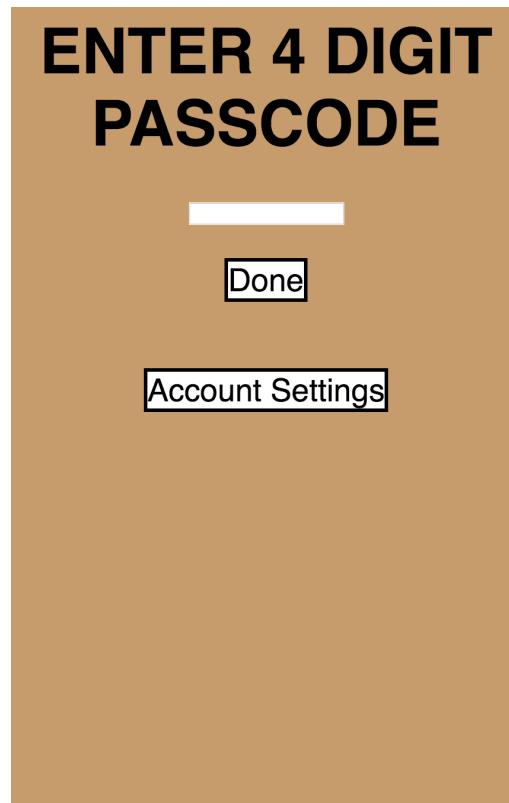
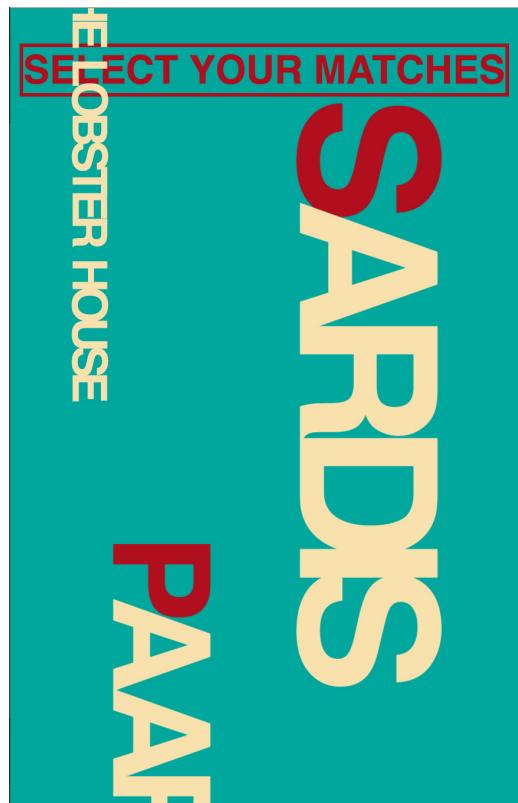


# TYLER UNGER

Interaction 2  
Process Book



# PROJECT 1

Display 25 Items

Early Concepts

## MATCH DISPLAY

**click**

The first concept shows a vertical scroll interface. At the top, there is a red button labeled "SELECT YOUR BRAND". Below the scroll, there are several small match boxes. Two large, colorful flames are positioned above the scroll, one on each side. An arrow points from the scroll area to a detailed view of a match box.

**IDEA 1**

- scrolls from top to bottom
- flames and words represent both the brand name and a match
- flames move around naturally around screen or slowly down the "stick"
- once clicked the match flame will expand and the box will be revealed along with small tidbits about the specific brand of matches

**click**

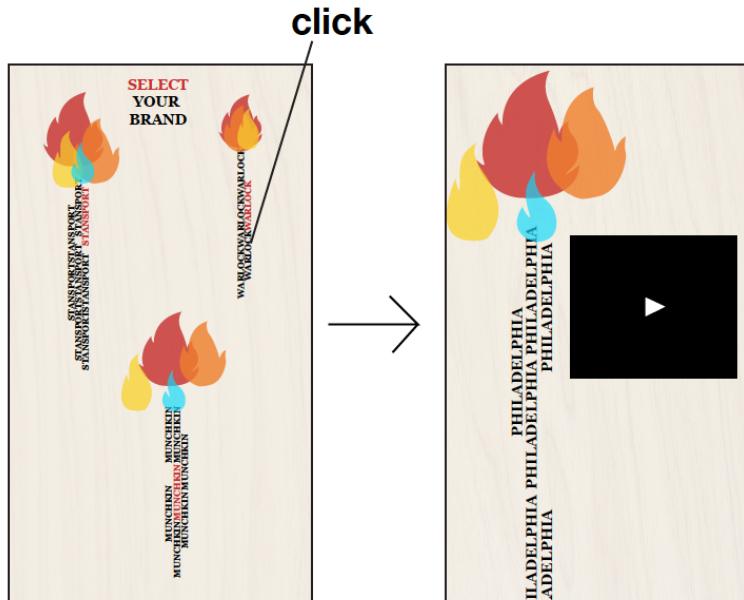
The second concept shows a vertical scroll interface. At the top, there is a red button labeled "SELECT YOUR BRAND". Below the scroll, there are five small match boxes. An arrow points from the scroll area to a detailed view of a match box.

**IDEA 2**

- scrolls from top to bottom
- Match boxes are clearly displayed as user scrolls down
- once any of the boxes are clicked on, all non clicked boxes will recede and matches will pop out of the box, along with the sound this would make
- small tidbits about the specific brand of matches will also be displayed at this point

Chosen concept

# MATCH DISPLAY

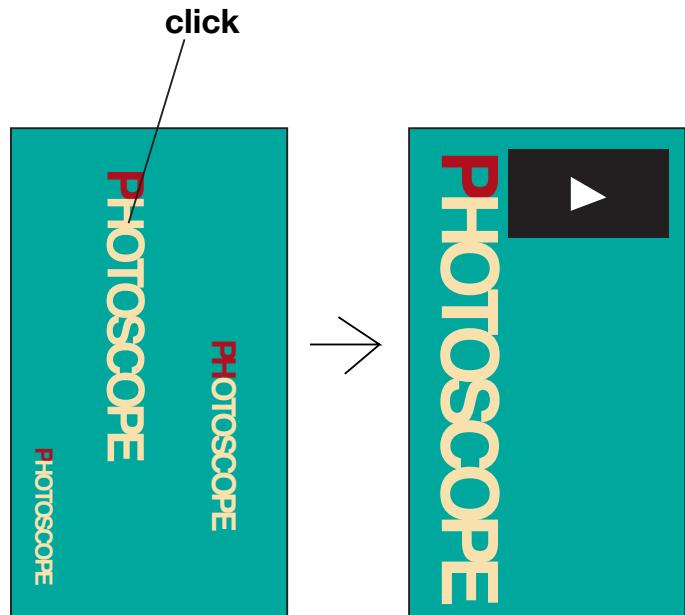


## IDEA 1

- scrolls from top to bottom
- flames and words represent both the brand name and a match
- flames move around naturally around screen or slowly down the "stick"
- once clicked the match flame will expand and the a video will be shown of me opening the box, taking a match out and holding the match till it burns my finger and I yell something

Change in visual direction/ simplify

# MATCH DISPLAY



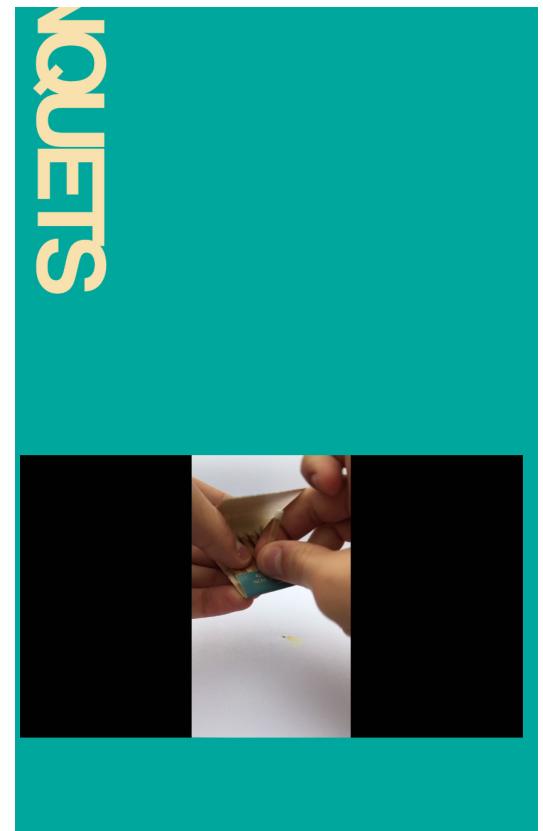
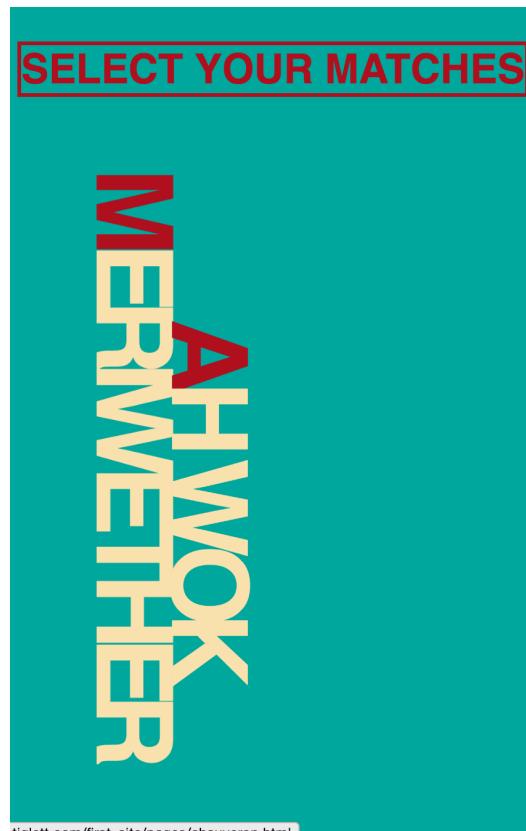
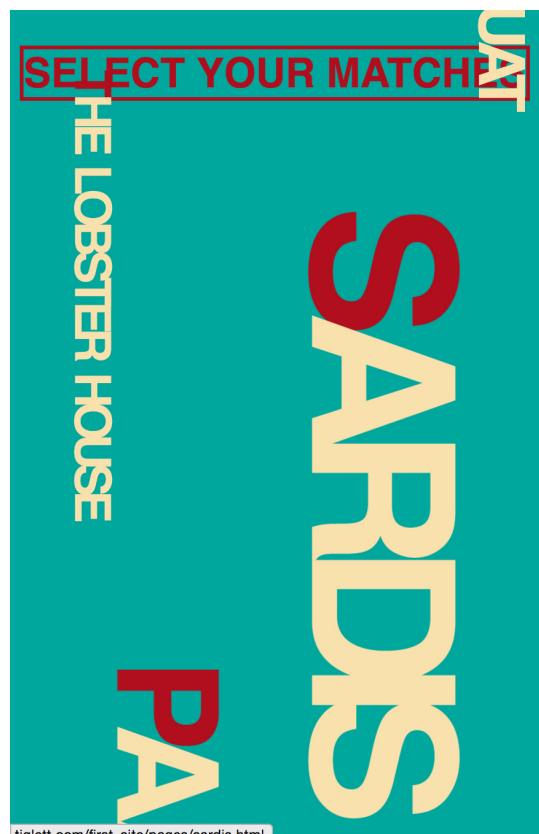
## IDEA 1

- scrolls from top to bottom
- Match symbols represent both the brand name and a match
- once clicked the match will expand and the box will be revealed along with a video of me holding the match until it burns my fingers

# A lot of these

```
<h1>SELECT YOUR MATCHES</h1>
<a href="pages/panache.html"></a>
<a href="pages/roma.html"></a>
<a href="pages/botsford.html"></a>
<a href="pages/banquets.html"></a>
<a href="pages/mgm.html"></a>
<a href="pages/railway.html"></a>
<a href="pages/meri.html"></a>
<a href="pages/ahwok.html"></a>
<a href="pages/chauveron.html"></a>
<a href="pages/champion.html"></a>
<a href="pages/national.html"></a>
<a href="pages/ruby.html"></a>
<a href="pages/walk.html"></a>
<a href="pages/silja.html"></a>
<a href="pages/sheraton.html"></a>
<a href="pages/bijou.html"></a>
<a href="pages/fluctuat.html"></a>
<a href="pages/lobster.html"></a>
<a href="pages/sardis.html"></a>
<a href="pages/arnold.html"></a>
<a href="pages/benchmark.html"></a>
<a href="pages/yankee.html"></a>
<a href="pages/europe.html"></a>
```

Final



# WORKSHOP 1

The image shows a code editor interface with three tabs: HTML, CSS, and JavaScript.

**HTML:**

```
13 </div>
14 <div id="flag-container-4">
15 </div>
16 <div id="flag-container-3">
17   <div id="flag-container-3-2">
18     <div id="flag-container-3-3">
19       <div id="white">
20     </div>
21   </div>
22 </div>
23 <div id="row-2">
24 </div>
25 </div>
26 </div>
27 </div>
28 </div>
29 </div>
```

**CSS:**

```
81   position: absolute;
82   bottom: 0;
83   left: 0;
84   width: 100%;
85   height: 40%;
86   background: blue;
87   z-index: 1
88 }
89 #white {
90   position: absolute;
91   width: 100%; // This line is highlighted with a red box
92   height: 40%; // This line is highlighted with a red box
93   top: 0;
94   left: 0;
95   background: green;
96 }
97 }
```

**JAVASCRIPT:**

```
1 |
```

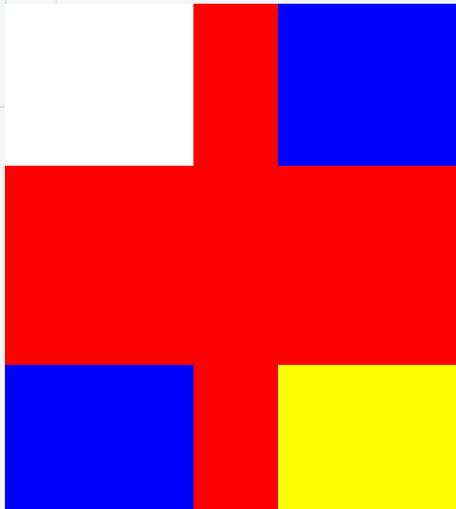
The preview area shows a flag with horizontal stripes. The top stripe is blue, the middle stripe is white, and the bottom stripe is red. A green rectangular overlay is positioned in the center of the white stripe, centered both horizontally and vertically.

```
1 <div id="flag-container">
2   <div id="flag-container-5">
3     <div id="flag-container-6">
4
5   </div>
6
7 </div>
8 <div id="flag-container-1">
9   <div id="flag-container-3">
10
11 </div>
12 <div id="flag-container-4">
13
14 </div>
15
16
17 </div>
18 <div id="flag-container-2">
```

HTML

JAVASCRIPT

```
1 body {
2   position: absolute;
3   width: 100%;
4   height: 100%;
5   margin: 0
6 }
7
8 #flag-container {
9   position: absolute;
10  width: 100%;
11  height: 100%;
12  top: 0;
13  left: 0;
14  background: white;
```



# PROJECT 2

## Park Detroit Redesign

### Research

#### USER PROFILES



**Billy Vlasic**

Age: 17  
Gender: M

**Persona:** Rich kid stoner (but let's be real, he does more than just smoke pot), lives in Cranbrook. His car, clothes and really the bulk of his expenses are paid for by his parents (even the drugs). Still claims he's "from the D" even though he only ever goes downtown for shows and to "sesh with the squad".



Even though Willy's money isn't his, he still understands the importance of keeping his information safe. A simple and safe login based on just his own four digit pin makes Willy feel safe and secure (in a city where he sometimes worries about his safety).



**Martin West**

Age: 20  
Gender: M

**Persona:** College student and detroit resident, grew up in detroit and goes to school at Wayne, big supporter of the up and coming city. Pays for all his expenses, car is kind of a beater but it gets him from A to B, he couldn't be happier and is getting by without a car in the world.



Martin appreciates directness, his schooling has led him to enjoy things are are easily digestable. Seeing as all he has to do after parking is type in his 3 digit zone number, his worries melt away and he can spend the night not having to worry about where he has parked. Not only that but he can always put more money in the meter from his phone!



**Sasha Williams**

Age: 36  
Gender: F

**Persona:** Mother of 3, Sasha is middle class and enjoying the later half of motherhood. On top of her work she's attending art school and enjoys going to shows and gallery openings downtown. Feels that the revitalization of Detroit has really been spurred by the thriving art community and wants to be a part of it herself.



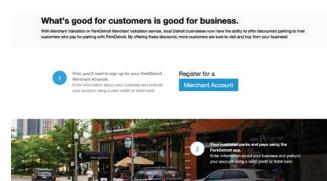
Sash really appreciates the simplicity of how the app works. Her life is fast so quick solutions (to something like parking) are a must. A quick entering of her zone number, licence plate and in app payments make parking and paying a breeze.



**Moneyong He**

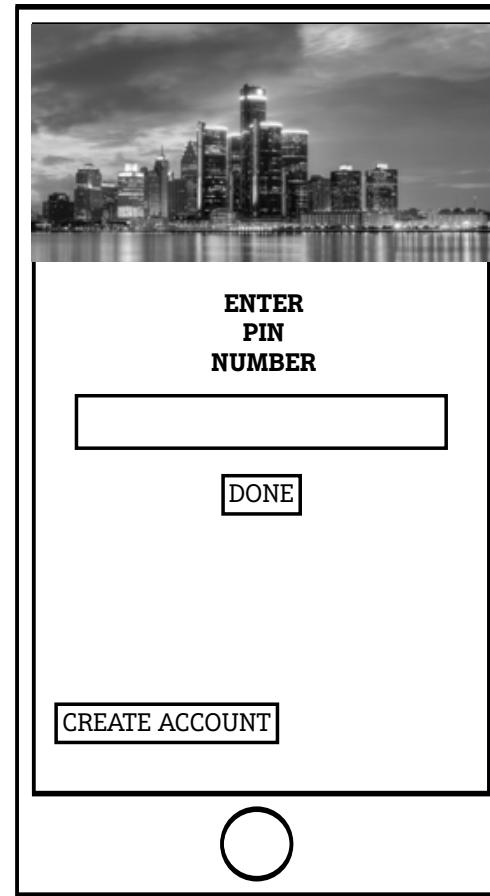
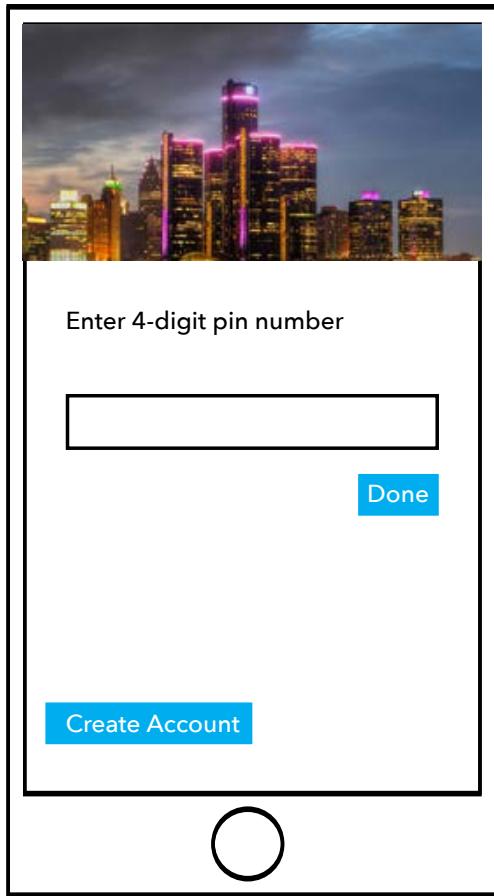
Age: 49  
Gender: M

**Persona:** Single, owns an automotive shop in midtown, works long and busy days. He's serious about what he does and generally feels as if he's just scraping by down here. Rarely gets out but enjoys going to the bar after work with his co-workers.



As a small business owner, Monyeong is looking for any additional ways to make money, however small. Sometimes his customers have to park on the street near his business, and not only can they pay for that parking inside, but he gets a share of the profits himself.

# UI Development



# UX Development

**Account Settings**

Credit Card Number

License Plate Number

Additional Security question  
 Yes  No

Email Me Receipts  
 Yes  No

Meter Notification Time  
 5  10  20  30



Enter zone number

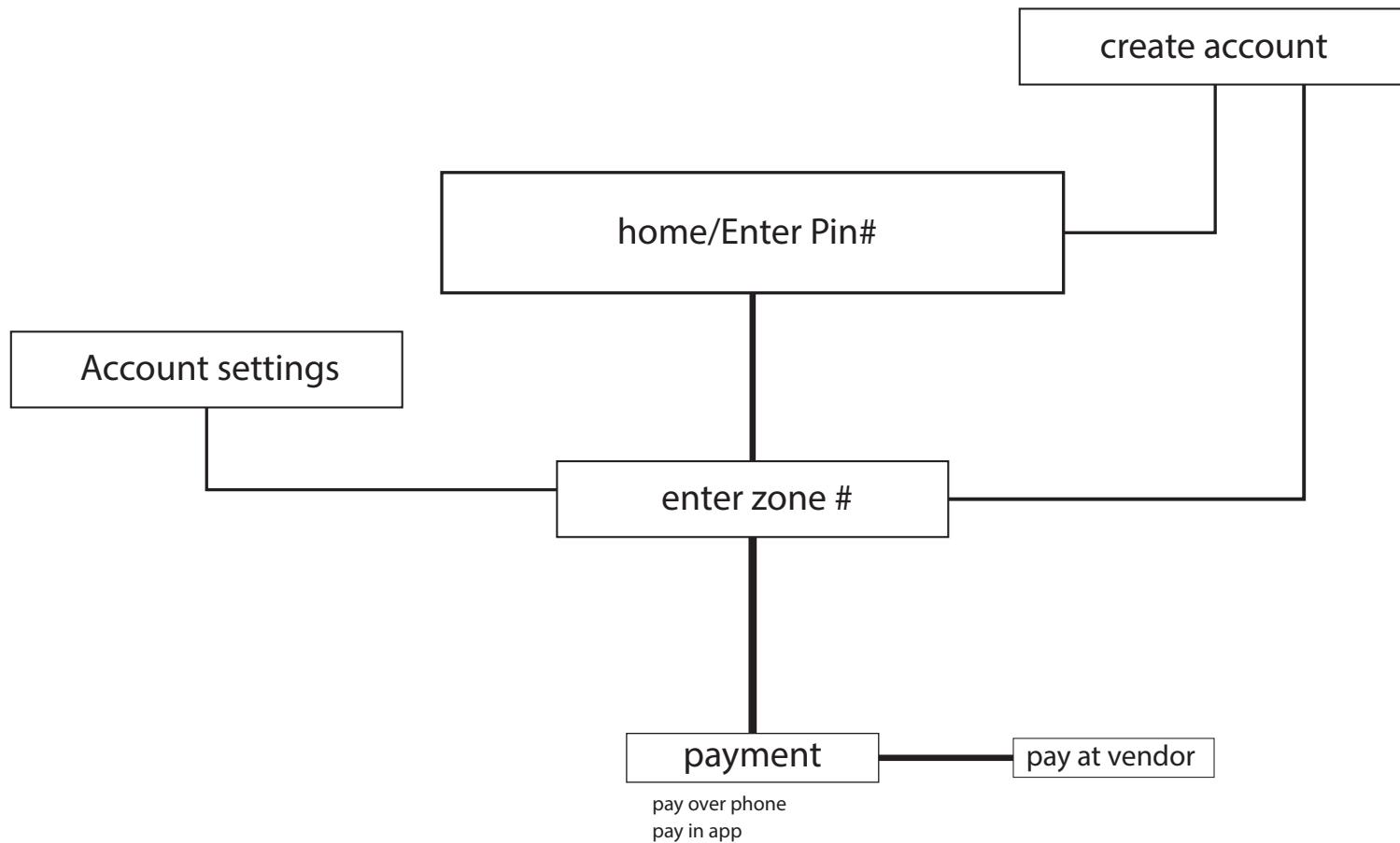
Select amount of time  
1:15

Security Question Examples:  
First Pets name?  
What Elementary School did you go to?  
Favorite Movie

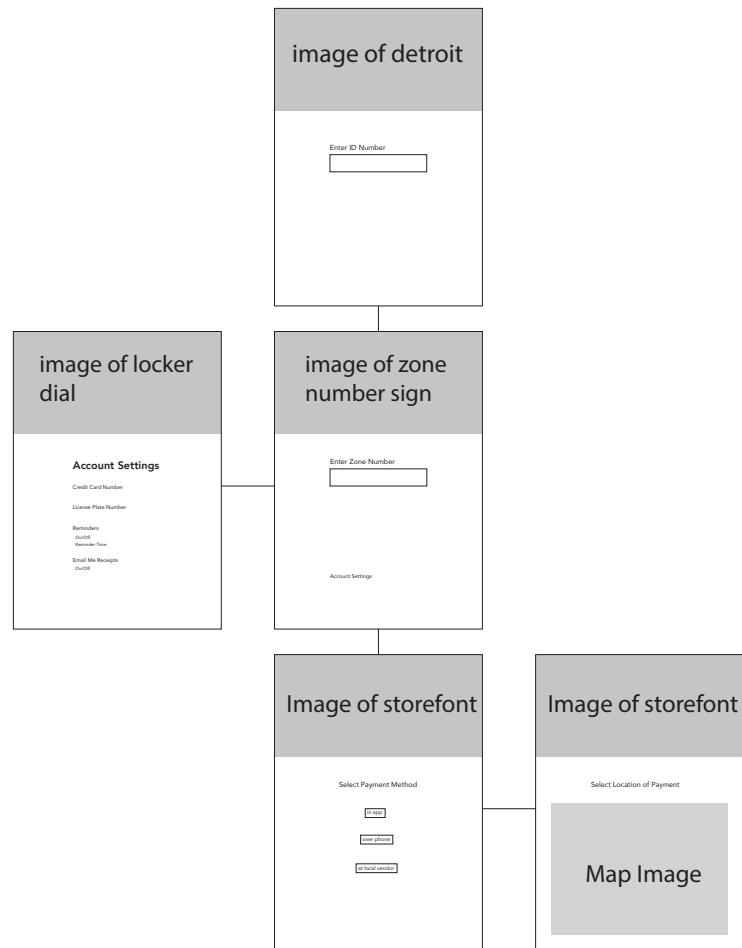
Choose your method of payment.



# Site Map



# Wire Frame



It adds up to...

## PARK DETROIT MOBILE SITE

### RESEARCH



### USER PROFILES



Billy Vlasic

Age: 17  
Gender: M  
Persona: Rich kid stoner (but let's be real, he does more than just smoke pot), lives in Cranbrook. His car, clothes and really the bulk of his expenses are paid for by his parents (even the drugs). Still claims he's "from the D" even though he only ever goes downtown for shows and to "sesh with the squad".



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### DESIGN

#### ENTER 4 DIGIT PASSCODE



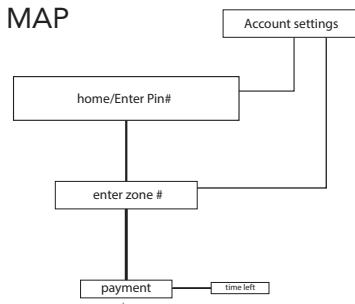
#### ENTER ZONE NUMBER



#### THANKS FOR PARKING!



### SITE MAP



Final

## ENTER 4 DIGIT PASSCODE

[REDACTED]

Done

Account Settings

## THANKS FOR PARKING!

Your time left  
**60 Minutes**

Add time?

0 ————— 100 +  =

Select

New parking payment

## ACCOUNT SETTINGS

Credit Card  
[REDACTED]

License Plate Number  
[REDACTED]

4 digit passcode  
[REDACTED]

When should we notify you of your time left?

10 Minutes  
20 Minutes  
30 Minutes  
40 Minutes  
50 Minutes  
60 Minutes

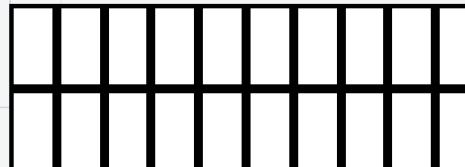
BACK

# WORKSHOP 2

```
1 <div class="container">
2   <div class="top">
3     <div class="box"></div>
4   </div>
5   <div class="bottom">
6     <div class="box-bottom"></div>
7   </div>
8 </div>
```

Your fiddle has an [HTML](#) 

```
/* Box-sizing */  
draft Settings ✓ Tiglett GSS ✓  
*:before, *:after {  
  -moz-box-sizing: border-box;  
  -webkit-box-sizing: border-box;  
  box-sizing: border-box;  
}  
  
.container{  
  background: white;  
  width: 100%;  
  height: 100%;  
  position: absolute;  
  top: 0;  
  left: 0;
```



```
1 |for (var i = 1; i < 20; i++) {  
2 |  $('.top').append('<div class="box"></div>');  
3 |}
```

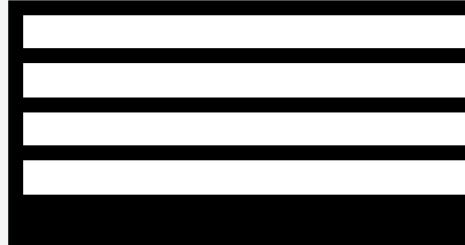
JAVASCRIPT 

Your fiddle has an unsaved draft

Tiglett

```
1 <div class="container">
2   <div class="top">
3     <div class="box"><br /><input type="radio"></div>
4   </div>
5   <div class="bottom">
6     <div class="stripe"></div>
7   </div>
8 </div>
```

```
1 /* Box-sizing */
2 *, *:before, *:after { 
3   -moz-box-sizing: border-box;
4   -webkit-box-sizing: border-box;
5   box-sizing: border-box;
6 }
7
8 .container{
9   background: white;
10  width: 100%;
11  height: 100%;
12  position: absolute;
13  top: 0;
14  left: 0;
```



```
1 for (var i = 1; i < 20; i++) {
2   $('.top').append(' <div class="box"><br /><input type="radio"></div>');
3 }
4
5 for (var i = 1; i < 4; i++) {
6   $('.bottom').append('<div class="stripe"></div>');
7 }
```

HTML  Your fiddle has an unsaved draft  Settings  Tiglette CSS 

```
1 <div class="container">
2   <div>
3   </div>
4   <div>
5   </div>
6 </div>
```

```
1 .container{
2   background: white;
3   height: 100%;
4   width: 100%;
5   margin: 0;
6   position: absolute;
7   top: 0;
8   left: 0;
9
10 }
11
12
13 img {
14   height: 20px;
```

---

```
1 for (var i = 1; i < 500; i++) {           JAVASCRIPT 
2   $('.container').append('<div></div>');
4   if (i == 20) {
5     $('.container').append('<div></div>');
7   }
8 }
```

HTML  Your fiddle has an unsaved draft 

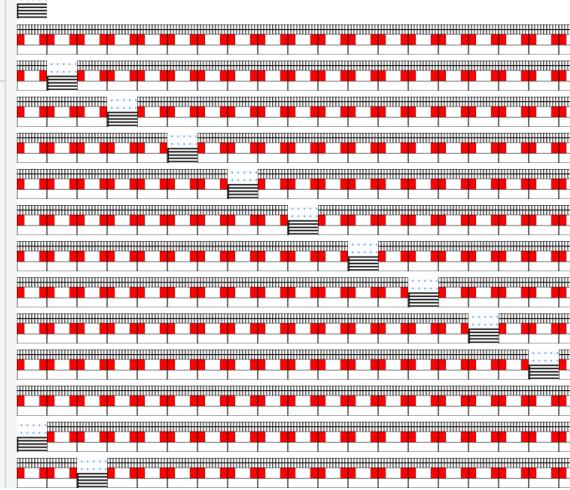
Tiglet CSS 

```
1 <div class="container">
2   <div>
4     
5   </div>
6 </div>
```

```
1 container{
2   background: white;
3   height: 100%;
4   width: 100%;
5   margin: 0;
6   top: 0;
7   left: 0;
8
9
10 }
11
12 img {
13   height: 20px;
14   width: 20px;
```

---

```
1 for (var i = 1; i < 500; i++) {           JAVASCRIPT 
2   $('.container').append('');
3   if (i % 20 == 0) {
4     $('.container').append('');
5   }
6 }
7
8 var screenWidth = $(window).width();
9 alert(screenWidth);
10
11 $(window).resize(function(){
12   screenWidth = $(window).width();
```



# PROJECT 3

## Group Moments/ Passing out

### Early Fiddles

The image shows two side-by-side JSFiddle code snippets. Both fiddles have the same title, "Tiglett", and show an unsaved draft warning.

**Left Fiddle:**

```
1 <div class="container">
2   <div class="button"></div>
3 </div>
```

```
1 .container{
2   background: black;
3   width: 100%;
4   height: 100%;
5   position: absolute;
6   top: 0;
7   left: 0;
8 }
9 .button{
10  background: white;
11  width: 100%;
12  height: 100%;
13  position: absolute;
14  top: 0;
15  left: 0;
16 }
```

```
1 $(document).ready(function(){
2   $(".button").hover(function(){
3     $('div').fadeTo(1000, 0.2);
4   });
5});
```

**Right Fiddle:**

```
1 <div id="moving_div"></div>
```

```
1 #moving_div{
2   position: fixed;
3   width: 1px;
4   height: 1px;
5   background-color:black;
6   box-shadow: 0 0 10px 10px black;
7   top: 49%;
8   left: 48.85%;
9 }
```

```
1 var $mouseX = 0, $mouseY = 0;
2 var $xp = 0, $yp = 0;
3
4 $(document).mousemove(function(e){
5   $mouseX = e.pageX;
6   $mouseY = e.pageY;
7 });
8
9 var $loop = setInterval(function(){
10 // change 12 to alter damping higher is slower
11 $xp += (($mouseX - $xp)/12);
12 $yp += (($mouseY - $yp)/12);
13 $("#moving_div").css({left:$xp + 'px', top:$yp
+ 'px'});
```

# Jquery finally works!

```
1 ▼ $(document).ready(function() {
2     $('div').hover(
3         function() { $(this).fadeTo( 'slow', '.8'); },
4         function() { $(this).fadeTo( 'slow', '1'); }
5     )
6 ▼ $(".top-left").click(function() {
7     sound.play();
8 });
9 ▼ $(".top-right").click(function() {
10    sound1.play();
11 });
12 ▼ $(".top").click(function() {
13    sound2.play();
14 });
15 ▼ $(".bottom-left").click(function() {
16    sound3.play();
17 });
18 ▼ $(".bottom-right").click(function() {
19    sound4.play();
20 });
21 ▼ $(".bottom").click(function() {
22    sound5.play();
23 });
24 ▼ $(".middle-left").click(function() {
25    sound6.play();
26 });
27 ▼ $(".middle-right").click(function() {
28    sound7.play();
29 });
30 ▼ $(".container").click(function() {
31    sound8.play();
32 });
33 });
34
35 var sound = document.createElement("audio");
36 sound.src = "ow.m4a";
37 sound.autoplay = false;
38 sound.preLoad = true;
39
40 var sound1 = document.createElement("audio");
41 sound1.src = "glasses.m4a";
42 sound1.autoPlay = false;
43 sound1.preLoad = true;
44
```

Final



# FINAL INDEX SITE

## INTERACTION 2

WI 16  
Tyler Unger

### Project 1

[Website 1](#)  
[project Files.zip](#)  
[Website 1 PDF](#)

### Project 2

[Website 2](#)  
[Website 2 PDF](#)

### Project 3

[Website 3](#)  
[Website 3 PDF](#)  
[Group template](#)