



# Riken Patel

Portfolio :: Interaction Design

# Projects



**Eclipse**  
Board Game for Children



**Interactive Kiosk**  
For Product Launch of CtrlS



**Travel Buddy**  
App for women safety in Urban India



**Sculp-chair**  
Exploring the threshold area in Parsi Baugs



# Eclipse | Board Game for Children

Tenure: 2 Week

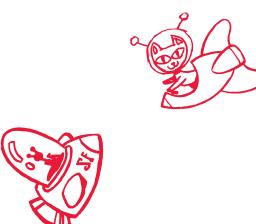
Group Project

Contributions:  
Iterative Ideation  
Conceptualizing  
Testing

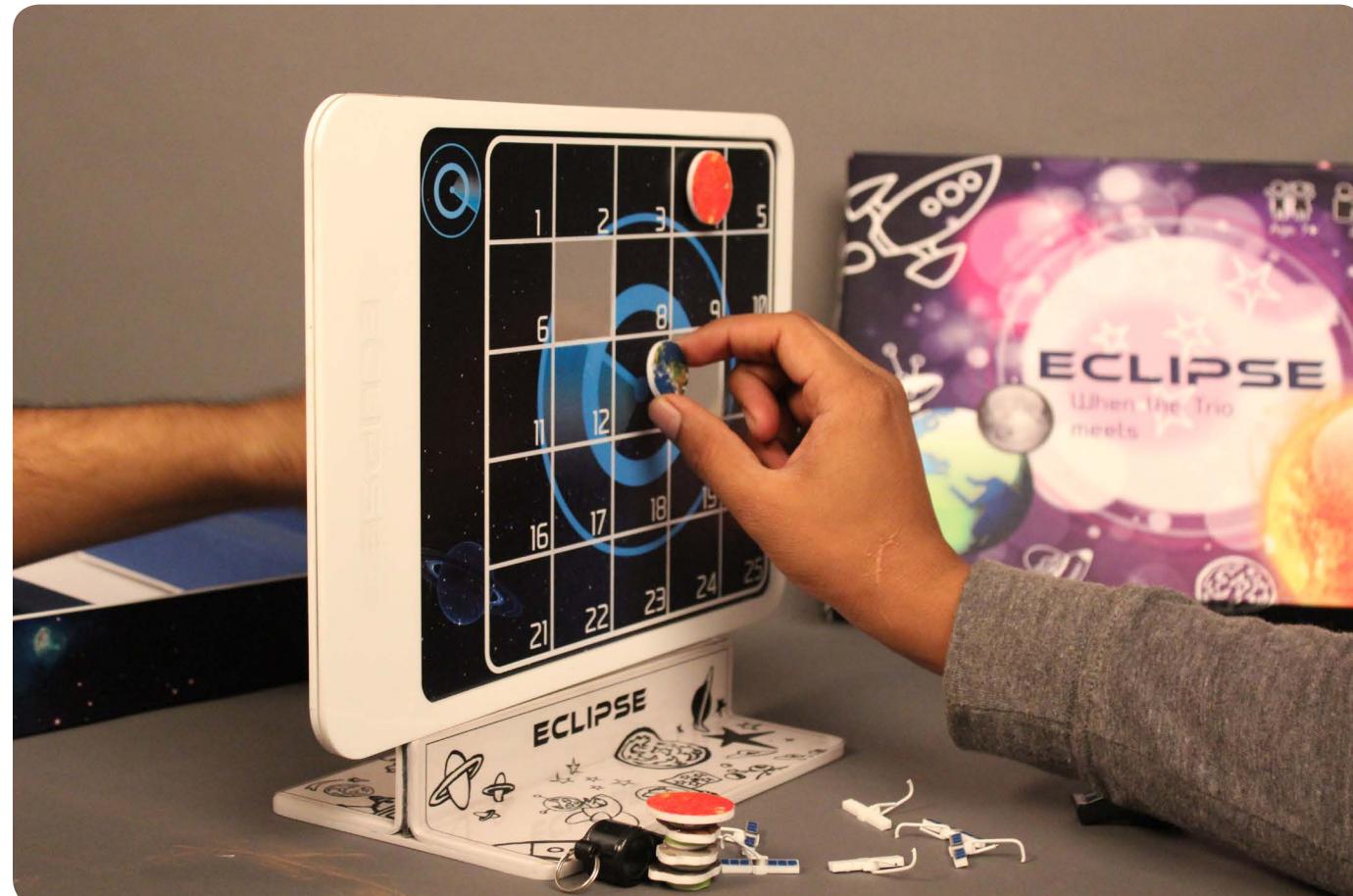
2 User groups:  
kids of 7-9 years  
& 11-12 years

2 Player game

Play-time:  
5 minutes



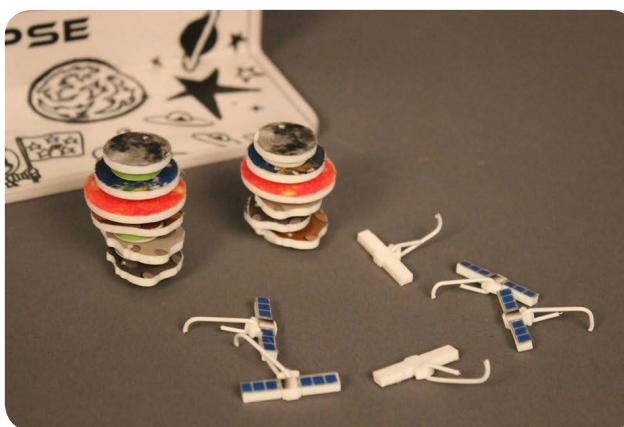
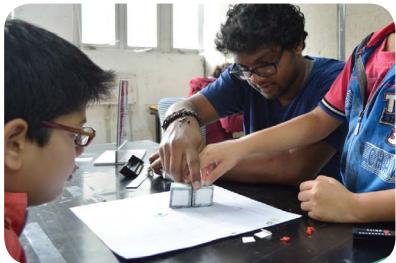
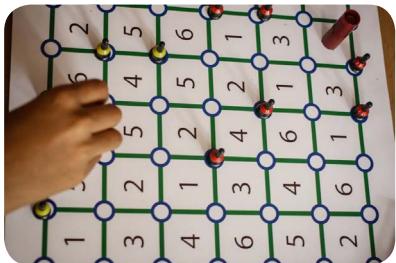
A board game that allows the children to arrange space objects in a galaxy using magnetic power and teaches them about solar eclipse and lunar eclipse. It involves black holes and allows them to use satellite trackers. It is strategy based game and also fun as move from one player will literally affect the other.



## Objective of Game Design

- To give children information about galaxy and its 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



## Exploration

Brain Storming  
Trial and Error  
Low Fidelity Prototyping

## Iteration & Refinement

Balancing Strategy and luck  
Repeat Play  
Detailing Micro-interactions

## Detailing

Story Building  
High Fidelity Prototype  
Packaging Design

## Evaluation

User Testing  
User feedback

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!

# Interactive Kiosk | For Product Launch of CtrlS

Tenure: 3 Week

Internship Project

Contributions:  
Interaction Design  
Programing  
Live Monitoring  
On-site Debugging

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.

# Interactive Kiosk | For Product Launch of CtrlS



# Interactive Kiosk | For Product Launch of CtrlS



Image courtesy: <http://goo.gl/EhRR0G>

## Form Inspiration

Design the stall was inspired from a fortune telling machine which promises a prosperous future.



## Programming in Processing

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



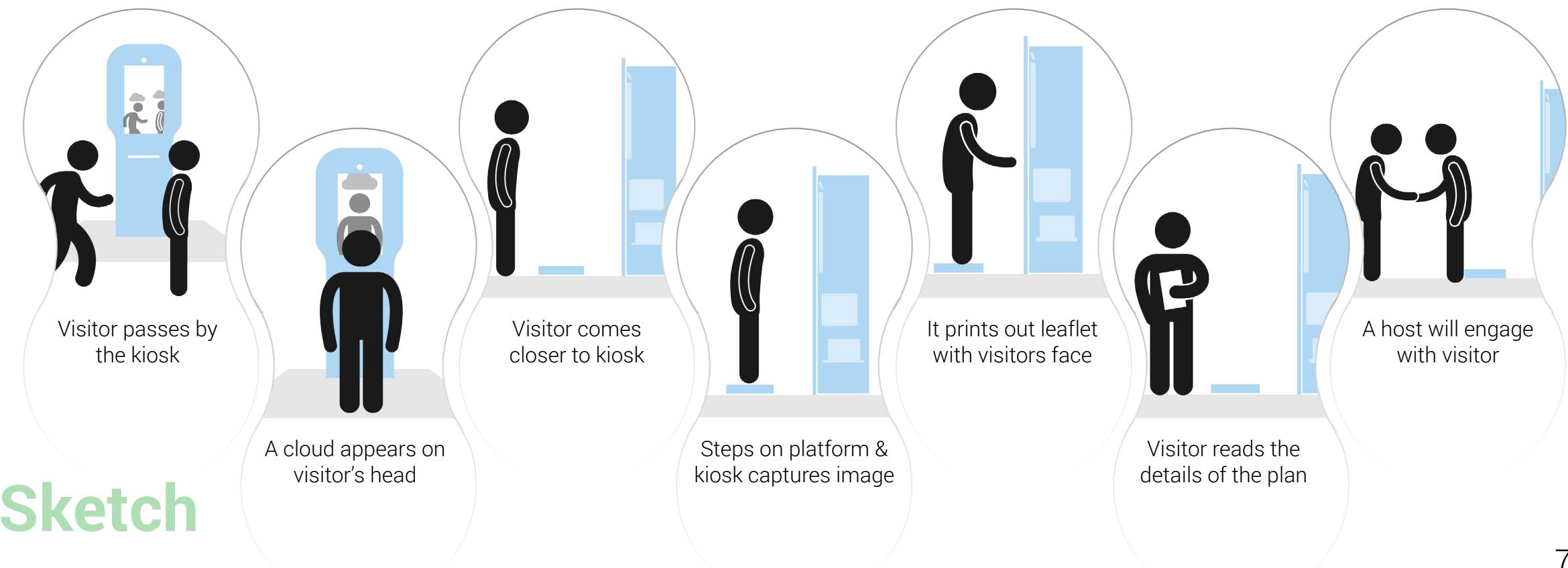
## Kiosk in Action

Users interacting with Kiosk



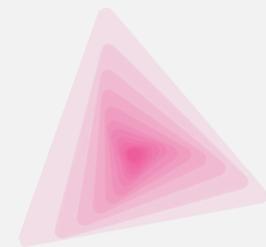
## Data Record

System keeps record of visitor-data (images and time-log)  
Measure success ratio of campaign by tracking the landing page.



## Scenario Sketch





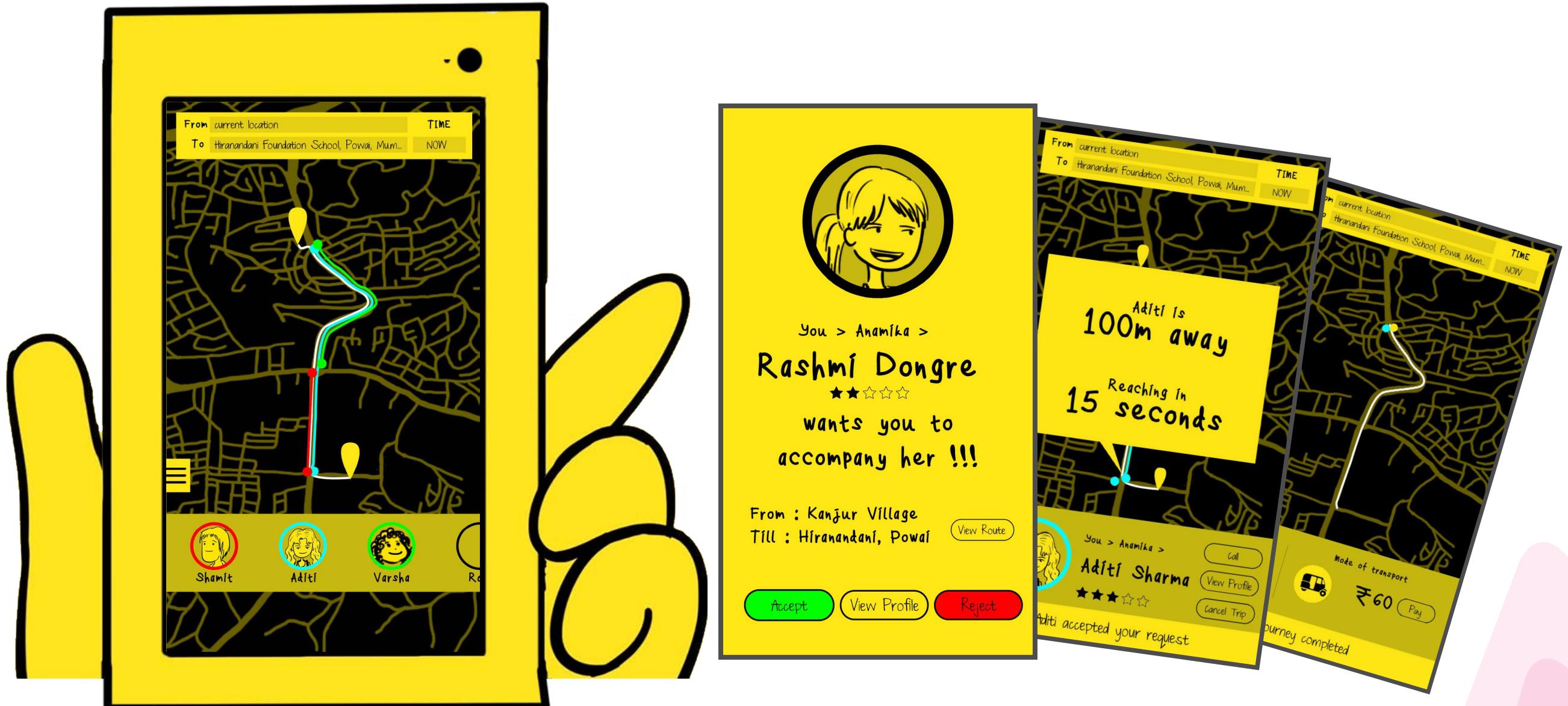
# Travel Buddy | App for women safety in Urban India

Tenure: 2 Week

Group Project

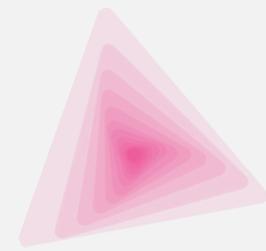
Contributions:  
Analysis  
Data Visualization  
Interaction Sketches  
Wire-framing

Users:  
Women in Urban area

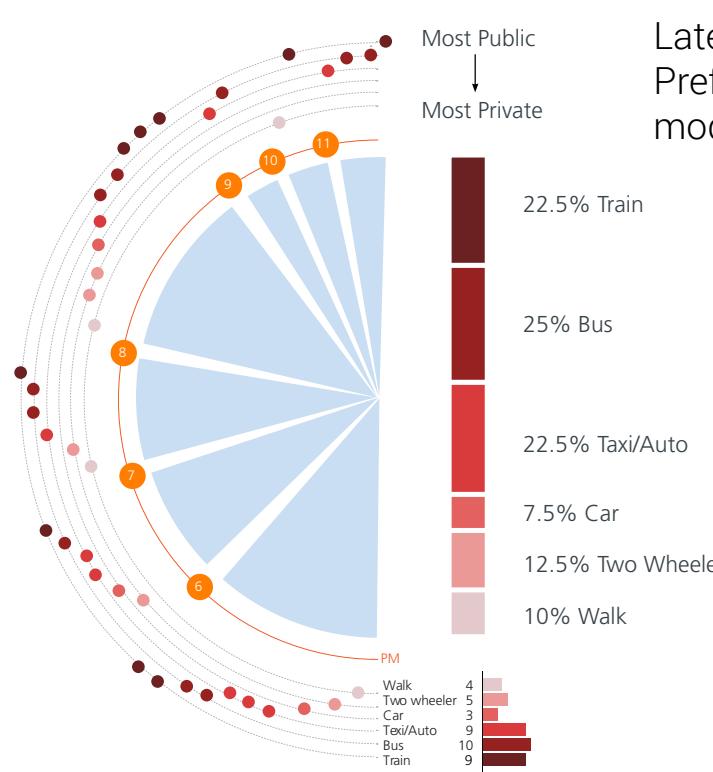
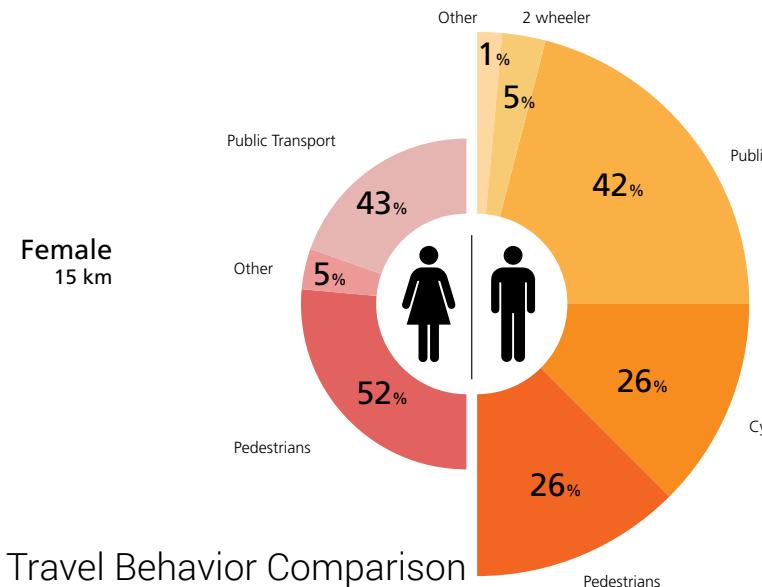


Travel buddy is a mobile application for urban women, which helps them find a company while traveling point to point within city. It also provides fare sharing among buddies.

The project pondered on technology trends and had special aim for developing interaction sketches hence final solution is video sketch.



# Travel Buddy | App for women safety in Urban India



## Aditi Sharma



Age: 19  
Profession: College Student  
Marital status: Unmarried  
Place: Karolebaug, Delhi

## Persona Creation

"I want to party all night"

### Attitudes

Creates scene if someone teases in public place  
Uses her scooter for roaming around  
Calls boy-friend to pick her up in case of crisis  
Uses mobile phone all the time  
Enjoys booze in parties

### Explicit Needs

Know about places to avoid or safe route  
Security measures at alienated corners  
Network connection everywhere all the time

### Implicit Needs

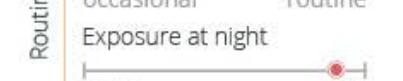
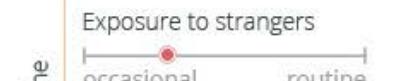
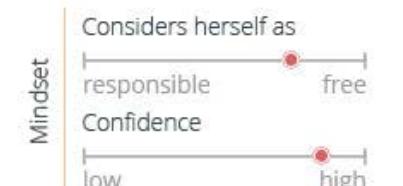
Stay connected with friends  
Wants to know whether the area is safe or not

### Pain Points

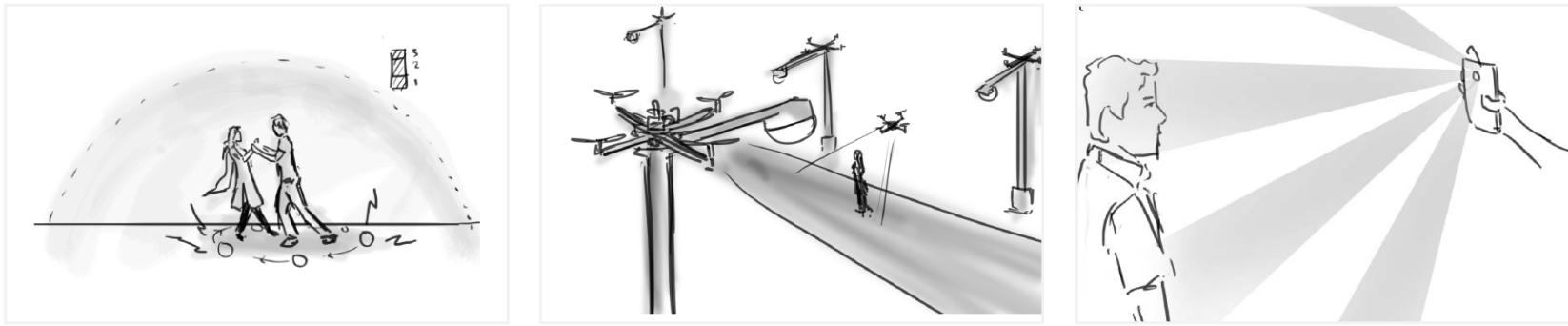
Eve teasing at late night by mob at corners  
Strange looks to her short dress  
Lonely Streets  
Drunk men at parking and restaurants

### Goal

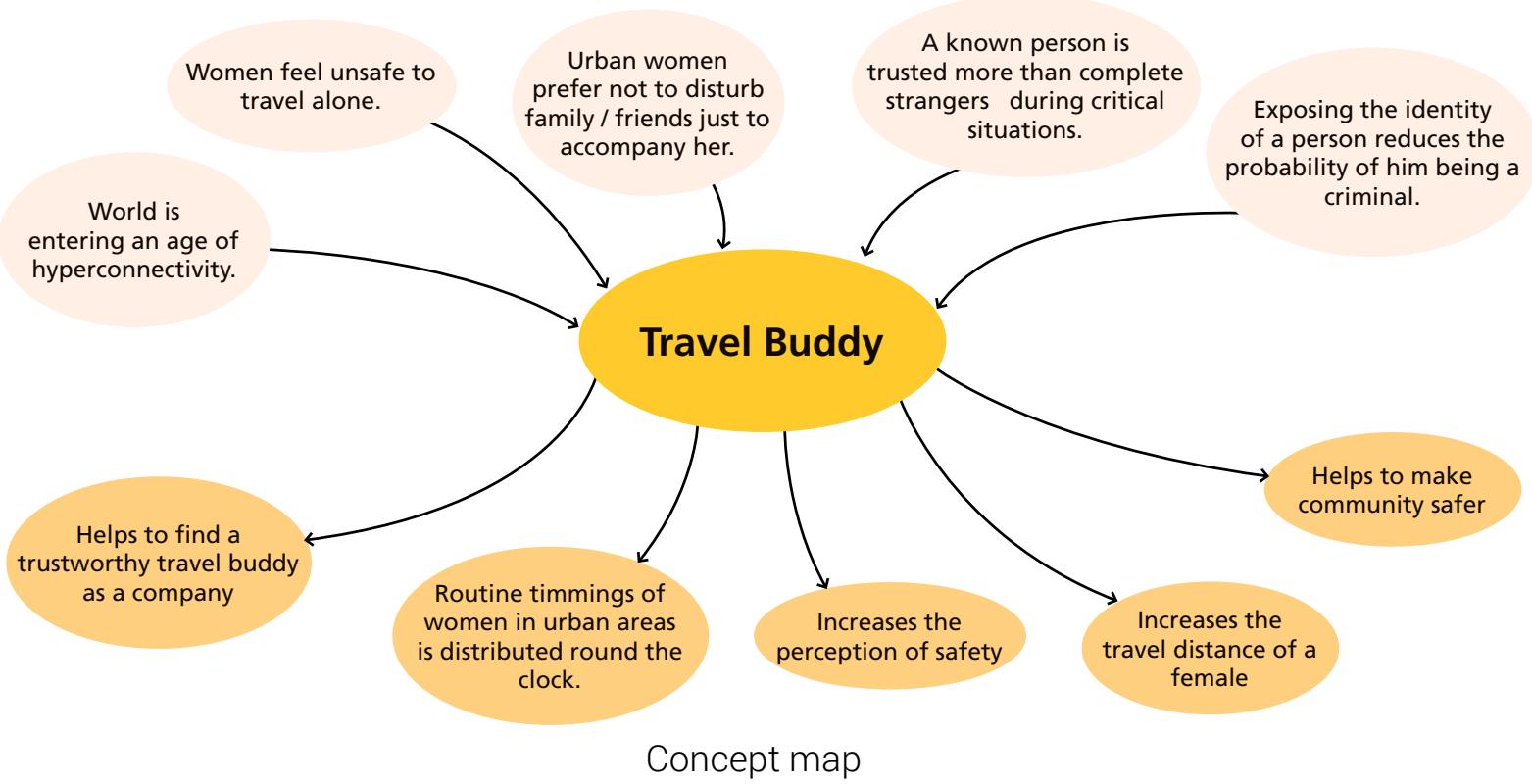
Enjoy the life without fear  
Want to go to late night party



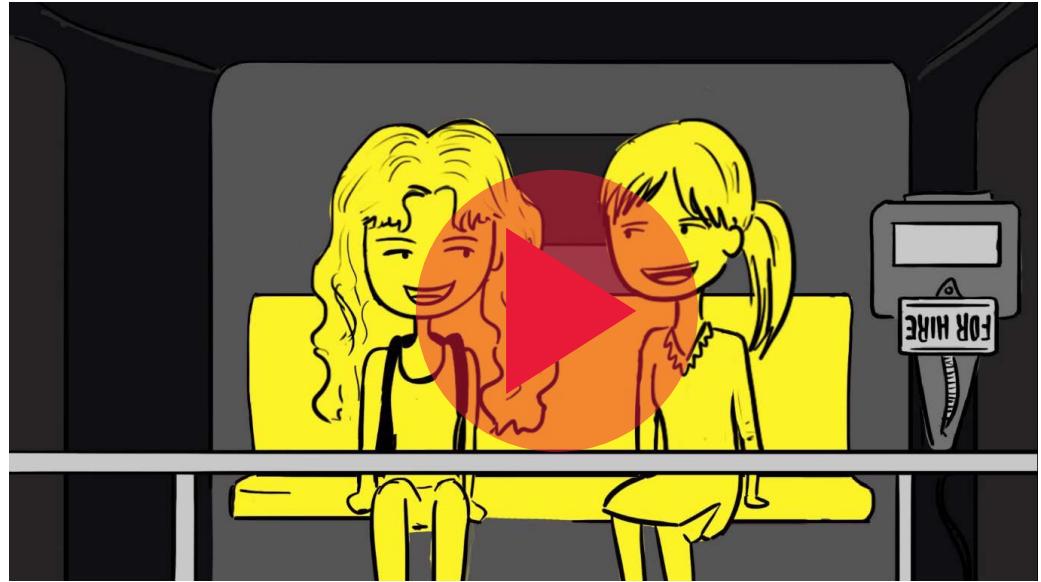
# Travel Buddy | App for women safety in Urban India



Ideation

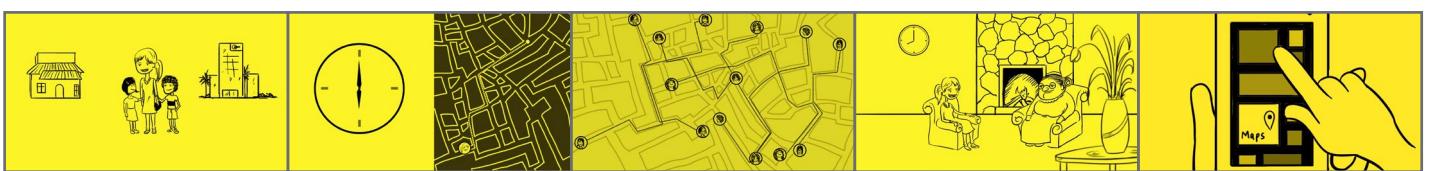


Concept map



Final Solution as interaction sketch

## Scenario



# Sculp-Chair | Enriching social interaction at threshold areas in Parsi baugs

Tenure: 2 Week

Group Project

Contributions:

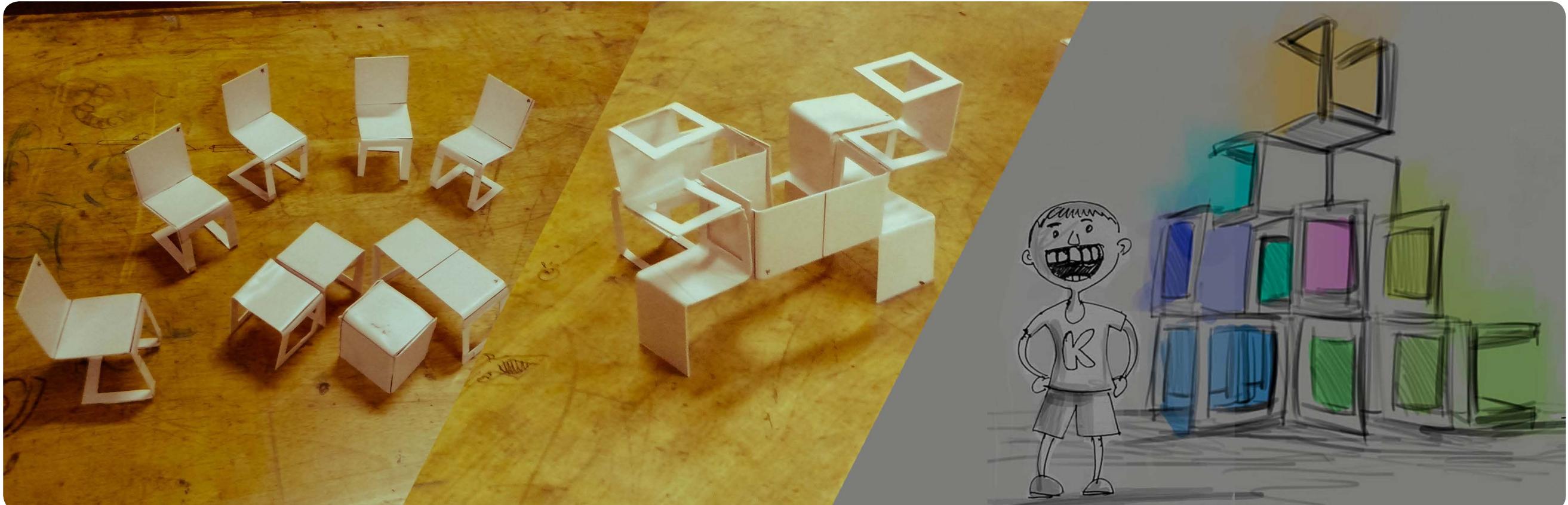
User study

Analysis & mappings

Concepting

Rapid Prototyping

User: Residents of  
Parsi Baug



This project attempts to explore the concept of "Umbartha" (threshold) with respect to the Parsi Baugs of Mumbai, with the objective being to identify opportunities for design within this milieu and finally producing a solution for possible use within the community.

The proposed design idea is transformable chair called "Sculp-Chair", which combines the concept of modularity and uses technology for greater interactivity.

# Sculp-Chair | Enriching social interaction at threshold areas in Parsi baugs



Secondary Research



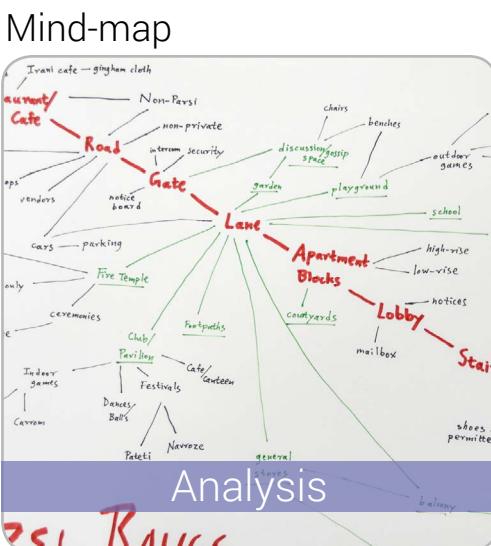
Primary Research



Brainstorming Session



User Interviews



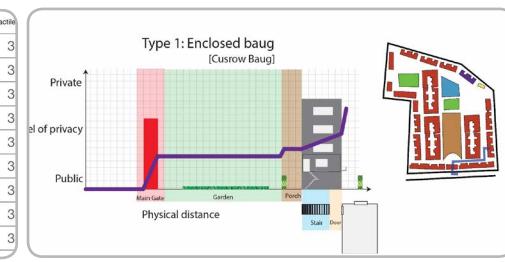
Affinity Mapping



Mapping Senses

| Spaces                 | Privacy | Parsiness | Modernity | Youthness | Tactile |
|------------------------|---------|-----------|-----------|-----------|---------|
| Parsi restaurant/terti | 1       | 4         | 1         | 2         | 3       |
| Private Apartment      | 5       | 3         | 4         | 3         | 3       |
| Parsi Baug flat        | 4       | 5         | 2         | 2         | 3       |
| Parsi Baug Garden      | 1       | 5         | 2         | 3         | 3       |
| Agary                  | 4       | 5         | 2         | 2         | 3       |
| Parsi Baug club        | 1       | 4         | 2         | 3         | 3       |
| Parsi Baug playground  | 1       | 4         | 2         | 4         | 3       |
| Parsi Baug flat lobby  | 1       | 4         | 2         | 2         | 3       |
| Parsi Baug balcony     | 3       | 4         | 2         | 2         | 3       |

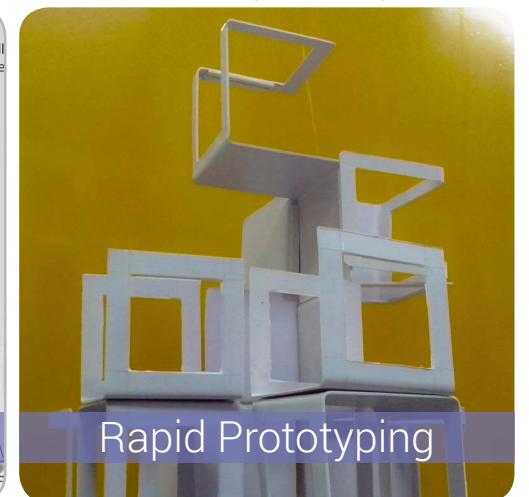
Mapping Transitions



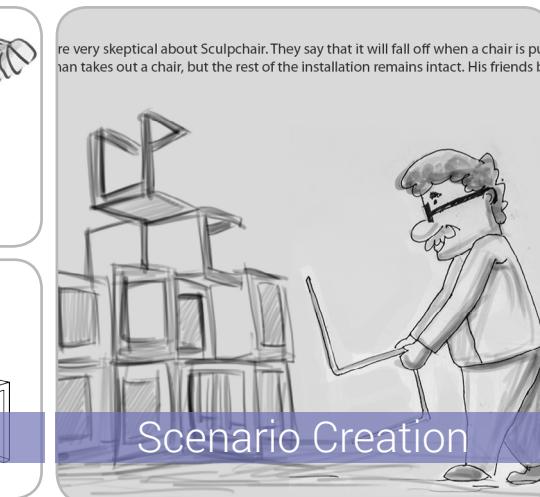
Alternate Concepts

- ↳ Focus of the project
- The concept of threshold
- The connection to the Parsi community
- The need for greater interaction
- The use of appropriate technology

Low fidelity prototype



Rapid Prototyping



Scenario Creation

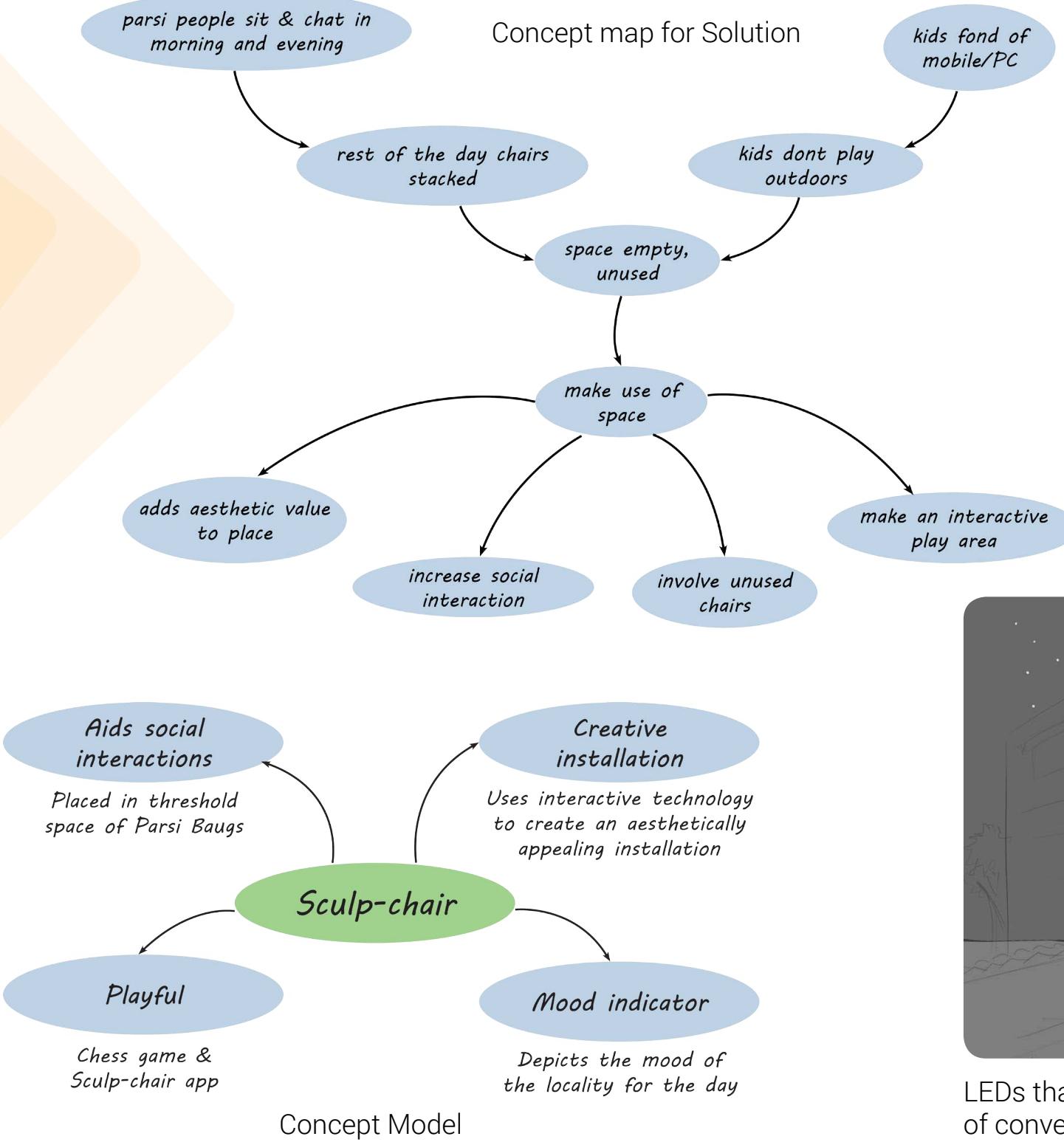
Ideation for furniture

Solution detailing

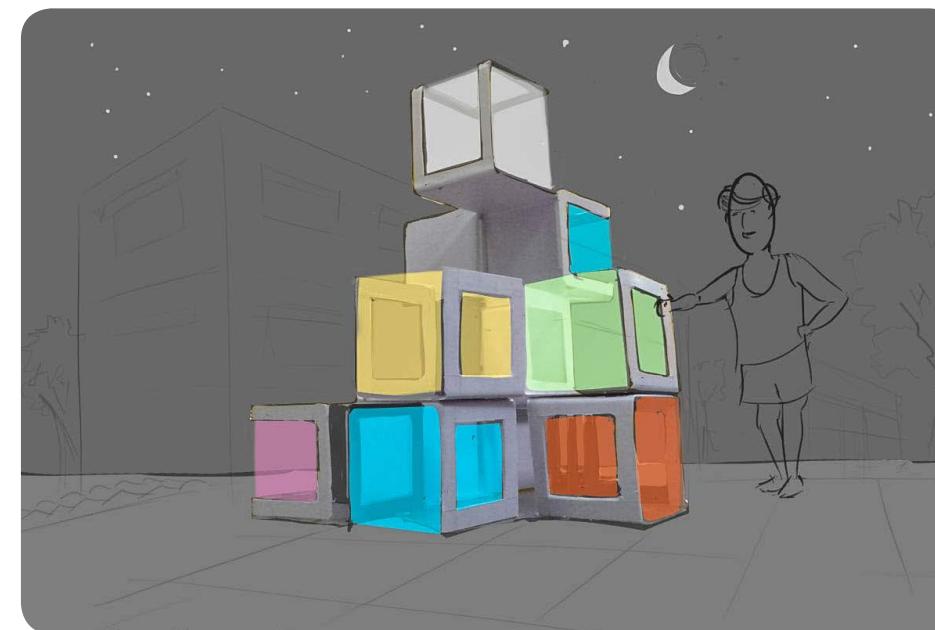


User Feedback

# Sculp-Chair | Enriching social interaction at threshold areas in Parsi baugs



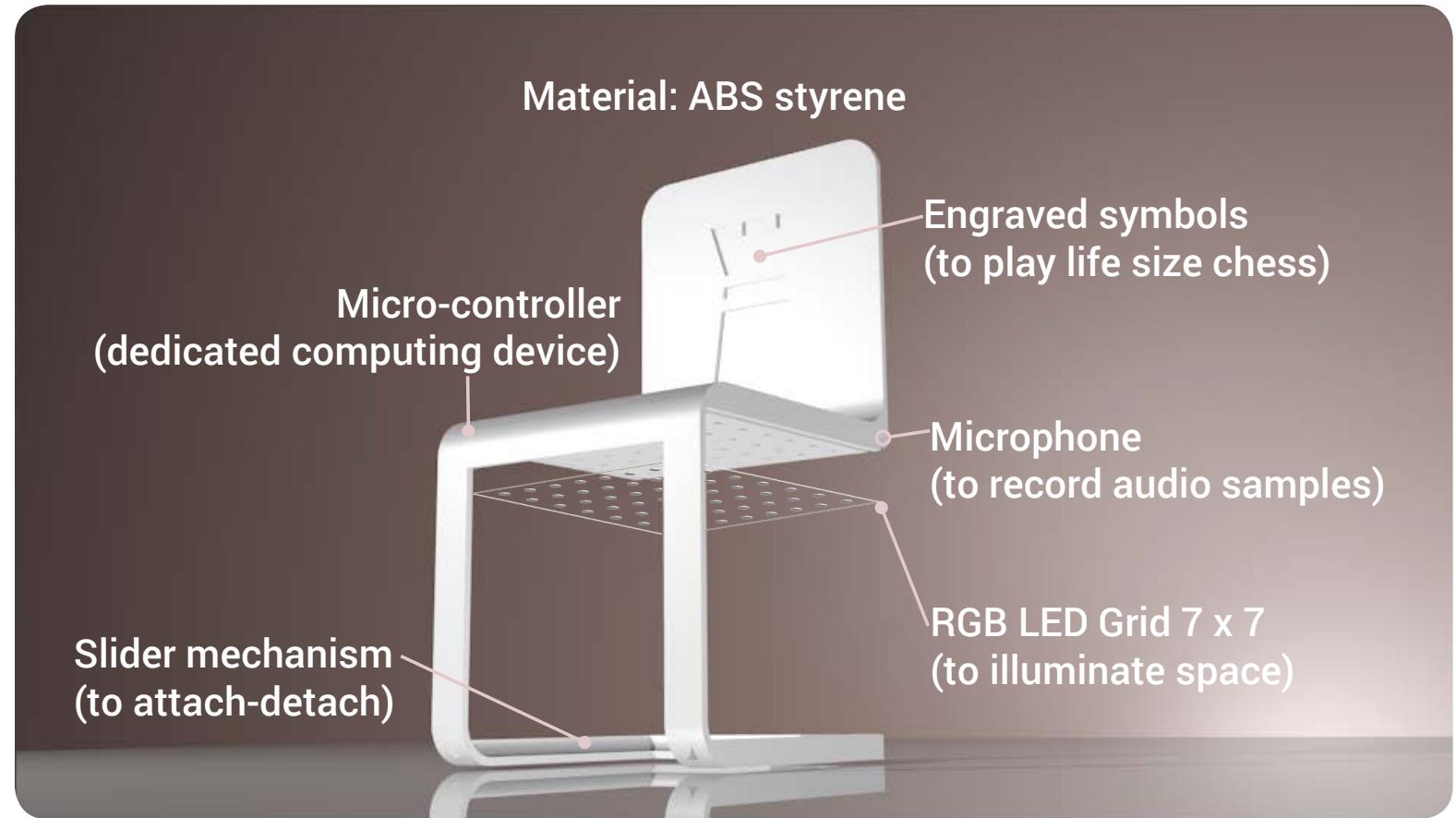
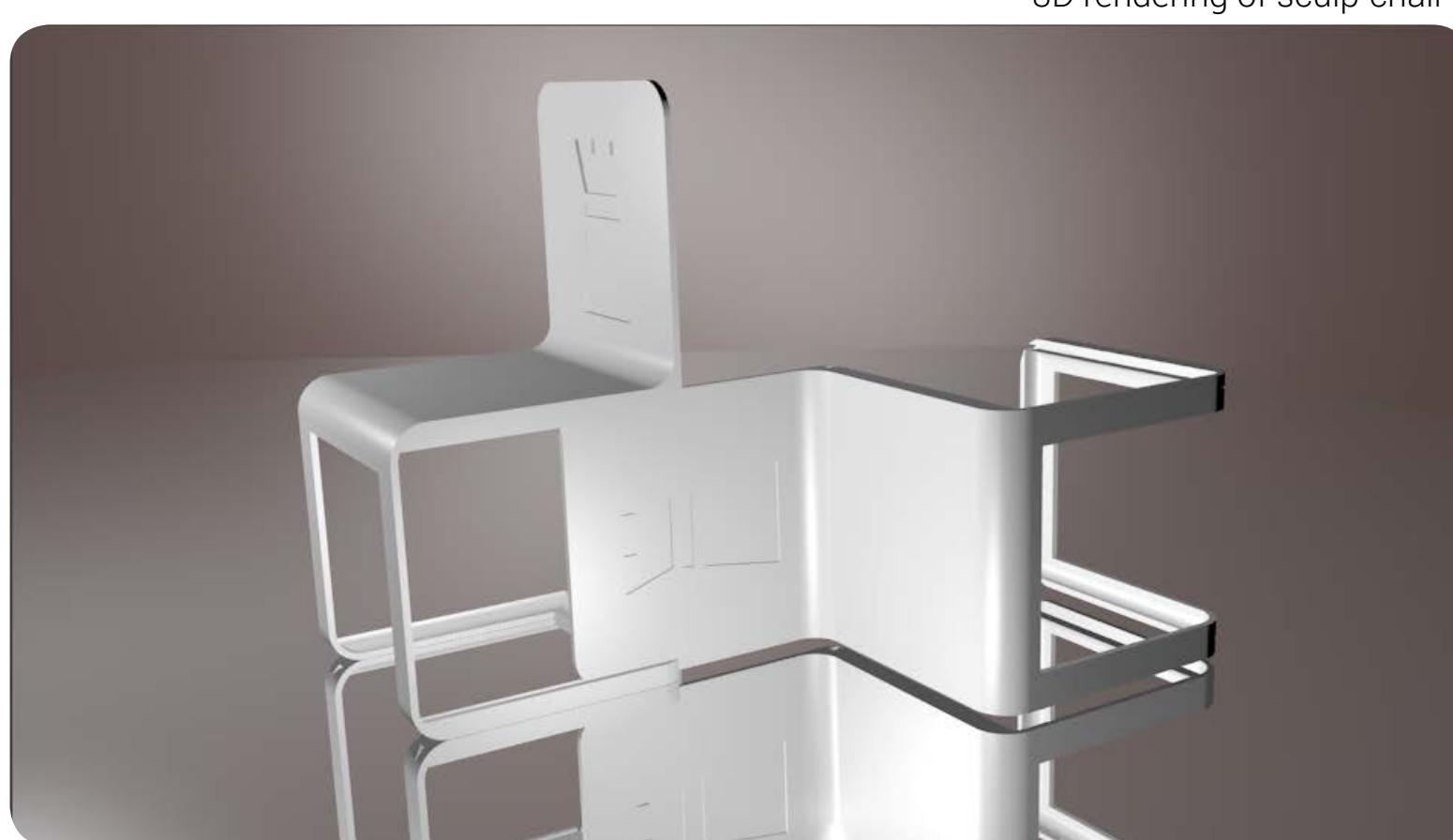
A mobile app will assist kids to build interesting sculpture using Augmented reality

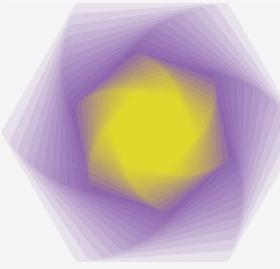


LEDs that glow at night to reflect the tone and intensity of conversations recorded during the daytime



# Sculp-Chair | Enriching social interaction at threshold areas in Parsi baugs



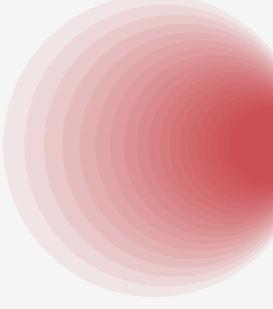


## About me

I am passionately curious. I have strong interest in design as well as science & technology and recently in arts as well. I still have keen interest in electronics.

I am very excited for my first job which will leverage industrial experience along with my personal progress.

And I love ice cream!



# Thank You

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



One day you have to dissolve, but **evolve** anyway!