

# Riken Patel

Interaction Design Student

For online portfolio please visit: <http://riken312.com/>

# Eclipse

## Board Game for Children

**Tenure:** 2 Week

**Group Project**  
(4 member)

**My Contribution:**  
Iterative Ideation  
Conceptualizing  
Testing

**Guide:**  
Prof. U. A. Athavankar  
Prof. Girish Dalvi

**Users:**  
Group 1: age 7-9 years  
Group 2: age 11-12 years

**Number of Players:** 2

**Play-time:** 5 minutes



A board game that allows the children to arrange space objects in a galaxy using magnetic power and teaches them about solar eclipse and lunar eclipse. It involves black holes and allows them to use satellite trackers.

It is strategy based game and also fun as move from one player will literally affect the other.

### Objective of Game Design

To give children information about galaxy and it's components

To let children learn about solar and lunar eclipse and concepts of magnet

To teach children planning and strategy

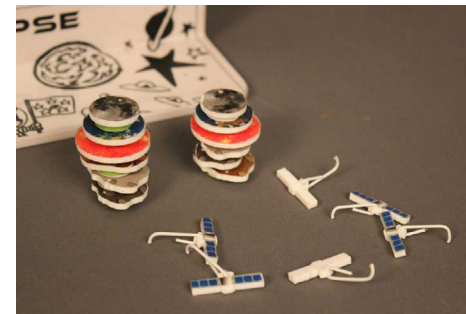
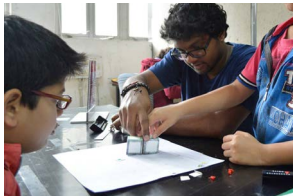
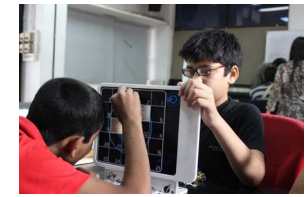
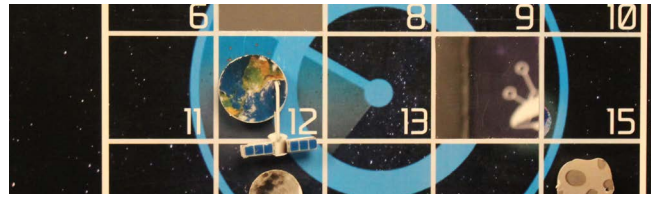
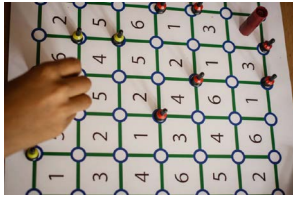
# Eclipse

## Board Game for Children

“

The Mr. Sunny, Miss Moon Moon and Mr. Earthling are deviated from their orbits. The Objective is to bring them in a straight line so as to form solar eclipse or lunar eclipse and player has to do it fast because opponent is also trying to do the same thing!

”



### Exploration & Testing

Brain Storming  
Trial and error  
Low Fidelity Prototyping

### Iteration & Refinement

Balance between Strategy and luck  
Repeat Play  
Designing for two-age group  
Tangible  
Detailing Micro-interactions

### Detailing

Story Building  
High Fidelity Prototype  
Packaging

### Evaluation

User feedback

# CtrlS Interactive Kiosk

To engage the visitor for newly launched product

**Tenure:** 3 Week

**Internship Project**  
(Visual Juju, Goa)

**My Contributions:**  
Assistant Interaction  
Designer  
Lead Programmer  
Live Monitoring &  
Debugging

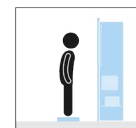
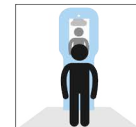
**Mentor :**  
Mr.Vishal Rawalley

**User :**  
Attendees at Conference



The kiosk attracts visitor by showing cloud laden with money when they pass by it through real-time face detection. It also prints a personalized leaflet as a take away with visitor's snapshot when they came close enough to kiosk and stand on footprint on floor.

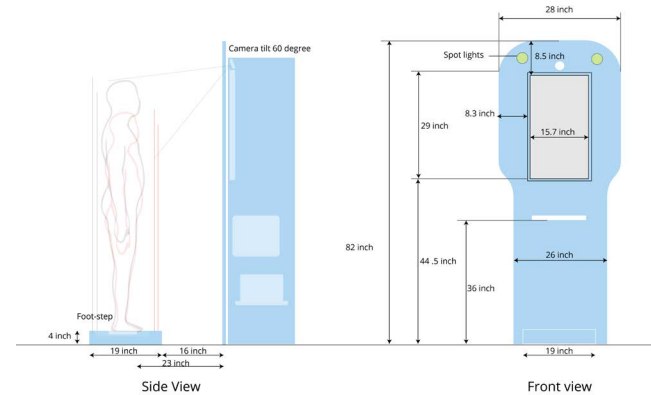
## Scenario Sketch



# CtrlS Interactive Kiosk

To engage the visitor for newly launched product

Design the stall was inspired from a **fortune telling** machine which promised you a prosperous future. Associated graphics and tag lines reinforced this message

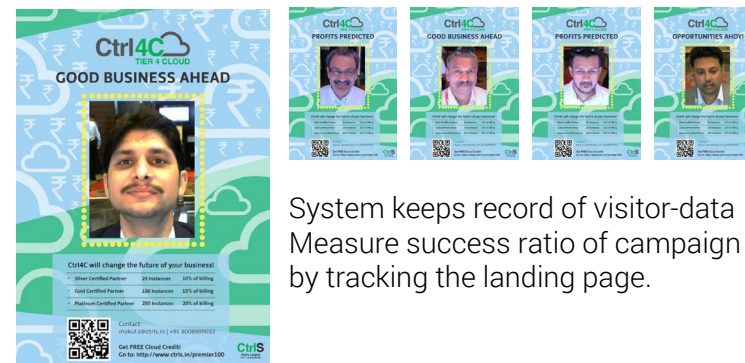


Dimensional Drawing of kiosk

Processing software environment and Open CV library were used for real-time face detection and trigger printer



Coding in Processing



System keeps record of visitor-data Measure success ratio of campaign by tracking the landing page.



# Travel Buddy

App for women safety in Urban India

**Tenure:** 2 Week

**Group Project**  
(4 member)

**My Contribution:**

Analysis  
Data visualization  
Interaction Sketches  
Wire-framing

**Guide:**

Sudhir Bhatiya

**Users:**

Women in urban area



Travel buddy is a mobile application which helps women find a company while traveling within city.

Secondary & Primary research surfaced the problem that working women does not prefer public transport mainly late at night. Women can find buddy's (which are already connected to their social network). The app also provides fare sharing among buddies.



# Thank You



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