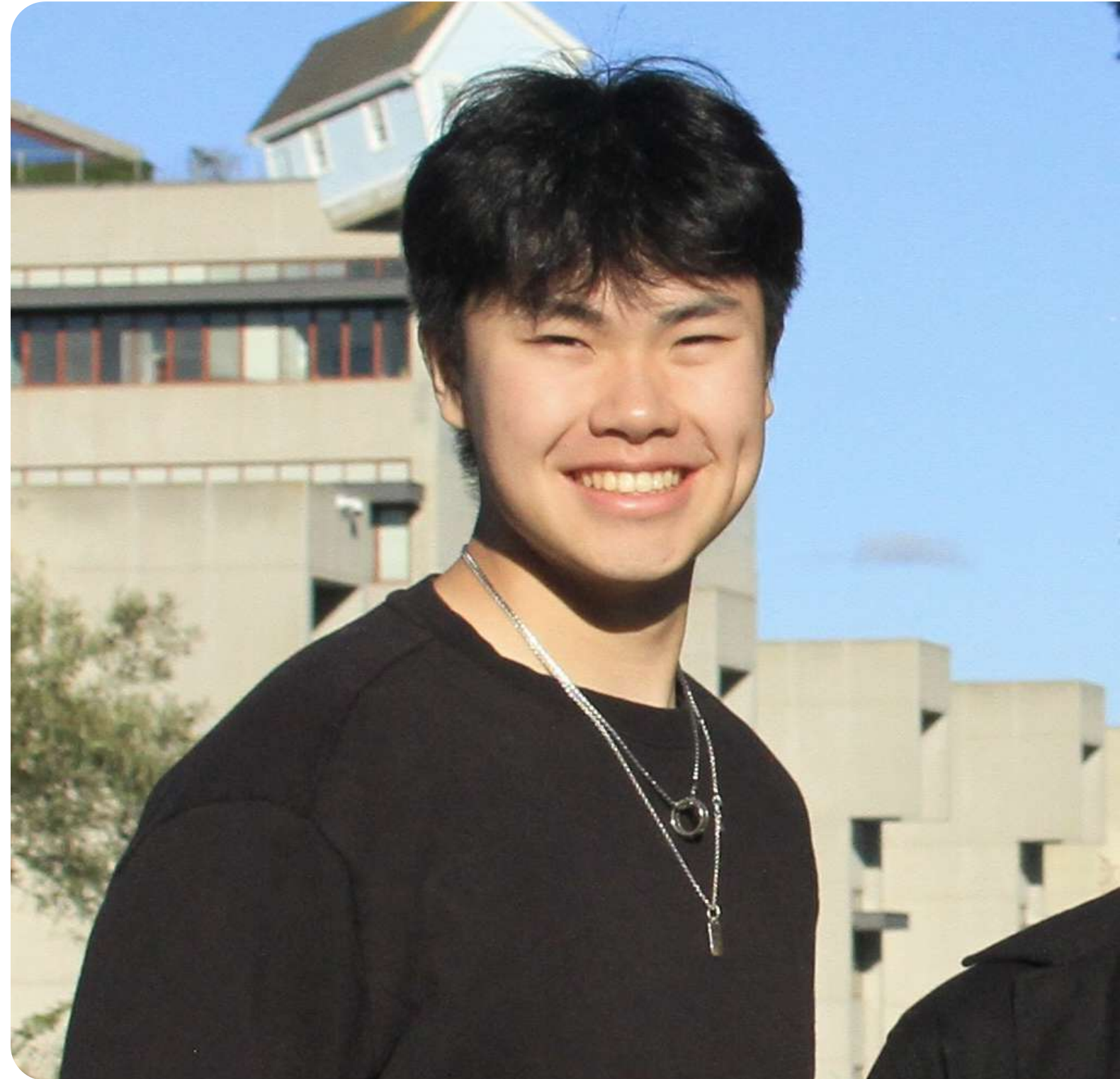# INTERACTIVE DESIGN PORTFOLIO

"Designing interactions that connect people, systems, and environments"

# PIXELPACT

Exploring Interaction Through Collaborative Design

A mobile platform for 4-5 person **teams**, where users tackle monthly **design challenges** or launch their own products. **PIXELPACT** fosters **collaboration, creativity, and community among** designers

**Application used**

## Skill Trading platform: (Skillswap)

1. Basically you can teach another individual a skill that you have in order to gain knowledge on a skill that the other individual has.

(Ex: if I want to learn how to cook, and I have graphic designing skills. Someone that wants to learn graphic design, but knows how to cook can teach me their skills, while I do the same to them)

2. This can promote skill collaborations between vastly different industries. It is also very much a beginner friendly application, but there can also be different skill levels.

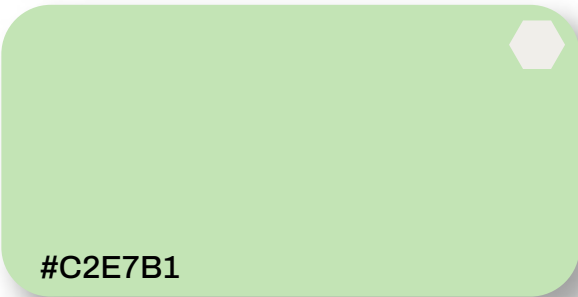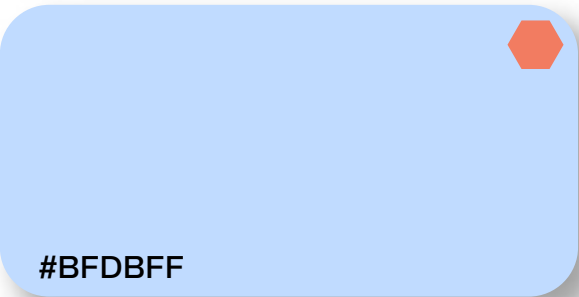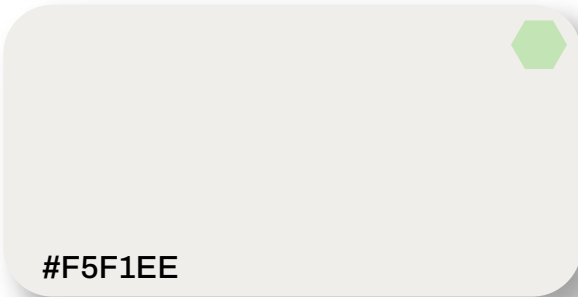3. Contains the individuals proficiency on their selected skill. What they do, and the app caters to your interests.
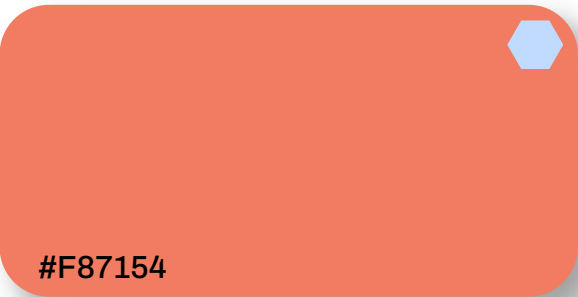
Alvin

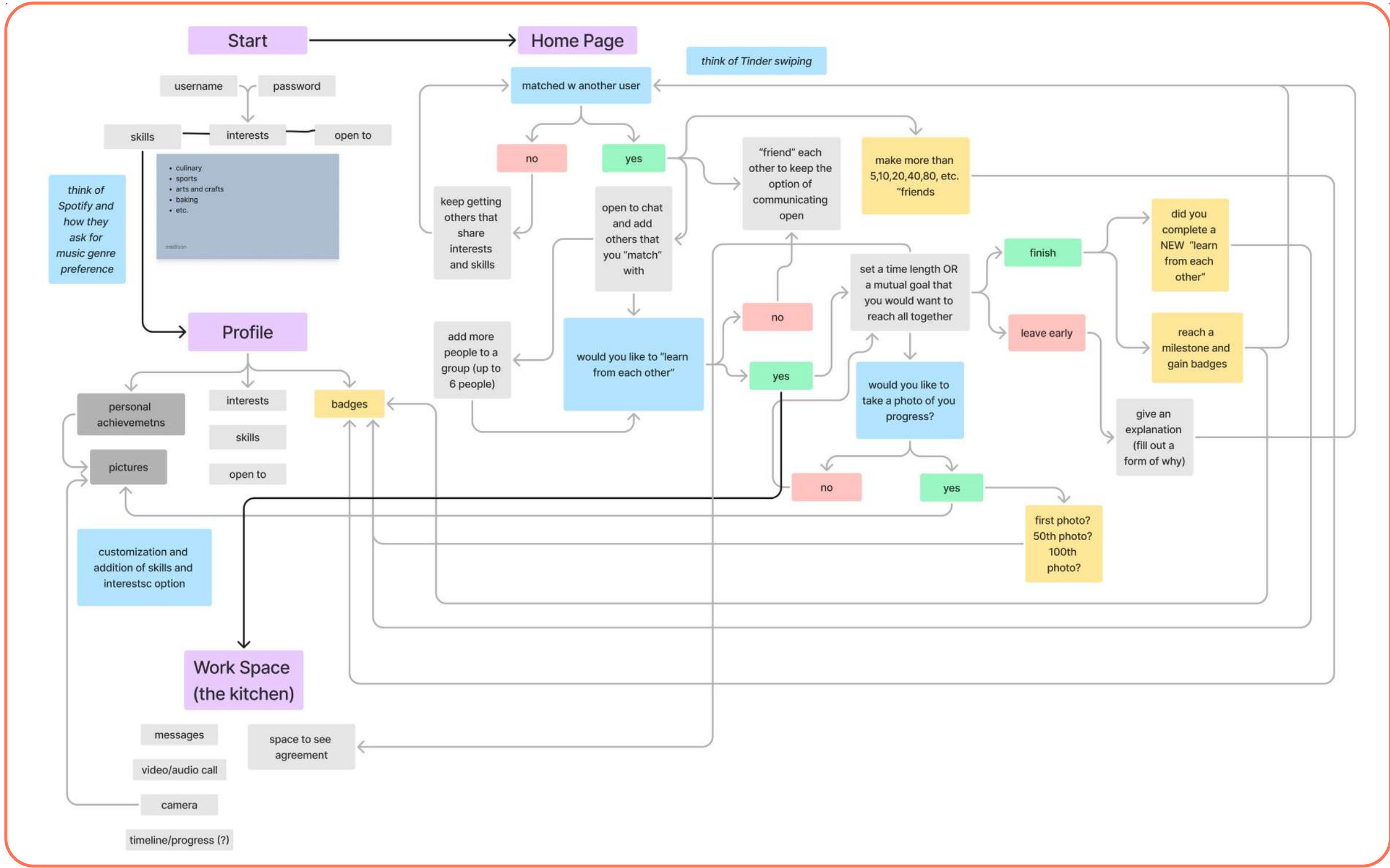initial idea mix

## Problem Statement:

Creative collaboration is often **fragmented**. Designers juggle multiple tools, making it hard to share ideas and co-create in **real time**.

Existing platforms focus on file sharing or solo design, but **lack systems that support true collaborative creativity.**
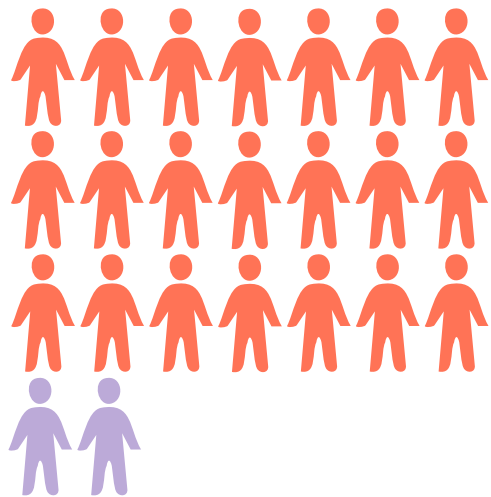
#F87154

#F5F1EE

#BFDBFF

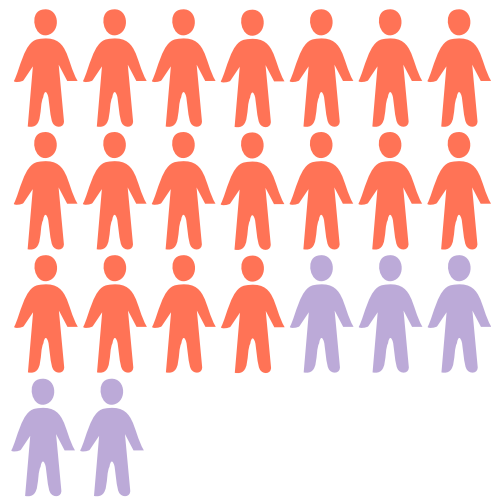#C2E7B1

# PROCESS & IDEATION

Application site map



**Research & Early Prototyping:**
We mapped the core application architecture to show how users move between team creation, challenges, and collaboration. This clarified complexity early and ensured flows stayed intuitive and aligned with project goals.

# RESEARCH & INSPIRATION

21 out of 23 participants would use the app for personal interest

18 out of 23 participants would use the app for career advancement

We **surveyed UCSD students** interested in **UI/UX and app development** to understand their **motivations** for using a collaborative platform. The results gave us insight into **user needs** and **social contexts**, which directly **informed our personas**

## USER PERSONAS

**Name**: David
**Gender:** Male
**Age:** 30
- **Designer Team:** Back-end Developer
- **Occupation:** Employed at Figma Co.
- **Location:** San Bernardino, Studied at ArtCenter
- **Fustrations: struggles to open up because his friends do not share the same hobby and he wants a more welcoming community**
- **Goals: to become more open to others and practice his social skills with others**

**Name**: Angela
**Gender:** Female
**Age:** 18
- **Designer Team:** Visuals
- **Occupation:** Student
- **Location:** Los Angeles, studing at UCLA
- **Fustrations: wants to find something that can help her gain an edge on her portfolio**
- **Goals: Wishes to add to her college portfolio and gain meaningful connections with those working for her**

PixelPact

# PROCESS & IDEATION

We conducted **user testing with over 15 participants** using Notion and Figma as interactive tools, gathering feedback on usability and engagement. Testing revealed points of confusion in navigation and a loss of interest due to limited information. Based on this feedback, we refined the interface and improved content clarity, leading us toward the final prototype.

**HIGH-FIDELITY PROTOTYPE**



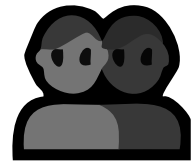**LOW-FIDELITY PROTOTYPE**



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# FINAL CONT.
# PROTOTYPE

Users testing with over 15 participants shaped key refinements, including simplified navigation, clearer content displays. The outcome is a **responsive and engaging interface** that supports creativity, collaboration, and growth for designers at all levels.



**Step 1: Join Weekly Challenges**

Opt into the weekly design challenge and get matched with a diverse, randomized group. Collaborate with your team to tackle the theme, brainstorm ideas, and set goals. Each group brings fresh perspectives, encouraging creativity and unique solutions.



**Step 2: Collaborate and Create**

Work with your team using project tools to track progress, share drafts, and communicate. Upload designs and refine them based on group input. The process fosters teamwork, skill-building, and a rewarding collaborative experience.



**Step 3: Submit and Get Voted**

Submit your project to the community gallery for feedback and votes. Engage with community members, receive constructive critiques, and celebrate your creativity. The most upvoted project wins the challenge, earning badges and recognition.



**Design with your pact...**

pixels by pixels today

Link to Figma File

# RESEARCH & INSPIRATION

Application Objectives

## Seamless Collaboration

Enabling teams to connect, share progress, and co-create, effortlessly across platforms.
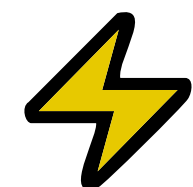
## Multi-modal Interaction

Blending text, visuals, and gestures to create an engaging, intuitive experience for diverse workflows.

## Goal Setting

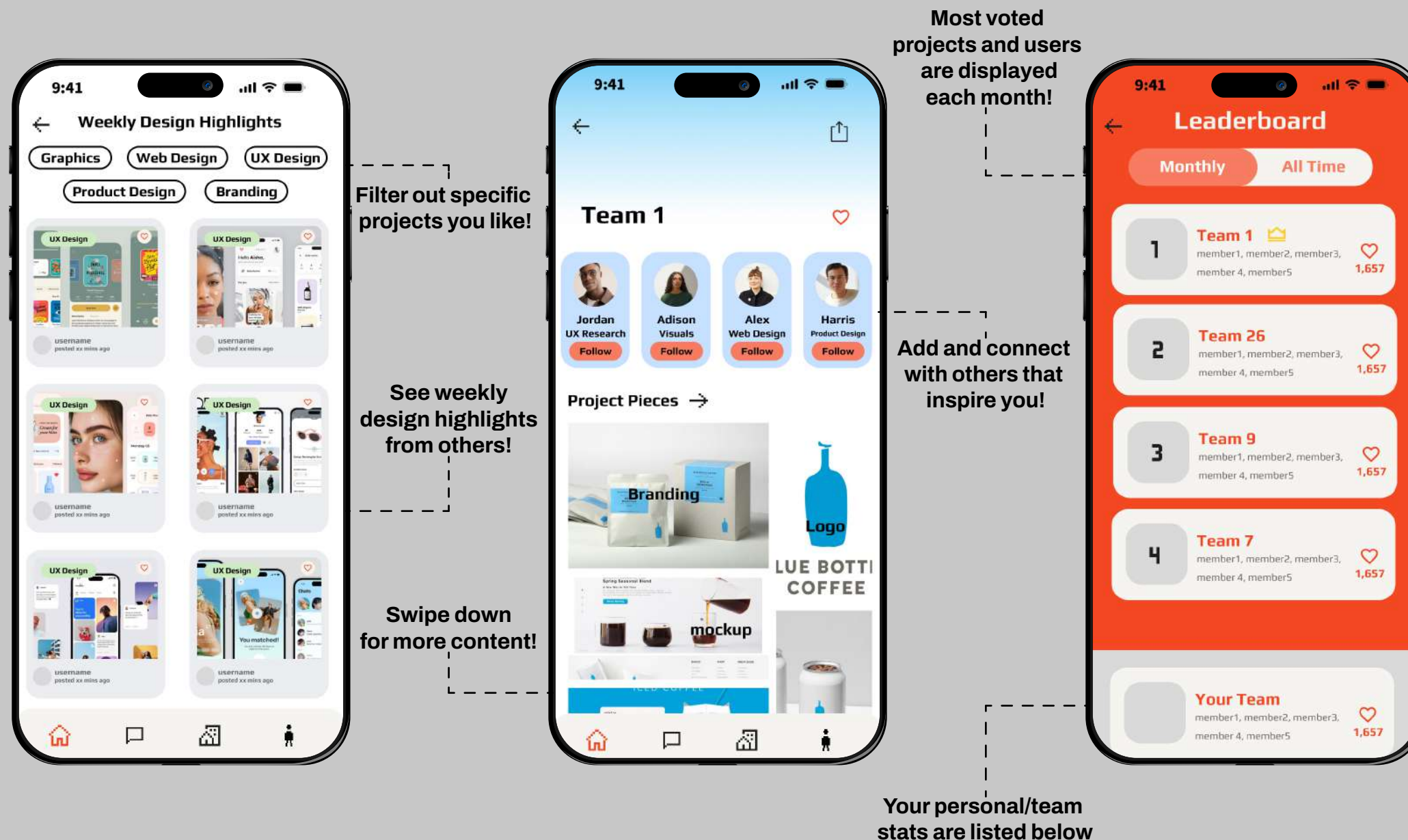Help teams define, track, and acheive design milestones with clarity and motivation.

## Usability

Prioritizing intuitive navigation and accessible design to ensure a frictionless experience for all users.

PixelPact

# FINAL PROTOTYPE

The Final prototype of **PIXELPACT** demonstrates a mobile-first platform designed to foster collaboration through weekly design challenges, team-based projects, and community feedback. My role focused on **UX design and interaction flow**, from wireframing to high-fidelity prototyping in Figma.
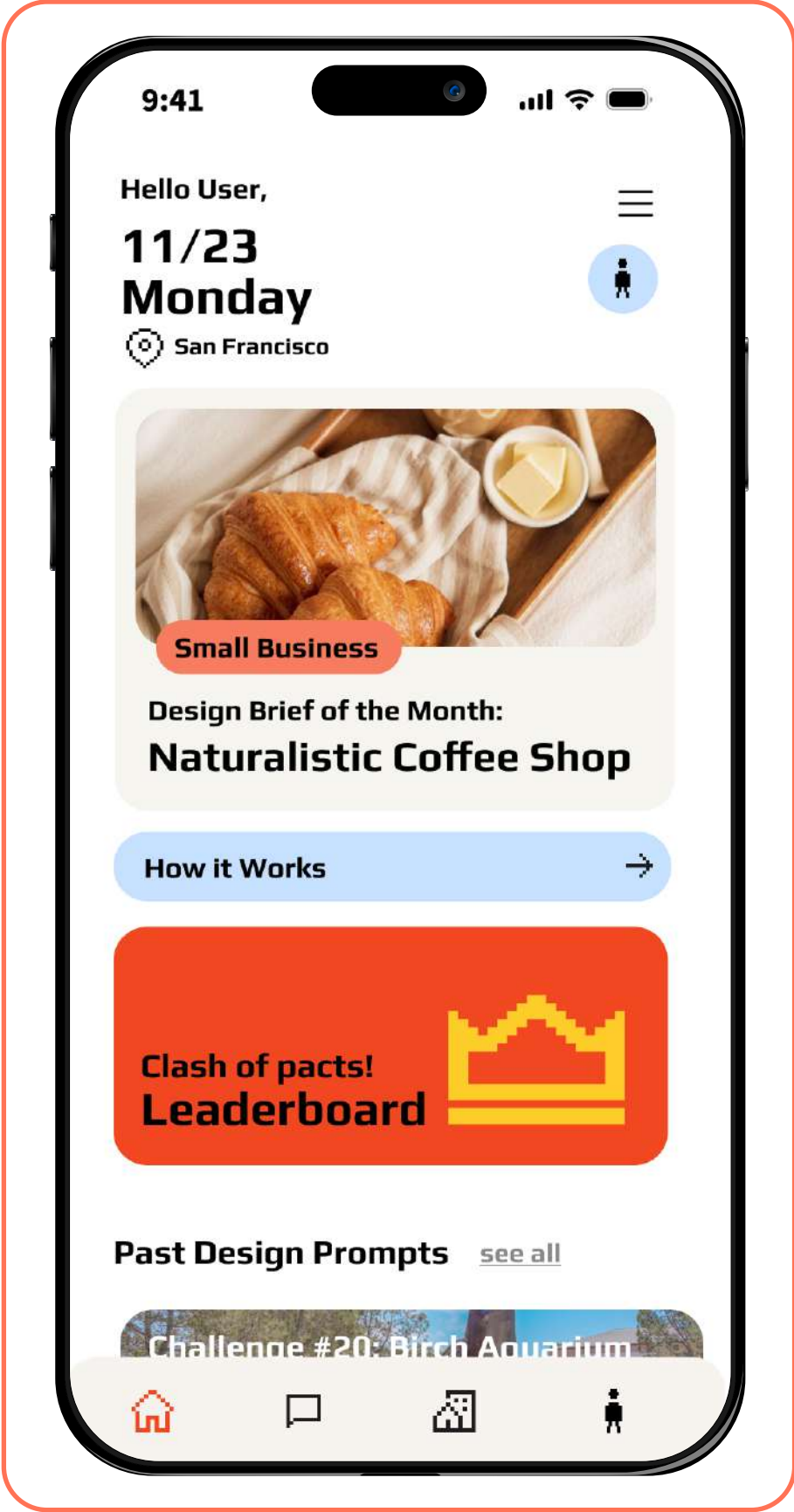
**Most voted projects and users are displayed each month!**

**Filter out specific projects you like!**

**See weekly design highlights from others!**

**Add and connect with others that inspire you!**

**Swipe down for more content!**

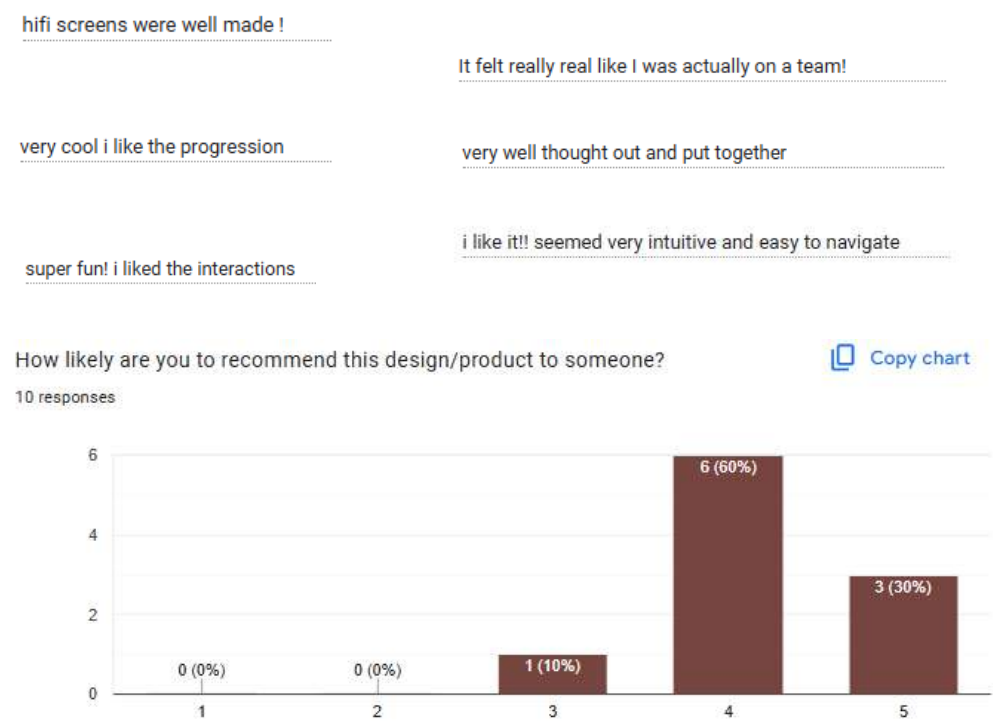**Your personal/team stats are listed below**



PixelPact

# REFLECTION

## Overall contributions

**PIXELPACT** is a mobile platform designed to make collaboration both intuitive and engaging. I was apart of the **UX design process**, from **user flows and wireframes, to hi-fi prototypes in Figma and Google Forms.** To ensure usability, I contributed to conducting tests with **15+ participants**, gathering feedback on navigation and engagement. Their insights shaped key refinements, resulting in a **clear and more responsive interface.**

### FEEDBACK FORM

After our second prototype, we gathered feedback from 10 participants. **90%** rated the design a 4 or 5 out of 5 in terms of r**ecommending it to others**, highlighting **strong usability and engagement**. Comments emphasized that the app felt **real, intuitive, and enjoyable** to interact with. This feedback confirmed that our refinements made the experience better.
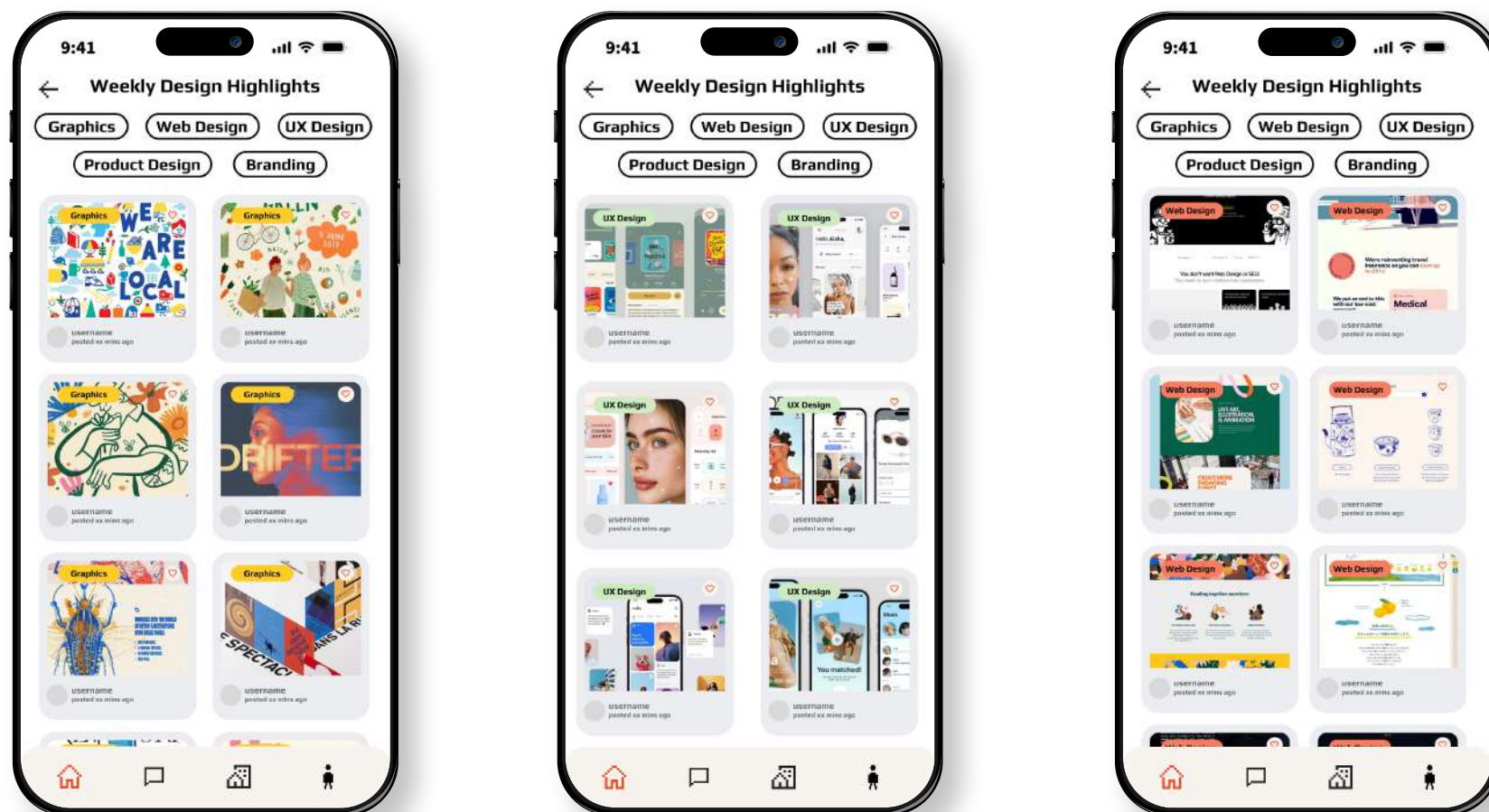
hifi screens were well made !

It felt really real like I was actually on a team!

very cool i like the progression

very well thought out and put together

super fun! i liked the interactions

i like it!! seemed very intuitive and easy to navigate

How likely are you to recommend this design/product to someone?    Copy chart
10 responses



9:41

Hello User,
11/23
**Monday**
San Francisco

Small Business

Design Brief of the Month:
**Naturalistic Coffee Shop**

How it Works →

Clash of pacts!
**Leaderboard**

**Past Design Prompts**    see all

Challenge #20: Birch Aquarium

# REFLECTION

So... whats next?

**PIXELPACT** taught me that collaboration tools succeed when they are simple, intuitive, and built around real user needs. Testing with participants showed how small changes in navigation and clarity could greatly improve usability. This project strengthened my skills in UX research and prototyping, and reinforced my interest in designing technology that fosters creative communities.

## Highlighted Frames



## Whats Next?

**1.** **Iterate on features based on user needs:**
   - Add or refine functionality depending on feedback, balancing simplicity with tools that best support collaboration and creativity.

**2.** **Develop a fully functioning application with collaborators:**
   - partner with developers to translate the prototype into a working product, ensuring the platform's core features are stable and scalable.

**3.** **Track adoption and improve with feedback:**
   - Monitor how people use the app, gather insights on usability, and release updates to address bugs and enhance the overall user experience.

# RELIEFHUB

Designing Accessible Care Through Seamless Interaction

Our mission is to **enhance safety** and **reduce urgent medical incidents** by creating a system for **easy access to rapid assistance**, to ensure a more safe and enjoyable experience for all entertainment venue goers.
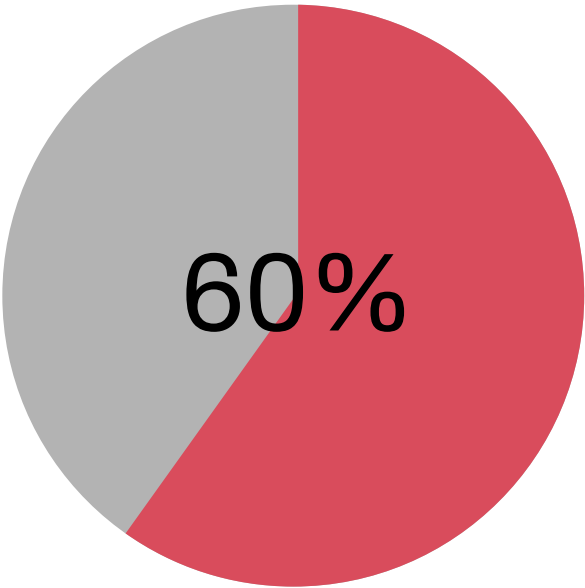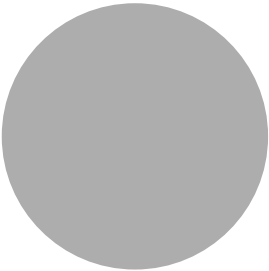
**Application used**
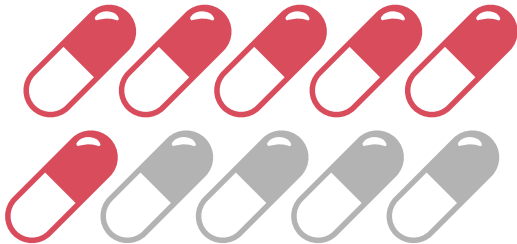
# RESEARCH & INSPIRATION

## Problem Statement

There is currently **not an efficient system** to get quick medical aid at entertainment venues.

- Young people are going to festivals, raves, and sporting events, but **aren't well prepared in handling potential incidents or injuries**

- Long lines and crowds at entertainment venues **hinder the response time of getting medical aid**



"It was a small tent, so the space was limited, but there was a real doctor in there who was very sweet."

## Online Research

**60%** of festival goers say they consumed either drugs or alcohol when attending festivals

**6 out of every 10** fentanyl pills are laced with a lethal dose that can kill an individual

Since 2006, there have been **at least 43** confirmed drug overdose deaths in Southern California

## In-Person Research

After refining the focus to entertainment venues, my team and I conducted **in-situ observations** and **informal interviews** to understand **movement patterns** and **accessibility needs.** We also identified **high-traffic zones** such as restrooms, staircases, medical tents, and food stalls as the most **strategic** locations for placing **ReliefHub**, where individvuals in need are most likely to notice and access first-aid resources.



Environment

Backed up against a wall

By exits/entryways

Less crowded areas

Relief Hub Kiosk

Next to outlets

Relief Hub Kiosk

Location will be at stadiums and other entertainment venues

# PROCESS & IDEATION

Storyboarding



**Context**
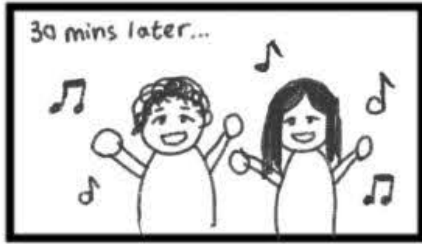On a hot summer's day Kevin arrives at festival after pre-gaming with friends.

**Problem**
Kevin feels dizzy from dehydration

**Solution**
His friend Tiffany notices, and finds a kiosk nearby to get him help. She inputs Kevin's symptoms and gets electrolytes for him and tells him to rest.

**Resolution**
After some rest, Kevin is back to dancing.

**Context**
Tiffany is the only one who knows first aid in her group. She stays alert at the festival, bringing some medical supplies for preparation.

**Problem**
Her friend gets hurt, and Tiffany didn't bring bandaids.

**Solution**
Tiffany takes her friend to a nearby kiosk to quickly get a bandaid. The tutorials show her exactly what to do.

**Resolution**
Tiffany can now have fun herself. She's no longer the only one to know what to do, and doesn't have to carry so many medical supplies with her.
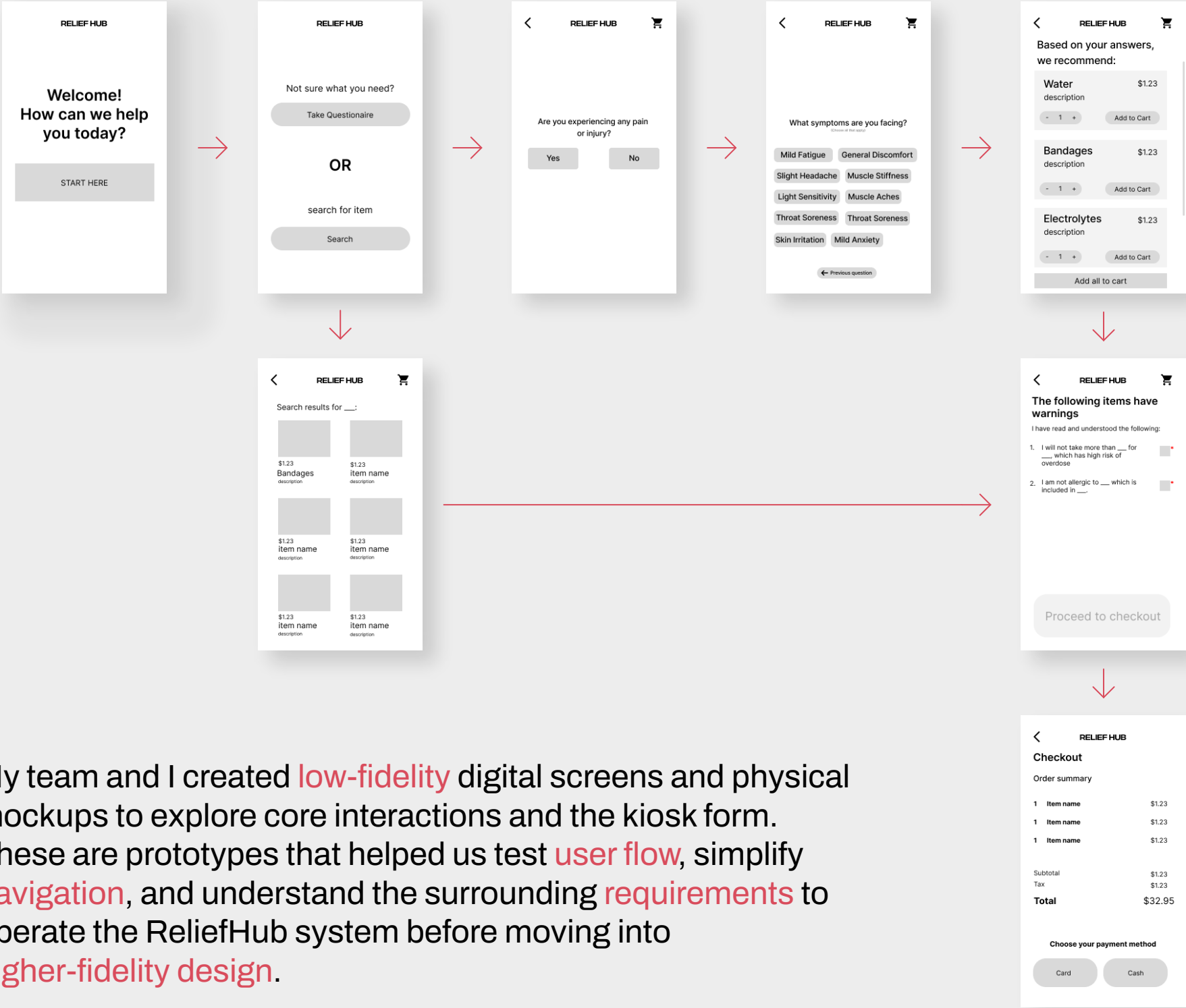
**Storyboarding Insights:**
My team and I developed storyboards to visualize how users encounter and interact with ReliefHub. These scenarios revealed key moments of need and informed design decisions to make first aid more accessible within entertainment venues.

# PROCESS & IDEATION
## Low-Fi Design Prototypes

### Digital Lowfi Assets



### Physical Design Assets



My team and I created low-fidelity digital screens and physical mockups to explore core interactions and the kiosk form. These are prototypes that helped us test user flow, simplify navigation, and understand the surrounding requirements to operate the ReliefHub system before moving into higher-fidelity design.
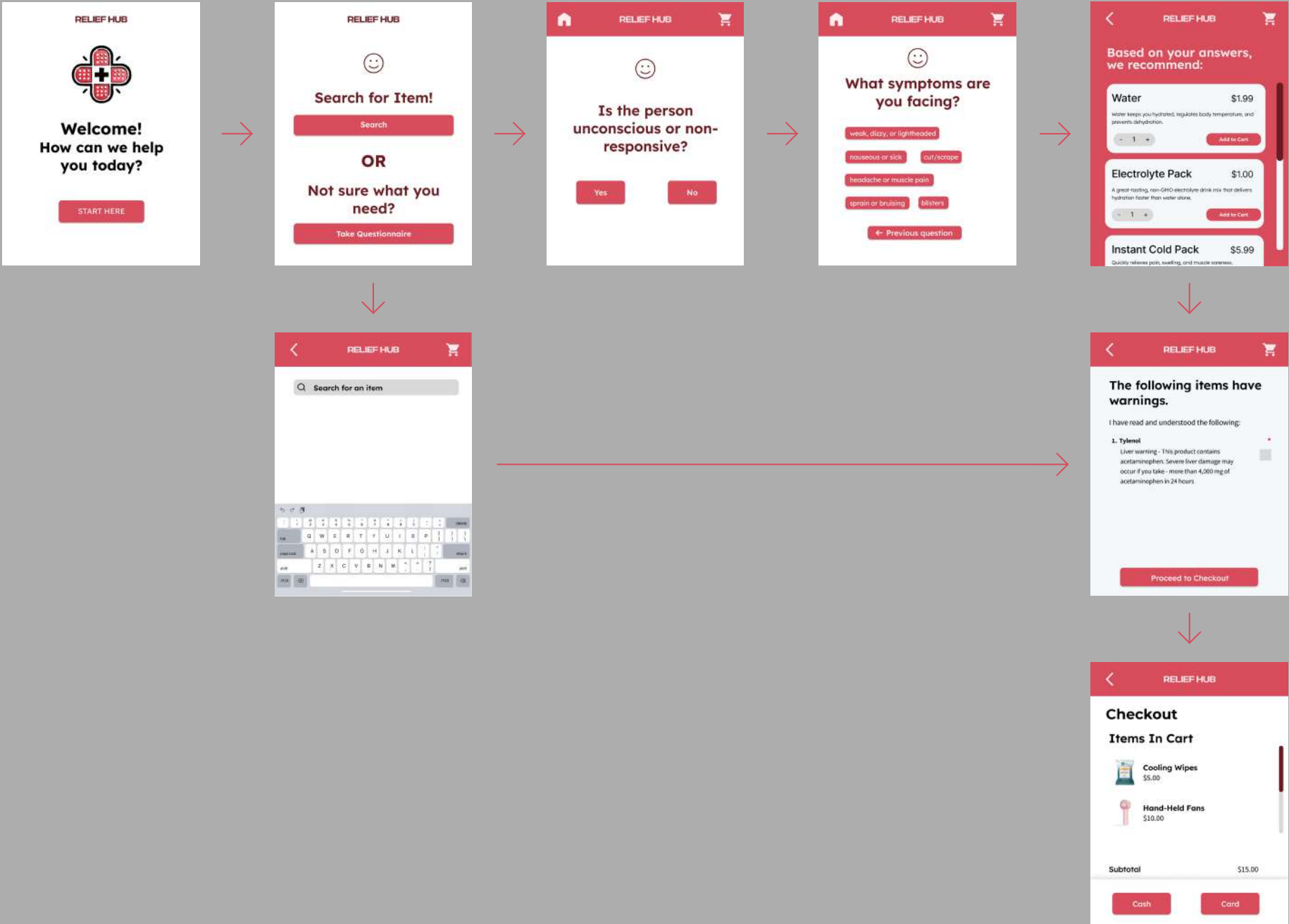
RELIEFHUB

# FINAL PROTOTYPE

Final Prototype

The final prototype brought together the physical kiosk and a fully functional digital flow. We tested the complete experience using real-time interactions on the touchscreen and card scanners. This stage helped us validate usability, refine navigation, and confirm that the kiosk is designed effectively to support users in any medical situations.
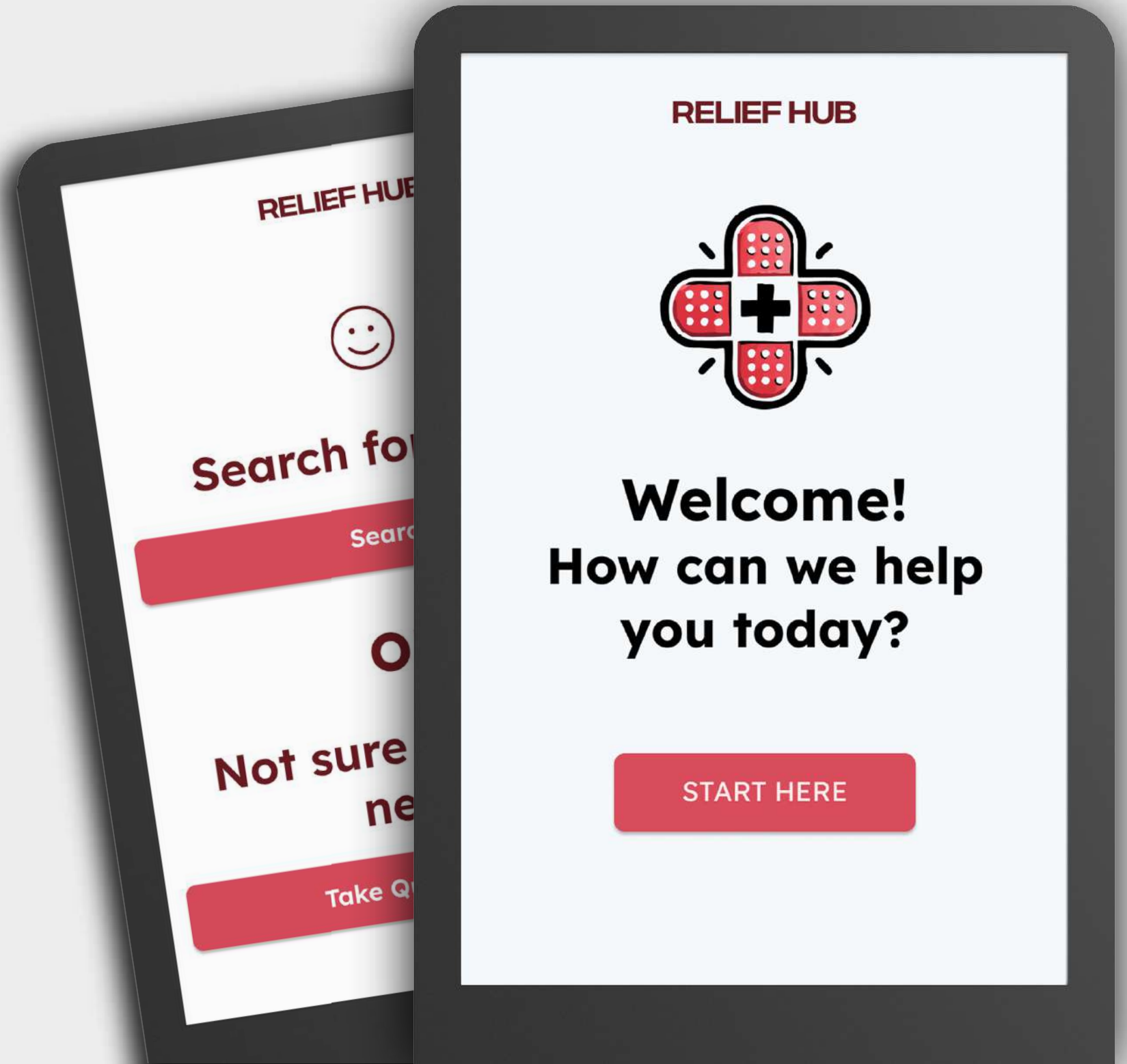
# REFLECTION

ReliefHub helped me deepen my understanding of interaction design by focusing on how individuals are about to navigate through stressful, real world situations.

My team and I were able to design the full system, from branding and UI screens to the physical kiosk, as we ensured each interaction felt intuitive, reassuring, and accessible.

This project taught me how to simplify user flows, design with empathy, and create interfaces that guide users smoothly though their desired decisions.
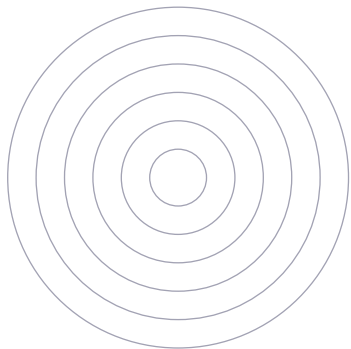
RELIEF HUB

Search for

Search

O

Not sure
ne

Take Q

RELIEF HUB

Welcome!
How can we help you today?

START HERE

# SDDW

## Combining Interactive Design with Brand Identity

Our mission is to **enhance safety** and **reduce urgent medical incidents** by creating a system for **easy access to rapid assistance**, to ensure a more safe and enjoyable experience for all entertainment venue goers.
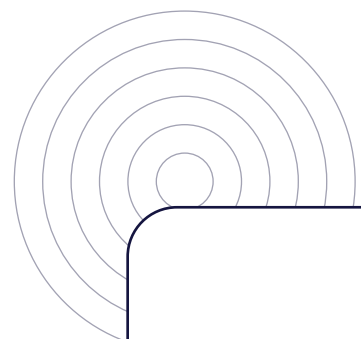
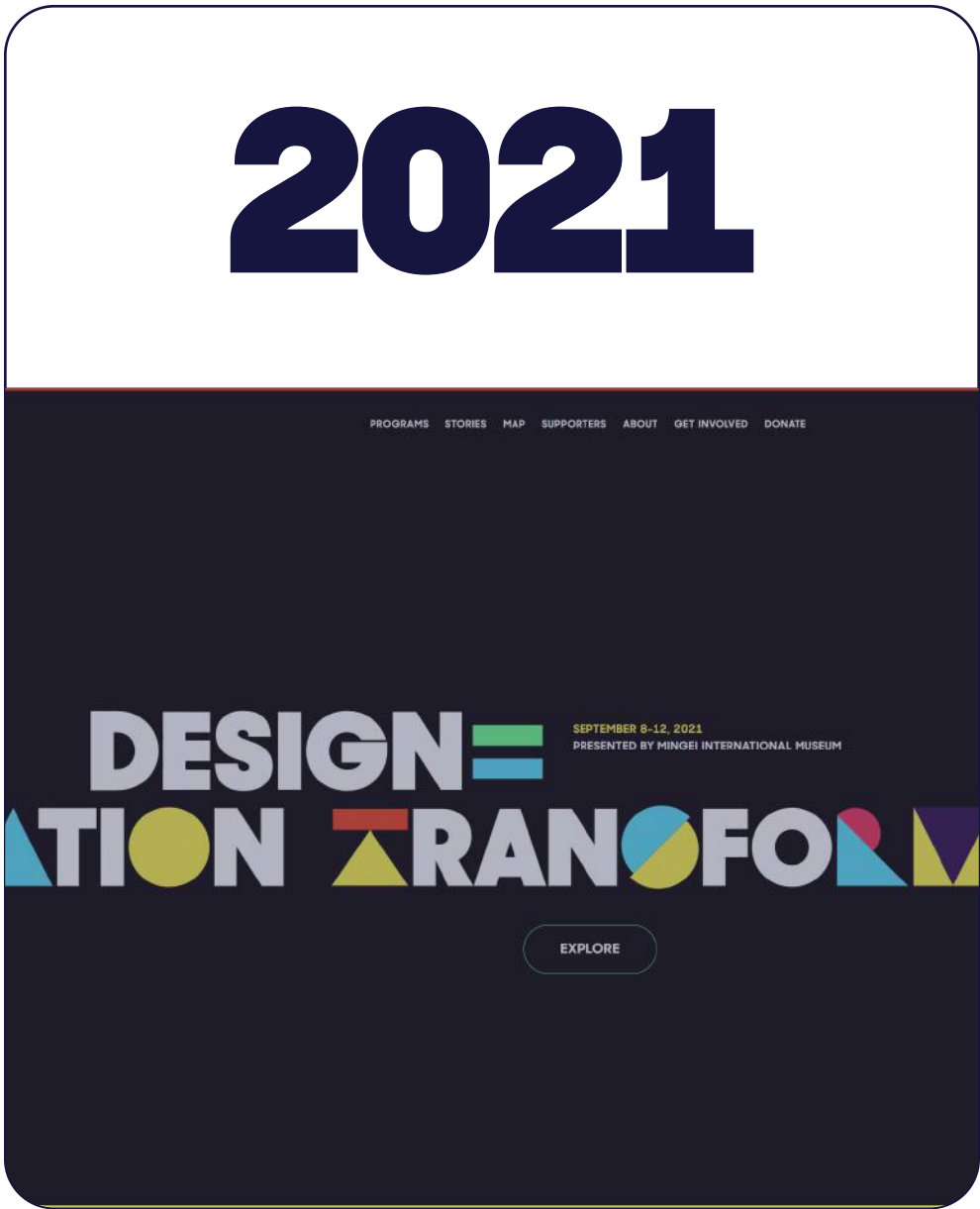**Application used**

# RESEARCH & INSPIRATION

Inspirations

I analyzed SDDW's branding from 2020 - 2022 to understand its **core visual language, bold type, and community focused themes**. This helped me identify what to keep and what could be elevated.
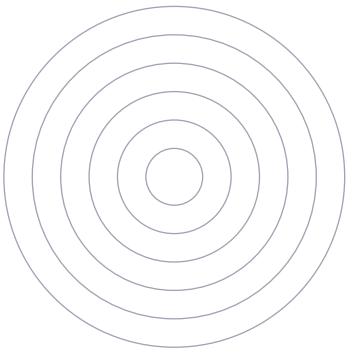


2020



2021



2022

# STYLEGUIDE & MOCKUPS

Moving to the styleguide, I decided to choose separate typefaces for their **bold structure and high readability.** As for the color palette, I wanted to add colors that are **energetic and more festival-like** to reflect San Diego's creative diversity and playful identity. For the UI components, I followed a high-contrast style to **maintain clarity** across digital and print platforms.
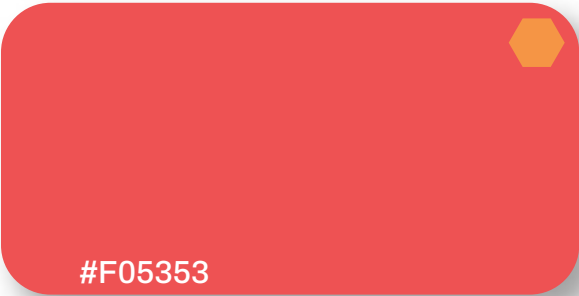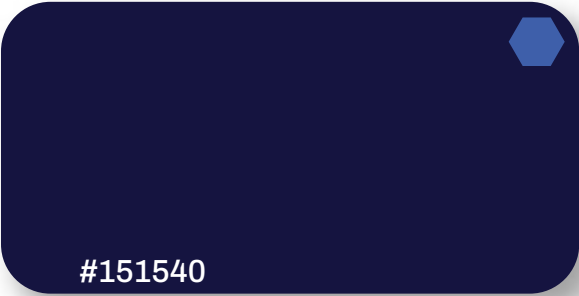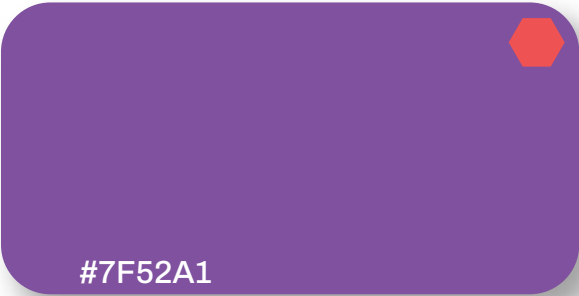
Archivo - Regular

**Sharp Sans - Black**

**Sharp Sans - Extrabold**

PRESS ME

PRESS ME

PRESS ME

PRESS ME

#F89745

#F05353

#7F52A1

#405FAB

#151540

# PHASE 2 DESIGNS

Interactive Logo Implementations

In phase 2, I began **applying the finalized logo system across different mediums** to test how it performs in a real context. I explored interactive and environmental applications through large-scale banners and responsive website layouts. I started building the website direction, and translated the visual identity into a digital interface that **maintains clarity, hierarchy, and brand consistency.** These early implementations helped validate the logo and ensured that the system could be scaled across physical and digital canvases

# RESEARCH & INSPIRATION

## Early Stage Mockups



I drew inspiration from **urban signage and contemporary web design** to shape my approach to color and composition, creating a more energetic and engaging feel for this year's San Diego Design Week.



Working with different settings and mocks, my goal was to truly **encapsulate the creativity and diversity** that San Diego Design Week has to offer. I tried to imagine different settings such as **billboards, posters, banners, and more** to help me gain a better understanding in what design elements can and cannot work.

# PHASE 1 DESIGNS

Logos

**FINAL LOGO**

SAN DIEGO DESIGN WEEK

During phase 1, I explored **multiple logo directions** to understand how typography, layout, and color could communicate the energy of San Diego Design Week. These iterations **tested stacking structures, number placements, and different arrangements** to find a balance between clarity and expression. Through this process, I was able to **refine the visual hierarchy and identify** which elements felt most aligned with SDDW's identity and direction.
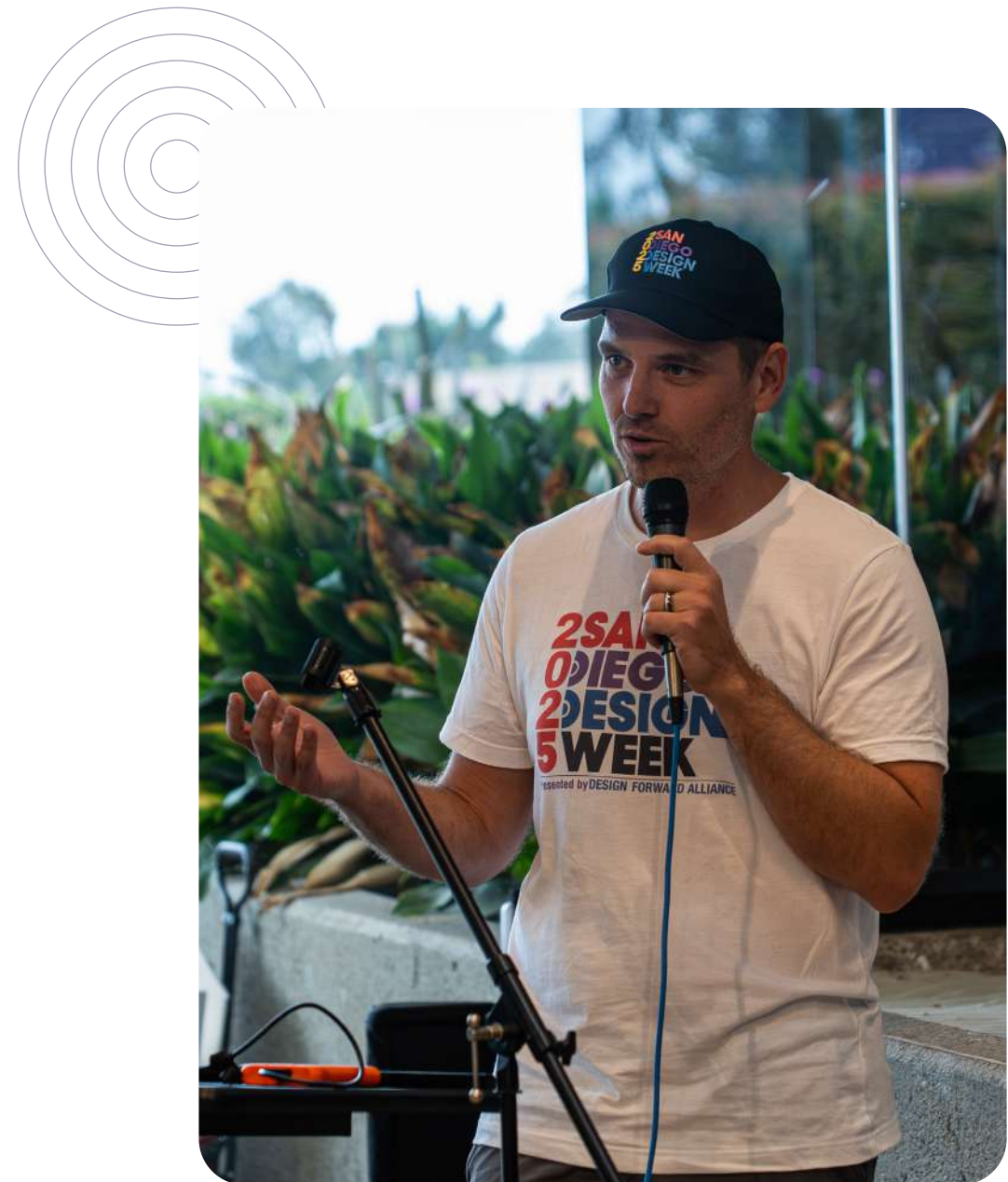
Standalone Designs

Favicons

# PHASE 3 DESIGNS

Logo Implemented Product Design

In phase 3, I **finalized the identity** for product development and applied the logo to bottles, shirts, and hats, **ensuring clarity and consistency** across materials. The branding was then showcased at real events through banners and wearable pieces. Seeing the system in a public setting confirmed that the logo **stands out and holds its presence across different mediums.**

# REFLECTION

This project taught me how to build a flexible identity system that works across physical events, digital platforms, and product applications. Seeing the branding used in person on banners and early website prototypes helped me understand how design decisions translate into real experiences. It also strengthened my ability to collaborate and refine visual systems that feel cohesive at every scale. Overall, this process showed me the impact thoughtful branding can have when it is carried through both interactive and real-world contexts.