

Unit 3: Week 6

XY.B UI Design Daniela Barbeira

Daniela gave us a persona and situation for whom we had to dissect and propose a solution for.

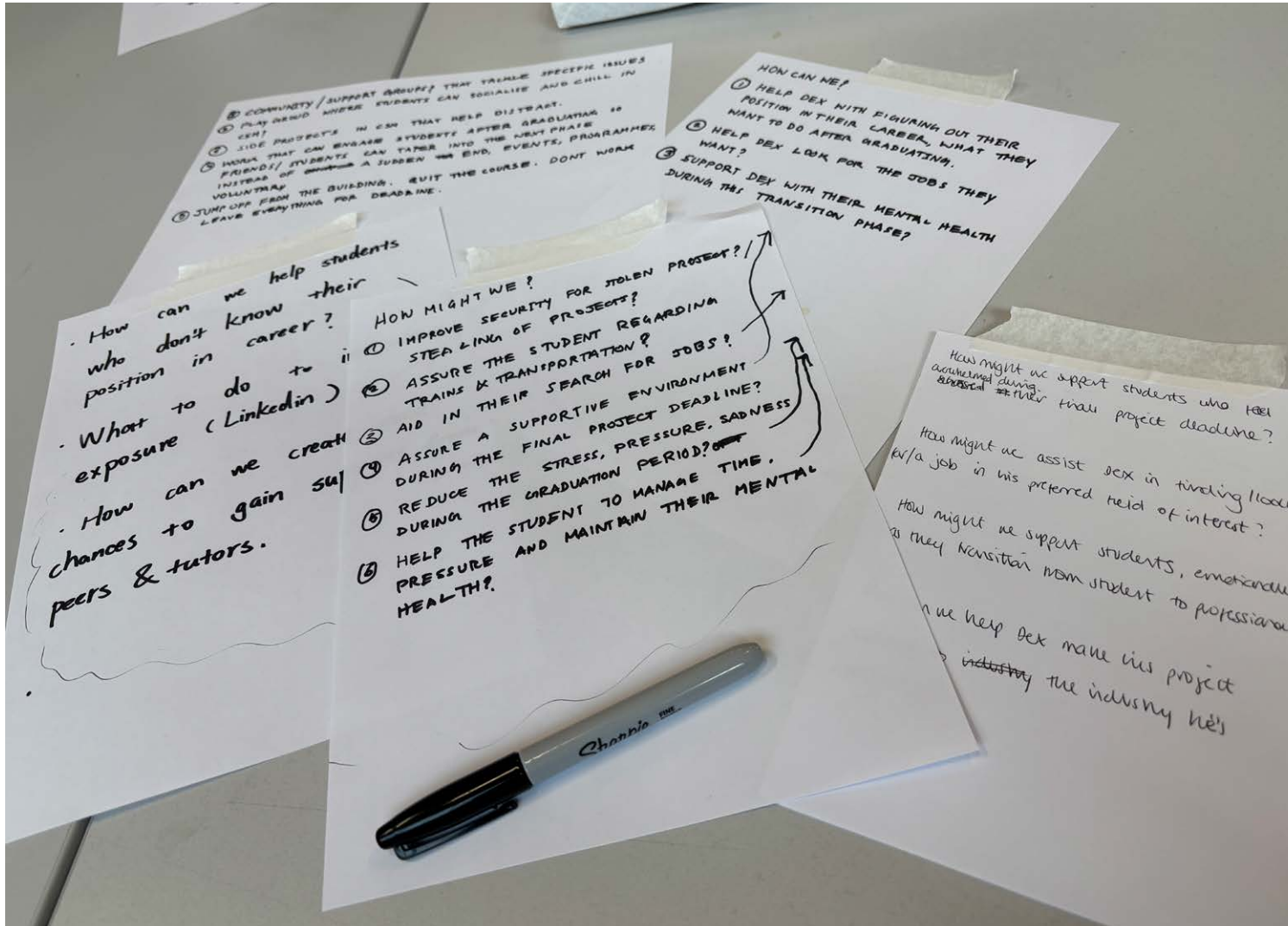
Using post it notes and a wall to analyse, dissect and discuss the needs for the persona and an outcome we explored UI design physically and quickly by sketching, storyboarding and proposing.

UI Design

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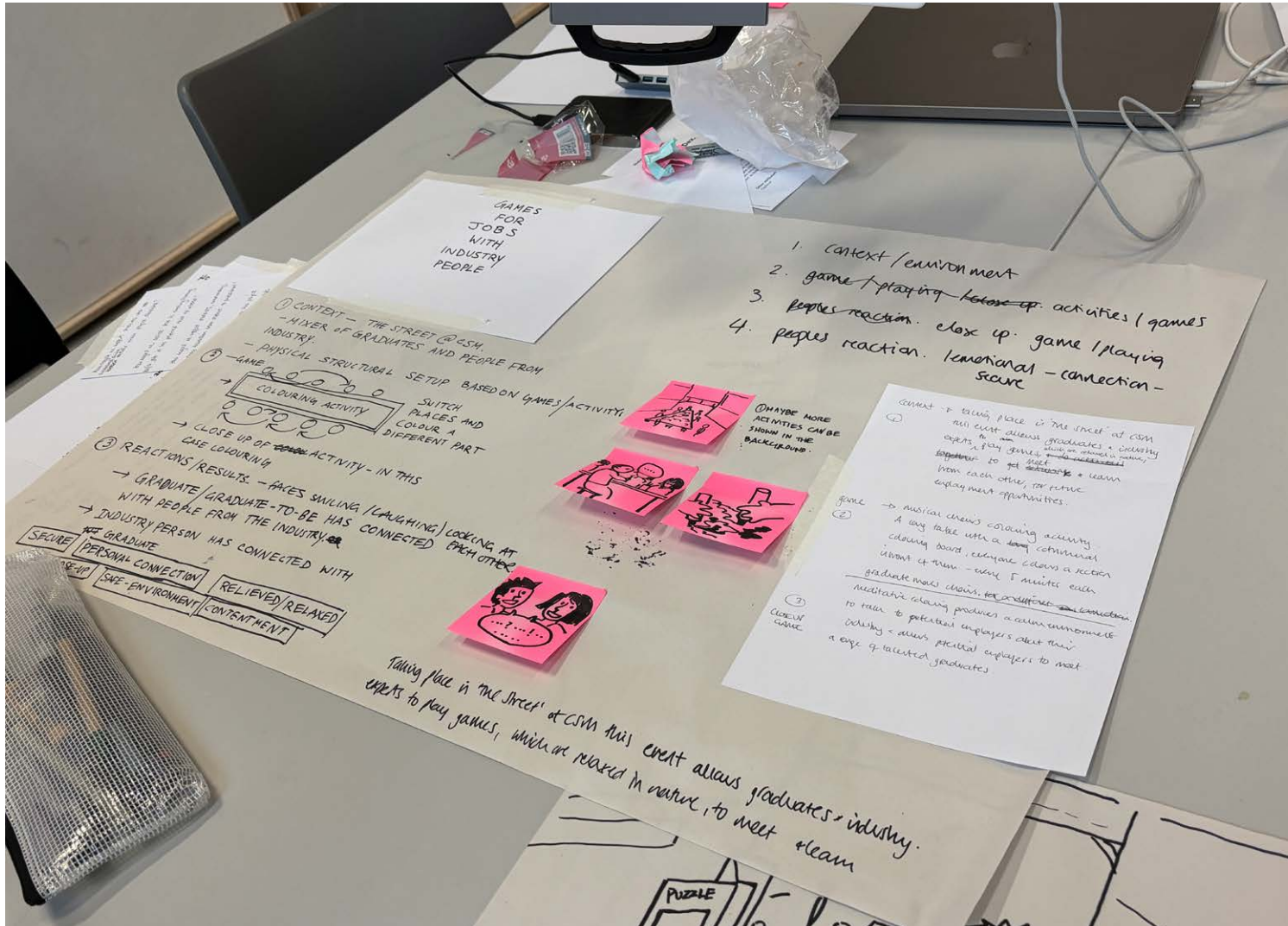


Brainstorming the timeline and the needs of the persona

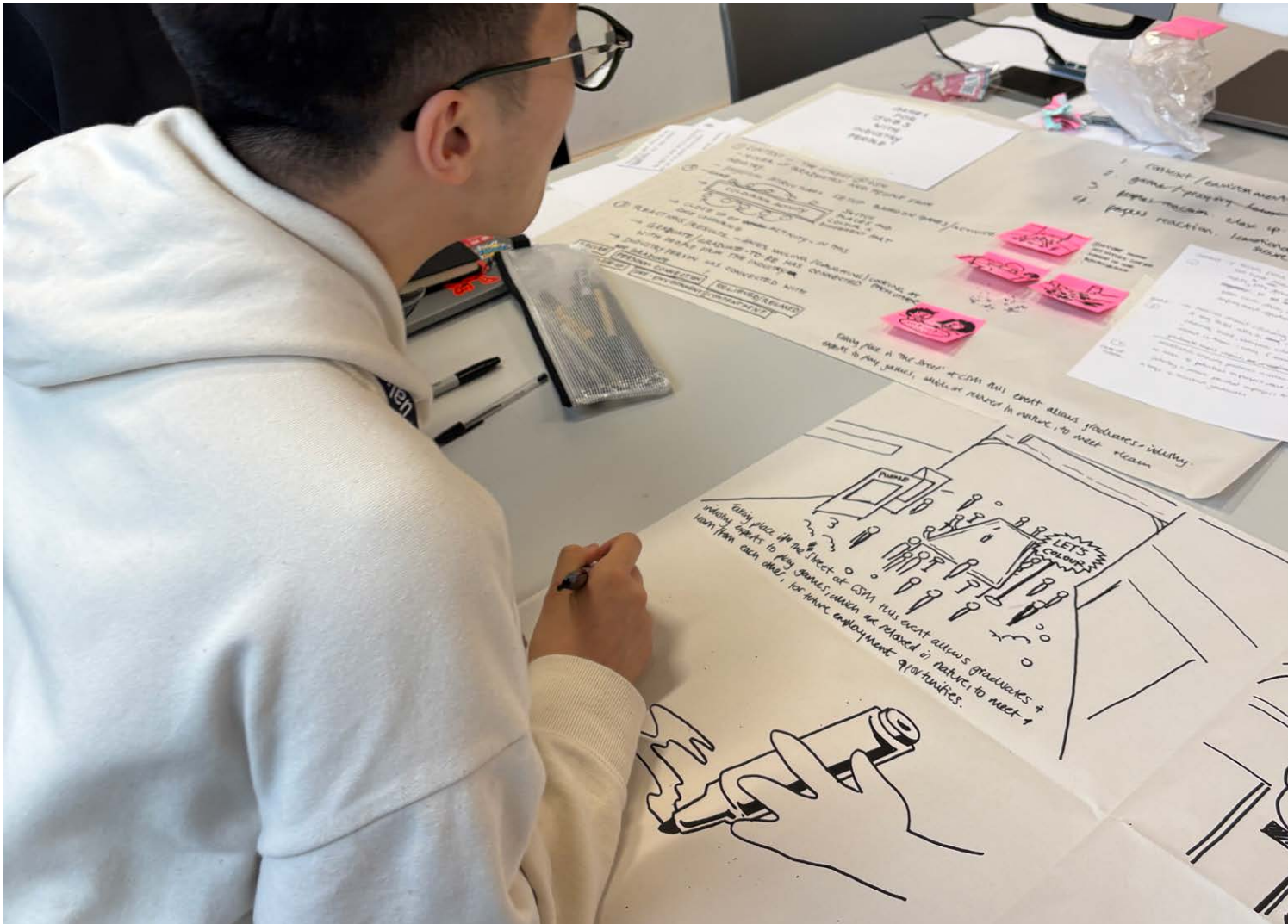


How might we...

Ideas on how we might help specific problems that arose from the brainstorming wall.

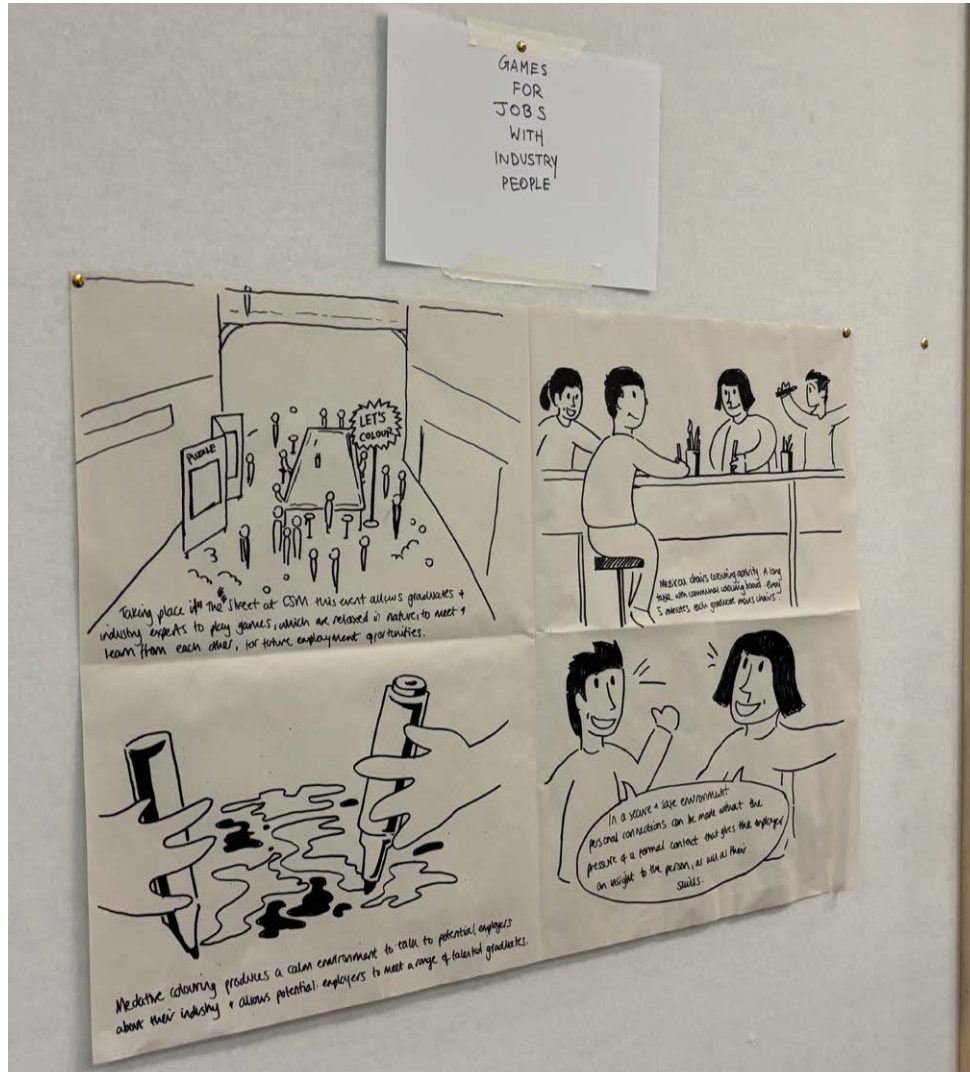


Combining and planning how we might into one succinct idea



Working the rough up into a four square storyboard to tell the story clearly. Simplicity of communication.

Completed storyboard with
proposal for our persona

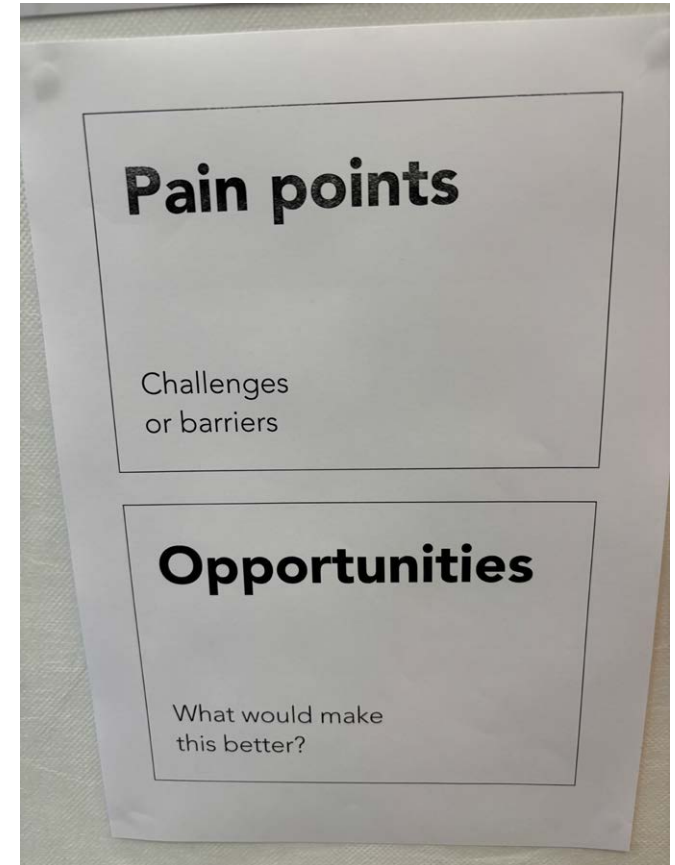
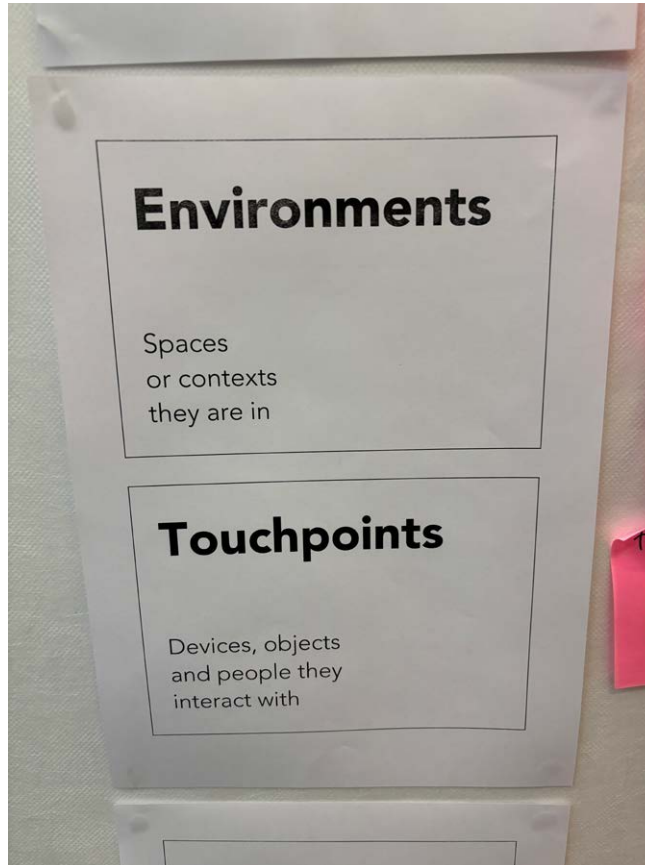
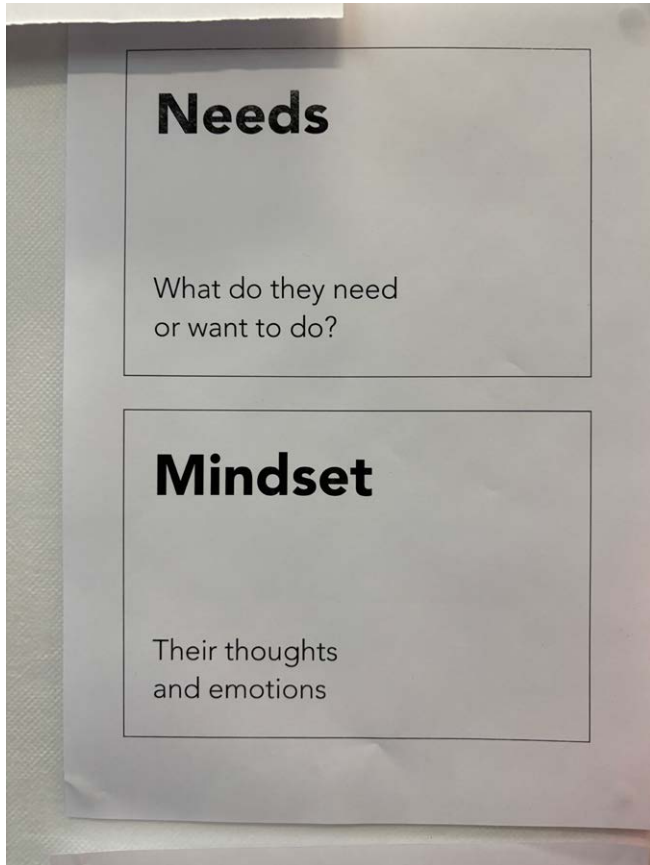




Feedback from Daniela was that the idea she could see working.

The storyboard could have utilised speech bubbles more to use less words but communicate the text by speaking

This would lead to greater clarity on who each person was (graduate or professional)



UI Design Reflection

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This workshop had some really good practical devices to use in work and practice.

Crazy 8s was good in having to jot down eight ideas in one minute to then reflect on. Aleviates overthinking and procrastination.

My worst idea was brilliant at getting the rubbish out of your head and acknowledging that if that is the worst, anything else is better, to maintain perspective.

Trying to tell a story in four frames is a good way of simplifying content to get to the core of the communication.

I have used Crazy 8s and My Worst Idea in my practice since.

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