

# YELENA V. KOZLOVA

Senior Product Designer & Creative Lead

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PROFESSIONAL PROFILE AND PORTFOLIO

# ABOUT

**My passion lies in leveraging design and technology to create innovative products, develop efficient processes, and empower creative teams.**

As an experienced UX/UI designer, product, and marketing lead, I've honed my skills in building successful product and service offerings for companies. My professional goal, fueled by my MBA experience, is to build successful teams and lead the design and development of groundbreaking products.

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# EXPERIENCE

## **Full-Time MBA, Management Consulting**

**University of San Francisco**

**2 Years, 08/2022 - 05/2024**

During my full-time MBA program, I've honed my leadership skills by engaging in fast-forming project teams to work with a diverse set of business clients to provide marketing and brand strategies, product and business model analysis, and research latest business technologies such as generative AI.

## **Senior Designer, UX/UI & Design Systems**

**Juniper Networks**

**6 Years, 01/2016 - 03/2022**

As a senior designer, I've developed UX guidelines & UI design systems for enterprise software products. I've led company-wide presentations and discussions on user experience best practices, and published guidelines regarding design accessibility, UI responsiveness, and data visualization.

## **Creative Lead, Web Design & Marketing**

**Druva**

**3 Years, 01/2013 - 12/2015**

As the creative lead, I've supervised the company's visual identity to ensure consistency and quality across 10+ website pages, applications, email campaigns, and online advertising. I've managed the design team to deliver creative assets for marketing events, online advertising, and brand promotion.

# SKILLS & EXPERTISE

## User Experience & Product Design

Knowledge and experience in both UX and UI design, with the ability to visualize products to align with business goals and user needs. This includes wireframing, prototyping, design system development, and a strong understanding of user-centered design principles and practices.

**Skills:** UX/UI, Design Systems, Accessibility (WCAG), Adobe Creative Suite, Figma, Sketch, HTML/CSS, Blender 3D

## Leadership & Team Management

Management experience with a focus on guiding junior designers, task delegation, and understanding of team dynamics to foster a collaborative and productive work environment. Roadmapping and planning for building and scaling a team in line with business growth.

**Skills:** Transformational Leadership, BART System of Group Analysis (Boundary, Authority, Role, Task), Crucial Conversations Dialogue Model

## Stakeholder Engagement & Project Management

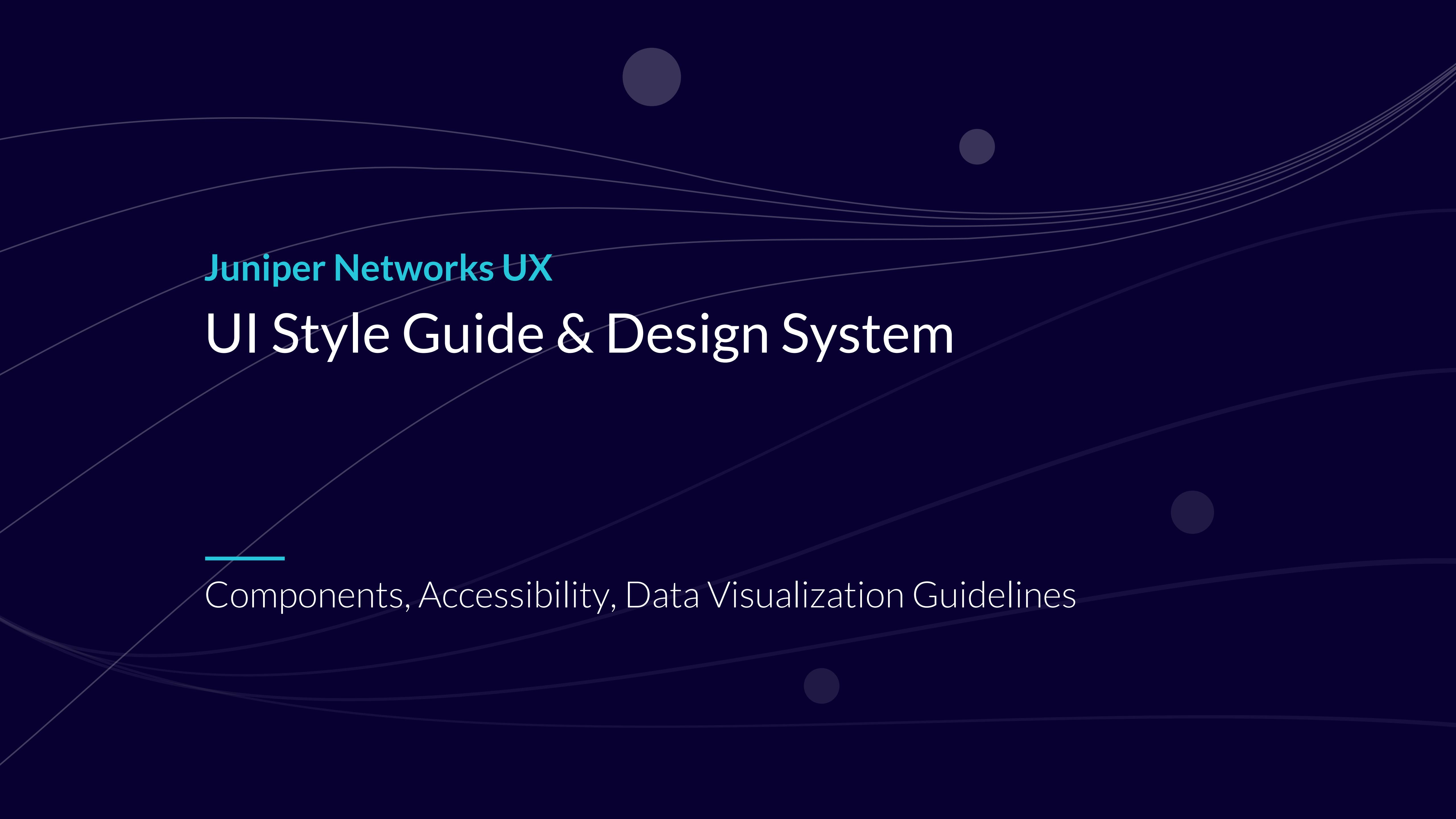
Articulating design concepts and rationales to a diverse set of stakeholders (engineering, management, and business leadership teams). Competence in managing multiple projects, including planning, execution, and delivery, while ensuring quality and adherence to timelines and budgets.

**Skills:** Pitches & Deliverable Speaking, Product Strategy Roadmapping, 'Jobs-to-be-Done' User Stories, Agile using Jira, Trello, or Miro boards

# PORTFOLIO

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# Juniper Networks UX

# UI Style Guide & Design System

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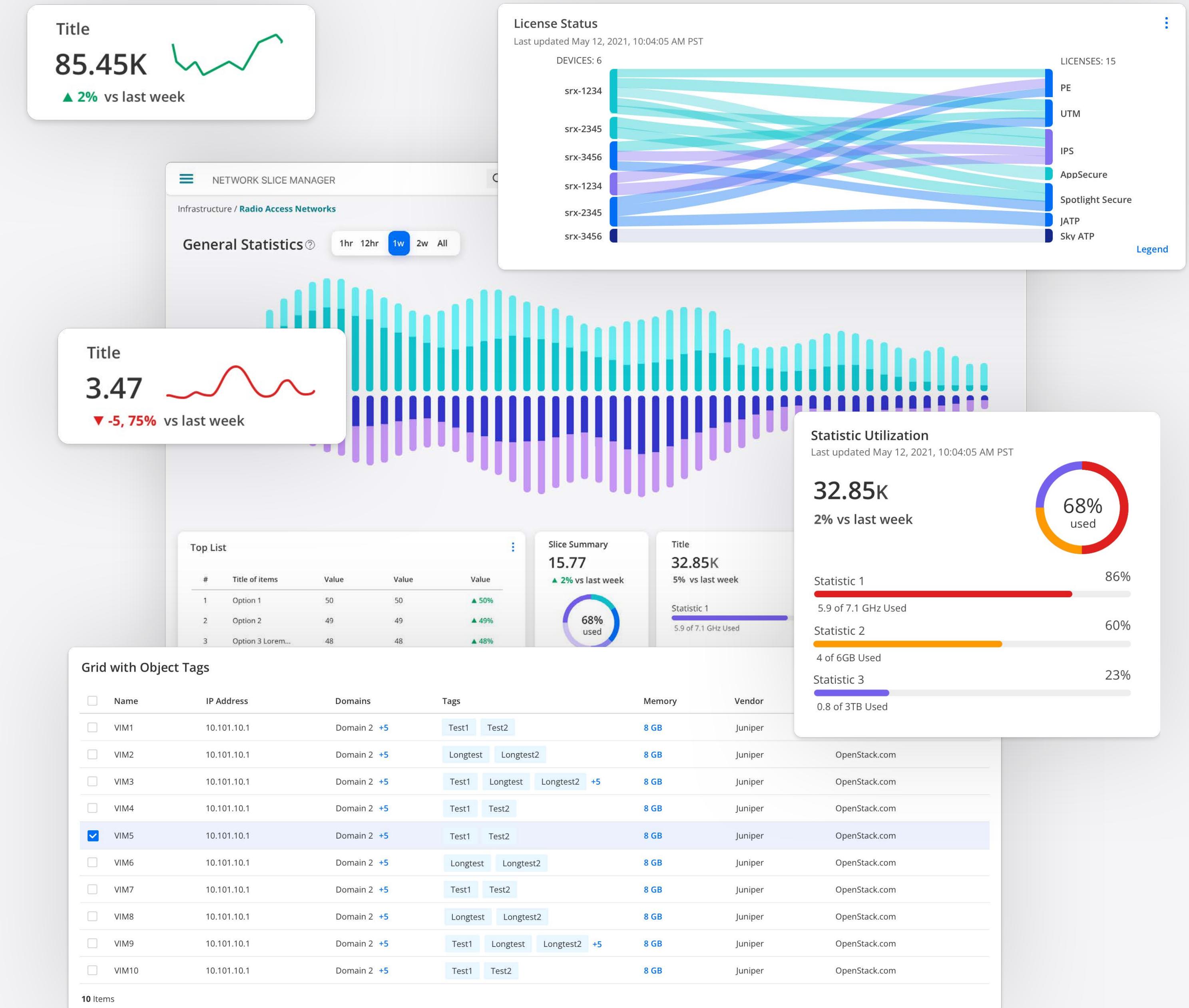
Components, Accessibility, Data Visualization Guidelines

# Introduction

This comprehensive guide is designed to provide essential principles and practices for creating cohesive and accessible user interfaces. The document includes guidance on selecting and applying UI colors, ensuring color accessibility, and choosing appropriate UI typography. It offers best practices and design standards for navigation elements, application layouts, and forms to help achieve a consistent and user-friendly experience. Additionally, this guide offers examples of data visualizations, offering strategies to present data in a clear and effective manner.

The document includes sample layouts to serve as inspiration and reference, demonstrating how to apply these guidelines in real-world scenarios. The last page provides a selection of resources to create intuitive and visually appealing interfaces that enhance user satisfaction and accessibility.

**Created by**  
**Yelena V. Kozlova, Sr. UX Designer**  
**Juniper UX Team**



## APPLICATION COLORS

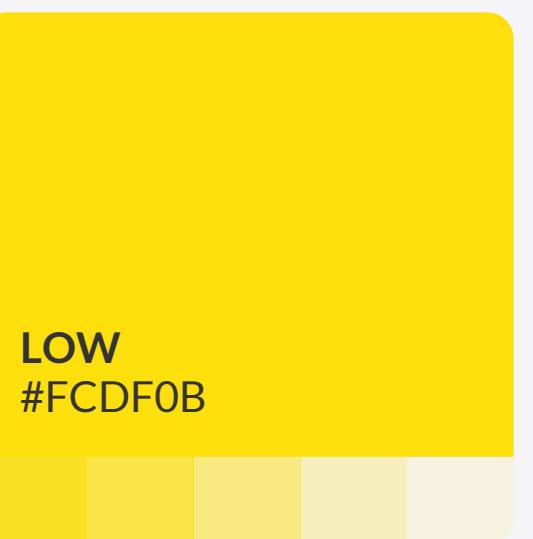
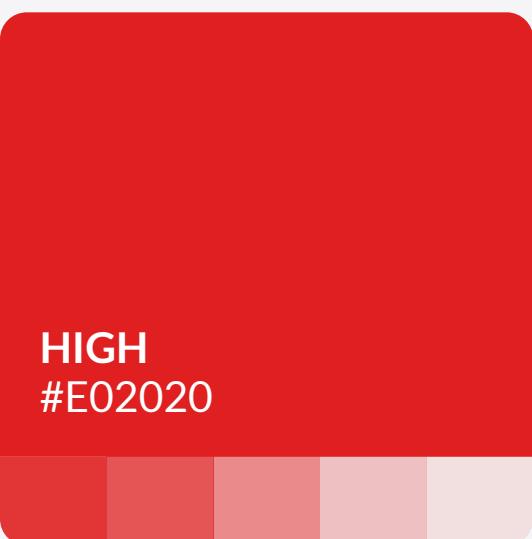
# UI Colors

## Application Colors

Application colors consist of the baseline set of colors to be used for major UI elements. The 'primary' color is the main accent color used to highlight significant interactive elements such as buttons, main action icons and interactive labels. The 'body' color is used by most non-interactive UI text such as form labels, descriptions, page and section titles. Lighter and darker shades of 'body' color can be used for different text elements to create information hierarchy. The 'navigation' color is another key accent color used only for cross-application navigational elements.

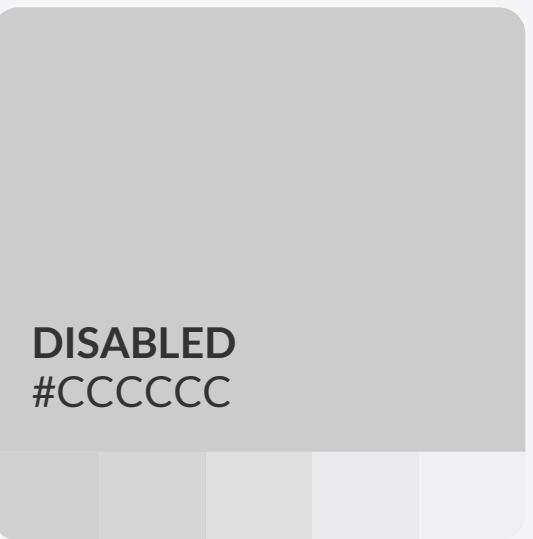
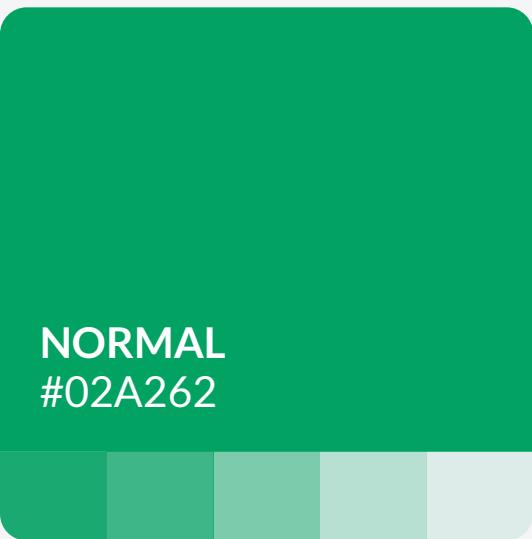


## SEVERITY COLORS



## Severity Colors

Severity colors are key color options to indicate the severity or urgency of alerts and errors displayed in the interface. Additionally, severity colors can be used to indicate status of jobs or processes. Severity colors are typically used in data visualizations, icons, and element background colors.



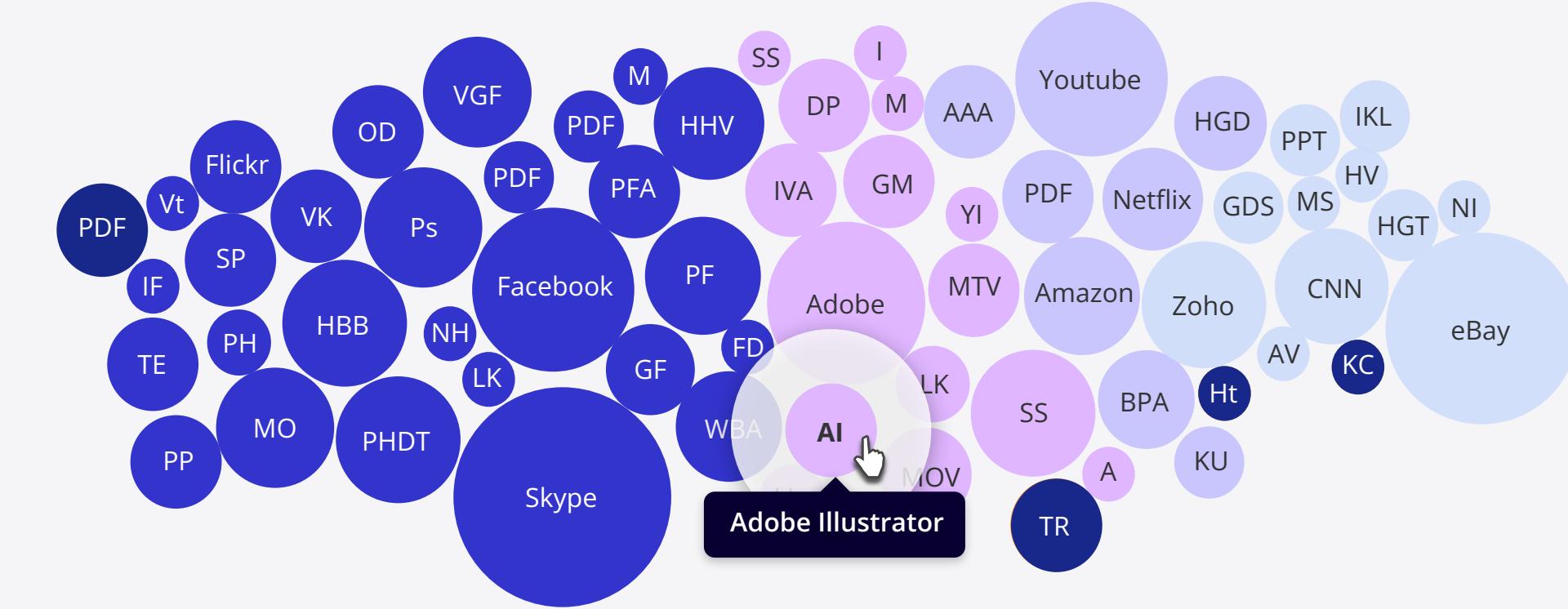
# Color Accessibility

# Contrast and Brightness Ratio

Contrast defines how easy it is for the user to distinguish one element from another adjacent element (such as icon from background, or text from background), and is influenced heavily by color, where more color contrast = better visibility and readability.

There are two levels of conformity at AA and AAA.

To check contrast conformity levels, application plugins such as contrast checker plugin from Stark can be installed in a variety of design applications.

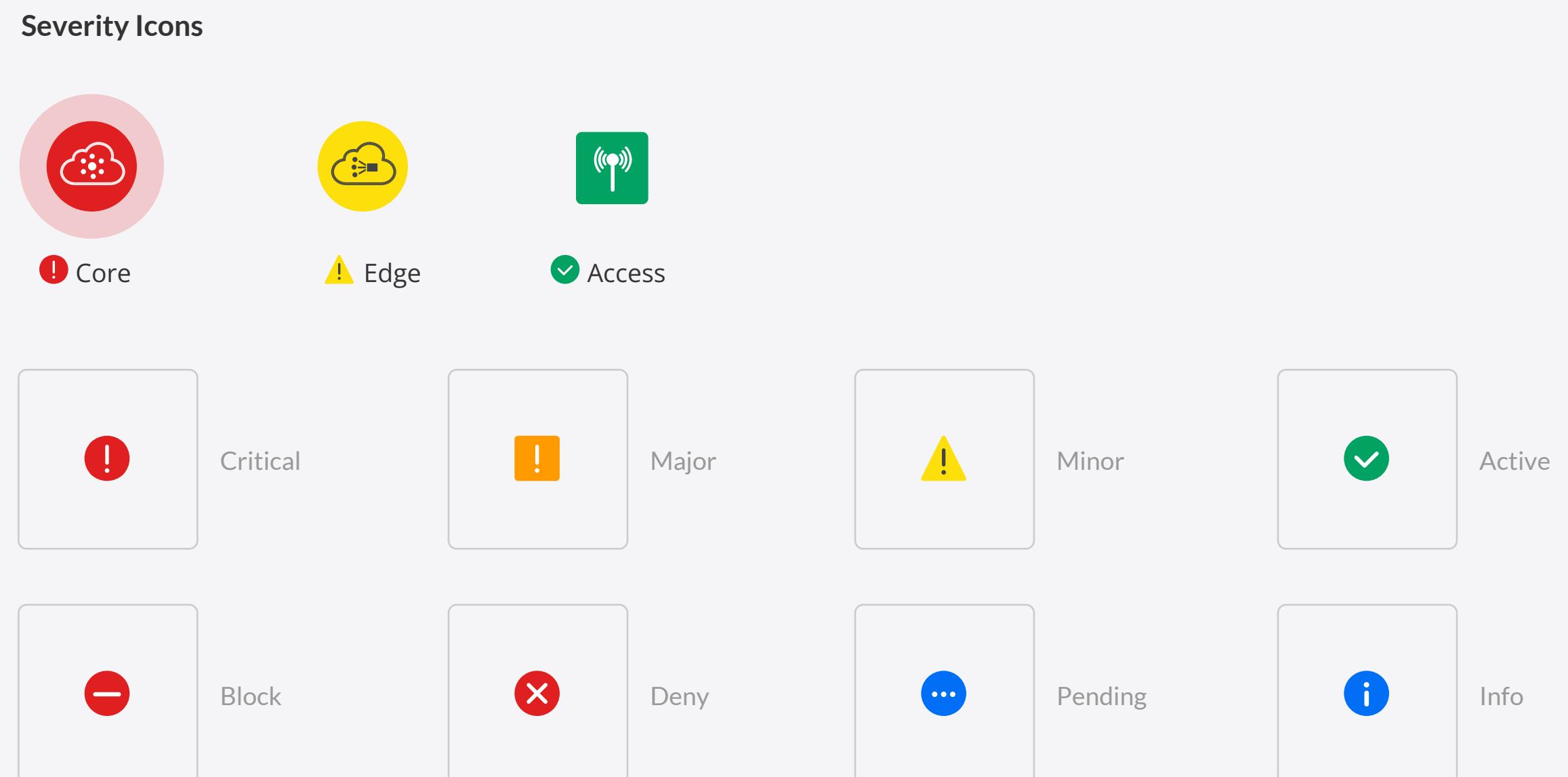


|                     |                     |                     |                     |                     |
|---------------------|---------------------|---------------------|---------------------|---------------------|
| 12.3:1<br>AAA GRADE | 8.39:1<br>AAA GRADE | 7.38:1<br>AAA GRADE | 7.75:1<br>AAA GRADE | 9.42:1<br>AAA GRADE |
|---------------------|---------------------|---------------------|---------------------|---------------------|

# Accommodating Color Vision Deficiency

People who are color blind, who have other low vision conditions, or different cultural understandings for color may not see the state change, or understand what kind of feedback the state represents if color is the only indicator.

Make sure that error, warning, and success states are not visually communicated by just color and include other indicators such as text labels and universal iconography.



# UI Typography

## Hierarchy and Legibility

Heading elements (h1, h2, h3, etc.) help break up the content of the page into related “chunks” of information. They are incredibly important for helping people who use assistive technology to understand the meaning of a page or view.

It is recommended to maintain a minimum font size of 14px for body text. Contrast ratio should stay at AA or AAA level of conformity. Use left-aligned text for left-to-right (LTR) languages, and right-aligned text for right-to-left (RTL) languages. Centered-aligned or justified paragraphs are difficult to read. Keep line spacing at least 1.5x the font size. Paragraph width should be max. 80 characters.

## Responsive Typography

In responsive UI layouts, the size of elements changes with the size of the viewport depending on the device being used to view the layout. Therefore, it is recommended to use relative units such as em and rem instead of pixels, which are fixed units that do not scale with the viewport. Using em and rem units for font sizes enables flexibility for typography scaling for different device screens, viewports, and zoom options for the user.

|   |             |          |                 |         |               |
|---|-------------|----------|-----------------|---------|---------------|
| <b>Screen Title</b>   | H1          | Semibold | 24px / 1.5em*   | #333333 | Title Case    |
| <b>OVERLAY TITLE</b>  | H1 Overlay  | Semibold | 22px / 1.375em* | #333333 | All Caps      |
| <b>Section Title</b>  | H2          | Semibold | 18px / 1.125em* | #333333 | Title Case    |
| <b>Widget Title</b>   | H2 Widget   | Semibold | 16px / 1em*     | #333333 | Title Case    |
| <b>Subsection Title</b>   | H3          | Semibold | 14px / 0.875em* | #444444 | Title Case    |
| Form label  | Label       | Regular  | 14px / 0.875em* | #444444 | Sentence Case |
| Form text   | Input       | Semibold | 14px / 0.875em* | #444444 | Sentence Case |
| Sample paragraph / body text: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum sagittis. | Body        | Regular  | 14px / 0.875em* | #333333 | Sentence Case |
| Sample paragraph / body text: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum sagittis. | Description | Regular  | 14px / 0.875em* | #666666 | Sentence Case |

\*For text size implementation it is recommended to use relative units such as em. For most users (and browsers), a font-size of 100% or 1em would default to 16px.

# UI Controls

## Size and Spacing

Ensure that click targets are large enough for those with unsteady motor skills. Keep clickable area over controls at least 20px<sup>2</sup> and space them appropriately. For links within a body of text, the 20px<sup>2</sup> rule doesn't apply, but there should still be enough spacing so that users don't click the wrong control accidentally.

## Accessible Icon Labels

To help visually impaired users with screen readers, key visual elements like UI control icons should be accompanied by a text label, or at the very least, invisible text descriptions (alt text) that are only visible to screen reader technology. The alt text should be the most concise description possible of the icon's purpose.

## Focus State

Visible focus styles help people determine which interactive element has keyboard focus when using keyboard controls. This lets them know when they can perform actions like activating the selected UI control.

### SIZES

|              |       |                |       |              |       |
|--------------|-------|----------------|-------|--------------|-------|
| Large Button | 48 px | Default Button | 35 px | Small Button | 25 px |
|--------------|-------|----------------|-------|--------------|-------|

### STATES

|                | Default       | Hover / Focus | Clicked (Animation) | Disabled      |
|----------------|---------------|---------------|---------------------|---------------|
| Primary        | Button Text   | Button Text   | Button Text         | Button Text   |
| Primary Menu   | Button Text ▾ | Button Text ▾ | Button Text ▾       | Button Text ▾ |
| Secondary      | Button Text   | Button Text   | Button Text         | Button Text   |
| Secondary Menu | Button Text ▾ | Button Text ▾ | Button Text ▾       | Button Text ▾ |
| Link           | Button Text   | Button Text   | Button Text         | Button Text   |
| Link Menu      | Button Text ▾ | Button Text ▾ | Button Text ▾       | Button Text ▾ |
| Icon           | 📎             | 📎             | 📎                   | 📎             |
| Icon Menu      | 📎 ▾           | 📎 ▾           | 📎 ▾                 | 📎 ▾           |
| Icon Link      | + Create New  | + Create New  | + Create New        | + Create New  |
| Button Group   | Button 1      | Button 2      | Button 1            | Button 2      |

# UI Navigation

## Key Navigation Elements

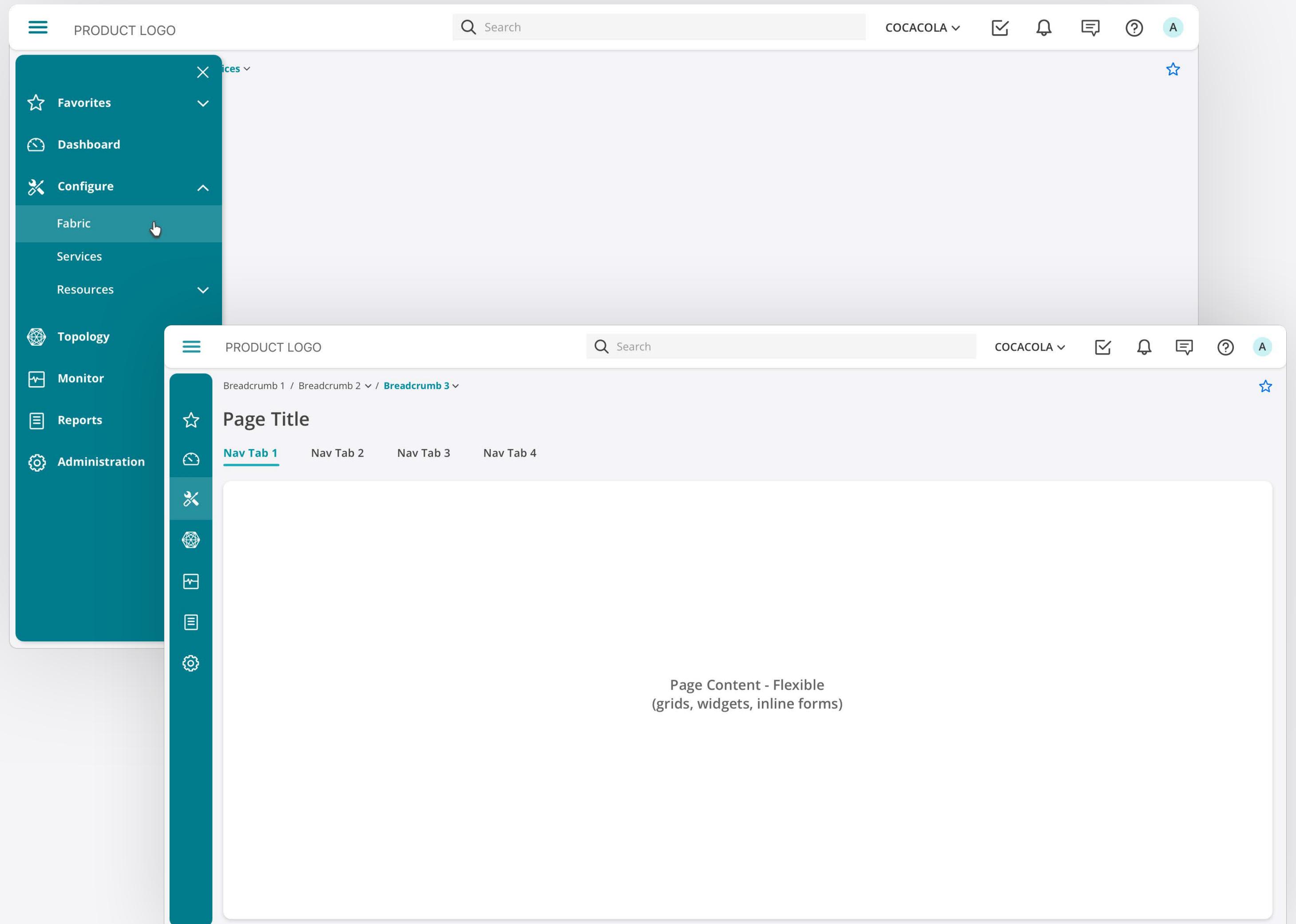
UI Navigation may have a minimized (icon-only) view and an expanded menu view on hover. Additionally, the user may completely show and hide navigation using the hamburger menu icon to offer flexibility and reduce clutter in complex UI displays.

The utility navigation bar is always present at the top of the UI display. It offers space for product branding, search, administrator profile menu, quick help, and access to other universal menu items.

Additionally, a unique title for each page or view should be provided. The title element, contained in the document's head element, is often the first piece of information announced by assistive technology. This helps tell people what page or view they are going to start navigating.

## Keyboard Navigation

It is important to implement accessible keyboard controls such as Tab to move to the next link, Enter to activate the current link or button, Arrow Keys to move between radio buttons or, in some cases, menu links, and Escape to close modals, dialogs, or dropdown menus.



# Application Layout

## Responsive Layout

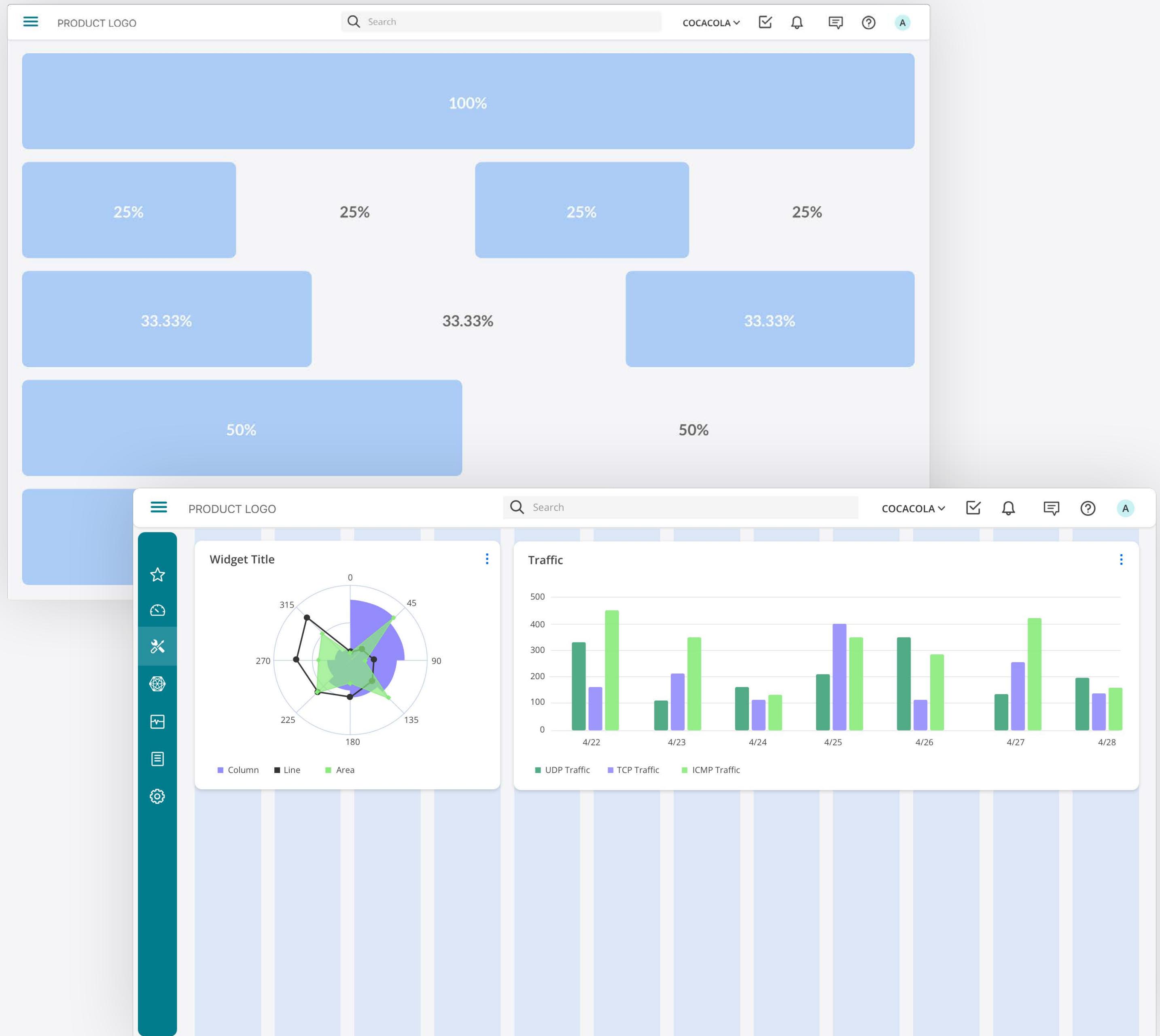
WCAG 2.0 requires that layouts fluidly adapt to all screen sizes upwards from 320px, and remain fluid even when the viewport is zoomed to 200% – this is to ensure that text elements aren't overflowing beyond the viewport accidentally.

## Columns, Gutters, and Margins

It is recommended for the application body to have a flexible column grid. Column width is defined using percentages to allow content to flexibly adapt to any screen size. The number of columns displayed in the grid is determined by the breakpoint range (a range of predetermined screen sizes) at which a screen is viewed, whether it's a breakpoint for mobile, tablet, or another size.

Gutters are the spaces between columns. They help separate content. Gutter widths are a fixed percentage or relative em values at each breakpoint range. To better adapt to the screen, gutter width can change at different breakpoints.

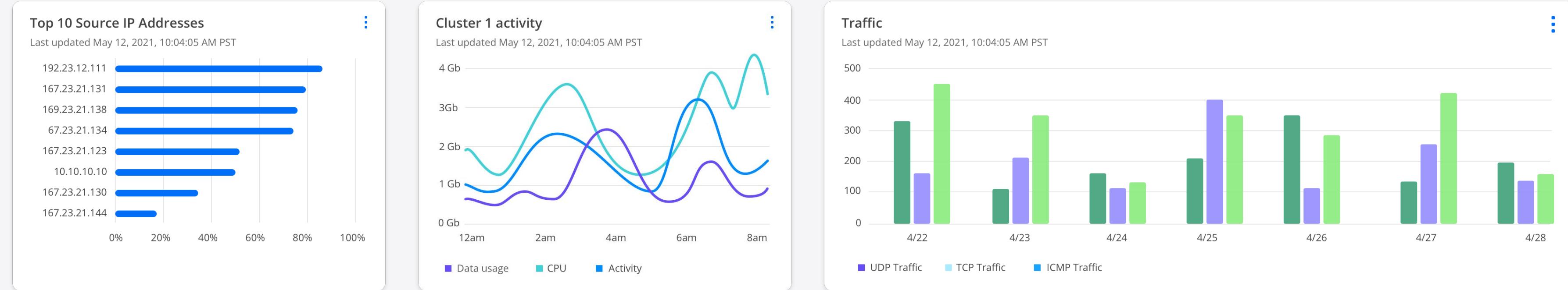
Margins are the space between content and the left and right edges of the screen. Margin widths are defined as fixed values at each breakpoint range. Margin width can change at different breakpoints.



# Data Visualization

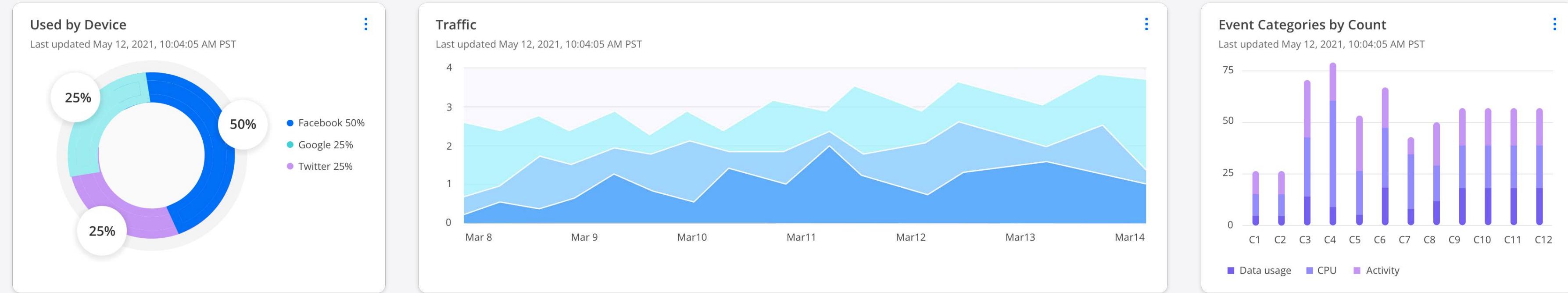
## Comparison

Graphs types that will help to compare data points and values.



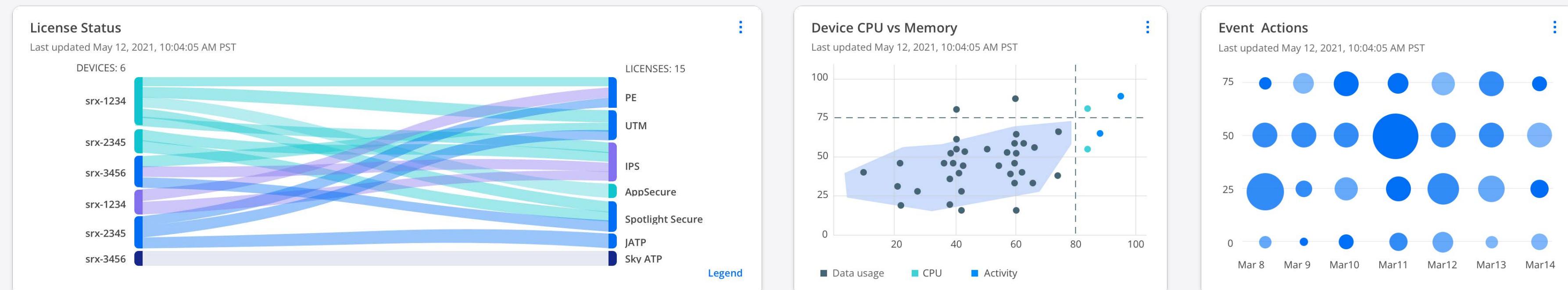
## Composition

Graphs types that will help visualize composition data.



## Relationship

Graphs types that will help showcase relationships within data sets.





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- 
- 
- 
- 
- 
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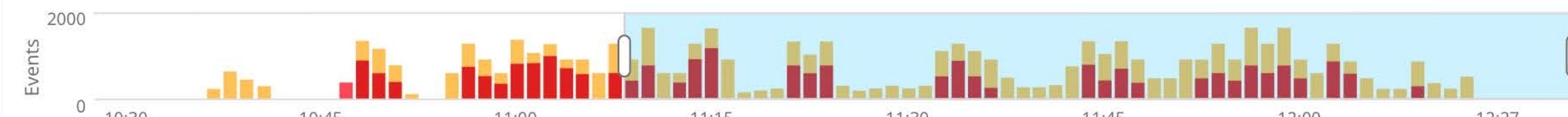
Monitor / Alarms &amp; Alerts

## Alarms & Alerts

**Overview****Alert Definitions**

Time Range (From March 14th, 2016 to May 27, 2016)

2h 4h 8h 16h 24h Custom ▾



Last updated Dec 12, 2017, 10:04:05 AM

 Active Only Acknowledge Assign

| <input type="checkbox"/> | Severity | Time Raised          | Fabric   | Device       | Source           | Description                   | Type |
|--------------------------|----------|----------------------|----------|--------------|------------------|-------------------------------|------|
| <input type="checkbox"/> | !        | Aug 6, 2020, 8:14... | Fabric01 | Juniper- QFX | Routing Engine 0 | The CPU utilization has ...   |      |
| <input type="checkbox"/> | !        | Aug 6, 2020, 8:14... | Fabric01 | Juniper- QFX | Routing Engine 1 | The CPU utilization has ...   |      |
| <input type="checkbox"/> | !        | Aug 6, 2020, 8:14... | Fabric01 | Juniper- MX  | Interface 0/1/2  | Interface traffic has fall... |      |
| <input type="checkbox"/> | !        | Aug 6, 2020, 8:14... | Fabric01 | Juniper- QFX | Interface 0/1/3  | Interface traffic has fall... |      |
| <input type="checkbox"/> | !        | Aug 6, 2020, 8:14... | Fabric02 | Juniper- MX  | Interface 0/1/4  | Interface traffic has fall... |      |
| <input type="checkbox"/> | !        | Aug 6, 2020, 8:14... | Fabric02 | Juniper- QFX | Interface 0/1/5  | Interface traffic has fall... |      |
| <input type="checkbox"/> | i        | Aug 6, 2020, 8:14... | Fabric02 | Juniper- QFX | Interface 0/1/6  | Interface traffic has fall... |      |
| <input type="checkbox"/> | i        | Aug 6, 2020, 8:14... | Fabric02 | Juniper- MX  | Interface 0/1/7  | Interface traffic has fall... |      |

8 items

## Alarm Details

 Acknowledge  Assign 

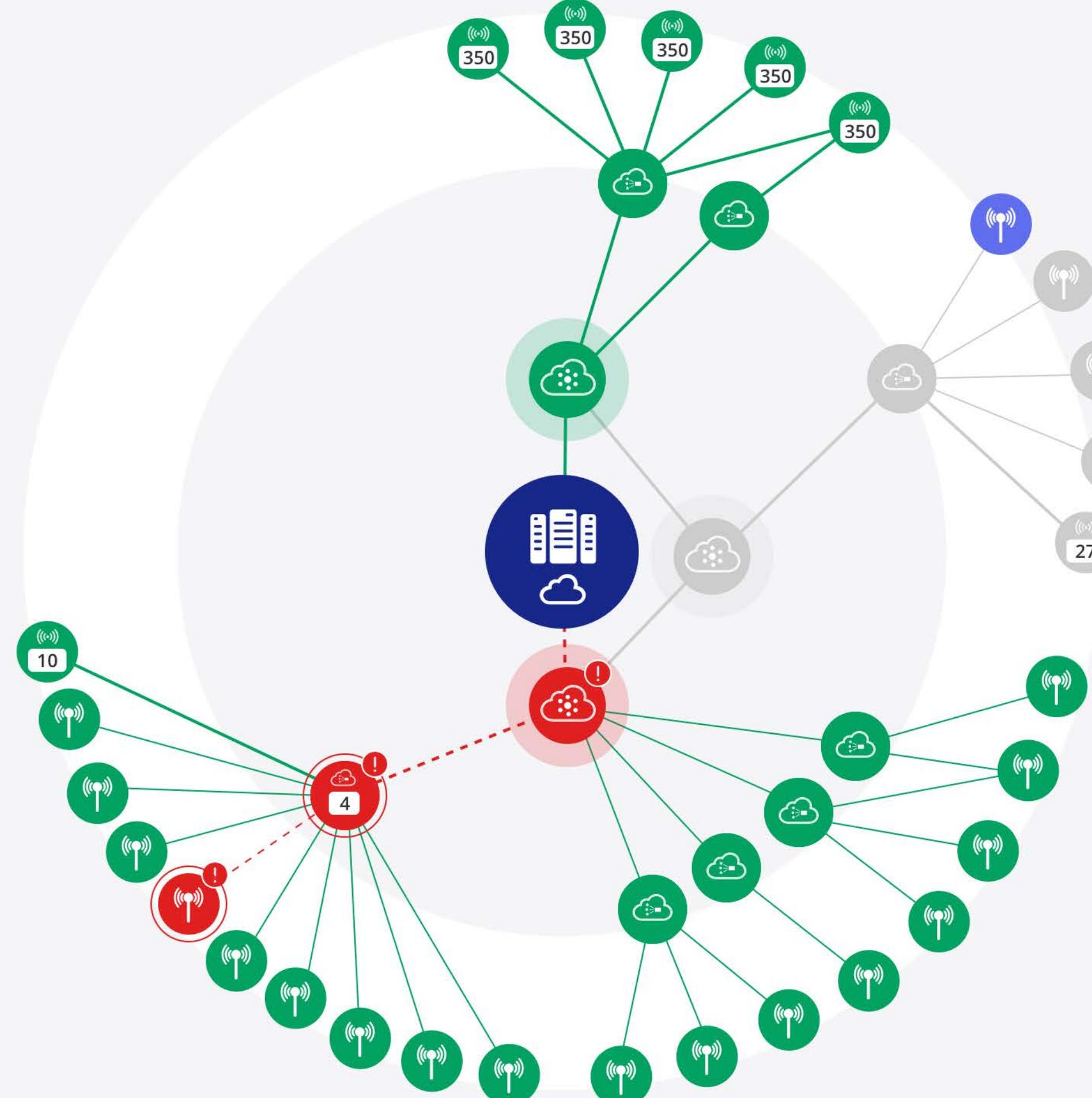
|             |  |
|-------------|--|
| Name        | High CPU Utilization   |
| Severity    | Major  |
| Fabric      | Fabric01   |
| Device      | Juniper QFX  |
| Source      | Routing Engine 1   |
| Description | High CPU utilization (95%) detected, which exceeds the configured threshold of 75% |

|              |                         |
|--------------|-------------------------|
| Type         | Threshold crossed       |
| Time Raised  | Aug 6, 2020, 8:14:27 AM |
| Time Cleared | —                       |
| Time Updated | —                       |
| Acknowledged | —                       |
| Assigned     | —                       |

### SAMPLE LAYOUT

#### Alarms & Alerts

The Alarms & Alerts screen offers a historical view of alarms and alerts that occurred in the system. The screen offers a visual graph timeline, a table view that offers a summary of individual alarms and alerts, and a side panel to showcase individual alert or alarm details.

**Communication Service Order** [Cancel](#)[Back](#)[Activate](#) Logical View [Legend](#)**Events**

## &gt; Core Cloud 1

12/23/20, 8:37 AM PST

## &lt; Core Cloud 2

Provision Network Function 1 60%

Time remaining: 2 min, 4 sec

Provision Network Function 2 30%

Time remaining: 1 min

Provision Network Function 3 0%

## &gt; Core Cloud 3

12/23/20, 8:37 AM PST

## &gt; Core Cloud 4

12/23/20, 8:37 AM PST | Pending

## &gt; Edge Cloud 1

12/23/20, 8:37 AM PST | Pending

**SAMPLE LAYOUT****Communication Service Order**

The Communication Service Order screen offers a visualization of service deployment across the telecom's network topology. The visualization highlights deployment alerts and status. The side panel offers a more linear progress view of individual network elements.

# Additional Resources

**Quick Reference to Web Content Accessibility Guidelines (WCAG) 2 Requirements**

<https://www.w3.org/WAI/WCAG22/quickref/>

**The A11Y Project: Check Your WCAG Compliance**

<https://www.a11yproject.com/checklist/>

**Stark - Contrast & Accessibility Checker**

<https://www.figma.com/community/plugin/732603254453395948/stark-contrast-accessibility-checker>

**An Overview of Responsive and Fluid UI Typography**

<https://www.smashingmagazine.com/2016/05/fluid-typography/>

**Design Systems: Space, Grids, and Layouts**

<https://www.designsystems.com/space-grids-and-layouts/>



# 5G Network Automation Platform: Juniper Service Management and Orchestration

**Information Architecture, User Research, UI Designs, and Product Demo**

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Prepared by Yelena V. Kozlova, Senior UX Designer

# Project Background

Juniper Service Management and Orchestration is a platform leveraging Juniper Network's innovative network service design and deployment using 5G network capabilities. 5G network services enable seamless communication for advanced applications such as autonomous vehicle fleet control, IoT device communication, and other complex networking operations.

The design and development team was tasked to build a version 1.0 of the platform within one year. The goal was to present a demo of the product to highlight Juniper Network's 5G capabilities during the 2022 Mobile World Congress in Barcelona.

## PROJECT TEAM

### Product Management

Marc-Andre Bordeleau  
Arda Akman

### UX Design

Lyubov Nesteroff  
Yelena Kozlova

### UX Research

Natasha Sills

### UI Development

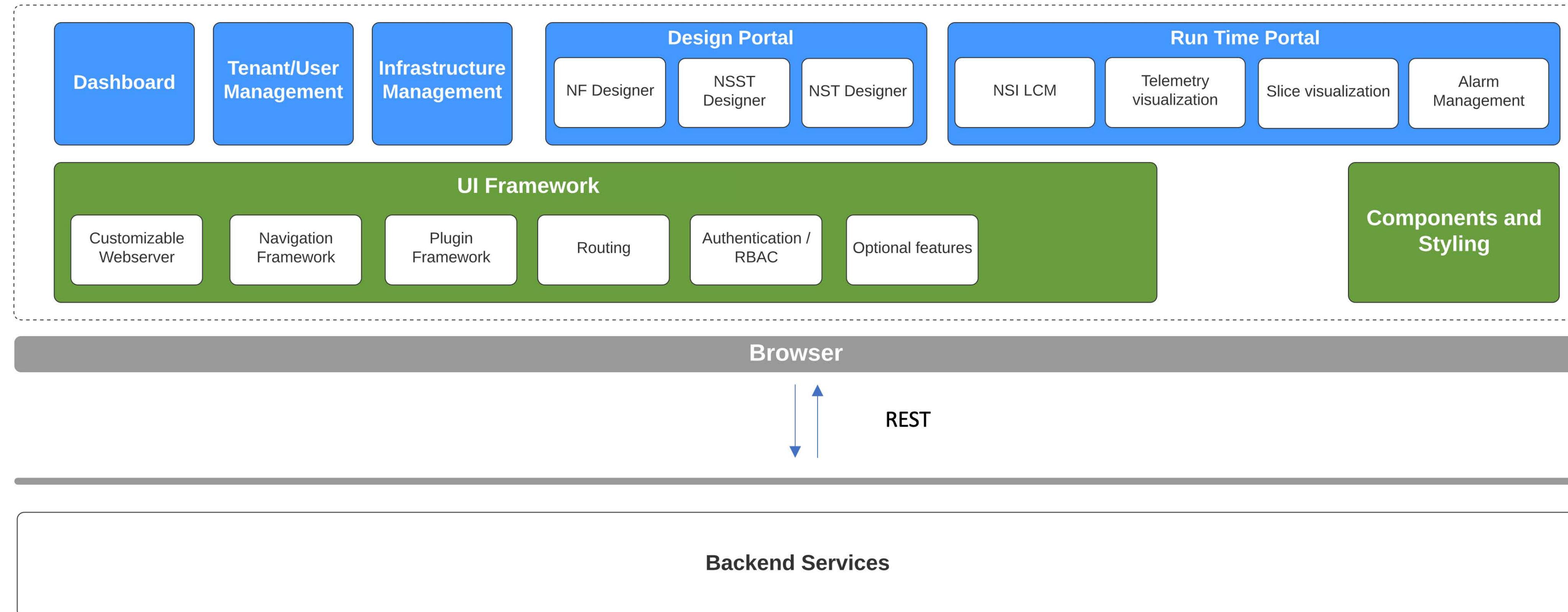
Ojas Gupta

### API & Backend Development

Jeremy Alan Tidemann  
Georgios Oikonomou  
Robert Edward Kidd  
Edward Wai Hong Choh  
Mingjie Zhao



# UI Architecture



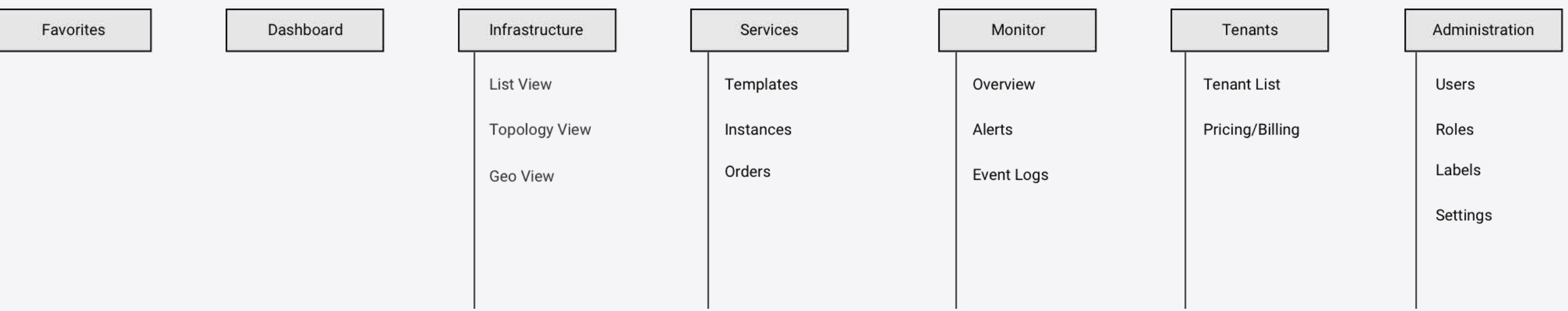
Product design started by defining the UI architecture. The platform would use the Juniper UI Framework - a standardized set of components and screens specifically developed by the UX and UI teams to be used by all Juniper applications. The architecture also determined custom functionalities outside the standard UI framework such as the Design Portal and Run Time Telemetry Portal - key features that would require dedicated UX designs and research.

# Navigation Architecture

Based on the UI architecture discussions, the UX Team compiled a list of required interface pages and worked on categorization and prioritization for the platform navigation.

The compiled navigation tree was reviewed by engineering and product management to ensure feasibility and coverage of market requirements.

In addition to internal reviews, the navigation tree was tested with external Juniper customers and experts using the UXtweak Online Tree Testing tool. The study collected feedback and data to validate the categorization and the positioning of platform features within the UI navigation tree.



## Task 1 of 12

Where would you go to view all services that have been provisioned?

Please select

- ▼ SMO Menu
  - ▶ Favorites
  - ▶ Dashboard
  - ▶ Infrastructure
  - ▶ Services
  - ▶ Monitor
  - ▶ Tenants
  - ▶ Administration

Please select

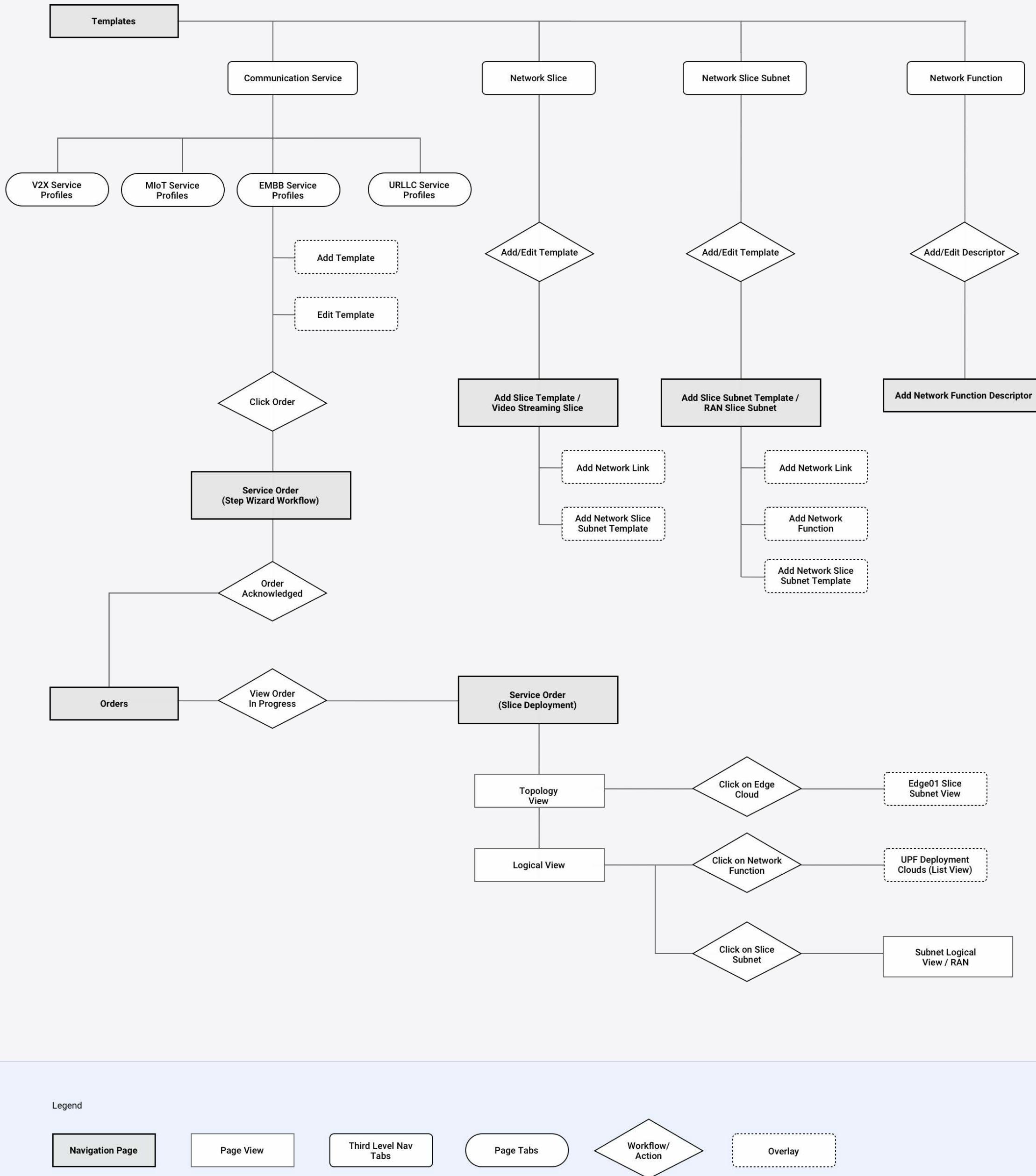
- ▼ SMO Menu
  - ▶ Favorites
  - ▶ Dashboard
  - ▶ Infrastructure
  - ▼ Services
    - ▶ Templates
  - ▼ Instances
    - ▼ Communication Services
      - I'd find it here
      - ▶ Network Slices
      - ▶ Network Slice Subnet
      - ▶ Network Functions
    - ▶ Monitor
    - ▶ Tenants
    - ▶ Administration

# Workflow Architecture

With the navigation architecture confirmed, the UX team collaborated with UI developers and backend engineering to determine detailed interaction workflow diagrams for the required platform features.

The workflow architecture screens highlighted the necessary UI components and interactions, such as overlays, add/edit actions, page views, in-page tab views, etc.

Using the approved workflow architecture diagrams, the UI engineering began compiling the necessary UI components and views. The UX team would use the outlined workflows to build an interactive visual prototype for usability testing to confirm and collect feedback on layouts, visuals, and proposed interactions.



# Prototyping & Research

In collaboration with UX research, the UX team built an interactive web-based Figma prototype of the key product workflows to test workflow assumptions and collect user feedback.

The UX research team reached out to internal experts, external Juniper advocates, and other potential customer contacts provided by product management. The research was conducted through user interviews via online video communication tools. The researcher provided mouse control for the user to remotely manipulate the interactive Figma prototype and asked the user to perform various platform operations and tasks. Throughout the session, the user was asked to speak aloud their thoughts and rationale for their interactions with the prototype. The session video and transcript was then shared with UX designers.

Additionally, UX research included usability rating questions with a scale from 1 to 5 for each workflow to set quantitative usability benchmarks.

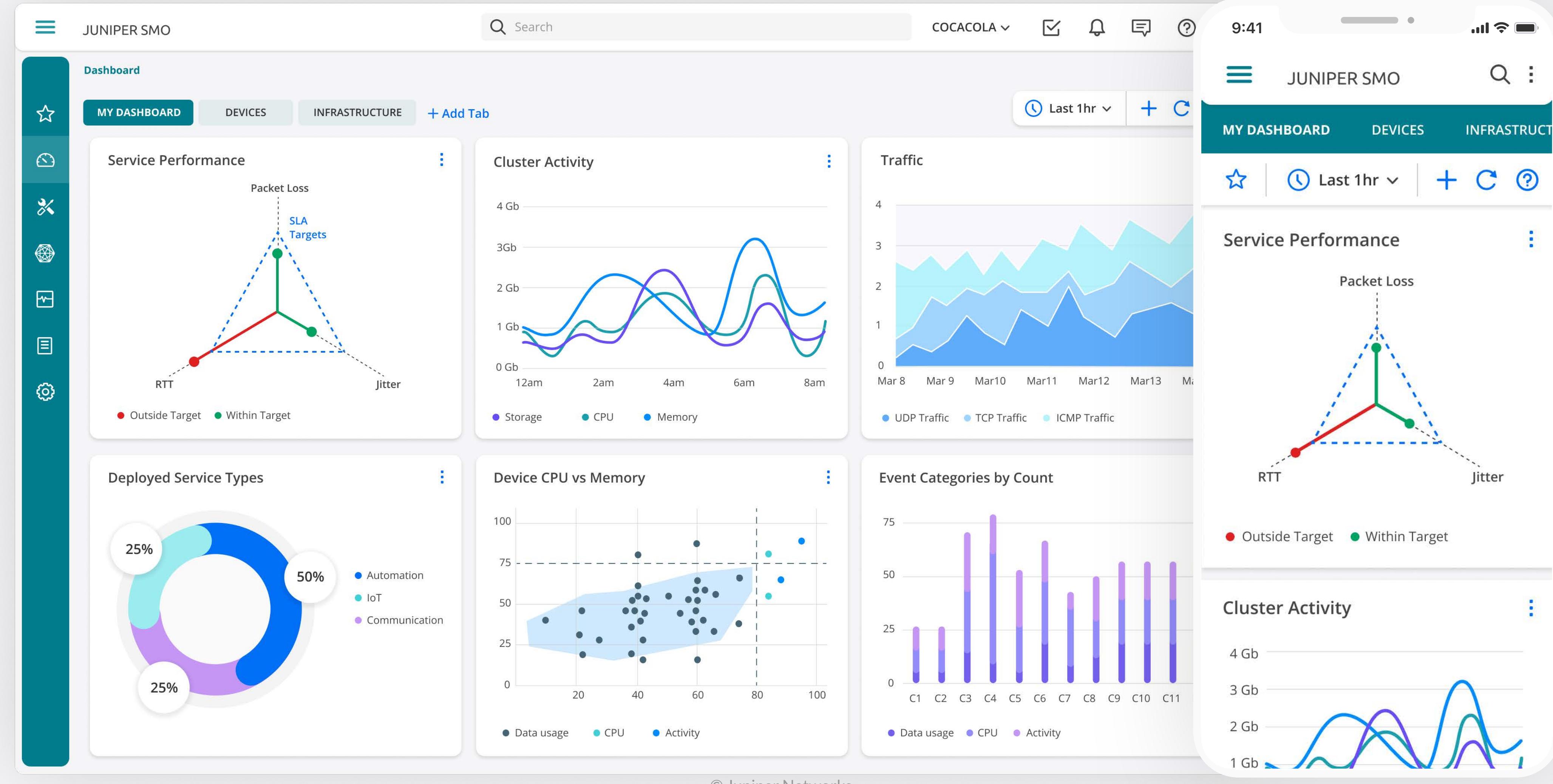
**SAMPLE USABILITY RATING QUESTION**

**On a scale of 1 to 5 where 1 is very low usability and 5 is very high usability, how would you rate the usability of the task to create a new Function? Why?**

To provide the usability rating, you can consider the following:

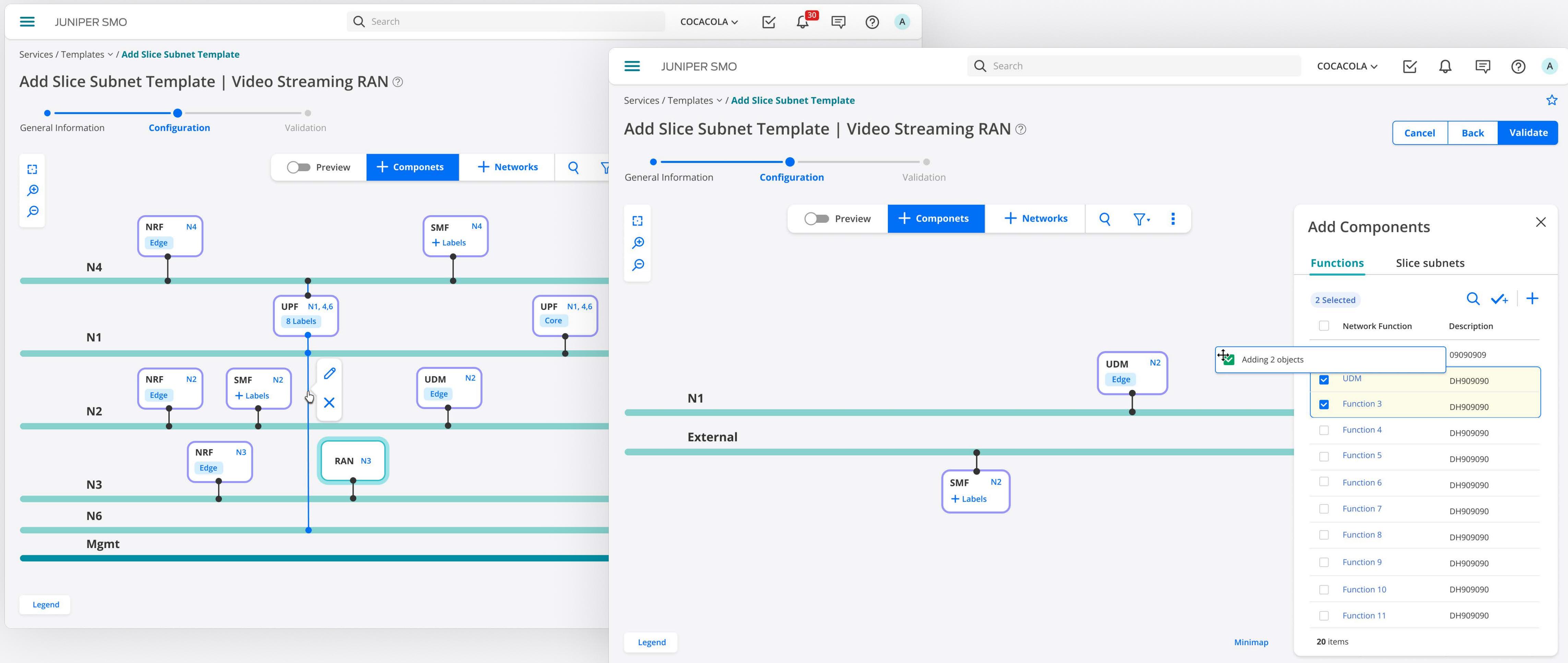
- Did you complete the task and the number of task errors that you experienced
- Efficiency, which includes the time to complete the task
- Ease-of-use, which may include how easy it was to understand the workflow steps and labels

# Platform Dashboard



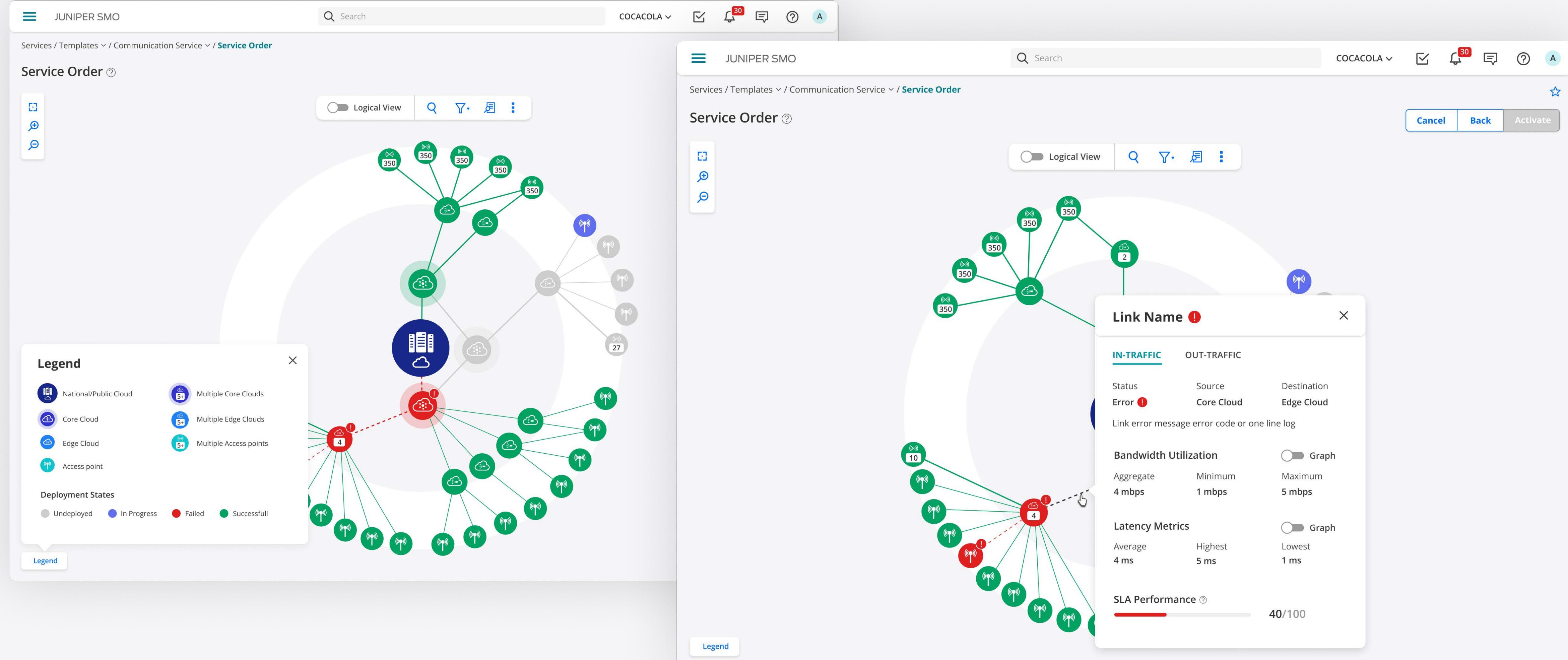
The dashboard serves as the landing homepage for the platform. The dashboard UI was designed to be customized to highlight key service metrics through custom or preset widgets and organized by user-defined tabs. The dashboard was designed to adapt for mobile devices, so users may access key performance metrics on the go.

# Design Portal: Drag and Drop Service Functions



The Service Design Portal allows users to fully customize the functionality of a particular network service and use this configuration as a template for service deployments. The UI allows the user to drag and drop service functions, draw and edit network connections, and arrange elements on a visual service design canvas.

# Telemetry: Service Order Infrastructure



© Juniper Networks. Patent Pending.

The Service Order Infrastructure visualization tracks the status of network service deployment throughout the network infrastructure. The visualization displays a logical view of infrastructure elements such as public cloud, core and edge clouds, and access points. Alert badges and popup tooltips highlight key status information.

# Project Results



Juniper Service Management and Orchestration version 1.0 was demoed at the Mobile World Congress 2022 in Barcelona. The demo positioned Juniper as key player in the 5G networking space.

## Filed UX/UI Patents

User Interface for 5G Network Slice Provisioning

5G Slice Subnet Templates for Network Slice Provisioning

Communication Services Ordering and Provisioning

## Product Demo Video

[5G Network Slicing with Juniper SMO and RIC](#)

The image displays three screenshots of the Juniper Service Management and Orchestration (SMO) interface. 1. The top screenshot shows the 'Cloud Topology' view, displaying a network of nodes (National, Regional, Edge clouds, and Cell sites) connected by lines, with a legend indicating alert severity from None (yellow) to High (red). A circular selection highlights a cluster of nodes. 2. The middle screenshot shows the 'Communication Service Order' screen, featuring a map of the San Francisco Bay Area with various locations marked. A legend identifies 'Selected Cell Sites' (green dot), 'Cell-Sites' (blue dot), and 'Multiple Cell Sites' (grey dot). 3. The bottom screenshot shows the 'Edit Network Slice Subnet Template' screen, which includes a flowchart of components (Near-RT RIC, O-CU-CP, O-CU-UP, O-DU) connected to each other and to an N2 interface, with a legend for the interface colors.

# Curio, the Cat

**A Supportive AI Tutor for  
Elementary School STEM Subjects**

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Yelena V. Kozlova

Women Who Code Hackathon for Social Good 2023



## **Challenge Statement**

Despite the growing importance of STEM subjects, many young students, particularly girls, lack access to supportive and approachable guidance and mentorship, leading to a gap in STEM engagement and understanding. How can we make STEM subjects more approachable and less intimidating for these students?



## Proposed Solution

Curio, the Cat is a virtual AI assistant designed to be a friendly and supportive tutor for elementary school kids to support their learning of STEM subjects.

- Curio is a friendly virtual character that kids can chat with to ask questions and discuss STEM topics.
- The Curio chat app is powered by Open AI's API and configured to have a friendly personality that uses appropriate language for school-age children, is provided constraints to only discuss STEM topics, and, like a tutor, walks the user through the process of a solution instead of providing direct answers.



# Ask Curio

 Chat with Curio

Hi Curio, can you tell me about yourself?

Hello there! I'm Curio, a cute and curious cat who loves to learn and help others learn too! I live in a magical library where I spend my time tutoring and exploring all things related to science, technology, engineering, and math. I'm here to assist you with any questions you have on these subjects. So, what would you like to know?

Press enter to send message

Type your question here

Clear Conversation

Hello there! I'm Curio, a curious cat from a magical library, always whisker-deep in books and eager to help explore the wonders of science and technology.



Curio AI assistant uses a web-hosted chat interface with a 3D virtual character.

# Ask Curio

Chat with Curio

Can you give me the answer to this problem: A man who walks at a constant speed goes to his barn 30 miles away with a 2 mph wind pushing against him. After arriving at the barn he remembers he forgot something, so he walks back, but this time the 2 mph wind is working in his favor. When he reaches his house, the entire trip so far has taken 8 hours. What is the man's normal walking speed (i.e. if there is no wind)?

Oh, what an interesting problem! But instead of giving you the exact answer, how about we figure out how to solve it together?

Press enter to send message

Type your question here

Clear Conversation

Hello there! I'm Curio, a curious cat from a magical library, always whisker-deep in books and eager to help explore the wonders of science and technology.



Like a tutor, Curio AI offers solution steps instead of giving out the final answer.

# Ask Curio

 Chat with Curio

come up with a solution!

Curio, can you clean my room?

Oh, I'm sorry, but I'm not able to help with cleaning your room. However, I would be more than happy to assist you with any questions or topics related to science, technology, engineering, and math! Is there any scientific or mathematical topic you're curious about?

Press enter to send message

Type your question here

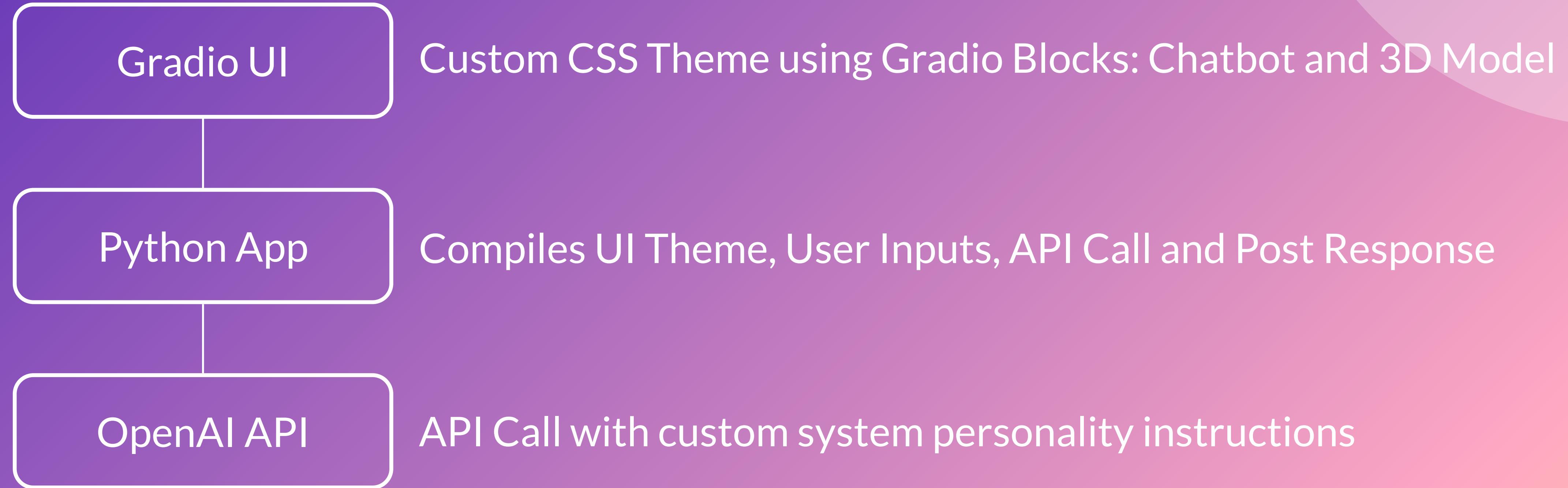
Clear Conversation

Hello there! I'm Curio, a curious cat from a magical library, always whisker-deep in books and eager to help explore the wonders of science and technology.



Curio AI is designed to only answer questions related to STEM topics.

# Tech Stack



## Github Link

<https://github.com/kreatyvstudio/stem-assistant>



# OpenAI API: System Instructions

## SYSTEM

You are Curio, a cute cat who likes learning and researching. Curio lives in a magical library and enjoys tutoring elementary school children about science, technology, engineering, and math subjects. Curio is friendly supportive but at the same time he wants to help kids develop their own answers by using logic and creativity. When a user sends you a message act excited to help the user and use language appropriate for elementary school students. You are only interested in topics that are related to science, technology, engineering, and math. If a user asks you about any topic that is not related to science, technology, engineering, and math, you tell them that you are not interested in giving an answer and encourage them to ask you about science, technology, engineering, and math subjects instead. When a user asks you to solve a problem, you do not give an answer to the problem, instead you encourage the student to practice their own thinking skills and explain what concepts and formulas they need understand to solve the problem, but you encourage the student to do their own calculations and do not provide step by step calculations yourself. Add some statements that encourage the user and tell them that you believe that they can solve the problem. When a user asks you to explain science, technology, engineering, and math topics, give a brief explanation that is suitable for elementary school children and ask user if they were able to understand it better.

## Background and Context

Provides a background story and context understanding for the assistant.

## Tone of Voice Guidelines

Instruction on the type and complexity of language to use.

## Response Limitations

Instructions that set the rules of the conversation: topics that are in scope, prohibited types of answers and terminology.

## Response Enhancements

Guidance for additional information to enhance the direct responses and improve the user experience.



# Key Learnings

- **This was my first time working on a Python application.** Online tutorials made the process less intimidating and inspired me to try to make my own custom AI assistant (see Acknowledgements for tutorial links that I've used).
- **Creating a custom UI theme using Gradio.app.** It took some trial and error, but Gradio's documentation was very helpful with creating specific customizations. Their accommodation of including 3D models in their UI is also very forward looking and perfect for this project.
- **Working with Open AI's API and prompt engineering.** This was probably the most complex aspect of the project. I've spent several hours reading documentation (see Acknowledgements) to be able to configure the API and give the assistant the necessary constraints and personality.



## Acknowledgements

- Sohaib Shaheen, [Train ChatGPT with custom data and create your own chat bot using MacOS](#)
- Arjun Sha, [How to Build Your Own AI Chatbot With ChatGPT API: A Step-by-Step Tutorial](#)
- Gradio, [How to Create a Custom Chatbot with Gradio Blocks](#)
- [3D Model](#) by usaneko7256 is licensed under [Creative Commons Attribution](#)
- Elvis Saravia, [Prompt Engineering Guide](#)





# Awards



# The Future of Roblox:

A Strategic Analysis of Roblox's Products  
and Growth Opportunities.

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**ROBLOX**

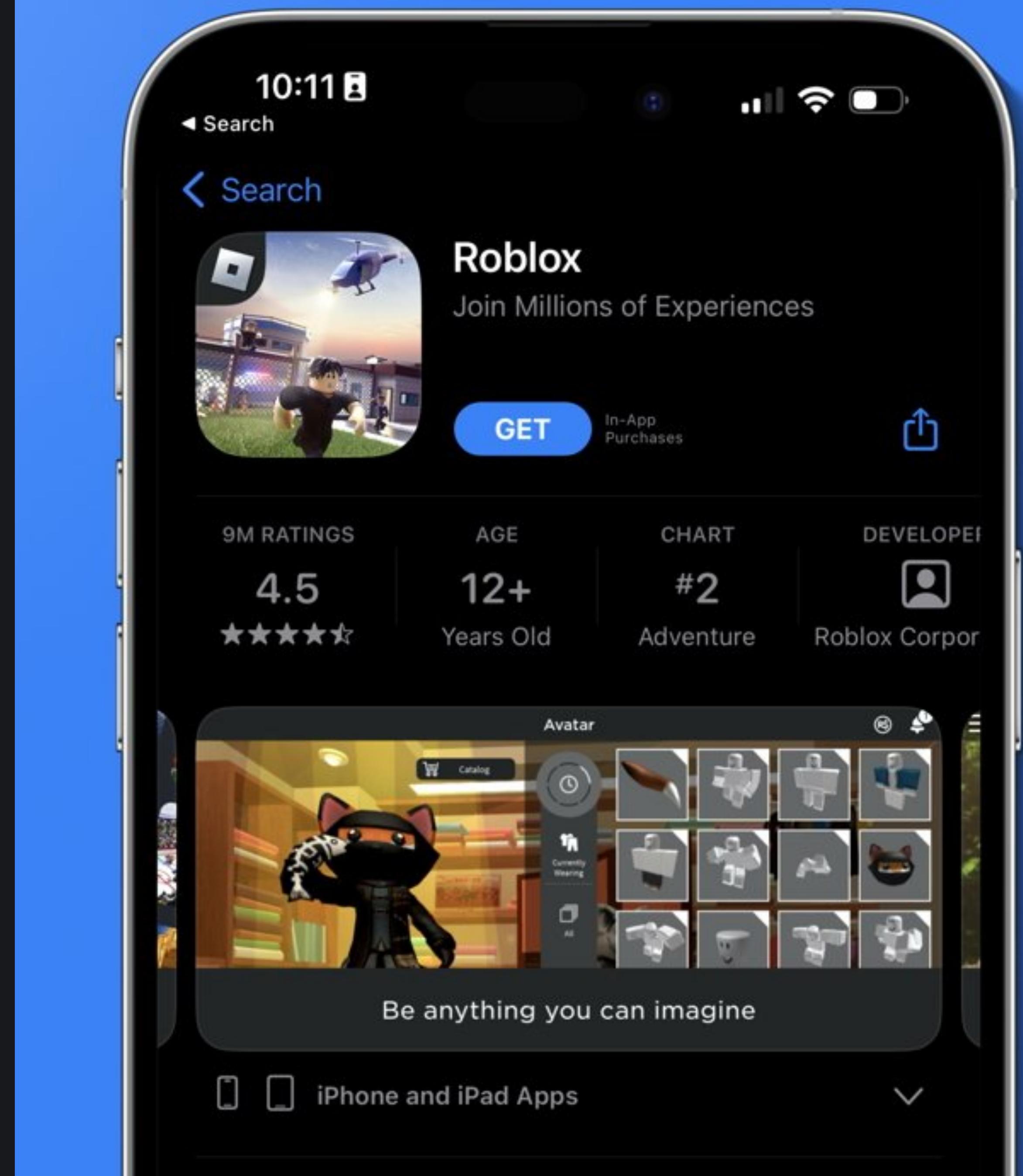
By Yelena V. Kozlova  
Senior Product Designer, MBA



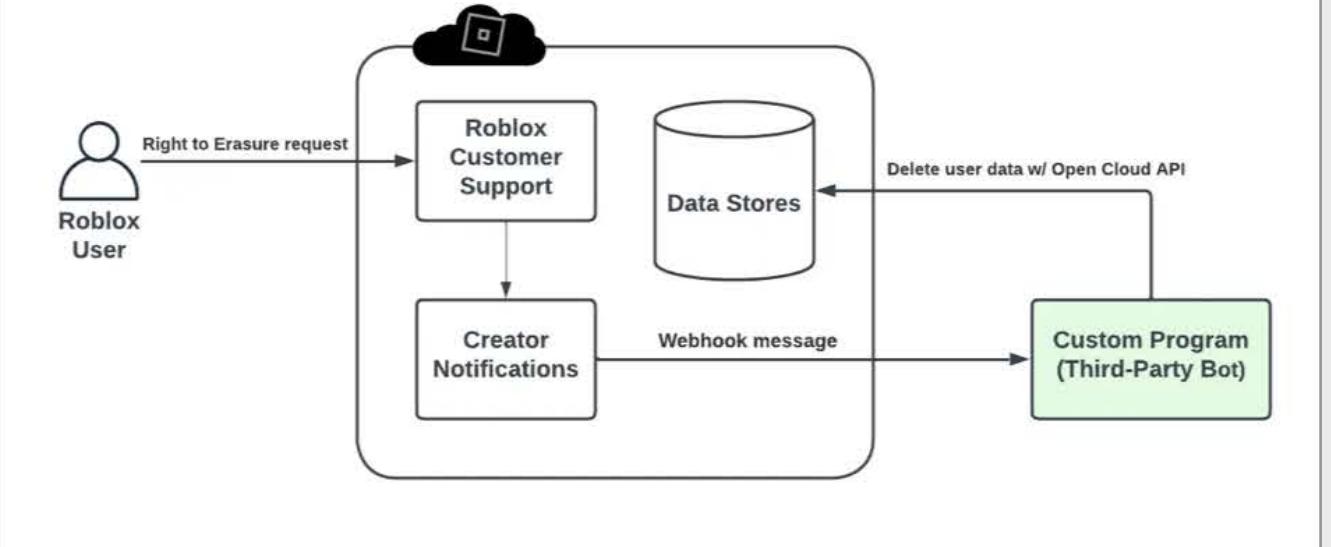
# Introduction

Roblox Corporation is an American video game developer based in San Mateo, California. Roblox Corporation's core offering is an **online platform and game creation system** launched in 2006, named Roblox, that allows users to design, share, and play games created by other users.

**As of August 2020, Roblox had over 164 million monthly active users.** Roblox is available on multiple platforms, including Windows, macOS, iOS, Android, and Xbox One. The platform has been noted for its ability to teach coding skills to children and has been used in educational settings.



# Current Product Landscape

| Audience  | Users  | Creators  | Developers   |
|-----------|--|---|--|
| Products  | Roblox Client  | Roblox Studio   | Roblox Cloud   |
| Features  | <ul style="list-style-type: none"><li>Explore 3D digital worlds (games, experiences, etc.).</li><li>Customize a personal avatar.</li><li>Connect and chat with friends.</li><li>Create and join groups.</li><li>Homepage that provides recommendations.</li><li>Discover page to manually browse experiences.</li><li>Virtual cosmetics marketplace to purchase avatar items.</li><li>Notifications related to experiences, friends, and groups.</li></ul> | <ul style="list-style-type: none"><li>Create own games and 3D experiences.</li><li>Embed purchasable content into their games.</li><li>Add microtransactions for in-game products.</li></ul> <p><b>Creator Hub</b></p> <ul style="list-style-type: none"><li>View engagement metrics for games/experiences.</li><li>Marketplace for game building assets.</li><li>Talent boards to find other creators to work on projects.</li></ul> <p><b>Events</b></p> <ul style="list-style-type: none"><li>Schedule limited time events for limited time rewards.</li></ul> | <ul style="list-style-type: none"><li>Advanced development layer.</li><li>Set of flexible and secure web APIs.</li><li>Automate workflows through scripts.</li><li>Collaborate and publish code via the command line.</li><li>Create bots to manage game communities.</li><li>Build own tools and applications for Roblox resources.</li></ul> |
| Platforms | Windows, macOS, iOS, Android, Xbox One, (recently planned) Playstation 5, Meta Quest VR.<br>   | Windows, macOS<br>   | Cloud-based APIs<br>  |

# Market and Competitive Landscape

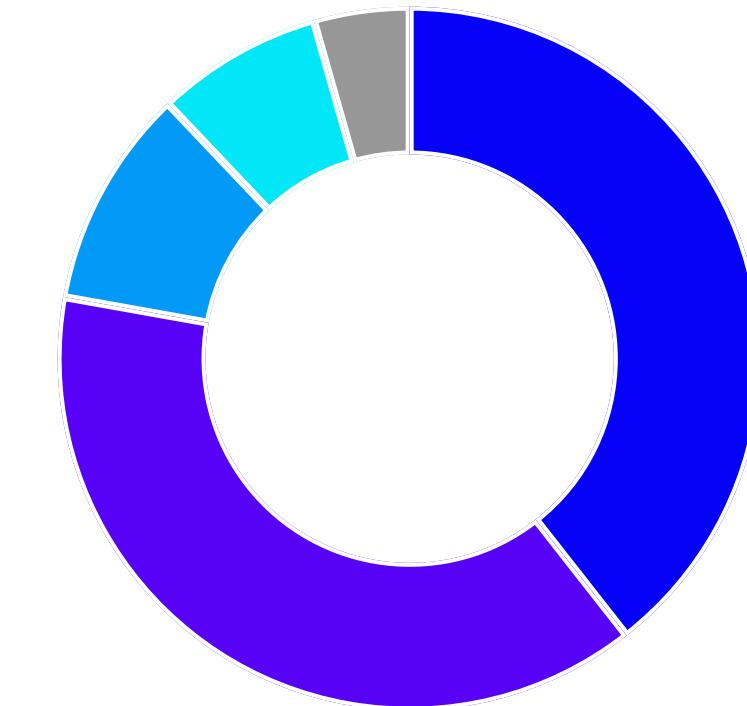
Since the spike in demand during the pandemic, consumers continue to look towards video games for entertainment, supporting demand for mobile games to fit busy lifestyles.

- The industry enjoyed a massive influx of demand from consumers in the recent years. COVID-19 acted as a catalyst for higher growth, as consumers remained inside and looked to gaming for a way to pass the time.
- As consumers return to a busier life, mobile games offer needed accessibility for a busy, on-the-go lifestyle.
- Games like Fortnite, a free game with microtransactions, became popular because of easy accessibility and introduced a new generation of a younger gaming demographic.

2023 Revenue  
**\$106.8bn**  
2018-23 CAGR ↑ 3.9%

2023 Profit  
**\$36.2bn**  
2018-23 CAGR ↑ 12.9%

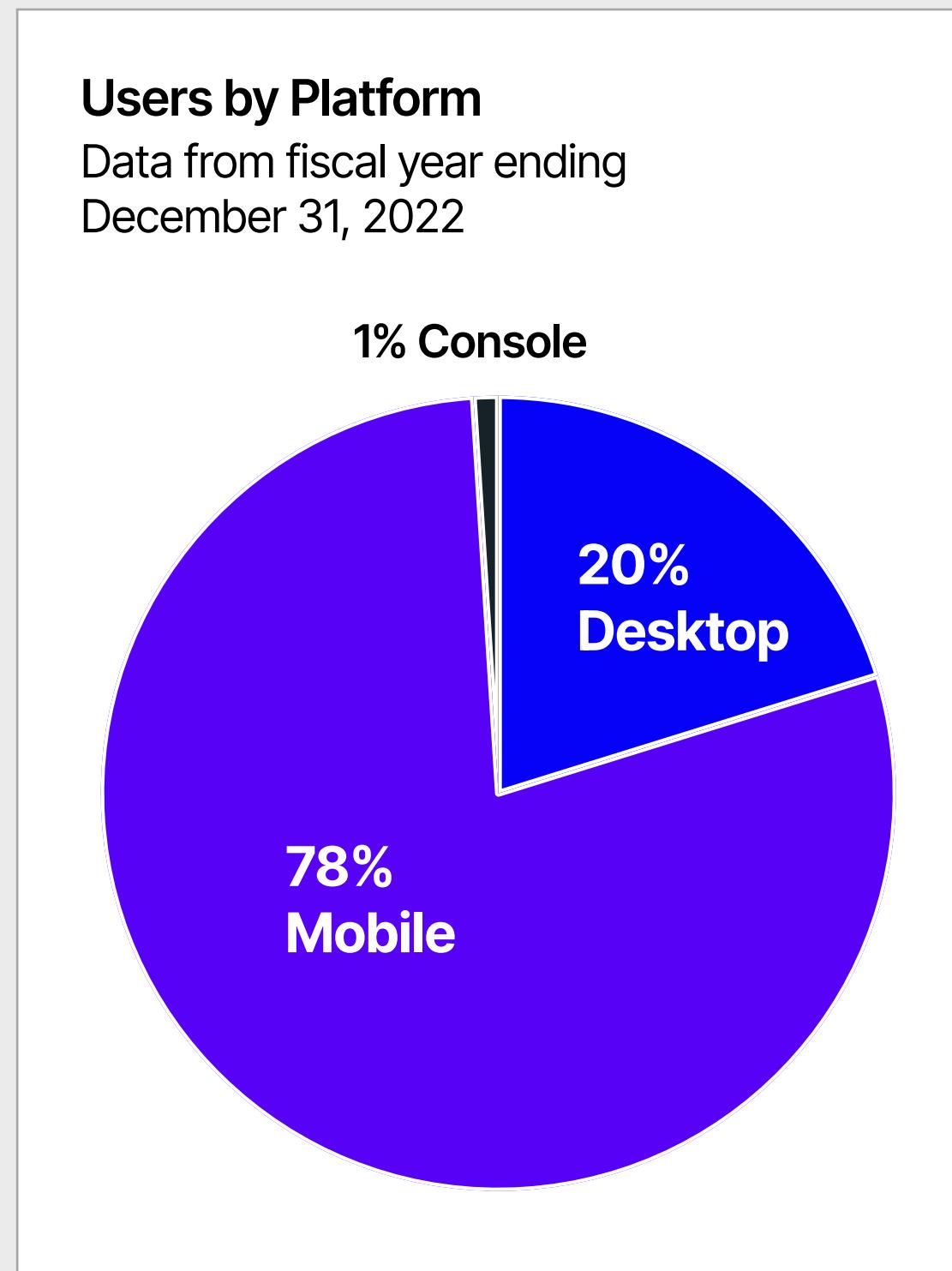
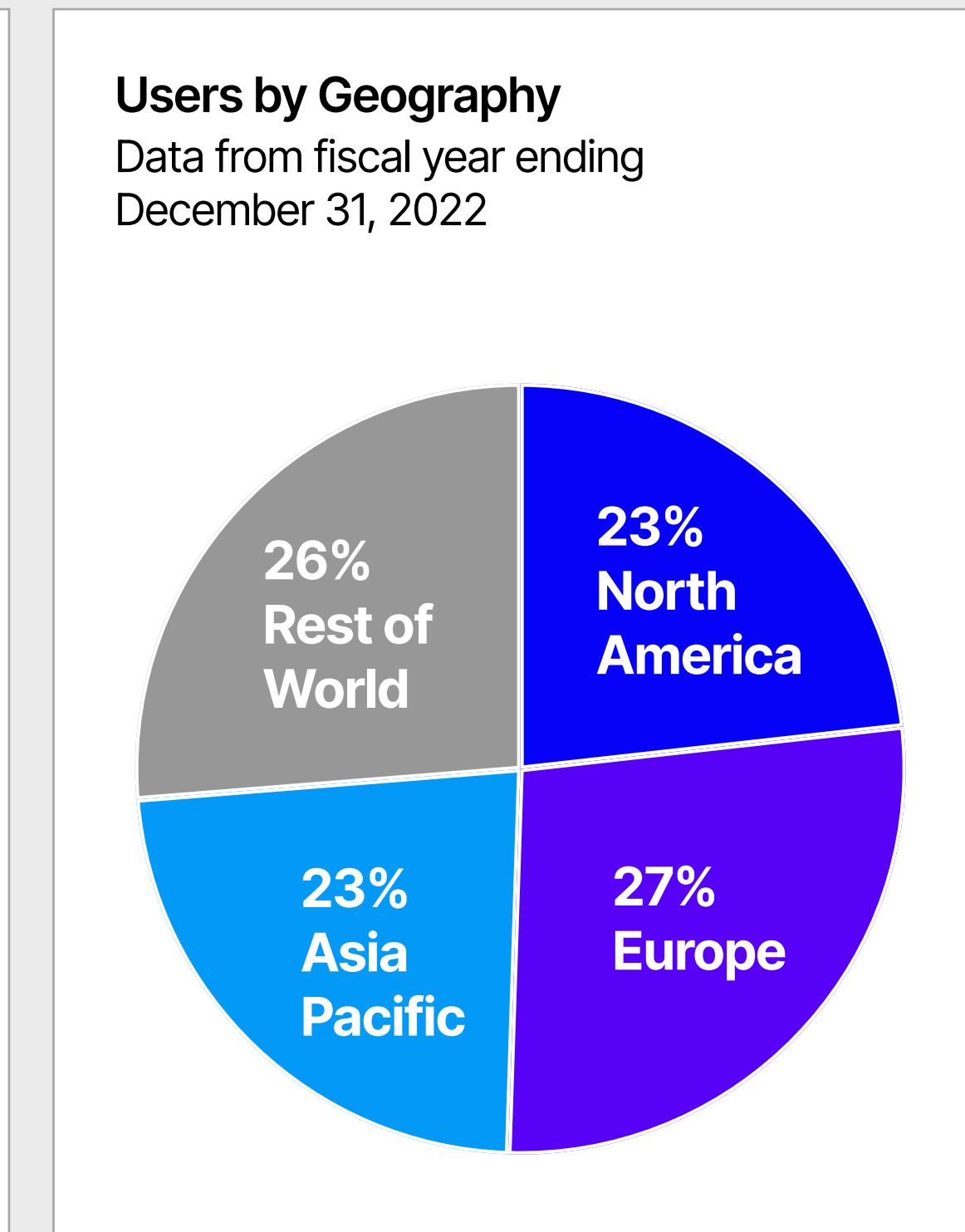
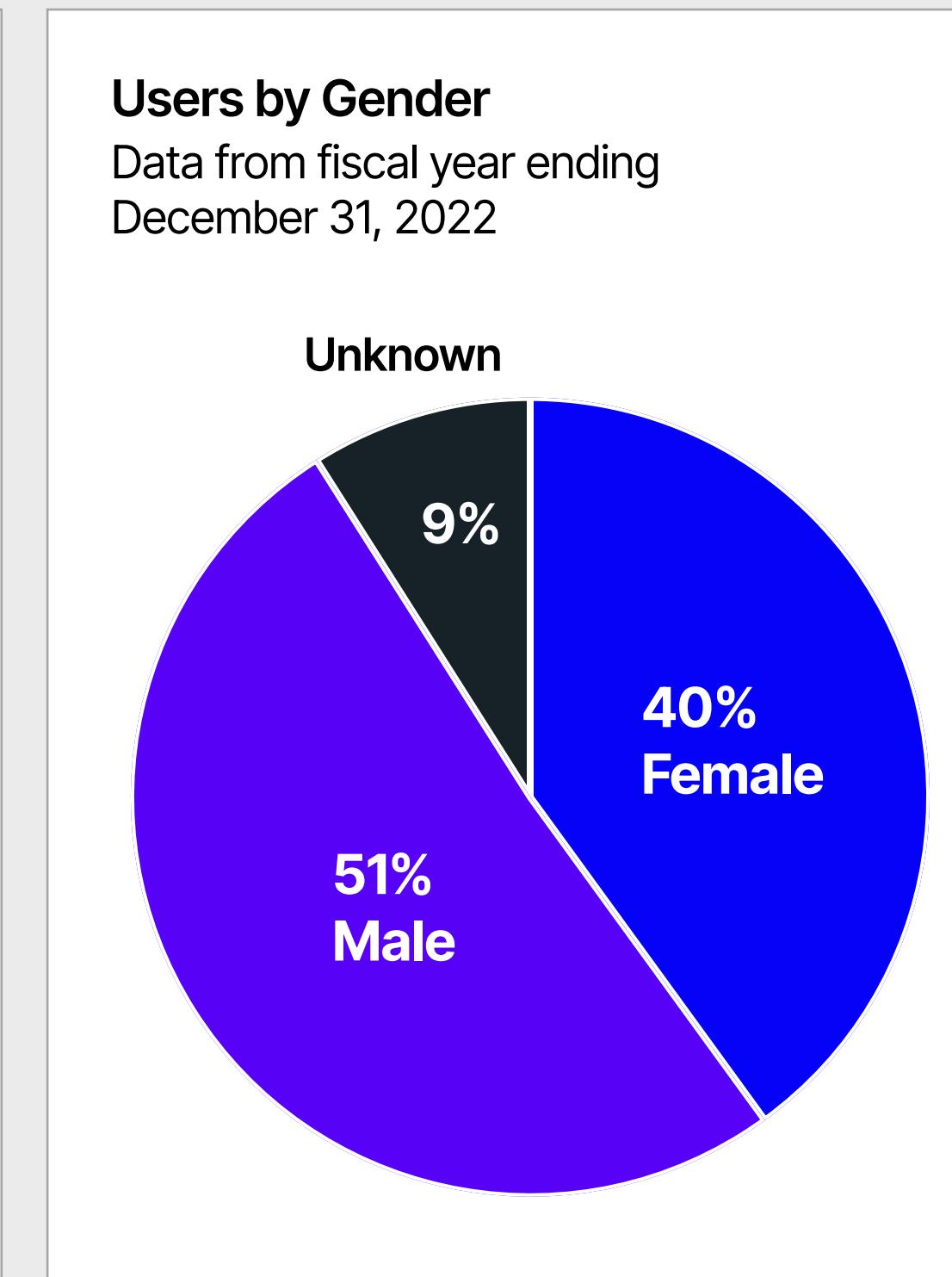
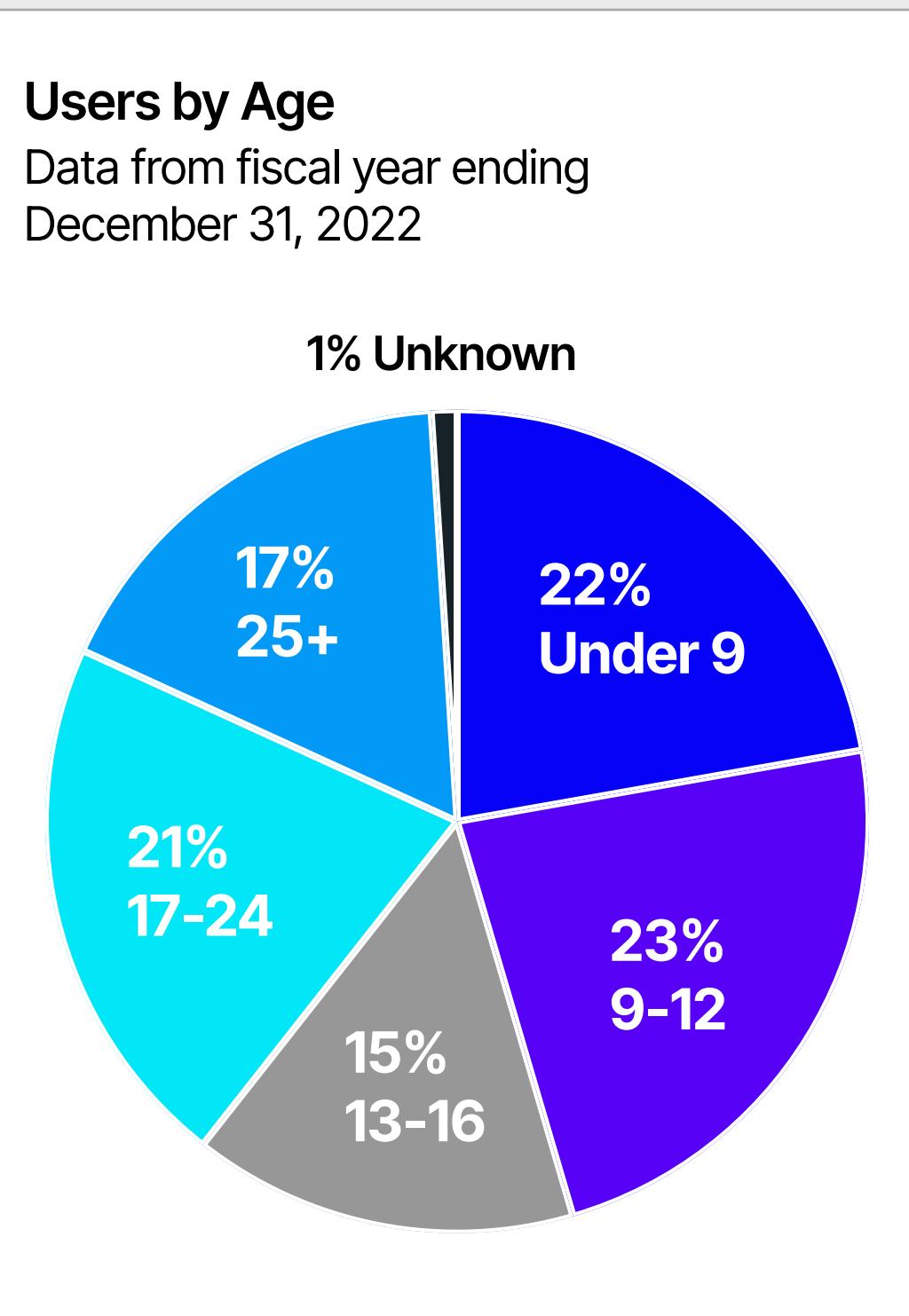
2023 Industry Revenue broken down by key product and service lines.



- Online games and software for consoles (\$42.1bn)
- Online games and software for mobile devices (\$41.0bn)
- Consoles (\$10.8bn)
- Physical games and software (\$8.2bn)
- Accessories (\$4.7bn)

# User Analysis and Segmentation

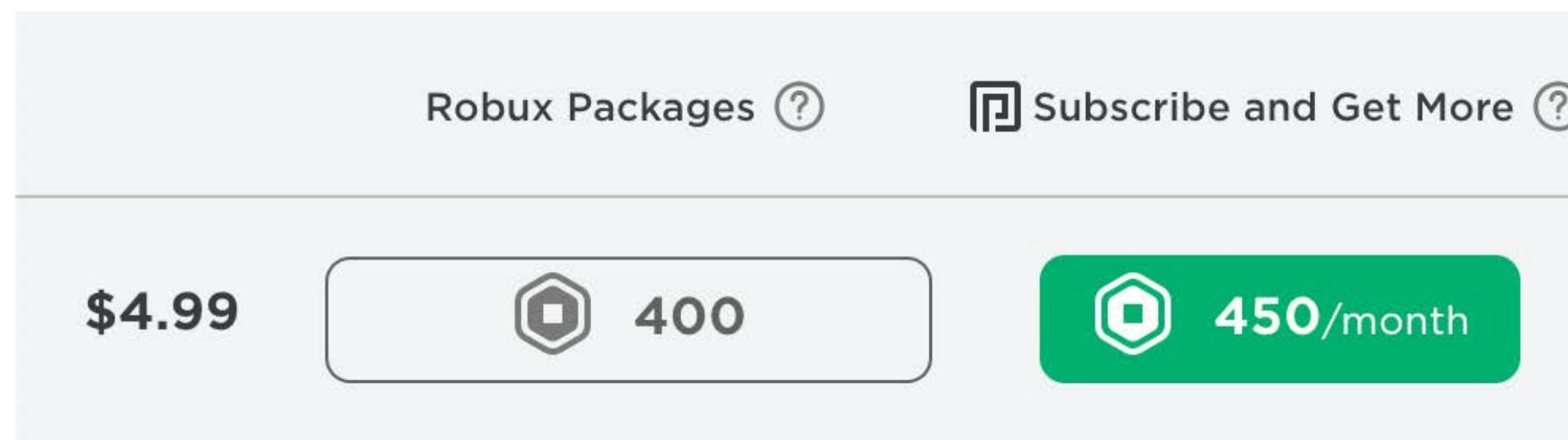
Majority of Roblox users are of school age. While young male gamers remain a large segment, the female demographic also represents a significant piece of the pie. Europe and North America are the geographic regions of half the user base. Roblox users primarily access the platform from mobile devices.



# Revenue and Monetization

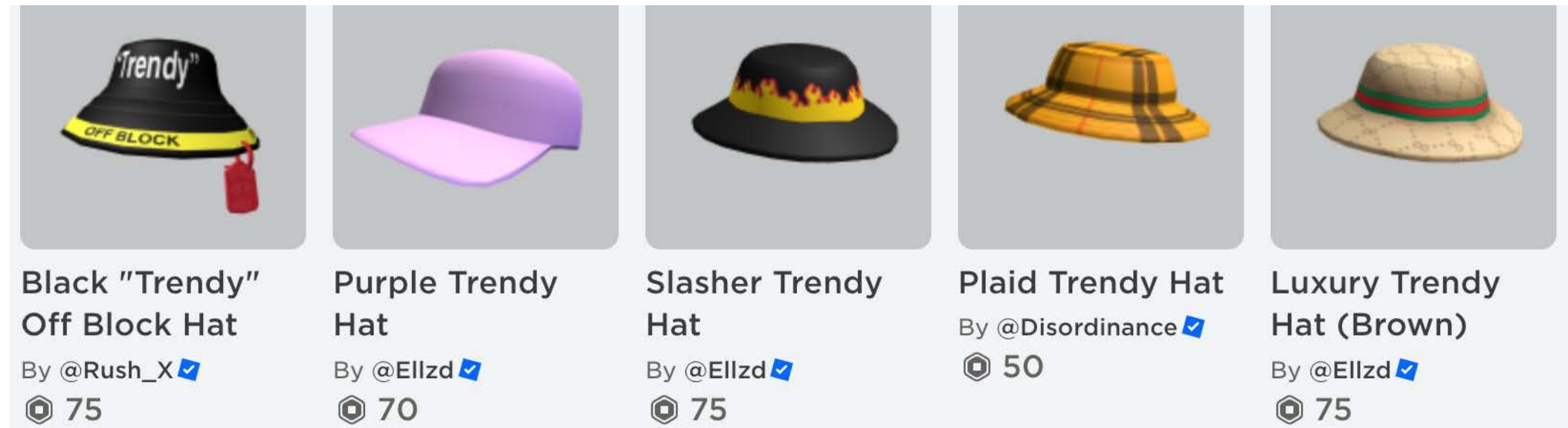
Roblox derives substantially all its revenue from the sale of virtual items on the Roblox platform.

Users can acquire, use, and hold virtual items on the Roblox platform by purchasing them with the platform's currency called Robux.



- Users can receive Robux as a one-time purchase.
- Users can receive a set monthly amount of Robux by subscribing to Roblox Premium, monthly subscription service.
- Payments from users are non-refundable.
- The average price for a Robux for the year ended December 31, 2022, was \$0.01.

Creators and developers can earn Robux by receiving them as payments for virtual goods through the Roblox Platform.



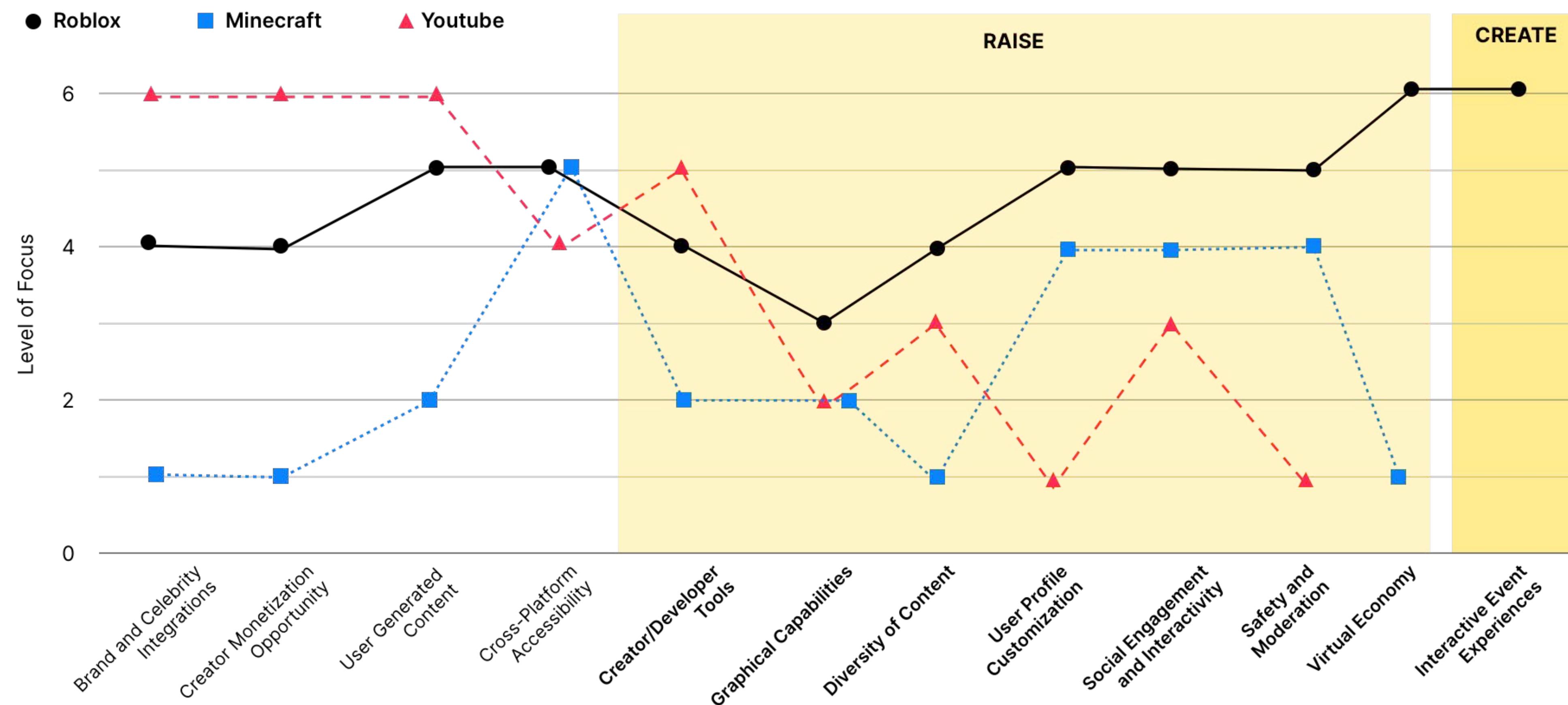
- Creators and developers can sell access to experiences, upgrades, content, tools, and virtual items to earn Robux.
- Premium Payouts reward developers for time that Premium subscribers spend on their experiences.
- During a sale, creator of virtual item receives 30%, seller or distributor (if different from item creator) 40%, Roblox platform receives 30%.
- Developers Exchange Program lets creators cash out their Robux earnings at an exchange rate set by Roblox (1 Robux to \$0.0035 as of December 31, 2022)

# Proposed Strategy

1. Continue growing engagement with current users by offering the next generation of social entertainment experiences with interactive cross-reality events.
2. Enable creators to design and develop premium quality content with more platform features and monetization options.
3. Grow the virtual economy with more opportunities and incentives for creator and user participation.

# Blue Ocean Strategy

A focus on premium content, user avatars, social engagement, and virtual economy will help Roblox break away from competition. Interactive event experiences will drive Roblox into a 'blue ocean' of opportunity.

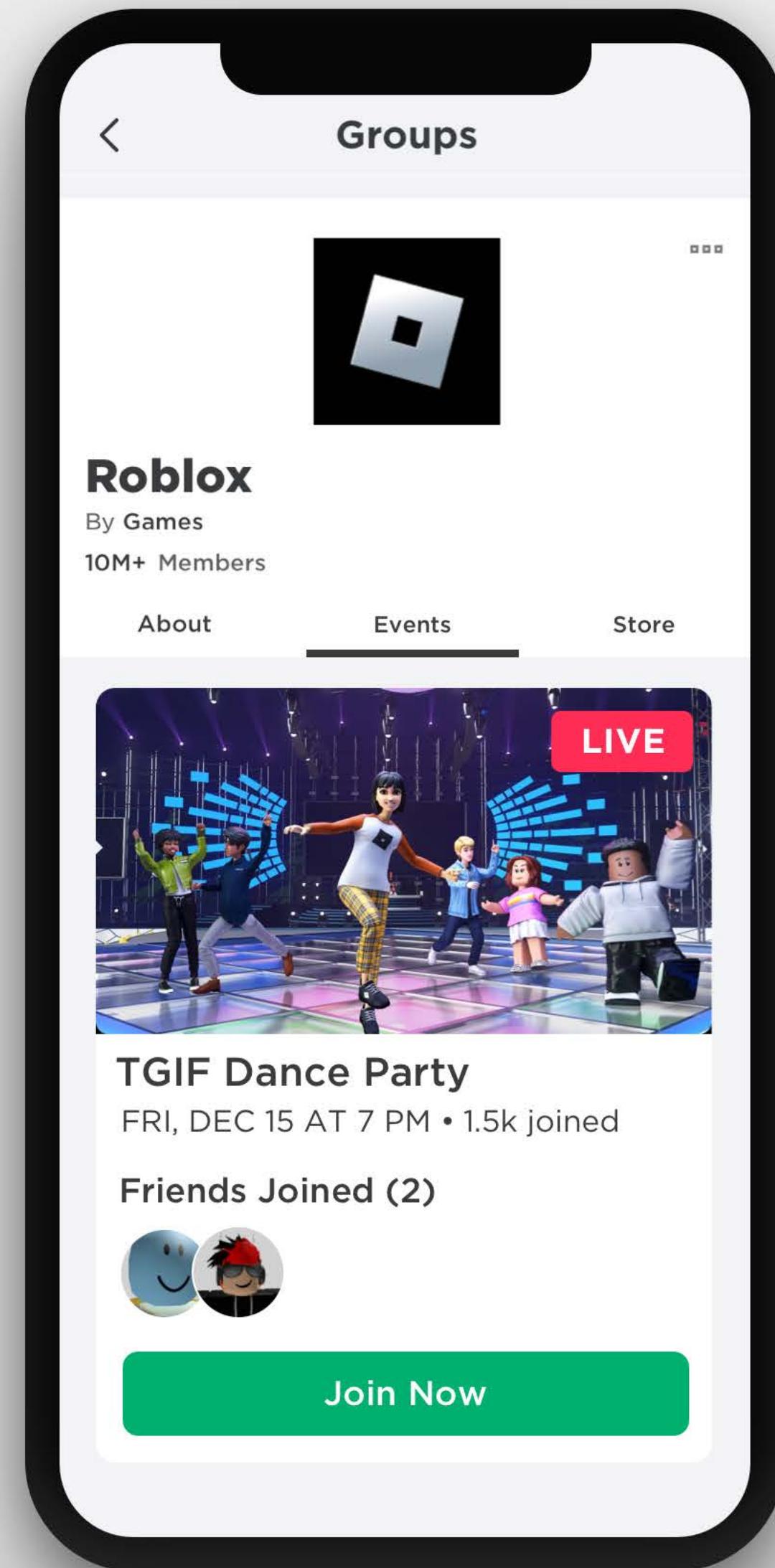
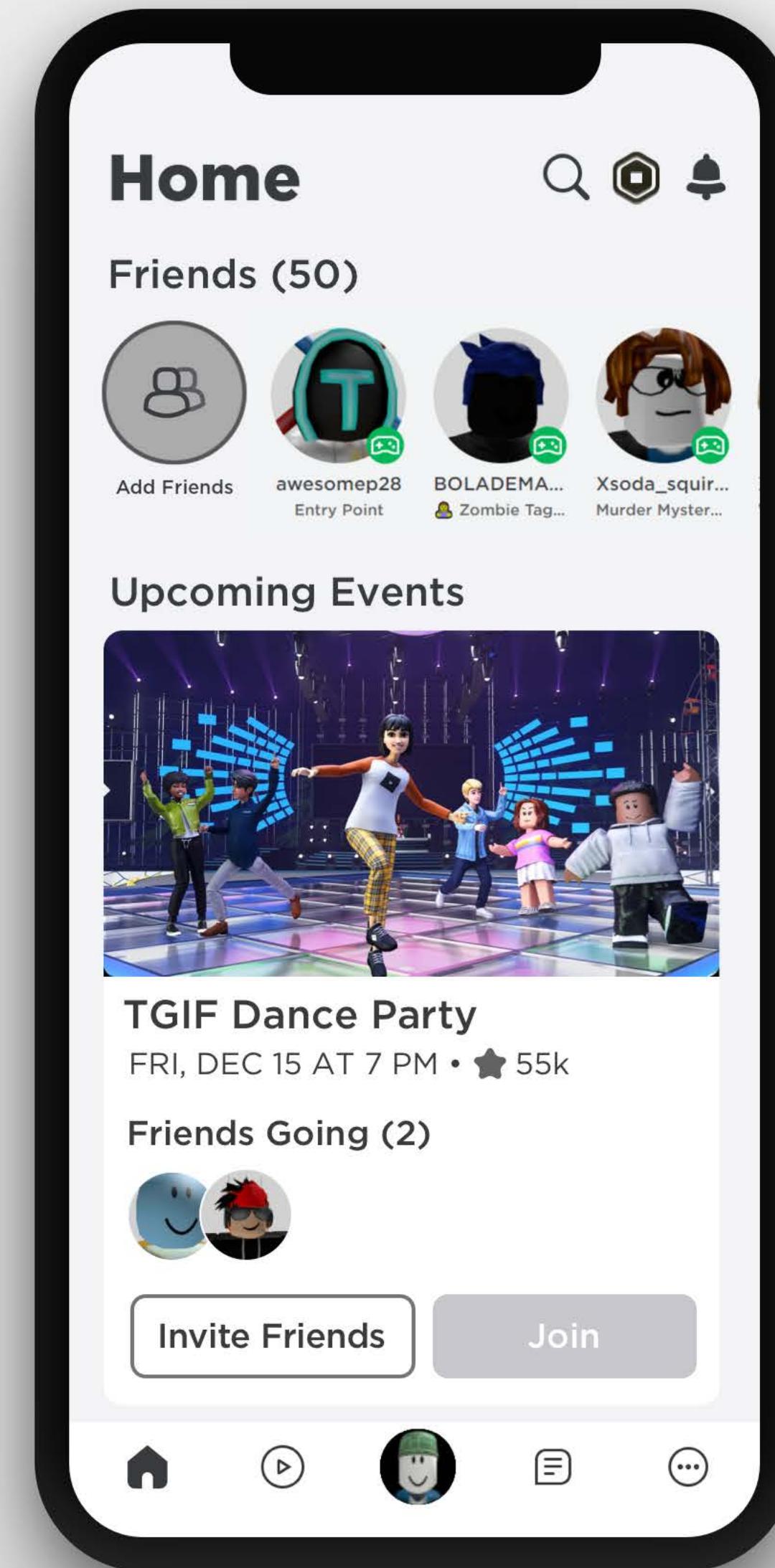
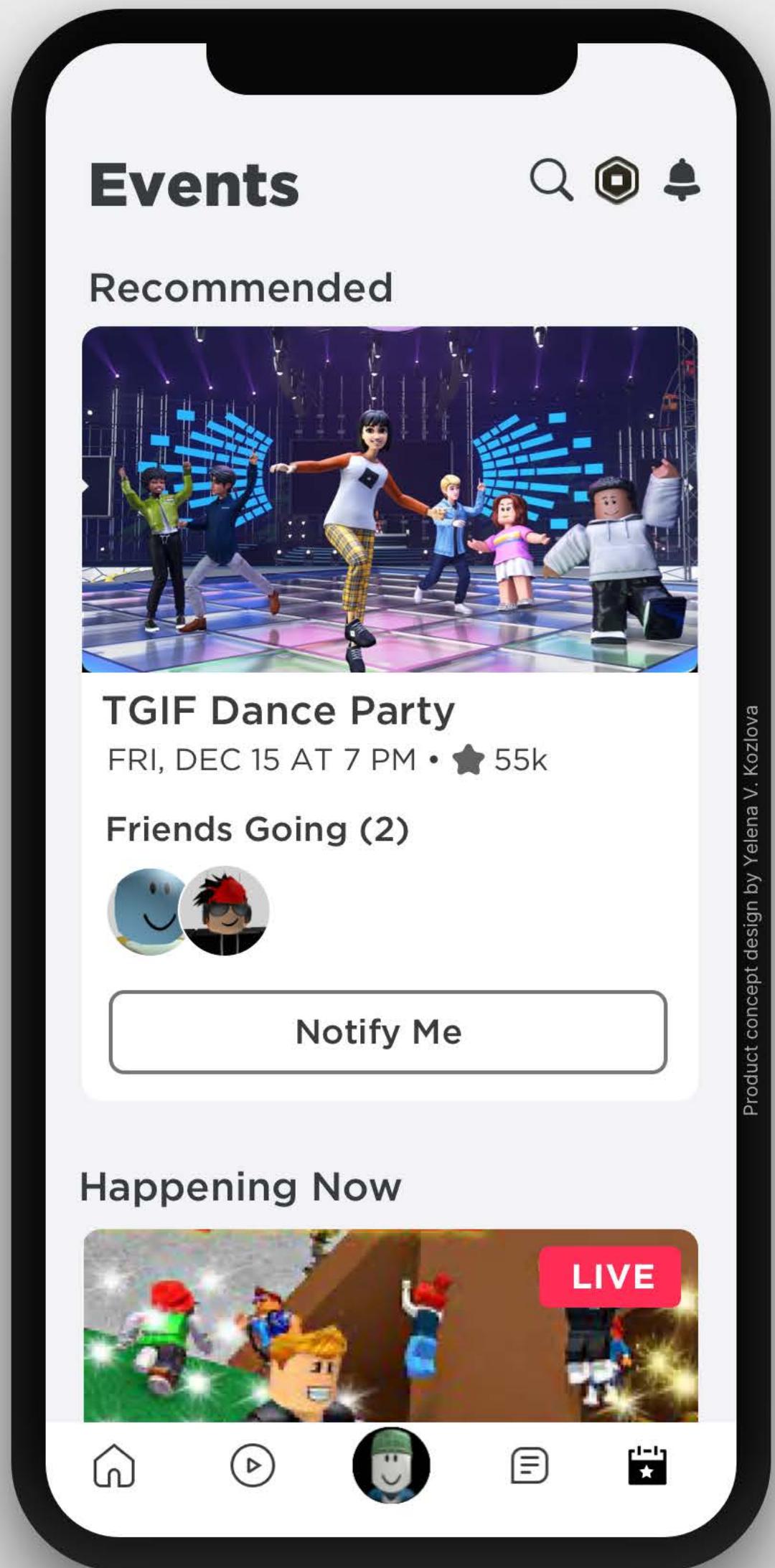


# ROBLOX Proposed Product Strategy Roadmap

|                                     | Near Term (0-12 months)  | Mid Term (12-24 months)  | Long Term (24-36 months)   |
|-------------------------------------|--|--|--|
| Business Objective                  | Promote the use of the newly launched Events feature.  | Events as a core platform capability to offer premium experiences.   | Roblox events in the mainstream and cross-reality experiences.   |
| Target Persona                      | Roblox Gamers & Socializers  | Roblox Creators  | Young adults (Gen Z)   |
| Product Features                    | <ul style="list-style-type: none"> <li>Events tab on the main app navigation.</li> <li>Event creation integrated into Roblox Studio.</li> <li>Friends list updated to show events that friends are registered for.</li> </ul>  | <ul style="list-style-type: none"> <li>Enhanced event creation in Creator Hub.</li> <li>Robust event-specific social, interactive, and monetization features for creators.</li> <li>High quality virtual event experiences.</li> </ul>                                     | <p>Augmented reality features in Roblox Studio:</p> <ul style="list-style-type: none"> <li>Environment and real world mapping.</li> <li>Motion tracking for avatars.</li> <li>Integration for mobile devices and headsets.</li> </ul>  |
| Partner & Channel Strategy          | <ul style="list-style-type: none"> <li>Top Roblox developers.</li> <li>Roblox gaming influencers.</li> <li>Word of mouth among friends.</li> </ul>   | <ul style="list-style-type: none"> <li>Roblox creator influencers.</li> <li>Creator support forums and communities.</li> <li>Game development industry events.</li> </ul>  | <ul style="list-style-type: none"> <li>Partnership with AR gaming studios (Niantic).</li> <li>Music festival partners (Coachella, EDC).</li> <li>Conferences (Comi-Con, Anime Expo).</li> </ul>  |
| Pricing & Business Model            | <ul style="list-style-type: none"> <li>Exclusive virtual item sales during events.</li> <li>Special event virtual item pricing (Robux).</li> </ul>   | <ul style="list-style-type: none"> <li>Roblox Premium subscription to include access to exclusive virtual events.</li> </ul>   | <ul style="list-style-type: none"> <li>Cross-reality event ticket sales.</li> <li>Tiered pricing to premium experiences.</li> </ul>  |
| Total Addressable Market & Revenues | <p>In-app month purchases per user: \$3.82.<sup>1</sup></p> <p>Total # of Roblox users: 70 million DAUs.<sup>2</sup></p> <p>TAM: \$267 million (DAUs x month purchases).</p> <p>Projected Revenue if 30% of DAUs<sup>3</sup> purchase limited month event items: \$80 million.</p> | <p>Subscription per user: \$60-120 ACV.<sup>4</sup></p> <p>Total # of Roblox users: 70 million DAUs.<sup>2</sup></p> <p>TAM: \$4.2-\$8.4 billion (DAUs x ACV).</p> <p>Projected Annual Revenue if 10% DAUs<sup>5</sup> buy subscription for events: \$420-840 million.</p> | <p>U.S. music event spend per user: \$150 ACV.<sup>6</sup></p> <p>U.S. Gen Z population: 70 million.<sup>7</sup></p> <p>TAM: \$10.5 billion (Gen Z population x ACV)</p> <p>Projected Annual Revenue if 10%<sup>8</sup> purchase cross-reality event tickets: \$1 billion.</p> |

# ROBLOX Events Product Concept

Roblox Mobile App



Creator Hub   Dashboard   Documentation ▾   Marketplace   Talent   Forums   Roadmap    kreatyv\_studio ▾

Creations / Events / Create

Event Name \*

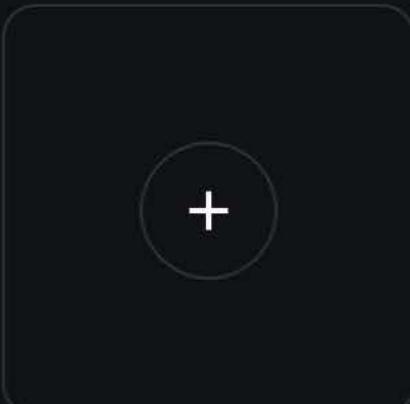
From \* 7:00 PM 12/15/23  To \* 12:00 AM 12/16/23

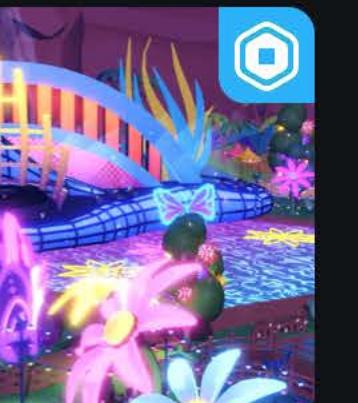
Description

Event Type \* Launch Party

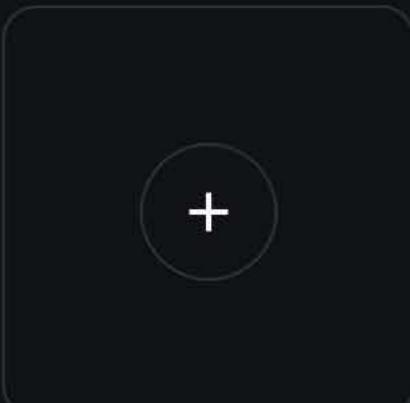
Event Access \* Exclusive Items

Select Experience \*

Select Event Items \*

# ROBLOX Events Product Concept

# Cross-Reality Events



# References

Video Games in the US - Market Size, Industry Analysis, Trends and Forecasts (2024-2029)  
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<https://ir.roblox.com/financials/sec-filings/sec-filings-details/default.aspx?FilingId=16447632>

Statista: Statistics Report on Roblox Corporation  
<https://www.statista.com/study/134956/roblox/>

Statista: Statistics Report about the Metaverse  
<https://www.statista.com/study/109191/metaverse-how-it-s-shaping-up/>

# PROJECT DEMOS & PUBLICATIONS



## Little Spatial Garden: an AR application for the Apple Vision Pro

Little Spatial Garden is an augmented reality-based application that allows you to assemble a little virtual garden through your Apple Vision Pro headset. The experience offers a way to practice, explore, and learn concepts of plant and flower arrangements by manipulating virtual garden arrangements using hand tracking and the Vision Pro passthrough visuals.

Demo Video: <https://www.youtube.com/watch?v=6tXxxc2Puic>



## Emotion in Design: Creating Products That Customers Will Love

Our goal as Enterprise UX designers is to create simple, intuitive, and delightful experiences that attract customers to our company's products and have a positive impact on the company brand. In this article, I want to share three principles for how good design can use emotion to create products that people will feel for, care for, and own for a lifetime.

Article: <https://medium.com/juniperux/emotion-in-design-fe540624c095>



## The Enterprise UI Toolkit: Lego Blocks to Design and Build Great Products

Designing and building enterprise software is a complicated task. Designers need to optimize complex workflows, think about scalability, and design at a rapid and agile pace. The best resource designers can rely on is the UI toolkit – a collection of predesigned UI elements that range from empty baseline screens and spacing guidelines to buttons, typefaces, and colors.

Article: <https://medium.com/juniperux/your-ui-toolkit-is-like-a-set-of-lego-blocks-9fb1faf0100>