

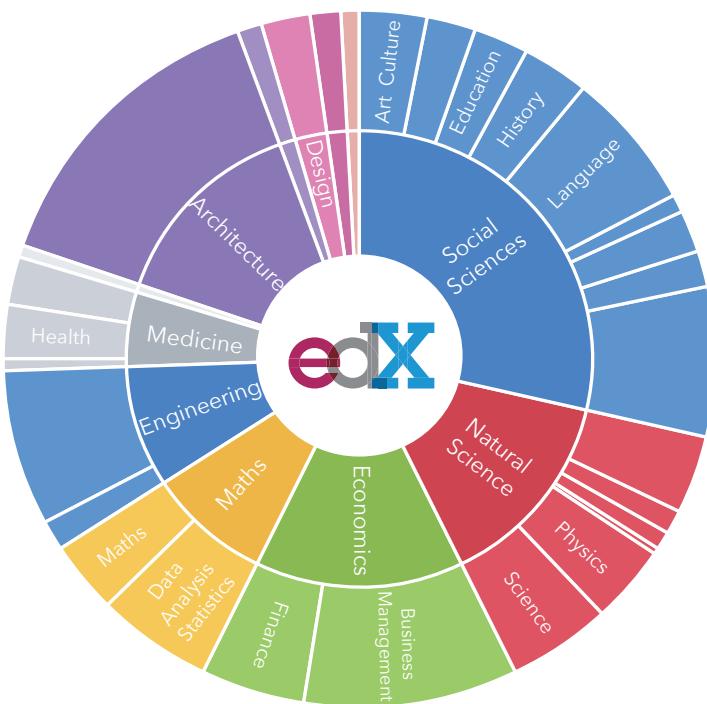
# Interactive *Design* Portfolio

XIA ZHOU



## Inspiration

When students face challenges within studies , they would seek help from others, such as their peers, teachers and other resources. However, these methods are not always work. Students and their parents might look for private tutors but they cannot ensure the teaching quality of unacquainted tutors. As tutors, they rely on educational agencies to find students. However, agencies would charge fees for this service so as to affect tutors' incomes.



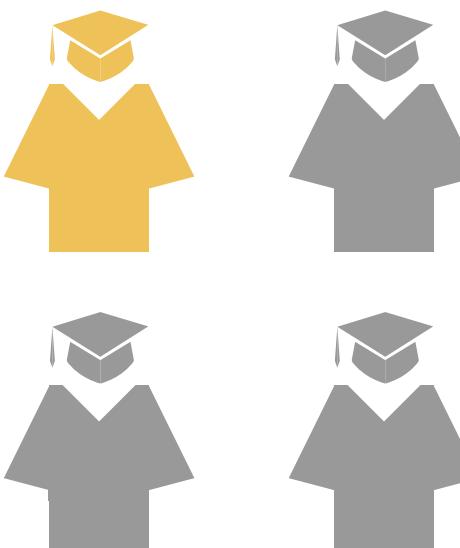
## Existing Online Education

### Pros:

- Study wherever you like (Udacity).
- Industry recognized certification.
- For free (Coursera).

### Cons:

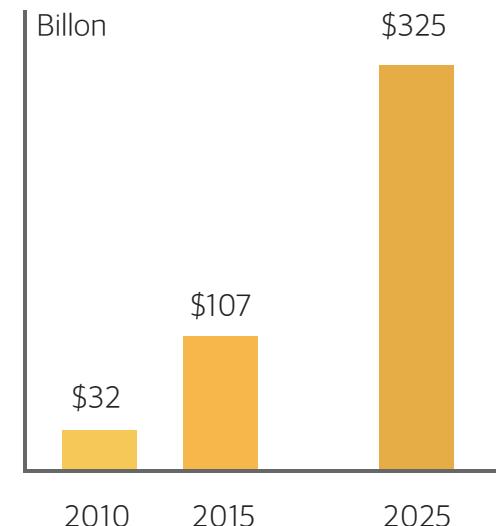
- Lack of supervision.
- Poor systematic learning.
- Limited range of subject resources.



1 in 4 students enrolled in at least one distance course.

## Research

With new technologies developments and instructional strategies, the online education continues to remain a steady rising trend both in the number of enrolled students and commercial marketing.



E-Learning market will reach \$325 billion in 2025

## User Requirements

For students:

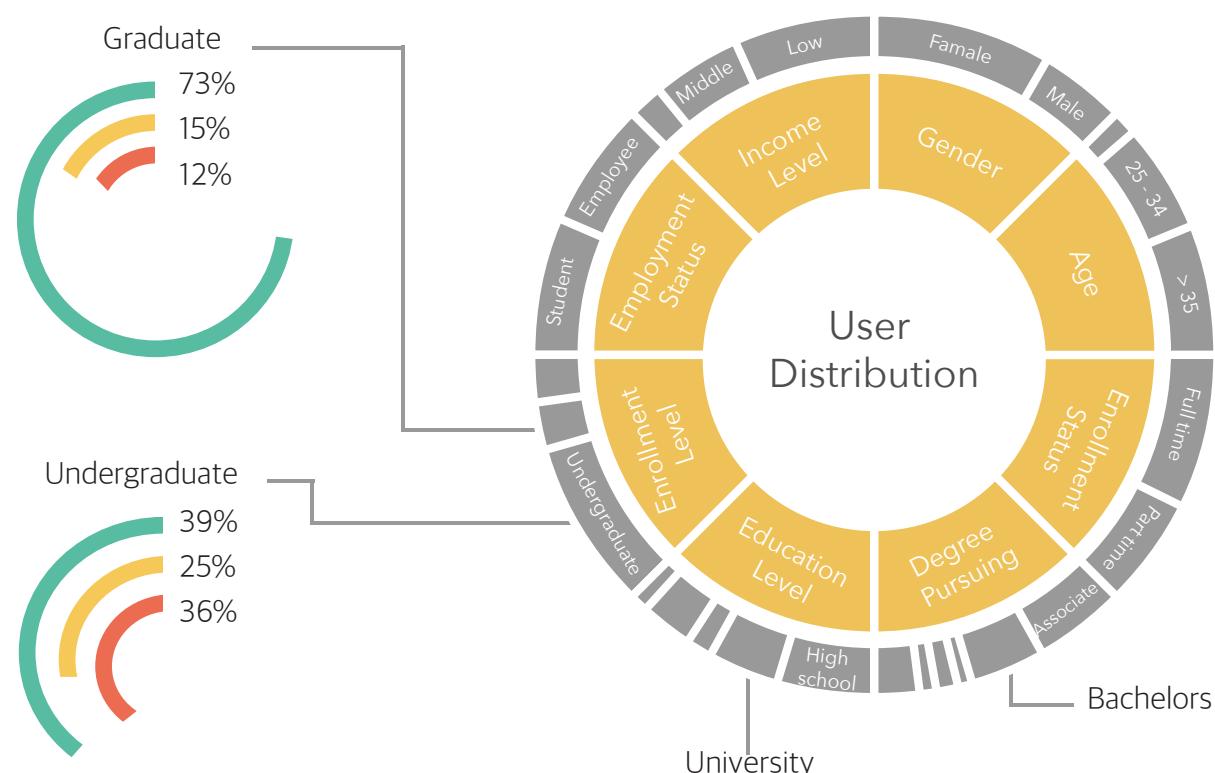
- They want to find private tutors/teachers to help them study.
- They want to make sure that the quality of teaching as well as the price of education is not overpriced.

For tutors:

- They want to find student sources.
- They want to increase their income.

## User Distribution

After analyzing, the main targeted users is aged 18- 35, such as high school university students and technical employees.



EDUFY

Find your best tutor  
Explore the most suitable private or group course for you

Grade: Subject: Class Type:  Private  Group OR Enter course code or course name Search

Popular Courses Recommendation

IT English Maths Chemistry Physics

Discrete Mathematics Tony Stark \$100 per hour ★★★★★

Software Engineering Steve Strange \$150 per hour ★★★★★

Information System Reed Richards \$95 per hour ★★★★★

Interaction Design Bruce Banner \$80 per hour ★★★★★

Mobile Computing Charles \$130 per hour ★★★★★

Web Design Shuri \$90 per hour ★★★★★

Learning Experience

My Experience of Learning English Peter Parker ★★★★★

View details >

How to prepare GRE? Steven Rogers ★★★★★

View details >

Study like this, you also can got 7 in TOEFL Natalia ★★★★★

Show all (2000+) >

Edufy Careers Press Policies Help Education Why Teaching Study Responsible Teaching Community Centre More Terms Privacy Site Map



## System Introduction

### Homepage

- Users can search courses according to the grade, subject, type and course code.
- Popular courses are recommended by star rating and classified with subjects.
- Users can share their learning experiences.

### Results Page of searched courses

- The basic course information is displayed on the results page, including tutors' names and course details.
- The course results are filtered by the price, star rating and location.

### Course Details Page

- Detailed course information is shown on the details page.
- Students can enroll the course, appoint and contact tutors in this page.
- Students can FIND the nearest classrooms by Google map API.
- After the enrollment, it is available for students to pay, drop, and rate the course.

### Profile Page

- The timetable system is to help users to manage their class time.
- Tutors can publish new courses and manage these courses.
- Students can manage their enrolled courses.
- Users can add their favorite course in the list.
- Chatting function for users is to communicate with classmates and teachers.
- Course process visualization.
- Personal profile information editing and updating.

A screenshot of the Edufy application interface. It includes a navigation bar with "EDUFY", "Home", "Subject", "Courses", "Experience", and a user profile for "NaYeon".

**Timetable**

	MON	TUE	WED	THU	FRI	SAT	SUN
8							
9	DECO2200 Graphic Design						
10						DECO1400 Design Thinking	
11							
12					DECO1800 Web Design		
1		DECO2500 Interaction Design					
2			DECO2202 Graphic Design				
3							
4			CSSE1001 Software Engineering				
5							
6							
7							

**My Published Courses**

DECO1400  
Design Thinking

DECO2200  
Graphic Design

MATH1061  
Discrete Maths

**My Enrollment**

DECO2500  
95%  
Interaction Design

DECO1800  
80%  
Web Design

CSSE1001  
50%  
Software Engineering

**My Favourite**

CSSE2002  
Programming In The Large

INFS3202  
Web Information System

**Edufy**  
Careers  
Press  
Policies  
Help

**Education**  
Why Teaching  
Study  
Responsible Teaching  
Community Centre

**More**  
Terms  
Privacy  
Site Map

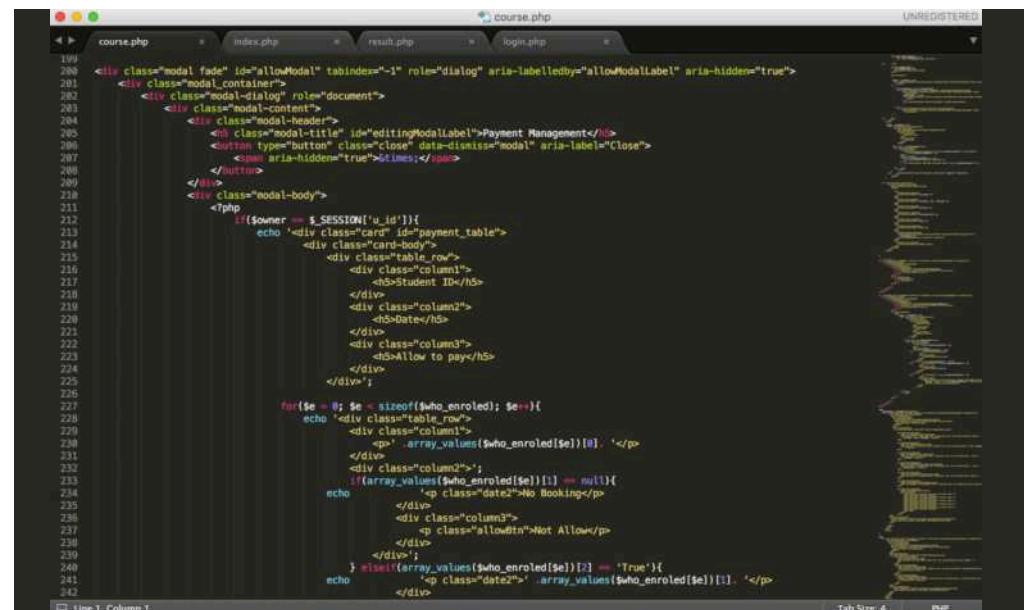
# The Development

## Front-end language:

- HTML/CSS
- JavaScript
- AJAX
- JSON
- Query

## Core features:

- Error prevention
- data visualization
- Asynchronously refresh



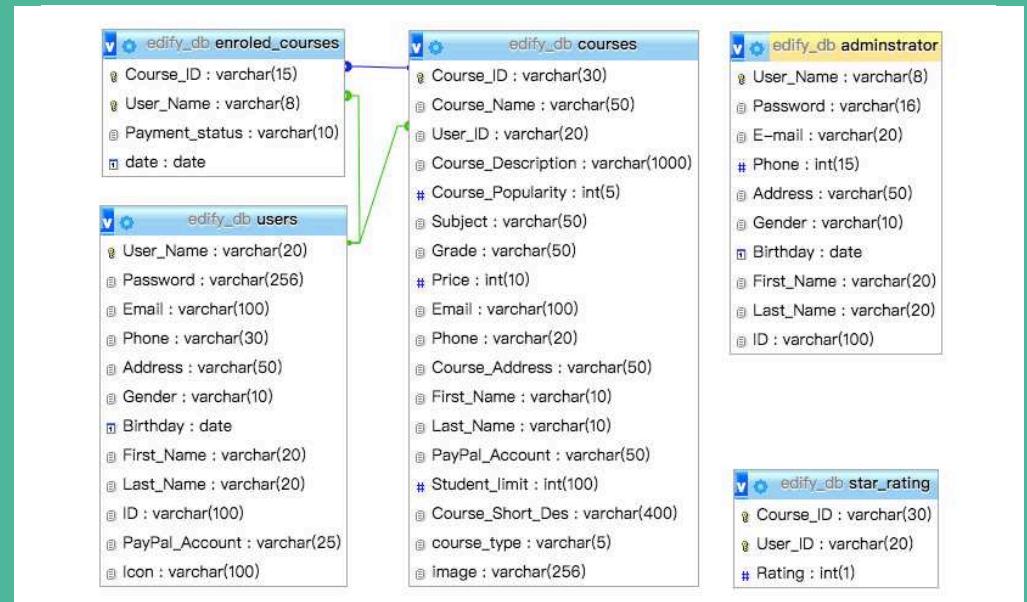
```
course.php index.php result.php login.php
199 <div class="modal fade" id="allowModal" tabindex="-1" role="dialog" aria-labelledby="allowModalLabel" aria-hidden="true">
200   <div class="modal_container">
201     <div class="modal-dialog" role="document">
202       <div class="modal-content">
203         <div class="modal-header">
204           <h4 class="modal-title" id="editingModalLabel">Payment Management</h4>
205           <button type="button" class="close" data-dismiss="modal" aria-label="Close">
206             <span aria-hidden="true">&amptimes</span>
207           </button>
208         </div>
209         <div class="modal-body">
210           <?php
211             if($owner == $_SESSION['u_id']){
212               echo '<div class="card" id="payment_table">
213                 <div class="card-body">
214                   <div class="table_row">
215                     <div class="column1">
216                       <h5>Student ID</h5>
217                     <div class="column2">
218                       <h5>Date</h5>
219                     </div>
220                     <div class="column3">
221                       <h5>Allow to pay</h5>
222                     </div>
223                   </div>
224                 </div>
225               </div>;
226             }
227             for($e = 0; $e < sizeof($who_enrolled); $e++){
228               echo '<div class="table_row">
229                 <div class="column1">
230                   <p>' . array_values($who_enrolled[$e])[0] . '</p>
231                 </div>
232                 <div class="column2">';
233                 if(array_values($who_enrolled[$e])[1] == null){
234                   echo '<p class="date2">No Booking</p>
235                 } else {
236                   <div class="column3">
237                     <p class="allowBtn">Not Allow</p>
238                   </div>;
239                 }
240               }
241             }
242           </div>
243         </div>
244       </div>
245     </div>
246   </div>
247 </div>;
```

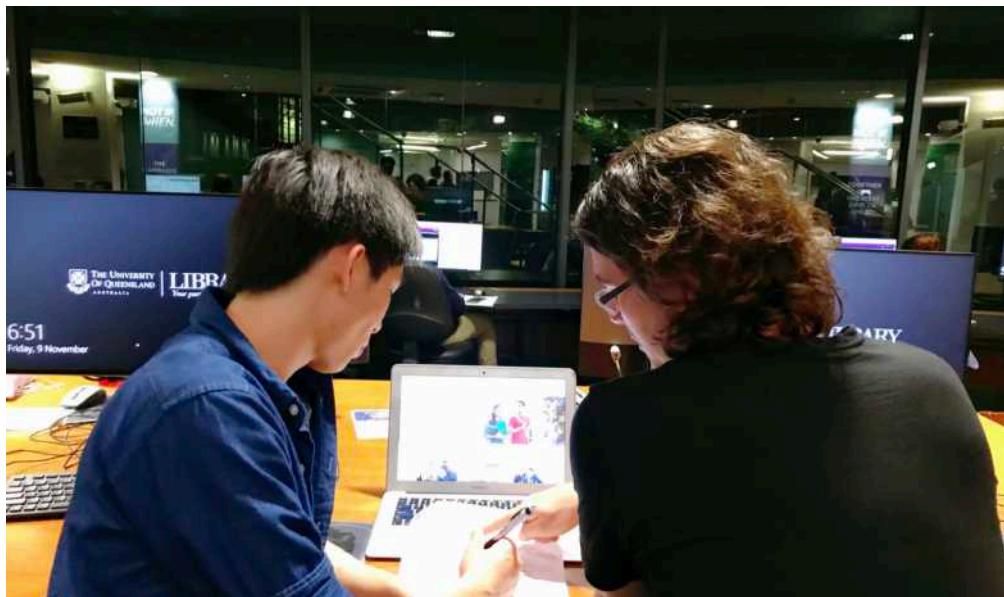
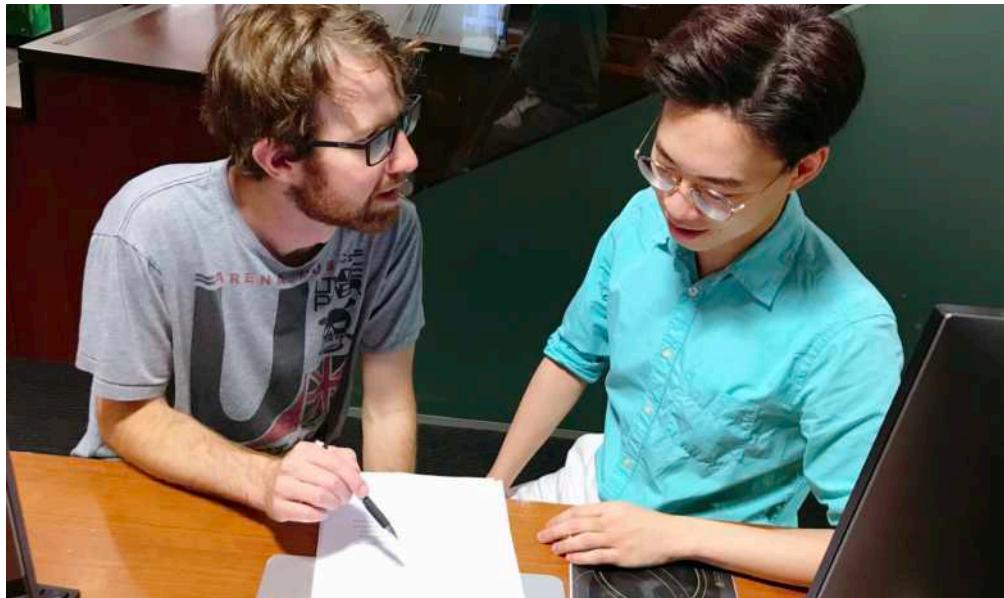
## Back-end language:

- PHP
- SQL

## Core features:

- User database management
- Server orientation
- Login/signup with encryption
- RSA/asymmetric algorithm
- Cookie and session usage



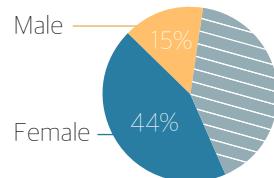


A screenshot of a website called EDUFY. The header includes navigation links for Home, Subject, Courses, Experience, and a user profile for 'NaYeon'. The main content shows a course titled 'Design Thinking' by Kim Jiyeon, which has received 520 reviews and 5 stars. It includes buttons for Enroll, Appoint, and Contact Tutor. Below this, tabs for Course Details, Tutor Information, and Critiques are visible. The 'Course Details' tab is active, displaying information such as Course Name: Design Thinking, Course Code: DECO1400, Course Type: Private, and an Introduction paragraph. The introduction paragraph describes the course as introducing students to the design process through collaborative projects, focusing on seeing, imagining, and communicating to generate, iterate, evolve, and communicate design concepts. It also mentions that subjects like design processes, thinking methods, brainstorming, and idea generation, as well as user focussed thinking and aesthetics, are covered. Address and Tuition fee information are also provided.

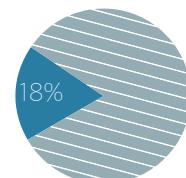


## Inspiration

The motivation for weight management comes from the emotional and social acceptance. People are willing to make more efforts in order to obtain a desirable appearance. Also, psychological health can be strongly affected by people's attitudes about their weight. In this case, the primary users are adults who want to do physical exercise. The secondary users are game lovers who are passionate about social participations.



**44%** of female students and **15%** of male students who were trying to lose weight.



But **18%** of them do not do exercise during their week.



Doing exercise (**51%**) is the most welcomed weight control method, followed by skipping meals (**49%**) and taking diet pills (**5%**).



**50 %** people have gym membership, but they will quickly give up.



**59%** people already have fitness APP, but only **28%** use it.

## The Concept

UFit is a fitness/gaming APP that encourages users to exercise and maintain a physically active lifestyle. Through the research, it was discovered that the primary source of motivation for working out comes from having a friend beside them to provide encouragements and friendly competitions.

## Research

According to research, 38% of women and 24% of men would like to manage their weight.

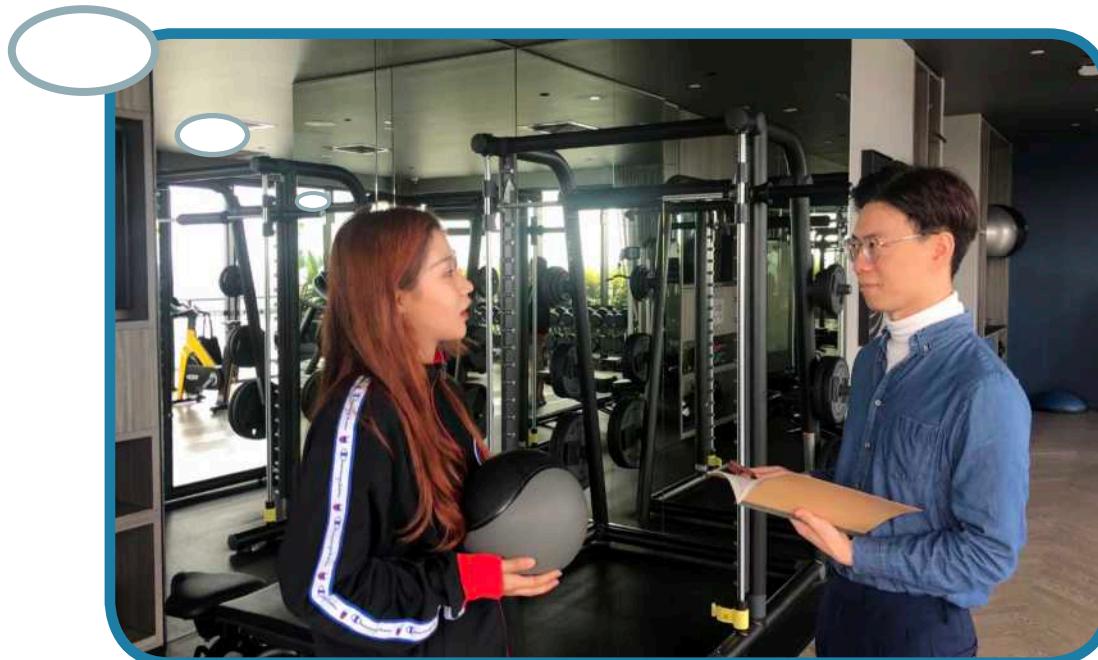
Most of them believe that a better visual representation of their future body shape might positively motivate them to adopt healthier behavior.



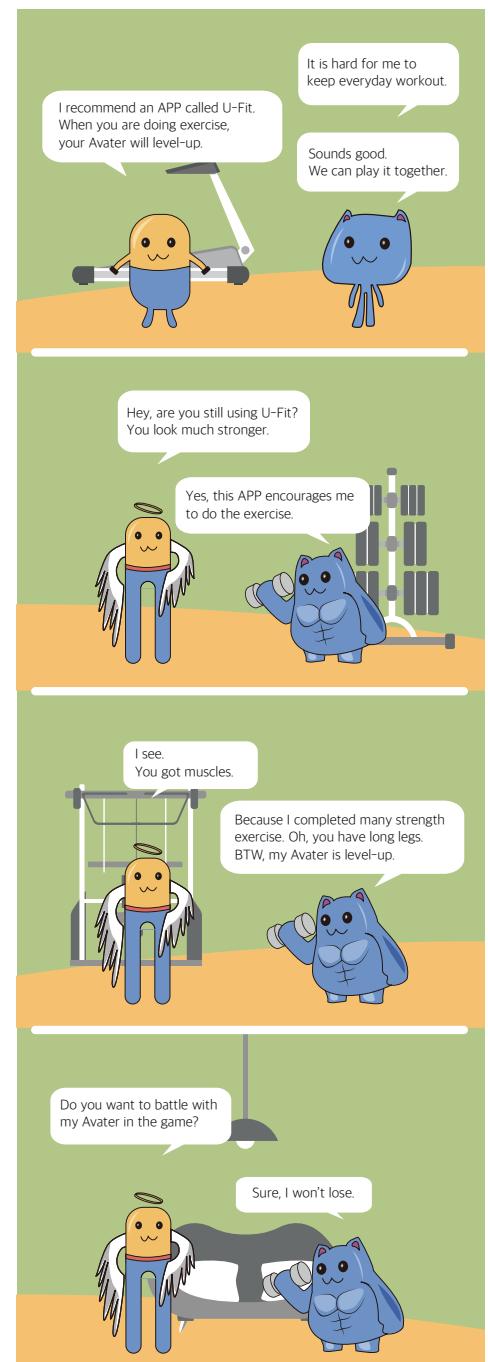
## UX Goals

After research, I have identified the following UX goals:

- "I want to know about my healthy data and compare it with history."
- "I want to have a strong digital Avatar and my Avatar information."
- "I want to have a tutorial video. For video, each step is clear to understand. After watching the video, I know how to this exercise."
- "I want to choose my own exercise tasks so that I can customize my workouts to suit my routine."
- "I want notifications that remind me to exercise and tell me what my friends are up to."
- "I want more opportunities to make friends and to share my results with the rest of the world."

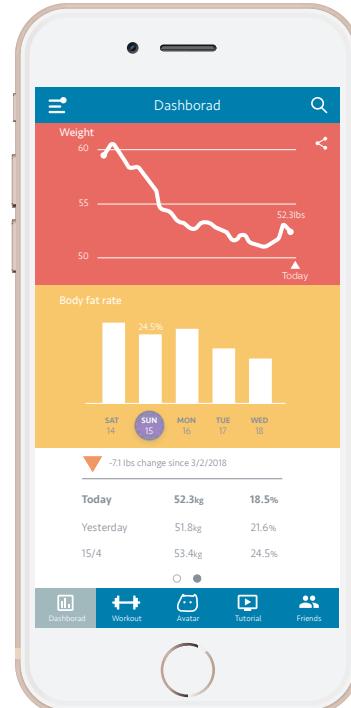
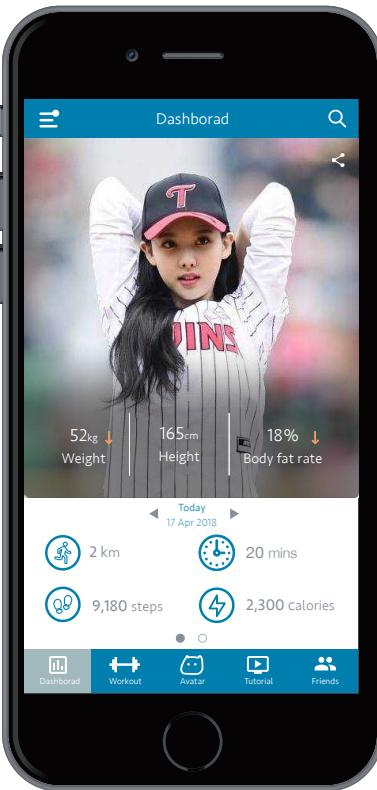


## Storyboard



## System Requirements

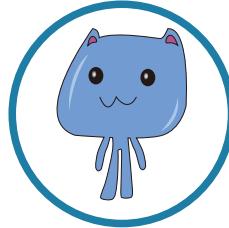
- Motivate users to keep exercising
- Encourage users to exercise with Avater and their friends
- Suggest exercises for the user to complete by tutorial
- Display improvements the user is making each time they exercise
- Show the progress of friends and details about their Avater
- Support communication with users and their friends



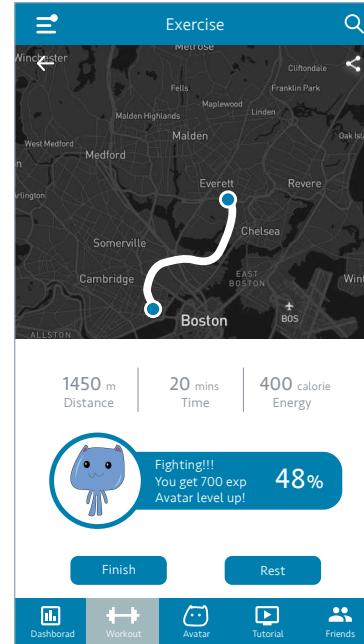
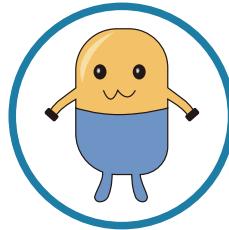
## Design Principles

The design of the U-Fit application uses the following Don Norman design principles:

- Effectiveness: Incorporating functionalities to help fulfil the user's exercise goals
- Visibility: Limit number of functionalities presented to the users, to create attention to those functionalities that are present and most useful.
- Constraints: Limit the options available for the users, and increase their response time to allow for easier decision making in-game.
- Consistency: Consistent layout through the prototype, which allow users easily navigate through the application.
- Affordance and Signifiers: Using easily understood icons (e.g. play/pause button icons) so that users can intuitively understand what to do next.
- Feedback: Sending and obtaining information about completed operations and completed operations so that the person can continue the activity.



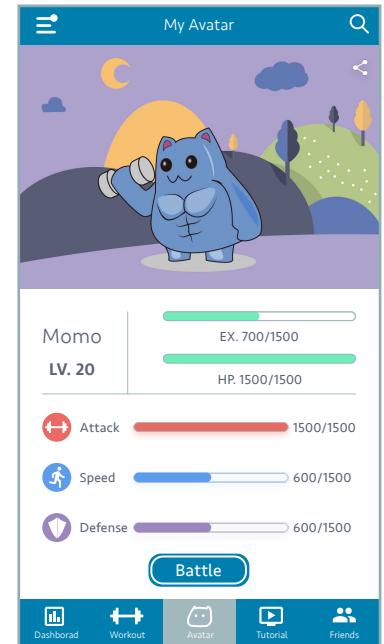
Initially, users are able to create and customize their own digital pet (Avatar).



▲ During the exercise, the system records your status and Avatar gains exp according to the amount of exercises.



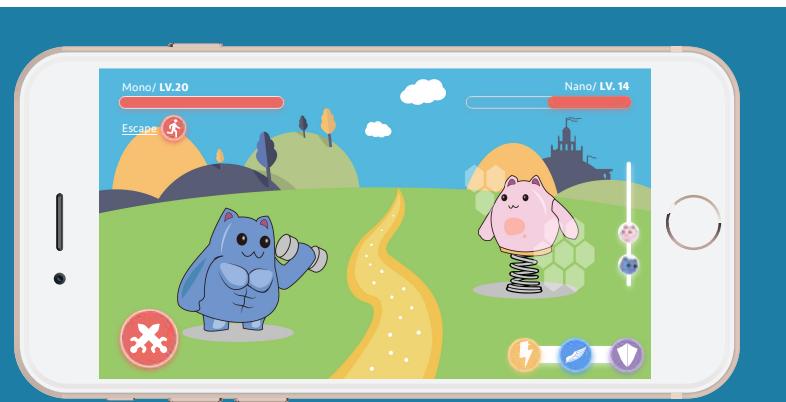
▲ Players' Avatar will have 3 different lever-up forms depending on types of workout.



▲ E.g. If the player completed more strength exercise, the Avatar would have stronger arms and muscles. Correspondingly, its attack will be higher. If the player did more aerobic or balanced exercise, the Avatar would have high speed and defense respectively.

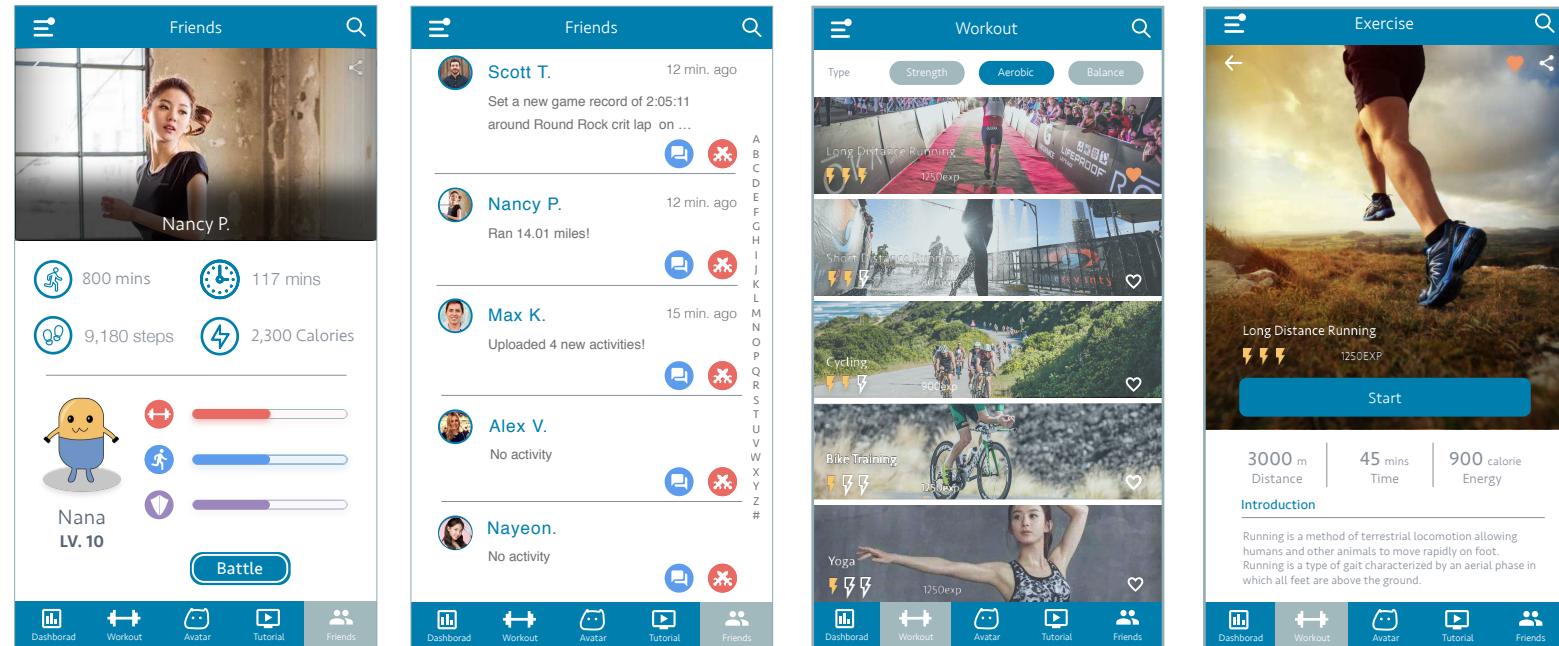
► Users can use their own Avatar to compete against other's Avatars in the battle. It is a simple turn-based game. In order to strengthen an Avatar and progress further in-game, users are required to perform exercises. The Avatar's attributes (strength, speed and defense) are determined by the number of different kinds of exercises you finished.

- Strength: how many damages your Avatar can create. (Increased by strength exercise)
- Speed: how many rounds our Avatar can run. (increased by aerobic exercise)
- Defense: how many damages your Avatar can defense. (Raised by balanced exercise)



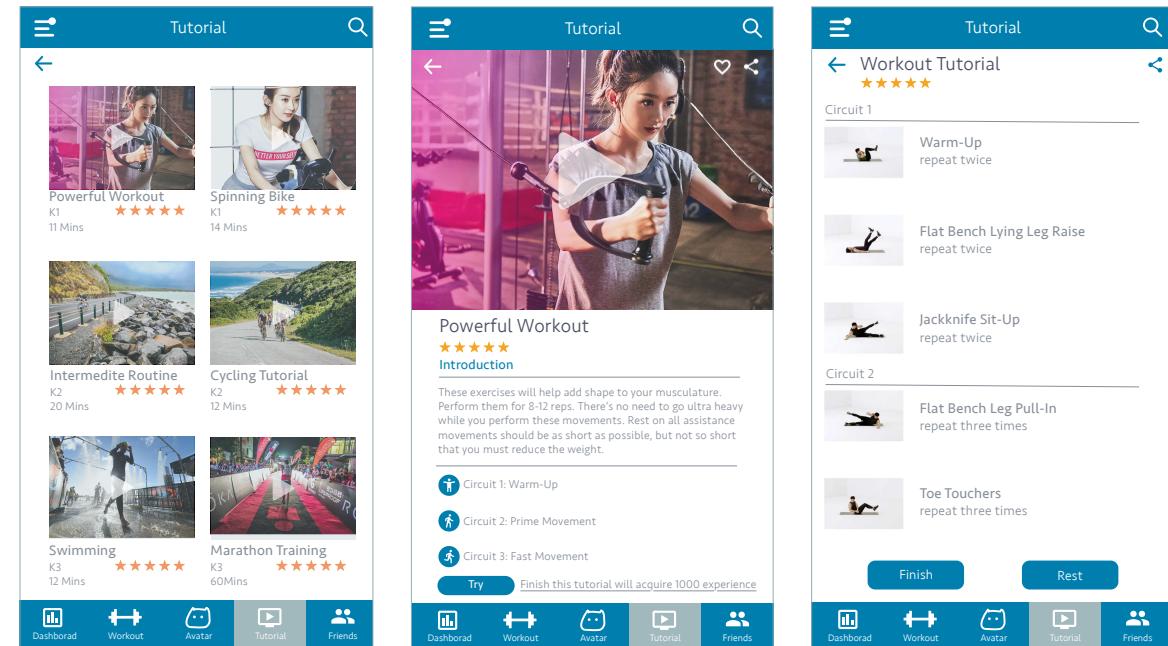
## Social Media

- The app also allows users to contact and play with friends, meet new people, or meet new people in their location and work out with them.



## Tutorial

- Tutorial videos demonstrate users how to properly do an unfamiliar exercise.

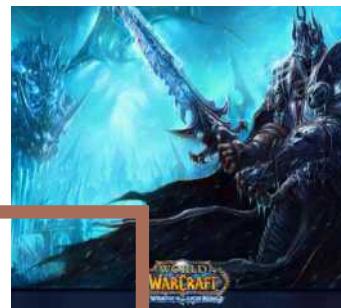


# 03

## W-World

### Inspiration

Inspired by the movie of The Hobbit and the game of WOW, I was enwrapped by the fascinating tale and rich races design. With the increasing popularity of sandbox games (e.g. Minecraft) and AR technology (e.g. Pokemon Go based on real locations), I wonder if I design a game that let players roam and change a virtual world. Based on the features of sandbox (such as structural, accessible and creative), I have an idea about developing the W-World..



### Development

This game developed by our studio. In the studio-based development process, we also used GitLab as the version control platform to share, manage and achieve integrated optimization our design artwork and code recourses. Additionally, we used Java with LibGDX as SDK and Google map API to provide map services.

A composite screenshot showing the development environment. On the left, the Eclipse IDE displays Java code for a game launcher class. On the right, a GitLab interface shows the repository structure, including files like "decs2800-2018-katelnikov/main/resources/charactersheet.xlsx" and "decs2800-2018-katelnikov/gradle/build.gradle". A red box highlights the file "charactersheet.xlsx" in the GitLab interface.

### Gameplay

It is an RPG nonlinear gameplay, which allows players to build a new virtual world in terms of their true-life locations. Players will redefine its surrounding environment. (E.g. When they go to a cafe, they might enter a tavern on game map.) Players can view the distance of other players and interact with them.

# Workflow

This game contains three phases, including early, middle and late stage:

## In early stage

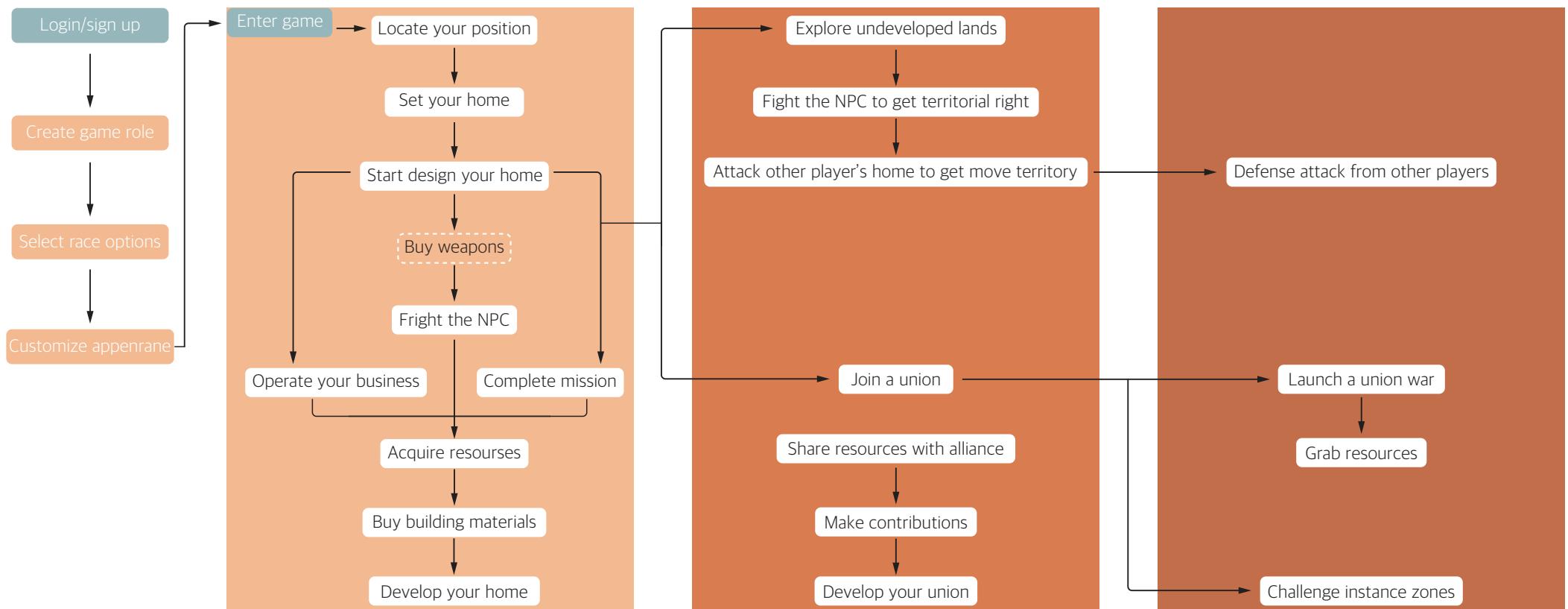
- Players focus on design their own home/interior map.
- Players need to collect resources in order to develop their home.
- There are plenty of lands can be explored because the world map has been thoroughly developed.

## In middle stage

- The number of players is increasing.
- The first design of interior map was finished. Players need explore more lands for extending and developing their territory.
- Players are able to join a union according to their races. They should contribute with their union and develop it together.

## In late stage

- The external world map is almost completely developed.
- Players can launch a competitive war between unions for resources raid.
- Players can challenge instance zones as a group.



## Storyline

Once upon a time, the world was destroyed by demons. People did not give up and they were trying to rebuild their homeland. In order to fight against demons, people from different races formed alliances. They build castles, made weapons and enhance their abilities for defending the next attack from demons. However, when the rebuilding was almost accomplished, demons coveted the treasures in the newly built world. Thus, they invaded again. This time, demons bewitch people. People's union was divided as some of them decided to desert themselves to the demons. The world was remained riven by internal strife and lacerated by external aggression. The greater threaten is coming soon...

## 3D Modeling

Both characters and item entities in 3D version.



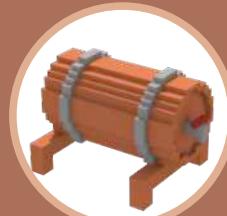
Elves  
(character)



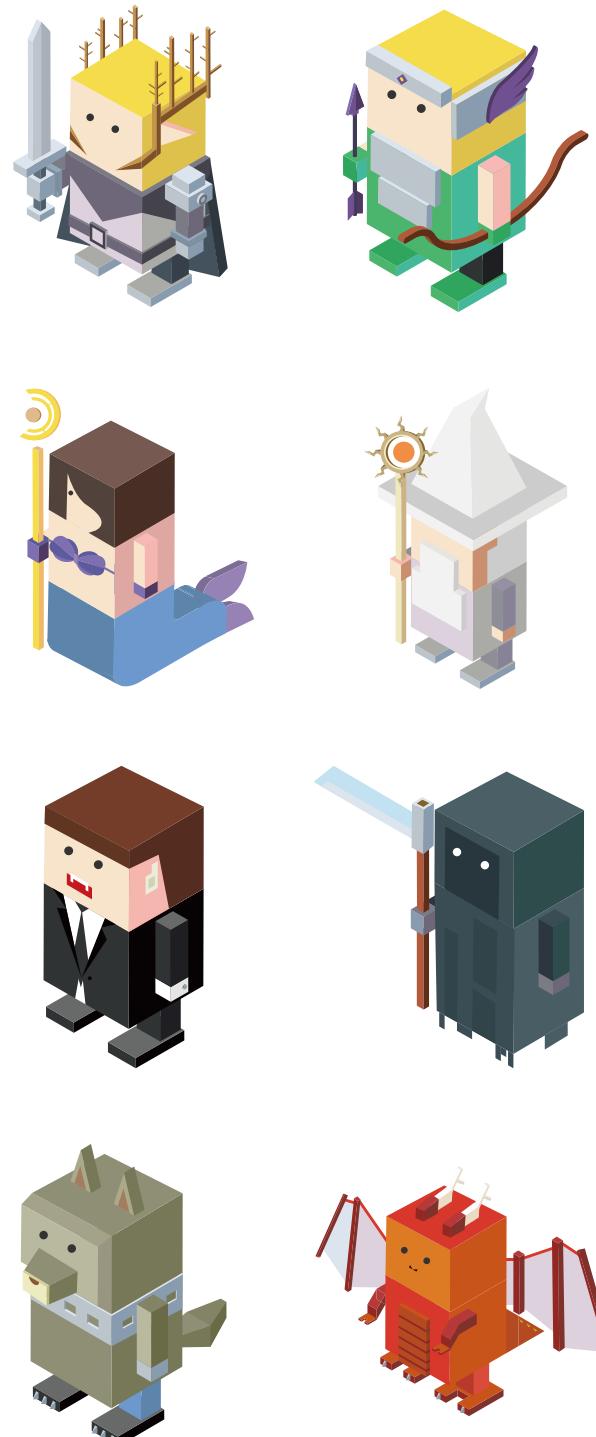
Beer  
(entity)



Mermaid  
(character)



Barrels  
(entity)



## Character Design

In the beginning, players are allowed to create their role and custom the appearance. There are 6 race options to players, including elves, mermaid, vampire, werewolf, human and magi. Each race not only provides unique the outlook and decoration but also contains different characteristics and skills. For instance, elves and human have wisdom. Mermaid and magi are good at using magic (high attack with long distance). The vampire has high speed and regeneration ability (HP healing). Werewolf has super strength (senior defense).

NPCs are also designed in the game, such as ghost and dragon. Players are able to attack them to earn resources such as exp., coins and equipment. In addition, if players defeat NPCs, they can choose to feed them as a digital pet or mount.



## External World/Augmented Reality

- Players' movement will be located according to their actual position. Players are able to view and interact other contiguous players. Additionally, the location of buildings in the real world is replaced by buildings which created by players in the game.

## Interior Map

- There are 4 basic types of interior map including castle (game union platform), tavern (social interaction place), blacksmith (weapon market) and lumber mill (building material market). Players can enter Interior map from the external world. Also, they can create and operate one building to earn benefits and resources.



## Union War System & Instance Zones

- There are 2 battle systems in W-World. For union war, one header of union can challenge other unions. After the challenge has been accepted by opponent header, the members in both unions can participate in fighting. For instance zones, the game offers some zones at special locations, player can battle with the NPC and BOSS as a group.

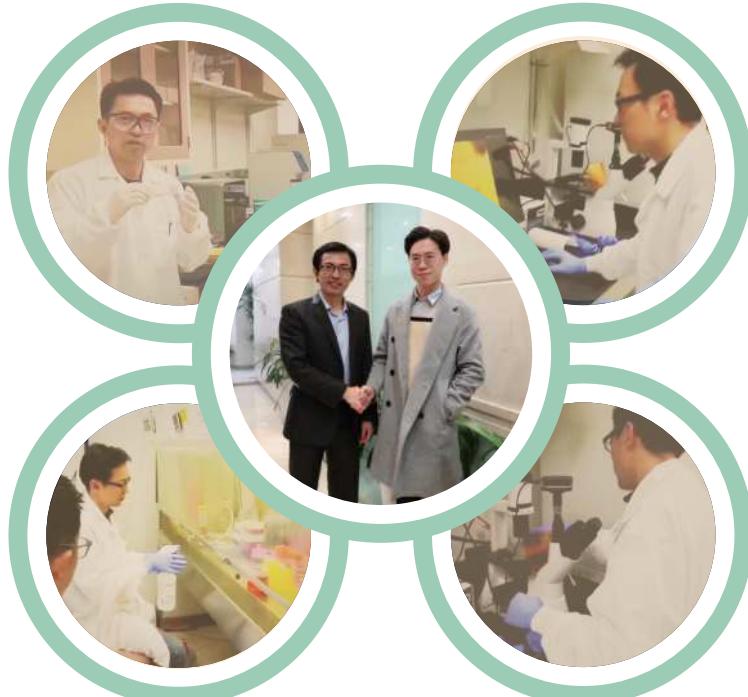


## Design & Edit Your Home

- Players are allowed to set the usage and type of their home/territory and customize its outlook. Also, they can plunder the other players' land by battle or explore undeveloped area in order to extend own territory.

## Background

Elkonic Nutrionals Research Institute (located in the USA and China) aims to provide two systems, namely GSP health system (focus on cell regeneration and anti-ageing) and global value creation (focus on blockchain and bitcoin). The former offers products such as multi-vitamin, dietary, nutritional supplements, food supplements and health food supplements. The latter is a wealth management platform used to pay, transact and save money safely with interest.



ELKONIC

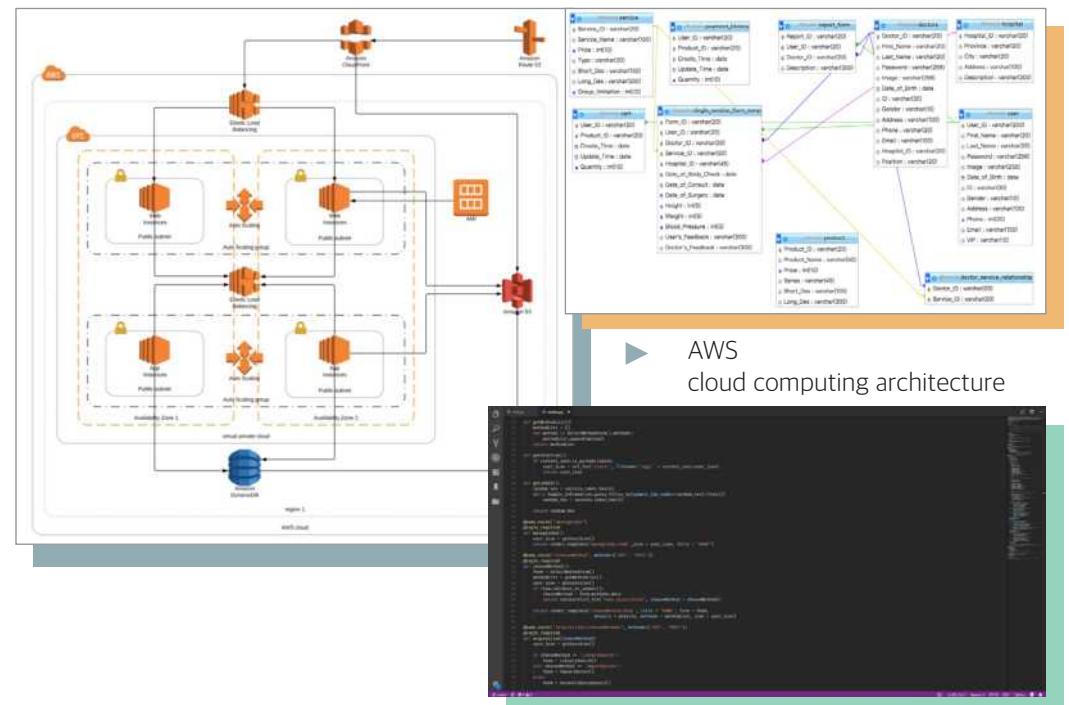
## Client's Requirement

Elkonic is a geographical distributed enterprises. Considering with integrated management, data replication & allocation are involved. Also, due to numerous resources from different users, client ask my team to design a database with good data quality via schema integration and data linkage knowledge.

## Development

This web has been built by Python as server-side language and Flask application as the framework .

In order to make the web highly accessible, my team set up an Amazon Web Service (AWS) cloud computing environment under EC2 service to deploy it.



## Product Demonstration Slider

- Advertising main products
- Branding promotion
- Functionality introduction



The screenshot shows a product demonstration slider on the ELEONIC website. At the top, there's a banner with a pink cosmetic product and the text "SALES AT 30 SEPTEMBER 2018" and "STRONG GROWTH: +6.8% OVER THE FIRST NINE MONTHS". Below the banner, there's a section titled "Popular Products" with four categories: Health Product, Cosmetics, Skin Care, and Instruments. Each category has a grid of products with images, names, and descriptions. For example, the "Health Product" section includes "Yam Powder" and "Malt powder". The "Cosmetics" section includes "4 Colors Blush" and "Makeup Remover". The "Skin Care" section includes "Repair Essence" and "Herbal Cream". The "Instruments" section includes "Massager" and "2-Moxibustion". Below this, there's a "Medical Service" section with four categories: Cosmetic Medical, Anti Aging Surgery, Stem Cell Detection, and Physical Exam Set. At the bottom, there's a "VIP Club" section with a green background and a "MSM Digital Wallet" section with a gold coin image.

## Series Of Product Line

- 4 large series of product line (e.g. health products, cosmetics, skin care products and medical instruments)
- Horizontal layout to avoid that people are less likely to scroll down whole pages
- Different colors to distinguish different series
- Visible to all the product series effectively & cater to the users' habits.

## Medical Service

- One-stop online appointment process
- Flexible schedule arrangement
- Pre-surgery consultation & follow-up
- Professional physical examination
- Health report analysis
- Health advice



## VIP Club

- Personal medical care
- Health management
- Special discount
- Humanized service



## MSM Digital Wallet

- Online purchasing and payment
- Blockchain and Bitcoin technology
- Integrity & immutable security
- Transactions stored in a public & decentralised ledger
- Financial incomes and benefits

## Online Shopping

**Repair Essence**

**BENEFITS**  
PORES LOOK SMALLER, SKIN FEELS SOFT, SMOOTH.

200ml \$58.00

QTY: 1

**Product Details**

Feel it. See it. Have it! Your ideal skin. This fast-acting serum delivers our most dramatic skin resurfacing benefits. Pores look smaller.

**Unbelievably soft and smooth:** Idealstat repairs the look of uneven skin texture, flakiness and roughness. Smooth it on and instantly enjoy that soft, seamless, silky feeling you love.

**Incredibly clear and even-toned:** See more clarity and luminosity as Idealstat gives skin an overall more even tone.

**HOW TO USE**

\*Apply on clean skin before your moisturizer.

**ELKONIC** **MSM** **Cooperation** **More**

[Buy Now](#) [Add Cart](#)

**Recommendation**

**Herbal Cream** [View Details](#)

**Skin Repair Gel** [View Details](#)

**Home > Skin Care > Repair Serum - Repair Essence**

## Medical Service Appointment

**Cosmetic Medica**

**BENEFITS**  
New Breakthrough of Beauty Revolution.

\$998.00

QTY: 1

**Service Details**

The Medical Cosmetology Stem Cell Anti-Aging Treatment System combines two scientifically proven therapies to provide you with an effective deep skin care treatment. Through our special synchronous transmission procedure, the GRS treatment can penetrate the skin deeply and effectively, and the stem cell treatment can repair the damage caused by the skin. At the same time, it significantly reduces the expression lines of peeling and stimulates the regeneration of new cells with a painless, side-effect-free treatment that enables you to look younger in a quick and easy way.

Five scientifically proven treatments combined with high-voltage pulse current, micro-electricity pulse, ultrasonic wave, electrotherapy and iontophoresis:

- Ultrasound energy gently vibrates and by heating the skin, providing a comprehensive structural transformation for better absorption.
- The therapeutic current instantly penetrates into various skin layers to increase the internal muscle tension.

**Experience during treatment**

The treatment is non-invasive and uses natural products, so you will feel relaxed and comfortable throughout the treatment. Sensitive skin type may experience redness in the treatment area and mild discoloration after treatment, however, they disappear within several hours. People with other skin types generally do not experience discomfort after treatment.

**How long does it take to achieve the desired result?**

After the first treatment, there would be a significant improvement can be seen on your skin such as firmer than before. The treatment effect is a gradual process, depending on each individual's personal situation, the effect will be different. Generally, after 10 times of GRS treatments, the recovery of collagen in normal skin type takes 4-6 weeks, regular treatments will reduce the speed of aging on your skin. Generally 10 times of GRS treatments will help to improve your skin condition to achieve the optimum results.

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**VIP Membership Rights**

- The membership fee is RMB 10,000, including the first year's annual fee.
- Members will be invited strictly.
- To be a member, you must be invited by at least one of the following valued members:
  - Members of Board
  - Directors
  - Stockholders
  - Members

**Member Annual Services**

- Receive a full-service health warning depth medical examination, valued RMB 9800. Personal only. Valid in first 30 days.
- Members have a general practitioner depth consultation 6 times.
  - In First Day
  - In-depth analysis of physical examination results: current health status, health problems (disease), health risks, health and rejuvenation measures, complete comprehensive health and anti-aging risk assessment.
- 10 Days After
  - Have a deep skin test 1 time.
  - Have an exercise medical health evaluation 1 time.
  - Exclusive health Butler services 12 times; monthly return visits and health tracking, and accompanying medical programs
  - Create a dedicated lifetime health private cloud file.
  - Exclusive customer service manager assists with appointments and planning arrangements.
- Have rights to make appointments with international authoritative experts from Europe, America, Asia etc.

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Select	Product	Price	QUA	Operation
<input checked="" type="radio"/>	Repair Essence	\$98	<span>-</span> <span>1</span> <span>+</span>	<a href="#">Remove</a>
<input checked="" type="radio"/>	Herbal Cream	\$98	<span>-</span> <span>1</span> <span>+</span>	<a href="#">Remove</a>

**Service Cart**

Select	Service	Price	QUA	Operation
<input checked="" type="radio"/>	Cosmetic Medical	\$998	<span>-</span> <span>1</span> <span>+</span>	<a href="#">Remove</a>

1 Product, 1 Service  
\$1,194 in total (excluding freight)

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- Start appointment and follow the steps
- Users and doctors have different Views



**Regeneration Anti-aging Medical Center**

**Regeneration Anti-aging Medical Center**

**Cellular Anti-aging Therapy**

Through Japanese patented technology, such as the function of the human body, target organs and skin firming, it stops senescence of cells from its source, increases cell visibility and enhances organ function in order to integral improvement of human body, and the life and strength of human body, health condition and living quality.

**Anti-cancer Immunizing Compromise**

Through Japanese patented technology, the human immune cell enhancement therapy effectively kills cancer cells and enhances regressing mutant cells, thereby enhancing the targeted killing function of immune cells to kill pathogens, cancer cells and other abnormal cells in tissues. The cells have the dual effects of treatment and prevention, thus promoting the regeneration of organs and maintaining a healthy internal environment.

**Medical Hormone Anti-aging Management**

Starting from the roots of hormone aging, it analyzes individual differences and finds roots deeply, and it comprehensively analyzes and accurately positions the root causes of body aging, such as cell membranes, DNA and mitochondria; it maintains hormones balance and a good immune system; it builds a good foundation for the body's self-repair ability; through the above core way, it safely and effectively implements the anti-aging treatment.

**Cell Bioactive Peptide (HGH)**

As the commander and general regulator of the endocrine system, it mainly manages the growth and development of the body, regulates the population and metabolism of the three major substances (protein, fat, sugar). Timely and effectively supplementing HGH can regulate metabolism, regulate cell metabolism, repair damaged tissues and enhance self-resistance, thereby producing younger states.

**Online Appointment**

**Stem cell cosmetic surgery**

**Personal Details** **Payment** **Physical Exam** **Digital report** **Consultation** **Surgical time** **Complete** **Follow-up**

**Appointment**

Selected City:

Selected Hospital:

Hospital Name	Address	State
China-Japanese Friendship Hospital	2 Cherry Garden East Street, Chaoyang District	<input type="button" value="Selected"/>
China-Japanese Friendship Hospital	2 Cherry Garden East Street, Chaoyang District	<input type="button" value="Select"/>
China-Japanese Friendship Hospital	2 Cherry Garden East Street, Chaoyang District	<input type="button" value="Selected"/>

Selected Doctor:

Doctor	Position	State
Doctor A	Expert	<input type="button" value="Selected"/>
Doctor B	Expert	<input type="button" value="Select"/>
Doctor C	Expert	<input type="button" value="Select"/>

Select Time for Physical Examination:  dd-mm-yyyy

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## Brand Introduction

**Regeneration Anti-aging Medical Center**

**Cellular Anti-aging Therapy**

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