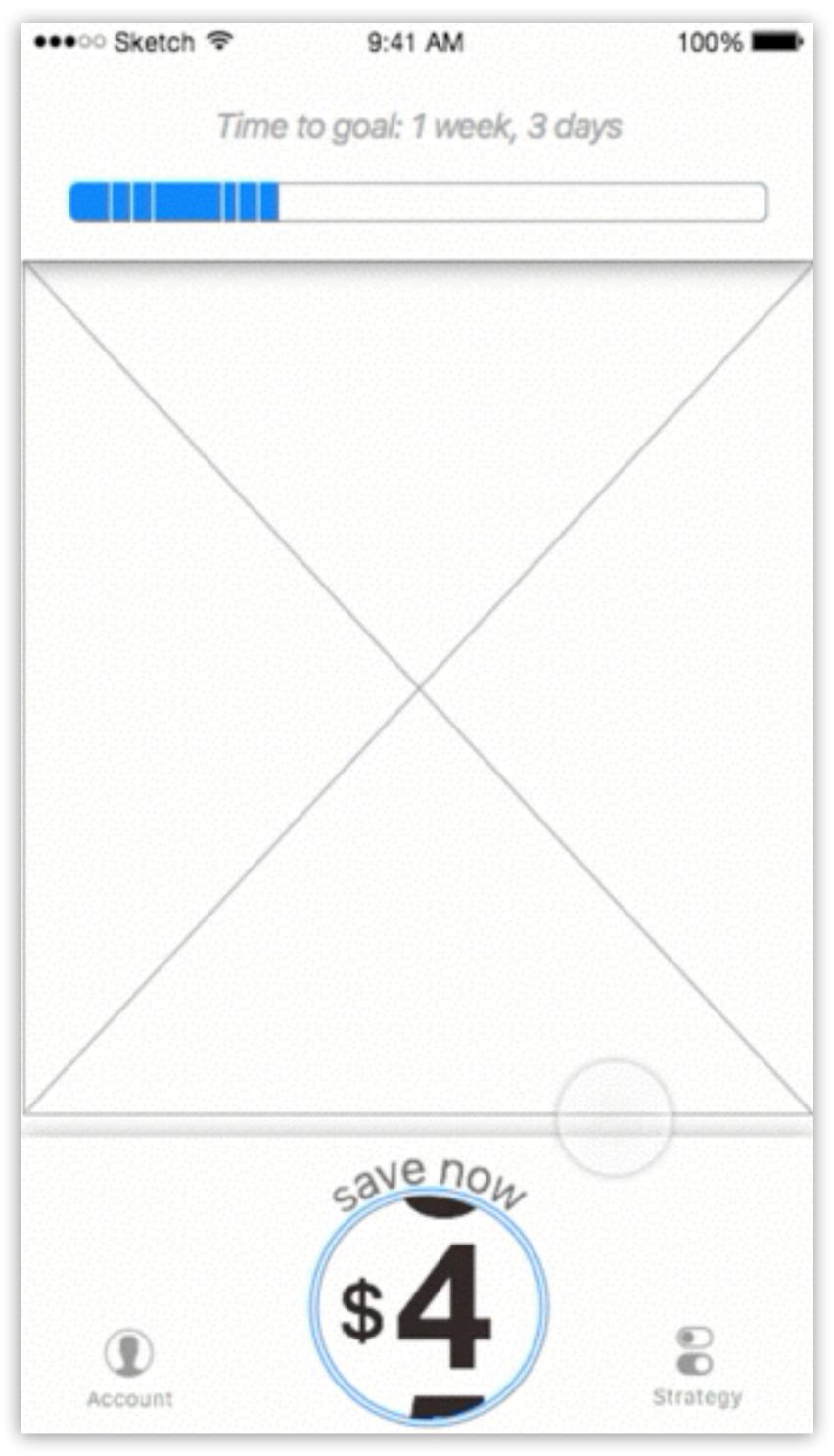
Prototyping new yet familiar interactions

My thought on interaction design is that it still benefits from metaphors of the physical world. Tools these days are getting so good too! To train my teams and students on the various kinds out there I get to see who doing what.

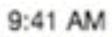








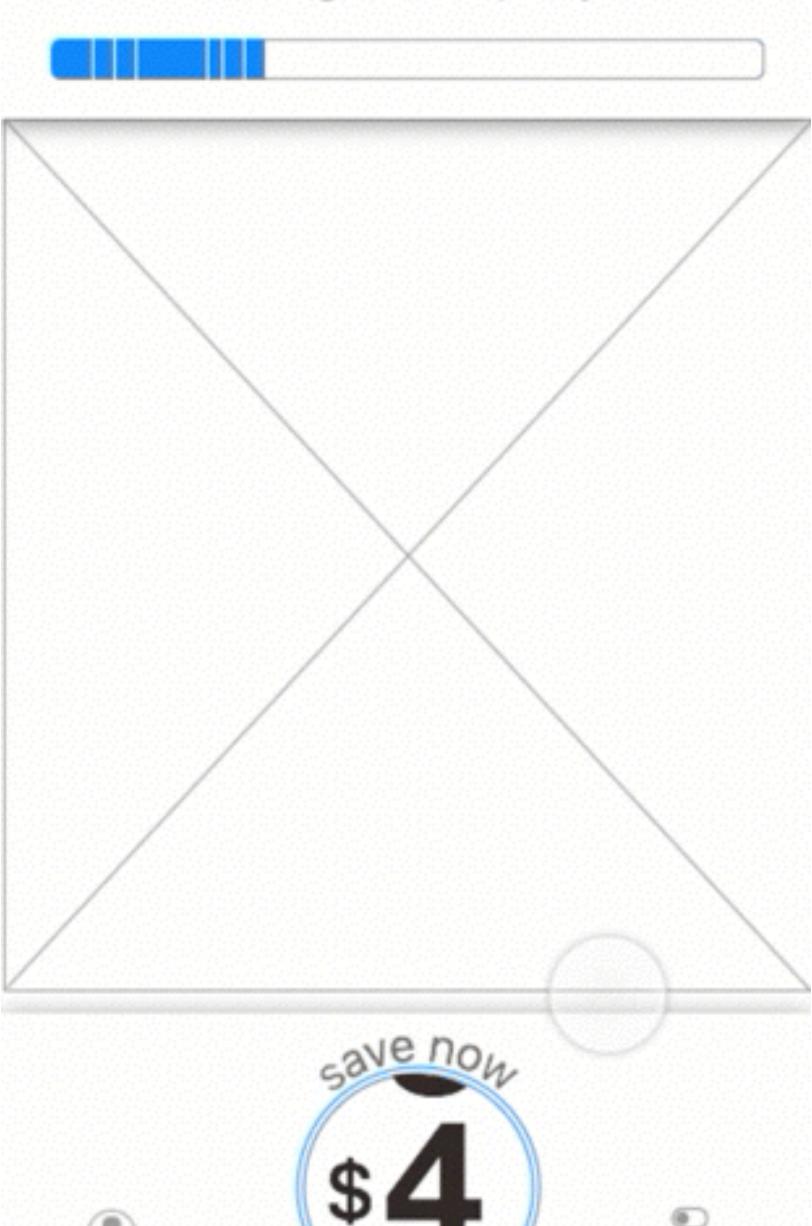
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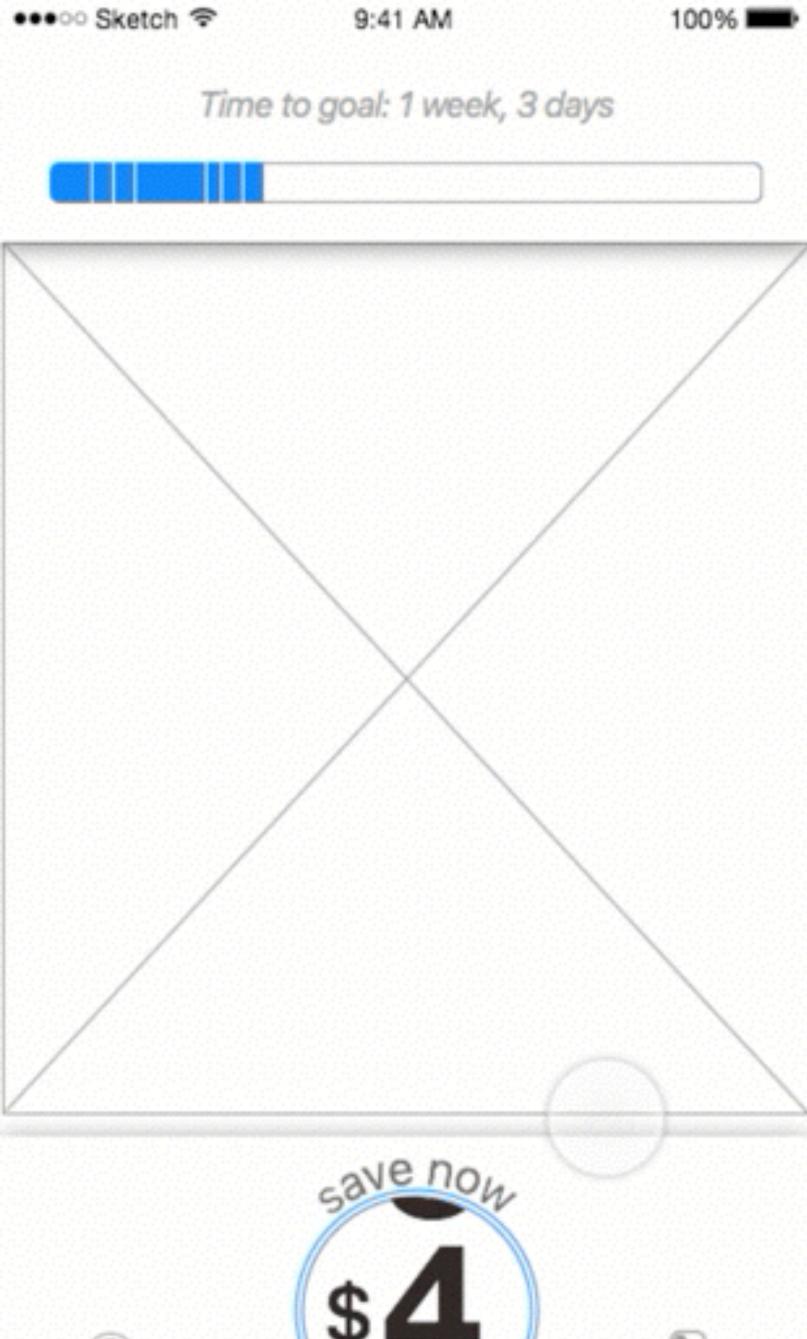


100%

Strategy

Time to goal: 1 week, 3 days





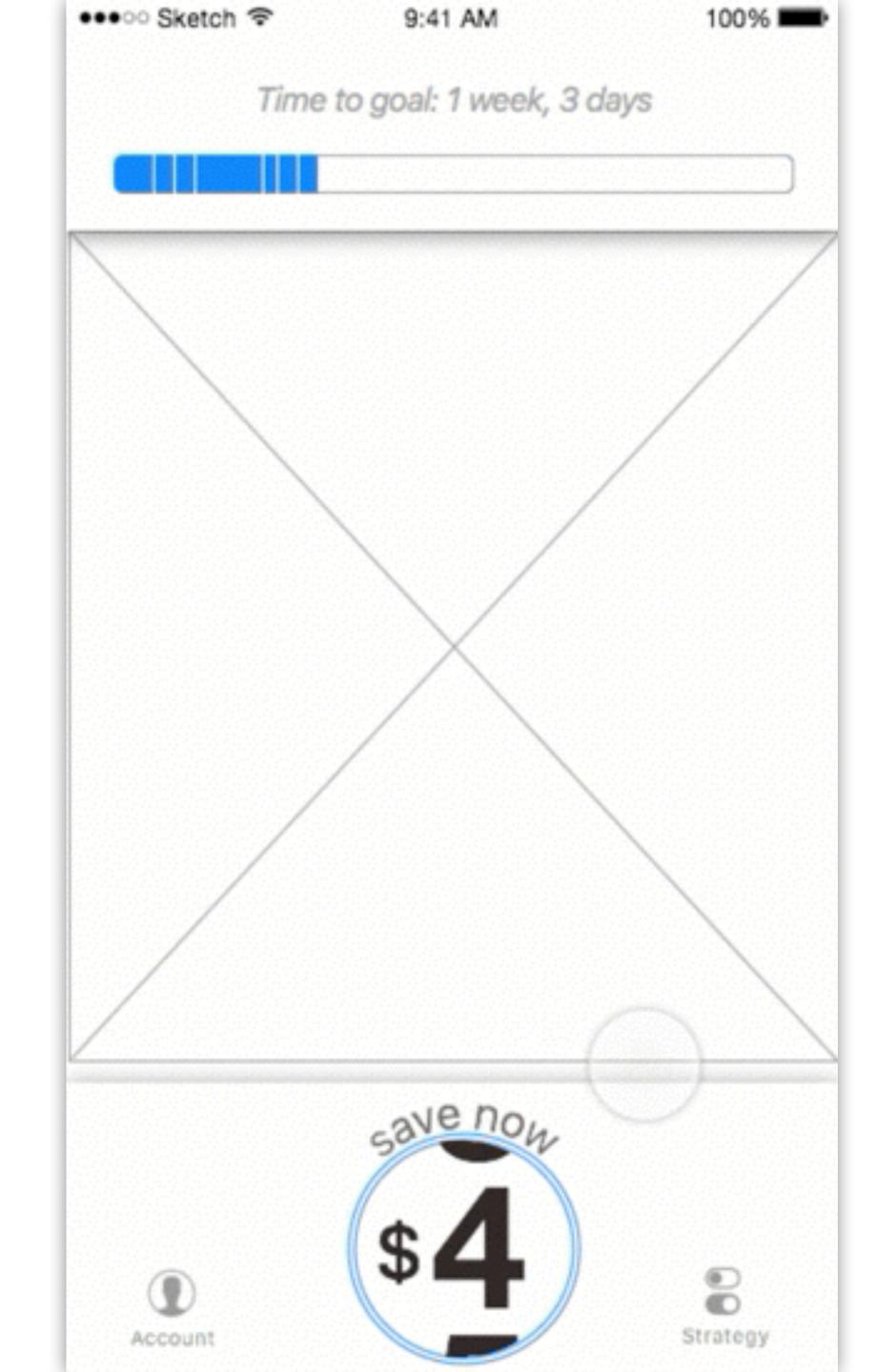




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Customizing Ul with context

In this UI I did for a client in Chicago I got into the idea of solving their two-way marketplace with one app.

