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Making an unseen
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Representation: 1

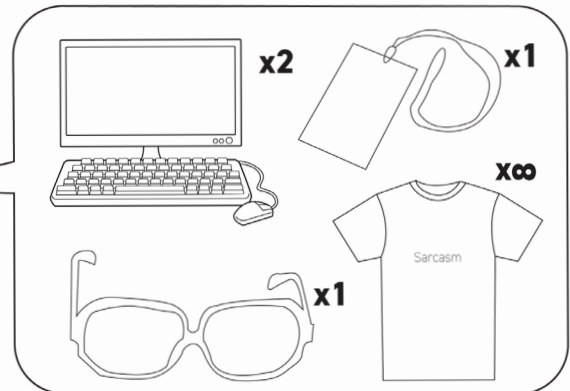
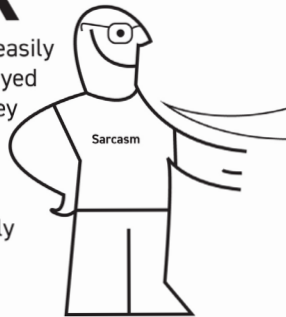
This idea came from the fact that Mark wanted us to drive inspiration from social groups that we are a part of. My mind immediately jumped to skateboarding. At the time, COVID-19 was fresh in my mind so I decided to add a futuristic wild west approach. I had been watching videos on how to turn tshirts into facemasks, so my head went to that direction. I chose a Thrasher t-shirt because it communicated my skateboarding well. Next, was the wheels, I took them off my skateboard, cleaned them and then used them as goggles. The final result ended up making me look more like a post apocalyptic looter than a skateboarder but I think it fits the tone of COVID-19 at the time.



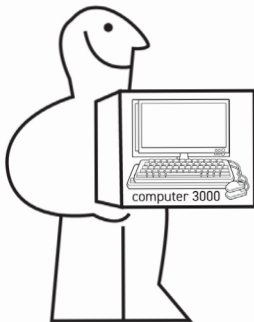
Representation: 3

CÖMPUTER GEEK

The computer geek is one of society's most easily recognizable archetypes ever. Being portrayed in countless comedies, films and dramas, they have found their way into our hearts. In modern times, the lines have been blurred. We are all geeky in our own ways. This infographic seeks to show you all how to fully embrace your inner geek.



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3



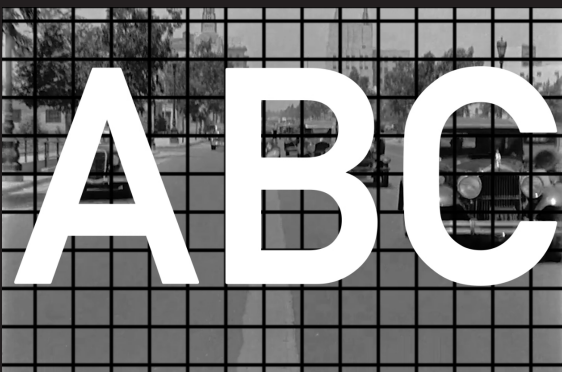
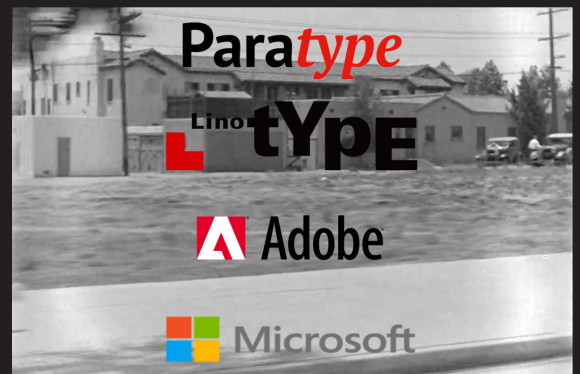
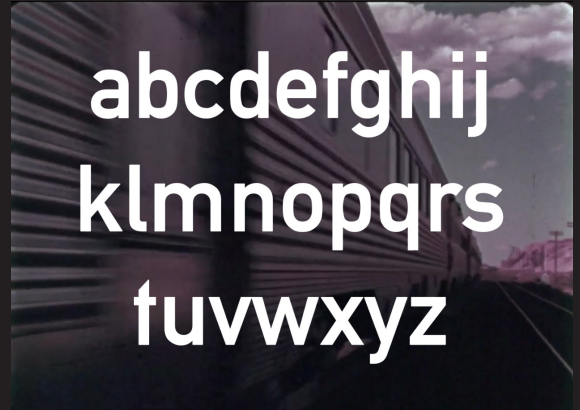
4



For this visual, my aim was to communicate the computer geek to the people of our generation. I decided that I wanted to do this was to make an almost meme like interpretation of a geek. I used the style of the wildly popular IKEA instruction book to create my own version of it. The idea was that using a sarcastic joking approach to communicating the geek to the people of my generation was to display it in a format that we were used to.



Communication: 1



Communication: 2



Why I cant sleep at night

with this animation, I wanted to emulate the feeling of flicking through a pamphlet. I decided to keep the animations feeling simple to make it feel more like a drawing.

The story takes place at night starting at 10PM when I start my journey to sleep. The events keeping me from sleep start to unfold when my stomach growls. I get out of bed to get some food, and before you know it, almost 2 hours have passed. I regretfully walk back into bed and put the covers back over myself. Sleep is once again interrupted when my legs get hot and I have to cool them down. after that, almost six hours after the start of the events, my eyes begin to close, only to be interrupted by a mosquito. I get out of bed for the final time, and kill it. I drift off to sleep ... Until my alarm goes off.

A fairly important thing to keep an eye on is clock. The time displayed changes erratically, sometimes not even making sense. I chose to do this because I felt that this showed my experience of time fairly accurately. Overall I think,

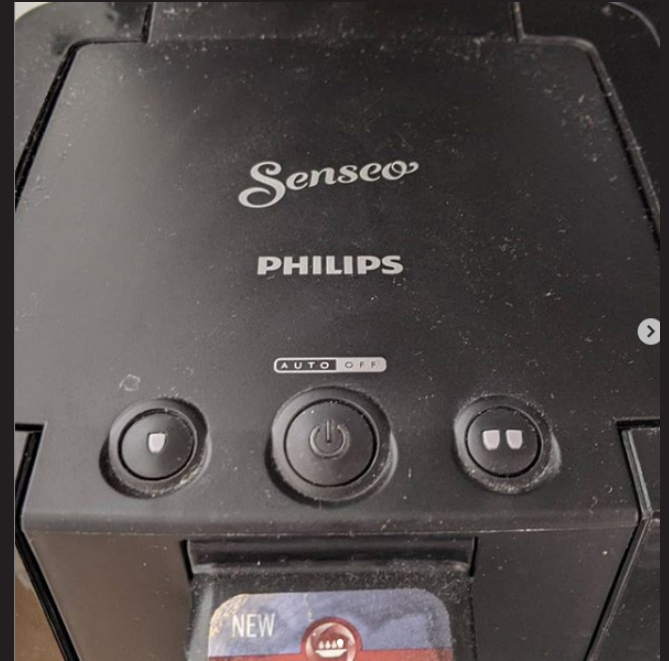
I was able to communicate the monotony of my bedtime routine fairly well. The constant battering of things that consume my thoughts show this nicely.



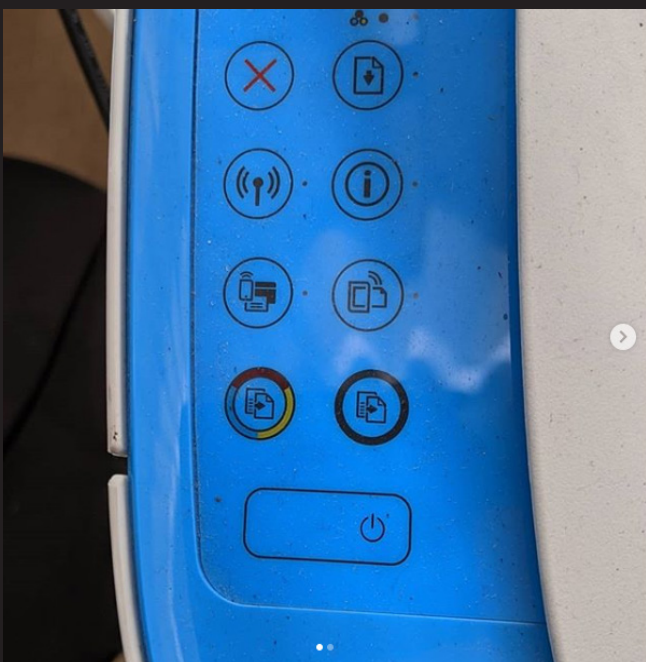
I n t e r f a c e : 1



1. The user of this interface is either me or my girlfriend.
2. The toilet's flush is connected to this interface.
3. Mediates the flushing of the toilet/ amount of water being flushed.
4. Affects my ability to flush the toilet.
5. By pressing the large buttons.
6. Pressing the buttons.
7. Plastic.



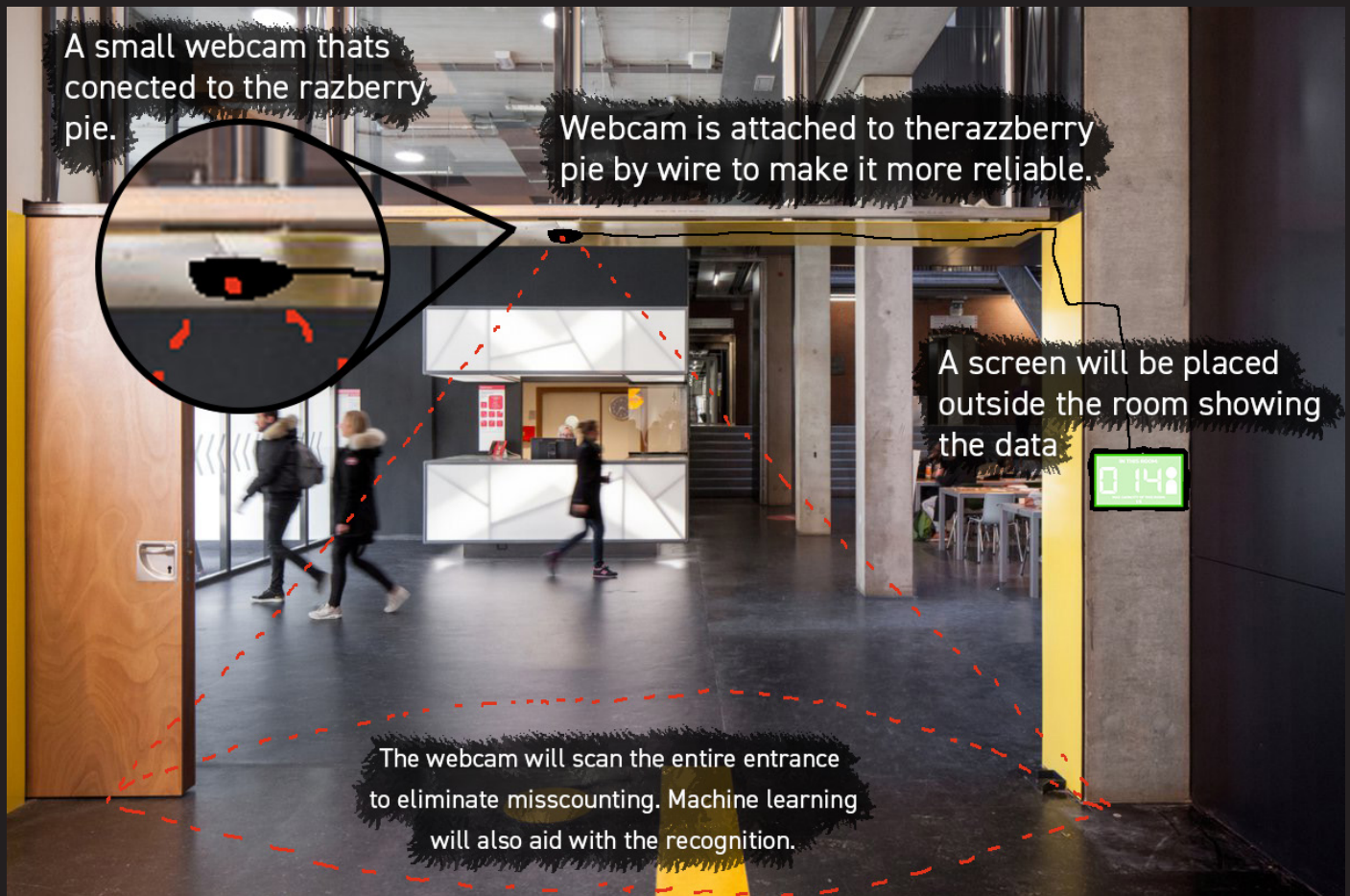
1. Anyone who wants to make themselves a coffee in my house.
2. Coffee maker.
3. It mediates whether the device is on and whether or not you want a double cup or a single.
4. This interface allows me to make a small cup of coffee. It is very simple so learning to use it was easy.
5. With the buttons on the top of the machine.
6. Pressing the buttons based on what kind of coffee you would like.
7. plastic.



1. Anyone who wants to interact with the printer.
2. The printer and scanner.
3. It mediates the scanning as well as the printing function.
4. This interface makes me really angry because it does not really do much. All my interactions with the printer use the digital interface.
5. The buttons on the printer.
6. Pressing the buttons and getting frustrated when it prints a test sheet.
6. Plastic.



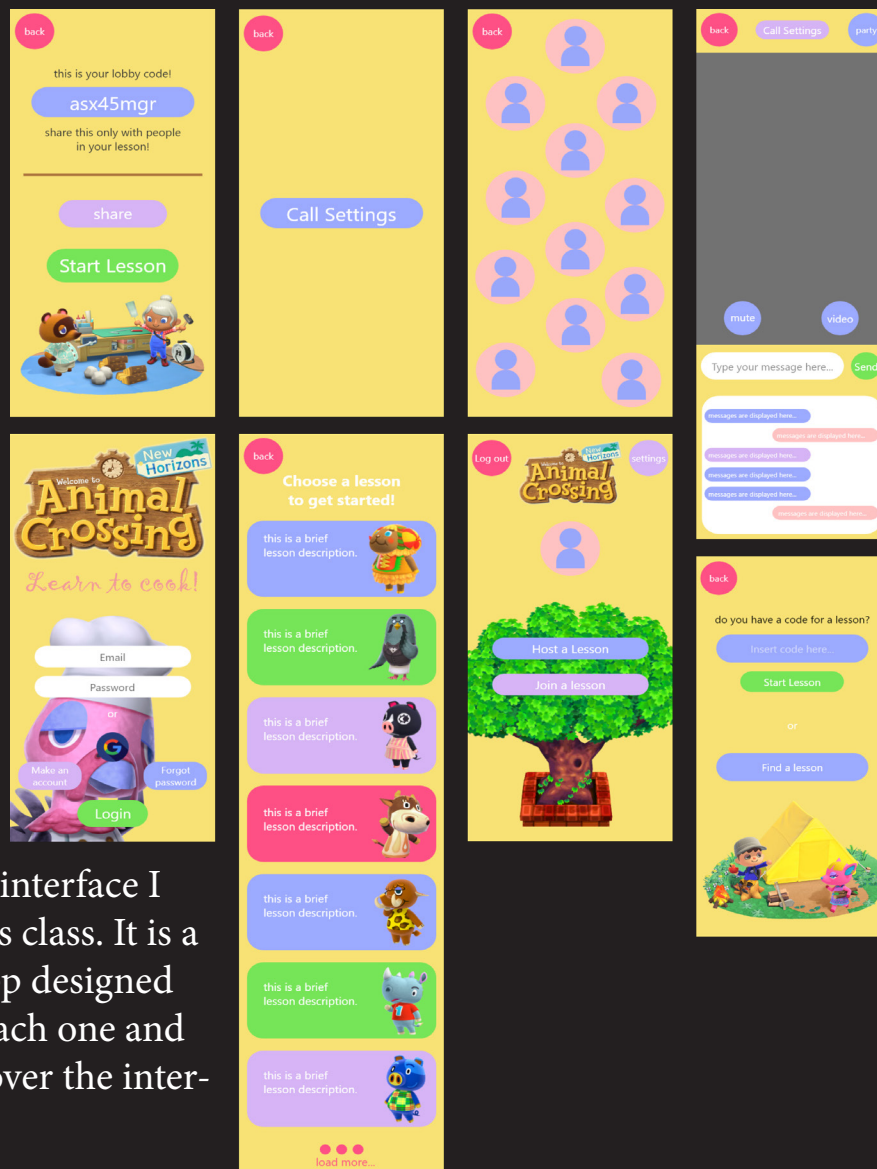
Interface: 2



This interface stands to help staff and the student body of WDKA follow the social distancing regulations set by the city in a neutral and non intrusive way.



Interface: 3



This is the user interface I made for Arjen's class. It is a video calling app designed for people to teach one and other cooking over the internet.

Dont leave now! You are almost at your 2 hour milstone!

if you leave now you might miss out on the rewards...

you have: 10 minutes... 43 seconds left to go

[Go back in](#)



This is one of the assignments that we had to work on in Brig-it's class. Our goal was to create an interface that would try to get people to spend more time on any interface. I chose teams.

Outro

1.

The most memorable things that I have learned about designing for others is that during testing, I should be more deliberate with the way I present my UX design. For example, I should ask specific questions about the interface they are interacting with. On top of this, arguably my most important lesson would have to be to test the interface with as many people as possible to get a more varied and accurate feedback.

2.

I definitely would love to improve my usage of typography. The communication assignments really opened my eyes to the fact that I should definitely put more attention into that aspect of my design work.

I would also like to get better at making these PDF designs. Seeing my peer's PDF layouts makes me really want to improve this skill.

3.

An aspect of graphic design that I would like to deepen and explore more would definitely have to be collage. I completely fell in love with the medium during the last summer.

On top of this, like my previous answer to question 2, I would like to explore typography as well.