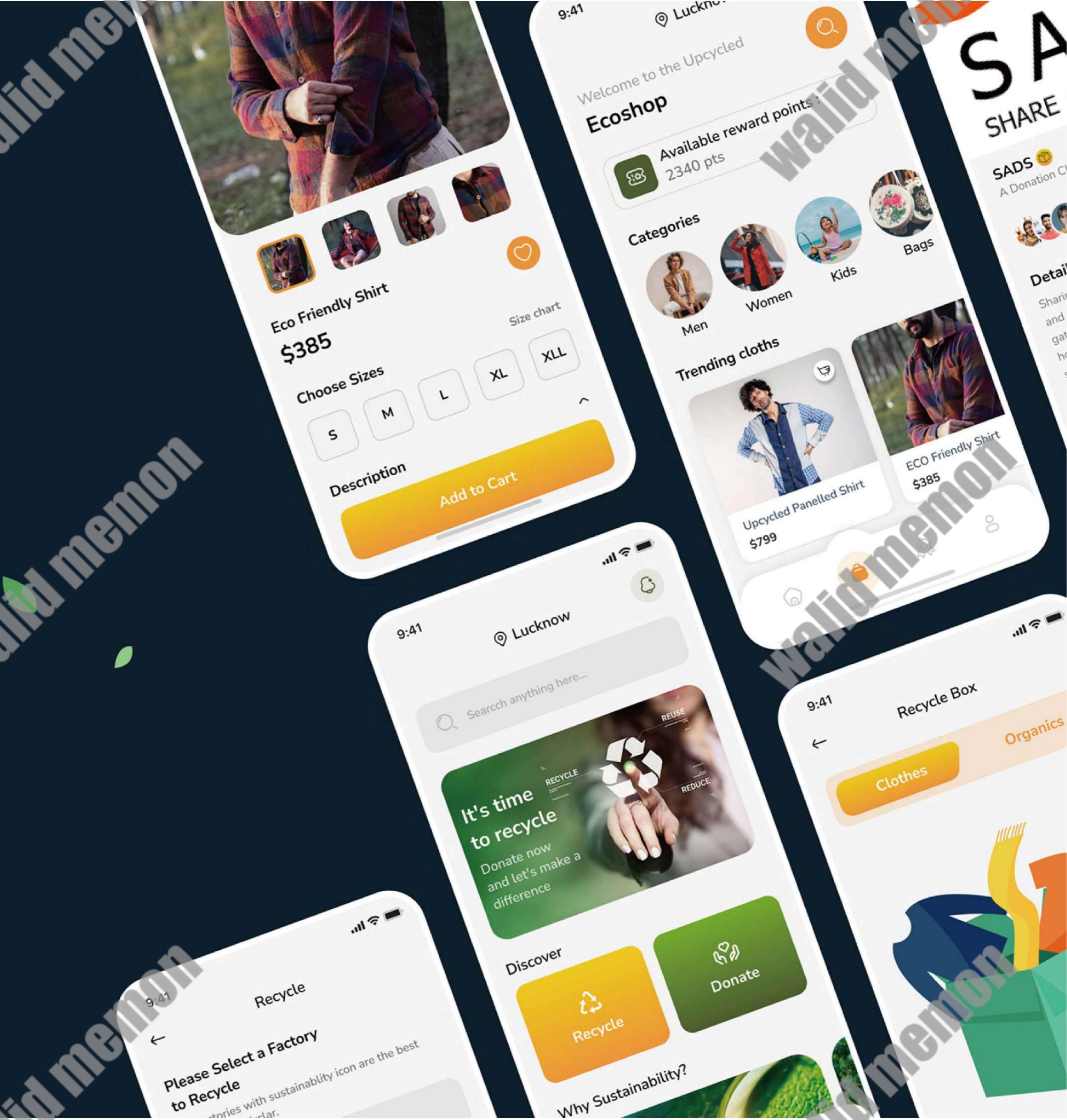


Recycling App Concept

Recirclar is an application that promotes sustainable living, It let users recycle, donate and buy sustainable products.



Recirclar
REDUCE • REUSE • RECYCLE



Problem Statement

It is challenging for many people to understand recycling, and they do not believe it is worth the trouble; however, once people become aware and feel confident enough about what they are doing in saving the environment, they are willing to make sustainable choices.

Recircular is a one-stop solution that empowers users to live sustainably - buy less, reuse more, recycle and donate more.

Through the collection of unused or worn-off clothing and vegetable scraps, this app will help create a change in the way people view clothing and organic waste.



Solution

It is possible to create a conscious eco-friendly lifestyle by aligning sustainable renewable resources with design experiences that inspire people to donate and recycle.

Our goal is to create an app that:

1. Provide a platform for simplifying recycling processes and encouraging eco-friendly habits.
2. This platform has a feature that allows users to track their recycling and donation activities.
3. Users can receive rewards by participating in challenges.
4. In addition, users receive rewards whenever they recycle, which motivates them to recycle more and spend their earned points on Eco-shop.



Design Process

I have used the **sprint design method** for solving problems through designing.



Map



Sketch



Decide



Prototype



Test

Unique Selling Proposition

Recycle

Users can use this app to send their old clothes and veggies scraps to a recycler, so they can turn them into natural dyes and beautiful products.

Donation

This app allows users to donate old and unused clothing to NGOs or charities.

Eco Shop

On Eco-Shop, upcycled products are associated with sustainable brands and manufactured from natural dyed fabrics.

Gamification

Provided recycling challenges to complete within stipulated time periods in order to motivate users to recycle more and receive rewards/offers.

Competitive Analysis

I have done competitive analysis to understand the competition of the app in the market, identify opportunities, and find an edge to design an app from scratch.

Feature	Uzed	Joulebug	Recycle Nation	IRecycle	Regain
Usability	✓	✓	✓	✓	✓
Pick-Up	✗	✗	✗	✗	✗
Search	✗	✗	✓	✓	✓
Rewards	✓	✗	✗	✗	✓
Recycling	✓	✓	✓	✓	✓
Donation	✗	✗	✗	✗	✓
Shop	✓	✗	✗	✗	✗
Track Activity	✗	✓	✗	✗	✗

User Research

User research focuses on understanding user behaviors, needs & motivations through observation techniques, task analysis, and feedback. In the qualitative analysis, I have interviewed 9 people to understand their Problem

Survey Insights



Interview Insights

01 Rather than donating in person, most people prefer to use an app to donate old items.

02 Most apps do not integrate both recycling/donation, reward points, and eco-shopping at the same time, which frustrates many users.

03 Users prefer an app that allows them to recycle organic scraps.

User Persona

I created a user persona on the targeted users, based on the research findings and user insights.

by this I get **to know about the goals and the frustrations** of the users.



"Spread Sustainability"

Goals

- 👉 Pickup services for easy waste disposal.
- 👉 To buy sustainable products out of disposal items.
- 👉 Rewards for recycling.

Frustrations

- 👉 Cannot easily find platforms to donate or recycle.
- 👉 Organizations charge for pickup services.
- 👉 Not aware of organic recycling.

Krishna Thakur

- 📍 40 year old
- 📍 Delhi, India
- 📍 Project Manager

Empathy Mapping

Creating an empathy mapping for better visualization of interview responses. We grouped the user reresponses into what they said, what they think, felt, and what they did afterwards.

Says

- Will I be able to donate/recycle easily?
- Would I be able to trust the app?
- How will I know where my stuff has been sent?

Thinks

- I won't pay to donate and recycle trash.
- I hope transparency should be there.
- I wish to see some offers or points in exchange.

Does

- Research for an app on play store and install it.
- Tracks donation and recycling activities.
- Received rewards after filling the box for recycling.

Feels

- Not sure
- Inquiry
- Frustrated

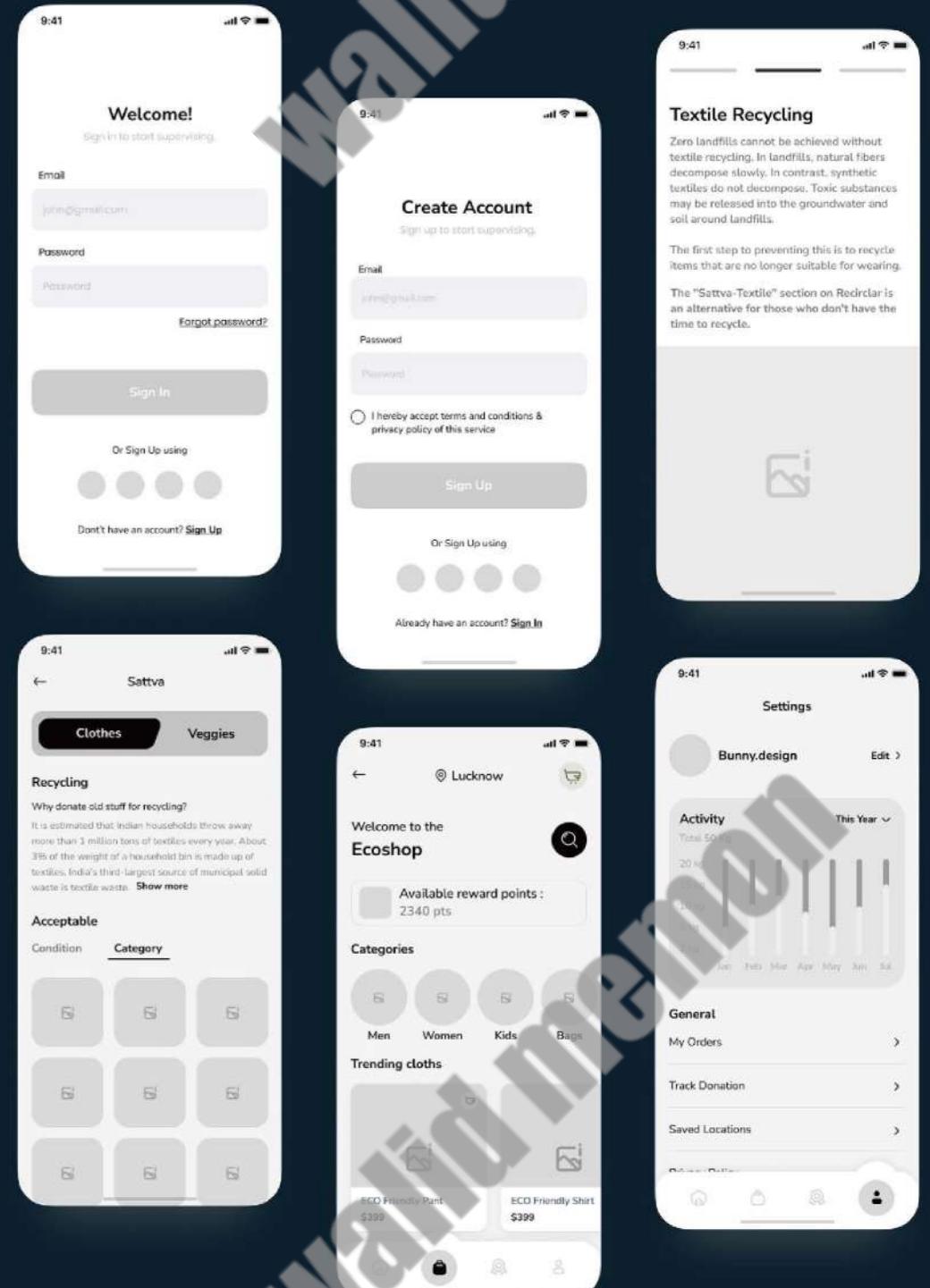
User Flow

The user flow lays out the user's movement through the product, mapping out each and every step the user takes—from entry point right through to the final interaction.



Medium Fidelity Wireframes

I used medium-fidelity wireframes to focus more on the usability of the app than its aesthetics. In this way, the structure is highlighted without being distracted by colors or images.



Design Style Guide

I created a warm, visually appealing, and engaging color palette that resonates with the brand's tone of voice and complements its visual design language remarkably. We made a deliberate choice to incorporate colors that stimulate customer engagement and bring attention to Mindset's brand.



Design Elements

I used use UI elements to create a visual language and ensure consistency across this product.

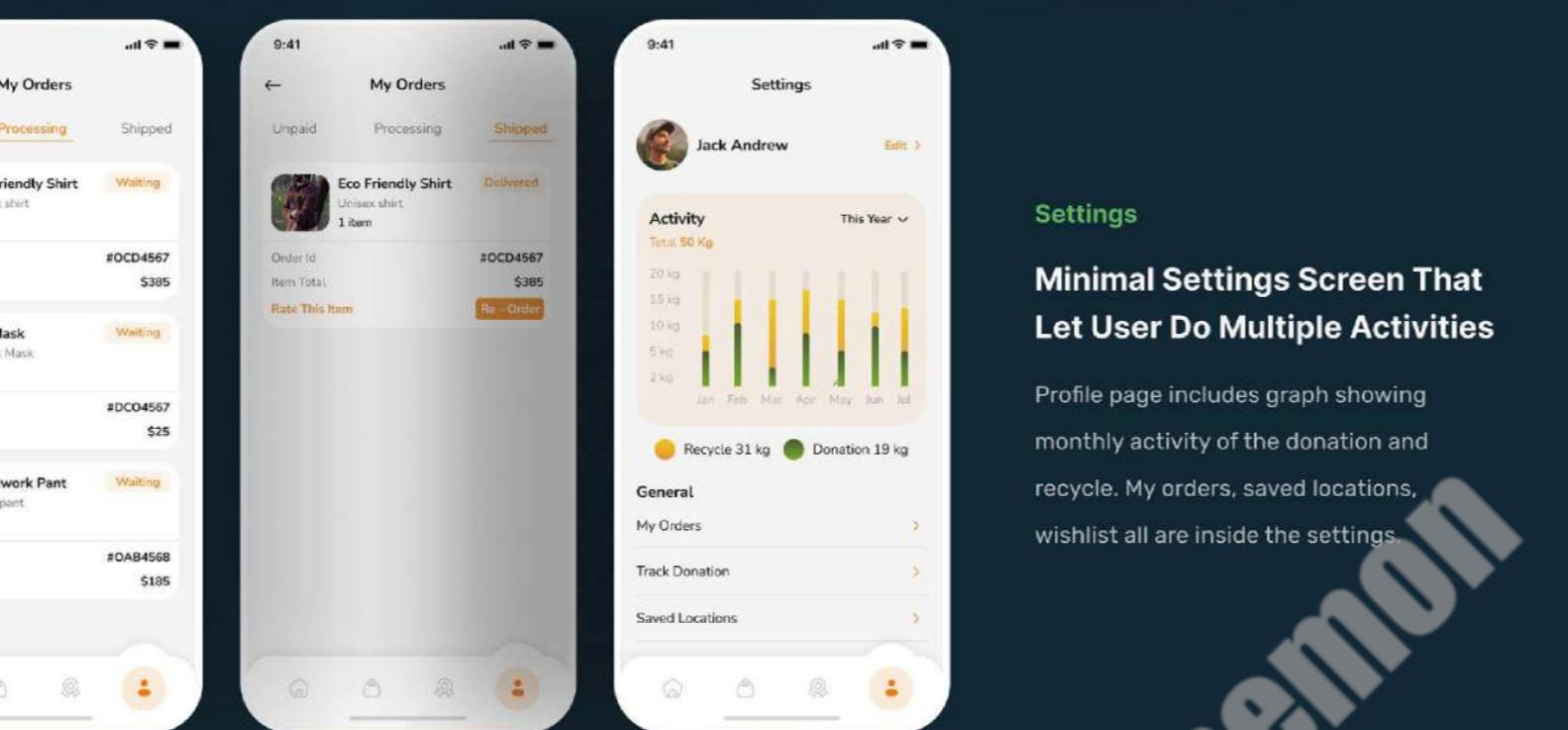
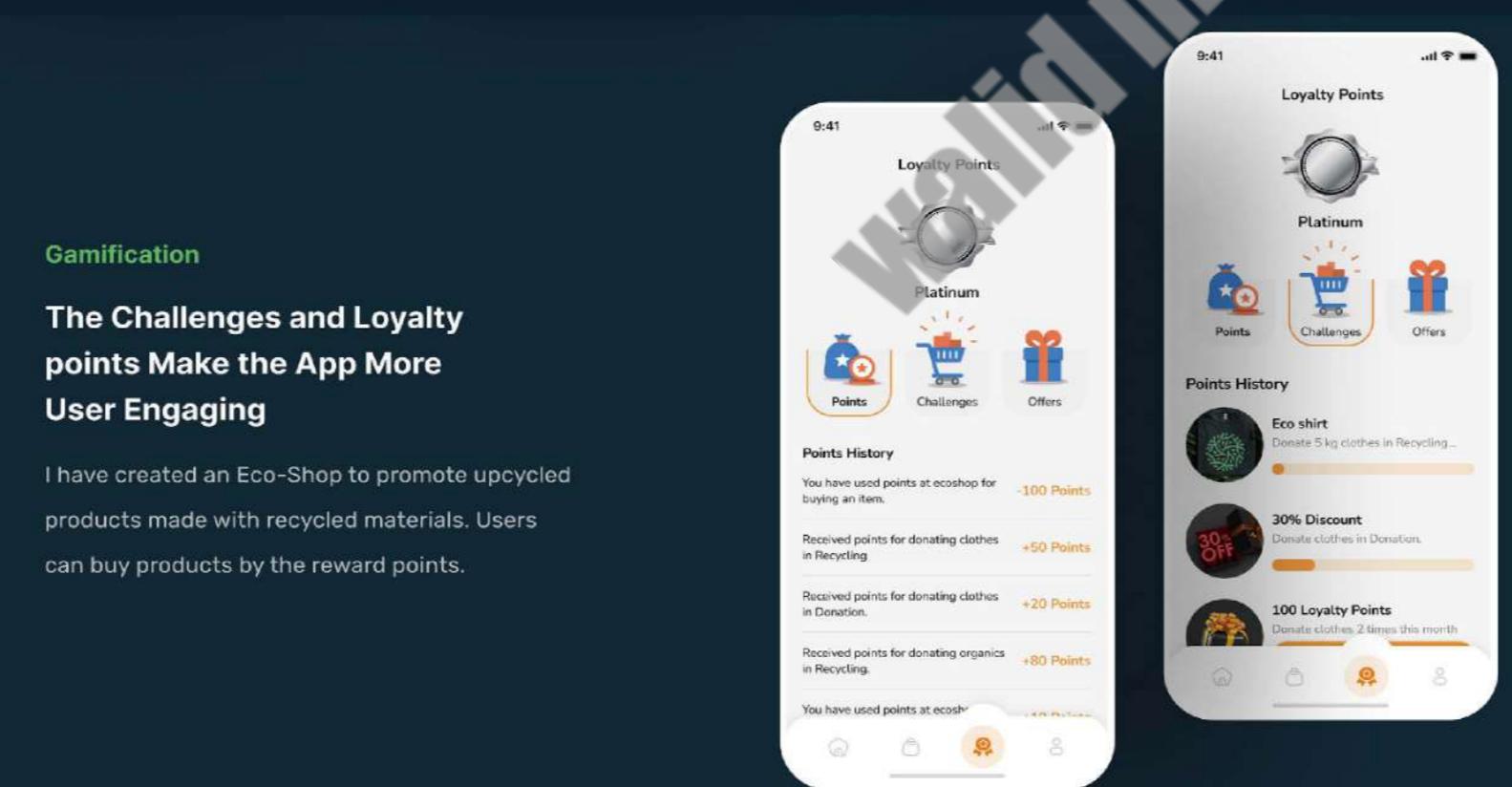
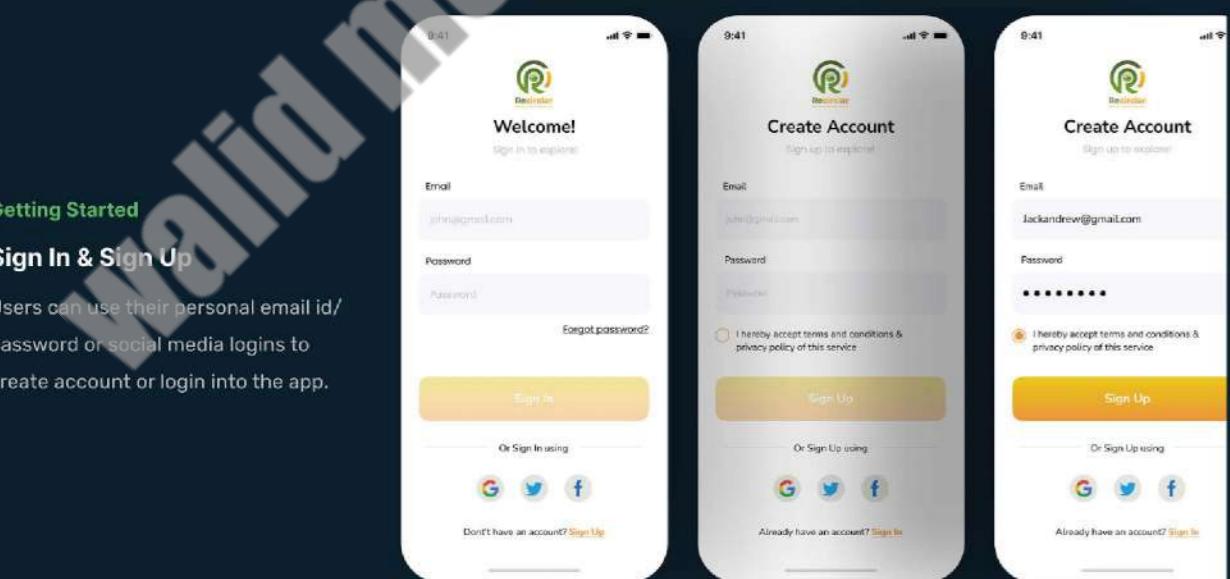


Visual Design

I have created a total number of **125+ app screens**. By using the soothing color palette and simple layout I designed the app in a more user centric and simple way. While designing the screen I concerned with making sure that all the features a user sees are easy to access, understand, and use on various devices.



Onboarding is designed to provide quick information to the user and introduce them to the application. The illustrations used are to communicate warmth, activity and excitement to the user's subconscious. The user can also skip onboarding and proceed to sign up or sign in.



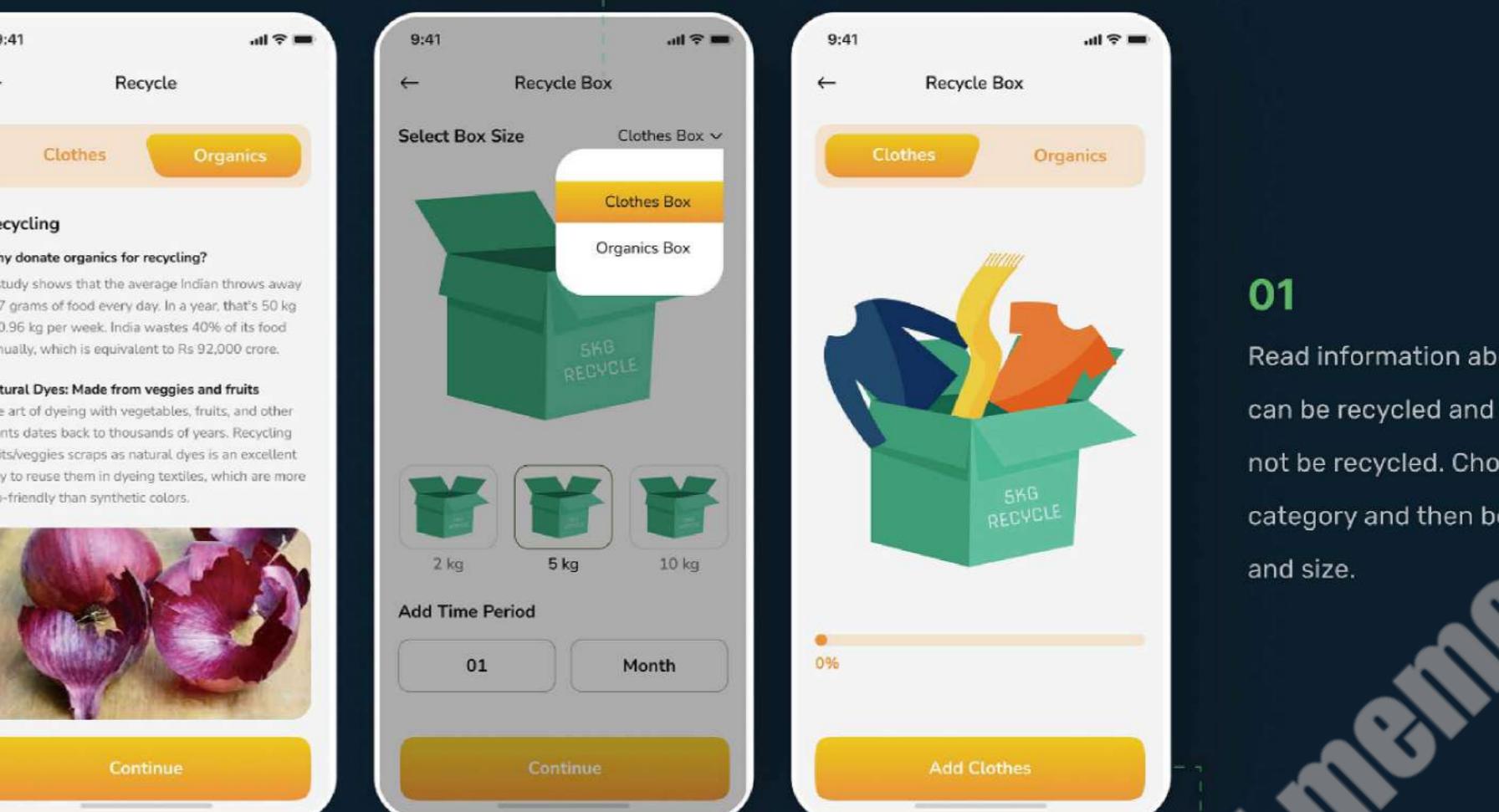
For easy navigation between pages, I have placed home, shop, rewards, and profile icons on the navigation bar.



Recycling Flow

One can Recycle Old Clothes and Organics Scrap

The process is intuitive and simple, users select either cloth or organic depending on their preference, and the flow will be as follows:



01
Read information about what can be recycled and what can not be recycled. Choose category and then box type and size.

I User Testing Insights

I have tested the designed app with 06 people, they liked the overall app, but they also feel disappointed at some points. Below are the insights I get from participants



User's Negative Feedback

5/6 Participants

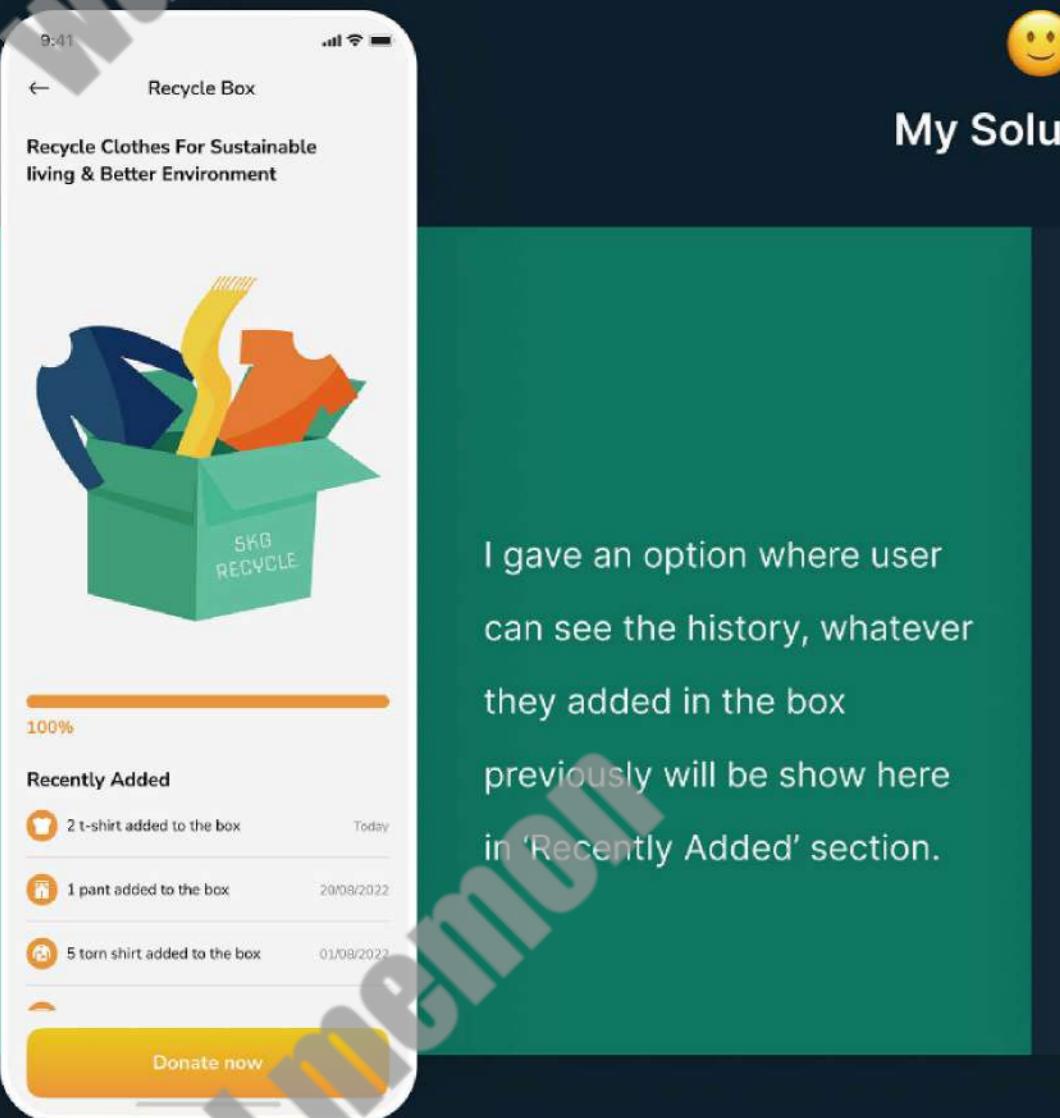


I would love to see my recently added clothes for better understanding.

1 and 4/6 Participants



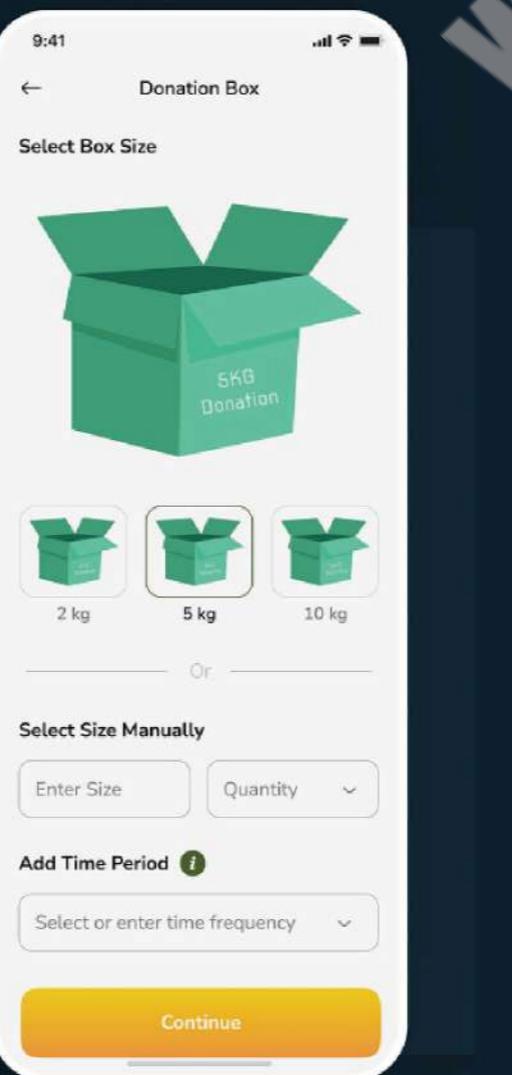
- Weight box number is limited, multiple options or manual selection should be provided.
- Time period in recycling section is not clear.



My Solutions

I gave an option where user can see the history, whatever they added in the box previously will be show here in 'Recently Added' section.

- I have added a 'manual selection' option for flexibility of use.
- Changed Time period to more understanding way.
- The i button will be a popup for the information why one have to add time period



I My Learnings

1. Completing the full project (UX research/Visual Design) in 1 week was quite difficult for me.
2. During research process it was quite difficult for me to arrange user interviews for quick insights in the time constraint.
3. Ideation phase is little bit complex for me, at first I lost motivation while selecting the colors and layout.
4. It was quite challenging for me to creating a full app from scratch. I was curious while thinking brand name, colors, app logo and the result is quite good, I created 125+ screens with visually appealing look.



Glad you gave it a read

I will really appreciate it if you will give a like and share your feedback on it.

My Role - UI/UX Designer, Researcher



Association for
Computing Machinery



San José State
UNIVERSITY



JPL
Jet Propulsion Laboratory
California Institute of Technology



LUDWIG-
MAXIMILIANS-
UNIVERSITÄT
MÜNCHEN

POLITECNICO
MILANO 1863



TRANSLATIONAL
RESEARCH INSTITUTE FOR
SPACE HEALTH



The Problem Space

Historically, crewed space missions have been largely controlled from the Mission Control Center.

Deep-space travel (like to Mars!) means long communication delays and blackouts. Crew members will need to be much more independent.

How can we empower crew members to diagnose and solve critical problems autonomously?

Diagnosing the Problem Space

We spent Spring 2020 on a mission to gather as much data as we could about our problem space, uncover insights, and reframe them into design goals.

How do experts diagnose complex systems?

What are the needs of users?

Where have those needs shifted?

What are the impacts of the communication delay?



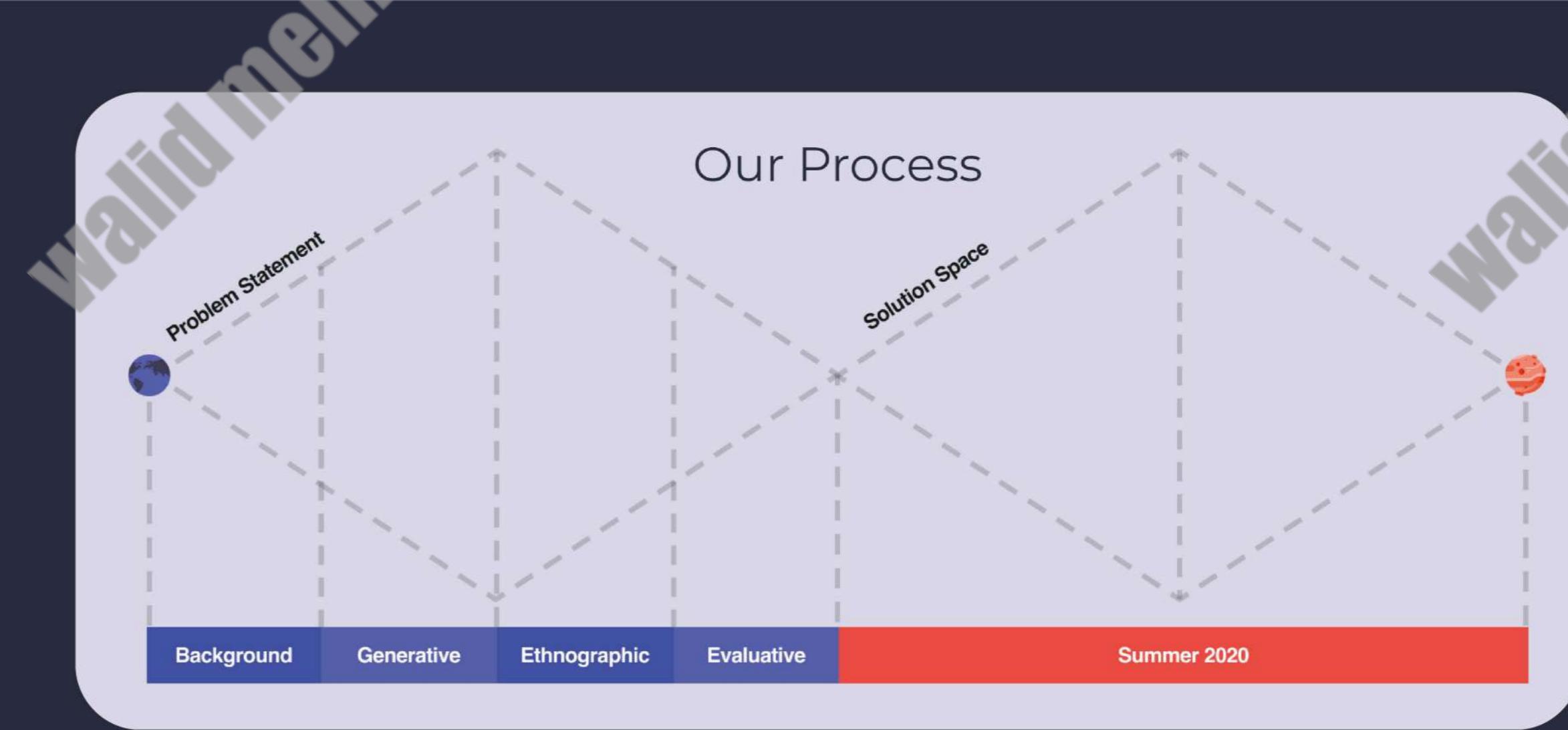
Why Crew Autonomy?



Today on the International Space Station, crew members have constant communication with ground with no more delay than a long-distance phone call.

Crew members on long-duration space missions will face delays of up to 40 minutes, and even complete communication blackouts.

Based on historical mission data, it is highly likely that Mars crew members will need to solve urgent vehicle problems on their own.



Background Research

What are the needs of users?

We could have spent years researching NASA and its history. But we are designers, and rapidly learning domains is what we do. We kicked off the semester by diving into books, films, research papers (so many research papers), podcasts, basically anything we could get our hands on.

These readings allowed us to identify important stakeholders within NASA, specifically in mission control, and spurred ideas for the types of technology a final solution could include.

"One of the most valuable resources in the solar system will likely be a workhour of an astronaut's time on Mars."

DIAGNOSTIC PRINCIPLE #1
Become familiar with the equipment.



Primary Research

What is the relationship between crew and flight control like? What are the pain points?

In order to design the future of space travel, we needed a robust understanding of the current state of space travel. What works well? What are the pain points? What risks will be increased in long-duration space travel?

We took a 3 day research trip to Johnson Space Center where we interviewed Flight Controllers and Administrators and observed a Mission Control training simulation. We also later interviewed two astronauts. We held interpretation sessions, and then synthesized our data in a massive affinity map and journey maps.

INSIGHT #1

Flight controllers special, irreplaceable skill is real-time risk assessment and decision making.

INSIGHT #2

These same critical thinking skills are not rewarded in the astronaut crew, and the crew can't possibly remember all of their intensive systems training.

DIAGNOSTIC PRINCIPLE #2
Fresh eyes can see things that experts miss.



Quarantine Diary Study

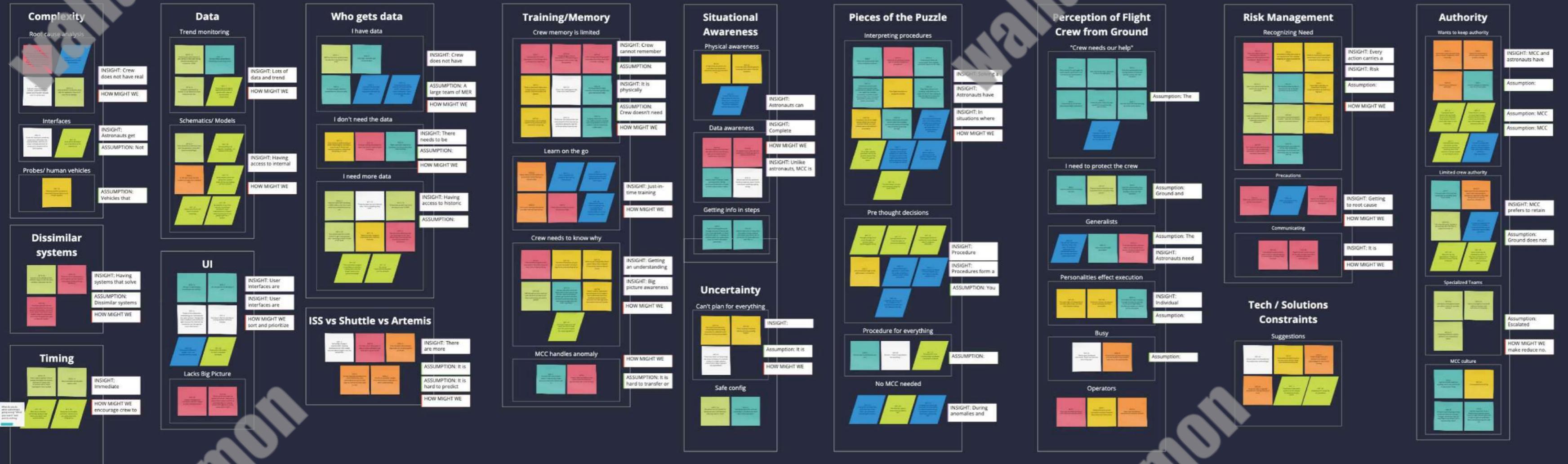
What are the physical and psychological pain points of deep space travel?

We set out next to study the effects of isolation on productivity and daily living. With people across the world quarantining in their homes due to COVID-19, we noticed a unique opportunity to access a large sample size. We created a ten-day diary study that prompted participants to reflect on their general mood, productivity, and best and worst parts of the day while in isolation.

"Trying to come up with excuses why my work output is decreasing, I haven't worked up the nerve to tell anyone of my anxiety attacks."

"Typing this out for some unknown person to read is really helping me cope."

DIAGNOSTIC PRINCIPLE #4
Use all your senses, not just vision.



Analogous Domains

How do experts diagnose complex systems?

For the answer to this question, we looked to experts in a range of fields, including HVAC, electrical engineering, mining, and auto repair. We focused on fields in which engineers face space-like conditions such as isolation and communication gaps.

"I really don't want that to be a problem."

- N, ELECTRICAL ENGINEER

INSIGHT #3
People are tempted to cut corners while troubleshooting, especially when they get stressed or frustrated.

Storyboards & Speed Dating

What needs identified thus far are valid?

With a wealth of research materials to pull from, we began to identify future needs of astronauts on their way to Mars. For each identified need, we created a storyboard illustration of a potential solution to the need, though we purposely left the mechanisms of the solution vague.

Validated Needs:

Access to data

Best practice reminders

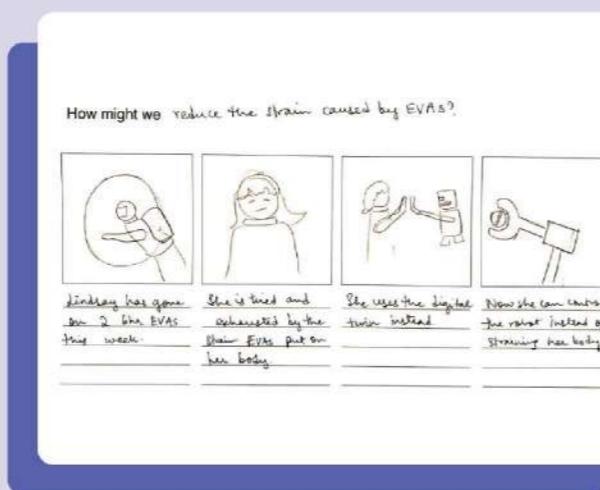
Connection during isolation

Incorporating learned information into guidance

Multimodal information

Supplementing memory for training

DIAGNOSTIC PRINCIPLE #4
Try things that are lowest risk to test.



Solution Criteria

Our research revealed an opportunity to create diagnostic technology to supplement the problem solving workflow during an anomaly. We identified four criteria for success within this workflow:



Access

Easy access to resources including telemetry, procedures, and schematics



Best Practices

A clear workflow that follows troubleshooting best practices



Critical Thinking

Nudges towards asking critical questions and considering downstream effects



Documentation

Painless documentation that helps the crew as much as it helps MCC

Your kneeboard, but smarter

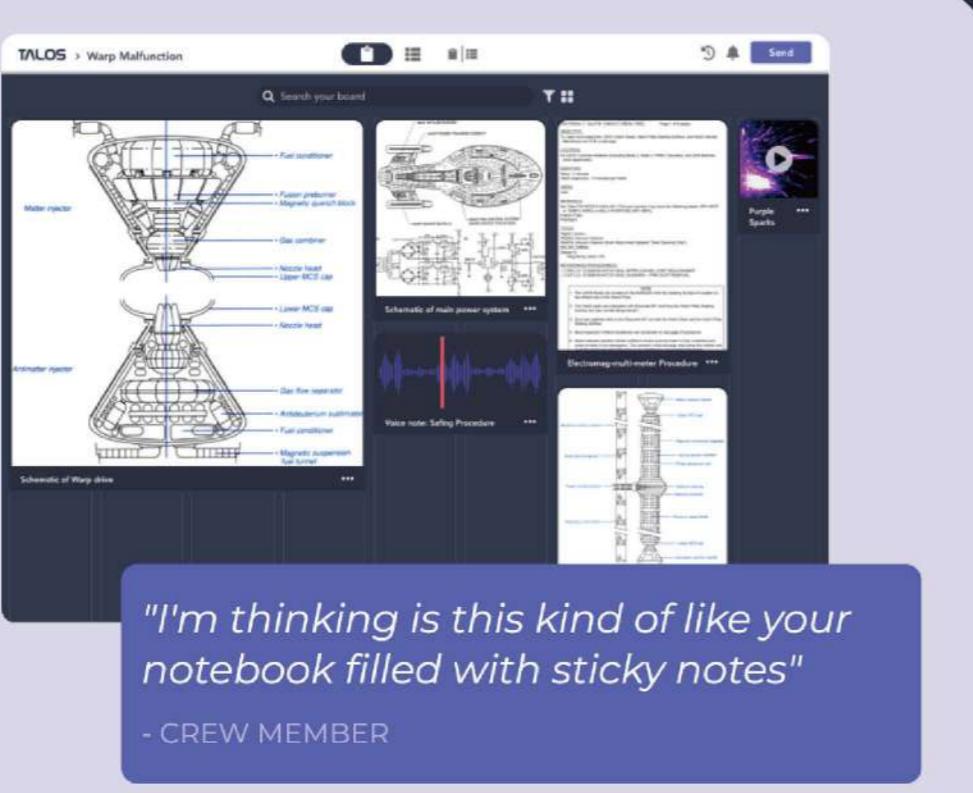
Your gathering board is your safe space to brain dump your initial thoughts and observations. Quickly record and add photos, videos, and voice notes, and create timers to track progress.

Your board intelligently recommends telemetry, schematics, procedures and more based on what you've already added.



ACCESS

Intelligent recommendations get you the right data at the right time.



Diagnosis as Simple as ABCD

The ABCD framework is all about setting up crew members for success in the face of an urgent vehicle anomaly. We give them the right puzzle pieces to understand the problem, save the vehicle, and plan for a long-term solution.



Access

Easy access to resources including telemetry, procedures, and schematics



Best Practices

A clear workflow that follows troubleshooting best practices



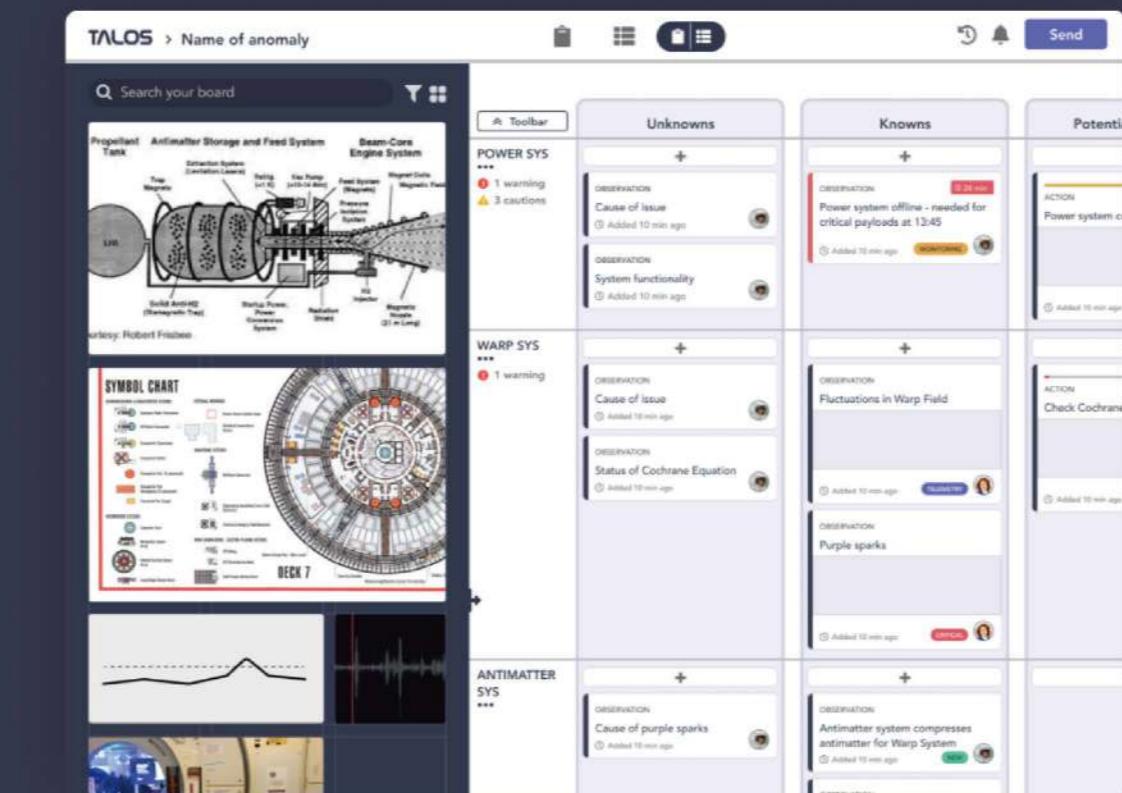
Critical Thinking

Nudges towards asking critical questions and considering downstream effects



Documentation

Painless documentation that helps the crew as much as it helps MCC



Empowering Astronauts to Troubleshoot with Confidence

There's no such thing as "Mission Control in a Box." TALOS is the next best thing: a crew-centered problem-solving framework that gives crew members the tools they need to think like a flight controller.

Work the problem, one swimlane at a time

A key best practice of troubleshooting is to follow one path all the way through to "known good." Your swimlanes represent different systems of the spacecraft.

Toggle the swimlanes open and closed to focus on one at a time, and when you're certain a system is not the root of the problem, mark it as "known good."



BEST PRACTICES
Follow one path at a time, all the way through to "known good."

"Basically, you're helping me do a storyboard, lopping off branches on the fault tree."

- CREW MEMBER

Don't let known unknowns sneak up on you

Within each system swimlane is four columns: knowns, unknowns, potential actions, and completed actions. The system is like your copilot; it will intelligently pull the base procedures you need to get started, and populate your "unknowns" column with the basic questions every flight controller needs to answer when solving a problem.



CRITICAL THINKING
TALOS provides nudges towards thinking about near-future impacts.

"Possible next steps is not a list; it's a tree. It's like playing chess. Thinking two moves ahead is one thing. Thinking four moves ahead is a much more complicated thing."

- CREW MEMBER

Easy knowledge sharing with ground experts

There's no replacement for Mission Control, and the experts on the ground will still be a critical component for deep space problem solving. Give Mission Control a clear picture of what is going on onboard by pulling videos, voice memos, and images over from your board. Mission Control can send back information and recommended actions for you to pull onto your board.



DOCUMENTATION
Easily record images, videos, and sound recordings. Drag them onto your plan to share with Mission Control.

"[Ground] can dig in even deeper and figure out if I have to go EVA and tighten some fittings or whatever the other possibilities might be"

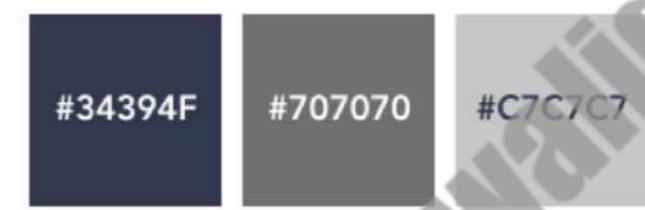
- CAPCOM

VISUAL DESIGN

I was responsible for the interaction design (creating the entire prototype) and visual design of our UI interface. The colors were used purposefully to communicate how the plan and gather board function. Darker backgrounds for the gather board and lighter backgrounds for the plan board communicate difference between the two boards.

I created a design system on figma for our team to follow with reusable components.

Primary Colors



Secondary Colors



Typography

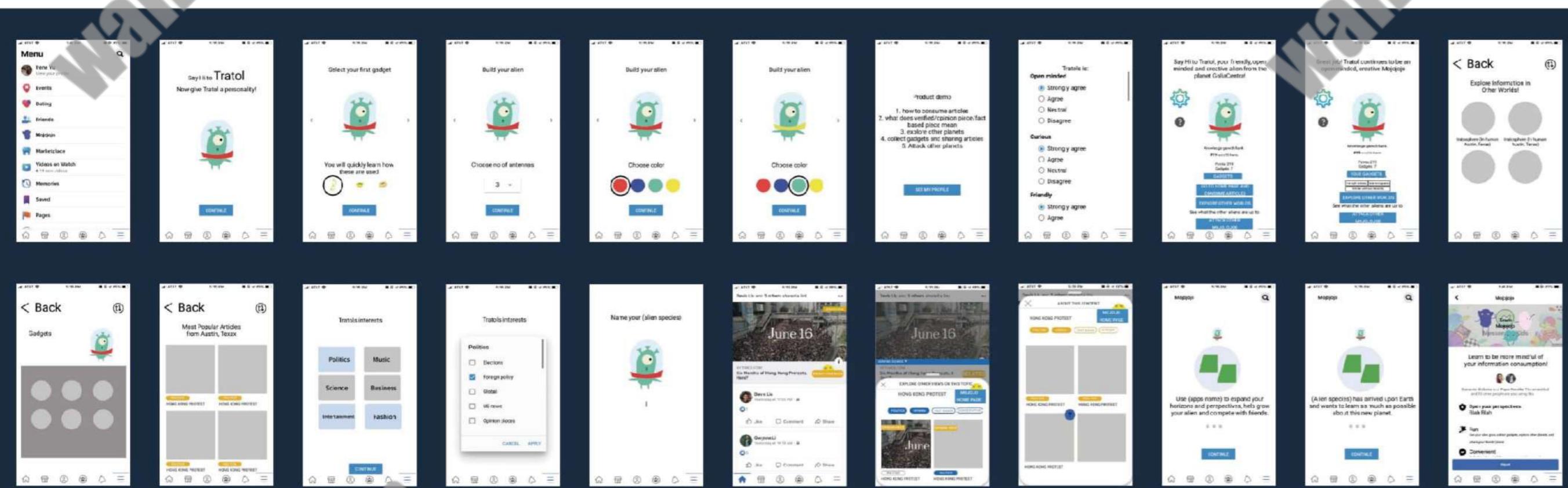


Colors and typography

TALOS

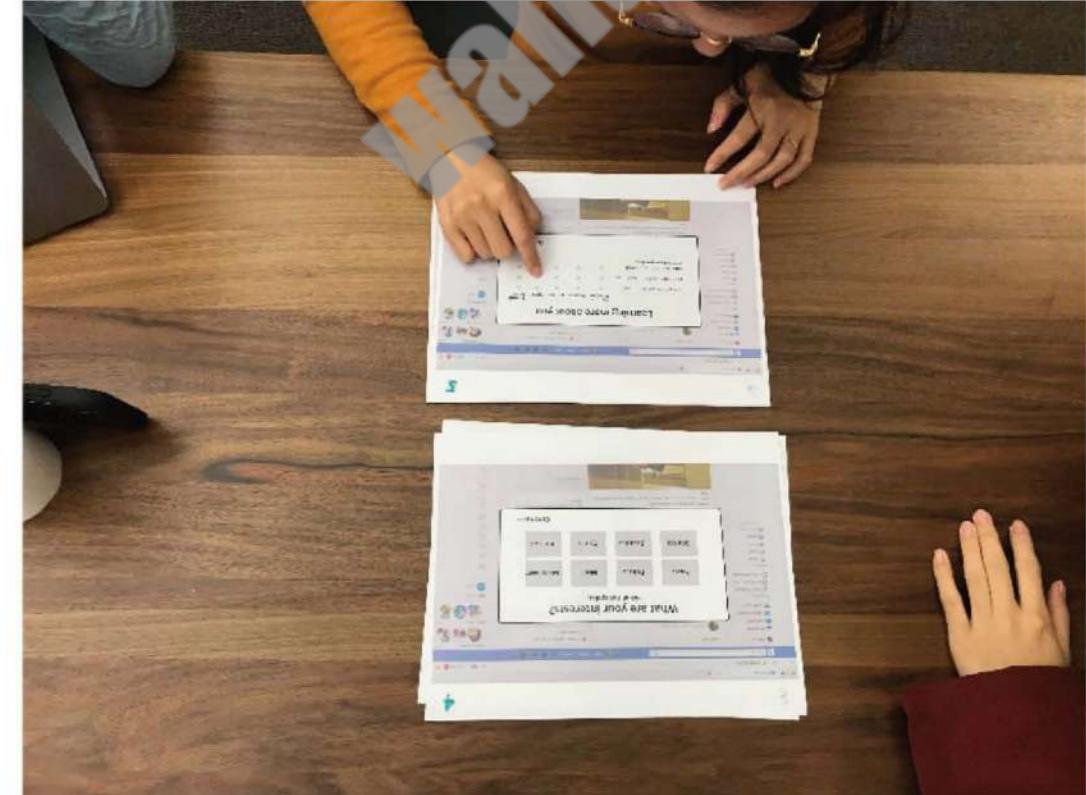
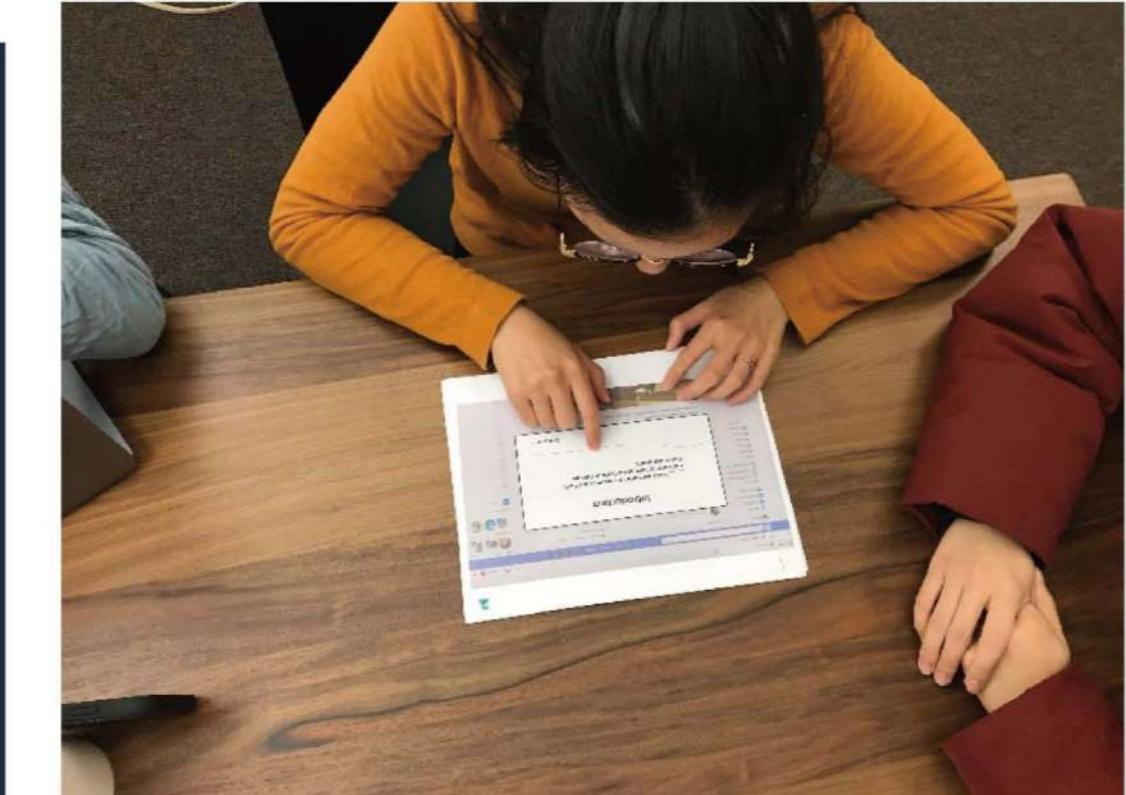
PROTOTYPING

We had three different iterations of our Facebook plug-in: low-fidelity paper prototype, medium-fidelity digital prototype and high-fidelity digital prototype.

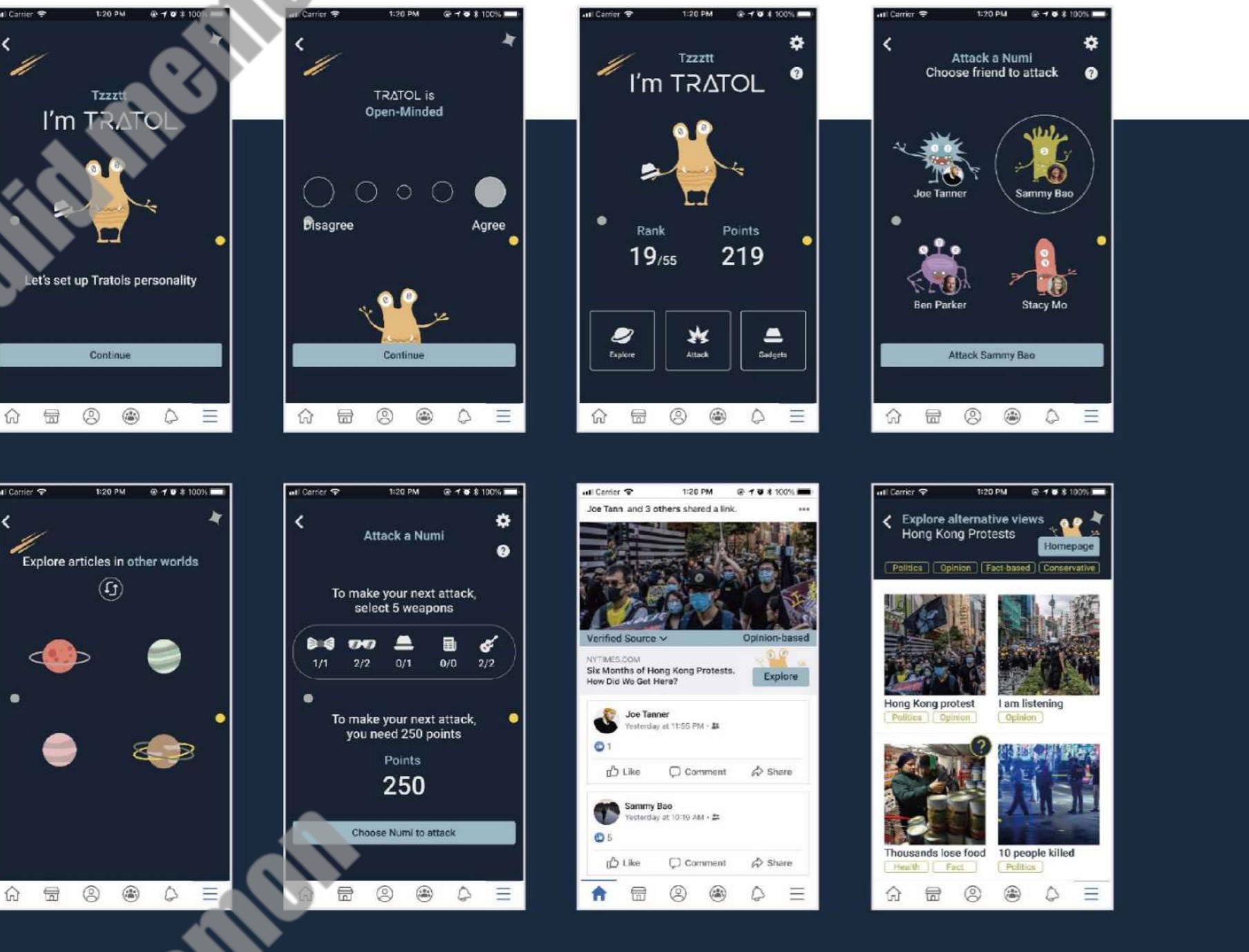


USER TESTING

We tested our prototype with three different users to refine our prototype.



After testing with users, we debriefed by using an affinity diagram to gather insights and ideas for our next iteration.



The bias score sparked interest in our users. People said they would want to click on articles that have extreme bias scores - whether very biased or slightly biased.

"If I know a lot of my friends are informed about a topic, I would feel pressured to check" - User

"I would click on the ones that are really high or really low, because I want to see why it is high bias." - User

Users were drawn to the social aspects of the plug-in. Progress in comparison to others added an incentive to keep using the plug-in. Interests of immediate circles were more impactful than random people online.



Brief & Abstract

Design a solution to promote Energy Sharing

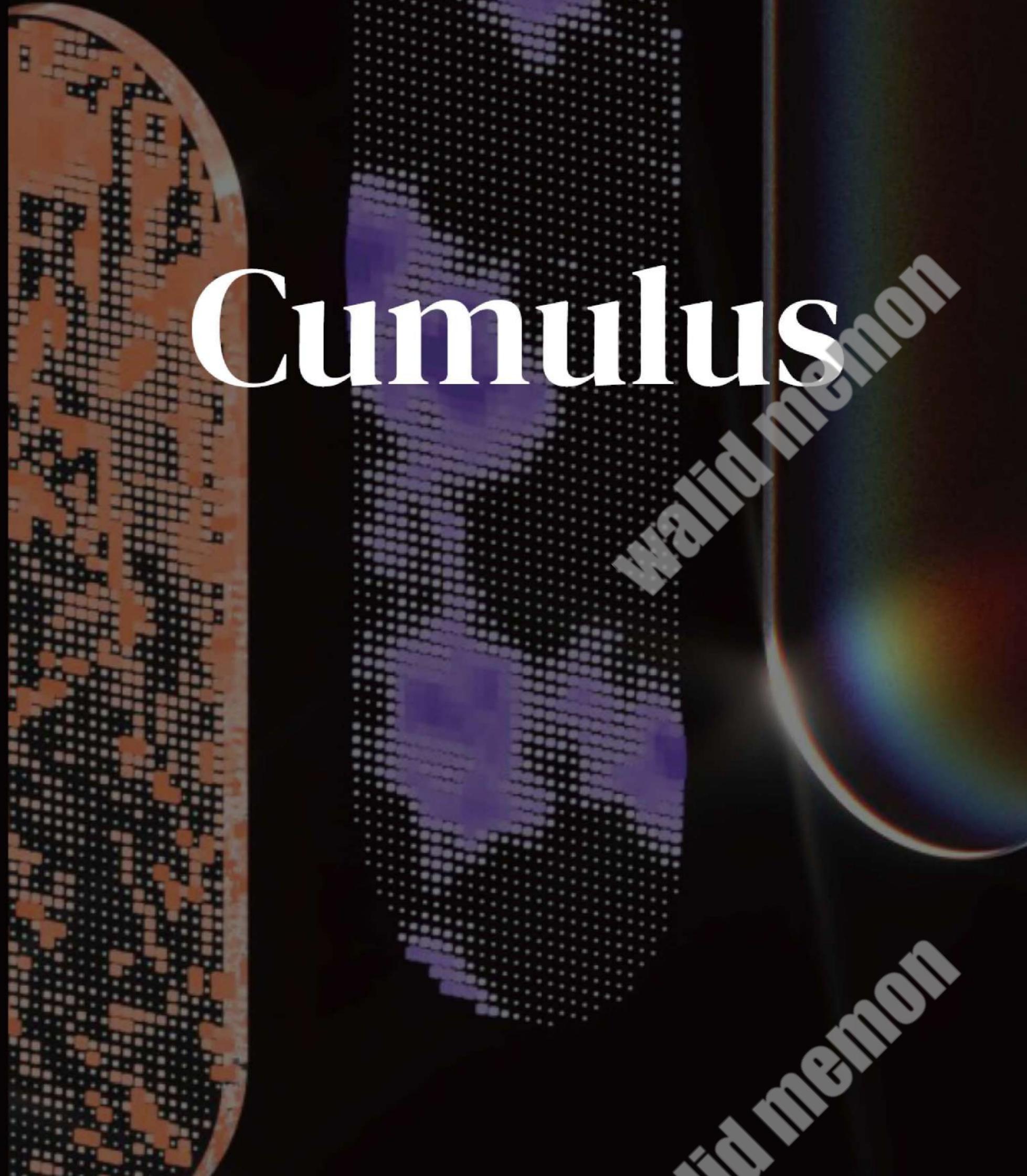
The City of Milan aims to become carbon-neutral by the year 2030. Their strategy centers around creating hundreds of Renewable Energy Communities (REC).

RECs are self-sustaining pockets of buildings and people that produce and share their own energy.

Cumulus is a two-part solution that aims to grow these communities by creating physical infographic landmarks, and help sustain the communities by giving them digital tools to manage their energy & savings.



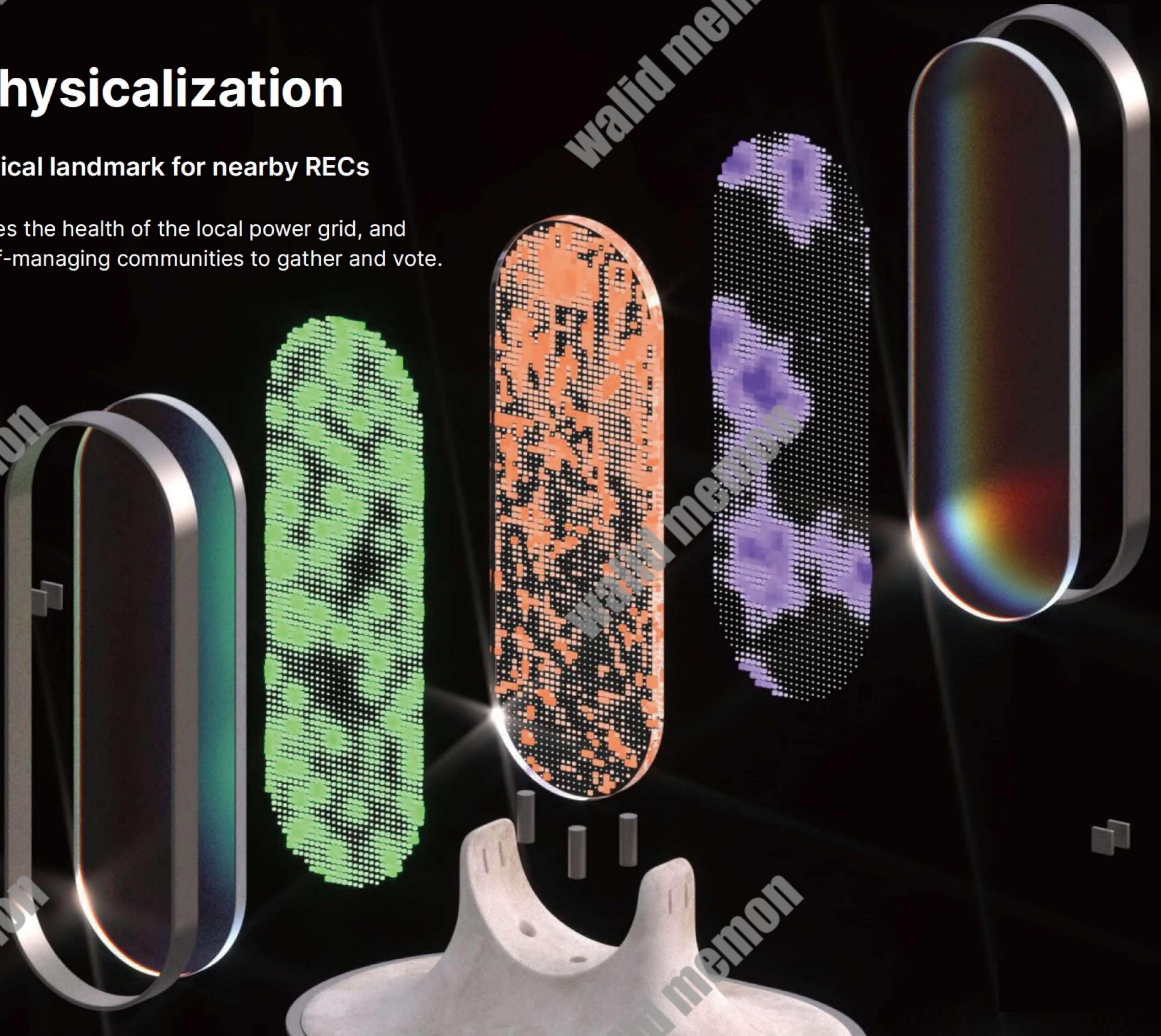
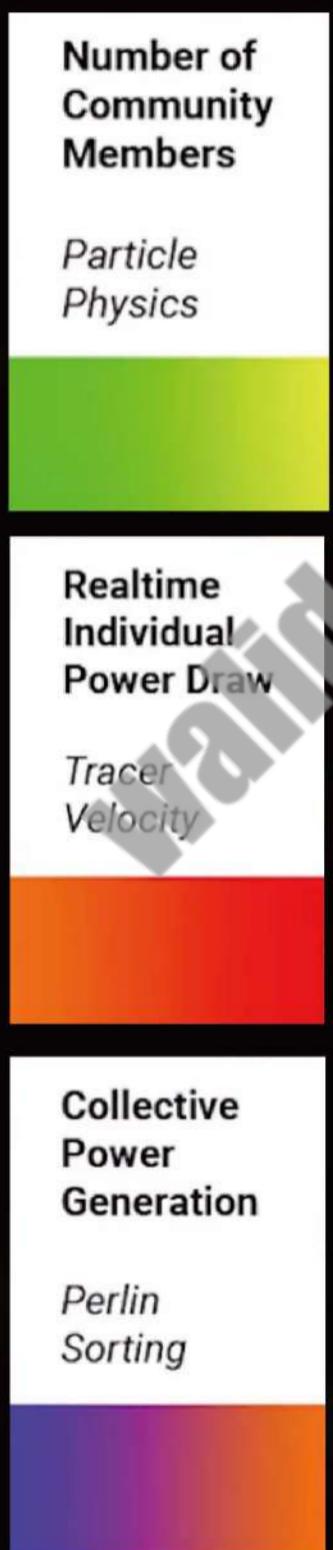
Cumulus



Energy Physicalization

Cumulus is a physical landmark for nearby RECs

The landmark visualizes the health of the local power grid, and acts as a place for self-managing communities to gather and vote.



OBJECTIVE

Healthy and Inclusive Milan

A healthier, safer and more equitable City

Connected and highly accessible Milan

A well connected and flexible City, with smooth mobility

Positive energy Milan

A city that consumes less while consuming energy better

Cool Milan

a greener, cooler and more liveable city that can adapt to climate change

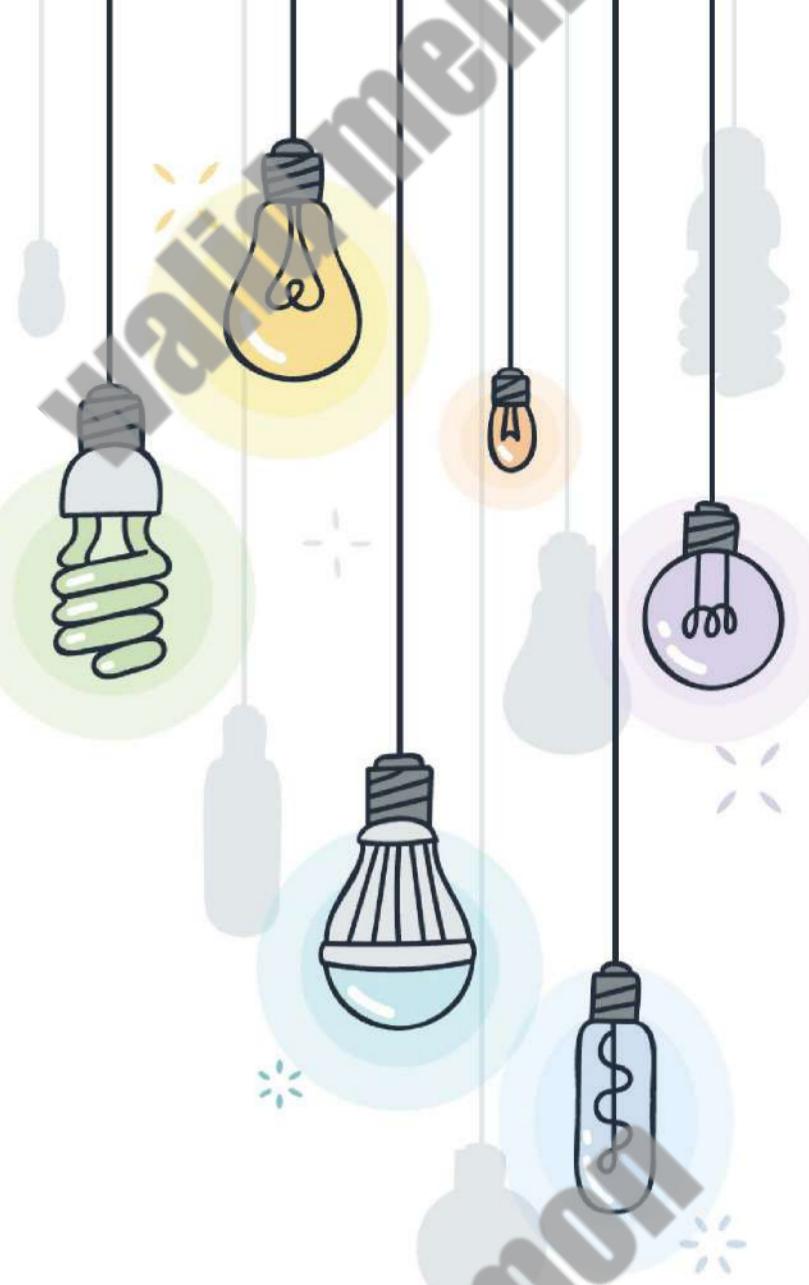
Aware Citizens

a city that adopts an aware, sustainable lifestyle

PAIN POINTS

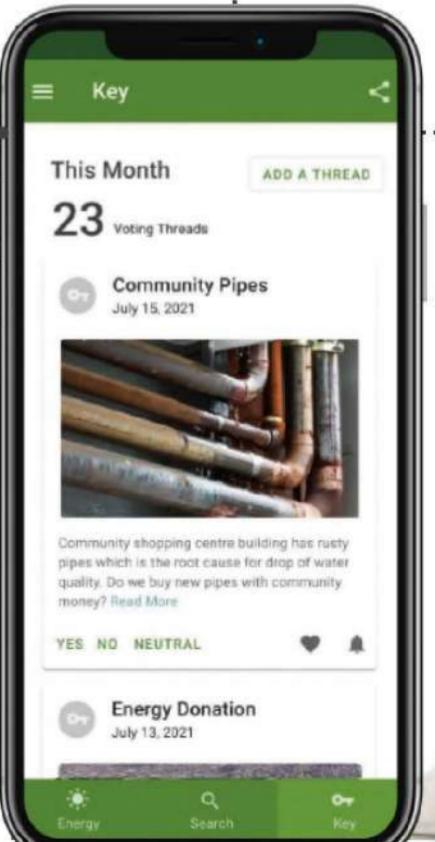
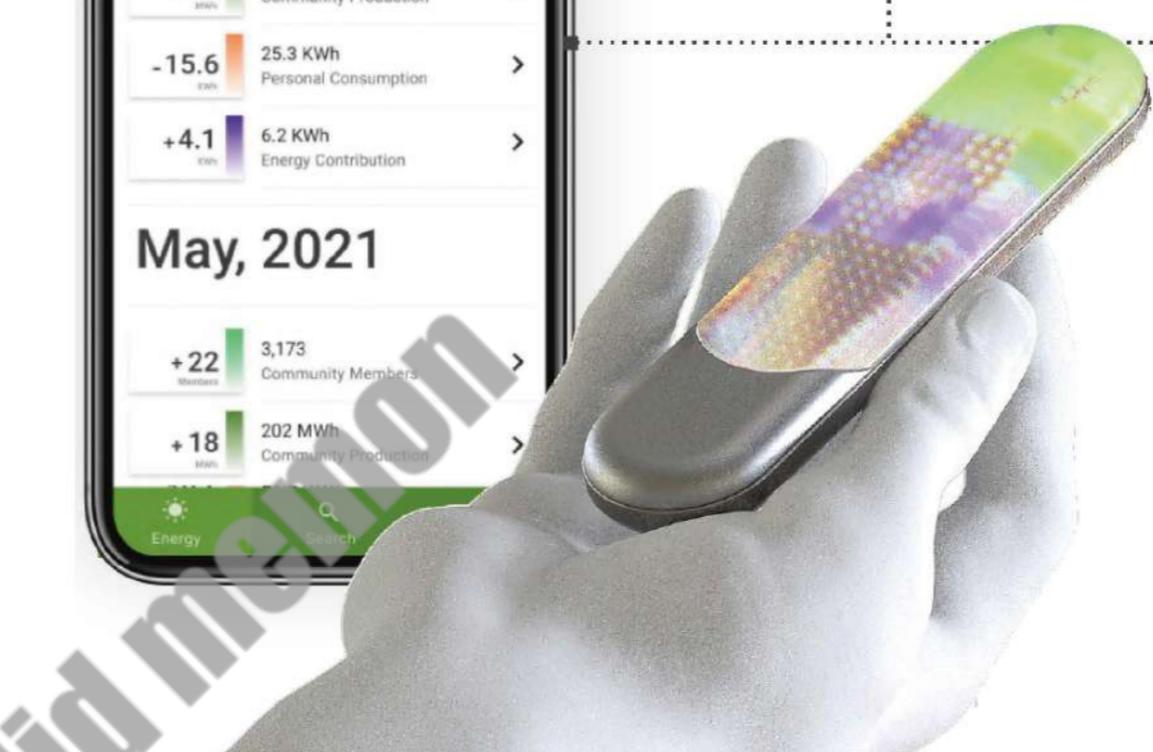
- Pain Point 1
Low battery – Smart devices
- Pain Point 2
Internet access & Connectivity

- Pain Point 3
Clean Energy Utilization
- Pain Point 4
 - Smart city concept :
 - Urban design & planning
 - City wide free public services
 - Eco friendly infrastructures

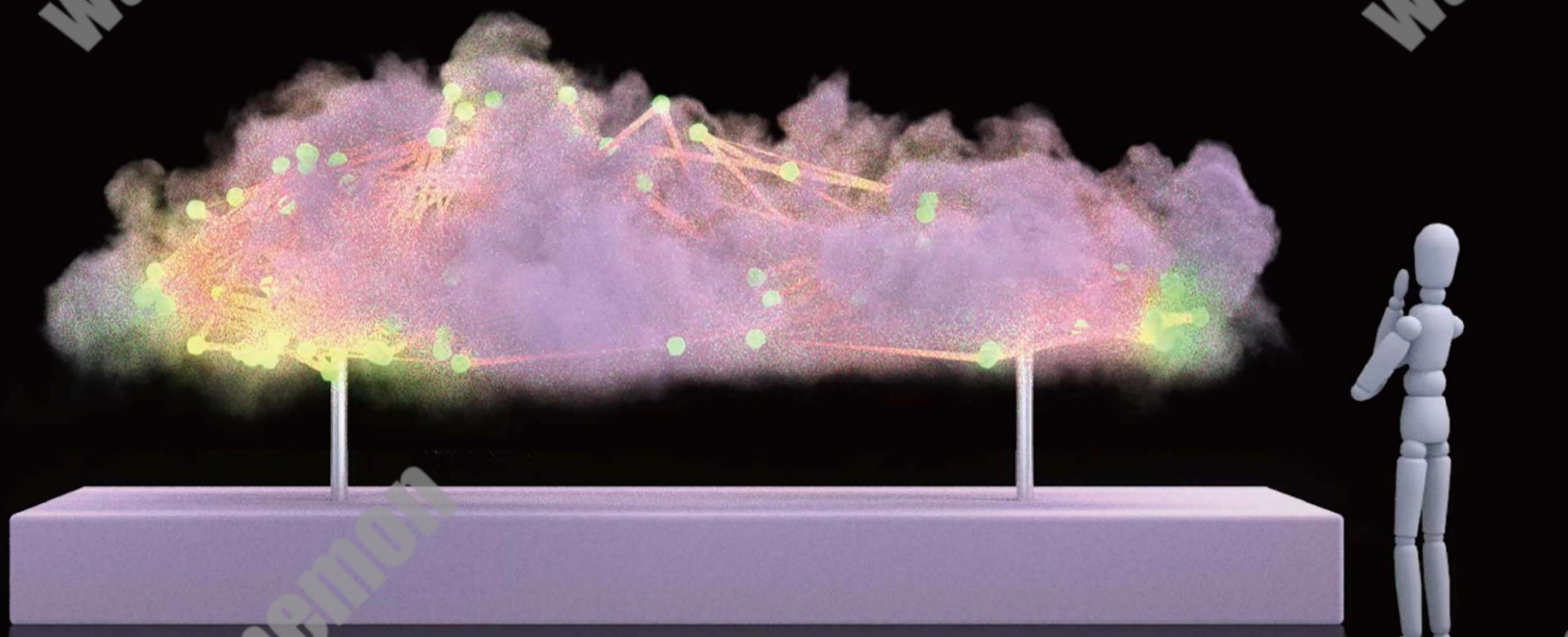
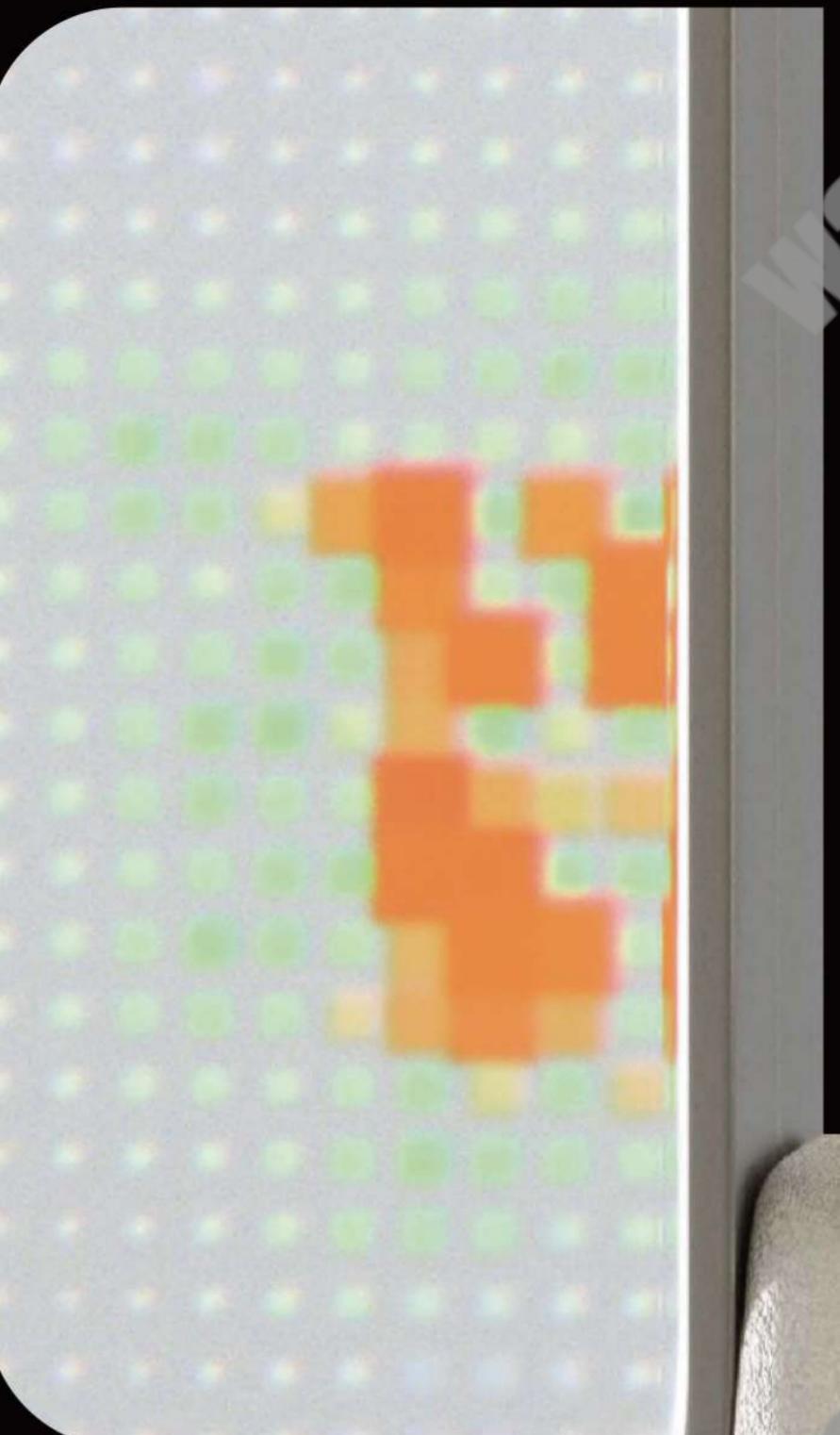
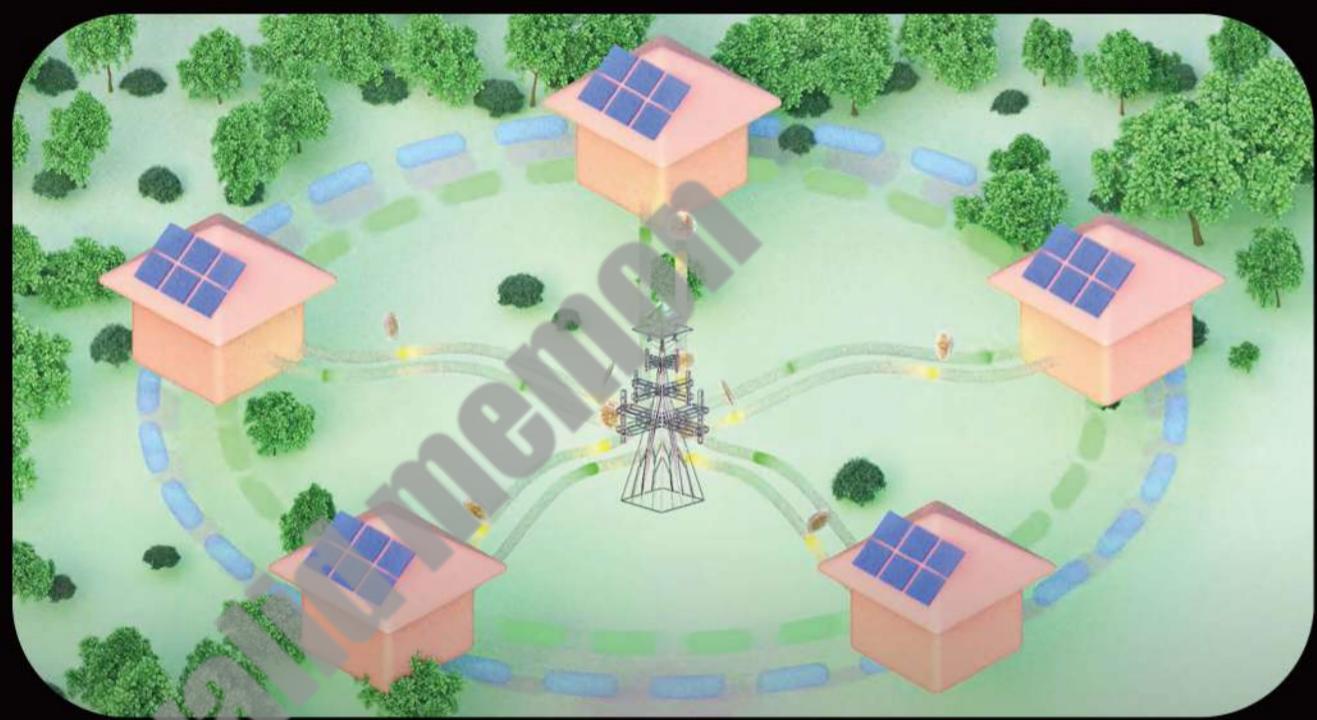
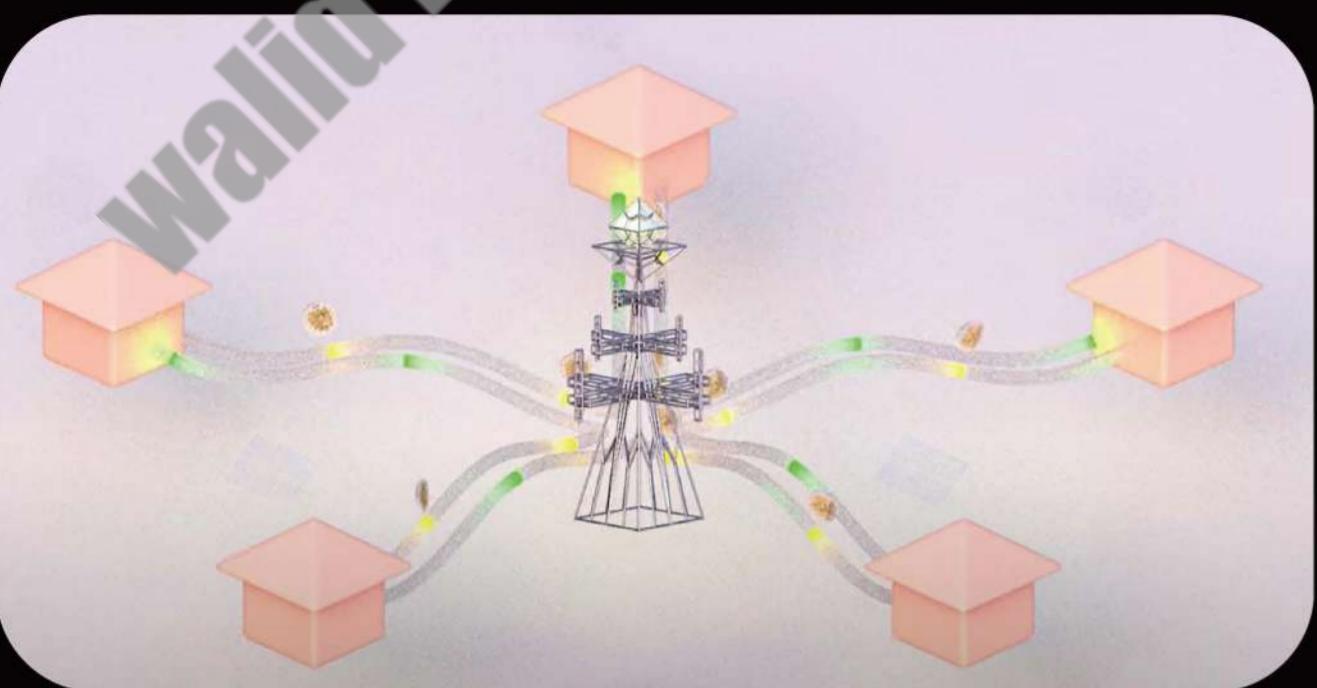


Visualize and Vote with
Energy Community

Monitor & Reduce
Personal Footprint

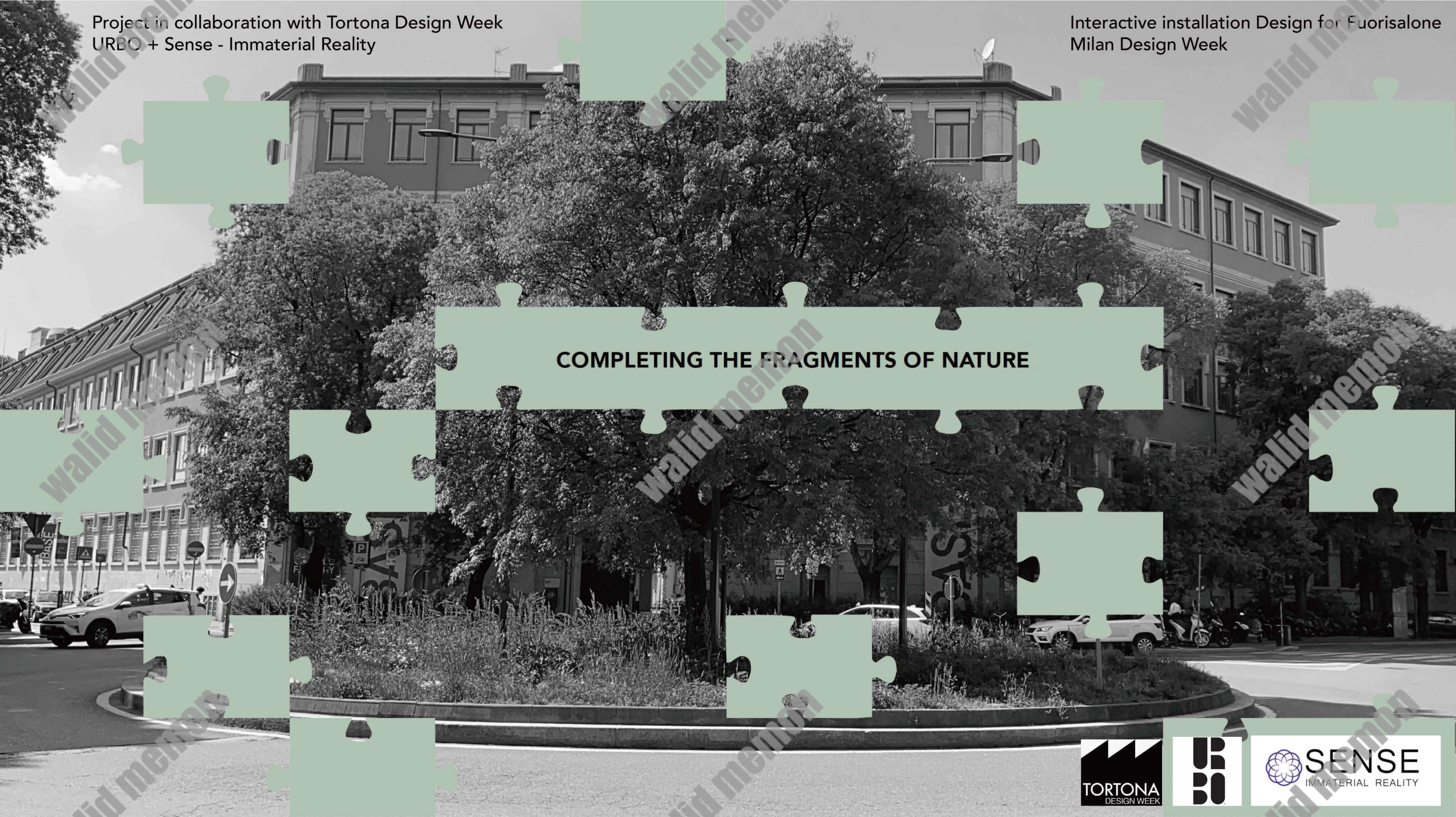


FINAL DISPLAY



Project in collaboration with Tortona Design Week
URBO + Sense - Immaterial Reality

Interactive installation Design for Fuorisalone
Milan Design Week



COMPLETING THE FRAGMENTS OF NATURE



INSPIRATION

The first roundabout was built in Letchworth Garden City, in Britain in 1907, and was intended to serve as a traffic island where pedestrians could gather shortly before continuing with their journey.



CONCEPT 01

Furniture Follies 2026 Olympic

For the Tortona Design Week competition, I started our research by looking at the first roundabout built in Letchworth Garden City, Britain in 1907. Inspiring to our concept, this first roundabout was a fragment of urban nature that was intended to serve as a traffic island for pedestrians to gather and interact.

EXPANSION of Nature

I created three installations that work in tandem to create a unique experience both during day and night; Augmented Reality focusing on the Expansion of Nature; a Nocturnal Panorama lighting installation exploring the theme of Connection with Nature; and Furniture Follies where multiple seating element explore the theme of Interaction with Nature. This roundabout will become a new urban garden, an installation that will combine nature, design and technology for Tortona Design Week

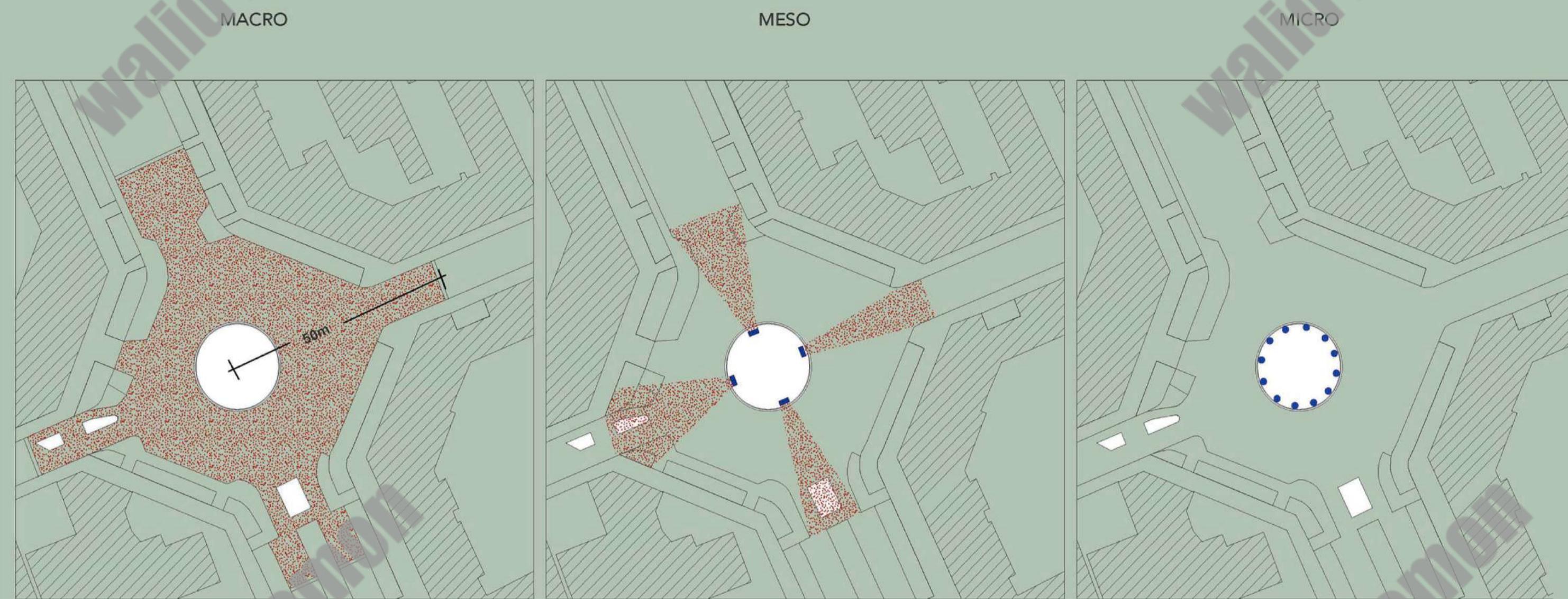
Nocturnal Panorama

Augmented Reality



AR MACRO

For Augmented Reality, I consider the roundabout a piece of nature in Milan, and want to expand its nature to the surrounding area with three scales of expansion - macro, meso and micro. For the macro scale, I expand nature to fully cover the road surrounding the roundabout as seen through the AR.



Texture layers to create the full flower scene

AR MESO

On the meso scale, the scene is limited through the frame of the furniture follies to see nature expanding in the background.



The details of flowers can be observed in different angles by the 3D model

POPPY

It is a flowering plant in the subfamily Papaveroideae of the family Papaveraceae. Poppies are herbaceous plants, often grown for their colourful flowers. One species of poppy, is the source of the narcotic drug opium which contains powerful medicinal alkaloids such as morphine.

AR CATALOG

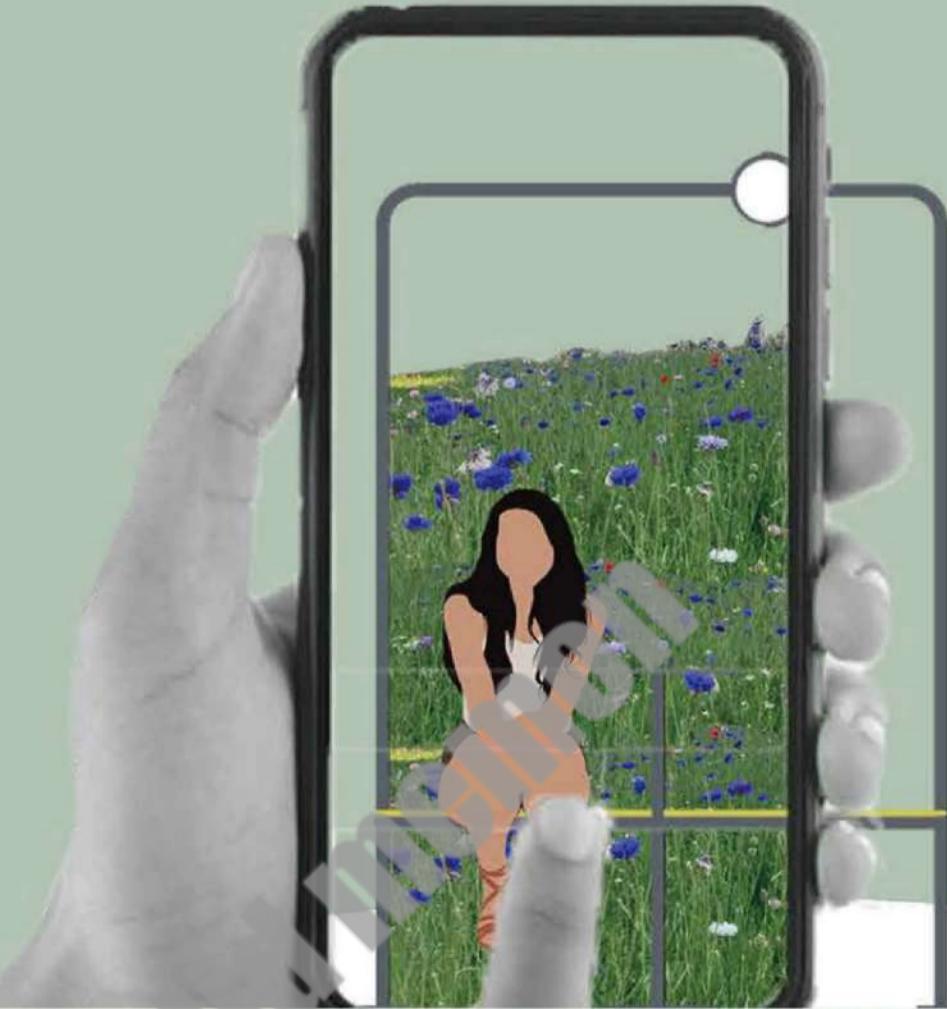


Poppy

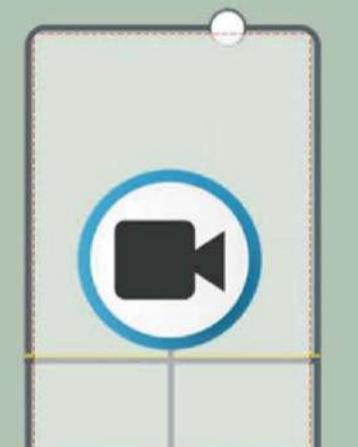
Zantedeschia

AR MICRO

for the micro scale I will implement up-close 3D flowers that will be placed on the furniture tables with AR. Together these will provide three unique experiences of being immersed in nature, framing nature and interacting with nature.



The scene of nature movement shows in the frame by video



Zantedeschia is a genus of eight species of herbaceous, perennial, flowering plants in the family Araceae, native to southern Africa from South Africa north to Malawi.

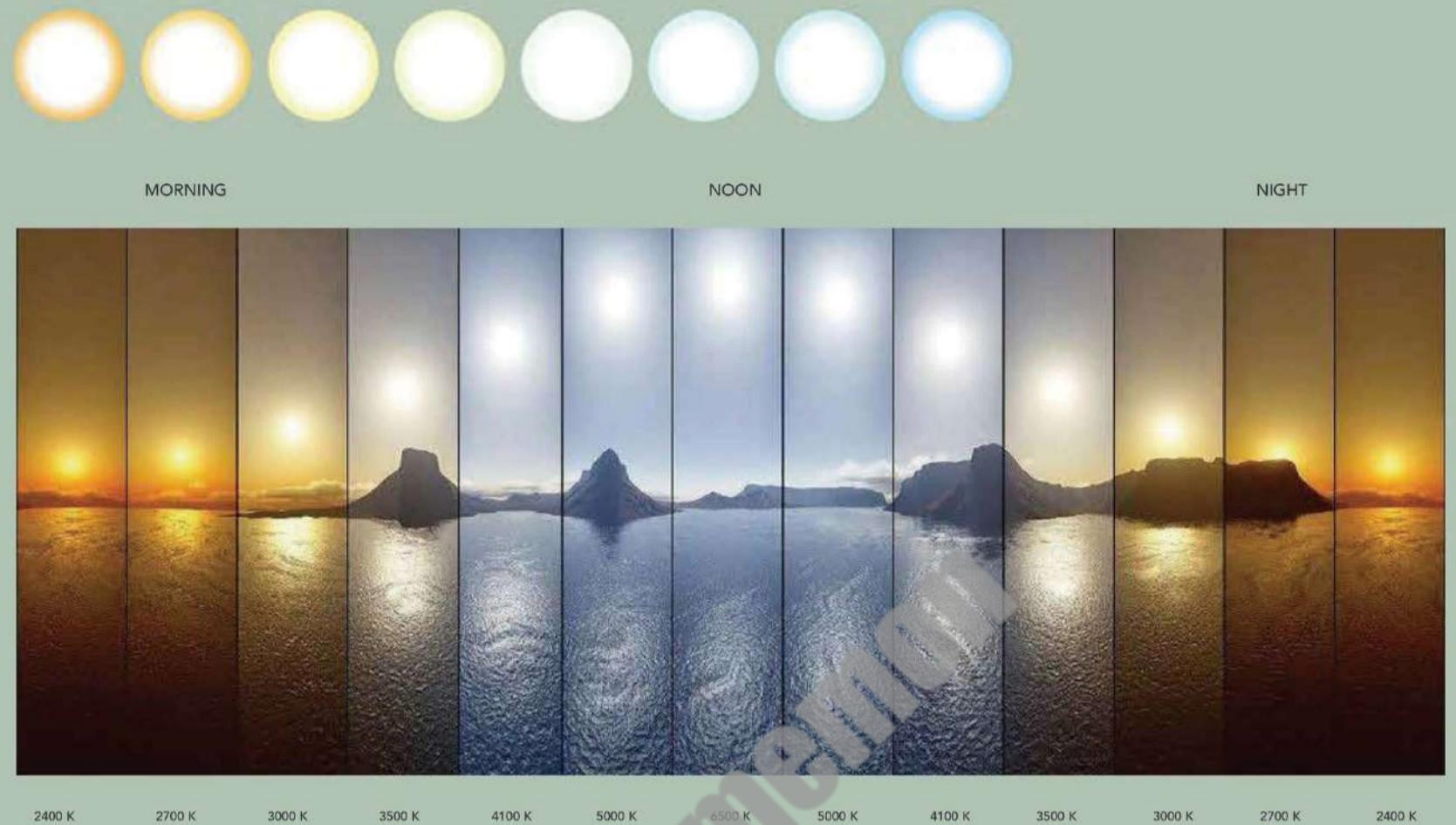


Aster

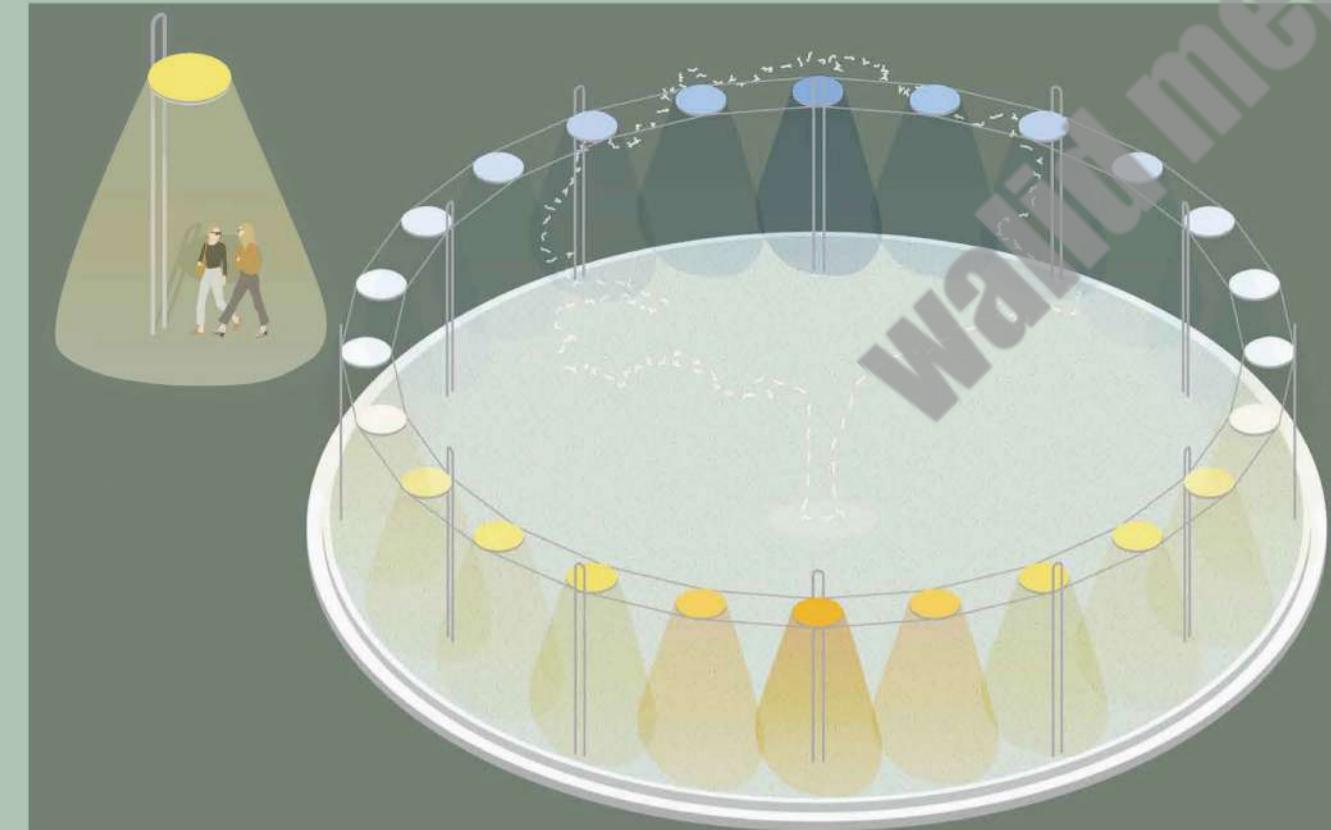


Cornflower

CONCEPT 02 CONNECTION with Nature



For the Nocturnal Panorama, I was inspired by the changing color temperatures of the sun to provide a connection to the natural rhythms of the day. Users will be able to experience the changing color temperatures with lights ranging from 2400 kelvin delving to 6500 kelvin along the perimeter of the roundabout. The light will consist of a diffused uplight, with a clear downlight held by a perimeter metal plate.



CONCEPT 03

INTERACTION with Nature

TYPES OF INTERACTION

In the design of the Furniture Follies, I was interested in exploring different types of interaction and how they can help change our behavior with nature. I incorporated a magnifying glass into the furniture as a playful way to interact with nature.



Near



Far

FOLLIES CATALOG



FOLLIES COLLECTION



Single Bicycle Rack



Multi Bicycle Rack



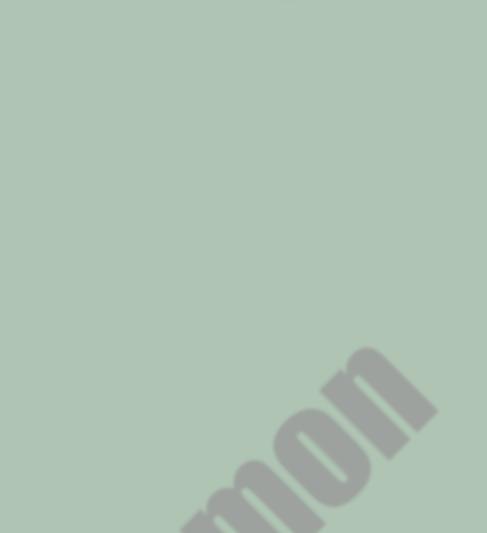
Multi Bicycle Rack



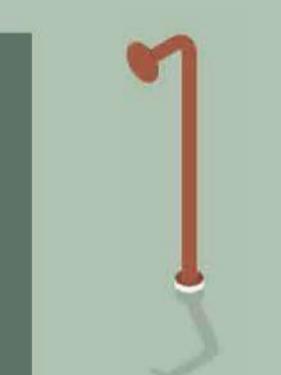
Single Planter



Double Planter



Planter + Seat



Path Light



Bollard



Magnifying Lens

In conclusion, I present Augmented Reality that helps to expand nature, Nocturnal panorama that connects us with nature, and furniture follies that encourages interaction with nature. The roundabout will be a new urban garden, an installation that will combine nature, design and technology for Tortona Design Week.

DUCATI

Worked for in Store Ducati's APP, focus on post production and digital interface.

Web Design / APP

DUCATI-VERSE aims to create Metaverse for people around the world enjoying the Ducati Experience. Start-up with META-VERSE. (versatile) streetwear collection, guiding people into the DUCATI VERSE, joining the race gaming, visiting the museum, shopping Ducati lines-up, Ducati's motorcycle and helmet, etc. The experience from the DUCATI-VERSE sticks into people's minds and the desire to have a real experience from Ducati will rise up.



Scan the QR code
and know more



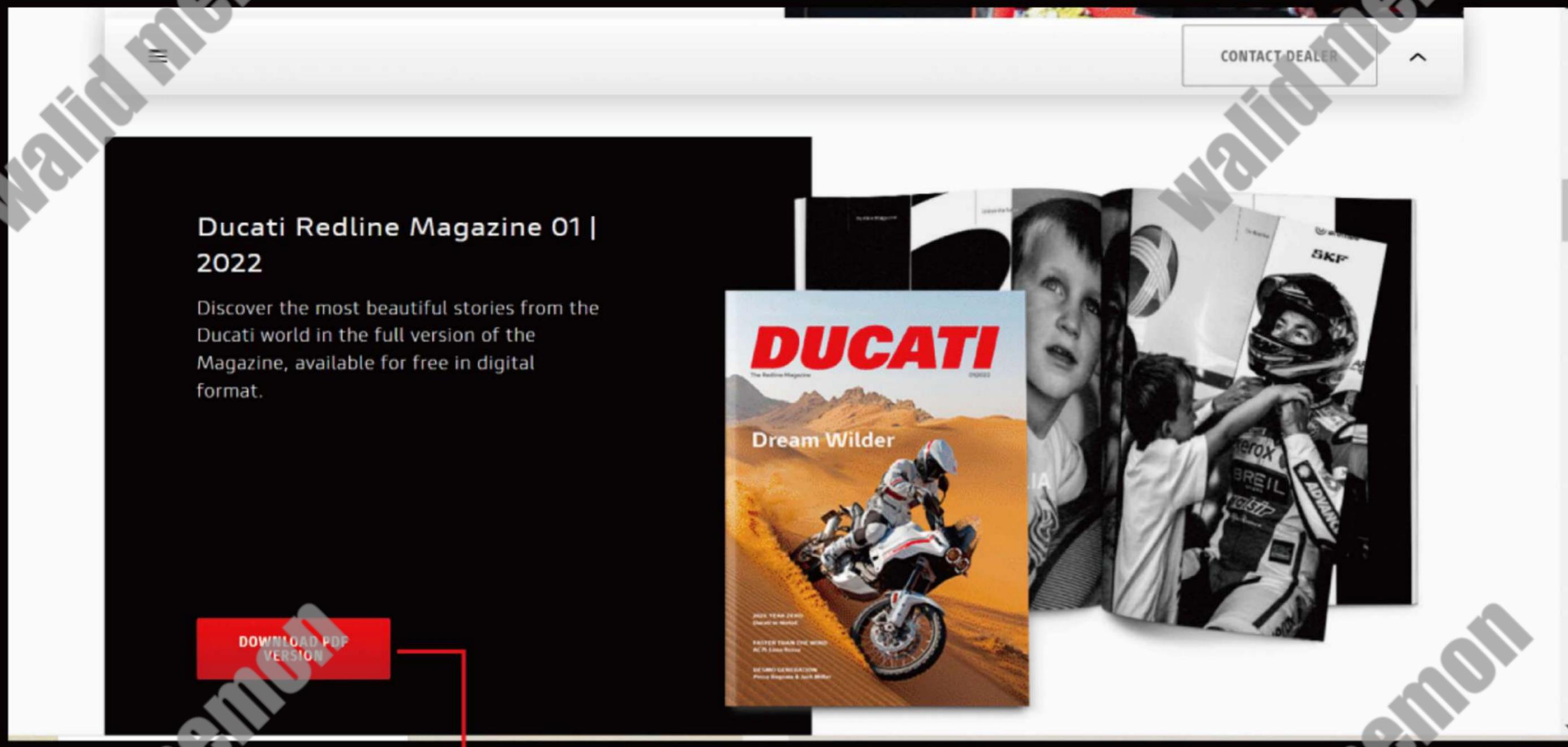
WEBSITE AUDIT

walid memon

The image shows a screenshot of the Ducati Owners club website's 404 error page. The page is identical across six language versions (English, Italian, French, Spanish, German, Japanese). It features a red Ducati logo at the top, followed by the text "Page not found" in each language. Below the text, there is a message stating that the page cannot be found. A prominent red "GO TO HOMEPAGE" button is centered at the bottom. To the right of the screenshot, a red arrow points to the text: "Ducati Owners club page has no navigation for the users to go to another page and directly leads to home page. This reduces users control. The page also doesn't have a heading therefore lacks visibility of system status".

The image shows a screenshot of the WorldSBK race results page. On the left, there is a sidebar with the text "WORLDSBK" and a summary of the race results. On the right, there is a large image of a group of people, likely race officials or fans, cheering and holding flags. A red arrow points from the text below to a red "FOLLOW THE RACE" button located in the sidebar, which is partially obscured by a white background element.

The CTA button blends in the background therefore lacks consistency in button styles and deviates from Fitts Law.

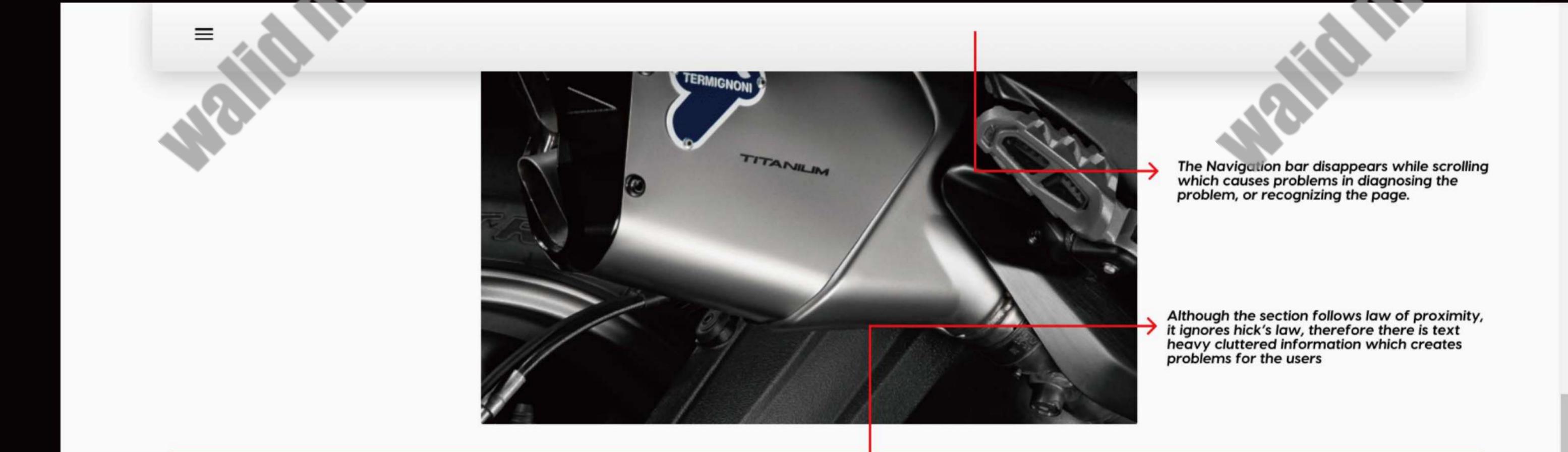


Ducati Redline Magazine 01 | 2022

Discover the most beautiful stories from the Ducati world in the full version of the Magazine, available for free in digital format.

[DOWNLOAD PDF VERSION](#)

The line spacing in buttons are not optimized consistently.



Technology

Improved sound that makes riding satisfying at all times. Produced by Termignoni, the type-approved silencer brings out the best of the twin-cylinder

Materials

Titanium sleeve and billet aluminium endcap. Only durable, best-quality materials to guarantee top performance on any road surface.

Performance

Weight-power ratio optimised to enjoy the full-bodied sound of the twin-cylinder engine, kilometre after kilometre.

Design

Materials that enhance the look of the exhaust, combining the unique sound of the type-approved silencer with an unmistakable look designed down to the

SCRAMBLER DUCATI THE LAND OF JOY

Ducati advertisement can mislead the users since there is an exaggeration in emphasis of a certain model i.e "Ducati Scrambler" in the place of a logo. Users might recognise this as a rebrand and not as a separate entity.

INTERNATIONAL WEBSITE | MYDUCATI

MODELS ▾ EQUIPMENT ▾ CONFIGURATOR

DEALER LOCATOR TEST RIDE SHOP

DESERTX NEW DIAVEL NEW XDIABEL NEW HYPERMOTARD NEW MONSTER STREETFIGHTER NEW MULTISTRADA NEW

PANIGALE NEW SUPERLEGGERA SUPERSPORT SCRAMBLER DUCATI 35 KW VERSION 35 KW BIKES NEW E-BIKE NEW

Urban e-Mobility

SORT BY + View: ■■■

9 elements

NEW IN! Ducati Pro-I Evo scooter

NEW IN! Ducati Pro-II Plus + scooter

NEW IN! Ducati Pro-II Evo scooter

NEW IN! Ducati Pro-III electric scooter

MOTORCYCLE CLOTHING CASUAL DRESS ACCESSORIES NEW COLLECTION MOTORCYCLE ACCESSORIES

MOTORCYCLE CLOTHING CASUAL DRESS ACCESSORIES RIDING STYLE COLLECTIONS NEW COLLECTION GIFT IDEAS MOTORCYCLE ACCESSORIES

Leather Jackets Jackets Bags & Umbrellas Racing Ducati Discover the collection Motorcyclists Saddle

Leather Suits Sweatshirts & Sweaters Watches and sunglasses Sport Ducati Corse Fan Bags

Textile Jackets Polo Shirts & Shirts Caps & Beanies Touring Historical Children Motorcycle covers

Trousers T-Shirt Memorabilia Urban Scrambler Adhesive protections

Helmets Shoes Collectibles & Models Accessories

Gloves Child Scarves & Belts

Boots Sea Keychains & Lighters

Gloves Home & Office

Protections

Technical Underwear

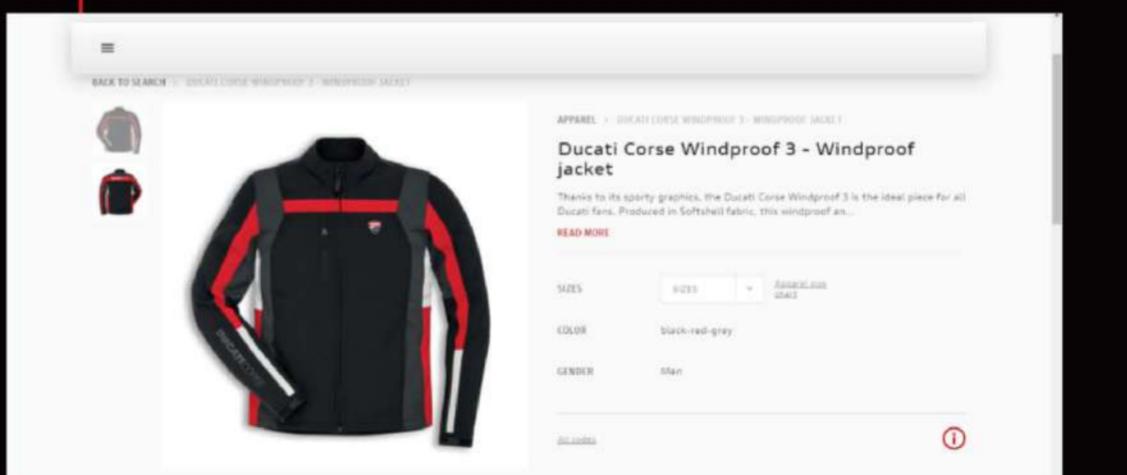
URBAN E-MOBILITY OUTLET Discover the collection

MOTORCYCLE CLOTHING CASUAL DRESS ACCESSORIES NEW COLLECTION MOTORCYCLE ACCESSORIES

SCRAMBLER DUCATI DISCOVER Free shipping on all orders over € 100!

ITALY | MYDUCATI

Shop Online



SCRAMBLER DUCATI DISCOVER Free shipping on all orders over € 100!

ITALY | MYDUCATI

Shop Online

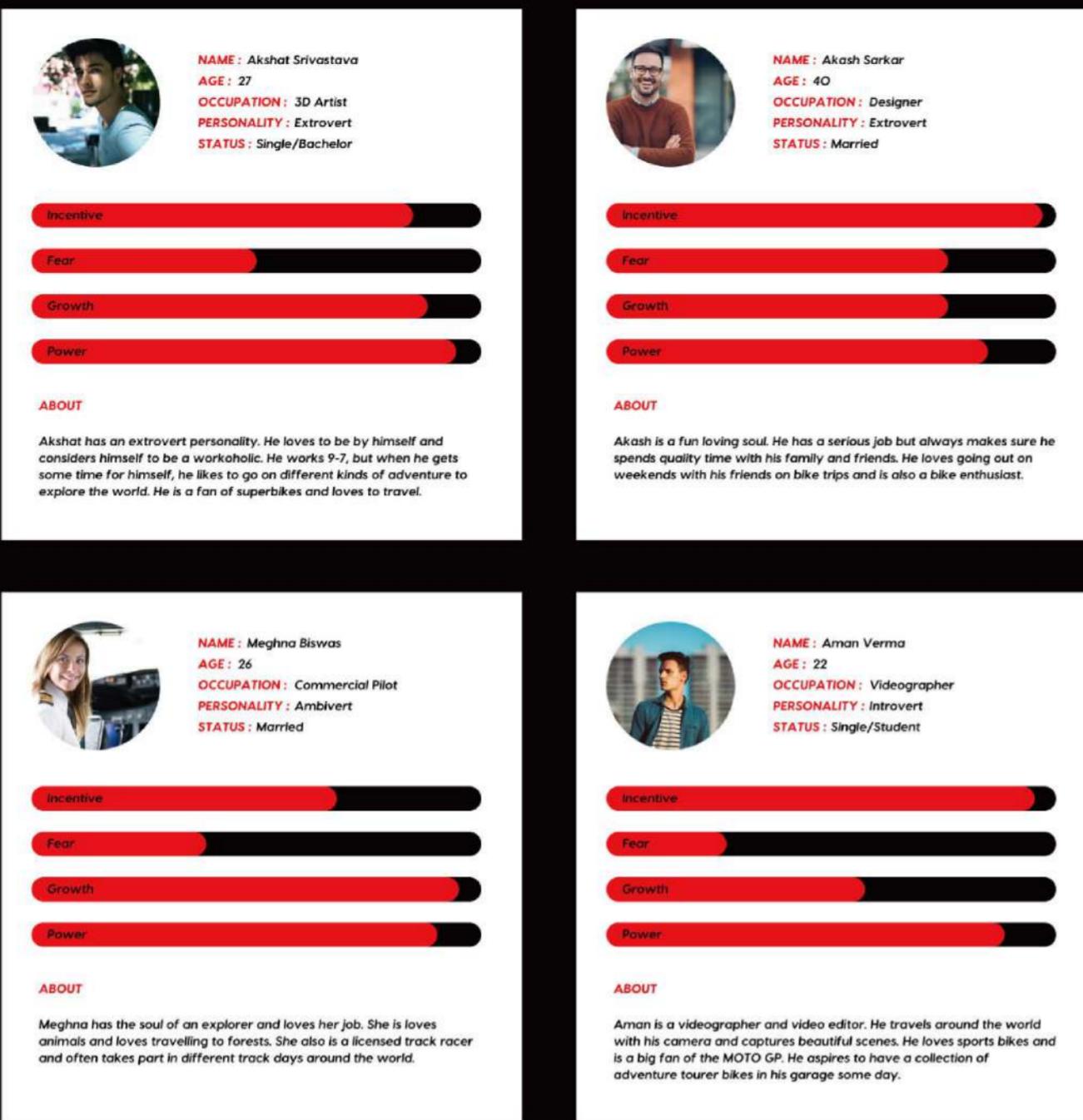
MOTORCYCLE CLOTHING CASUAL DRESS ACCESSORIES NEW COLLECTION MOTORCYCLE ACCESSORIES

Violation of Logo guidelines since the "shop online" status interferes with the white space of the logo.

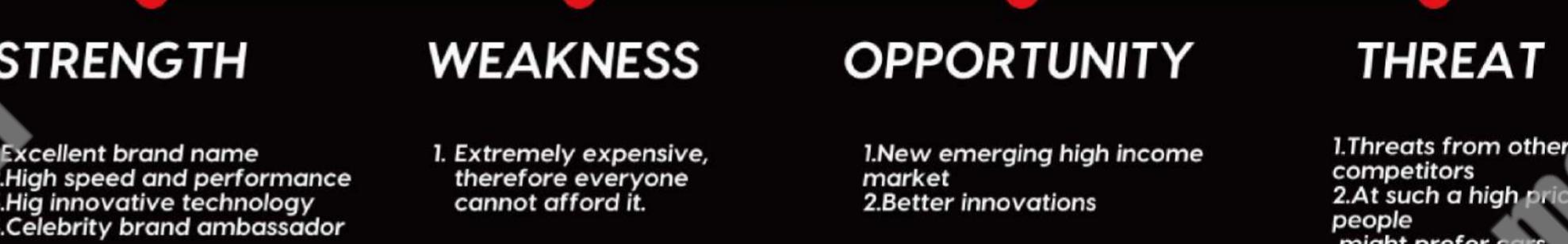
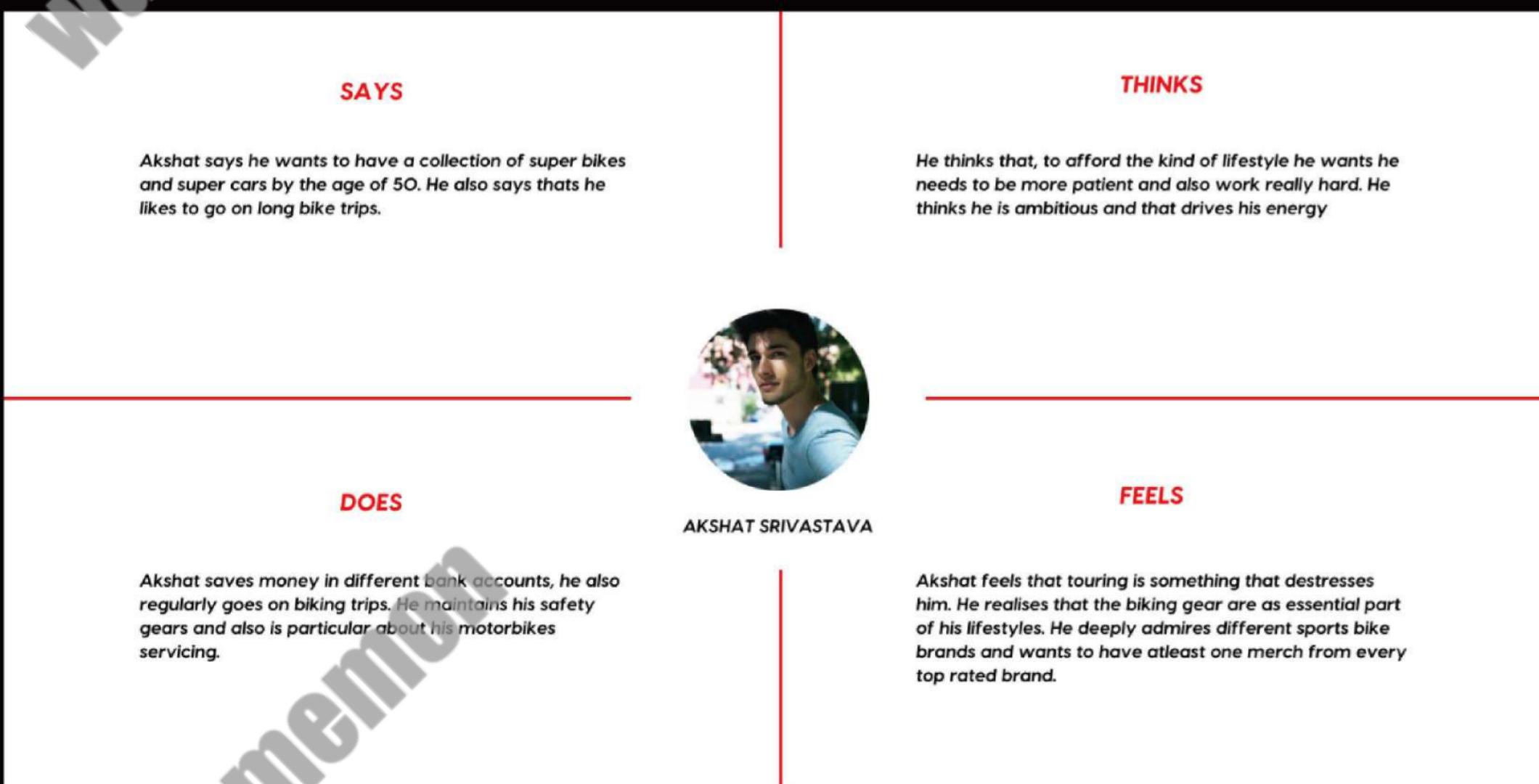
SWOT ANALYSIS

SWOT Analysis is a proven management framework which enables a brand like Ducati to benchmark its business & performance as compared to the competitors. Ducati is one of the leading brands in the automobiles sector.

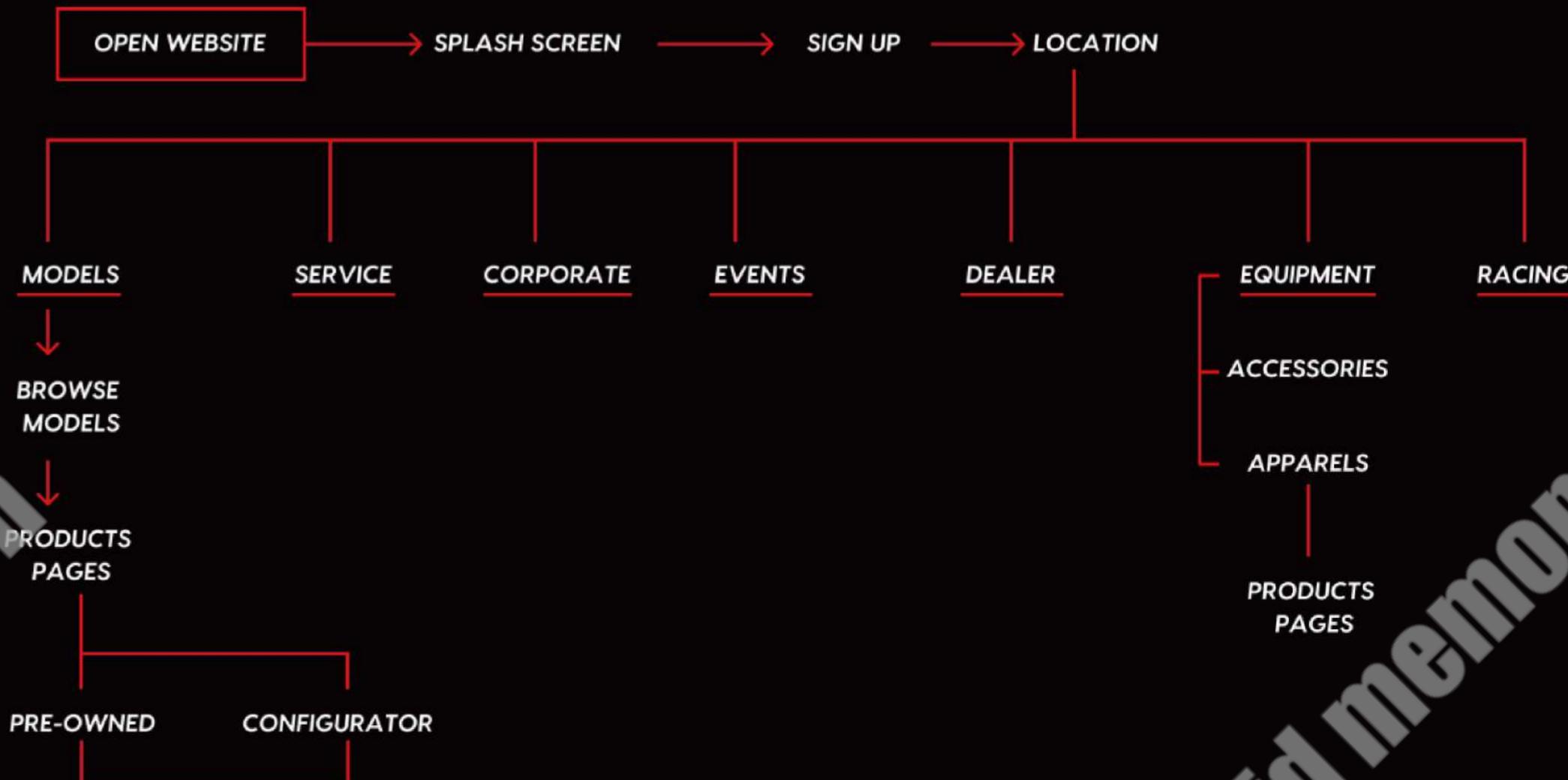
CLIENT PERSONAS



EMPATHY MAPPING



TASK FLOW



FONTS

DESKTOP

TYPEFACE- **UNDERRATED**

HEADING 60PX

HEADING 50PX

HEADING 40PX

HEADING 24PX

HEADING 20PX

TYPEFACE- AVENIR 55 ROMAN

TEXT 50PX

TEXT 40PX

TEXT 24PX

TEXT 20PX

TEXT 15PX

COLORS

PRIMARY COLORS

A horizontal row of two color swatches. The first is a bright red square with the hex code FFOOO0 below it. The second is a solid black square with the hex code OOOOO0 below it.

SECONDARY COLORS

A horizontal row of two color swatches. The first is a dark teal square with the hex code 023748 below it. The second is a dark grey square with the hex code 394C52 below it.

NEUTRALS

A horizontal row of three color swatches. The first is a white square with the hex code FFFFFF below it. The second is a light grey square with the hex code E5E5E5 below it. The third is a dark grey square with the hex code 818181 below it.

TEXT COLORS - PRIMARY

A horizontal row of two color swatches. The first is a solid black square. The second is a white square with a black border.

TEXT COLORS - TERTIARY

A horizontal row of two color swatches. The first is a green square. The second is a red square.

COLORS - STROKES

A horizontal row of four color swatches. The first is a black square with a white border. The second is a white square with a black border. The third is a red square with a black border. The fourth is a green square with a black border.

ICONOGRAPHY

GENERAL ICONS

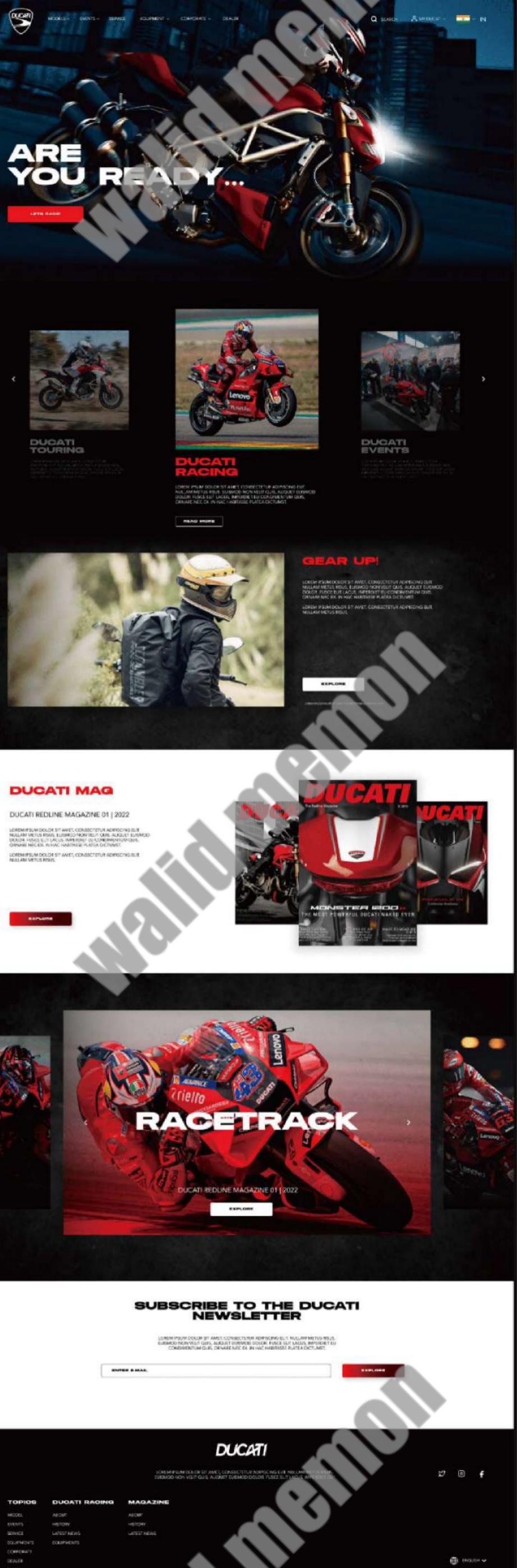
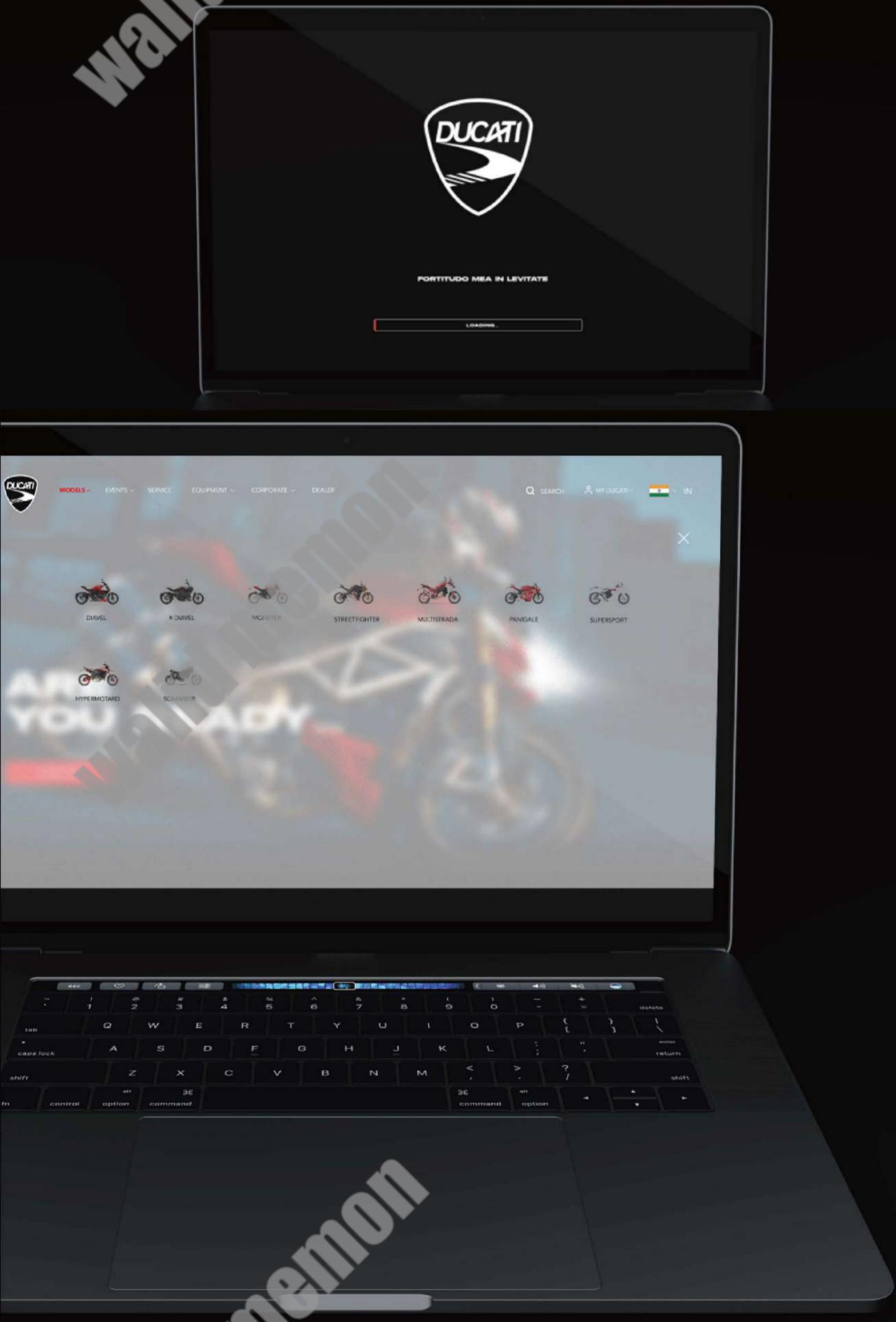
A grid of 16 small, semi-transparent icons used for general navigation and filtering.

TOGGLE ICONS

A row of five small, semi-transparent icons used for toggle switches.

ARROWS

A row of four small, semi-transparent arrows pointing in various directions.



BN Bo Ning



Project background

Project Background



This medical equipment wholesale company itself is my father's business. It is a mid-market pharmacy chain under a large medical factory. The company has been in operation for more than 30 years and has been using the background. The interface is very cumbersome and inhumane, the vision is also old, and the overall adjustment space is very large.

Therefore, I organised it out, combined it with U vision major, and revised the background version 1.0. I hope that with this comprehensive adjustment, the convenience of its use can be improved.

Day/Night Mood



Added night mode

Let users in a dark environment

There are many choices.



Brand Specification

Color

Main Color					
#17C3B7	#24253D	#f274a9	#FFC358	#886BFD	#FC6E77

Size

Font	Ping Fang TC	Font Color (Night Mood)
30PT	大標題	
22PT	小標題	
20PT	內文	
15PT	輔助文字	

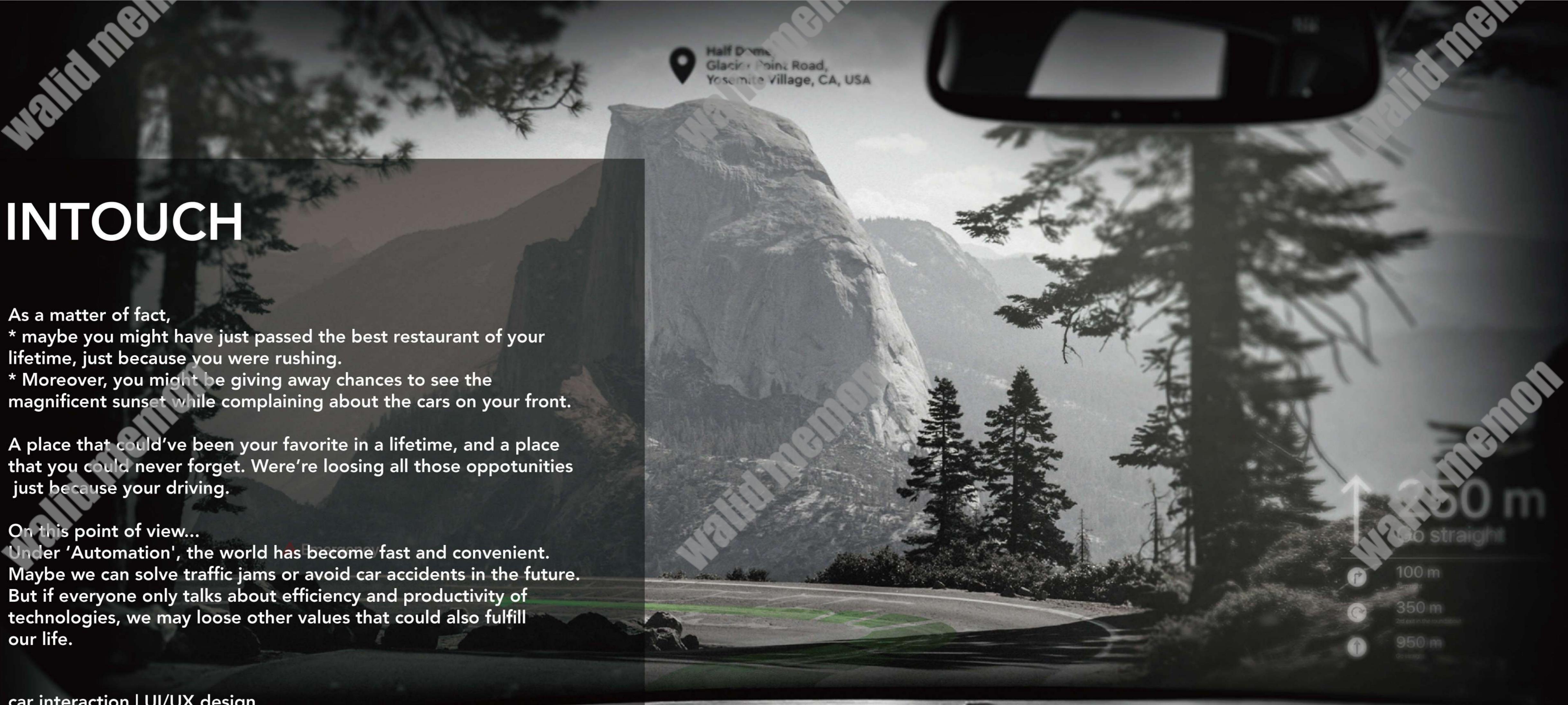
ICON

Facial						
Predestinence						

Guide Bar

The full navigation bar will be displayed when the mouse moves in. When moving out, it will be reduced to make the interface content area display more.





INTOUCH

As a matter of fact,

* maybe you might have just passed the best restaurant of your lifetime, just because you were rushing.

* Moreover, you might be giving away chances to see the magnificent sunset while complaining about the cars on your front.

A place that could've been your favorite in a lifetime, and a place that you could never forget. We're loosing all those opportunities just because your driving.

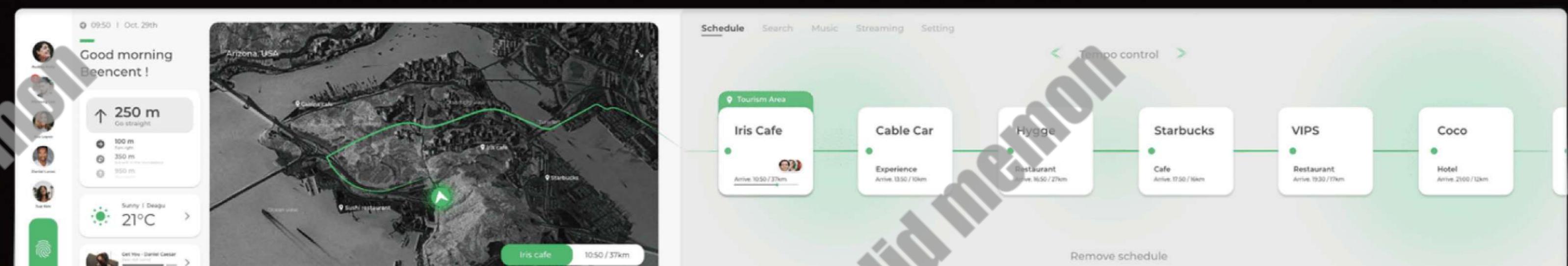
On this point of view...

Under 'Automation', the world has become fast and convenient.

Maybe we can solve traffic jams or avoid car accidents in the future.

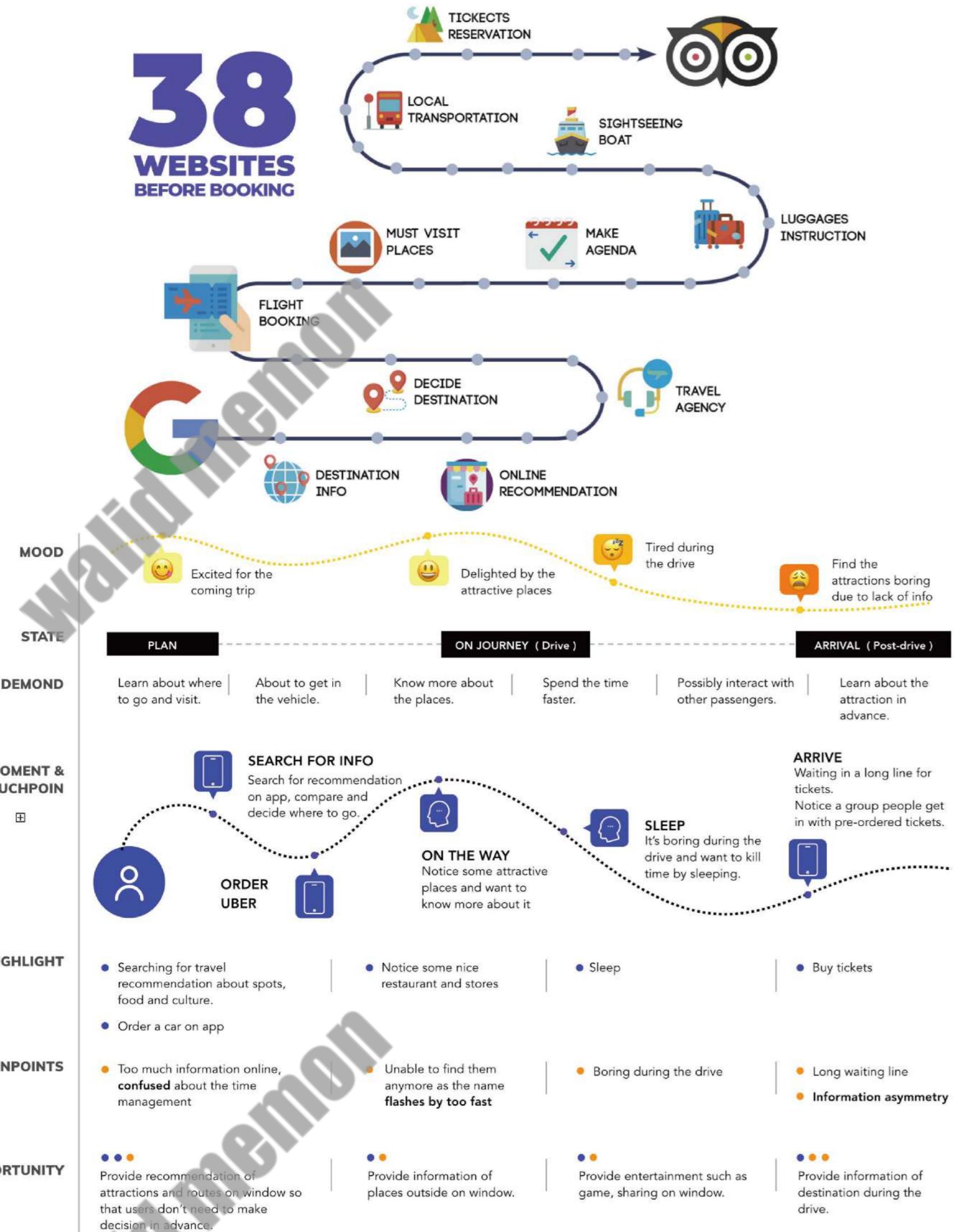
But if everyone only talks about efficiency and productivity of technologies, we may loose other values that could also fulfill our life.

car interaction | UI/UX design



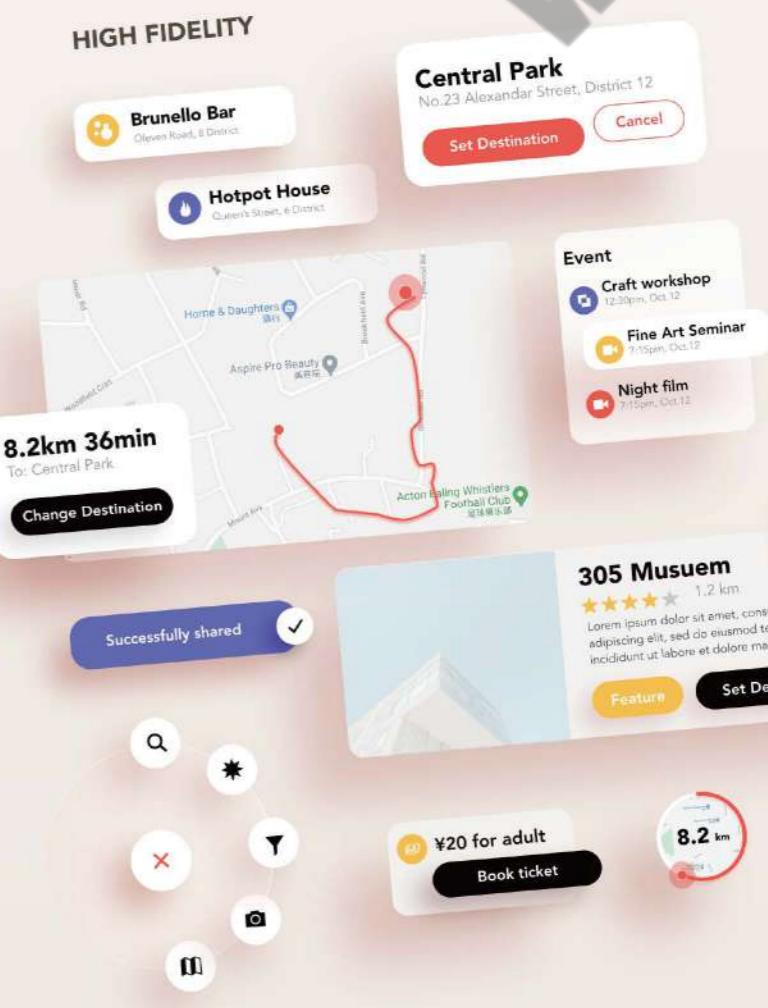
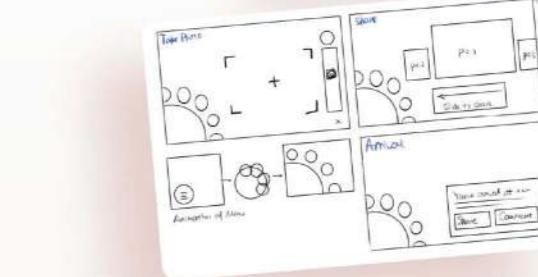
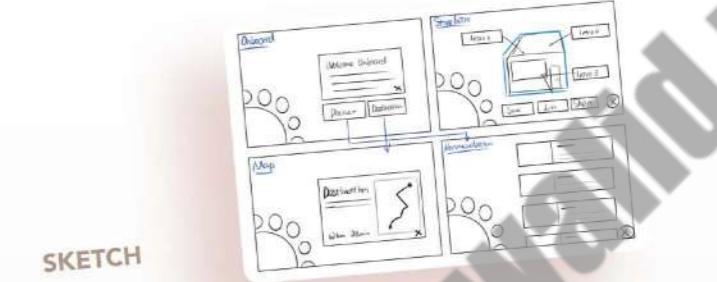
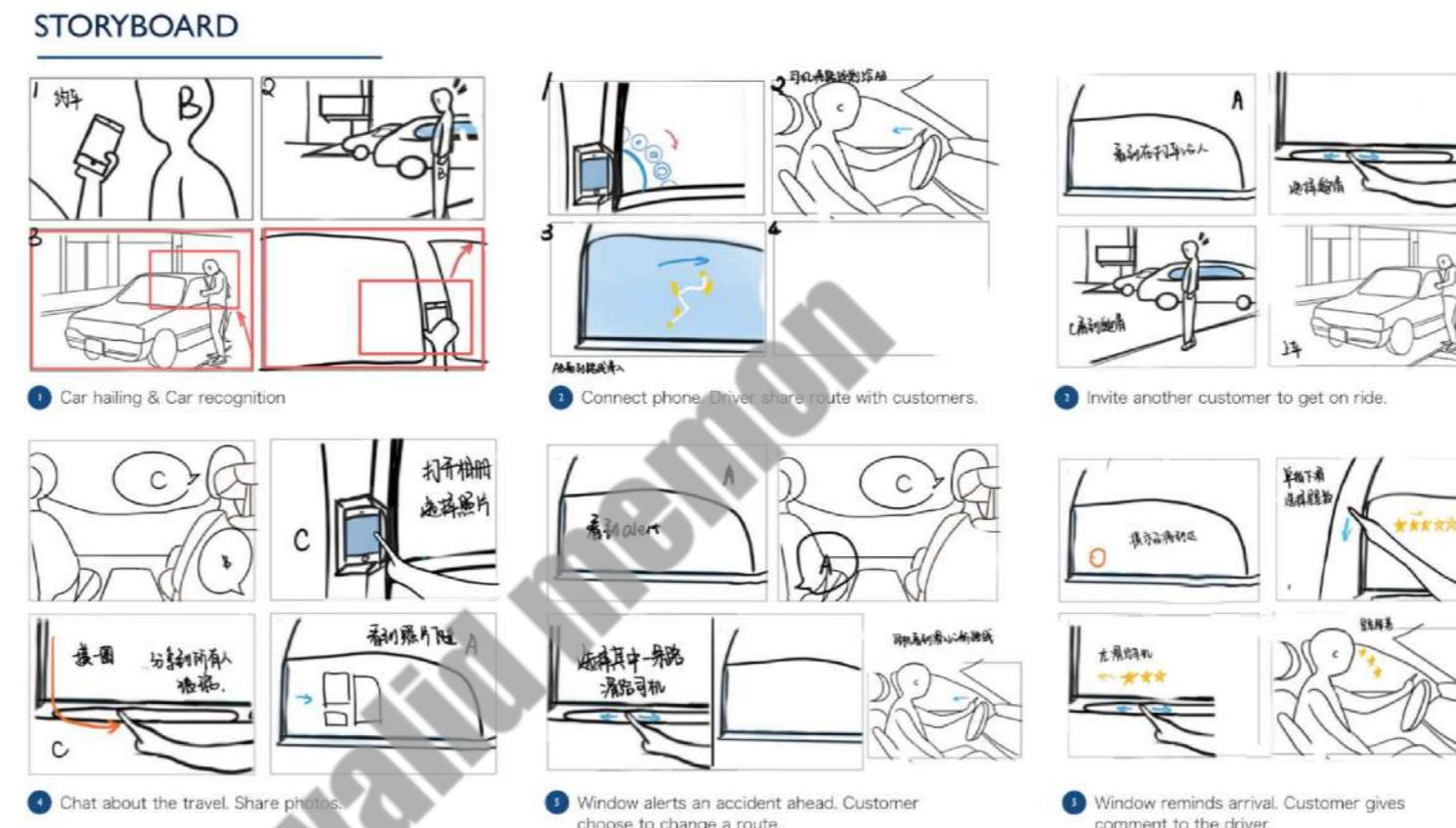
LOST IN INFORMATION

According to Expedia, travelers visit an average of 38 sites when planning a trip. Most travel searches start with Google searches and end with otas and TripAdvisor. In an age when we highly depend on big data, information is overly concentrated on personal mobile devices. This design was motivated by the camping experience, which can be improved by new collaboration. The connection between people can be enhanced.



IDENTIFY PROBLEMS

- Users tend to ignore the people around them who might be interested in participating in the conversation.
- The use of mobile phones actually deprives users of their attention to the real life. This technology makes users engage in seemingly unnecessary activities.
- Users often have trouble in booking a car and identifying the car.
- Users tend to feel tired in the process of constantly searching for information in a strange environment. The time they spend on the car is cut off from the journey itself.

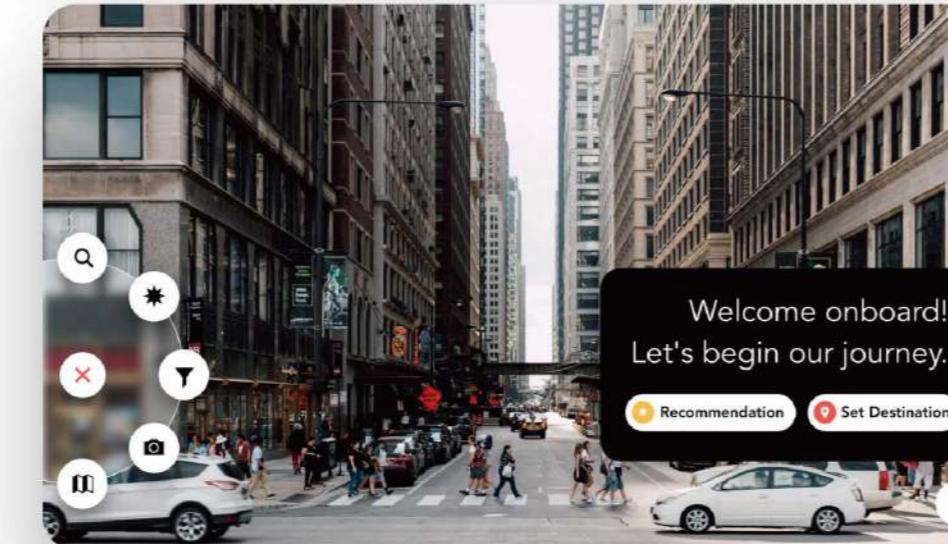
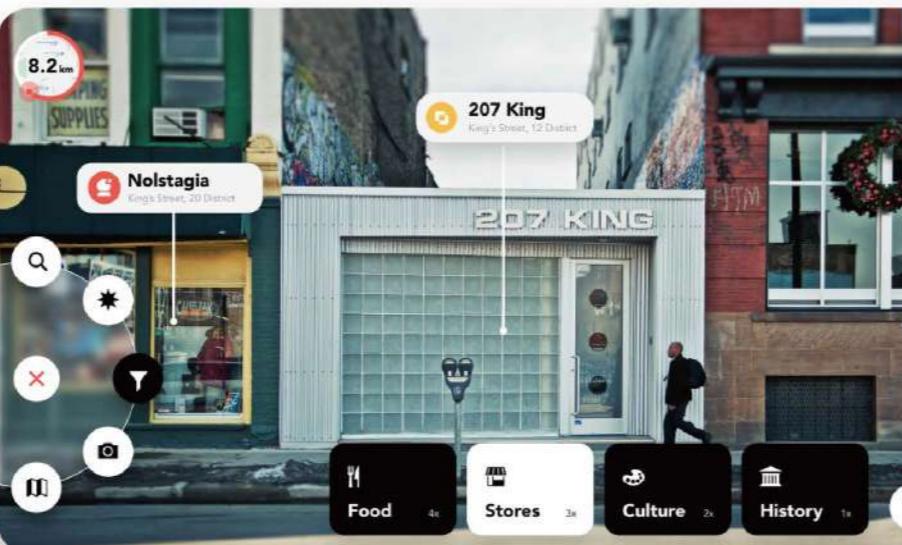
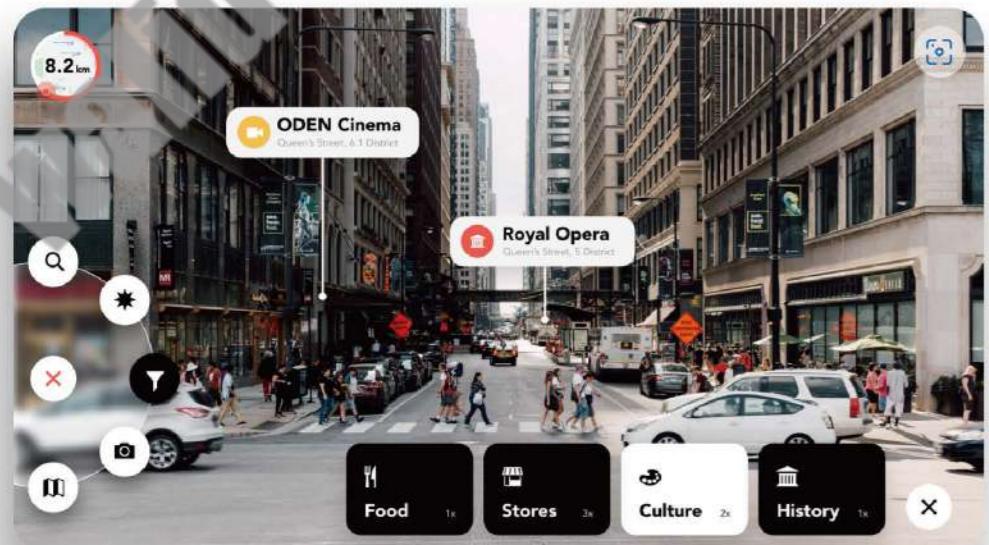


NEW WAY OF CITY EXPLORATION

This design aims to explore brand new transporting experience for users in the whole cars, especially for those at back seats. There are five main functions on the display module, camera, sharing, maps, AR city exploration, attractions recommendation. These functions aim to help travelers gain more knowledge about the local environment, as well as providing new ways of interactions inside the car. It helps users reduce long searches and make choices.

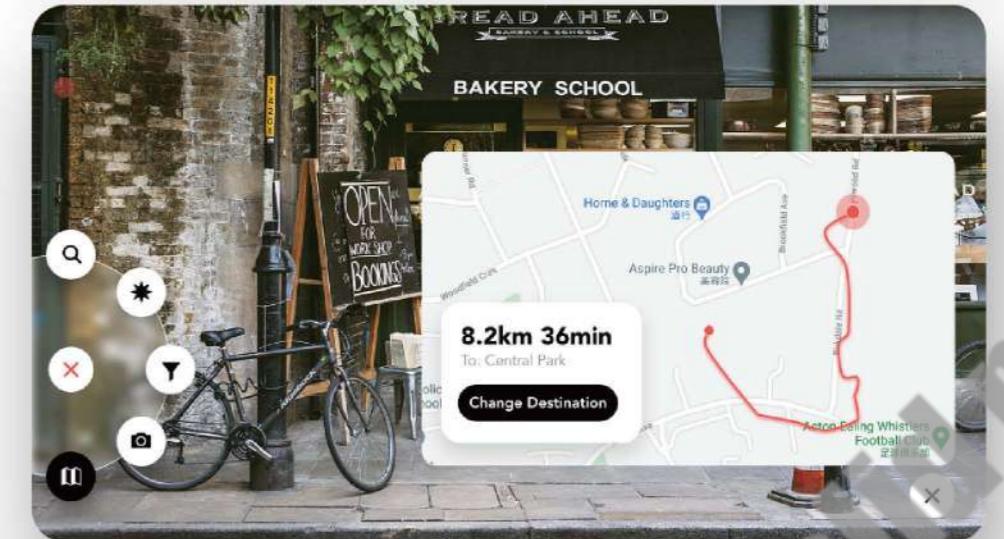
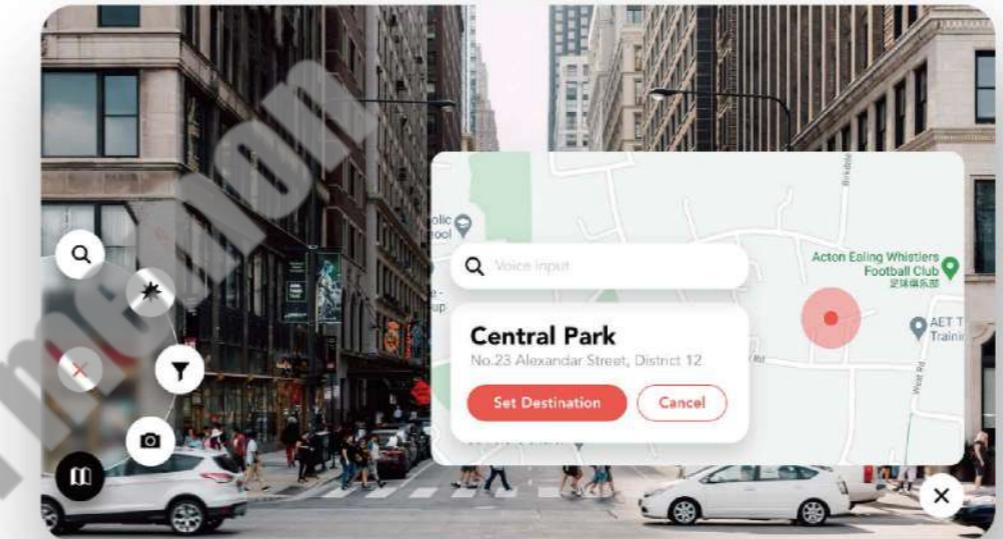
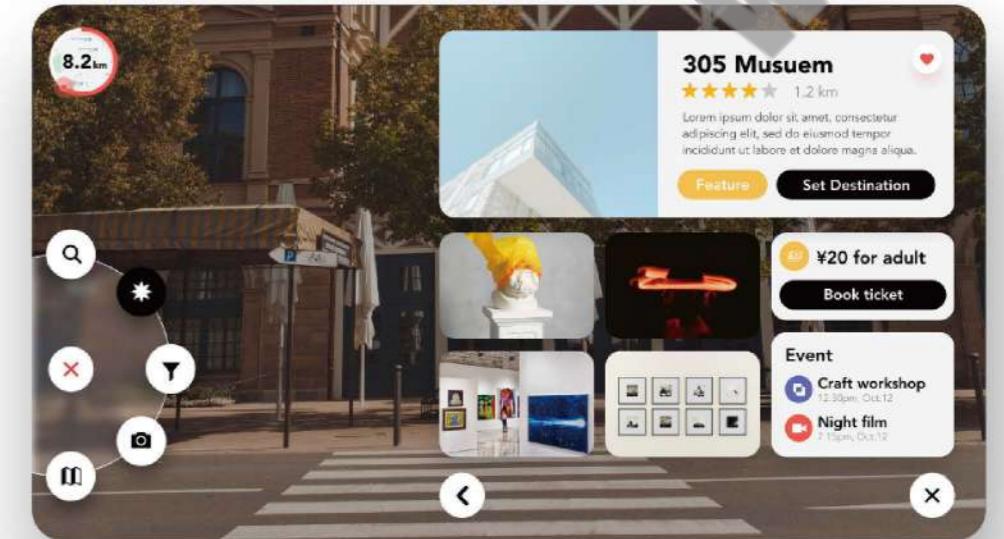
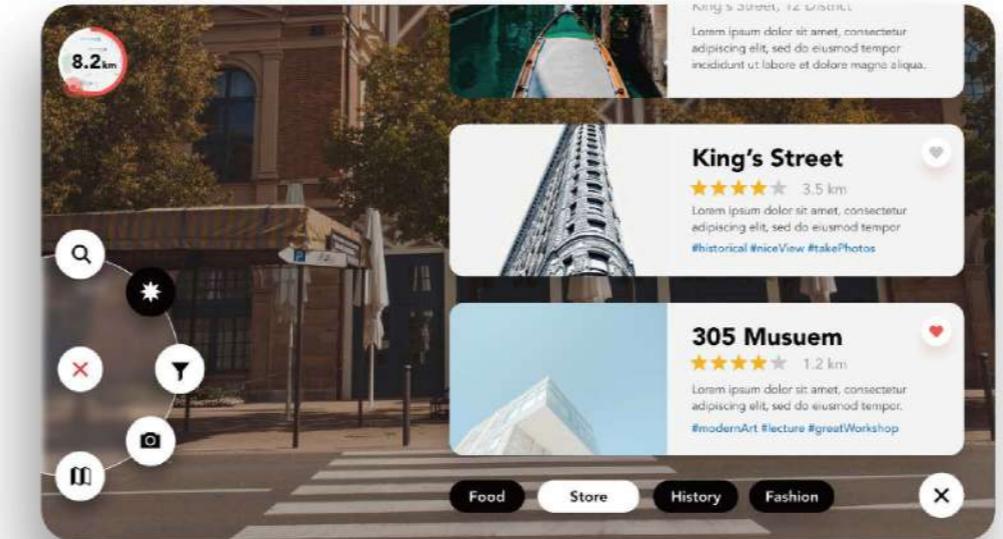
AR CITY EXPLORING

The design of AR exploration aims to solve the problem that people don't have instant access to city information. This system displays detailed information of any stores or attractive places on the window, giving reminders and recommendations of places based on AR.

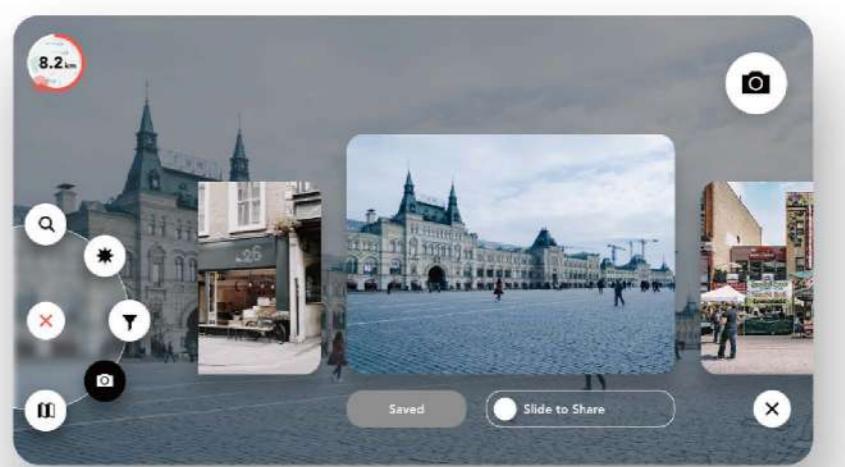
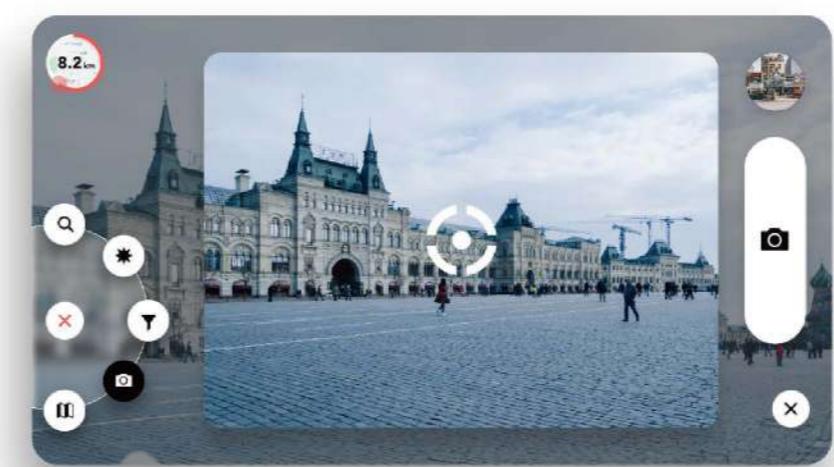


NEVER TOO LATE TO DECIDE

This system provides recommendation of attractions and routes on window so that users **don't need to make decision in advance**. The recommendation includes food, store, history, culture. Users can browse and select one to visit. It liberates travelers from planning all the time.



SHARE WHAT YOU SEE!

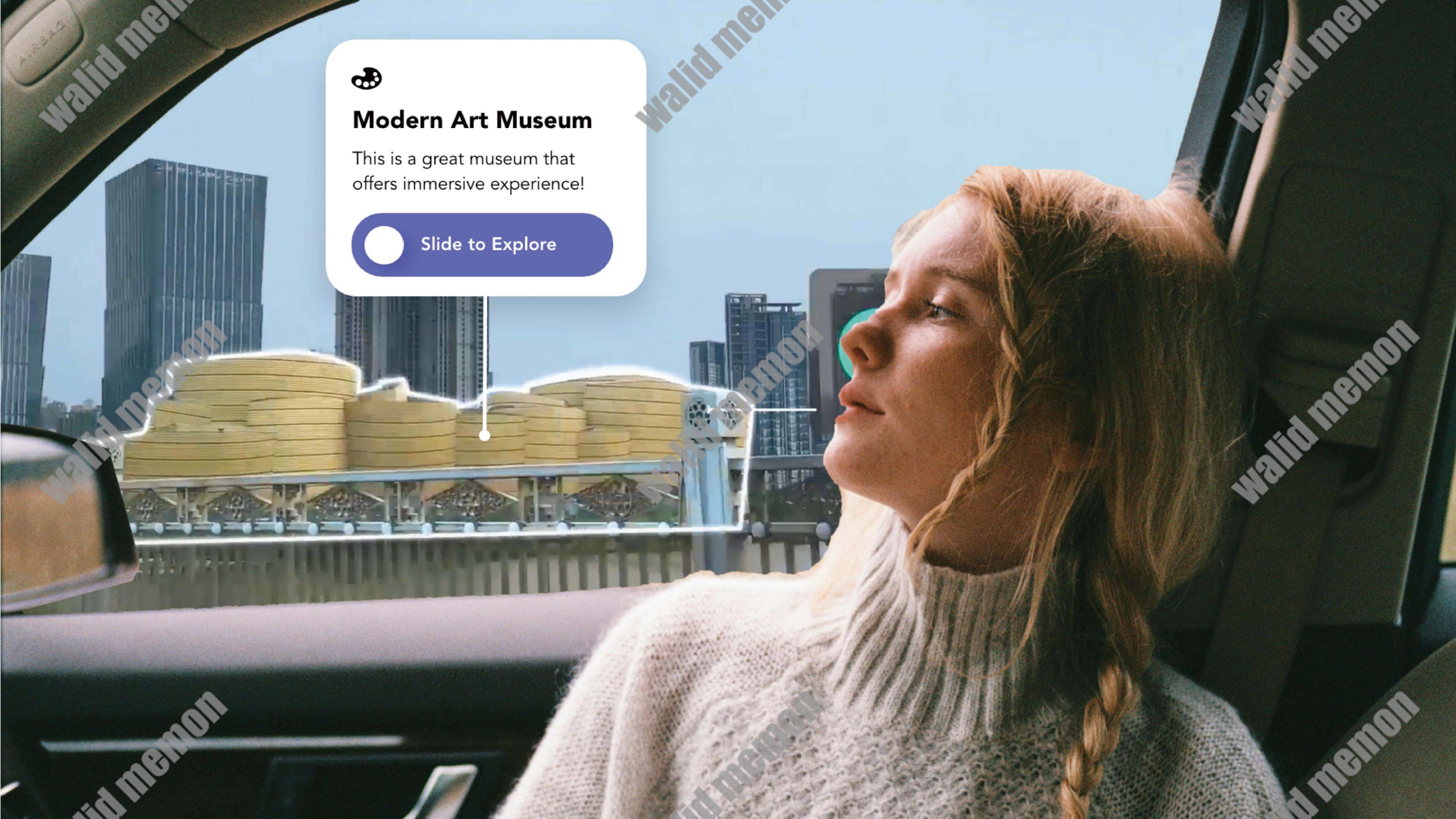




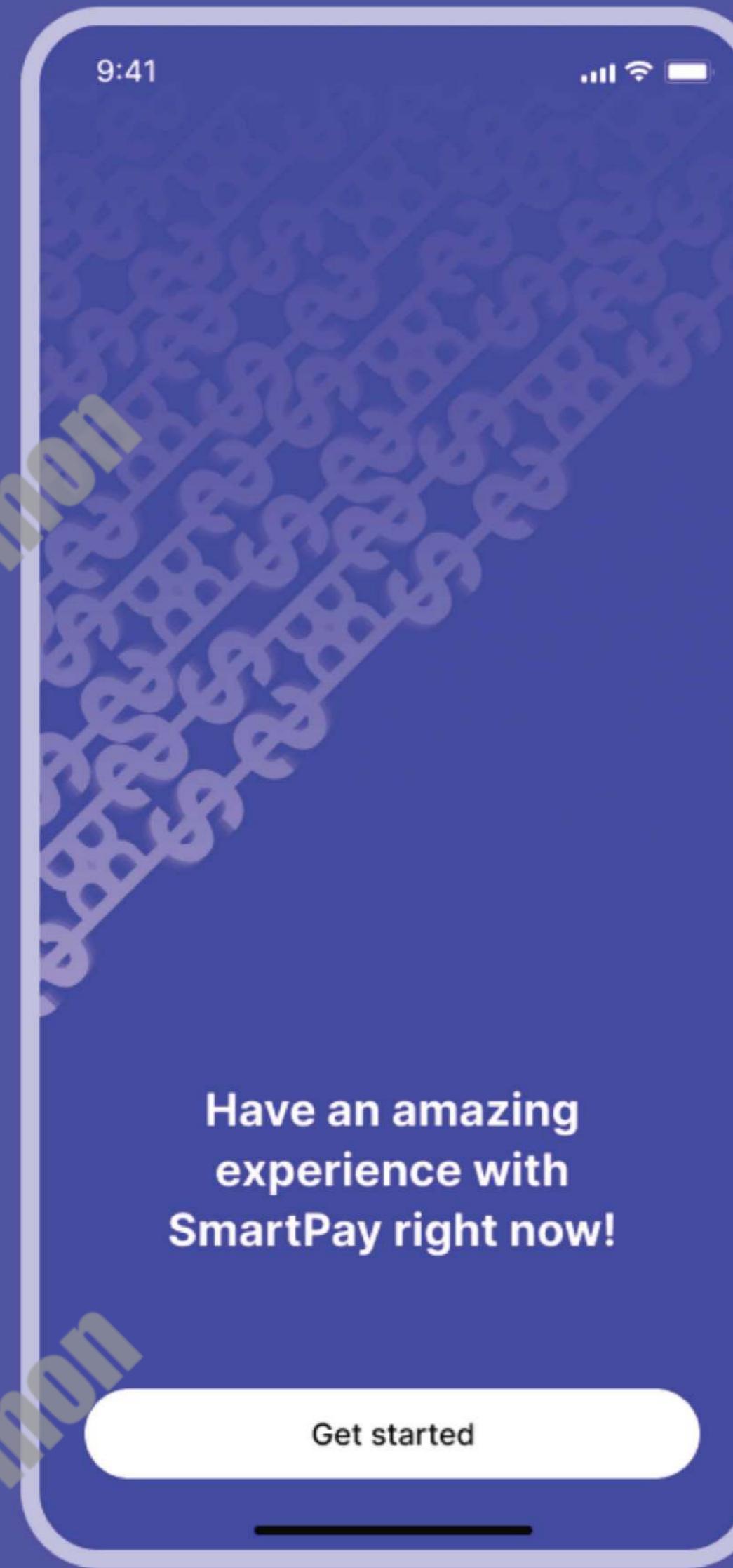
Modern Art Museum

This is a great museum that offers immersive experience!

Slide to Explore



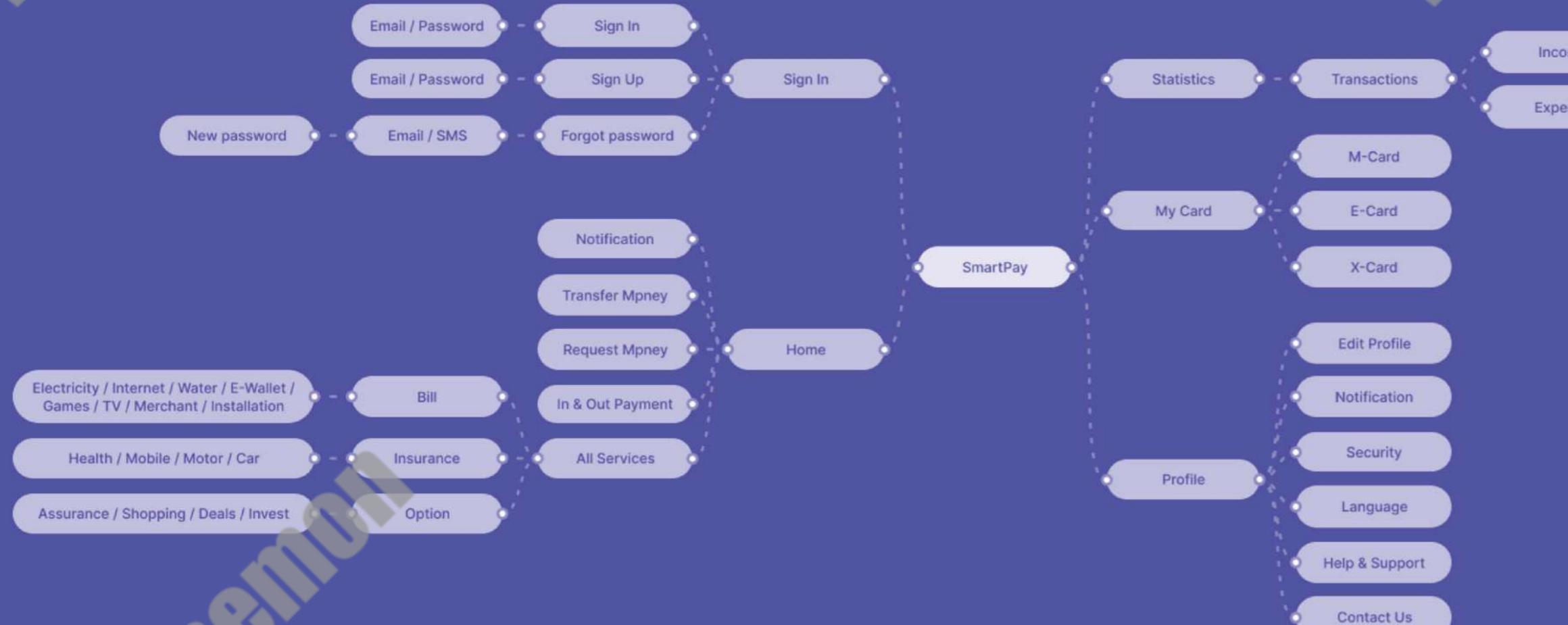




Finance, Banking & E-Wallet App

UX/UI

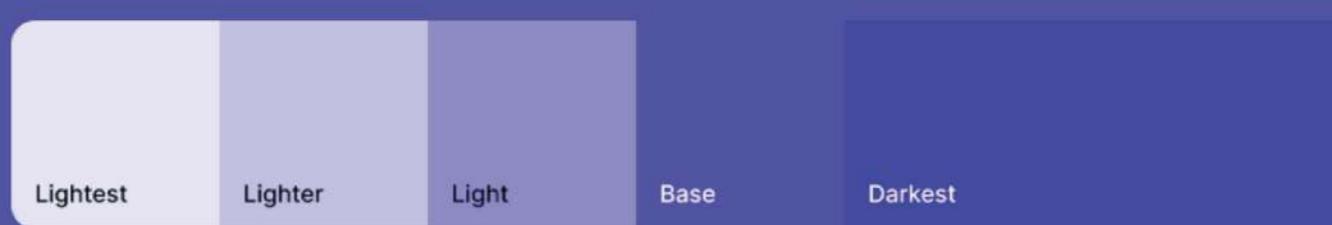
Functional Map



Typography & Colors

Inter

Bold Medium Regular

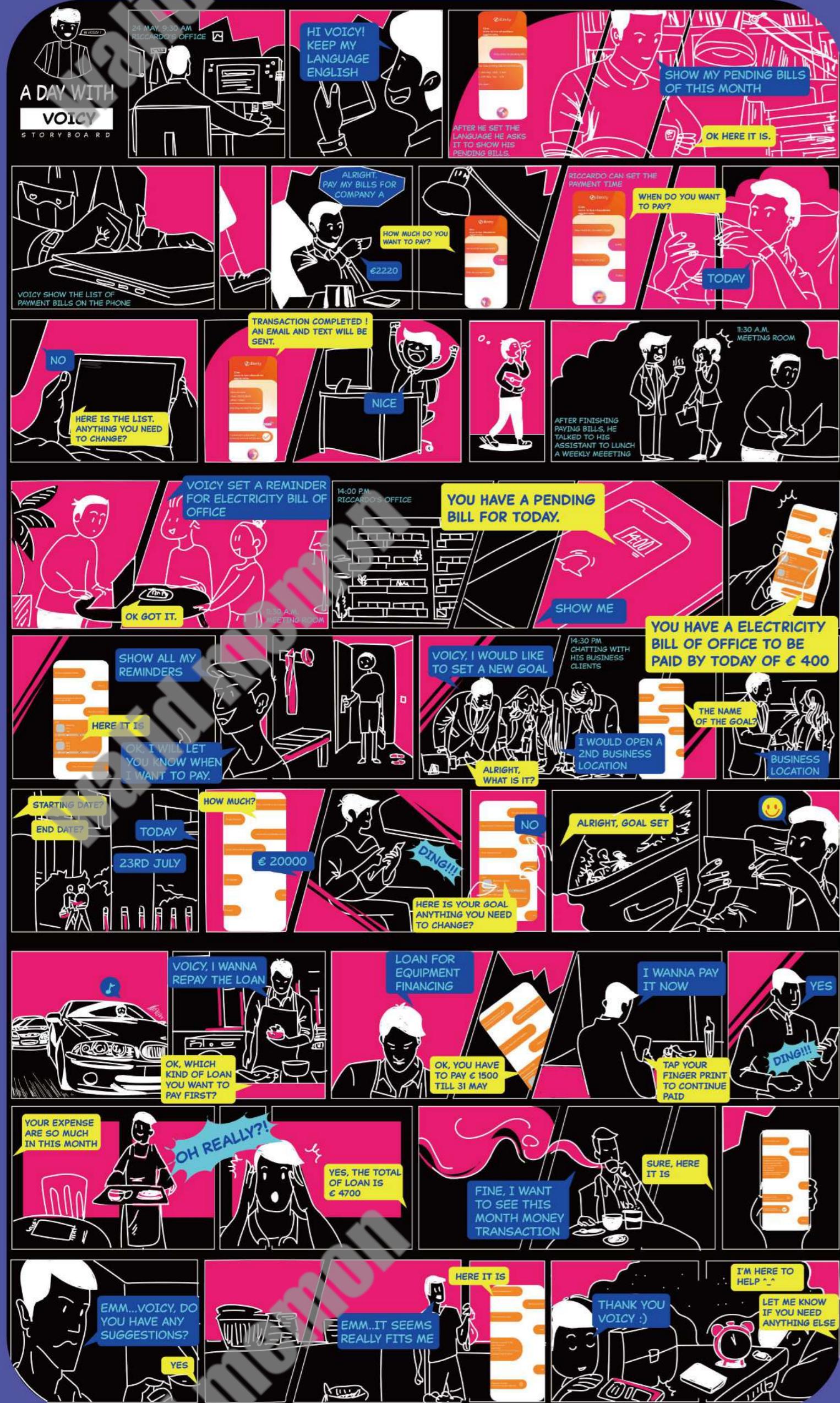


UI kit

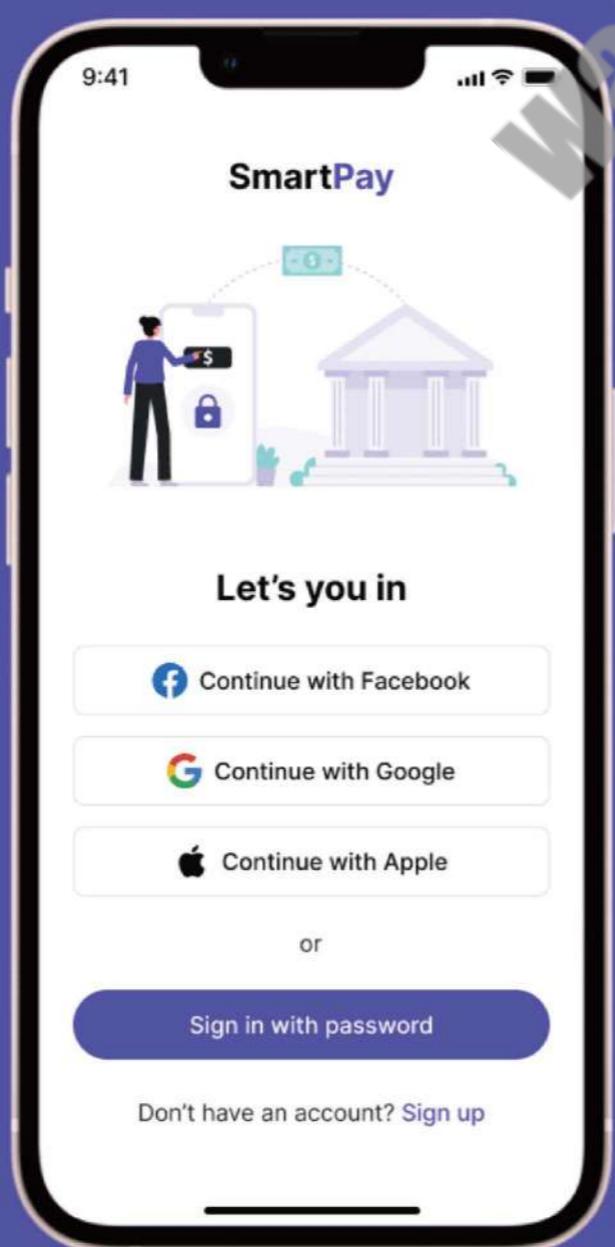
The UI kit displays a variety of user interface elements:

- Primary States:** Primary Default, Primary Pressed, Primary Disabled, Secondary Default, Secondary Pressed, Secondary Disabled.
- Outline States:** Outline Default, Outline Pressed, Outline Disabled.
- Icons:** A large collection of icons including arrows, settings, notifications, and other utility symbols.
- Text Fields:** Input fields for Email, Bank, and Password, with placeholder values like "4785962475" and "voldos1996@gmail.com".
- Form Elements:** Includes a Statistics Graph showing data for "This week", Limit Settings (e.g., Balance: \$330,50), and a general notification toggle.
- Payment and Banking:** Shows a Visa card with number +48 45 *** * 22, a visa Email: voldos1996@gmail.com, and a Date of Birth: 04/23/1996.
- Financial Data:** Income (\$3120.70) and Expense (\$1580.25) sections, along with Top Up and Refund buttons.
- Transfer Options:** Transfer, Request, and In & Out buttons.
- Language and Region:** English (US) and English (UK) language selection.
- Dark Theme:** A toggle switch for Dark Theme.
- Logout:** A Log out button.
- Charts:** Line charts and bar charts showing weekly financial trends.
- Navigation:** Includes back, forward, search, and other navigation icons.

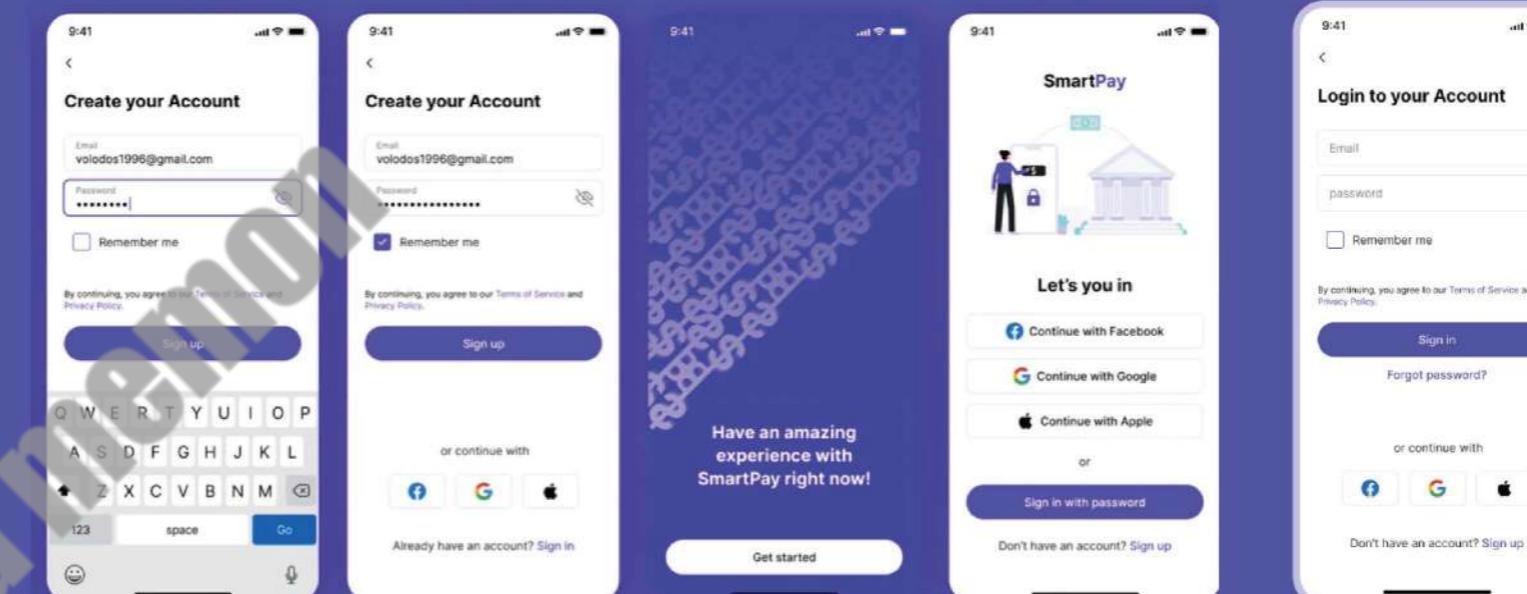
Storyboard



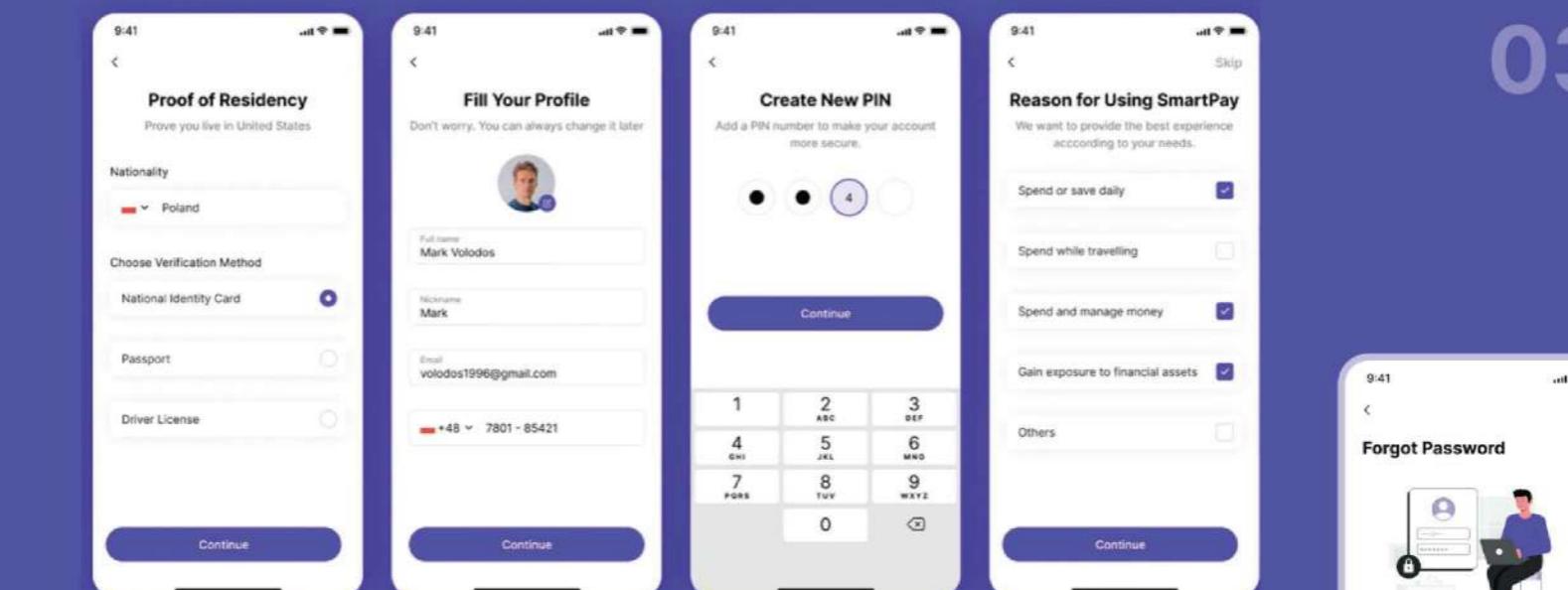
Welcome to SmartPay!



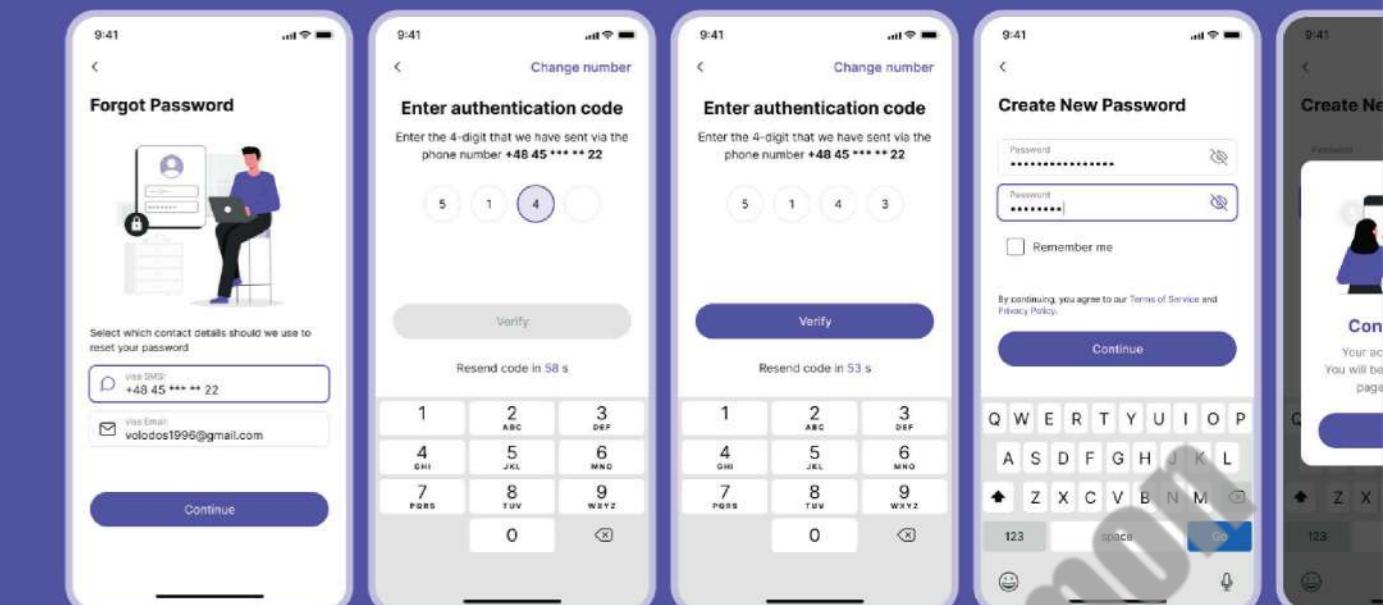
01 | Register an Account easily



02 | Do you have an account?
Sign in to an Account

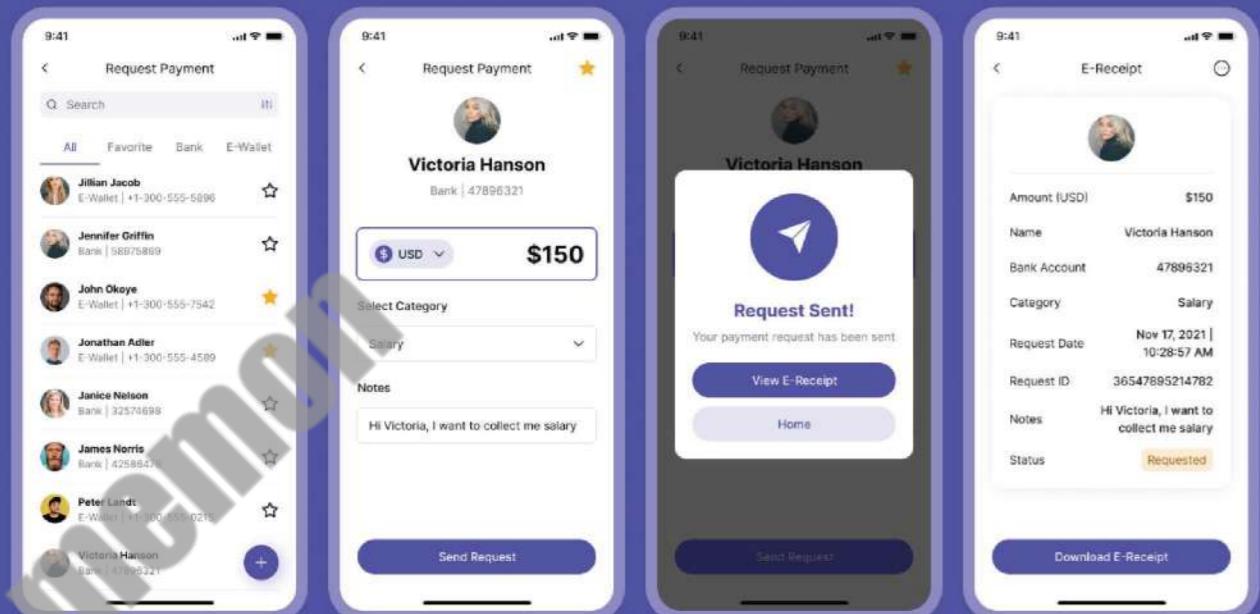


03 | Forgot & Reset Password



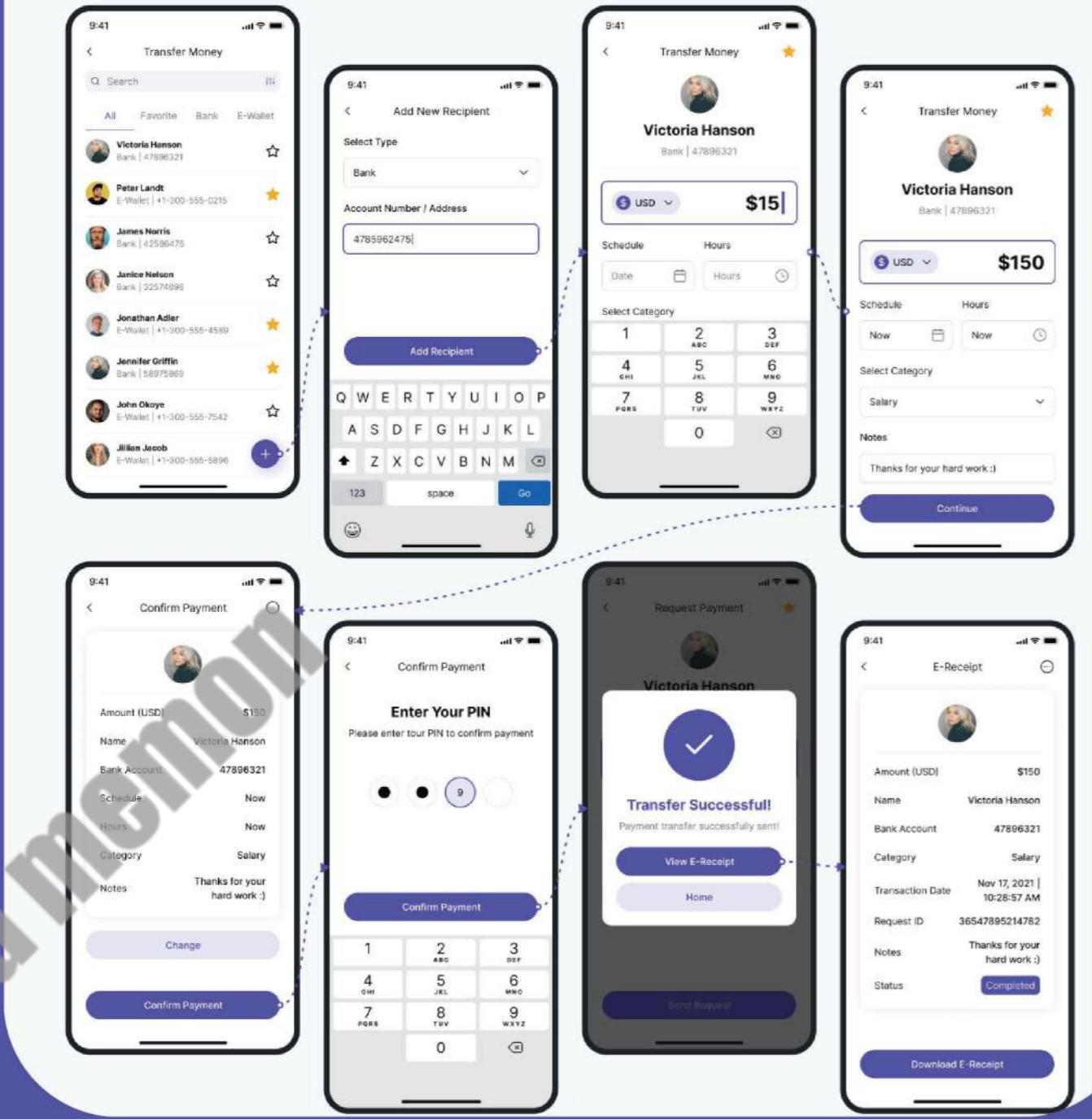
04/2

Request Money



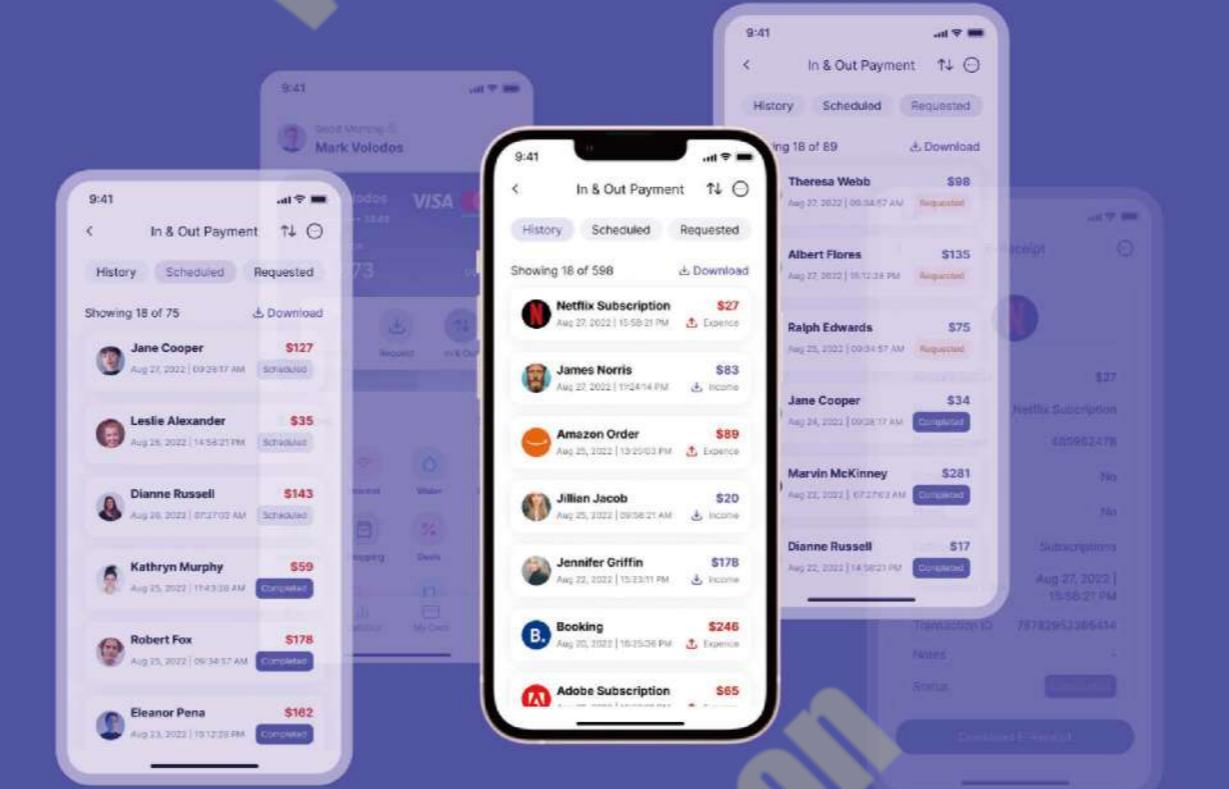
04/1

Transfer Money



04/3

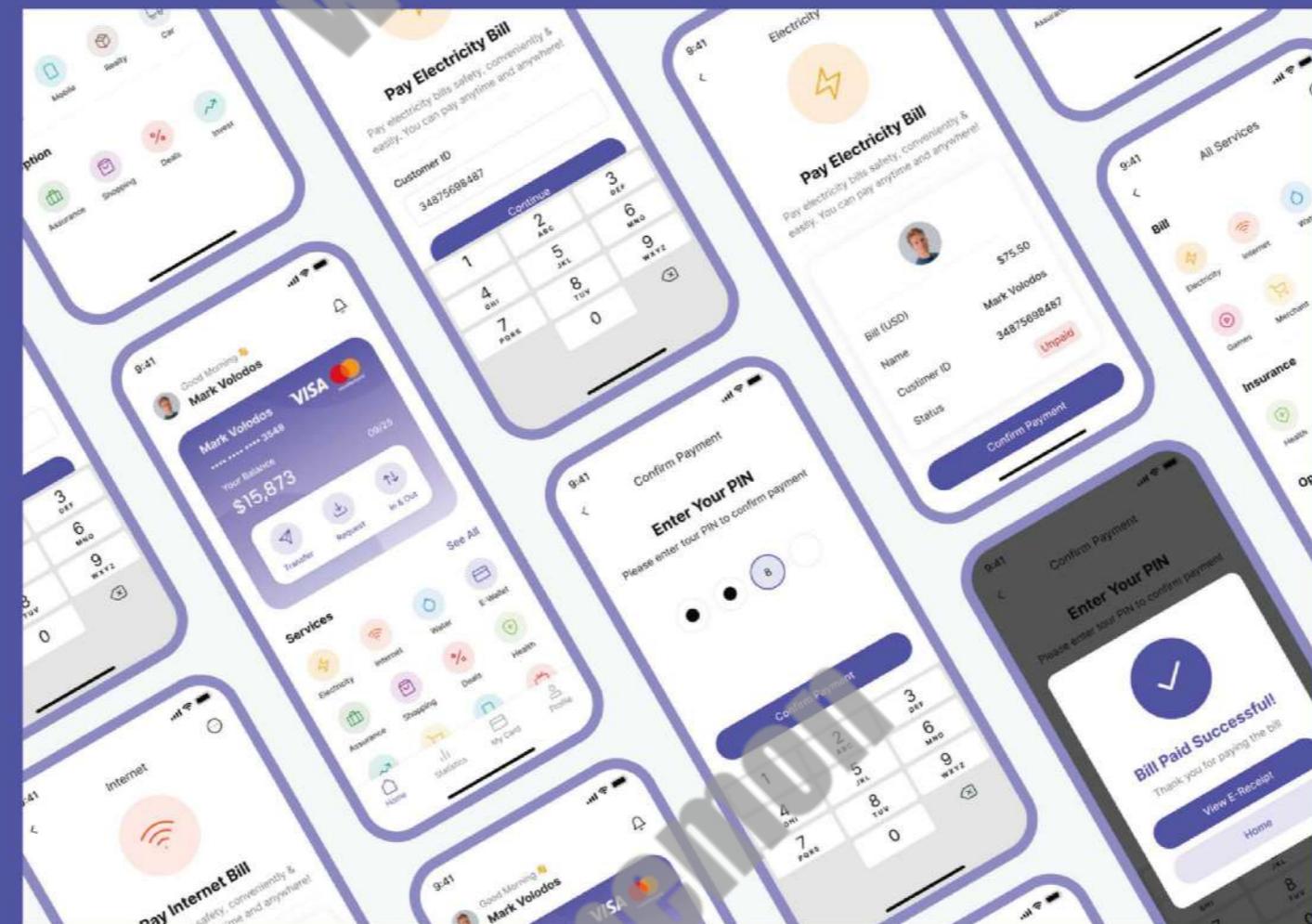
In & Out Payment



04/4

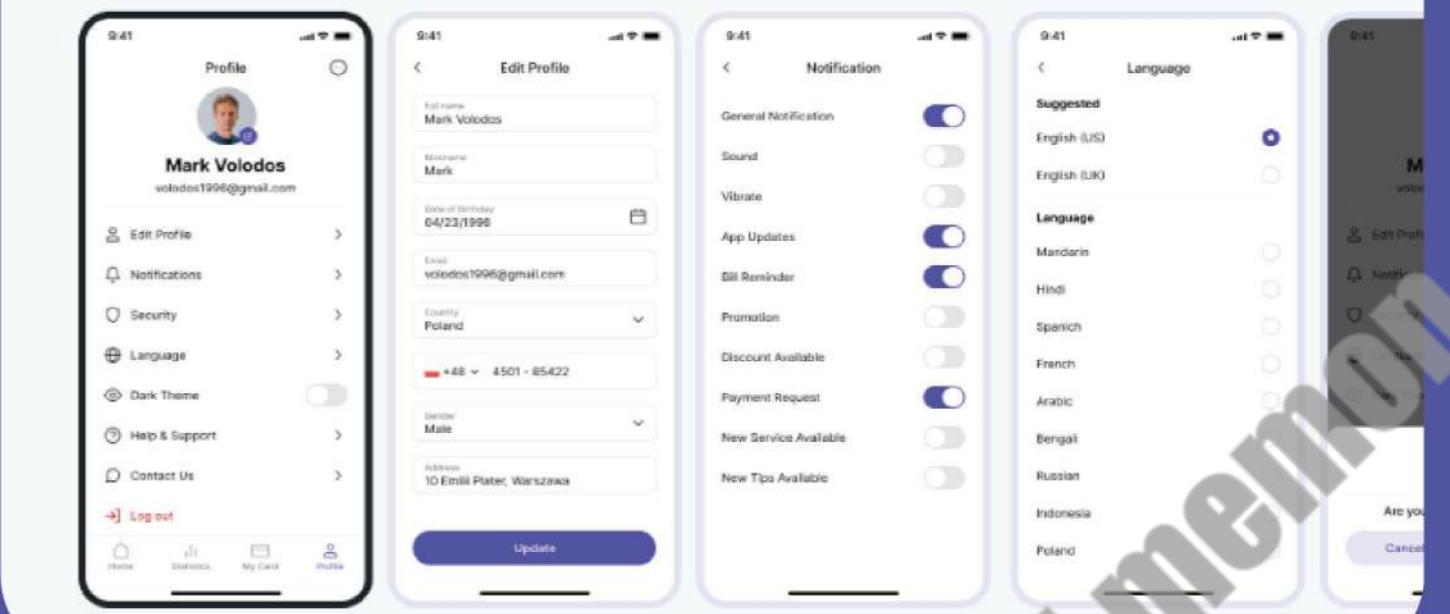
Pay the Bill

Electricity, Internet, Water

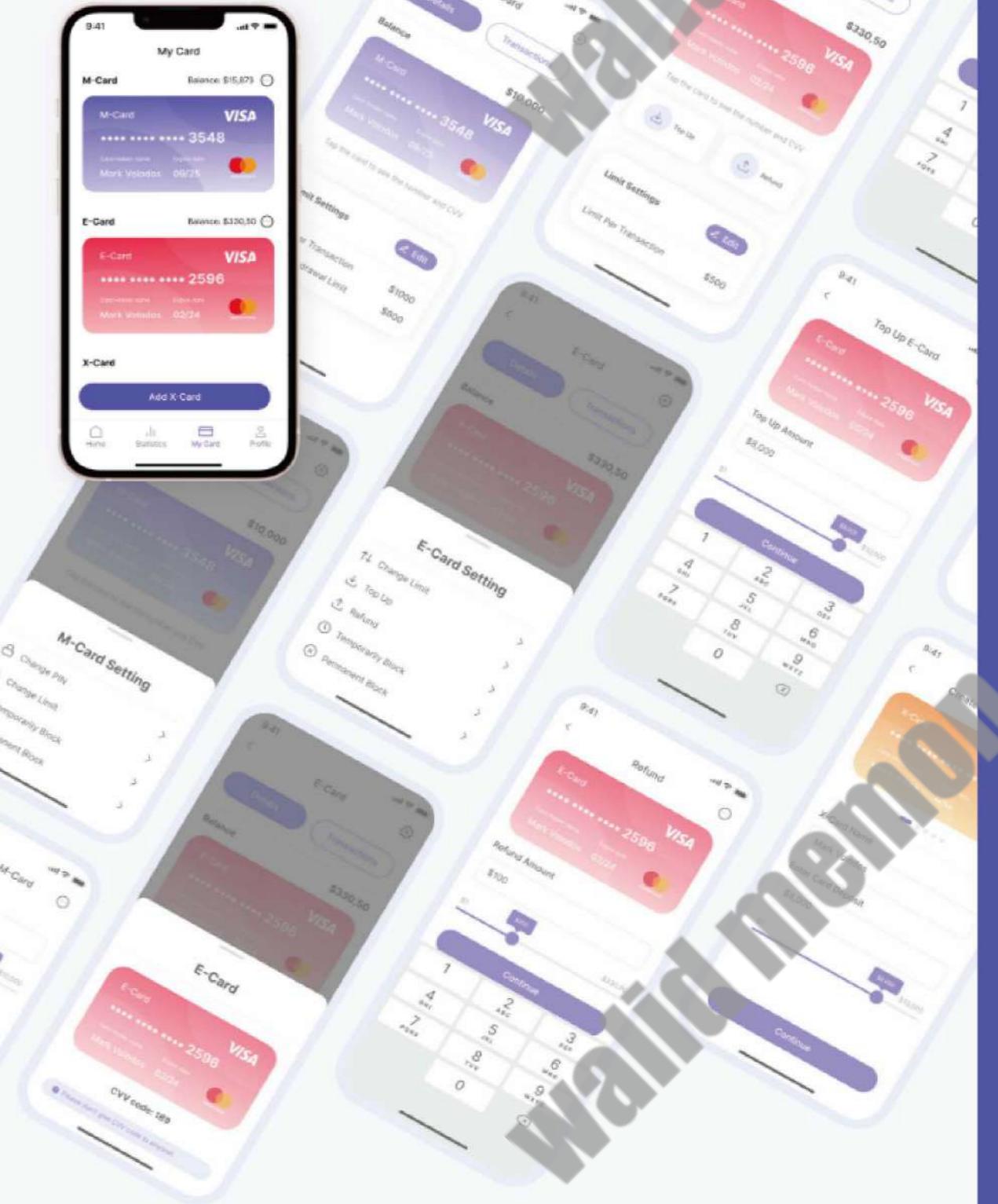


07

Profile & Settings



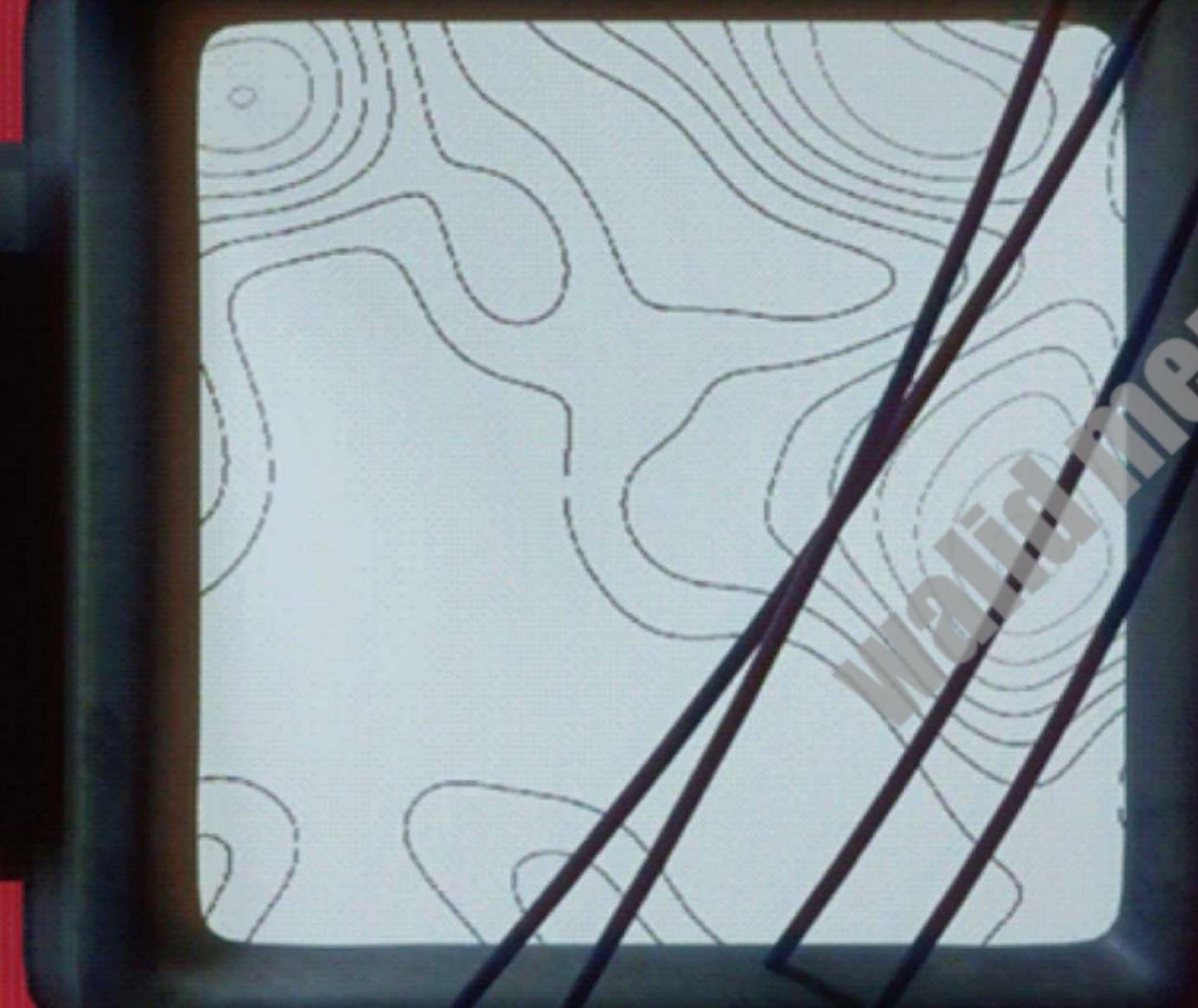
My Card



SONIA

The goal of the product is simple, provide a digital interface for a dream diary the dreamer can access every day, while simultaneously creating virtual worlds the user can explore before bedtime which tell stories that nudge the user towards their goal dream. In the prototype we created for this course, the dream theme was to nudge the user towards a flying experience in their dream.

Gaming Design | WebGL | User Interface | Visual



A VR EXPERIENCE FOR DAYDREAMING

We spent the weeks leading up to the final presentation logging some of our dreams and spent time before-bed ideating about flying to nudge ourselves to experience flying dreams. We found that over time by tracking our dreams in a diary, we were more likely to remember our dreams, and one of us (out of two) actually had a flying dream!

Our vision for this product is to create an experience that can foster a closer human connection despite any physical distance from the other person. By having the product track the dream diary data, we have created a data visualization for "Dream Alignment", showing how over time we expect the dreamers to increasingly experience shared features in their dreams.

Finally, before bed, the user can adjust the keywords they associate with their theme and add visual inspiration, then the user will navigate a semi-immersive virtual world where a story is told in 3D and in a stepwise process as they navigate the world before bed.

Our hypothesis is this immersive storytelling dream induction will cause shared dreams overtime and thus, strengthen human connections as a result.



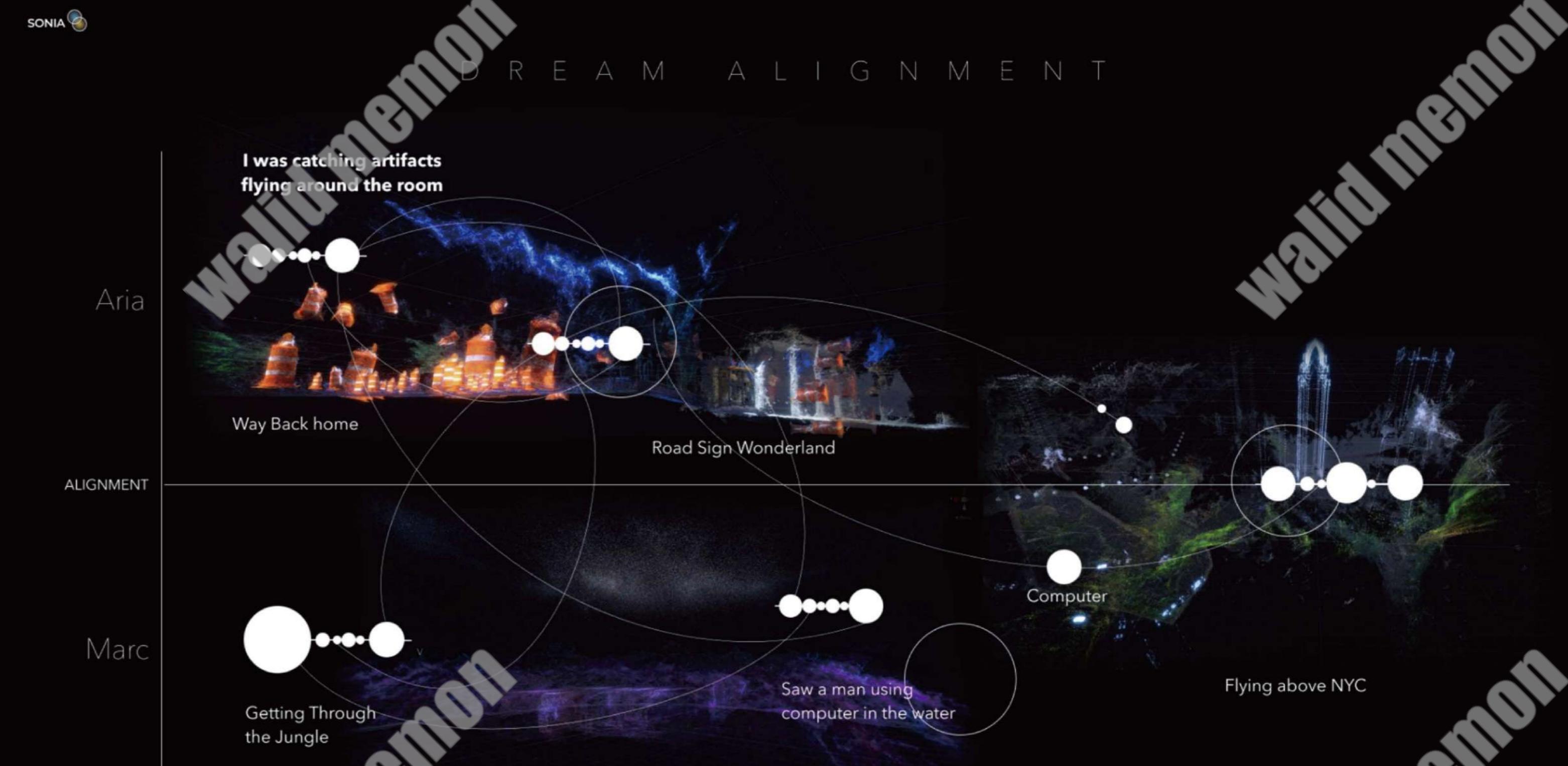
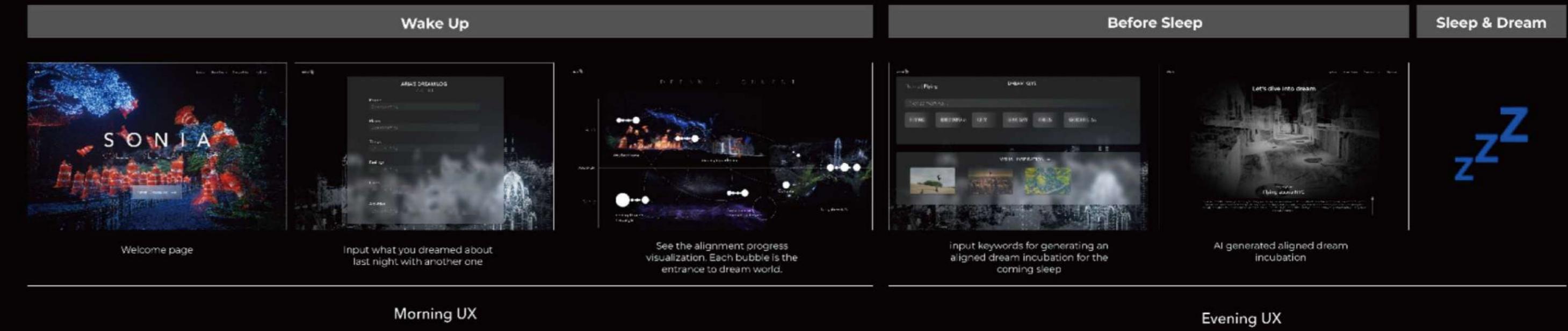
Cultural Context

Dream Sharing & Shared Dream

One of the most explicit—and most beautiful—examples that I know by which dreams are socialized into waking life belonged until recently to the Ongees of the Andaman Islands. Vishvajit Pandya worked in the 1980s among these members of one of the last hunter-gatherer cultures in the Bay of Bengal. Pandya explains that before going to bed, the Ongees narrated to one another their dreams from the night before, and their experiences of the day that had just ended, especially their time spent in the forest hunting and gathering food. But in doing so, they would *negotiate* the content of their dreams, modifying it so that everyone's dream accounts might be gradually aligned with one another. One person might report having dreamt of fishing on the south beach of the island, another picking nuts on the west beach, then the first might suggest a compromise: *We both went fishing in our dreams, but on the west beach.*

Aligned Dream System

User Experience Day & Night



Dream log & alignment

Let's dive into your bedtime story.



Let's dive into your bedtime story.



Features	Aria (0408)	Marc
People	Friends	Elon Musk
Places	Cali	Airport
Things	Colorful buildings, huge lemon	Twitter
Feelings	strange	confusion, excitement
Colors	pink, blue, light	blue, grey, white
Activities	driving, visiting	taking a flight

Features	Aria (0412)	Marc
People	Grandma	
Places	Inside a house	
Things	Video calling, flying artifacts	
Feelings	scared	
Colors	white, blue	
Activities	catching flying stuff	

Features	Aria (0419)	Marc
People	no one	Friends, barber
Places	street of cambridge, street of Rome	Hair salon
Things	many many road blocks, painting	bicycles
Feelings	obstacle	Nervous, frustrated, intrigued
Colors	orange	brown, light colors, green
Activities	walking	sitting in a barbershop supposed to get hair cut



Dream Visualization

Dream Visualization with Point Cloud

It's like an adventure way home, there're many roadblock, it's like game and they're kind of blocking me, I'm moving real slow, i went through a european road that seems rome. it's narrow. then a familiar road, those roadblocks became buildings. they're soft



Daily Dream Visualization with Point Cloud

I was dreaming of working on my 3D modeling, which was what I was doing before sleep. After working for a while, I ran into another scene where I was chased by something so I flew. I was flying above the city and natural scene.



ITERATION PROCESS

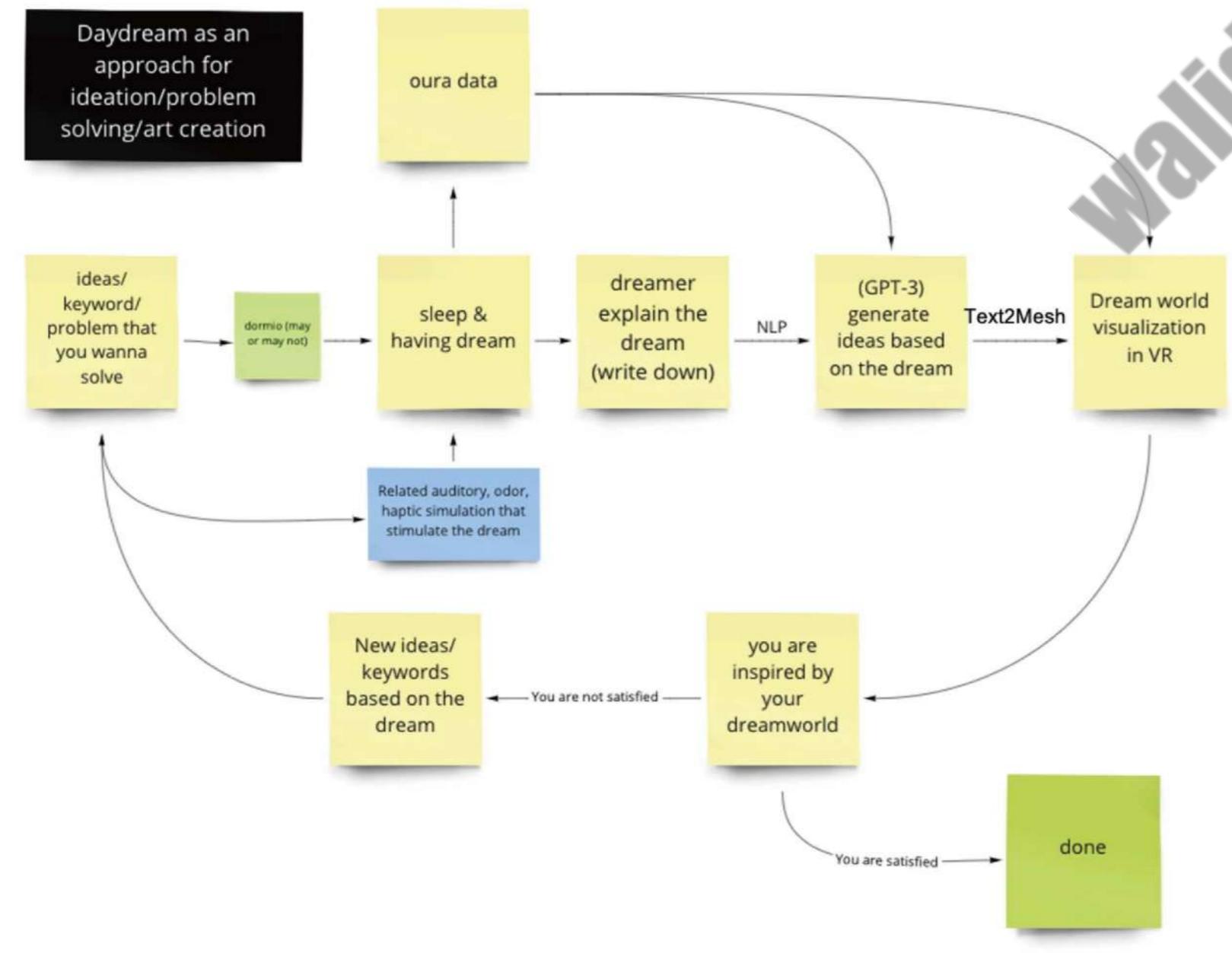


Daydream Incubation for Augmented Creativity

A system designed for creativity augmentation based on incubated daydream (REM stage). The outcome can be inspired ideas/problem solution or pure art creation. The potential media can be AR/VR.

Keywords: daydream, REM stage, sleep onset, creativity augmentation

[Sleep Onset Is A Creative Sweet Spot](#)



Human-Consciousness-Machine Interaction for Augmented Creativity and Art

Vision for the project

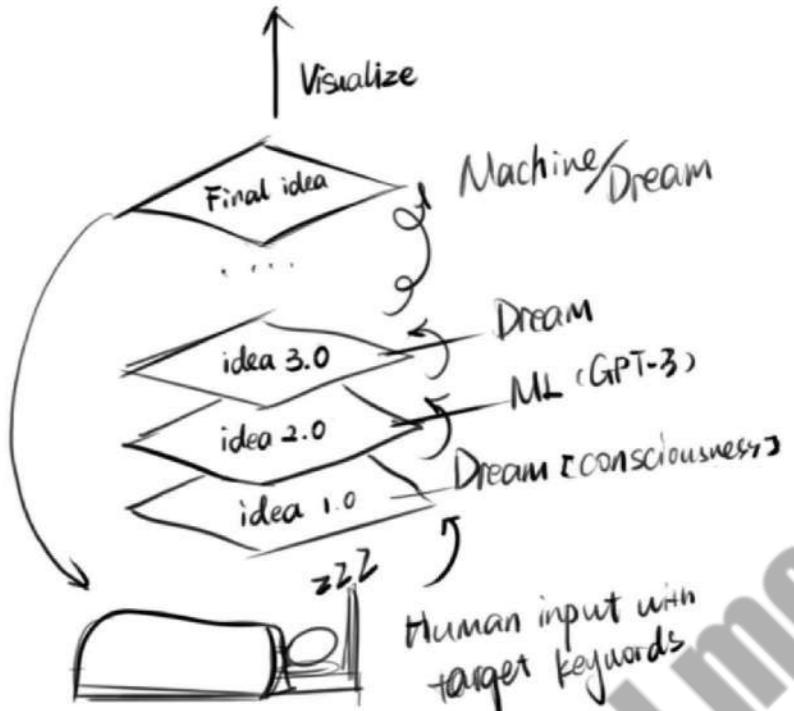
A human-consciousness-machine interaction system: conversation between machine and conscious. An art project envisioning machine mediated dreaming for augmented creativity. By layering up the idea from both human dream and machine generated text, this system helps make the initial ideas become divergent. For visualization part we plan to use ML to visualize image based on text. Finally, we plan to build up a VR dream world that is 'dreamed' by human and machine together.

News in the form of expected outputs/outcomes from the experiment

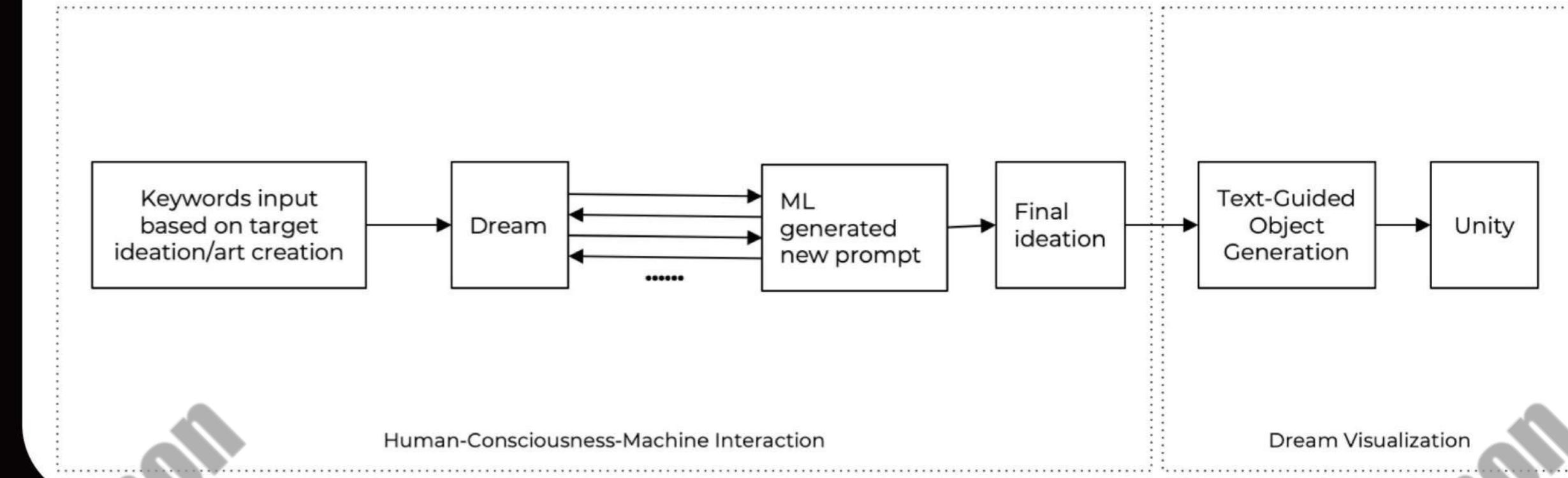
Collaborative dream/ideation between human and machine
Divergent & augmented ideation based on dream & ML

Contribution which contextualizes your work relative to the field

#Dream-ML-Generated Art #AugmentedCreativity
#SleepOnset



Technical Workflow



Human-Consciousness-Machine Interaction

Dream Visualization

Dream-Machine Conversation Experiments



Prompt: Plants, beach, sunset

In my dream, I am walking on a beach covered in glossy, transparent plants.



As I continue to walk, I notice that the plants are growing right out of the sand. I can see the roots extending down into the sand, and the plants are swaying in the breeze. I am so fascinated by them that I start to climb one of the plants. The plant is surprisingly sturdy



Prompt: Plants, sand, climb

I am climbing on one of the plants, the plant were made of liquid glass and it was so slippery that I fell. I was so terrified that I thought that would hurt myself, but the sand were actually really soft.



I am flying above a beach covered in glossy, transparent plants. The plants are so large that they tower over me, and their leaves reflect the light of the sun in a beautiful way. I can't help but stop and admire their beauty.



Prompt: Large leaves, tower, sun

I was flying through the leaves jungle. when I stop and admire the liquid plants, they become even bigger and I feel like I was absorbed into it. I was flushing by the plants liquid.



it was the most beautiful experience I had ever had. It was like I had been reborn

Dream Visualization Experiments

Dream Visualization using CLIP



"I am walking on a beach covered in glossy, transparent plants."

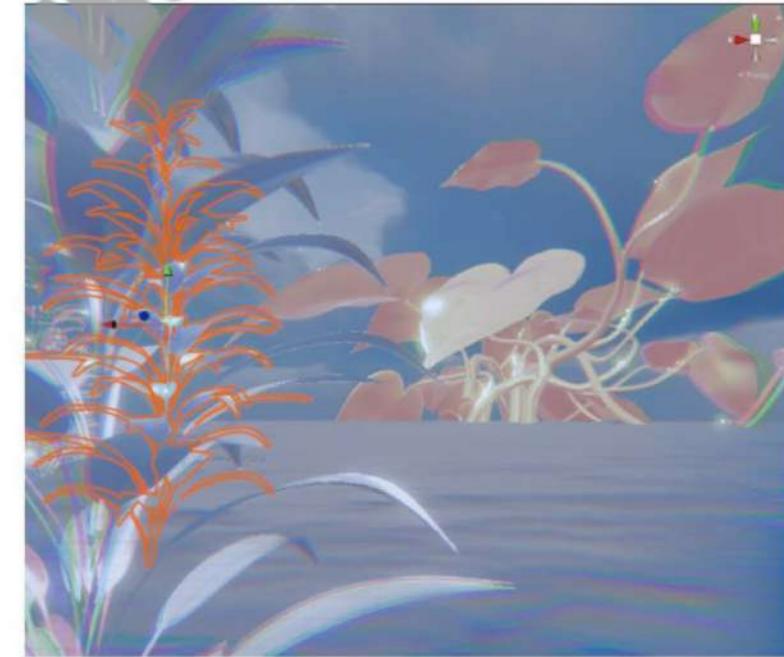
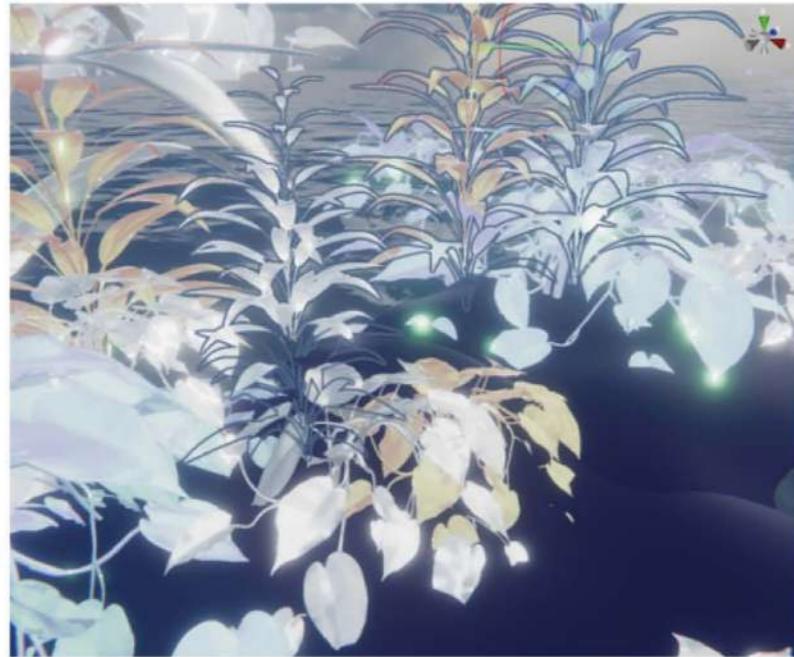
"I notice that the plants are growing right out of the sand. I can see the roots extending down into the sand, and the plants are swaying in the breeze."

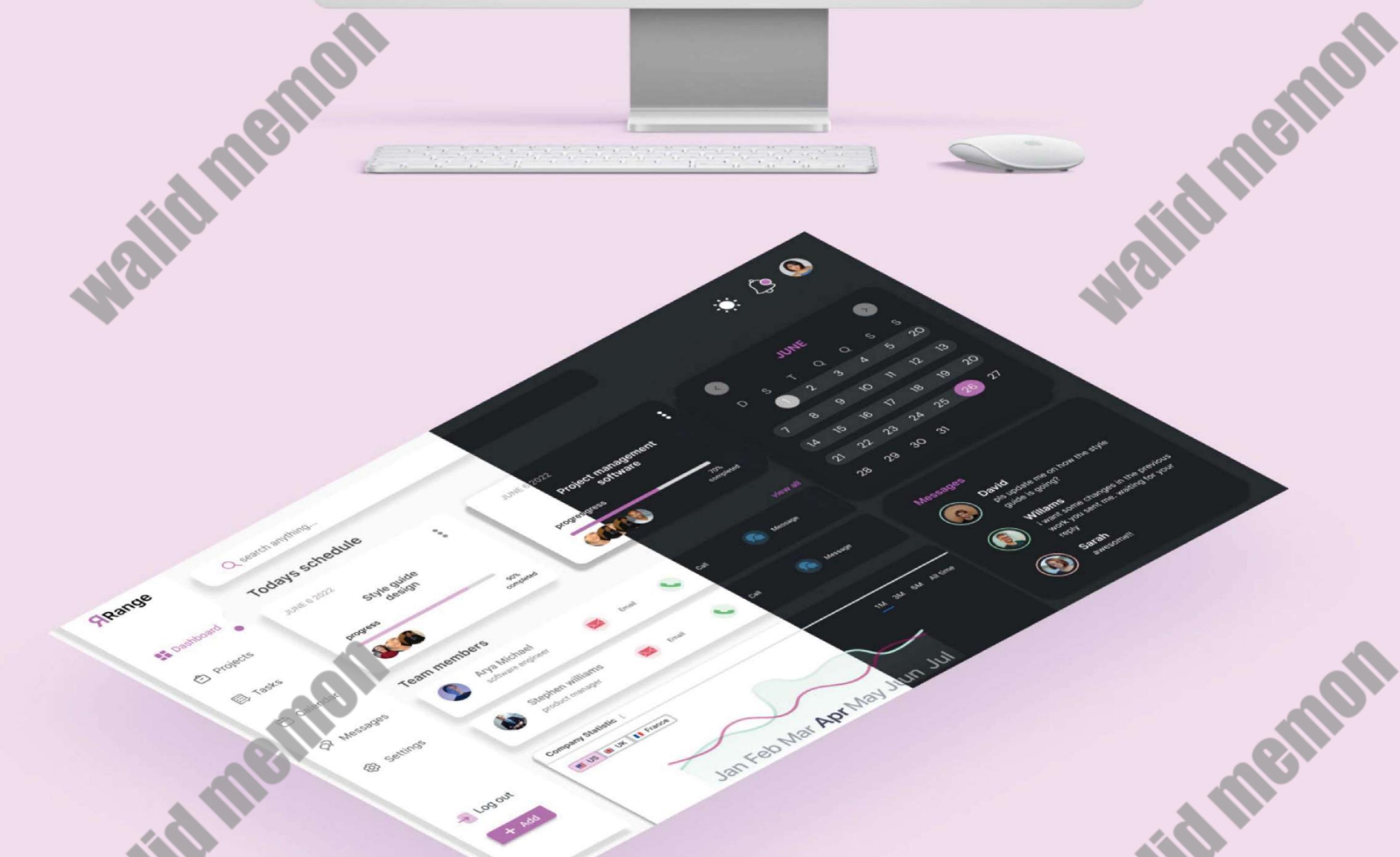
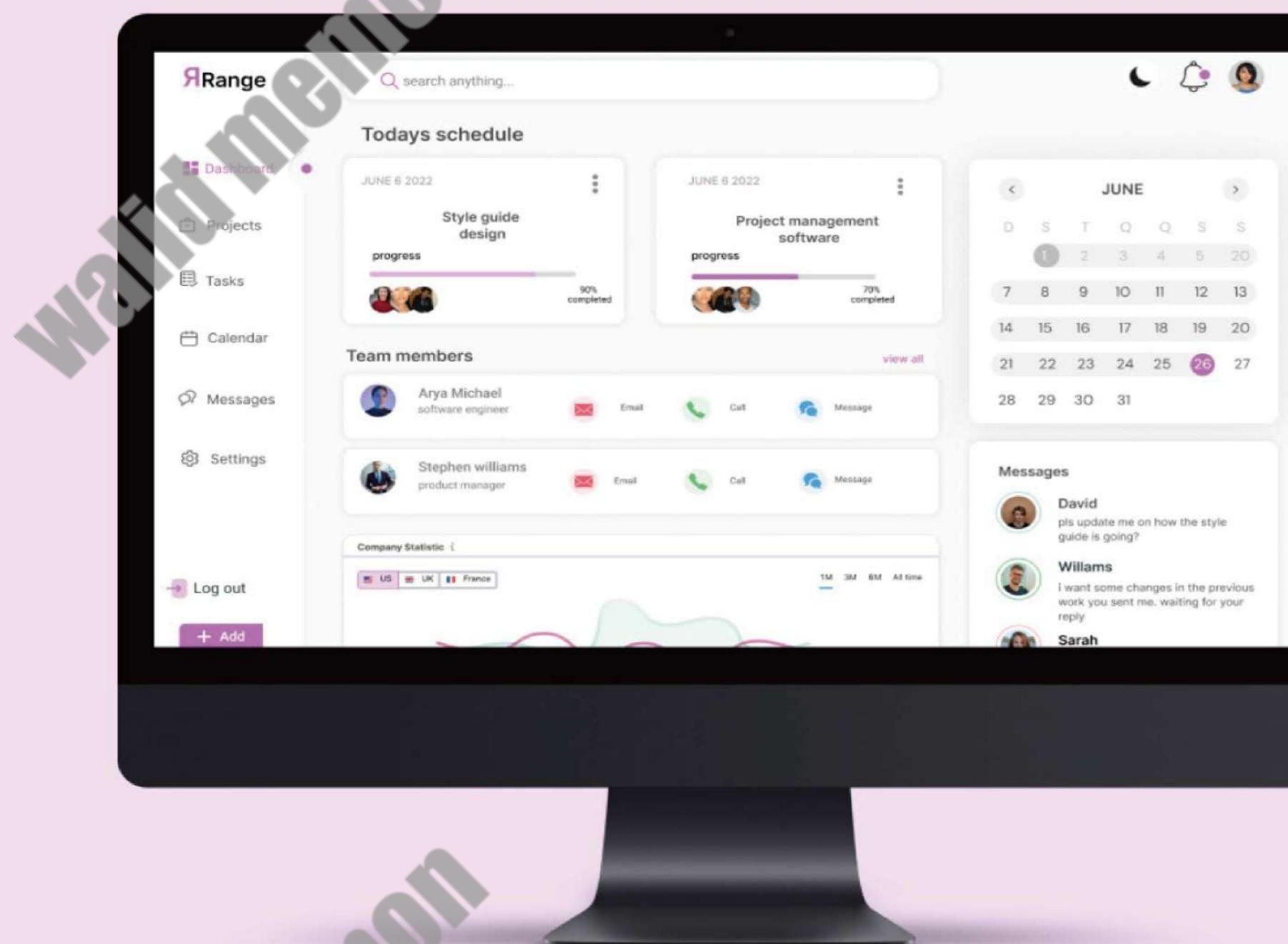
"The plants are so large that they tower over me, and their leaves reflect the light of the sun in a beautiful way."

"I was flying through the leaves jungle. when I stop and admire the liquid plants, they become even bigger and I feel like I was absorbed into it."

Dream Visualization Experiments

Dream Visualization with VR

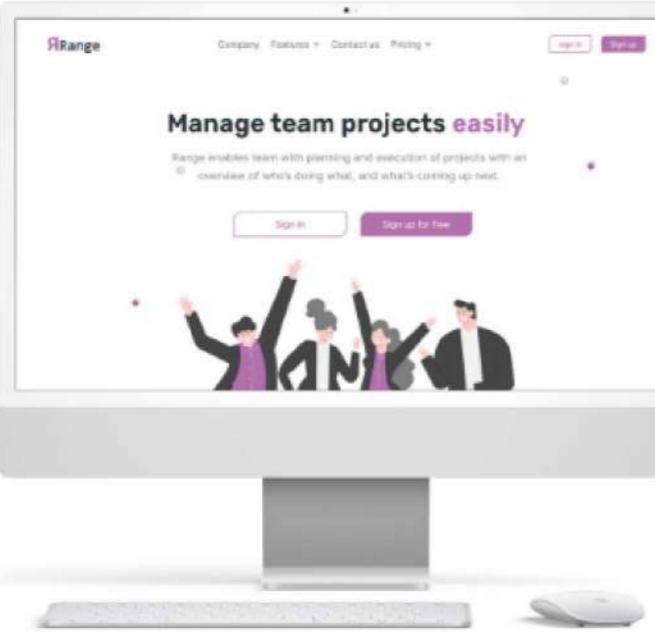




About The Project

Project Description

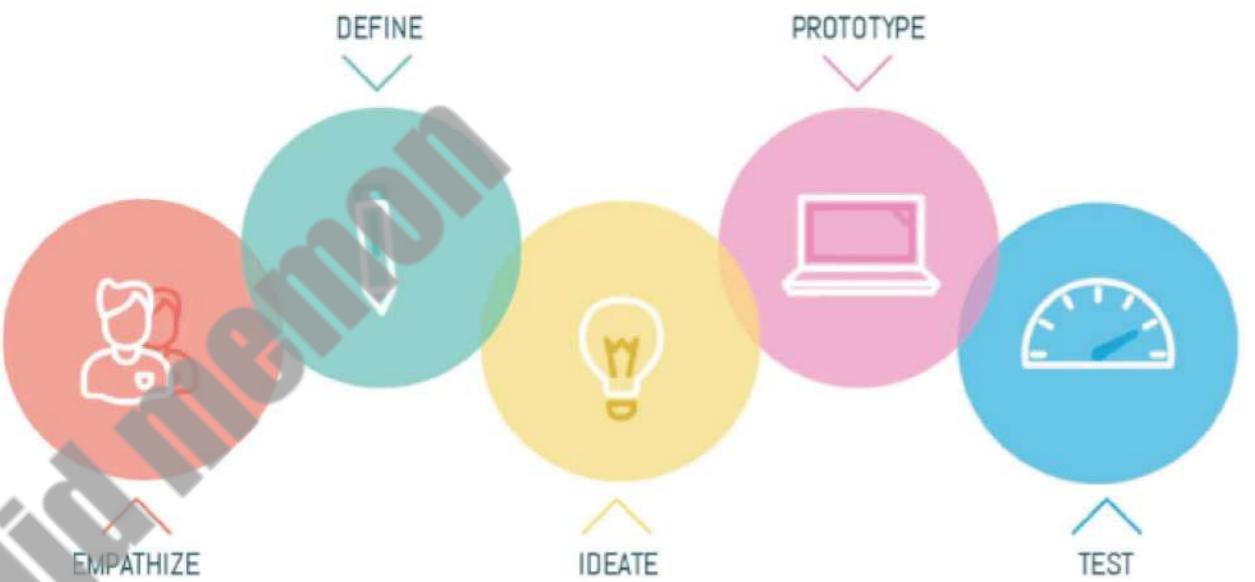
Range is a project management software that allows teams and individuals to plan, organize and allocate resources for managing projects. Range provides a means to help teams collaborate and keep track of tasks and increase productivity.



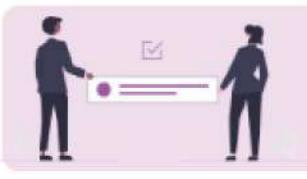
My Role

UI/UX Designer

My Design Process



Design Strategy



Intention

Creating a project management software with an easy to use dashboard and features that will help users fulfill and manage their projects needs.

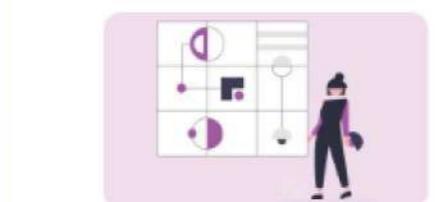
Intention to create easy means of collaboration and a way to manage tasks.



Target User

- a large Number of people, teams, individuals and companies.
- age : 20-50 old
- Internet access or network issues
- User are mostly using desktop platform

Personas



Tech Constraint

- Android mobile apps
- OS Version Compatibility
- Internet access or network issues

Constraint

This is Ricardo.

Managing Director



BIO / BACKSTORY

Ricardo is 35 Years old, and he runs his own business of a company called Sting. Sting is an apparel brand and he is running this business for the last 3 years. One day he is aspiring to become the owner of one of the highest-grossing apparel brand.

LIFESTYLE / FINANCIAL ROUTINE

MOOD

STATE

ACTIVITIES

MOMENT & TOUCHPOINT

NEEDS

PAINPOINTS

MOTIVATIONS

PERSONAL EXPECTED FEELING

FINANCIAL SERVICES USAGE

DIGITAL WALLETS USAGE

PERSONAL BANK FUNCTION

DEVICES & PLATFORMS

PERSONAL BANK ACTIVITIES

PERSONAL BANK TRANSACTIONS

PERSONAL BANK SECURITY

PERSONAL BANK PRIVACY

PERSONAL BANK CONVENIENCE

PERSONAL BANK COST

PERSONAL BANK INTEGRITY

PERSONAL BANK SUPPORT

PERSONAL BANK SECURITY

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PERSONAL BANK SECURITY

PERSONAL BANK PRIVACY

PERSONAL BANK CONVENIENCE

PERSONAL BANK COST

PERSONAL BANK INTEGRITY

PERSONAL BANK SUPPORT

This is John.

Banking Sales man



BIO / BACKSTORY

In 2010, John successfully graduated from Oak Academy with the background of accounting. After that, he began his master in banking of Worthing in 2016. After he finished his master, he went to work as a sales manager for a bank. And now, he worked as banking sales man in 2020.

LIFESTYLE / FINANCIAL ROUTINE

MOOD

STATE

ACTIVITIES

MOMENT & TOUCHPOINT

NEEDS

PAINPOINTS

MOTIVATIONS

PERSONAL EXPECTED FEELING

FINANCIAL SERVICES USAGE

DIGITAL WALLETS USAGE

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PERSONAL BANK PRIVACY

PERSONAL BANK CONVENIENCE

PERSONAL BANK COST

PERSONAL BANK INTEGRITY

PERSONAL BANK SUPPORT

Style Guide

Typography

Font Family Inter

Font size: 56px
Letter spacing: 2.5%
Weight: Bold
Line Height: 140%

Font size: 48px
Letter spacing: 1.5%
Weight: Bold
Line Height: 140%

Font size: 40px
Letter spacing: 0.5%
Weight: Bold
Line Height: 140%

Font size: 16px
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Line Height: 140%

Font size: 14px
Letter spacing: 0%
Weight: Bold
Line Height: 140%

Colours

Main



Backgrounds



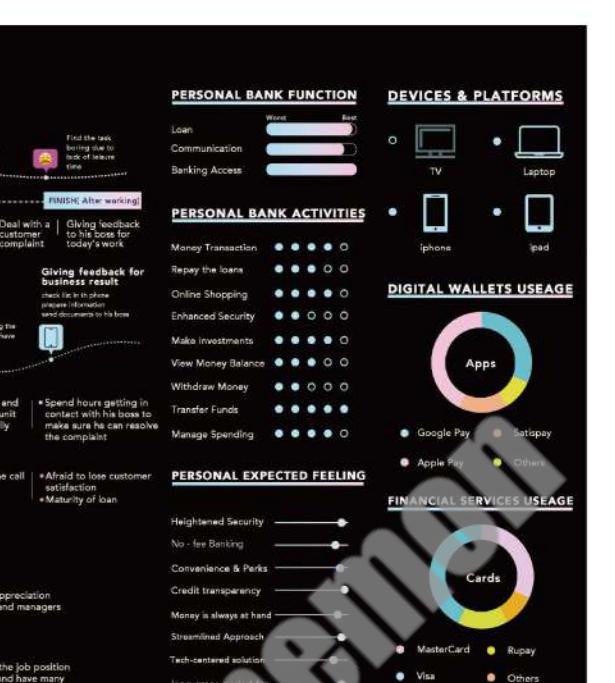
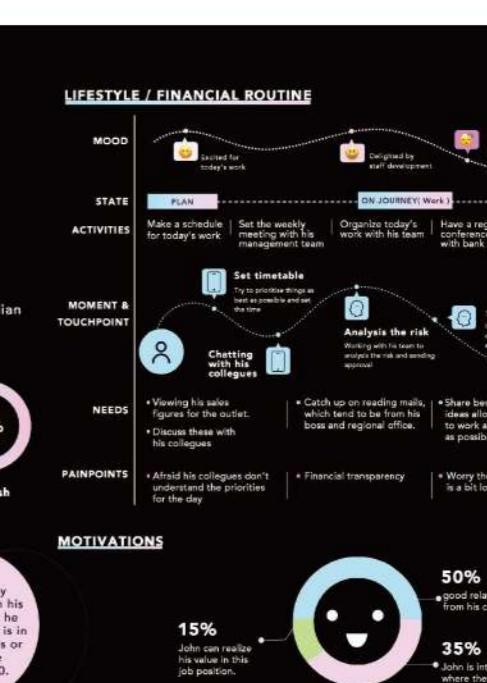
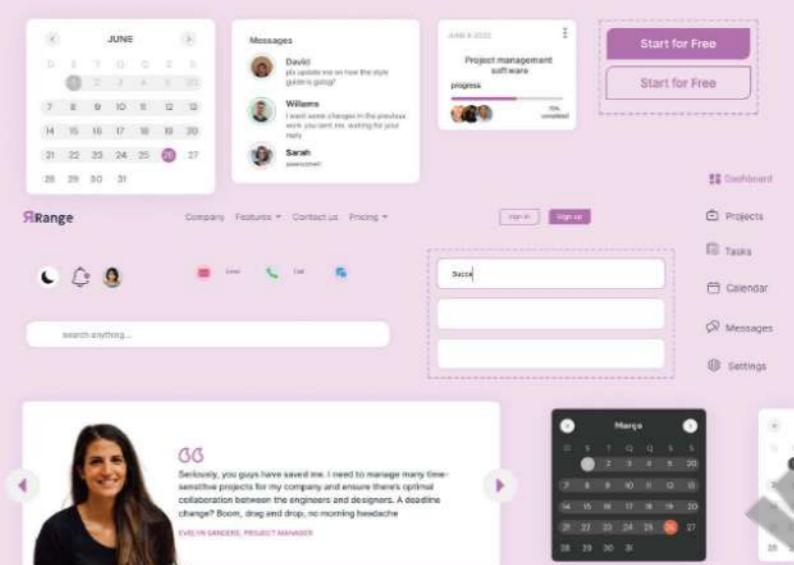
Texts



Others



UI-Elements



High Fidelity Design

Dashboard

Todays schedule

- JUNE 6 2022
 - Style guide design (90% completed)
 - Project management software (70% completed)
- Team members
- Company Statistics

Todays schedule

- JUNE 6 2022
 - Style guide design (90% completed)
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- Team members
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What i have learnt

From this project i have gained more insight into the world of project management and how little tweaks in design can make a lot of impact on the overall experience of a user. Secondly collaboration is key, i can't emphasize that enough. Lastly i learnt the importance of generating a lot of ideas, some might be totally out of it, but in the final design it would all piece together to form something great.

Conclusion

The major goal of this project was to design a project management software with easy to use features, neat dashboard that gives an overview of everything at a quick glance with a landing page that captures the attention of users and i believe we were able to achieve that.

Landing page

Manage team projects easily

Range enables team with planning and execution of projects with an overview of what's doing what, and what's coming up next.

CONTACT US

feel free to get in touch with us

Range Making Project Management Easy....

Pricing page

Billing

Your plan

Pro Portfolio

Renews on Dec. 2022

Order History

Manage billing information and view receipts

Date	Type	Receipt
Oct. 21, 2022	Pro Annual	Download
Aug. 21, 2022	Pro Portfolio	Download
July. 21, 2022	Sponsored Post	Download
Jun. 21, 2022	Sponsored Post	Download

Testimonials

EVELYN SANDERS, PROJECT MANAGER

"Serious, you guys have saved me. I need to manage many time-sensitive projects for my company and ensure there's optimal collaboration between the engineers and designers. A deadline change? Boom, drag and drop, no morning headache."

Help your team get more done

Range helps you visualize your teams workload, monthly programs, and manage the details all from a single easy to use dashboard.

Products

Company

Resources

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Sign up page

Welcome to Range!

Register your account

Name

Email

Password

Login

Create account with



K[🍴]TEREST

Provide kitchen utensils, cooperate with third-party platforms to purchase ingredients, and provide a new cooking mode.



**COOK
BY YOURSELF**

Starting a new way of eating
and a healthy lifestyle

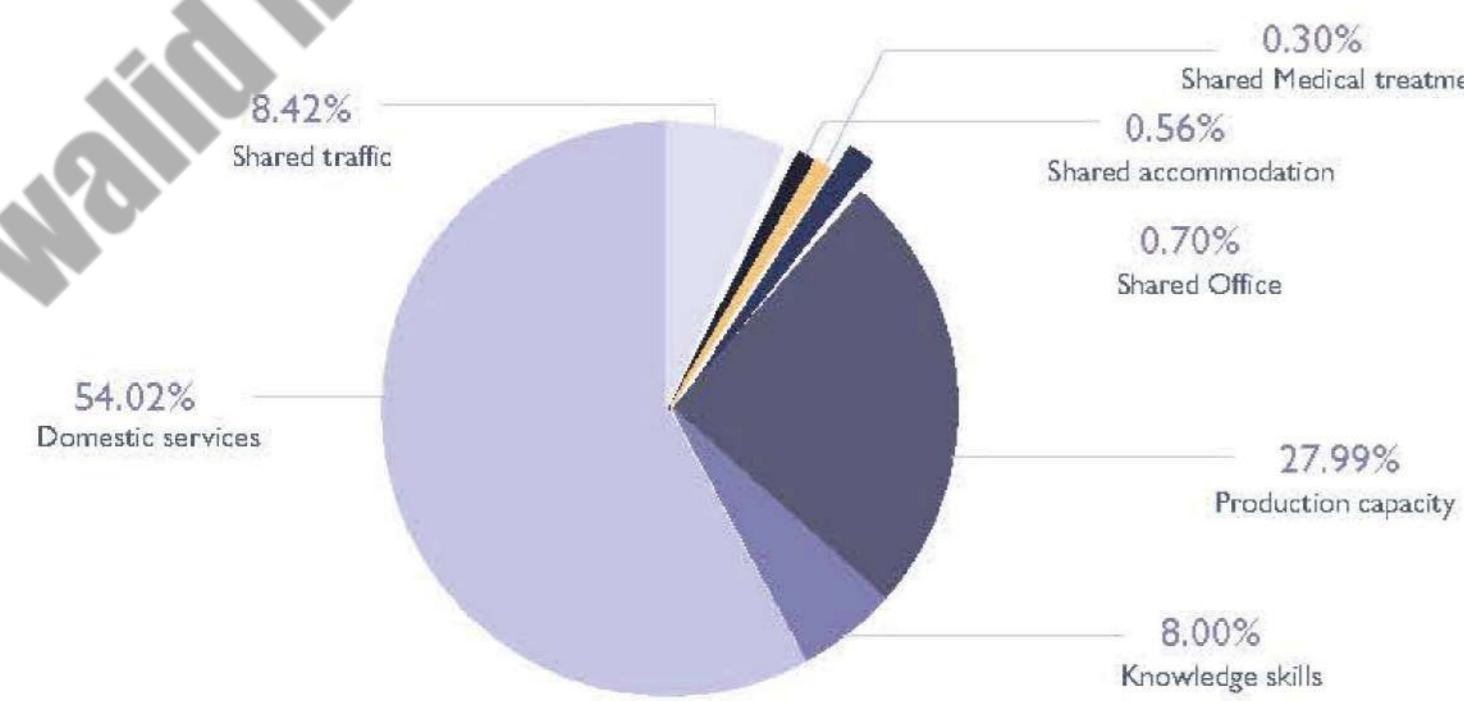
I. INSPIRATION



MY DAILY CONVERSATION WITH MY ROOMMATE

2. SHARING ECONOMY CONCEPT

Share your idle resources with others, improve resource utilization, and get rewards from it.



SHARING ECONOMY MARKET DIVISION

PERSONAL OPINIONS

1. Becoming a new dynamic for social and economic development.
2. Creating more jobs and integrating social resources
3. Relative low proportion in sharing economy

Data source:
National Information Center

I share kitchenware and food material with roommates. It can increase the use of kitchenware and avoid waste.

So, I've proposed a kitchen-shearing model which can help people cooking efficiently and conveniently without preparing cookers and kitchenware. Thus, the biggest highlights of kitchen-sharing model are hygiene and time efficiency.

HOW TO COOK MORE CONVENIENTLY?



7358 BILLION
2018 Internet sharing economy market size (amount)

9 TRILLION YUAN
2020 Internet sharing economy market size (amount)

22.3%

600 MILLION
2018 Number of participants in the sharing economy

725 MILLION
2020 Number of participants in the sharing economy

20.8%

3. SHARED KITCHEN

Merchants provide cooking equipment and then rent out consumers who don't want to buy a certain type of equipment themselves but want to use it. Usually the new model of "Internet + kitchen".



a/ University kitchen rental

- Rental kitchen and kitchenware
- WeChat Mini Program

Wuhan University /Shenyang Aviation University in Liaoning, China

DISADVANTAGES:

1. Single equipment
2. Health and safety issues are not guaranteed

c/ Home cooking + dine-in

- Private chefs post gourmet invitations on the platform
- If users are interested in food, they can sign up for a group

DISADVANTAGES:

1. Difficult for individuals to obtain business licenses
2. Not safe
3. Can't cook by myself

COMMON DISADVANTAGES OF THE ABOVE SHARED KITCHEN

Can't cook by myself



There are food safety issues such as unclear

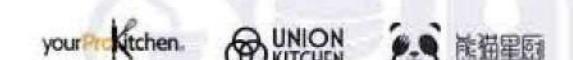


d/ Catering business type shared kitchen

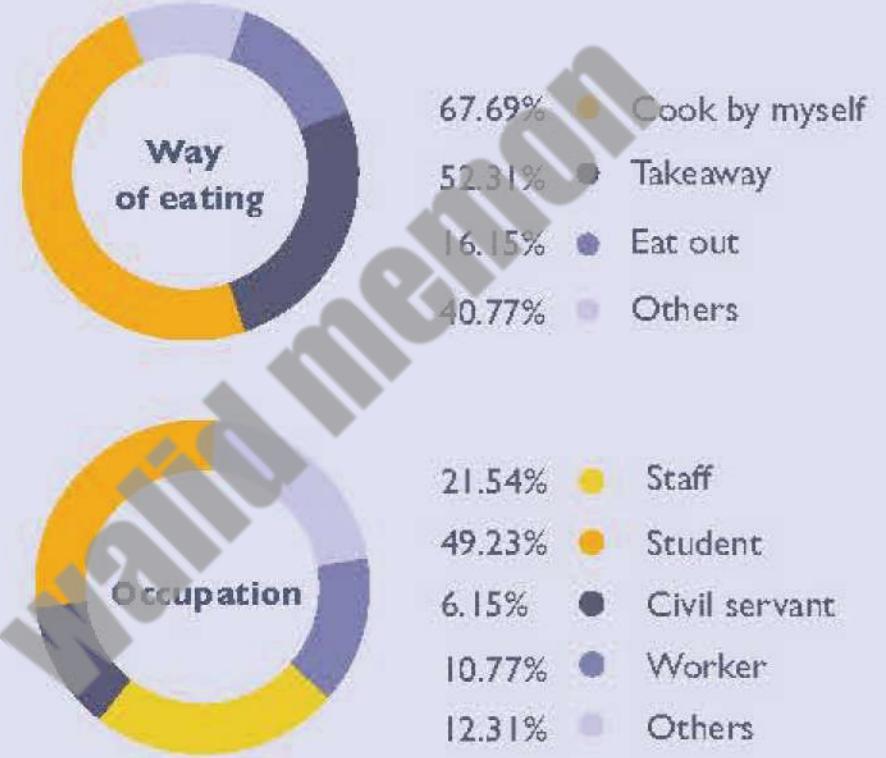
- Private chefs post gourmet invitations on the platform

DISADVANTAGES:

1. Can't do it yourself
2. Not clean
3. Not fun



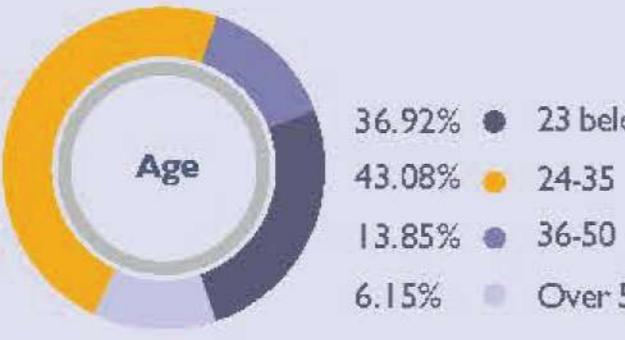
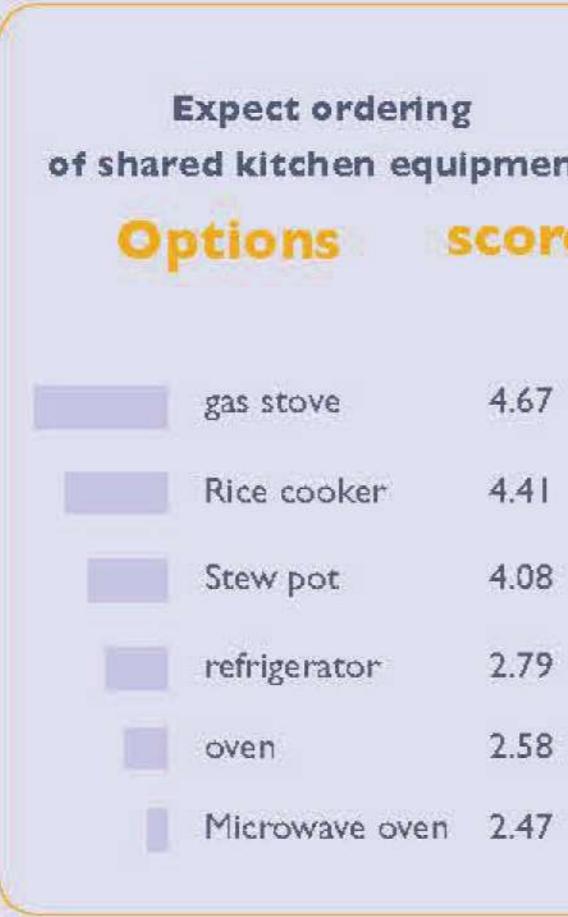
4. QUESTIONNAIRE



Questionnaire source:

Wenjuanxing (a platform providing functions equivalent to Amazon Mechanical Turk)

42% MAN **58% WOMAN**



5. INTERVIE



When there is no class or when there is a queue in the canteen, I will cook some instant noodles with my roommates in the dormitory. **Unfortunately, I don't have a kitchen or more utensils at school, or I will try to make more complicated dishes like Kung Pao Chicken and my favorite pudding.**

Name: Yan
Grade: Freshman
Age: 20
Residence: Taiwan

The first time I cooked was in college. My mother asked me to learn how to cook. My grandma tried my food and loves it so much. **I was exhausted when I was cooking, especially in the process of preparation of food materials.** But I can gain fulfillment and satisfaction from the bites of the dishes I made by myself.



Name: Lulu
Grade: Senior
Age: 23
Residence: Shanghai

The first cooking experience was at home when I was a college student. My mother asked me to practice cooking, **but the pot was hard to use and sticky. The first experience of cooking failed due to poor cookers.**

I think it's romantic to be able to cook for my boyfriend/future partner. **I'd love to cook for my boyfriend if I have the chance. However, there has been no conditions.** Because there is neither a kitchen in the university nor in the hotel. There is a kitchen in a guesthouse, but it is not very convenient to have no food materials and kitchen utensils. Although we two senior internship live off campus, our time is limited. Besides, the house is temporarily rented, which is not very stable and buying kitchen utensils and appliances will be wasted.

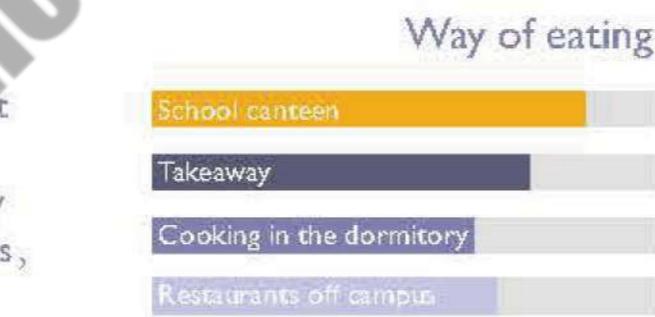
6. PERSONA

*“Pursuing independence and focus on myself.
Pursuing quality and cost performance. Liking to explore new things”*



BASIC INFORMATION

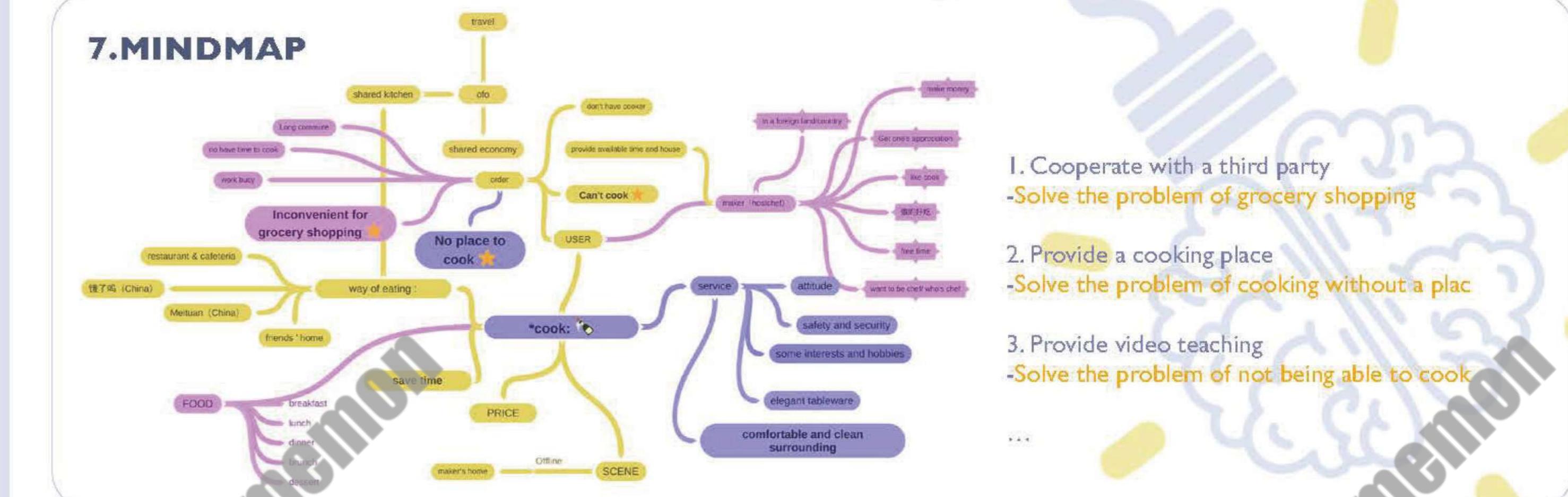
Name: Ivana
Age: 22
Occupation: College student
Major: Law
Living condition: Dormitory
Interests: watching TV shows, swimming, stay at home



GO!

- Offering the lazy a healthier and more convenient way to eat
 - Cooking a meal for your loved one
 - Preparing for step into society
 - Takeaway is unhygienic and expensive.
 - Cooking in the dormitory is banned. No place is allowed to cook on campus. Few students rent apartments.
 - Couples of students want to make love meals.

7. MINDMAP

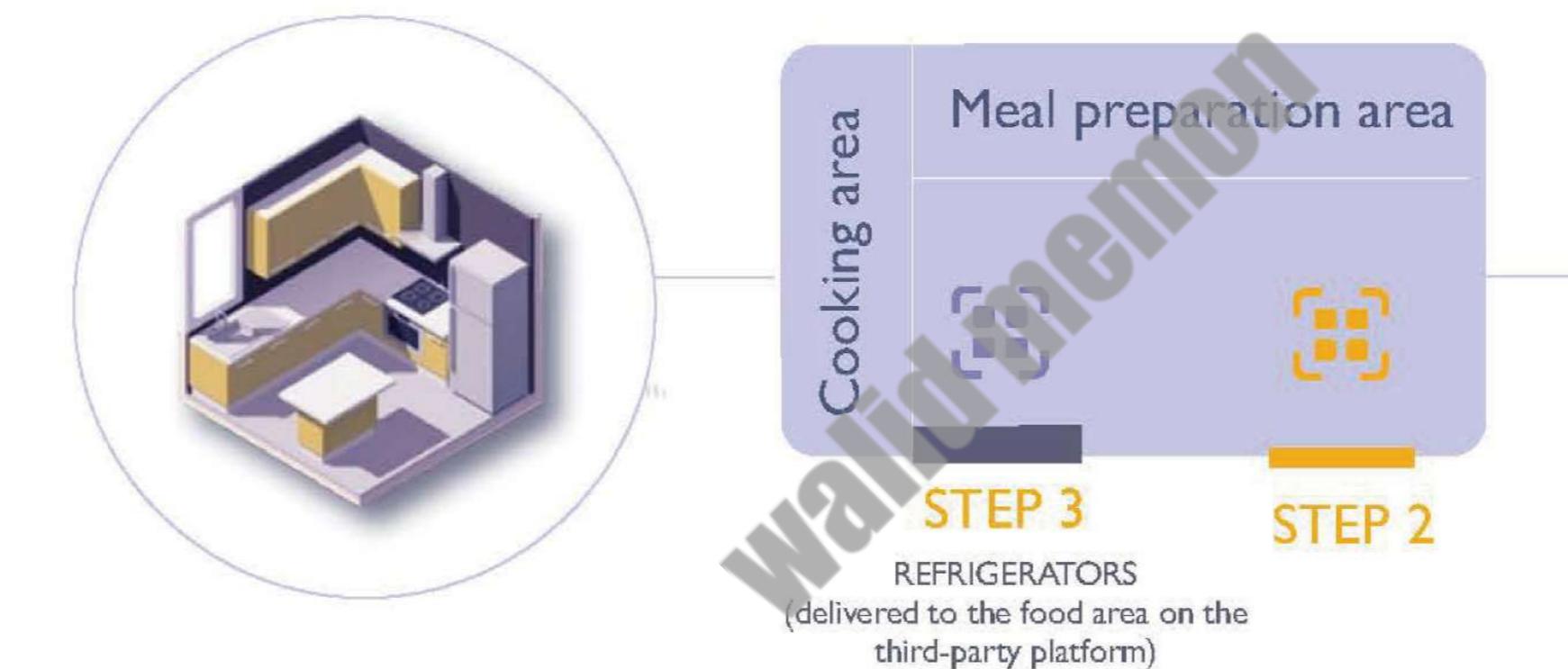


8.SCENARIO



9.INFORMATION FRAME AND OFFLINE KITCHEN SPACE

- Organize main functions
- Imagine the floor plan of the offline space of the shared kitchen



OFFLINE KITCHEN SPACE (TOP VIEW)



SCAN CODE FLOW

- Entrance
- Your kitchen
- Refrigerator



10.WIREFRAME



11.BRANDING



Can be seen as **Kiterest**, also known as Kit(toolbox). Cubicles in the shared kitchen have rich sets of tools and cookers. They just like tool-boxes to help people enjoying the process of cooking.



Gill Sans

12. PROTOTYPE



13. TESTING AND FEEDBACK



I invited a friend to test the whole process. She believes that the function of buying food is convenient, because it supports her to cook in the rental room rather than eating delivered food. The feasibility and user experience of this project are great. The details, such as "leave early", "delay", and smart unlocking during usage of kitchen, are thoughtful and simplify using patterns. If this App can be released in the future, she will definitely use it.

14. PROSPECT

