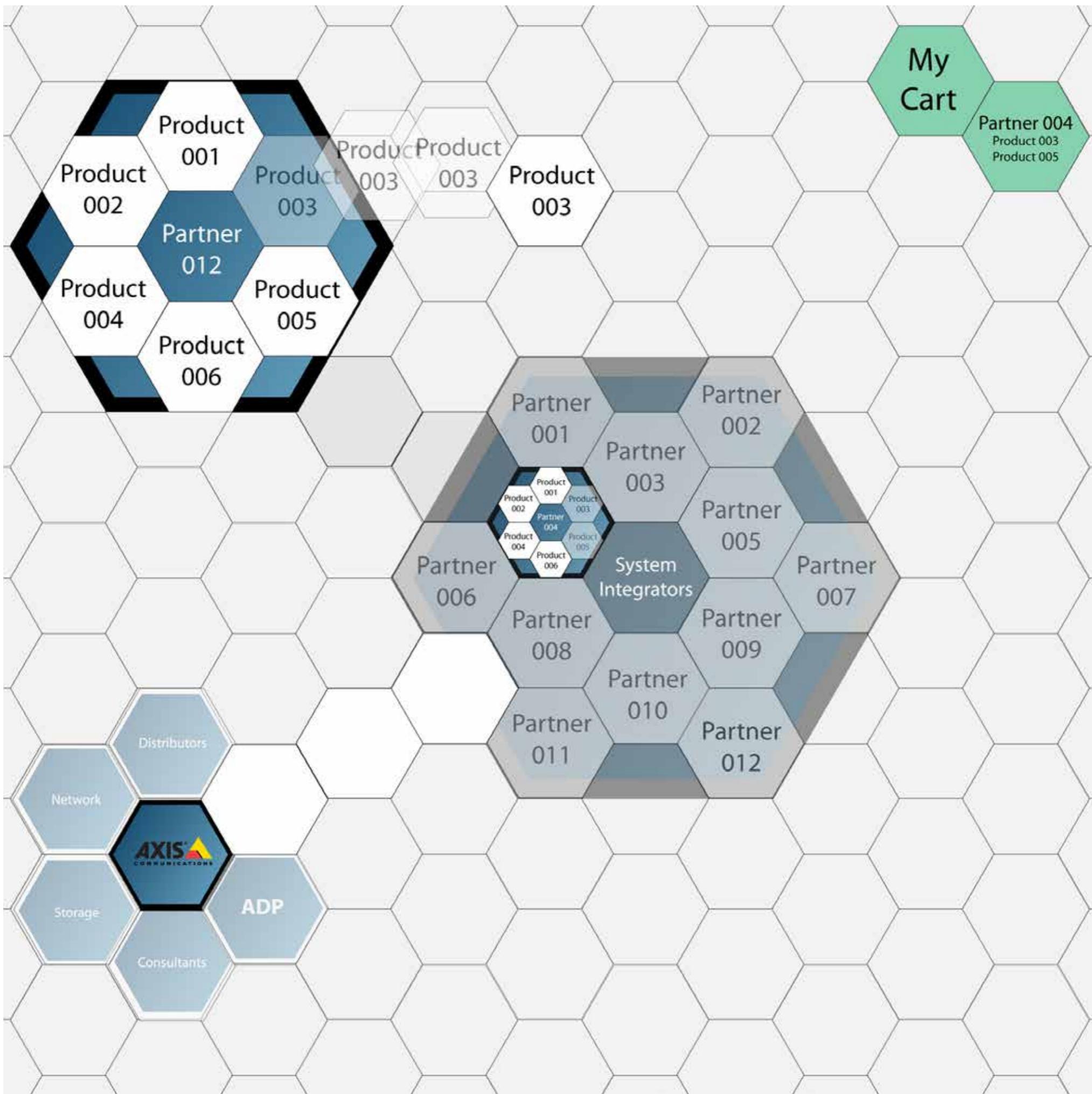


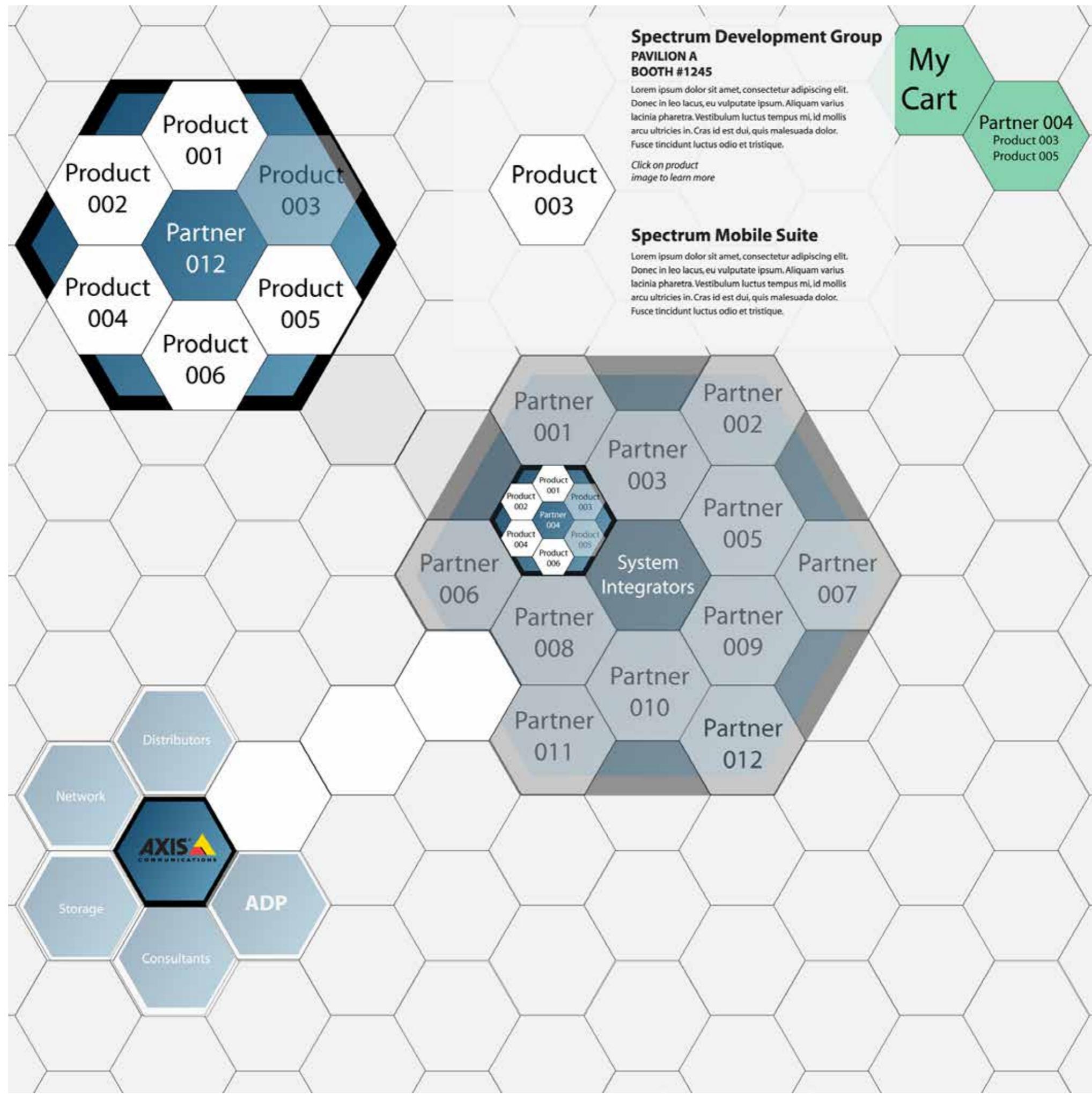












VERIZON CENTER content delivery system

PROJECT: design a comprehensive content delivery system for the Verizon Center sports and entertainment complex in Washington, D.C

CLIENT:

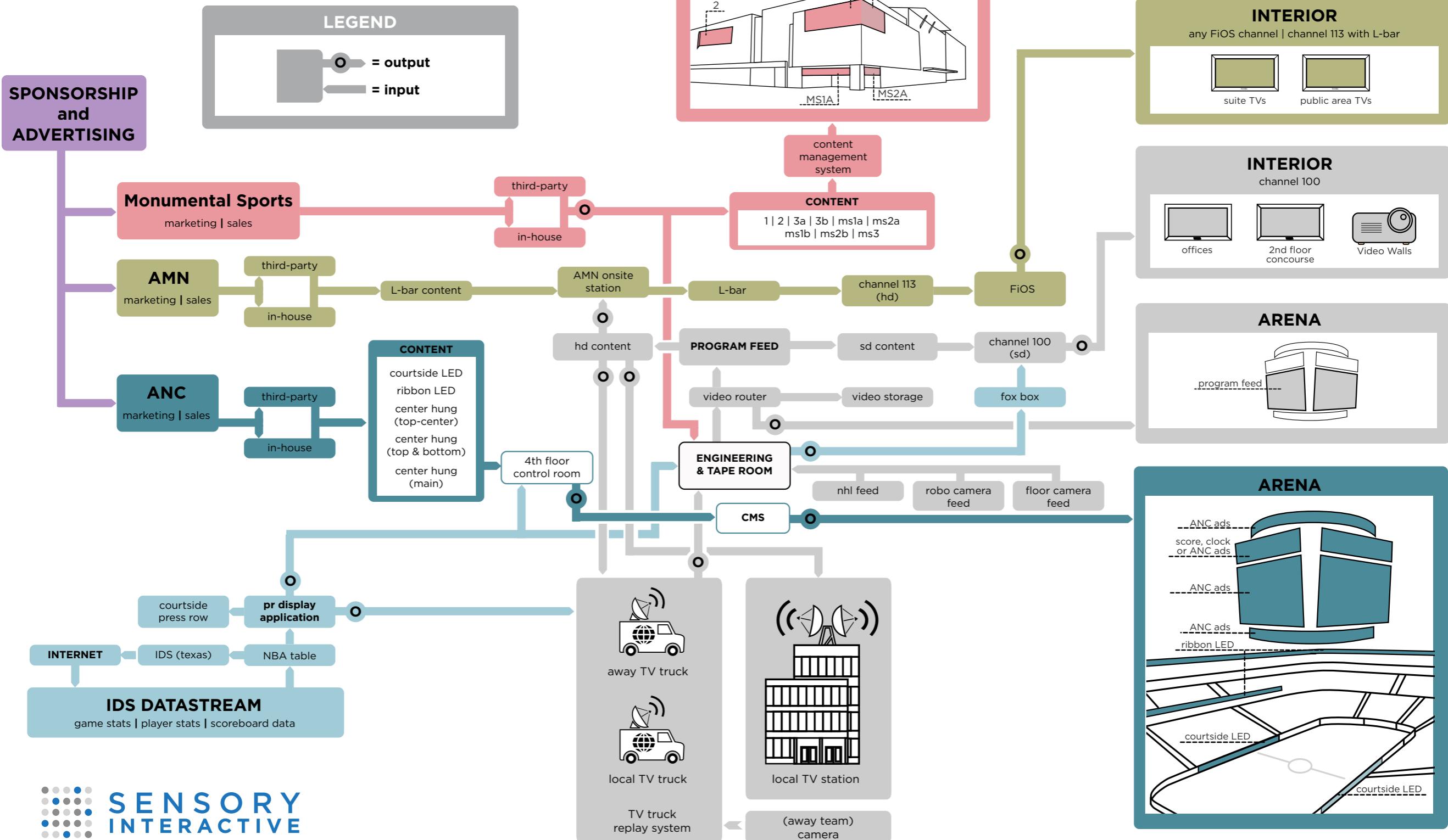


ROLE: create a map of current content flow, then design a content delivery system that improves content management and permits every screen in the complex to display a single source of content at the same time (an “exclusive moment”)

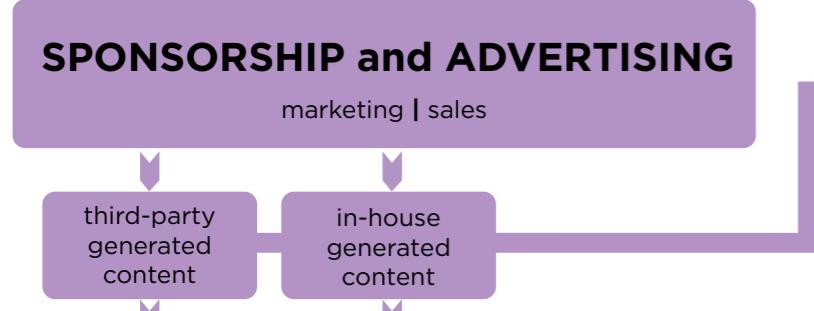
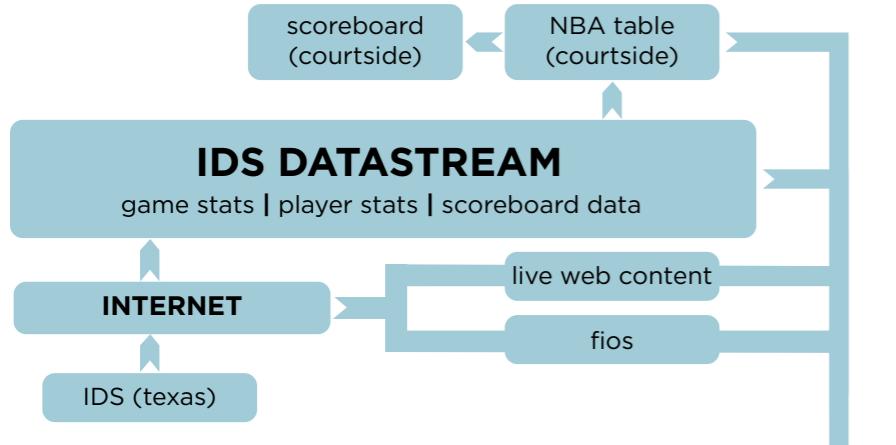
CHALLENGE: Remain vendor-agnostic; determine the best design that the existing hardware infrastructure can support

SLIDES: 4

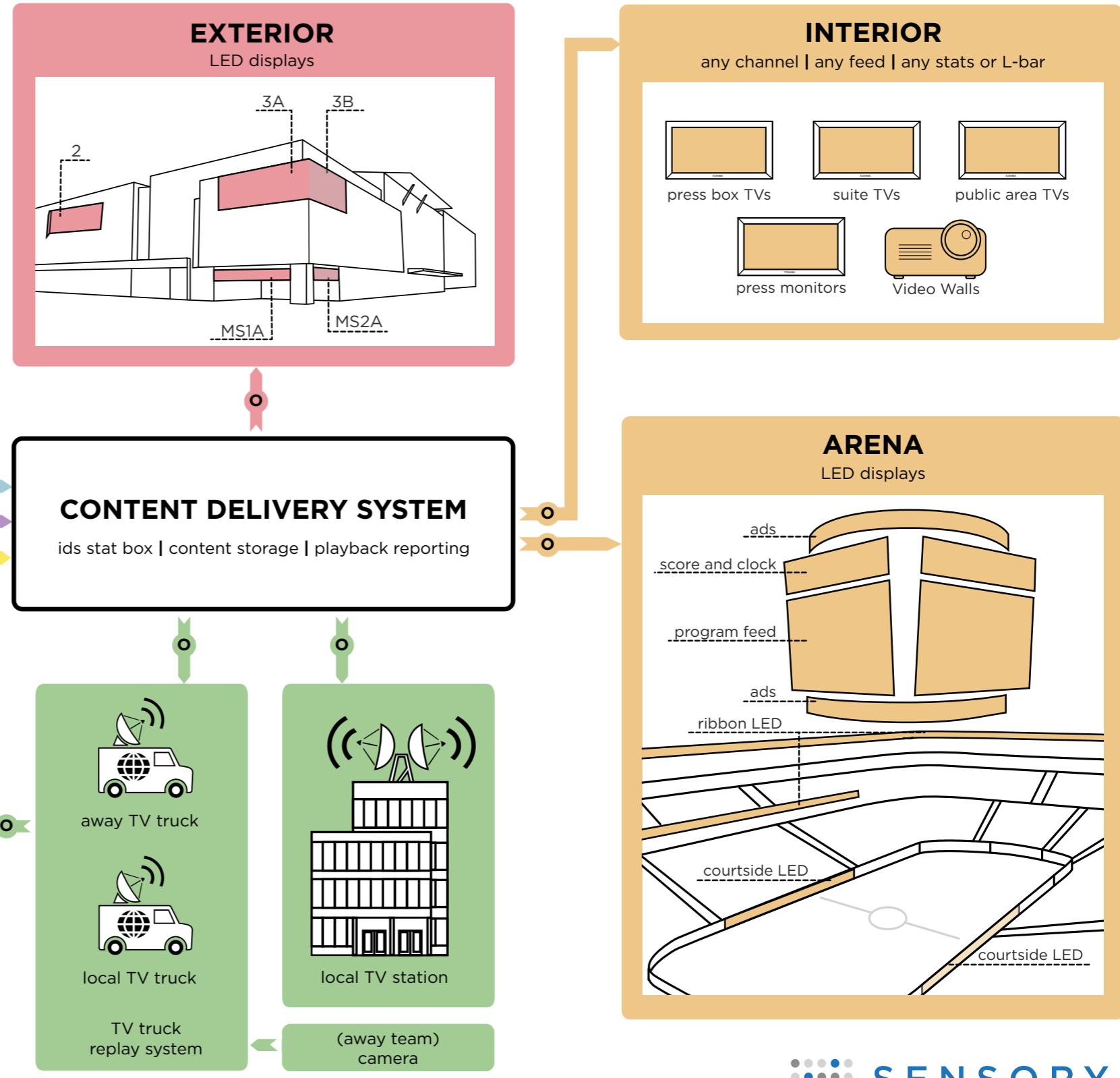
CURRENT CONTENT DELIVERY SYSTEM VERIZON CENTER, D.C.



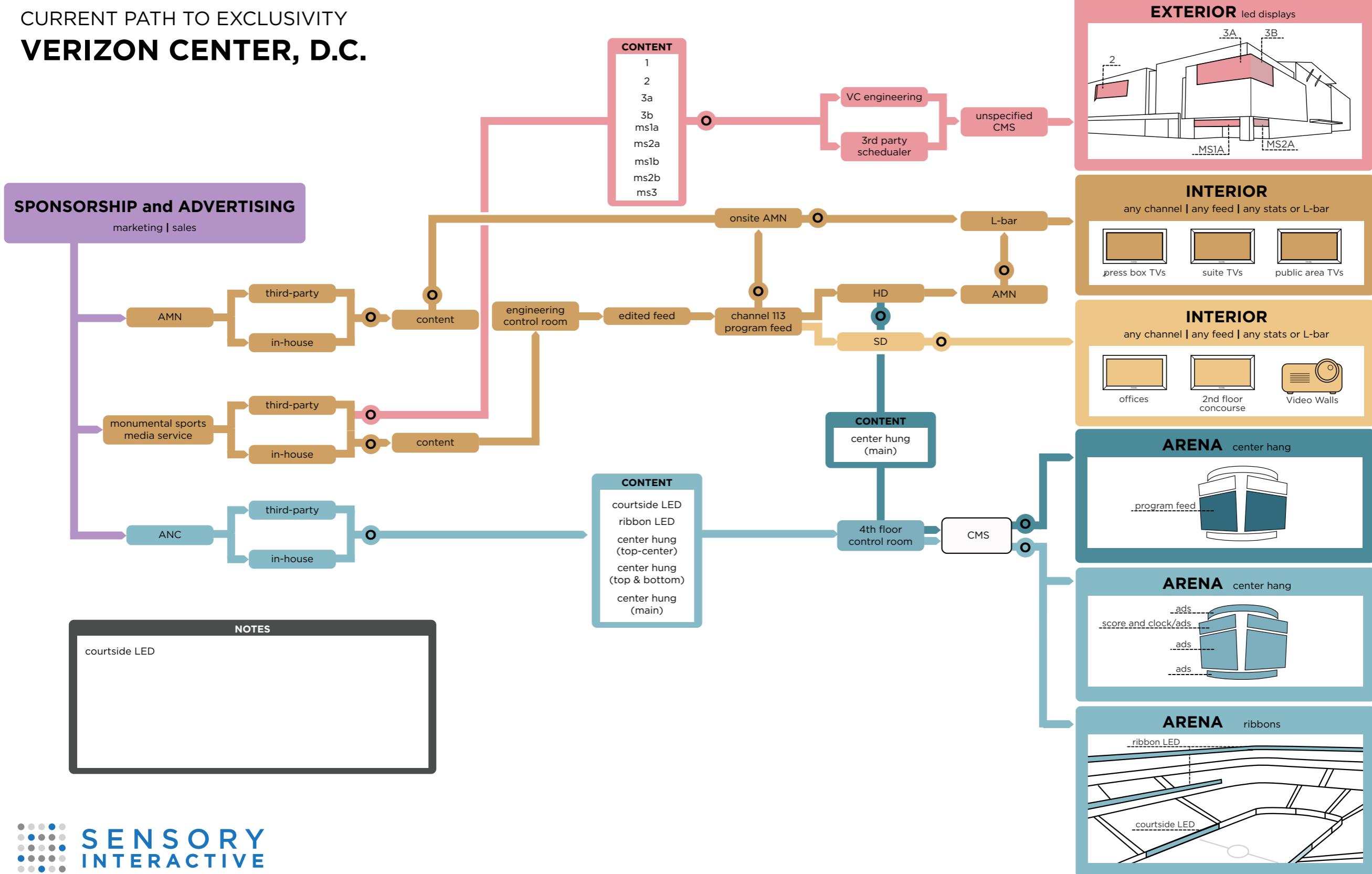
PROPOSED CONTENT DELIVERY SYSTEM VERIZON CENTER, D.C.



= output
 = input



CURRENT PATH TO EXCLUSIVITY VERIZON CENTER, D.C.



PROPOSED PATH TO EXCLUSIVITY
VERIZON CENTER, D.C.

SPONSORSHIP and ADVERTISING

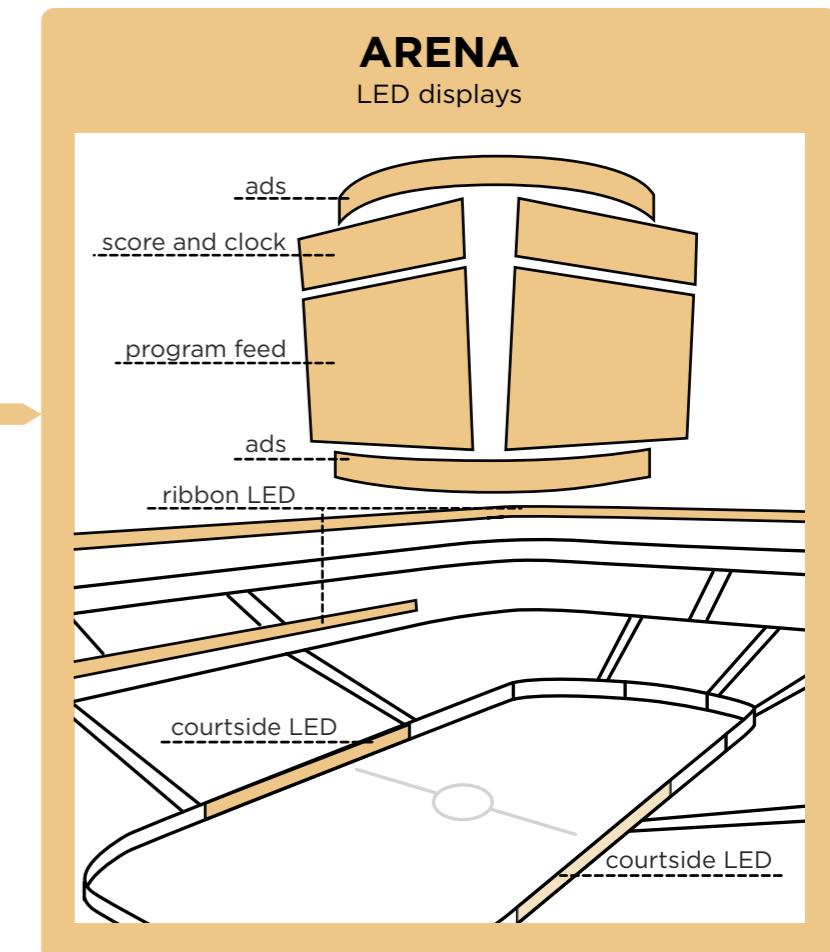
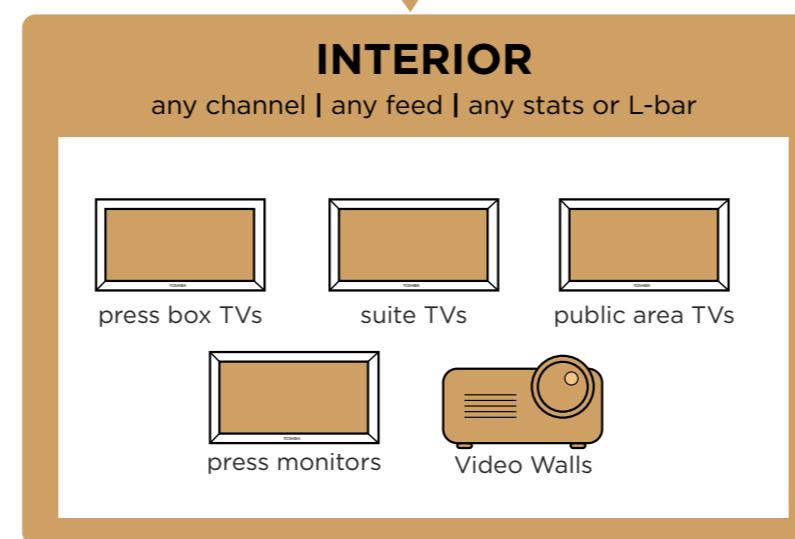
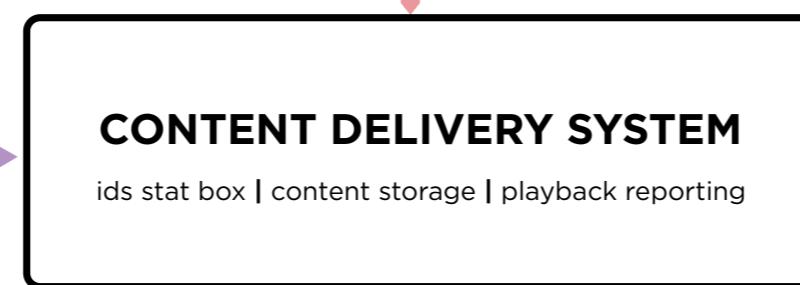
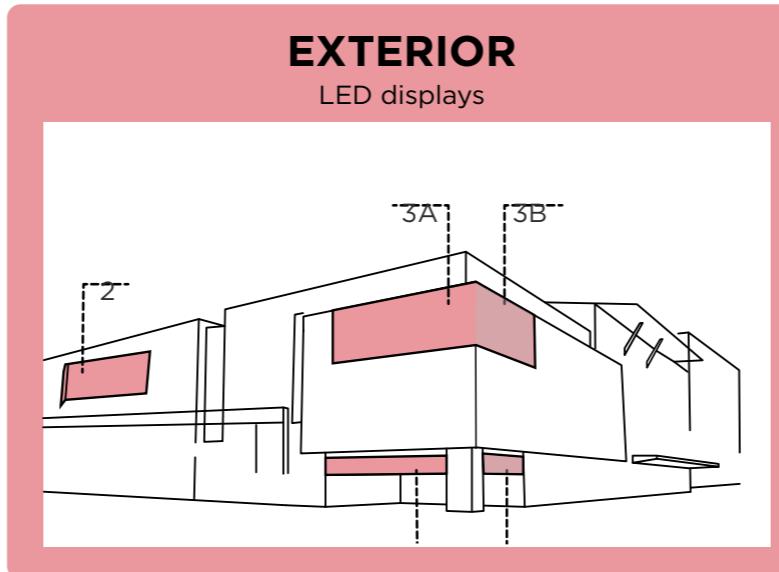
marketing | sales

media sales

third-party

in-house

content



}= output
= input

Saint Luke's Hospital interactive History Wall

PROJECT: design an interactive, browsable user experience for a 4-foot high, 30-foot wide History Wall installation in Saint Luke's Hospital with matrixed content

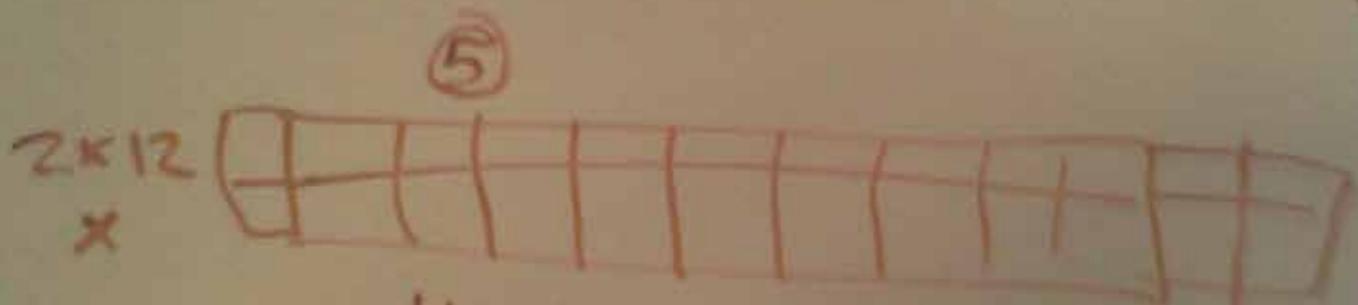
CLIENT:  Saint Luke's Hospital

ROLE: design a UI for visitors to interact with and explore the history of Saint Luke's Hospital in both chronological and thematic pathways

CHALLENGE: large-format touchscreen requires users to stand close to a larger-than-viewable screen; up to three users at once; content pathways may be thematic or chronological, and differs per user

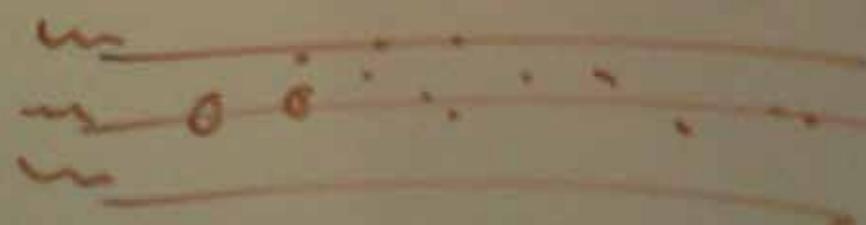
SLIDES: 6

- KINETIC TYPE



HISTORY WALL

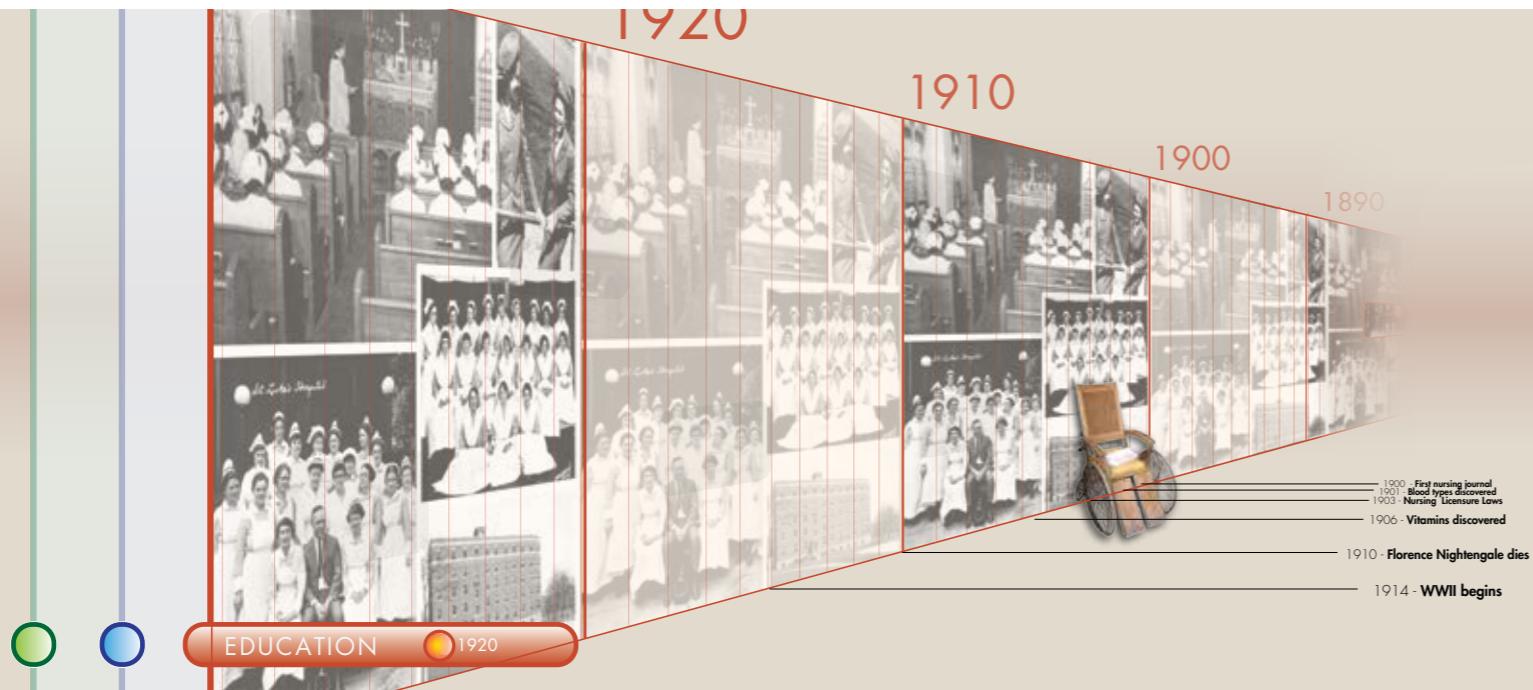
1923

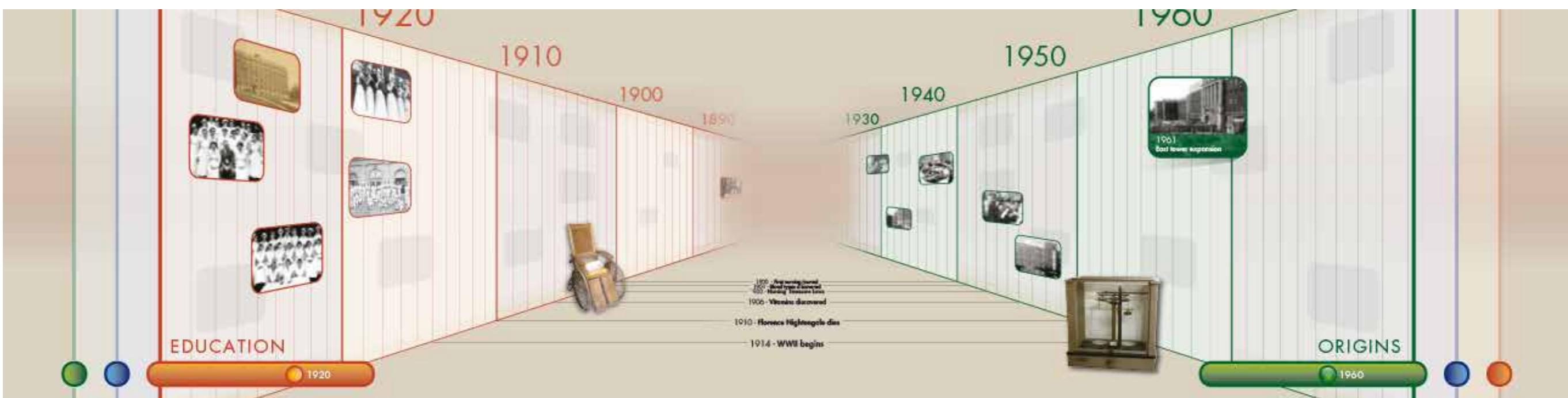


INNOVATION
EDUCATION

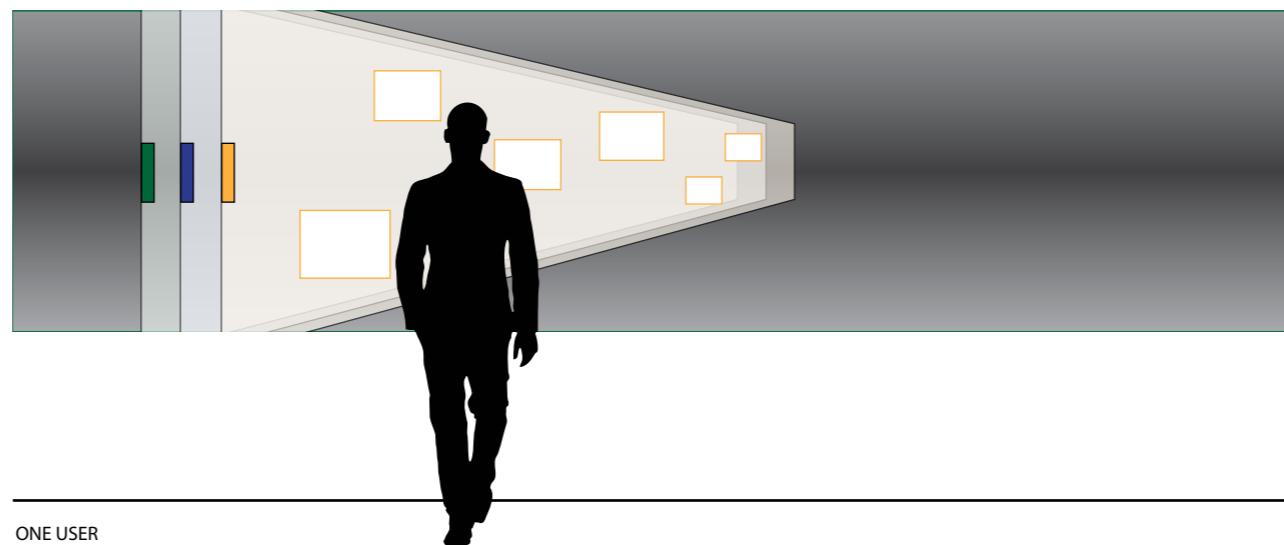
INNOVATION
EDUCATION
ORIGINS

PEOPLE
PROCEDURES
NURSING
MEDICAL EDU.
FAITH
STATISTICS
ARTIFACTS

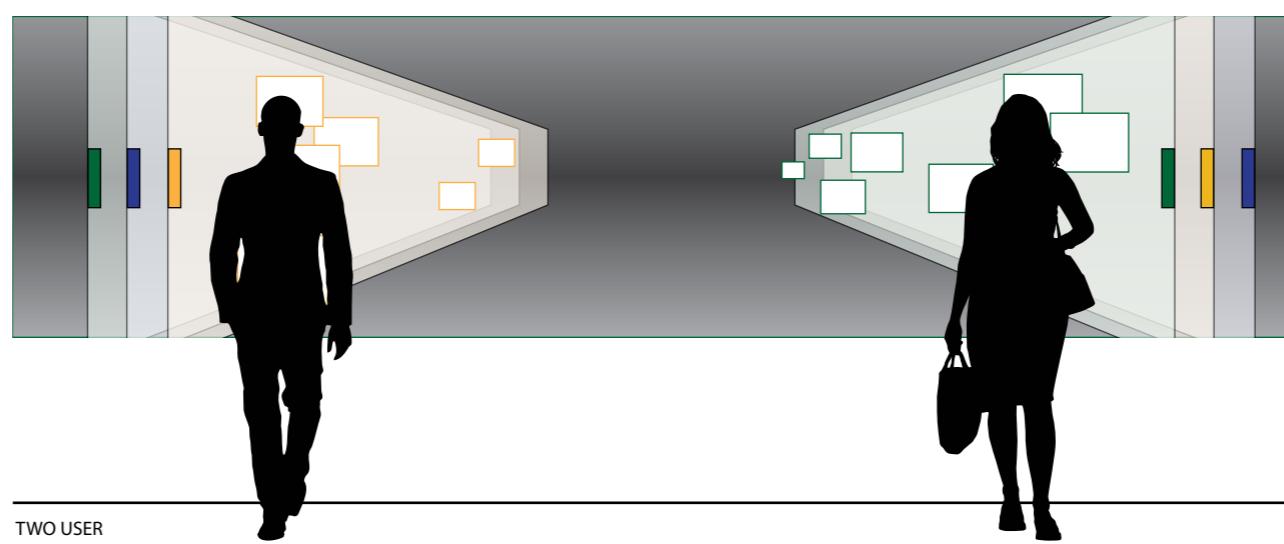




10 FT



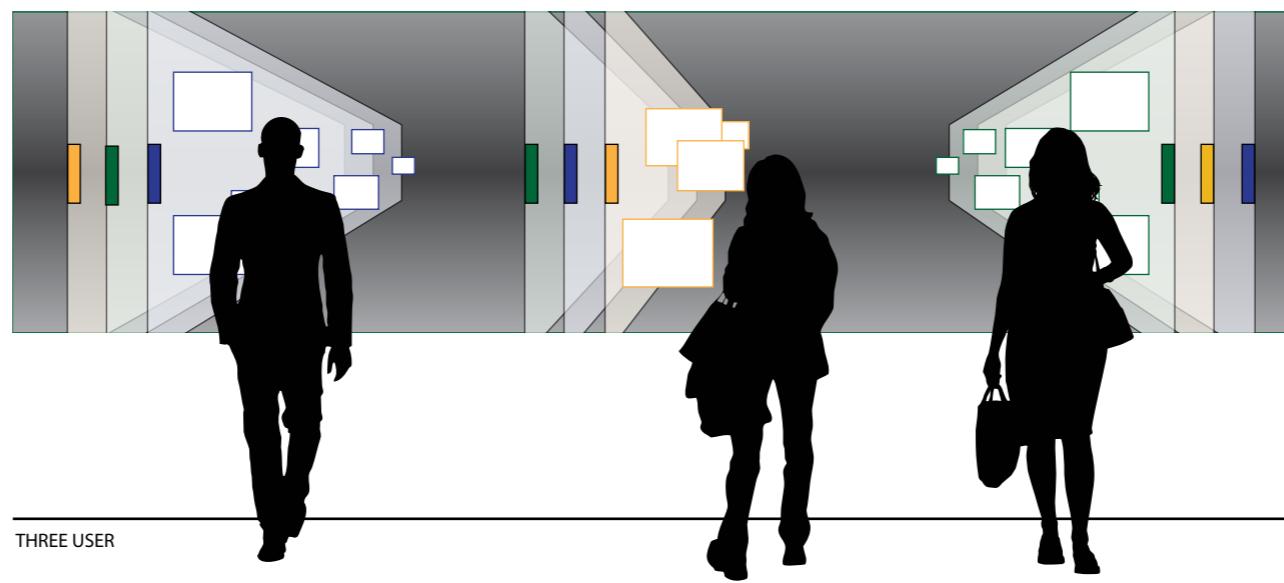
8 FT



5 FT

5 FT

5 FT





TOUCH TO
EXPLORE.

Pull the timeline towards you or push it away
to explore the full range of Saint Luke's History

 St. Luke's
Hospital



SL GREEN REALTY CORP. media room UI

PROJECT: design a UI for the conference room in the SL Green corporate headquarters to manage multi-media content input and display

CLIENT:



ROLE: design a UI for users to easily manage content during conferences and events; UI back-end is driven by a Crestron content management system

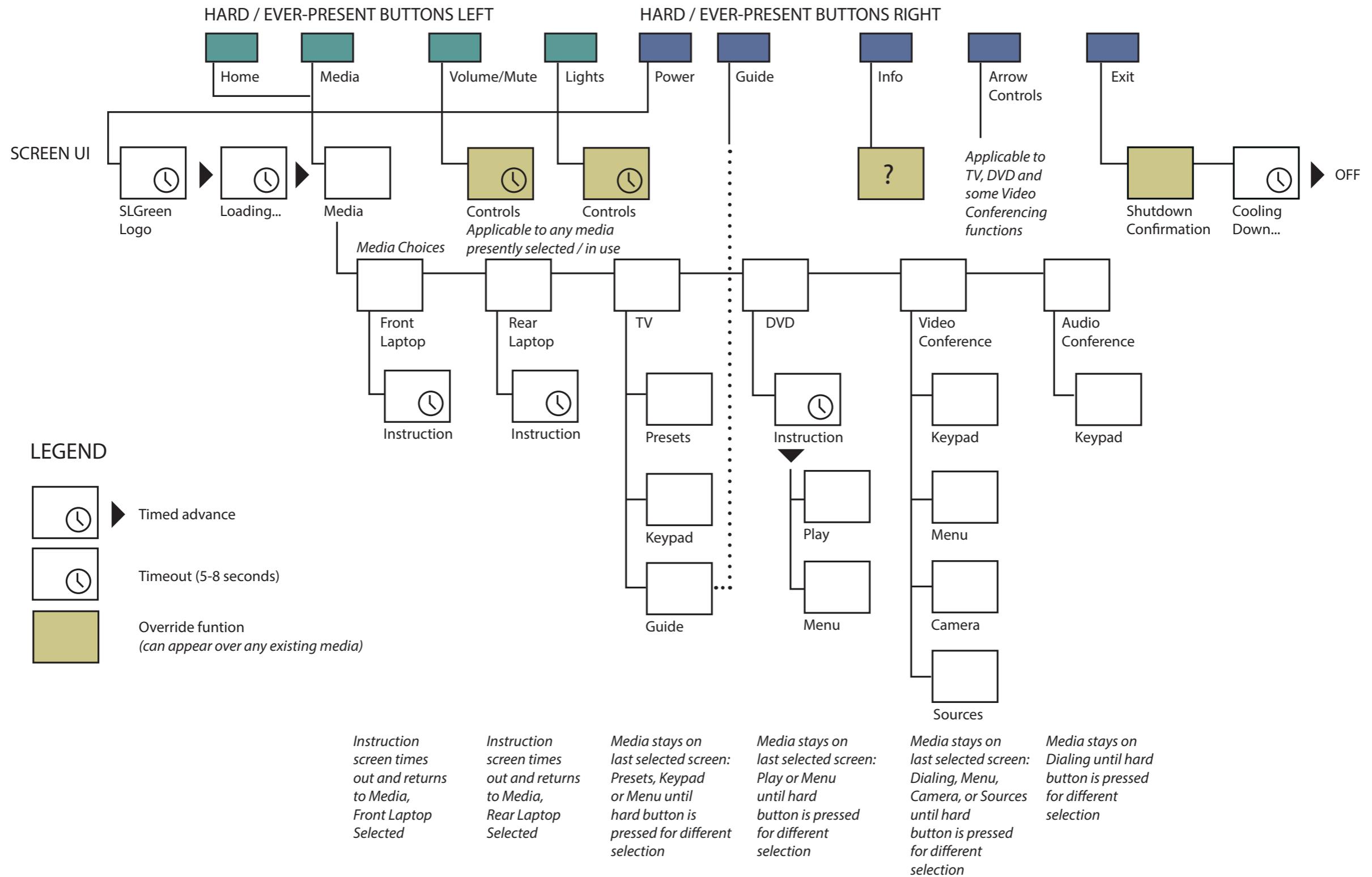
CHALLENGE:

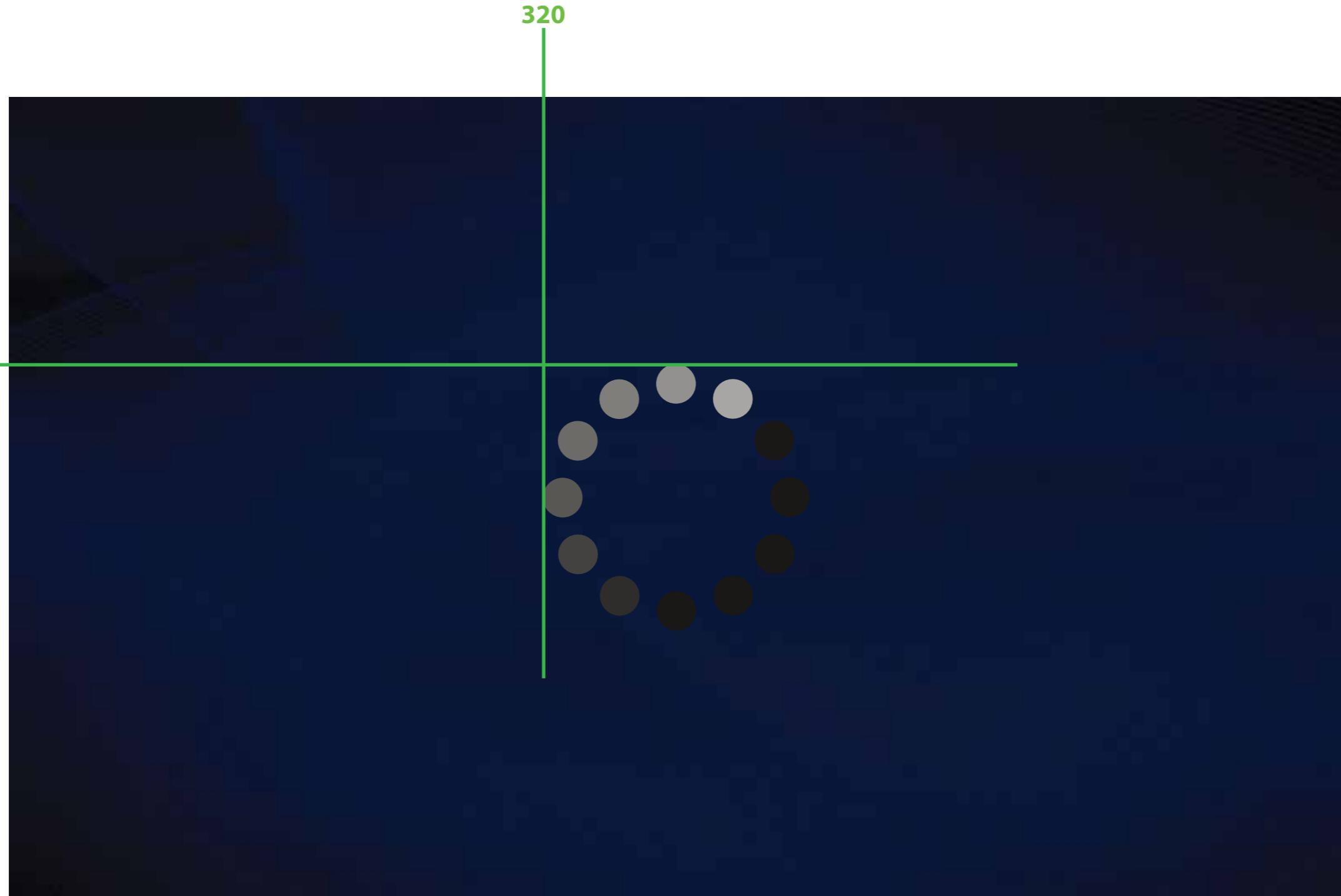
Content sources vary widely in input source and media type. User technical skill should be assumed to be Basic User. Content presented in this venue should look effortless.

SLIDES: 6

SL Green Conference Room Media Interface Flowchart

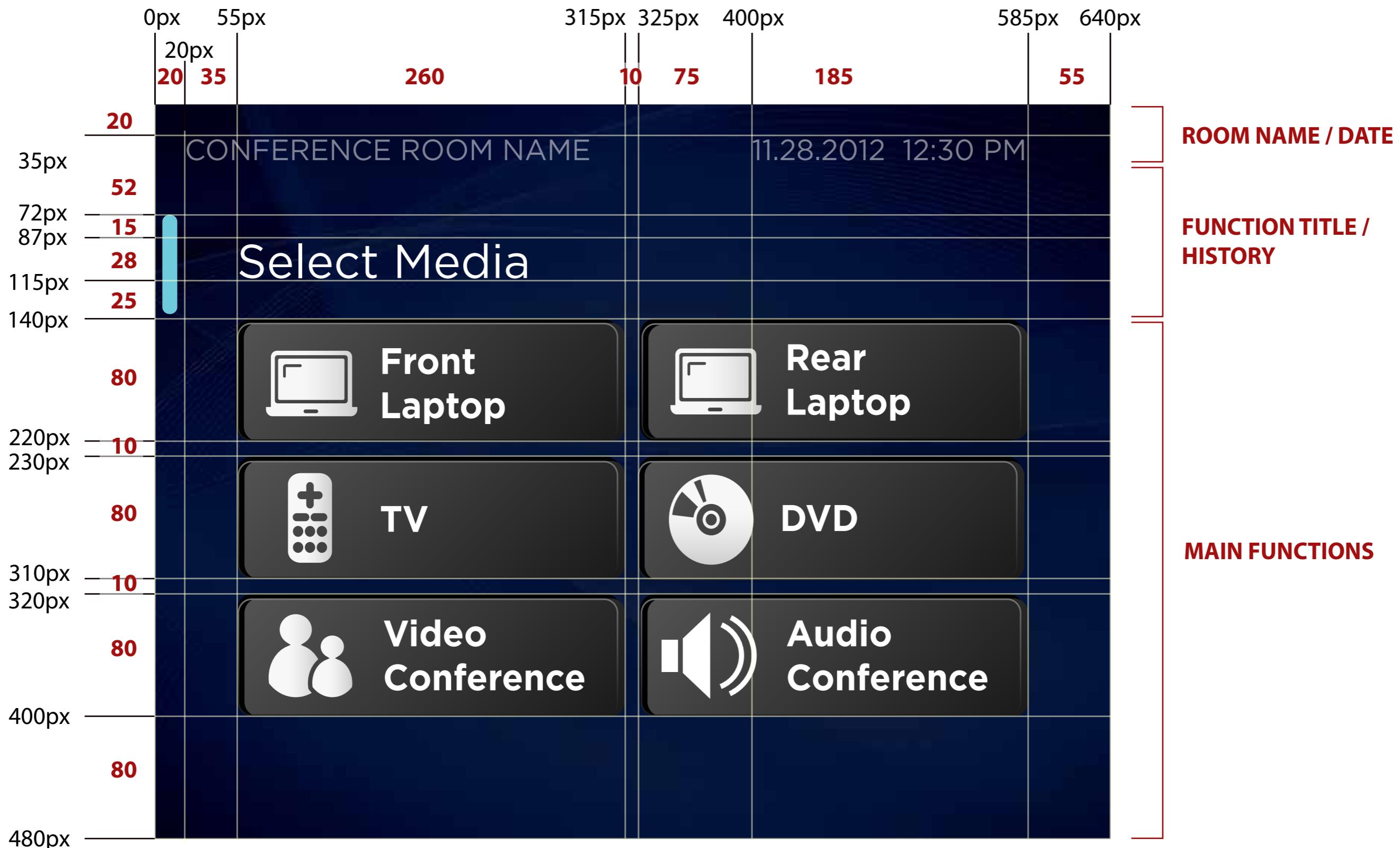
VERSION 1: 10.04.2012





640 x 480

Common UI



Home

CONFERENCE ROOM NAME

11.28.2012 12:30 PM

Power

Media

Select Media



Front
Laptop



Rear
Laptop



TV



DVD



Video
Conference



Audio
Conference

Volume



Mute

Lights



Info

Exit

Home

CONFERENCE ROOM NAME

11.28.2012 12:30 PM

Power

Media

Media ➤ Front Laptop

Guide

Volume



▲

◀ ▶

▼

Mute

Connect laptop to VGA cable and
audio cable at the front of the room

Info

Lights

Exit

Home

Media

Volume

Mute

Lights

CONFERENCE ROOM NAME

11.28.2012 12:30 PM

Media ► TV

Current Channel 55 FOX NEWS Channel

Presets



Keypad



Menu



55_

Power

Guide

Info

Exit

CRESTRON

PHILIPS RESPIRONICS training tool UI

PROJECT: design a training tool for the control device of a CPAP/BPAP sleep study machine with a target audience of health service workers and health practitioners

CLIENT:



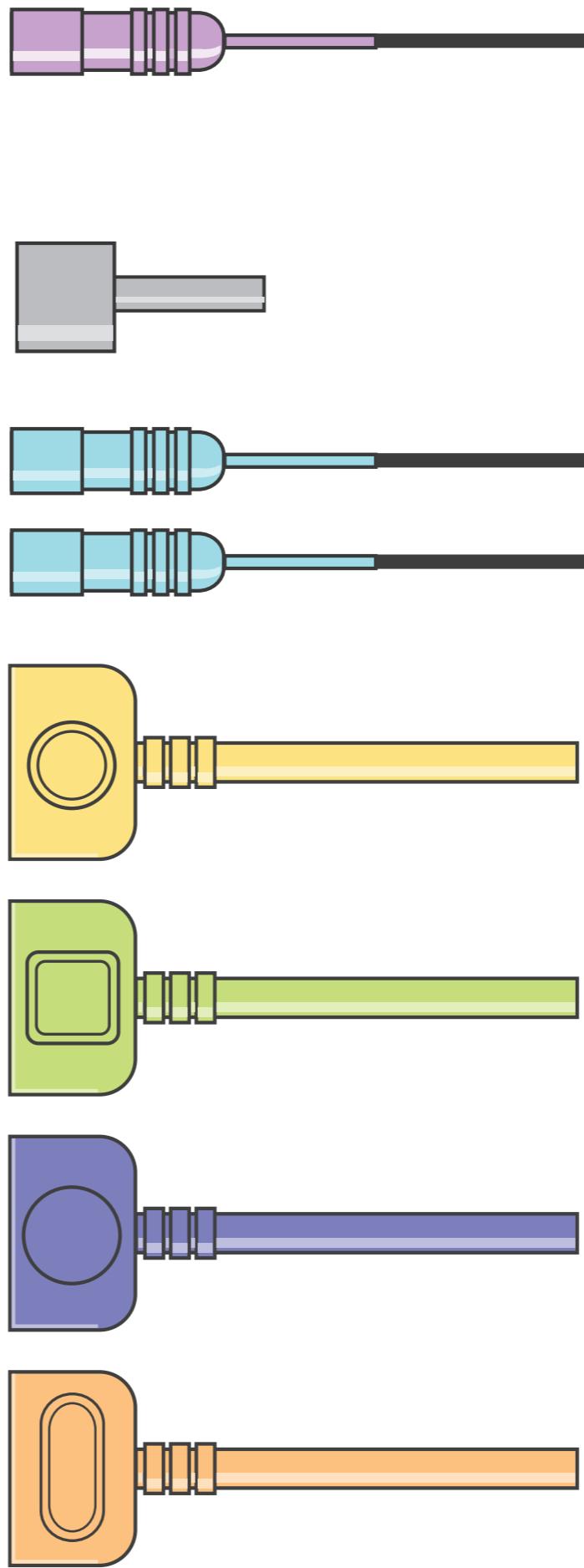
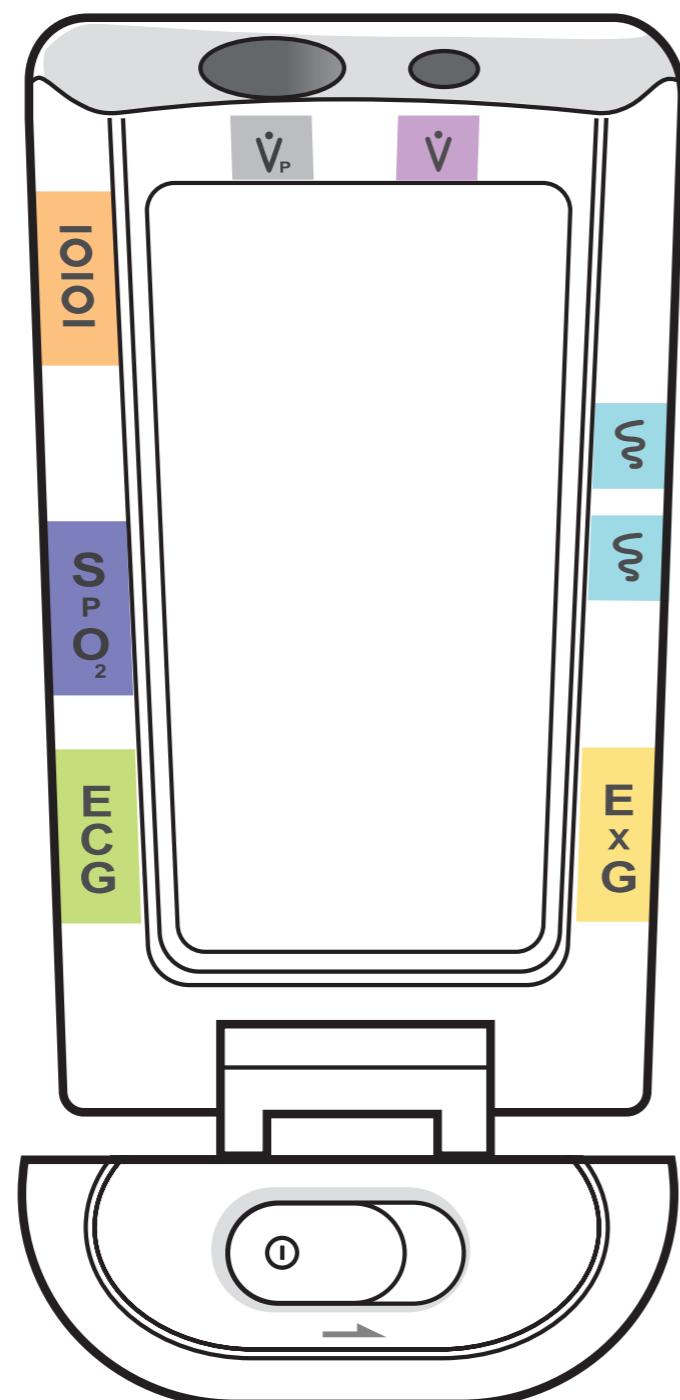
ROLE:

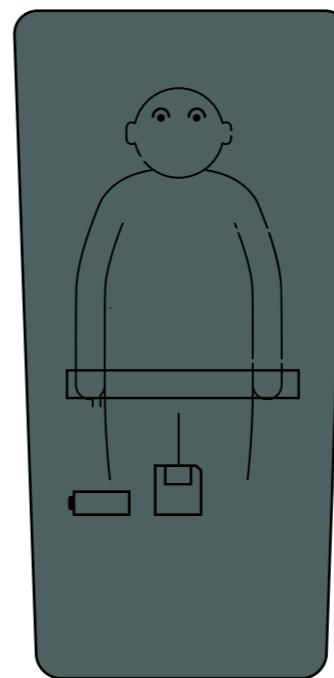
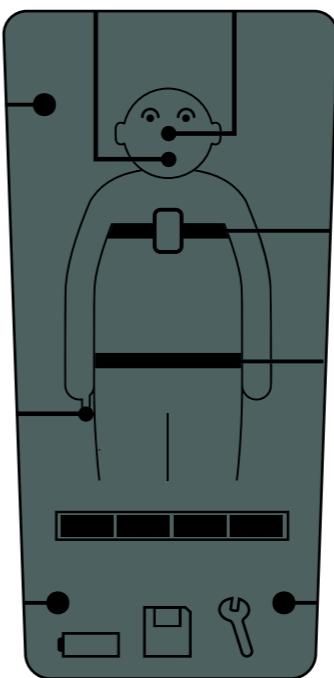
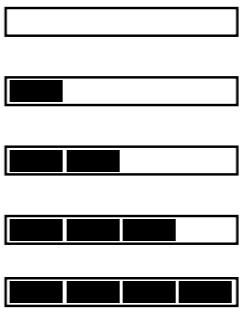
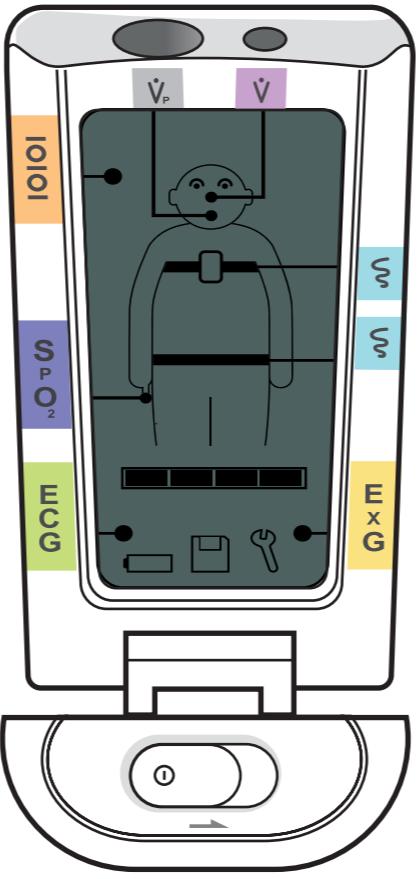
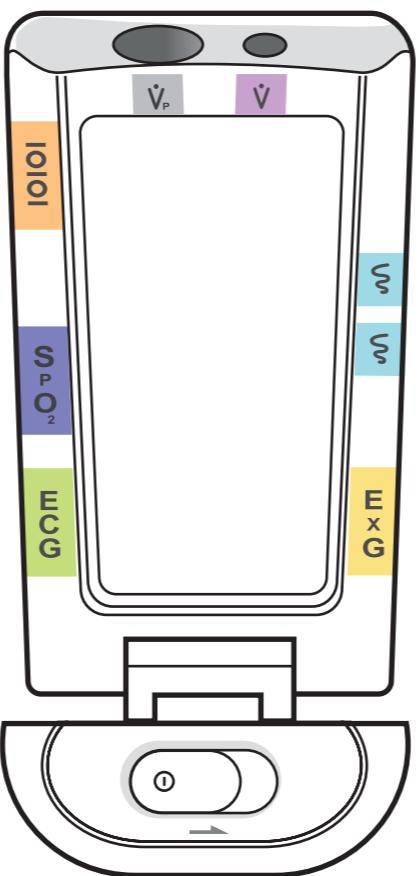
design a training tool for the Alice PDx Diagnostic System, a tool that measures data and data quality in sleep studies; tool will run as a stand-alone application

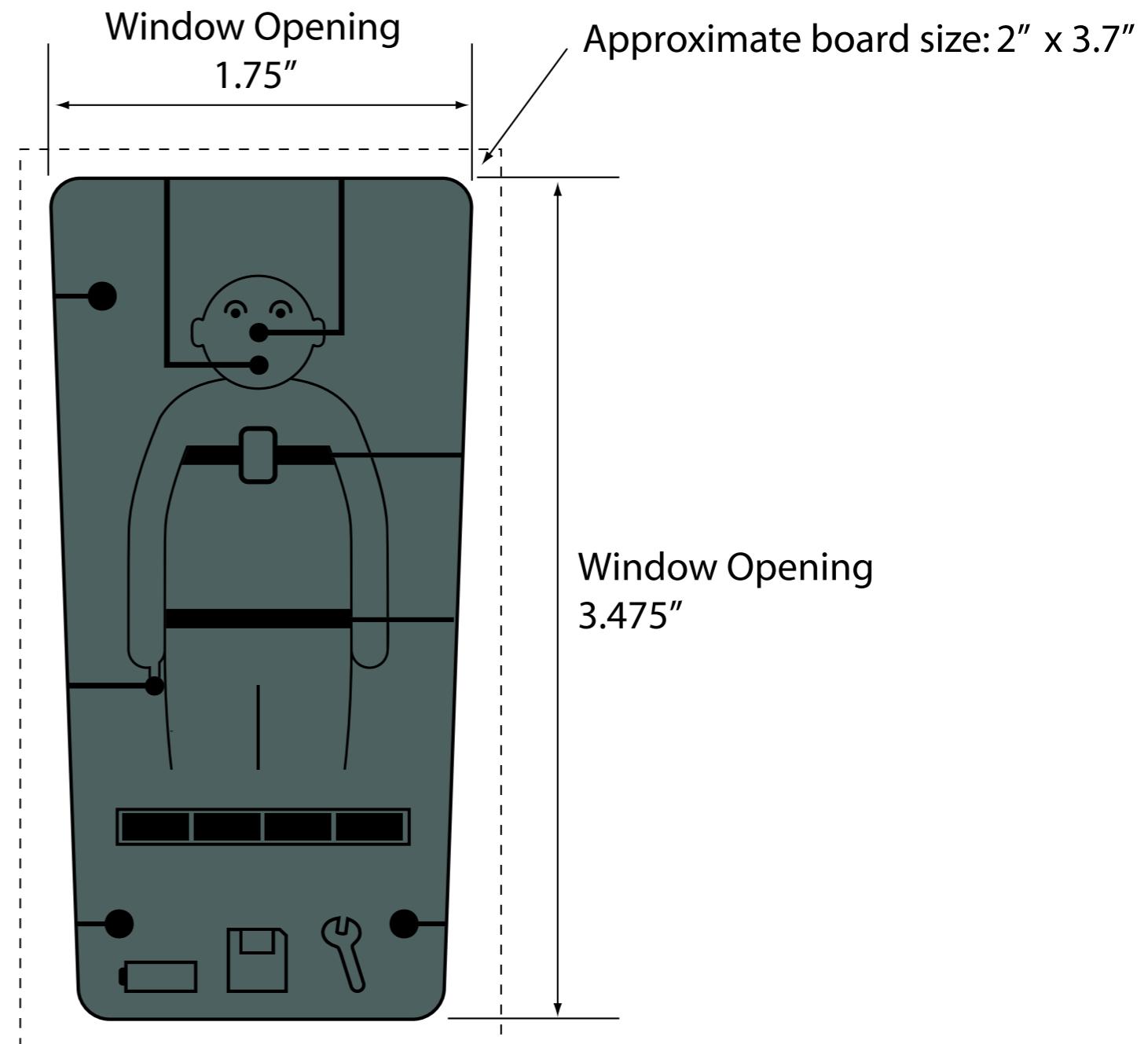
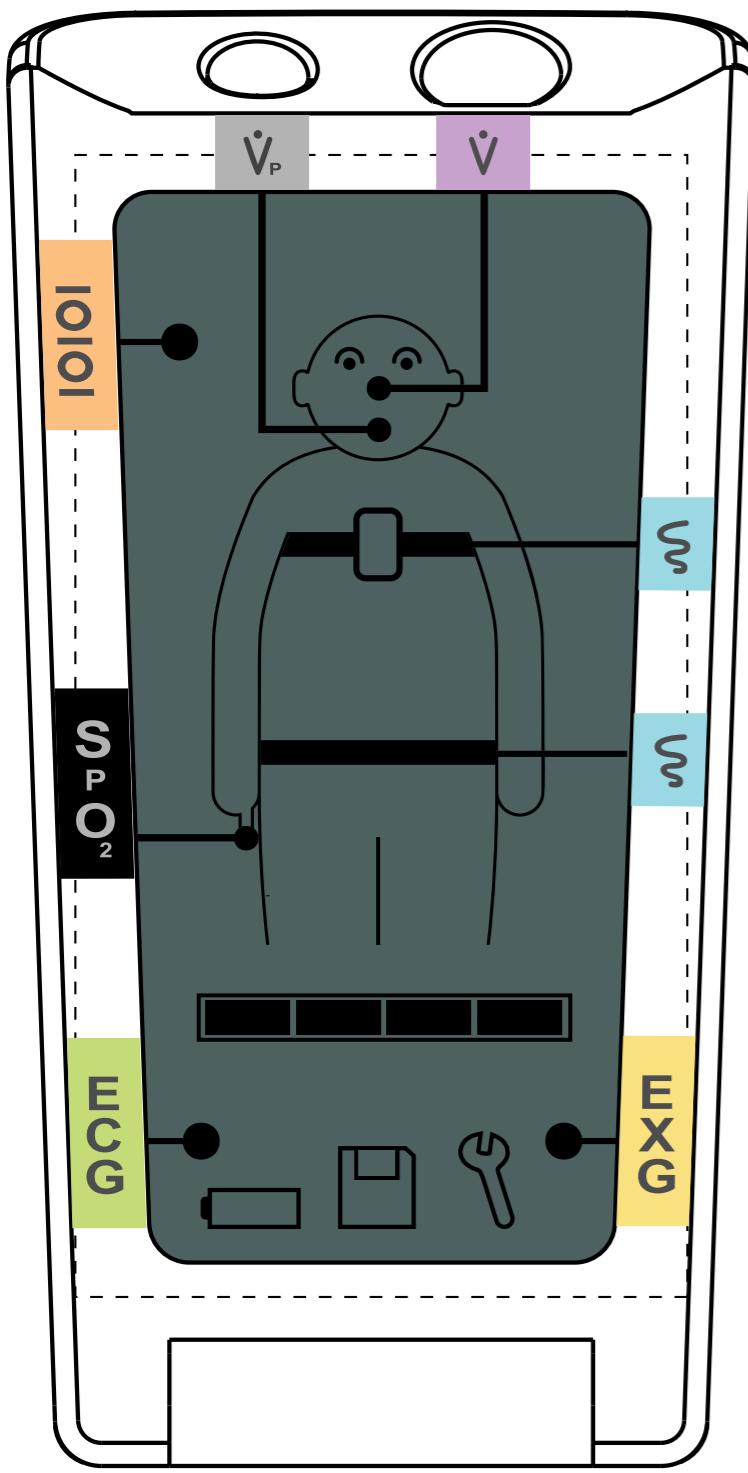
CHALLENGE:

Training software must accurately portray procedures, and function as both a training and testing tool for the UI on the control device

SLIDES:







SENSORY INTERACTIVE live SEGD event

PROJECT: design the step-by-step process from bringing participants at a high-profile SEGD event to pose for a still image and rapidly processing and deploying those images to a Times Square giant LED board

CLIENT:

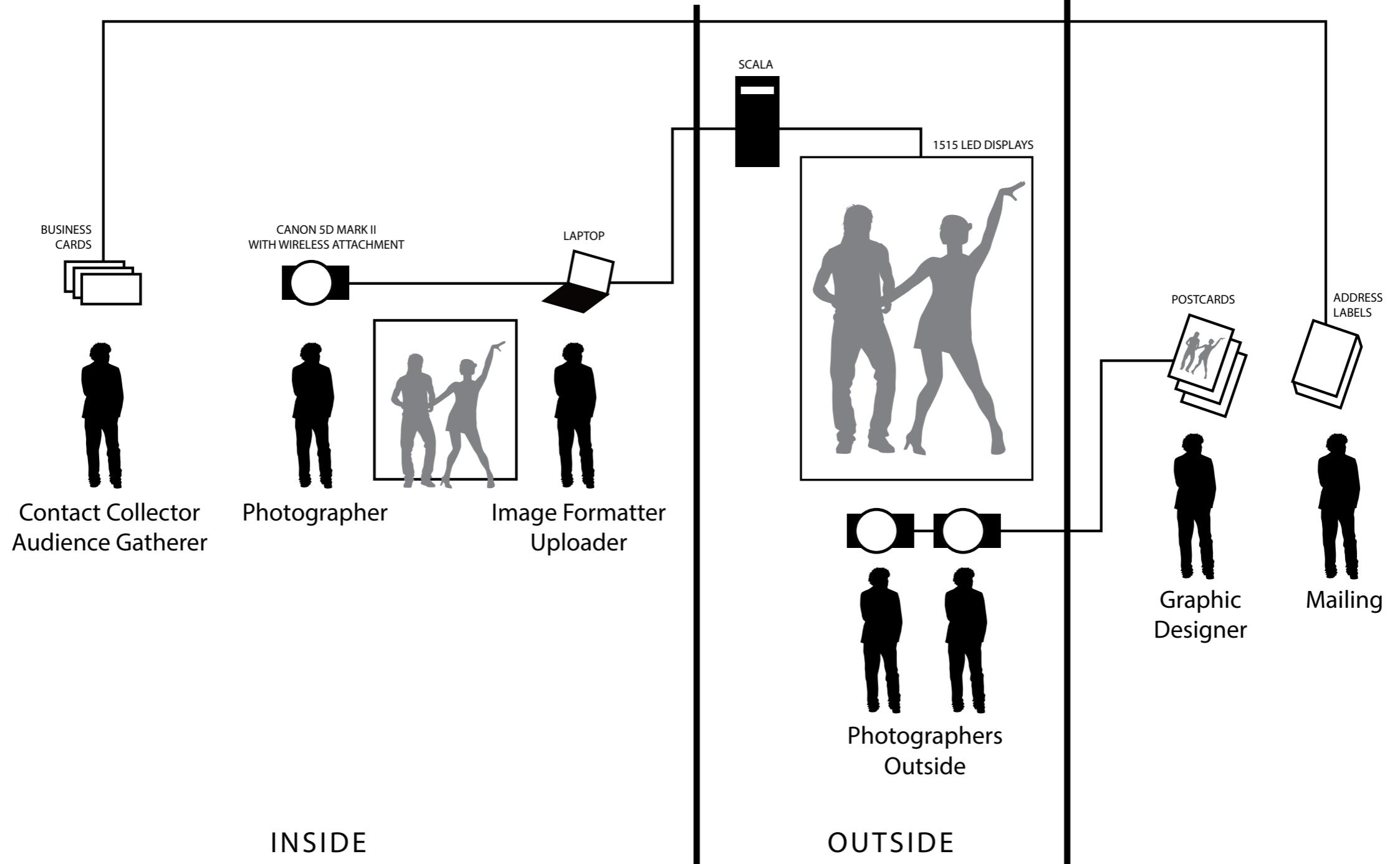


ROLE: technical specialist : image processing : content management and distribution. Plan the process, specify the hardware, site setup, image process, push image to board, schedule content for display... live.

CHALLENGE: Everything from live transfer of photos from camera to server, to getting a simple cable drop on the event floor.

SLIDES: 1

DURING RECEPTION



AFTER RECEPTION

SENSORY INTERACTIVE virtual immersion room UI

PROJECT: design a conceptual UI for a pitch to create a virtual reality immersion room for SL Green

CLIENT:



ROLE: design the look and feel of a conceptual, high-profile virtual reality immersion room, with an emphasis on futuristic elements and real data display

CHALLENGE:

The conceptual VR immersion room has screens from near-floor height to ceiling, creating a display too large for a user to view at once. Data should be indicated but not featured until called out in the UI.

SLIDES:

1 : see also, Projects Portfolio [video]

1515 BROADWAY

SELECTED BUILDING

1515 BROADWAY

SIZE: 2,056,442 SQ FEET
HEIGHT: 57 FLOORS
BUILT: 1972
LOCATION: TIMES SQUARE

VITAL BUILDING DATA

FLOOR DATA	SERVICES	LOCATION
FAÇADE	GLASS AND ALUMINUM CURTAIN WALL WITH LIMESTONE PANELS	
CONSTRUCTION	STEEL FRAMEWORK AND SPREAD FOOTINGS ON CONCRETE FOUNDATION COLUMN-FREE FLOOR PLATE	
CEILING HEIGHT	11' 6" SLAB-TO-SLAB HEIGHT	
FLOOR LOADS	100 LBS. PER SQ FOOT	
FLOOR 1	LOBBY: ACCESSED VIA ENTRANCES AT THE CORNERS OF 44th AND 45th STREETS AND BROADWAY	
FLOORS 2 - 7	28,700 - 59,000 SQ FEET	
FLOORS 8 - 10	25,123 - 32,000 SQ FEET	
FLOORS 11 - 33	32,300 - 33,300 SQ FEET	
FLOORS 34 - 53	33,799 - 34,979 SQ FEET	
FLOORS 54 - 57	MECHANICAL FLOORS	

TELECOMM

VERIZON
NEXTERA ONE

ELECTRIC CAPACITY

6 WATTS PER SQ FOOT
EXCLUDING
BUILDING HVAC

SECURITY

COORDINATED PROGRAM OF
CONTROLLED ELECTRONIC ACCESS,
ELECTRONIC SURVEILLANCE AND
UNIFORMED SECURITY GUARDS ON A
24/7 BASIS. ELECTRONIC TURN-
STILES, MESSENGER CENTER AND
EXTENSIVE CCTV COVERAGE

RESTROOMS

TWO RESTROOMS ON
EACH FLOOR WITH ONE
A.D.A. UNISEX
RESTROOM ON
EACH FLOOR

SENSORY INTERACTIVE conceptual UI, stadium wall

PROJECT: design a conceptual UI for a pitch to create a digital interface wall at Patriot Place

CLIENT:



ROLE: design the look and feel of a conceptual, high-profile digital display that visitors would interact with when attending events at the stadium

CHALLENGE:

The proposed video wall would be comprised of many individual display tiles with bevel edges, creating breaks when the user stands close - as they would have to use its touch-interactive surface.

SLIDES: 2



Pro Bowl to be Played in Hawaii before Super Bowl XLV



NEWS

The NFL announced on Tuesday that the 2011 Pro Bowl will be played a week before Super Bowl XLV and return to Aloha Stadium in Honolulu, Hawaii.



The 2011 Pro Bowl will be played a week before Super Bowl XLV and return to Aloha Stadium in Honolulu, Hawaii, the NFL announced Tuesday. The game will be televised live on Sunday, Jan. 30 on FOX at 7 p.m. ET. FOX will televise Super Bowl XLV a week later on Sunday, Feb. 6 from Cowboys Stadium in North Texas.

The decision to play the NFL's All-Star Game the week before the Super Bowl for the second consecutive year follows a significant increase in viewership for the 2010 Pro Bowl, the first Pro Bowl to precede the Super Bowl.

