Information Aesthetics.

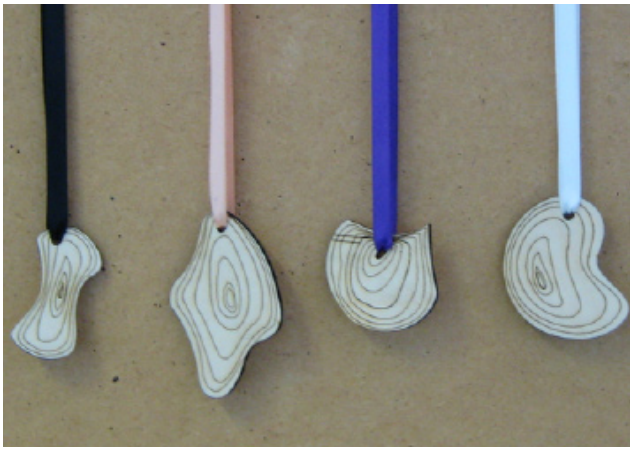
The symbiotic relationship between creative design and the field of information visualization. As products display more information the role of this information and how it is displayed becomes more important.

The Energy Tree.

Energy Tree was a concept designed for Microsoft StartSomething PC design competition. The device monitors household energy usage and recycling efficiency. It uses this data and displays positive or negative behavior though a tree. This tree then acts as a long term glanceable user interface to reinforce sustainable behavior.

Mass Customized Jewelry

This jewelry was designed for Ponoko, a innovative TechCrunch recognized startup. The jewelry is made using a laser cutter with the form being dependent upon your social network. This was one of the first products for Ponoko that used the ability to mass customise as a integral part of the design.



Information Aesthetics.

Chameleon

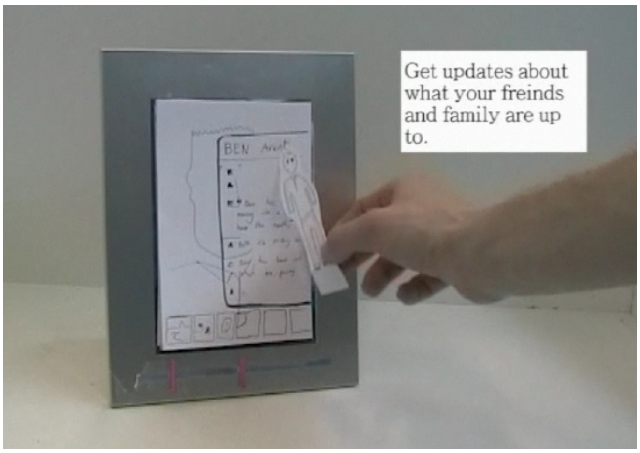
The chameleon was a new product for the Dezac corporation. The product was designed to explore new product areas for their company. The chameleon was a webcam with an interactive light. This backlight was designed to have a more emotional connection to the person you are talking to.

Experience Prototypes

Inspired by Bill Buxton, experience prototypes are a quick and dirty prototype of hardware, software and their interaction. These prototypes range in fidelity but are primarily used to communicate the core principles of the product products.

Jive - First Prototype

This first prototype uses stop frame animation and digital photo frame to create a draft experience prototype that shows how the product could work and be interacted with.



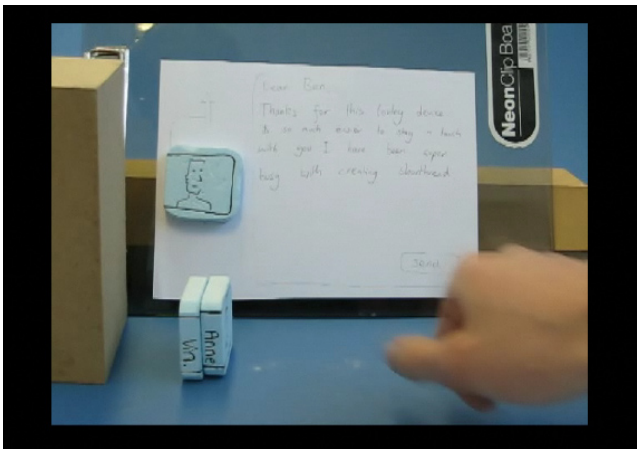
Jive - Second Prototype - Hardware

The second prototype expanded the interaction into a greater range of supporting hardware. The below picture shows a new design of router that creates a true plug and play experience. This experience prototype video also showed the simple unboxing experience.

Experience Prototypes

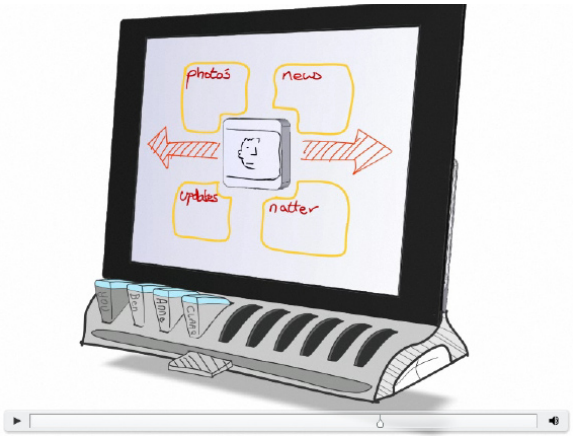
Jive - Third Prototype - Tangible User Interface.

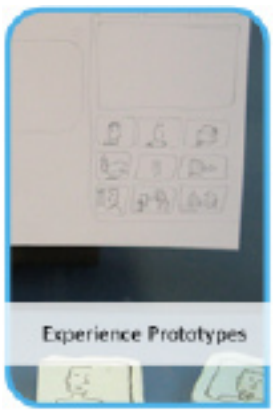
A third prototype was made to explore the possibilities of using a tangible user interface as a means of navigation. A video was then made to create a smooth experience prototype that was used during design crits to fully explain the concept.



Jive - Third Prototype - Hybrid

A final hybrid prototype is made to communicate the design message to non-designers. A sketch of the product is used so users can more easily comment on the concept of the design.

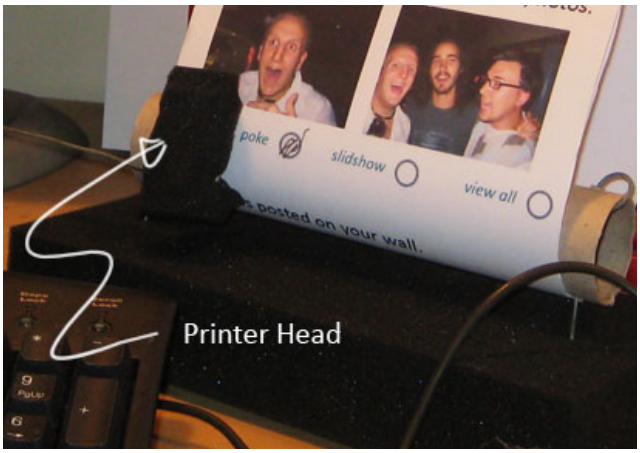


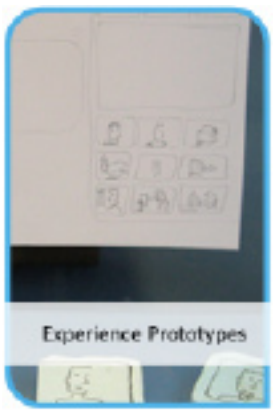


Experience Prototypes

Reel Display.

Reel was a quick and dirty hardware prototype for an endless printable screen. The printer head prints onto a white board surface, which is recycled when the display comes to the bottom. This device was designed to create a green alternative to using LCD screens.



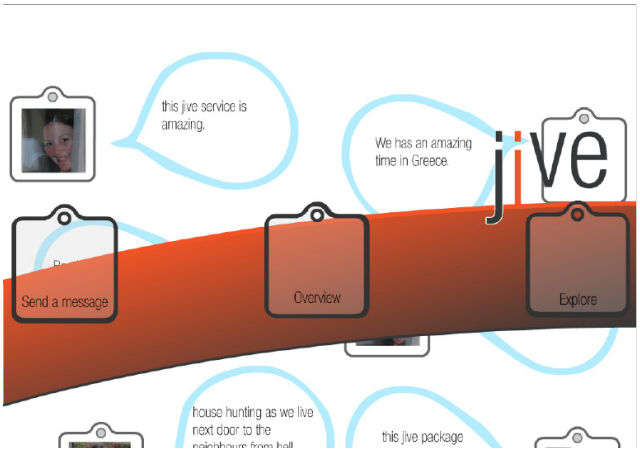


Interface Design

My interface design process always starts with a pencil sketch that creates multiple options for the interface. The sketches are then reviewed in there paper stage, leading to their final development in flash to create an interactive interface.

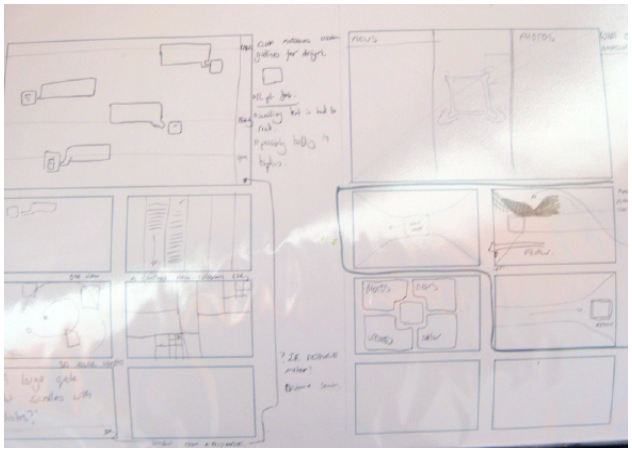
Jive - Final Concept Software.

The final jive interface was built upon descriptive experience prototypes, the interface itself uses Phiget sensors to create a tangible user interface that allows for interface exploration via RFID and magnetic sensors.



Jive - Interface Sketches

Sketching is an important tool to inform experience sketches and interface sketches. The photo below shows 6 options for an interface with the top interface showing the final design for that interface.



Interface Design

Community Lead Re-Design.

TeamSOBA.co.uk is a vibrant online mountain boarding community, the images show how user centered design methods have been used to create a more accessible site to both new visitors, and loyal members.

PDEProduce.com

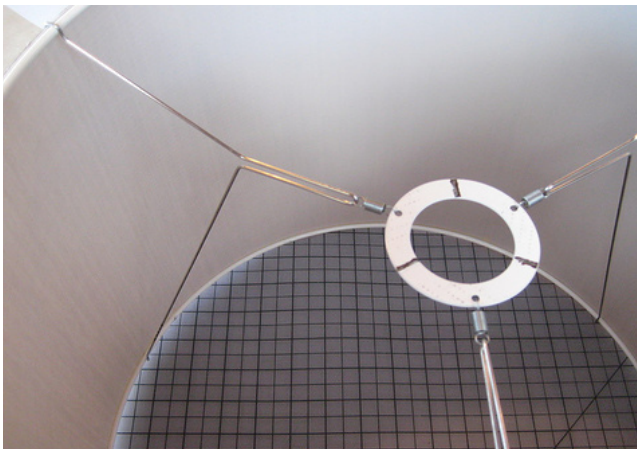
During my final year I was a key member of the student marketing and design team. We worked with key department staff to create a better marketing strategy for the graduating students. This included the design of a graduate web site that would showcase the final year students.

Material Understanding

Understanding material and manufacturing process is an important design method that is used to create appropriate design solutions. Many projects have meant working with engineers to more creatively use their material to create better product solutions for both manufacturing and the end user.

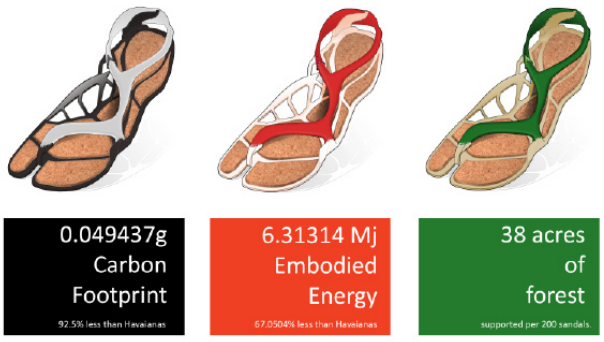
Ardent - Design for sustainability and Mass Production.

As part of my year placement I undertook a complete life cycle analysis for resolutes new product range Ardent. The included blogging about the resolutes environmental practice. As part of the Ardent range I worked with engineers to create a mass customized design.



Pentland Brand - Eco Sandal.

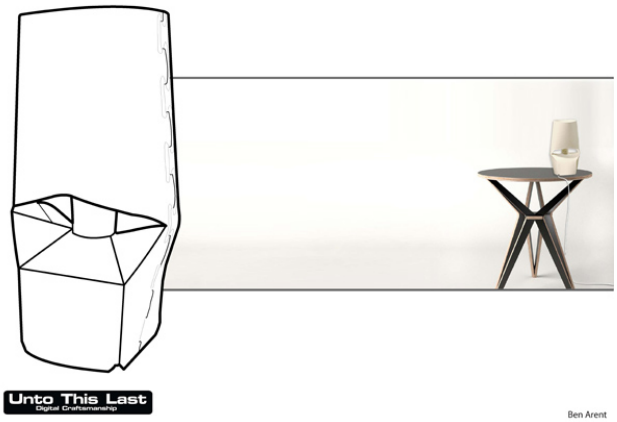
Pentland brand come to us with the proposition of designing a new sandal for one of their brands. The final design was a sandal that used three new materials and two new manufacturing methods. The sandal was solid modeled so that exact material weight could be generated from the design.



Material Understanding

Steath Lamp - Unto This Last.

Unto the last came to me to ask for a new product to fit into the existing product range. The product was unique as the design had to only use one material and had to be manufactured on a CNC router. The resulting design fitted into commercial costing as well as the brand values of unto this last.



Group Based Design

Many of the design projects that I have worked on has been to empower younger designers to use the same methods that I use to create their own product concepts.

1hr Design Challenge

The 1hr design challenge was an introduction into product design for a group of year 11 students. The 1hr workshop was a 6 person team to create and present a new product. This rapid development process lead to innovative presentation that used role play to describe the complex products that had been designed.

SuperToy - Review of Toys.

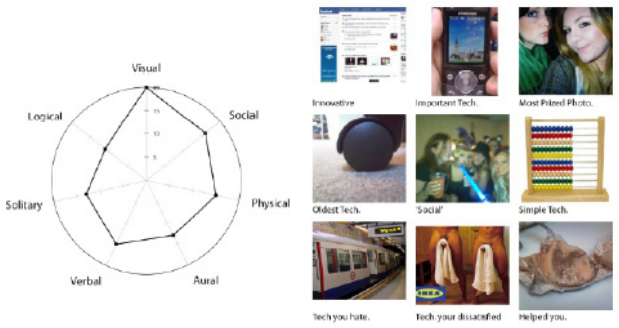
SuperToy was a collaboration with Middlesex Teaching Department. The teachers worked with students to create there own toys. We were brought in to polish of the industrial design and make the children ideas a reality. This photo shows a formal presentation that was given to select the best product for development.

User Centered Design

As part of design complex products and interaction I utilise as many user centered design technique to better understand the audience that I'm designing for. Many of this work is inspired by IDEO, and the online UX (User Experience) community.

Cultural Probes

As part of my dissertation I created a new framework that will allow designers to create better briefs by better understanding users and their context of interaction. As part of the research I undertook 8 cultural probes to create 'real people' personas.



Jive - Cultural Probes

When creating jive I implemented the process created from my dissertation. The insights from the cultural probes was very useful in grounding the context and use the new product that was developed.

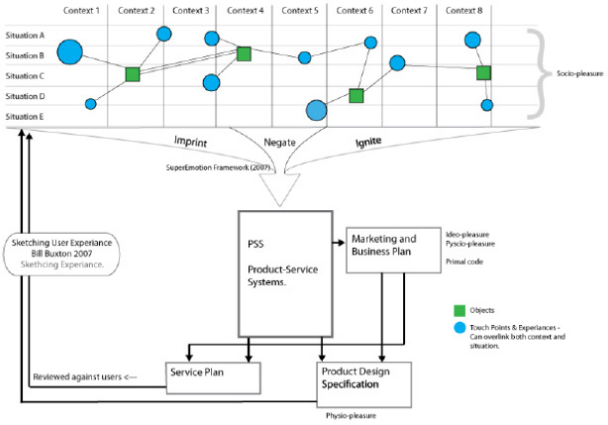
User Centered

A day in the life of.

During the development of jive I undertook a 'day in the life of' to review the existing product landscape and to understand what products worked well and see what technology was already unusable. The existence of technology in the every day life of the 65 year old was more intense than I initially assumed.

A context and situation framework.

This framework was developed so that I could better review the products I developed. The framework takes users and reviews their interaction with products in differing context and situations. By reviewing this though a 'super emotion' framework, I was better able to design these complex products.



Rapid Concept Development

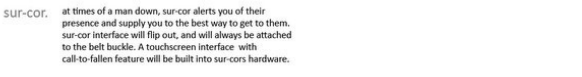
During my degree I have managed to complete in many design competitions and have created lots of tricks and techniques that allow me to rapidly take a sketch to a final 3D model or product.

Mathmos

This light was developed over 6hrs from idea to render. This design was for the mathmos candle light competition. The lights form is unique and it uses a unique heat-on, blow-off control. The light is design registered, and is going to be put into production this year.

Sur-Cor

sur-cor is a concept designed for quicksilver. This product is very conceptual, with the core concept being able to go and help your friends when there in danger. These extremely conceptual pieces help re frame my physical work, and help stretch my mind to think outside of the box.

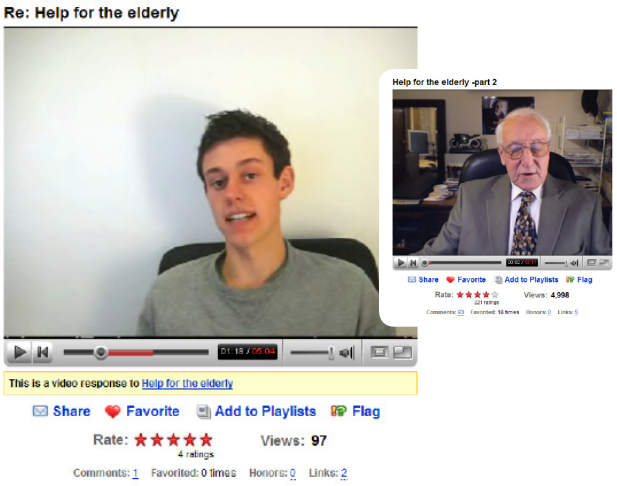


Project Presentation

As part of my degree I have had to constantly present my work to my class, to buyers and to audiences. I'm comfortable to talk about my work and concepts, and look for discussion from users to ultimately make better products.

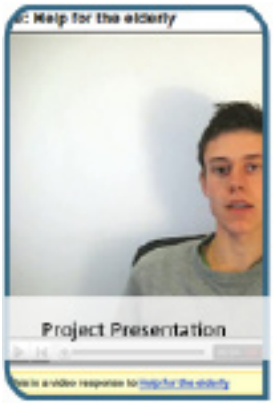
YouTube - Talking back to the user.

While creating jive I created a youtube response to Geriatic1927 (the oldest user of you tube). The ability to leverage these online platforms is one of my most powerful tools to use to greater understand the people who would be using my projects.



Client Presentations - Pentland Brand

For the Pentland presentation I gave the winning pitch my concept, I supported the strong design with a clear verbal presentation the focused on the environmental positives of the sandal design.



Rapid Concept Development

Vista Wallet

Vista wallet was another project designed for the 2006 Microsoft Design competition. The design was disqualified from the competition because the product used an interface. I believe that a hardware solution can't exist just on its own, and the interface is just as much part of the product, as the physical product.

Cuppa - A social computer.

Cuppa is a social computer that is designed to be used in the living room with a TV. The device itself is a thin client that runs from a home server. The aim of the product was to focus on social networking as method of entertainment. The design is a finalist for the 2008 Microsoft's Next-Gen Pc design competition.