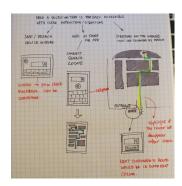
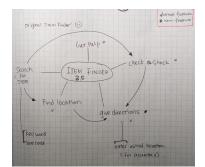
SAM'S PROJECT SAMPLE

ITEM FINDER

Concept

Item finder helps customers quickly locate a product in a big supermarket/ warehouse store. Three different ideas were generated. Considering implementation cost, the 2nd one (middle) is chosen for further design.



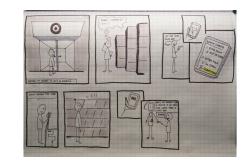


Concept Iteration

The finder should not only locates the item for the customers in a big store and directs them to it, but also allows the customers to check the stock status of the item and get help if needed.

Scenario

This is a storyboard of how a customer purchased a sharpie at Target.



TOTAL STATE OF MANY OF

Sketching Interactions

A task flow was created to caputre the main interactions on the interface.

Concern: accuracy of the app's location awareness.

Wireframes

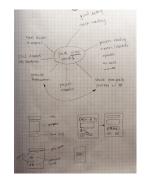
Wireframes were created in Axure to present more details of what should be on each screen. The wireframes were updated accordingly as I iterated.



YOUR 10,000 HOURS

Concept

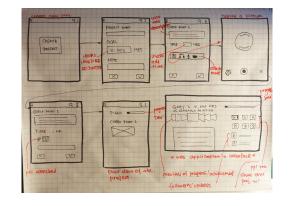
Your 10,000 Hours aims to help people who are interested in developing certain skillset in a specific field. It keeps track of users' progress in achieving the final goal. It supports multi-media content, visualized progress and social networking.



THE TOTAL SPANT OF STANDS OF THE STANDS

Scenario

A storyboard was created to depict how Gary plans to spend 10,000 hours practicing painting.



Sketching Interactions

Interface interactions were sketched based on the concept and scenarios.

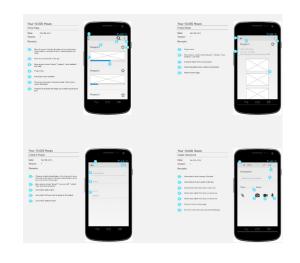
Flow Diagrams

The flow diagram shows every interaction that users are able to reach within the application.

Come a ser people All one changes - Come of the control of the c

Wireframes

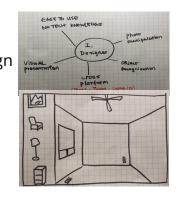
Wireframes were created in Axure to go further to show what element should appear on each screen. The wireframes were updated according to iterations.

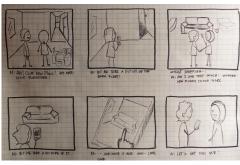


I, DESIGNER

Concept

I, Designer helps ordinary people design and furnish their places visually and easily. It is supported across multiple platform.



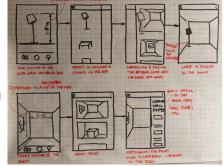


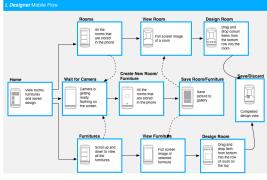
Scenario

This storyboard depicts how a couple used this app to design their new place.

Sketching Interactions

Major interactions of putting furnitures in a room are shown in the sketches.





Flow Diagrams The flow diagram sh

The flow diagram shows every interaction that users are able to reach in the application.



Wireframes

Wireframes were created in Axure and updated according to iterations.