

REFERENTES **PORTAFOLIOS**

Portafolios e Inducción laboral

AUD81003-1 - Segundo Semestre 2021

Profesor: Francisco Rojas

Ayudante: Javiera Segovia

estructuctura general



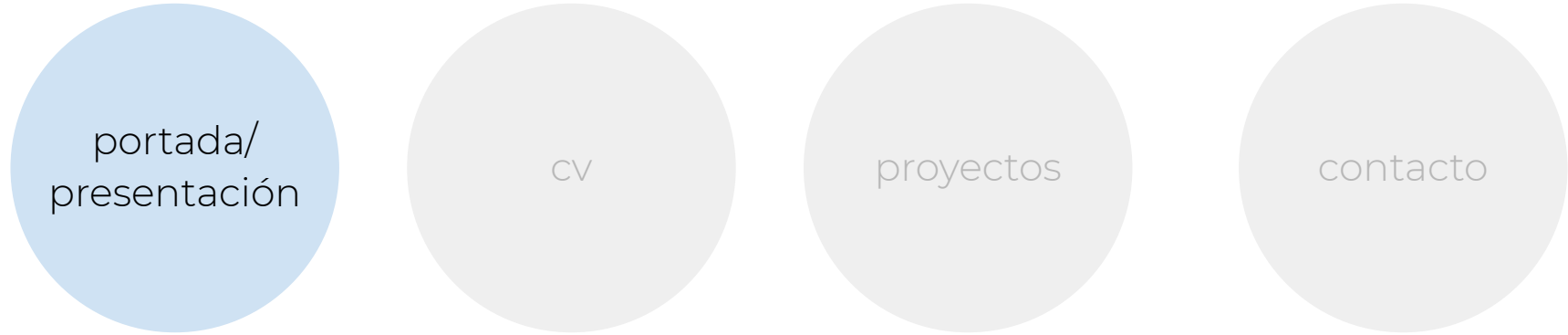
portada/
presentación

cv

proyectos

contacto

estructuctura general



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P O R
T F O
L I O



INDUSTRIAL DESIGN
P O R T F O L I O

J E N I L
S H A H

F A L L
W I N T E R





PORTFOLIO
PRODUCT DESIGN

— Vivek Prajapati

PORTFOLIO 2019

INDUSTRIAL DESIGN
SIDDHARTH BHIVANDKAR



2021

MUGDHA UPPALA

PORTFOLIO

INDUSTRIAL DESIGN



Portfolio 2021

Industrial
Design





Callum.

Portfolio
2020-2021

_Industrial_Designer

Callum Beal | Industrial Designer

_Callum_Beal

01



**Hi ,
I'm Jasdeep Kular**



I'm a Industrial Designer who loves to develop new and innovative products.

I'm a recent First Class BA (Hons) graduate student in Product Design at Coventry University. During my time at University I have completed series of projects, learning new skills and techniques along the way, as well as working 6 months at PQ Design studio,Pisa, Italy, as an Intern during placement year.



**“Joy is a
function.”**

Philippe Starck

Hello, I'm Pelin. Since the first time I took the pen in my hand, I started life by loving art and drawing. When I realized that I had to focus on design in high school, I chose industrial design to study in college. On the other hand, I describe myself as a very curious, inquisitive and creative individual. Lifelong education and continuing to learn from every event and person I encounter are the points that define my personality. In 2020, with my Hygiene project, I was shortlisted in the procarton competition and achieved a success. I graduated from university in 2021 by designing a filament maker.

I would like to explain my understanding of design with a quote from Philip Starck, "joy is a function". In my opinion, design should make life easier and fulfill the function of giving pleasure to people while doing it.

AKL - NGR - PNO - VAL



TANAY VORA
PORTFOLIO 20'

2020



Hi,
I'm **Tanay Vora.**

I'm an 22yr. Old Industrial designer finishing my final year of education at ISD Rubika in France.

I strive to craft stories and empowering design strategies through humane experiences. I love creating meaningful solutions across physical and digital platforms that drive creative, rational and emotional change.

When I'm not designing or sketching I like to play the Piano, Curate Techno, photograph the world around me and immerse myself in street art. Pursuing my passions has helped me translate these subtle nuances into design.

TANAY VORA
PORTFOLIO 20'

AKL - NGR - PNO - VAL





PORTFOLIO

2019

Kuang-Hsu Cheng

Empathy

is all we need!

Hi, I am Kuang.
A designer equips with abilities of **design research, product design and CAD/CAM integration.**

Research is the most essential part of a good design. I believe an outstanding designer must use **empathy** and understand the user's needs with **plenty of research** to create well-designed products.

The numbers of **elderlites** are increasing nowadays. Designers have the responsibility to make people's life better. Especially **home-living**, elderly people spend almost all days.

Also, I am a **woodworker** processes 3-years' experience of **CAD/CAM integration.** Able to finish a prototype from **3D modeling** to **CNC processing.**

✦ Portfolio

Novalina Raya

Illustration

Design

2018

2021

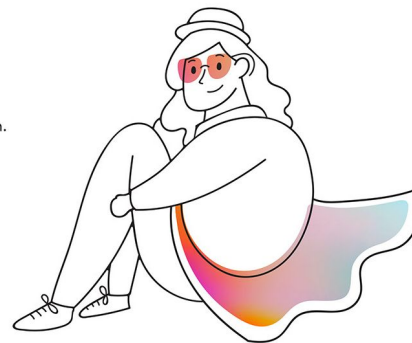
Hi!

I'm Novalina. Welcome to my bubble.
Please popped me because i live to learn.
And that makes me better.

Do you want to know me?



Introduction



Illustration

Design

WELCOME

2017 2020

PORTFOLIO

Luca Casalino

D E S I G N

About me.

2021



Luca Casalino.

Portfolio.

Who i am?

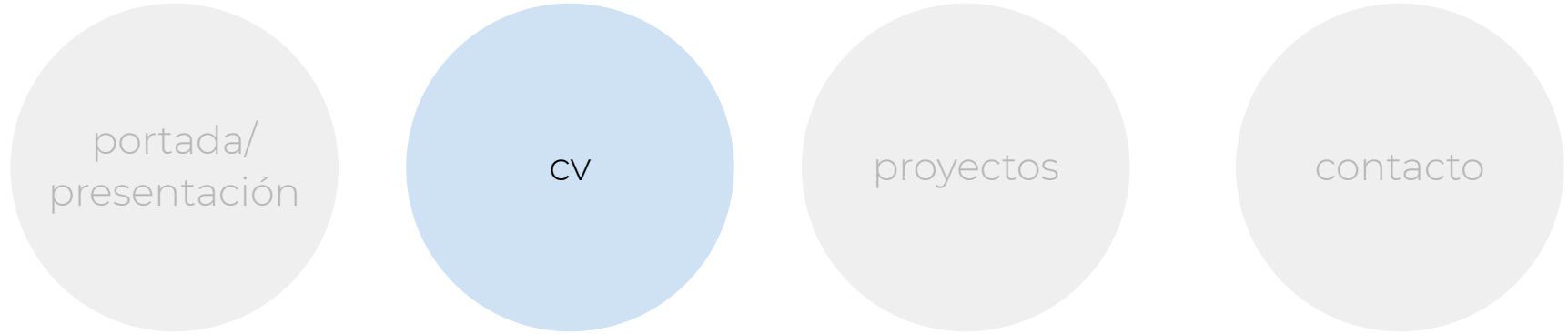
I'm a graduating master student in industrial design engineering and innovation at Politecnico di Milano. My passion for manual work, combined with the interest for innovation, triggered me to jump into the design field. Doing sports and being dynamic has always been an important part of my life and being able to realize a project from an idea to a product, pushes me everyday to improve my knowledges in different fields. I'm constantly looking for new challenges, believing in what I do with humility and sense of humor.

Chuong's
2021 portfolio.

**"Don't try to be original,
just try to *be good*."**

Paul Rand

estructura general



RESUME



ABOUT ME

Hi! I am Nacho, a creative and passionate industrial product designer. I define my design philosophy as honest minimal functionalism. I feel comfortable with full product development, from the first concept with manufacturing in mind.



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 linkedin.com/in/nacho-castillo-moreno
 behance.net/nachocastilodesigns
 nachocastillo.designs@gmail.com

Nacho Castillo

EXPERIENCE

- 09/20-NOW** **Wallbox Chargers**
3D Visual Design Internship
Barcelona, Spain
- Creative product visualization tasks. Conceptualization and development of realistic rendered still images and animation. 3D Modelling and rendering done in Blender with Cycles render engine.
- 05/20-09/20** **Freelance**
Industrial Designer
- Industrial design assignments. I have been involved in projects from concept and idea development, sketching, modelling, prototyping, product visualization and manufacturing for international companies and startups.
- 02/16-10/19** **Freelance**
Graphic Design & Video Editor
- Graphic design and video recording assignments during my years at university. I have worked for Spanish and international companies including: Cervezas Alhambra, Culture Trip, Spanish Red Cross or AdVision Media, among others.
- 10/15-07/18** **TheBestF1.es**
News Editor
- News editor at TheBestF1.es, media dedicated to motorsport, specialized in Formula 1. Accredited by the FIA for the pre-season test of the F1 World Championship at Circuit de Barcelona-Catalunya in February 2017. Responsible for the World Endurance Championship (WEC) department.

EDUCATION

- 10/19-NOW** **Master in Product Design and Engineering Product Development - 60 ECTS**
Universitat Politècnica de Catalunya - CIM UPC
Barcelona, Spain
- 02/16-07/18** **Bachelor in Architecture - 300 ECTS**
Universidad de Granada | Politecnico di Milano Erasmus+ Scholarship 15/16
Granada, Spain | Milan, Italy

SKILLS

Design
 Rendering
 Sketching
 Critical thinking
 Problem solving
 User centered design
 Prototyping

SOFTWARE

Solidworks
 Keyshot
 Blender
 Photoshop
 Illustrator
 Indesign
 Premiere Pro
 After Effects
 Rhino

3DS Max
 V-Ray
 AutoCAD
 SketchUp

CERTIFICATES

Solidworks CSWA - Mechanical Design
 Cambridge English: Advanced CAE - C1
 Driving license B

LANGUAGES

Spanish - Native
 English - Fluent (C1)

Italian - Basic
 French - Basic

education

Anadolu University 2015-2018

Eskişehir Technical University 2018-2021

experiences

ArtikelDeko // Internship 2019

Procarton // **Shortlisted** 2020

CURA Design // Graduation Internship 2021

skills

Blender Keyshot Photoshop

Rhino Cycles Illustrator

contact

pelinozbalci@gmail.com

behance.net/pelinozbalci



WILLIAM FAIRNINGTON

Hi, my name is William and I am currently a Junior at the College for Creative Studies in Detroit, MI. My foremost approach to design has always been the recognizing of core problems at hand. I believe that solving problems through design amplifies a product's importance in the world past the aesthetic level. To me design is not only a vehicle of inspiration to others but also a direct path to the improvement of life for those who are less fortunate.

Outside of design and academics, I enjoy spending my time outdoors. I feel that interacting with the outside world uniquely exposes me to design opportunities and outlets of creative thought. Activities such as Fishing, boating, basketball, and hiking are a few of my favorite ways of spending my free time outdoors.

- 📍 Miami, Florida
- 📞 786-365-1264
- ✉️ Wfairnington@yahoo.com
- 📷 @Fairnington_Concepts
- Be William Fairnington
- 🌐 Williamfairnington.com

EDUCATION

Design and Architecture Senior High (DASH)
Miami, FL
2014-2018

College For Creative Studies
Detroit, MI
2018- Present

EXPERIENCE

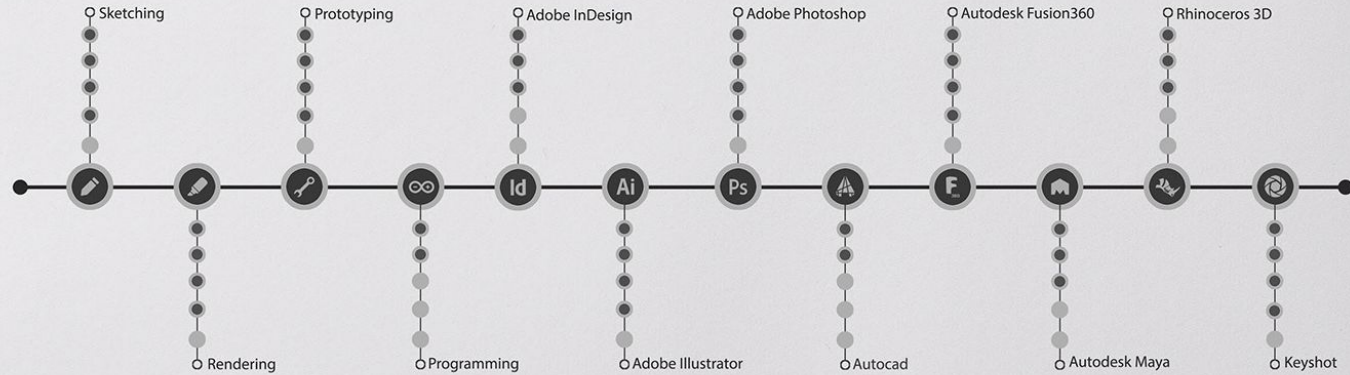
Garmin
Product Design Intern
Kansas City, KS
2021

Puma
CCS Design Sprint
(1st Place)
Detroit, MI
2021

Pensole Academy
World Sneaker Championship
(Top 8)
2020

Pensole Academy
Sneaker Head of State
(Finalist)
Portland, OR
2018

SKILLS.



ACHIEVEMENTS.



Certificate of Academic Excellence
DSK International School of Design- Rubika

Fusion- Live Marketing and Design Competition (Runners-up)
Cardiff Metropolitan University

Concept- Live Marketing and Design Competition (Winner)
Professor David Brooksbank- Cardiff Metropolitan University

OnePlus Campaign Design Challenge (Top 20 in the world)
Agorize - OnePlus

CONTACT.

Date of Birth

27/09/1995

Nationality

Indian

Languages

Hindi, English, French (B1)

Email

Ayushsingh.9568@gmail.com

Website

www.ayushsinghpatel.com



VIVEK PRAJAPATI

11 - 04 - 1997

Contact : +91 8849400611

www.linkedin.com/in/vivek-prajapati

vivekprajapati244@gmail.com

I'M

An undergraduate student pursuing design education in the field of Product design. I have grown as an passive thinker, determined to learn and seek insights from what the journey has to deliver. I love developing, innovating and creating meaningful experiences in harmony to the ecosystem.

EDUCATION.

SECONDARY EDUCATION

2013 / 2016

Mahatma Gandhi International School

BACHELOR OF PRODUCT DESIGN

2016 / 2020

GLS Institute of Design

EXPERIENCES.

Summer Intern at Homelab Design.

Tiwan International Student Design Competition

Ahmedabad Design Fest

Designed Dishwasher (school project)

LANGUAGES.

English
Hindi
Gujarati
French

SKILLS.

Sketchbook	Illustrator	Solid Works	InDesign
Photoshop	Rhinoceros	Keyshot	Graphic

[in](#) [M](#) [Bē](#)



Nick Abbott

Industrial Designer

About Me

My name is Nick and I'm passionate about making change and moving society forward! I love to design products, have an insatiable appetite for self-improvement, and thrive in ambiguous situations. I'm exceptional at anticipating problems, managing my time, and telling stories through design. My superpowers are my drive and endless curiosity about things and the universe in which we find ourselves.

Outside of Industrial design I have experience running a software startup for a few years. The company aimed at gamifying the music industry by introducing a matchup system that created dynamic rankings based on how often a song was chosen over another song. I designed the entire platform, learned to code websites, and practiced managing a team.

Contact

219-670-0728
nickabbott303@gmail.com
behance.net/nickabbott4600
instagram.com/elusive_ellipse

School

Arizona State University Industrial Design, BA 2018-2021	Arizona
Purdue University Industrial Design, BA 2014-2016	Indiana

Experiences

Atom Innovation Industrial Design Intern	2 Years
Predictive Wear Industrial Design Consultant	2 Months
Knack Design Industrial Design Consultant	1 Month
Starving Sounds Founder, CEO	2 Years

3d Skills



C.V.

CONTACT

elifbulut.id@gmail.com



+90 (505) 207 92 32



/ elifbulut.id



/ elif-bulut



T.C // 1996



EDUCATION

- '20-'22 // Industrial Product Design
MS, Gazi University
- '16-'20 // Industrial Product Design
BS, Gazi University
- '15-'16 // The School of Foreign Languages
Gazi University
- '10-'14 // Güzelkent Anatolian Highschool
Ankara

MEMBERSHIPS

- '18-'20 // Design and Innovation Cominity Ti
Member of Board
Gazi University
- '16-'18 // Gazi University Department Representative
The Union of Turkish Engineers and Architects
TMMOB
- '16-'18 // Project Development Cominity Pro-G
Member of Board
Gazi University

LANGUAGES

Native // Turkish
English

EXPERIENCES

- '20 // Graduation Project 
- '19 // Product Design Intern 
- '19 // Product Design Intern 
- '18 // Production Intern 

CERTIFICATES AND TRAININGS

- Diction Training
- Başkent Academy of Communication

INTERESTS

Drawing, ceramics, photography, music

SKILLS

Sketching
Rhinoceros, Cinema 4D,
Autodesk 3ds Max, Autodesk Fusion 360
Keyshot, Octane, V-ray
Adobe Photoshop, Adobe Illustrator
Adobe After Effects, Adobe Premiere Pro
Adobe XD, Figma

ABOUT ME

INDUSTRIAL PRODUCT DESIGNER

Profile

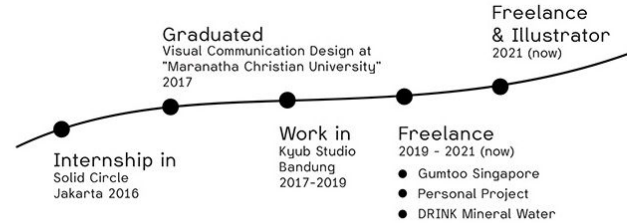
-  I live in Bali
-  Bandung, 1 November 1994
-  +62 813 2733 1504
-  novalinaraya@gmail.com
-  behance.net/novaraya/

Skills

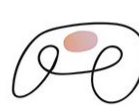
- Adobe Illustrator  *
- Adobe Photoshop  *
- Adobe Indesign  **
- Mural  *

Profile

Experience



Interest



I love playing games



Listening Music



Travelling & Camping "The Best!"

Illustration

Design



Khanh Chuong Nguyen, 24

About me

A resourceful linguistics graduate with a keen interest in graphic design. In spite of having 2 years of self-training in a number of social projects and another 2 years of working as an in-house graphic designer in Hanoi, I still consider myself as a fresher who needs a lot of improvement when it comes to agency work. For that reason, I am now yearning for an opportunity to dive into the dynamic yet challenging environment of Saigon's creative industries with an aim to explore my potentials to the fullest.

Contact

chuongnk23@gmail.com
(+84) 94 109 2858
fb.com/chuomng
be.net/chuongnguyen10

Education

FPT Arena Multimedia
2020 - Present
Diploma in Multimedia

**VNU University of Languages
& International Studies**
2015 - 2020
Bachelor in English
GPA: 3.1/4.0 - VSTEP: 9.0/10

Achievement

Final Project to be featured on rgb.vn
FPT Arena Multimedia - SEMESTER 1
> <https://tinyurl.com/themienproject>

Skills

Adobe softwares



Experiences

Nov 2018 - Present — **Freelance**
Flexible

Graphic Designer

- > Collaborating with another graphic designer to work on CEPEW Vietnam's rebranding. Coming up with the chosen logo idea.
- > Generating visual contents for numerous social projects organized by *ISEE Institute*

Nov 2020 - Feb 2021 — **TNT Perfume**
Ho Chi Minh City

Graphic Designer

- > Designing perfume packaging & label
- > Working with printing companies to test out the materials and ensure desired outputs
- > Responsible for product photography

June 2020 - Oct 2020 — **TopCV**
Hanoi

Graphic Designer

- > Producing multiple-platform advertising photos
- > Creating layout design for landing pages
- > Developing visual solutions for monthly ebooks

May 2019 - May 2020 — **ASCI Group**
Hanoi

Chief Graphic Designer

- > Working closely with the CMO to generate visual contents requested by other departments in the company

April 2016 - Feb 2018 — **AIIESEC in Vietnam - Local Chapter Hanoi**
Hanoi

Marketing Sub-Leader/ Graphic Designer

- > Producing promotion content, key visuals and other offline materials for projects
- > Preparing design tutorials for Marketing newbies
- > Leading a team of 5 to run promotion campaigns for social projects in 6 months



MUGDHA UPPALA

INDUSTRIAL DESIGN STUDENT

+91 8977770334

mugdhauppala13@gmail.com

www.behance.net/mugdha-uppala

www.linkedin.com/in/mugdha-uppala

Hyderabad, India

EDUCATION

GITANJALI DEVSHALA
2003 - 2016 ICSE

THE SECUNDERABAD
PUBLIC SCHOOL
2016 - 2018 CBSE

UNITEDWORLD INSTITUTE
OF DESIGN
2018 - 2022 B.Des

DIGITAL SKILLS

Autodesk Fusion 360
Autodesk AutoCAD
Figma

Adobe Illustrator
Adobe Photoshop
Adobe XD

Adobe InDesign
Luxion Keyshot

ANALOG SKILLS

Sketching
3D Cad Modelling
Prototyping

Rendering
Design Thinking
Leadership

Hand Modelling
Ideation

LANGUAGES

English Hindi Telugu

EXPERIENCE

Nexprt

Product design Intern
July 2021

UID Crea 2019

Workshops and talks

Freelancing

Rendering and Modelling
August 2020

Hi!

I am Mugdha Uppala, a student pursuing industrial design at Unitedworld Institute of Design, Ahmedabad. I believe that effective product design is best achieved by adapting to the consumer-centric design culture. Product innovations should naturally blend into the lifestyle of its users. The aim should be to improve the users' quality of life and not just alter it.



SIDDHARTH BHIWANDKAR

Year 5 Product design management student from
ISD Rubika, France.

As a final year Product design student, my basic concern while designing a product has been towards the user. The product along with good aesthetics, latest technology and good functioning, should be easy and comfortable for the user to use. The product should benefit the user and make their life better.

✉ sid.bhiwandkar@gmail.com

☎ +33 766544794

📄 Siddharth Bhiwandkar

WORK EXPERIENCE

INTERNSHIPS

C7 DESIGN, HONG KONG -6 MONTHS
Industrial product design internship, worked on multiple products for various clients.

DEEKSHA EXPORTS, PUNE -1 MONTH
Worked in a aluminium die casting factory to learn manufacturing processes.

GREENWAY APPLIANCES, MUMBAI -1 MONTH
Worked on the product design, logo branding and packaging of an upcoming product. Graphic design.

PROJECTS

VISAVIS, INDIA
To design a kitchen range for urban Indian homes.

HOME CENTRE, UAE
To design an aesthetic furniture range for modern offices.

ABB, SWITZERLAND
To design an electric vehicle charging ecosystem.

ELECTROLUX, SWEDEN
To create a new experience for drinking wine.

MASTERCLASS

DCA
Design a product to enhance the modern art of travel.

STUDIO METIS + RAFT COLLECTIVE
Design an app to help kids learn

SAMSONITE
To design a modular travel bag for a vlogger

EDUCATION

ISD RUBIKA, FRANCE
1 YEAR 2018 - 2019

Industrial product design management, advance.

ISD RUBIKA, PUNE
4 YEARS 2014 - 2018

Industrial product design management. 3 years bachelors + 1 year advance

**GOPI BIRLA MEMORIAL
SCHOOL, MUMBAI**

10 YEARS 2002 - 2012

Schooling

**D.G.RUPAREL
COLLEGE, MUMBAI**

2 YEARS 2012 - 2014

High School, Arts + Mathematics

SKILLS

ANALOG

Sketching
Rendering
Quick ideation
Physical models
Prototyping
Graphic design
Branding
Digital rendering
Concept development
User centric design
Working with wood
Manufacturing processes
Service design

DIGITAL

Solidworks
Rhino
Keyshot
Maya
HDRI Light studio
Photoshop
Illustrator
Indesign
Premier pro
Light room

LANGUAGES

English Marathi Spanish (Beginner)
Hindi Gujarati French (Beginner)

DESIGNER PROFILE

Name

• Roozbeh Ghari Saadati

Place of birth

• Mashhad, Khorasan, Iran

Education

• Bachelor in Industrial Design (CGPA: 3.72)

Limkokwing University of Creative Technology (2012 - 2014)

Skills

- Sketching
- Adobe Photoshop
- Autodesk 3ds Max
- Rhino
- V-Ray

Design category

- Transportation design
- Product design

Work experience

- 3D Artist, Limkokwing University (2018 – Present)
- Branding Designer/Lecturer, Limkokwing University (2016 – 2017)
- Design Tutor, Faculty of Design Innovation, LUCT (2015)
- Product Designer, eXpedio design Company (2014)

Language

- American English
- Persian

Email: roozbeh.saadati@yahoo.com

Contact number: 017-2054248

Address: Inovasi 1-1, Jalan Teknokrat 1/1, Cyberjaya, 63000 Cyberjaya, Selangor



About Me

Looking for

Opportunities to develop socially relevant designs to address real world challenges, especially in, but not limited to, the fields of food security, universal design, waste management and sanitation.

Personal Note

Thinker. Dreamer. Optimist
Democratic Design Believer
Love walks, books, movies,
music and food
Occasional Poet
Meme Maker

Skills

Design Research | Insights Generation | Ideation

The Journey

- Freelance Designer, engaging in Industrial Design and UX Design projects, March 2020 onwards
- Volunteer at OSV-X (Open Source Volunteers-Extended) to design solutions for the COVID-19 Crisis- April 2020-June2020
- Design Intern at Friend-In-Need Trust -Aug 2019-Jan 2020
- PG Diploma- Integrated Lifestyle and Product Design- Kerala State Institute of Design July 2017 -Feb 2020
- Content & Social Media Editor, Digimyx- April 2017-June 2017
- Mechanical Engineer,Ceratizit India Pvt Ltd,- Product Development. Product Application, Sales - July 2012-September 2016
- B.Tech in Mechanical Engineering , Future Institute of Engineering and Management, Kolkata , 2008 -2012

Get in Touch

mitra.words@gmail.com

www.linkedin.com/in/abhishek-mitra-product-design

<https://www.behance.net/mitraideas>





Karel Filip Drobne

+38631588917

karel.filip.drobne@gmail.com

About me

Industrial designer

Ljubljana, Slovenia

Product design is my passion.

Minimalistic, simple, sustainable designing with aim of reducing plastic.

Work closely with local craftsmen as well as mechanical engineers.

Education

High school of design and photography, Ljubljana

2014-2017

Department of Industrial Design, Product design

Academy of fine arts and design, Ljubljana

2017-2020 (graduated)

Department of Industrial Design, Product design

Other Experience

Workshop

Iowa State University College of Design

Cinematography

Goat Story, Rex Kralj, Boopacks, Hog Magazine/Harley Davidson, F&B Acrobatics

Honor

Exhibiting on Ljubljana castle, Ljubljana

Red&White lamp - in collaboration with Euregio HTBLVA Ferlach

Skills

Solidworks

Rhinoceros

Cinema 4D

Ultimaker Cura

Photoshop

Illustrator

Lightroom

Premiere Pro

CNC

Prototyping

Carpentry

Design thinking

Brainstorming

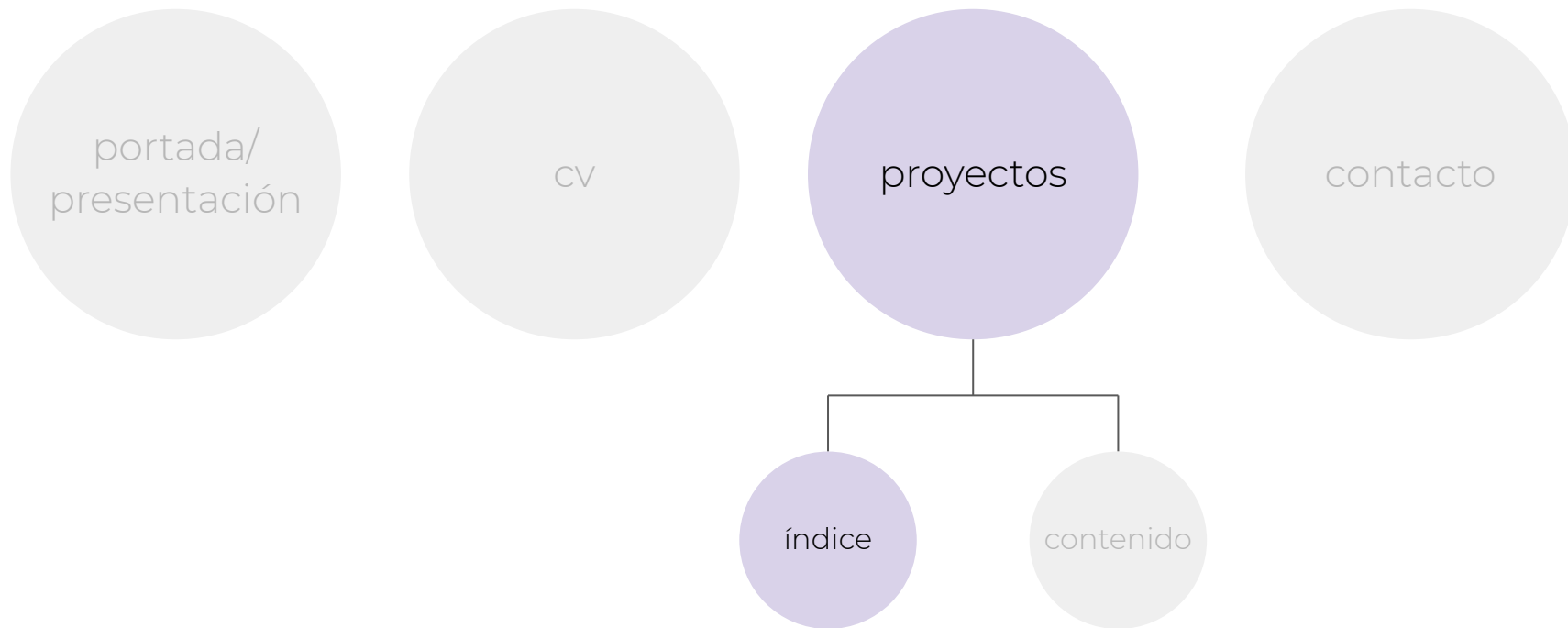
Team working

Language

Slovenian - Native

English

estructura general

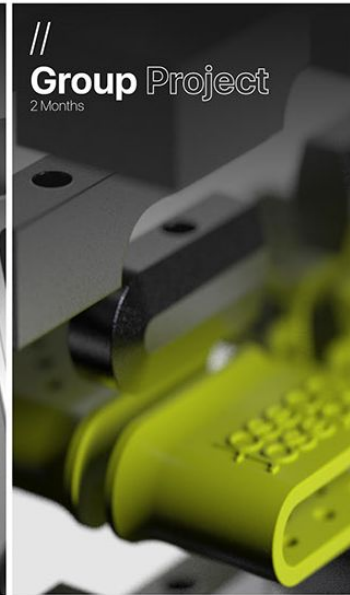




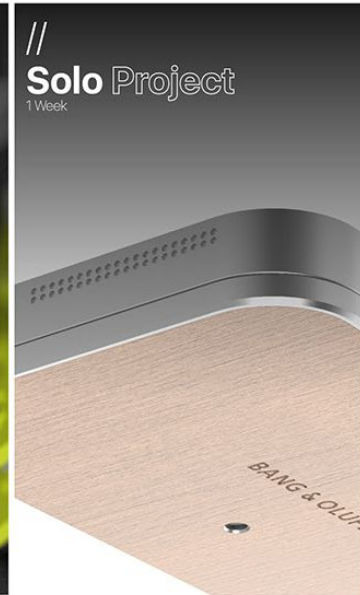
Flaski



MEDX
HOME HEALTHCARE



Joseph Joseph
Anti-slip **corners**



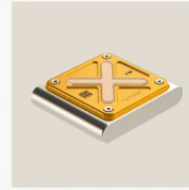
BEOSHIFT
BANG & OLUFSEN

CONTENT

01
Parkey



02
M6-C RW x rw



03
Presso



04
Other projects



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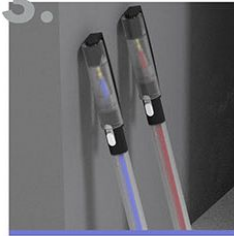
01.



02.



03.



04.



05.



06.



ITINERARY

P O R
T F O
L I O

01



APPLIANCE
PRODUCT

02



SYSTEM DESIGN
UX/UI

03



AUTOMOTIVE
BIO-MIMICRY

04



WORKSTATION
FURNITURE

05



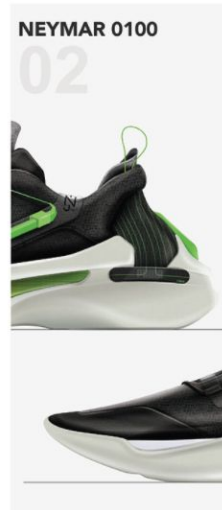
PACKAGING
GRAPHICS

J E N I L
S H A H

2 0 2 0
2 0 2 1



Breitling Watch Concept



Puma X Neymar Concept



Vital Monitoring Access Key



Footwear / Products



Tackle Washing Unit

CONTENTS.



Ciana.



REIGN.



Nature Nutrition.



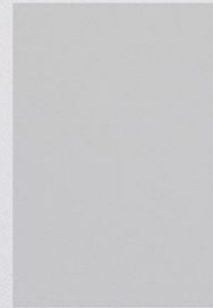
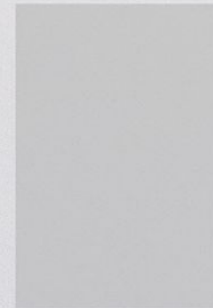
Brawn.



Hanno.



Extras.



CONTENT



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arçelik

SOLAR

beko

sunrise

ANGLE

#graduationproject

#turntable

#redesign-infraredheater

#lightingelements

#ceramicwashbasin

#hand-drawns

CONTENTS

Contents

HomeWalker

Home Furniture Design



Homer's Donuts

Coaster Set Design



UNITY

Smart Watch Design



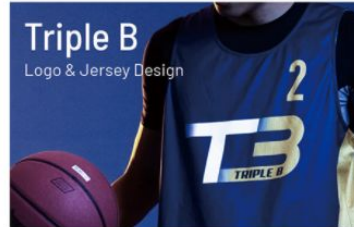
Amphibious

Outdoor Equipment Design



Triple B

Logo & Jersey Design



Wooden Workshop

Workshop Design



NicaMemory

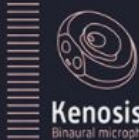
Postcard Set Design



Let's GO!

IN DEX.

01_{/07}



02_{/07}



03_{/07}



04_{/07}



05_{/07}



06_{/07}



07_{/07}







Resume

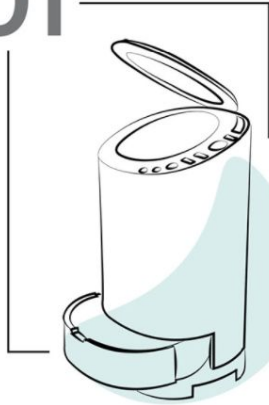
Branding

Social media contents

Layout

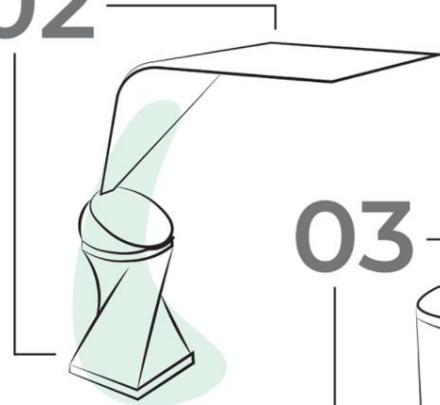
Personal work

01



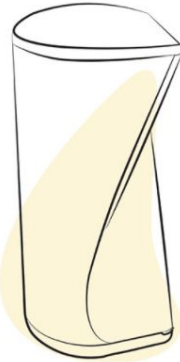
WaveWash
Product Redesign
Ergonomic redesign of a washing machine

02



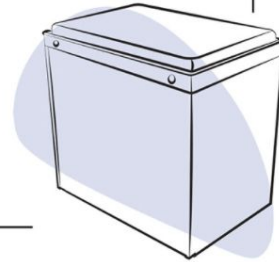
Zanshin
System Design
Smart street crossing system

03



SauceScape
Packaging Design
Packaging for a Condiment brand

04



UnBox
Modular Design
Modular and multi-functional furniture

Contents

Contents

01

OXYT

A portable and modular nebulizer diffuser with multiple aroma diffusion.

02

Wabi-Sabi

A workspace designed for traditional Japanese pottery, Raku ware.

03

Intuitive Expressions

A persona-based Color, Material, Finish, and Graphics of a product.

04

Packaging Design

A tangible and functional packaging for panipuri.

05

The Imitation Game

An imitated scaled-up 3D model of pocket binoculars.

06

Forms Talk Music

Forms of harmonica derived from music genres.

07

Shirōtō

A hanging lamp inspired from a six-way Japanese joinery.

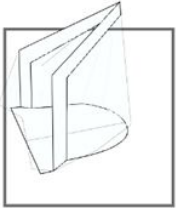
08

Play of Light

Photographs of various products shot in different lighting and environments.

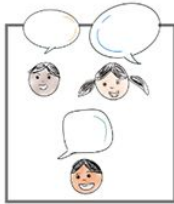
What's Inside!

1



Intubation
Extubation
Infection
Containment

2



Speech
Therapy for
Children

3



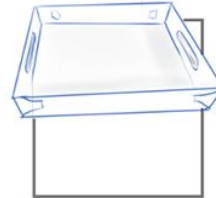
Fruit Wastage

4



Elderly and
Stair Climbing

5



Cardboard
IV Tray

6



Other
Activities

Designs

Alessi 9090

Analytical research



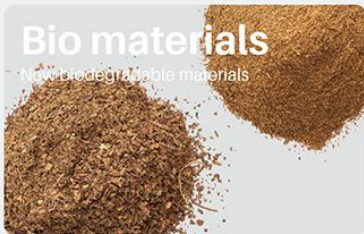
Simlicity

How to prevent a sled crash



Bio materials

New biodegradable materials



Woodko

Oak roller - On Kickstarter



Shade&Light

Ambient lighting of outdoor surfaces



Itinerary for Today |

01.



HALO

INTERNSHIP PROJECT
2 MONTHS

02.



KAIA

PERSONAL PROJECT
1 WEEK

03.



BRANCH

TEAM PROJECT
3 MONTHS

04.

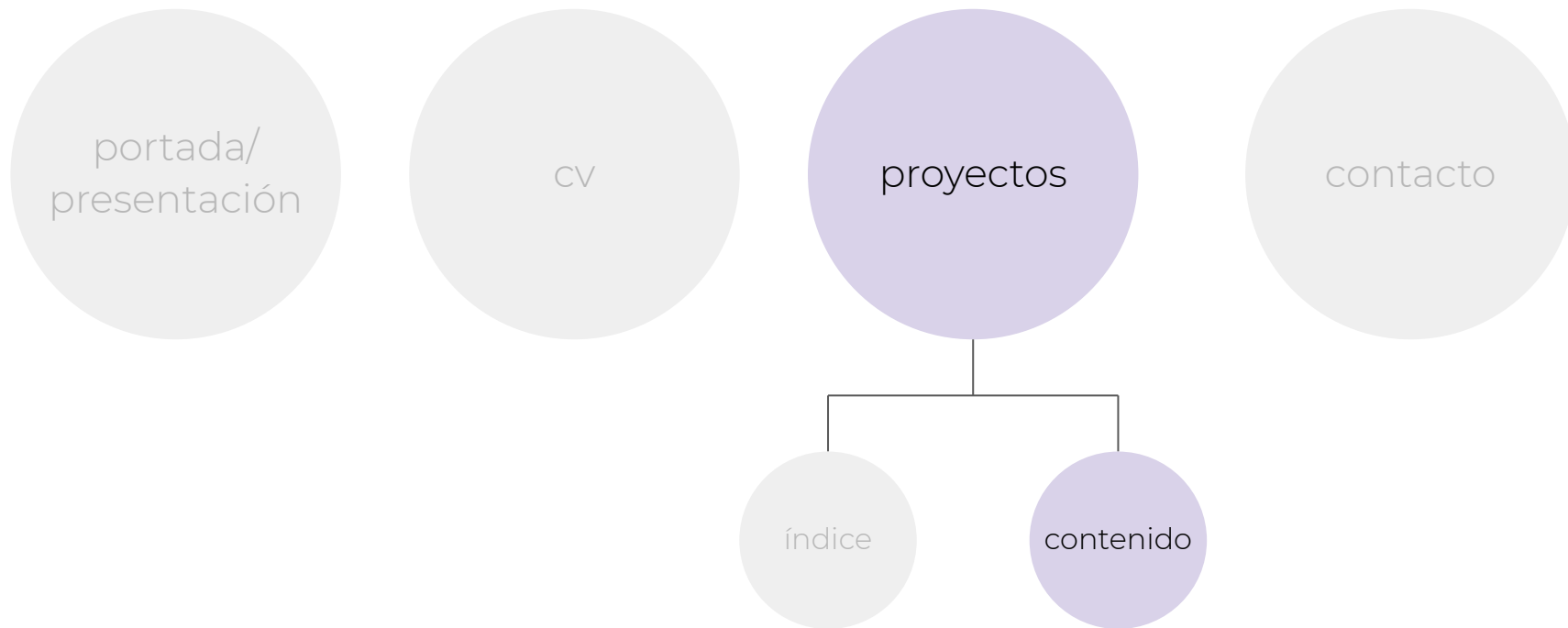


CUE

ON-GOING THESIS
2019-2020



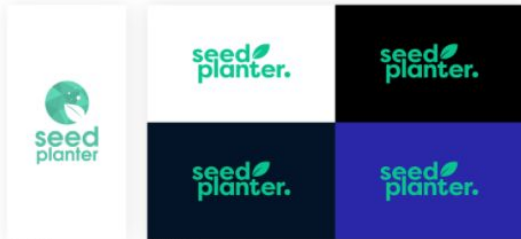
estructura general



Seed Planter / 2020

Seed Planter is an NPO with a mission to incubate early-stage entrepreneurs to create lasting social & environmental changes through sustainable startups. After a year of operation, they wanted to refresh their image, firstly by changing the logo.

Being entrusted to make the logo look "fresher, younger and more lively" while "keeping both the leaf and the seed symbols attached", I then decided to have it flattened and rearranged. Also, a brighter tone of the old color gave the logo a new vibrant look, whereas at the same time keeping it easily recognizable.



Old version

New version



iCreate Winter Camp / 2019

My work for iCREATE WINTER CAMP organized by AIESEC in NEU. The main mission of the camp is to raise students' awareness about human impact on the environment and guide them towards building a more sustainable lifestyle.

As Tet Holiday would be around the corner during the camp, the idea was to bring the traditional atmosphere of the occasion into the theme of the camp. Therefore, I decided to borrow the characters in "Vinh Hoa" and "Phu Quy", two of the most famous Dong Ho paintings that are regularly featured in Vietnamese family houses on the occasion of Lunar New Year, and illustrate them using environment-friendly products.



Seed Planter
/2020

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FACEBOOK POST

Pioneering Initiatives /2019-2020

"Sang kiến Tiên phong" (Pioneering Initiatives) is a collection of local initiatives to resolve urgent issues faced by local communities in different areas of Vietnam. Every one or two months, the team would make a report of all the achievements that had been made so far to keep the audience updated.

Their requirement was to make the report look like a bulletin board or a journal, which led me to the idea of using of cut-out photos and collages with additional decorations to resemble a hand-made journal.

To make sure all the texts and images are clearly legible, I decided to divide the design into 4 pieces, each of which contains all the necessary content and visuals on its own. By doing this, when the 4 photos are posted on Facebook, the audience could easily follow every piece of news, while at the same time see how "the journal" look like as a whole.



SOCIAL MEDIA CONTENTS

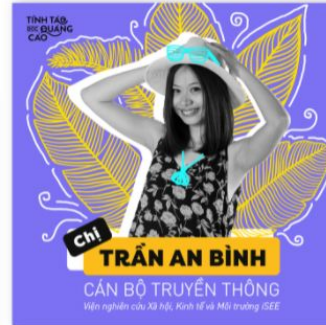


Other social projects /2018-2020

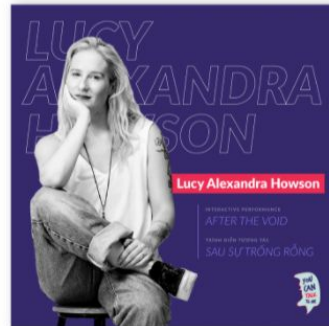
Some of my work for several social projects that I took part in during college.



Tinh Tao Doc Quang Cao / Advertising Watchdog (2018)



Tinh Tao Doc Quang Cao / Advertising Watchdog (2018)



You Can Talk To Me (2020)



You Can Talk To Me (2020)

Creating layouts and visualize monthly giveaway ebooks was a part of my job at TopCV. Illustrations used were originally borrowed from Freepress and then adjusted to fit the overall style of the book.





icon

Basic by handmade and Meaning of Process



WEBBING



KNITTING, FABRIC



WEAVING



TRINKETS



CLOTHING



BAG



SHOES



CONNECTED



GIVE



CREATE



AESTHETIC



Portfolio

SASC Lip Tint

09

Logo Design

2018-2020

BRANDING

CONCEPT

REBRANDING

PAGE 11



Portfolio

Logo Design

10

Elle The Whale Personal Project

CHARACTER

ILLUSTRATION



Portfolio

Elle The Whale

PAGE 12

12

Idul Fitri 1441 H
Personal Project

ILLUSTRATION



Portfolio

Idul Fitri 1441 H



Brief

HomeWalker is designed to solve home-living problems of elderly. It's a design integrates furniture and walking assistive device.



Problems

Walking assistive device is the most common assistive device among the elderly. But some of them refuse to use assistive device because of the critical vision and ego. However, they rely on furniture to enhance body stability such as couch, chair, table, etc. Some even put a chair besides the bed to help themselves getting out of bed.

This piece won the Honorable Mention Award in the 2018 ICARE UD Design Competition for elderly and disability assistive devices.

Specification

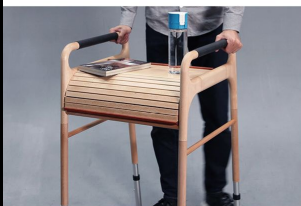
Weight: 7.8 kg
Length: 50 cm
Width: 54 cm
Height: 75-92 cm
Ratio of tube: 3 cm

Material

Beech
Rosewood
Silicone Sponge Tube
Aluminum Tube
Rubber

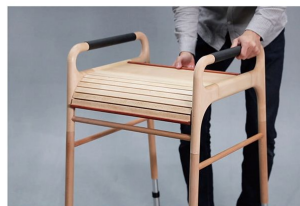
Design Details

The design of HomeWalker has two forms — the walking, and the table form. Two are easily interchangeable when needed by pulling and pushing.



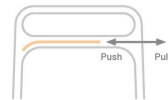
Walking

This form helps users walk steadily. The half-table design could carry things while the user is walking.



Transferring

Users can easily transfer between walking and table form just by pulling and pushing.



Table

The table can be unfolded for any situations where a flat surface is in need, such as eating, reading, card playing, etc.

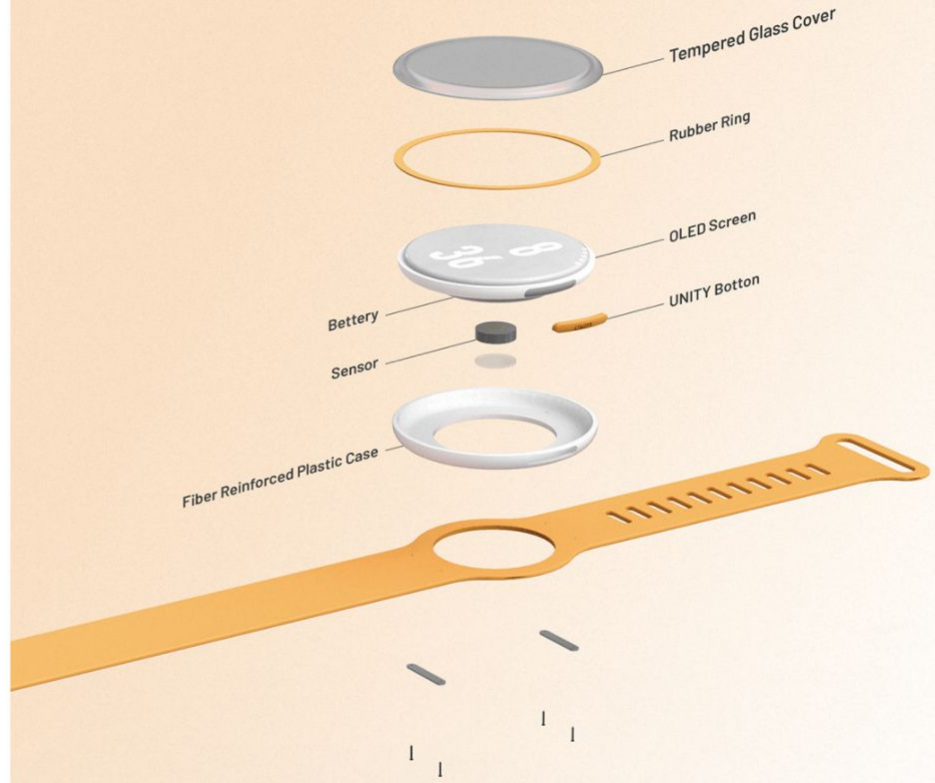
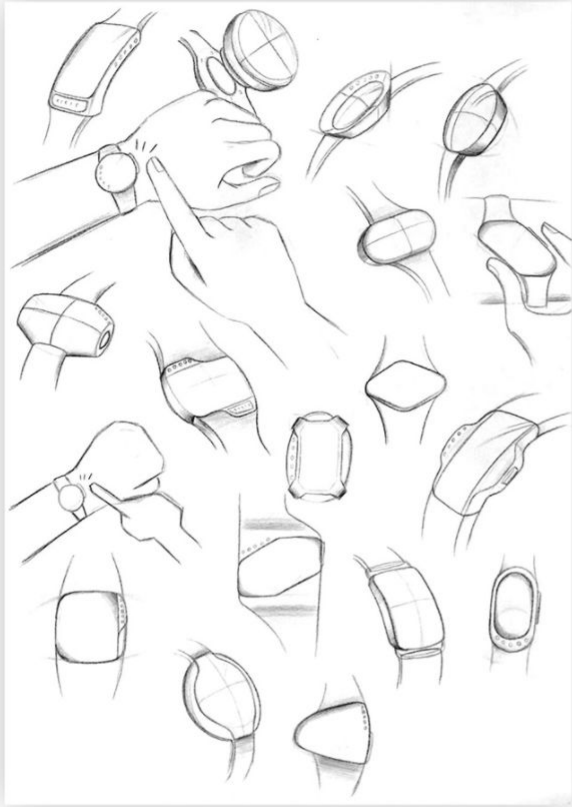


CMF

To make HomeWalker more energetic by using composite materials and different color, choosing aluminum as the material and powder coating with different colors as finishing of the upper part of HomeWalker, oak as material of the lower part of HomeWalker.



Energetic.





sunrise

The focus of the design project is to establish distinctive character with lighting element that assists space and people. Products must act as part of a family under the same design discourse.

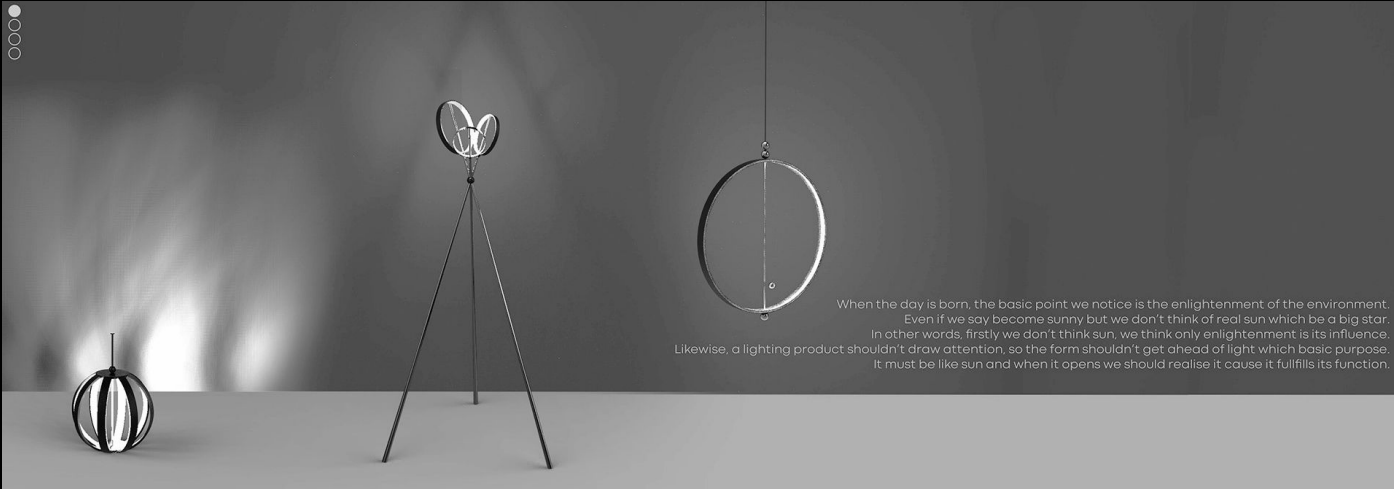


When the day is born, the basic point we notice is the enlightenment of the environment. Even if we say become sunny but we don't think of real sun which be a big star. In other words, firstly we don't think sun, we think only enlightenment is its influence. Likewise, a lighting product shouldn't draw attention, so the form shouldn't get ahead of light which basic purpose. It must be like sun and when it opens we should realise it cause it fulfill its function.



sunrise

The focus of the design project is to establish distinctive character with lighting element that assists space and people. Products must act as part of a family under the same design discourse.



When the day is born, the basic point we notice is the enlightenment of the environment. Even if we say become sunny but we don't think of real sun which be a big star. In other words, firstly we don't think sun, we think only enlightenment is its influence. Likewise, a lighting product shouldn't draw attention, so the form shouldn't get ahead of light which basic purpose. It must be like sun and when it opens we should realise it cause it fulfill its function.

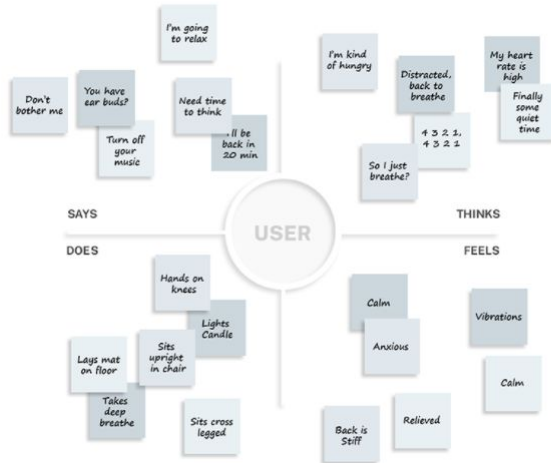


01.


Pebble

Open Design Prompt | 3.5 Months

Meditation Empathy Map



User Persona



Logen

Logen is a young working professional who does a lot of Yoga in her free time. Connecting with nature and her spiritual side are important to her and inner growth is something she makes time for.

Age: 26 Occupation: Marketing

Personality


Introverted Extroverted

Tech Familiarity

Inexperienced Savvy

Meditation Experience

Beginner Master



Scott

Scott is a middle aged sports aficionado who likes socializing and spending time outside. He is into cars and regulary fishes.

Age: 44 Occupation: General Manager

Personality


Introverted Extroverted

Tech Familiarity

Inexperienced Savvy

Meditation Experience

Beginner Master



Pablo

Pablo is a "techie" who loves to create. He is a logical thinker who understands how things work. Pablo is also open minded and a health conscious individual.

Age: 22 Occupation: Mechanical Engineer

Personality

Introverted Extroverted

Tech Familiarity

Inexperienced Savvy

Meditation Experience

Beginner Master

01

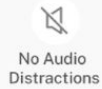
02

03

Research Exploration Concept

NICK

Key Elements in Meditaton



Common Mudras



* Thumb is always involved

Comfort Balance

Too much comfort leads to people falling asleep while they meditate, yet too much discomfort and all the user can think about is their discomfort. In order to achieve a deep meditative trance, it is recommended to be slightly uncomfortable.



01

02

03

Research Exploration Concept

NI
CK



Aesthetic Development

My targeted design language consists of smooth forms with a white or light color finish. A light grey fabric will bring an element of softness to the product, as well as provide a contrast in material and color to the white. The presence of a water droplet, or sand being raked in a circular fashion is a heavy influence on what zen looks and feels like. The emotions being felt by this language would be calm, soothing, and peaceful.

01

02

Big Picture Exploration

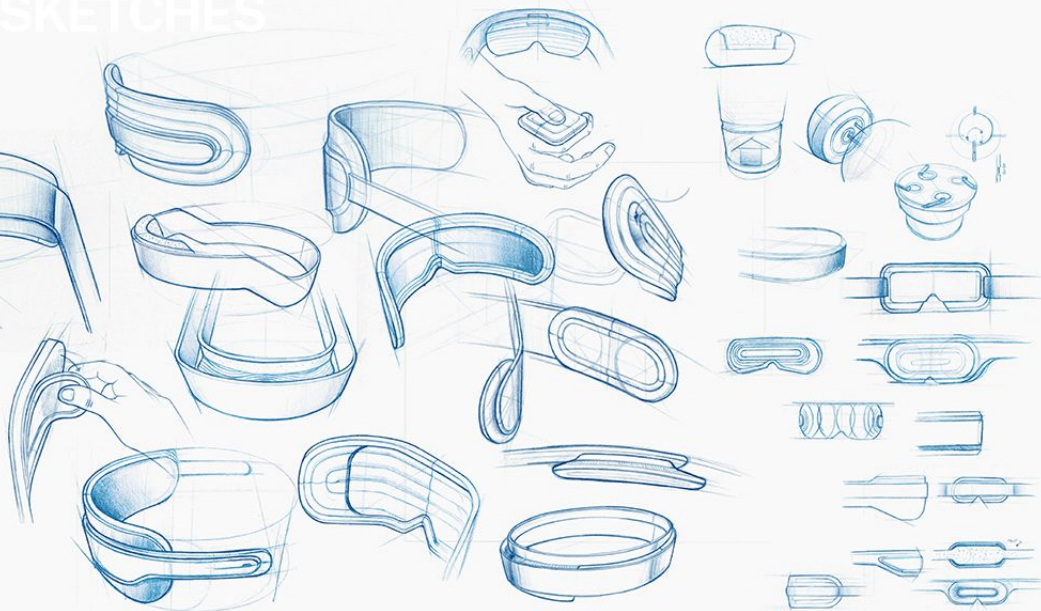
Before I jumped into designing a form, I had to figure out the best way to solve the problem of people falling asleep while they meditate. The only way I know how to ensure success in design is to iterate a lot! I iterated with rough sharpie sketches and visualized as many different ways to solve my problem as I could think of.

03

Research Exploration Concept

NICK

IDEATION SKETCHES



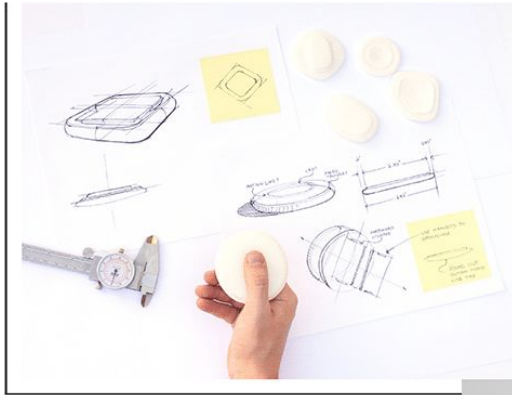
01

02

03

Research Exploration Concept

NI
CK



Designing The **Controller**

After doing research I uncovered that the thumb is always involved in how the hand rests while meditating. This info was integral in knowing how to design a controller to be used while meditating. Since a controller happens to be heavily influenced by the human factors revolved around the anatomy of the hand, I decided that it would be most efficient to position a hand in 3d and quickly iterate concepts around the expected hand position. Most of these controller concepts are designed with the aesthetic of a pile of pebbles in mind. Initially I thought an indent for the thumb would be the most comfortable but a relatively flat surface on top ended up being the most comfortable form.



Prototypal Shapes



01

02

03

Research Exploration Concept

NI
CK



01

02

03

Introducing The...

Microsoft Pebble

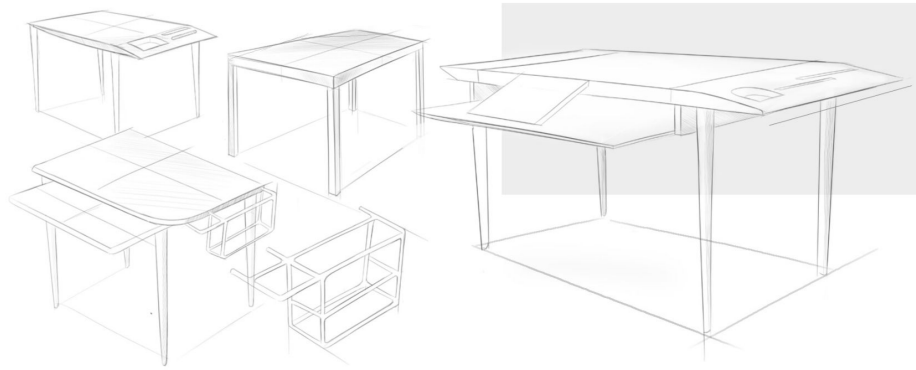
A Smart Mask For Meditation

Research Exploration Concept

NI
CK

ITERATIONS

Exploring forms and spaces for maximizing output within the constraints of the working environment an individual has.



10

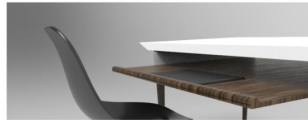
CONCEPT

The design personalises working space with dedicated storage for tools & equipments.

The counter top space comes with pockets that store papers.

DIMENSIONS

60" x 90" x 28"

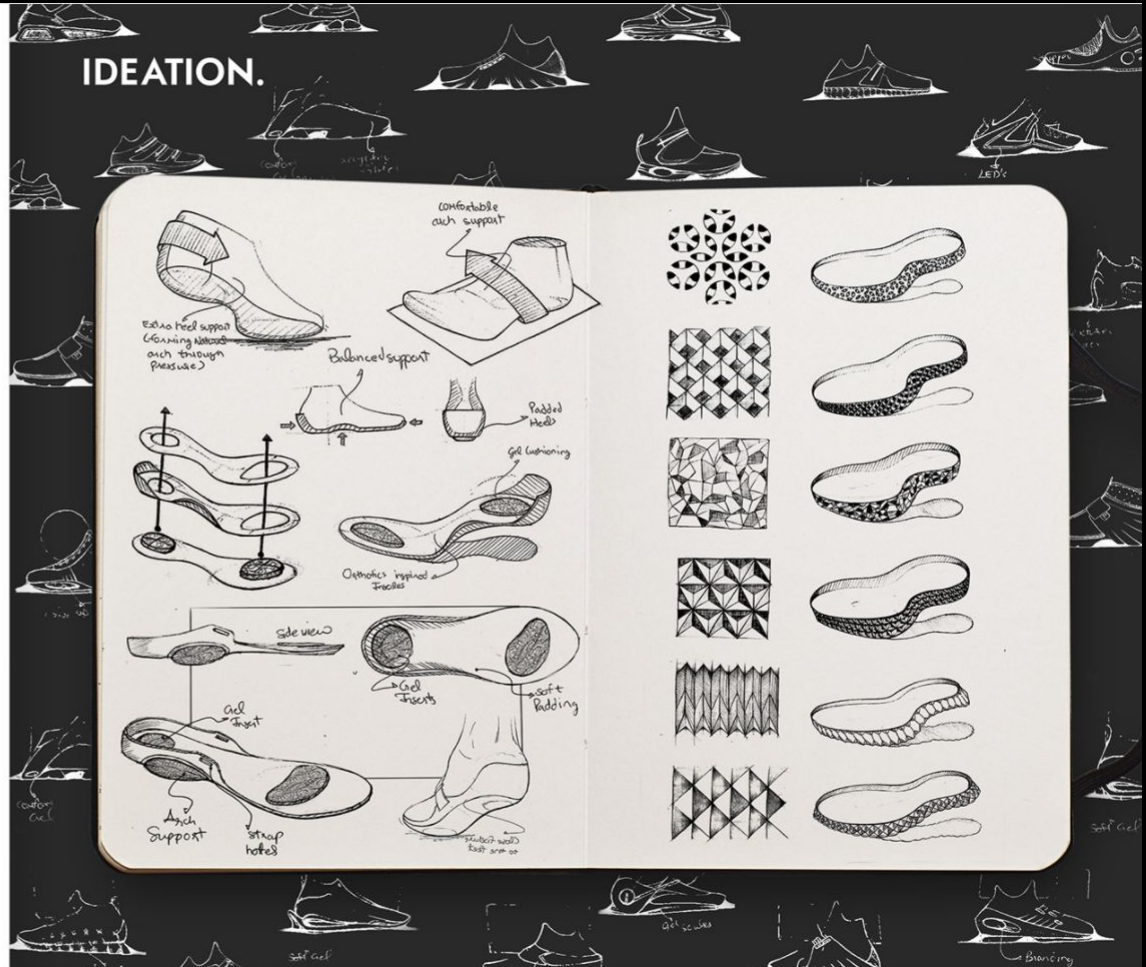


12

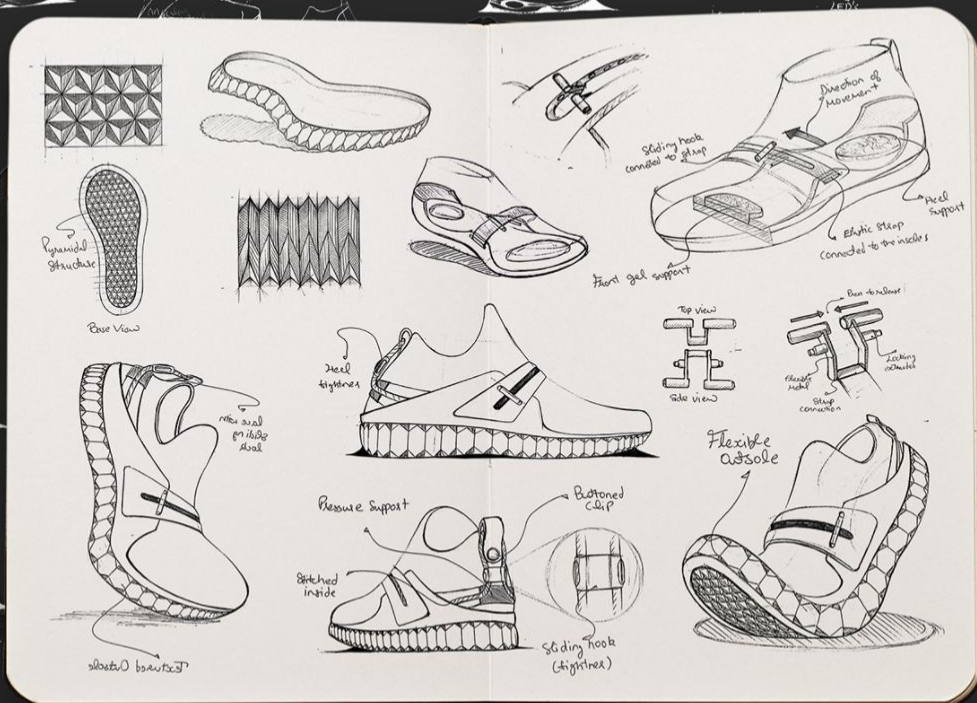
INSPIRATION.



IDEATION.



IDEATION.

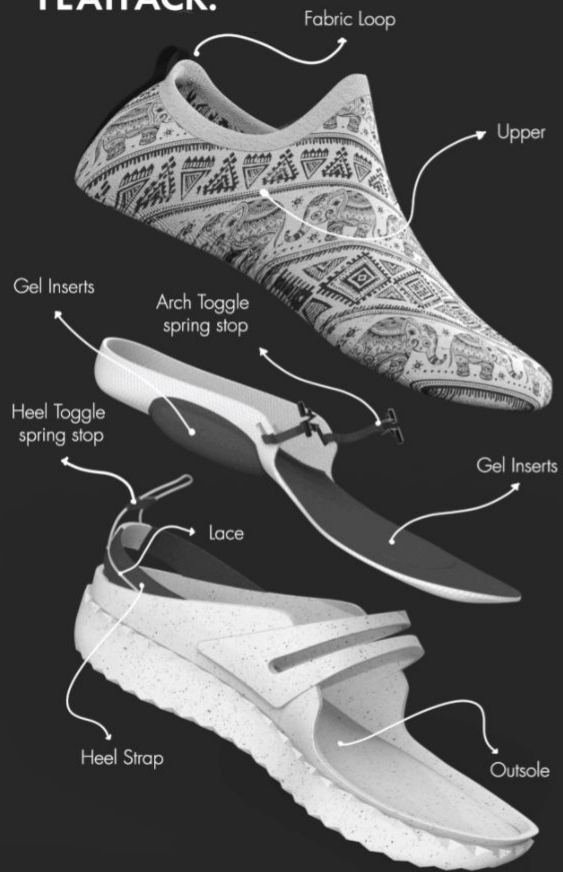


PROTOTYPE.

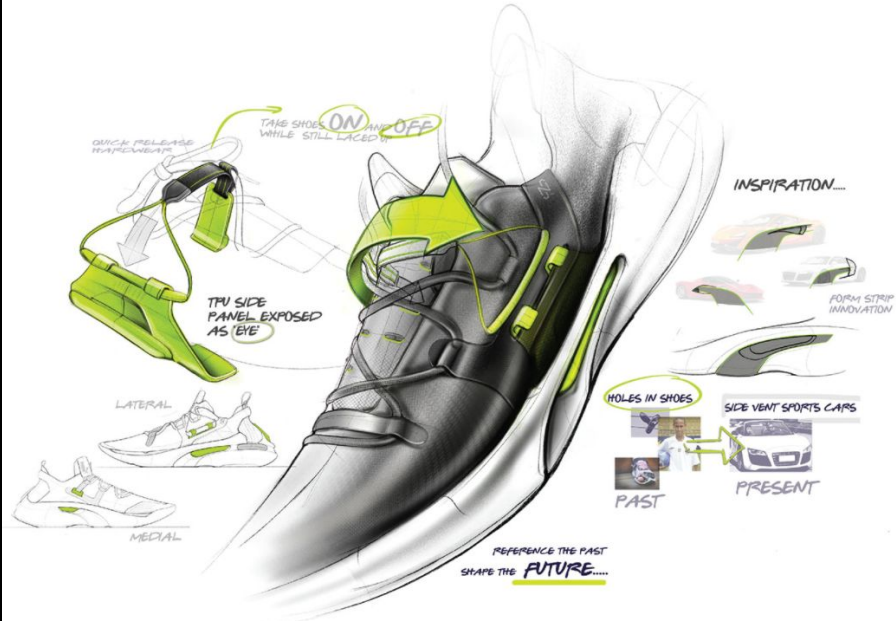


1:1 scaled non-working prototype of the final design.

FLATPACK.



LOCK DOWN IDEATION



REFINEMENT IDEATION





Nonintrusive Readings.

Dual sensor platforms work in concert with a PPG optical unit to accurately measure vitals.

Vitals Monitored



Your Portal. **Your Style.**

Portal Case Variants





parkey

parkey

Model PG2015
Serial: 822766

WARNING:
Authorized Service
Provider Only

Li-ion Polymer Battery
3.7V 200mAh
Model: PG2015



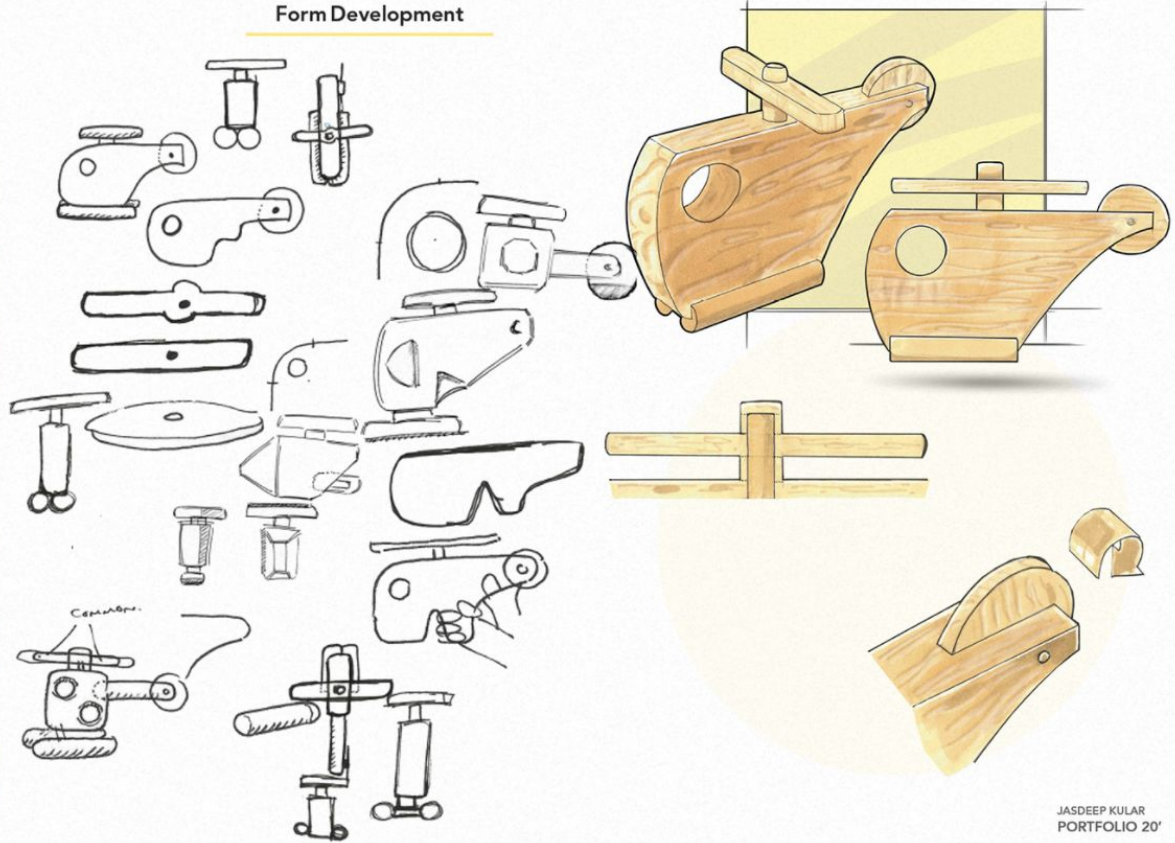
CE

Brief

Redesign the base of the M6-C keyboard and render out the product. RAMA WORKS® will select their favorite design and produce a limited edition



Form Development



JASDEEP KULAR
PORTFOLIO 20'

KNOW THE MEERKATS RESEARCH

INFO



Meerkats are a small **mongoose species**. Known for their intensely watchful nature and the endearing upright stance they take while scanning their desert home for danger.

According to **Sean Doolan**, they evolved from the southern tip of Africa or the Cape of Good Hope, where a type of extinct Meerkat, called the **Suricata** *Suricatta major*, has been found.

The extinct Meerkat was similar to the banded mongoose. The current theory is that the Meerkat evolved from the **banded mongoose**. As the weather climate changed in the region, so did the Meerkats ability to survive in drier conditions.

They are extremely cute, with bushy, brown-striped fur, a small, pointed face, and large eyes surrounded by dark patches.

FEATURES



Watch Guard



Six different type of alarms



Built in solar panel



Great Vision



Multi Terrain

FACTS



Self Grooming



Omnivorous



Extremely Cute

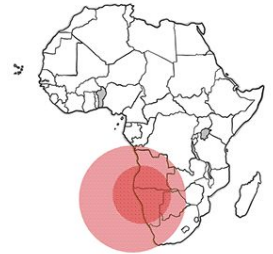


Acute Sense of Smell



Sleep 10-12 Hours

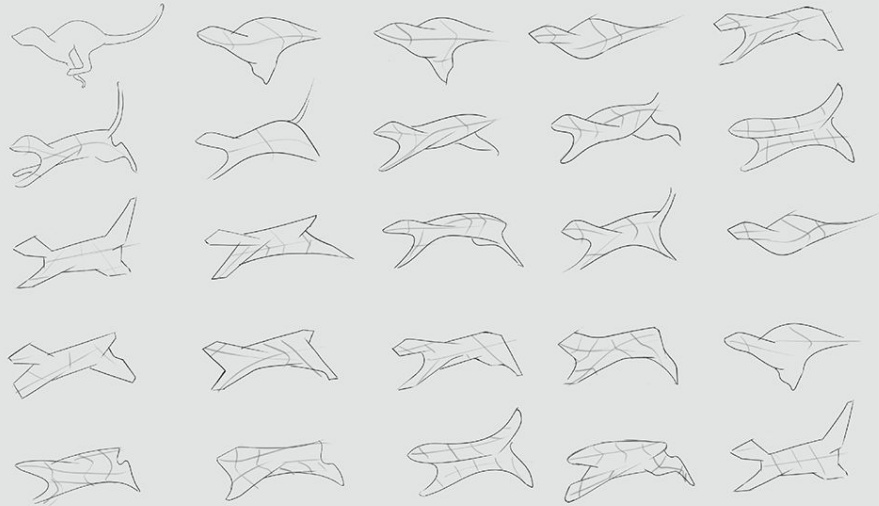
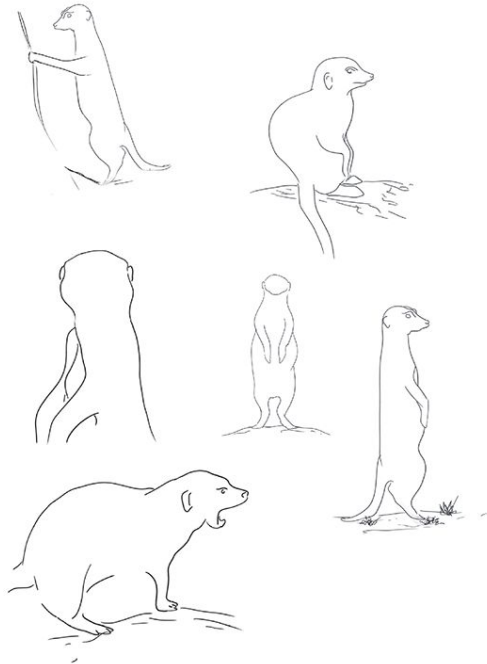
LOCATION



Meerkats live in all parts of the **Kalahari Desert in Botswana**, in much of the Namib Desert in Namibia and southwestern Angola, and in South Africa.

Meerkats live in **semi-arid**, open country, commonly hard or stony ground, savanna and grasslands. They are widely distributed in southern Africa including the Kalahari Desert, southwestern Angola, Namibia, Botswana, and **South Africa**.

CONCEPTUALIZATION FORM



Gesture sketches are very important to understand the possibilities of the form. So starting from left to right you can see how the gesture sketches of the meerkats was transformed into the necessary form for the product.

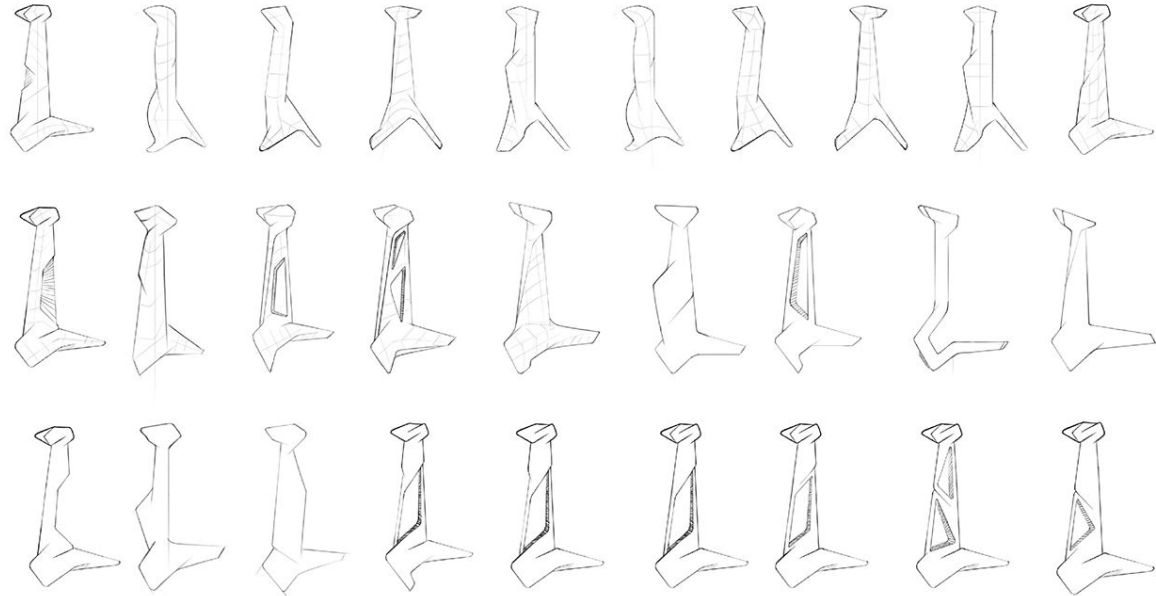
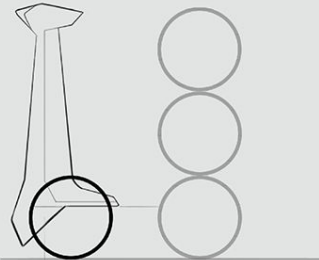
**GESTURE
SKETCHES**

CONCEPTUALIZATION FORM

FORM SKETCHES

Below are the form sketches of the require main chassis of the Segway deriving the form from the standing position of the meerkats.

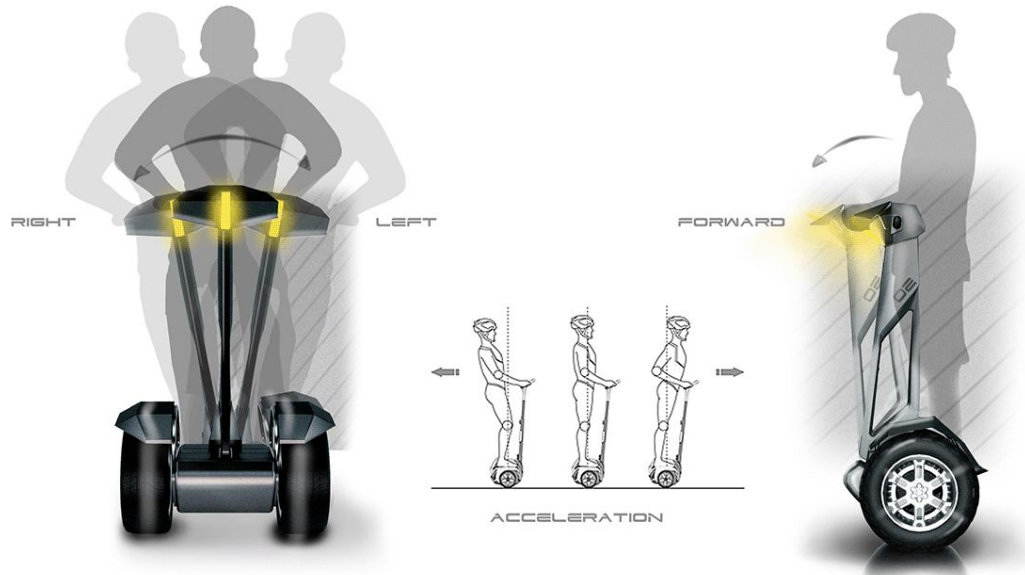
In the left bottom given fig shows the proportion of the chassis needed for the Segway it would be equal to the height of 3 combined used wheels in the Segway.



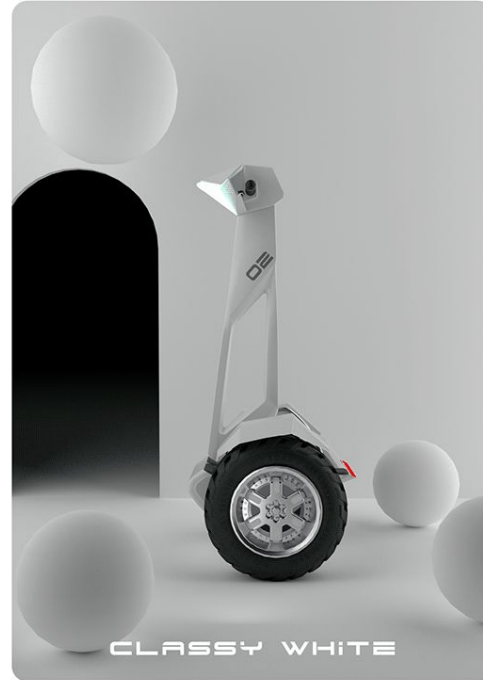
ADOBE PHOTOSHOP CC
RENDERS



**MOVEMENT
AND OPERATION**

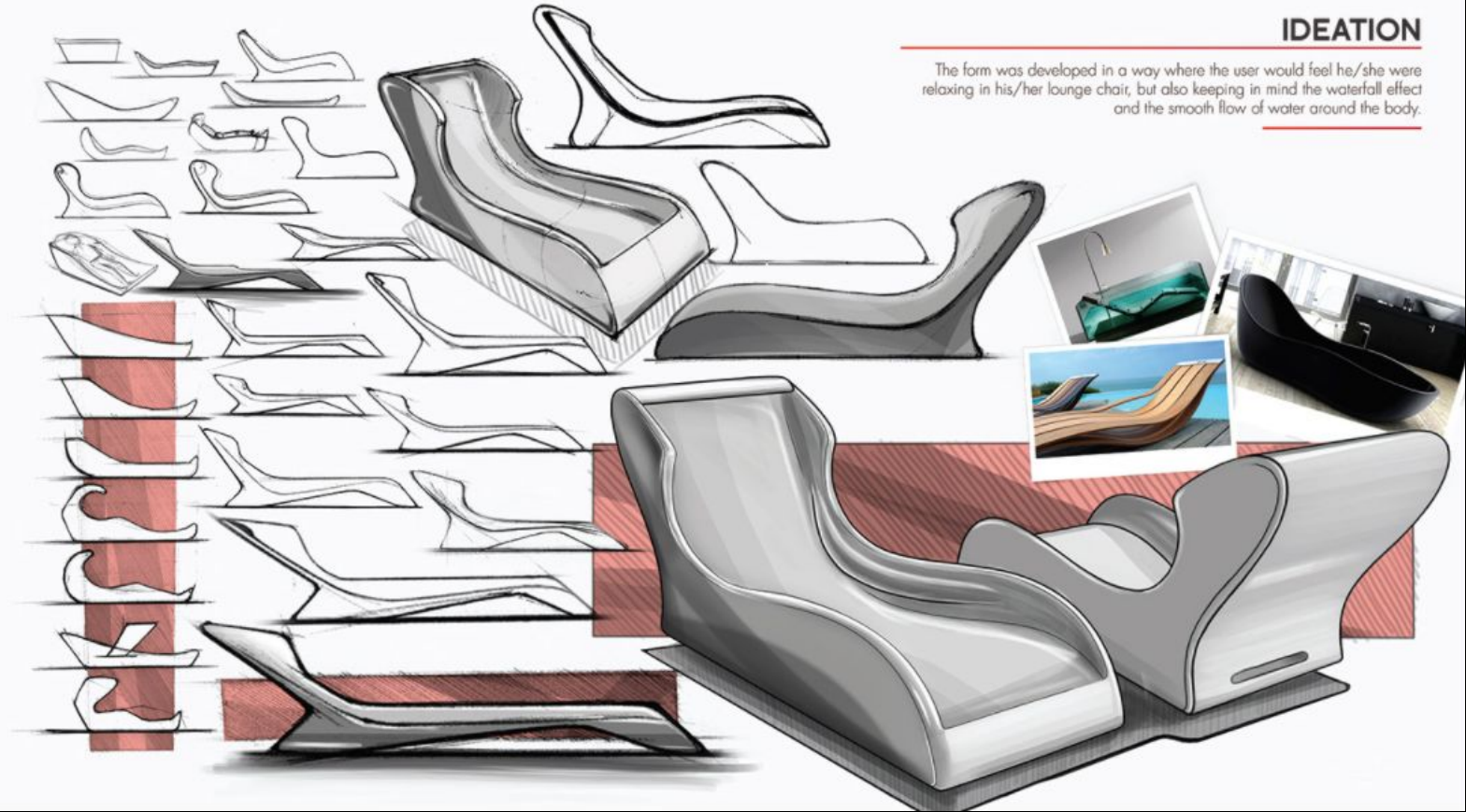


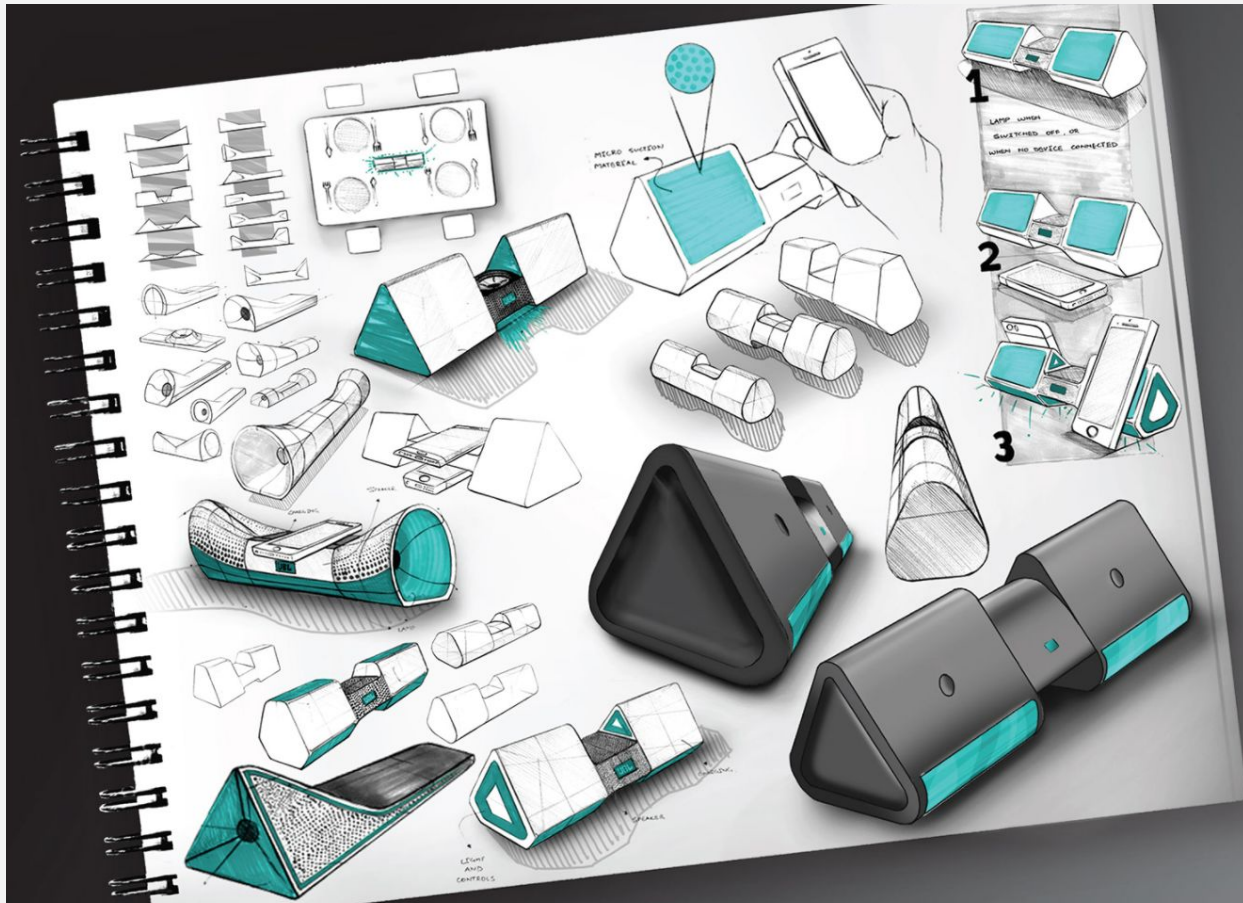
COLOR
VARIATION



IDEATION

The form was developed in a way where the user would feel he/she were relaxing in his/her lounge chair, but also keeping in mind the waterfall effect and the smooth flow of water around the body.

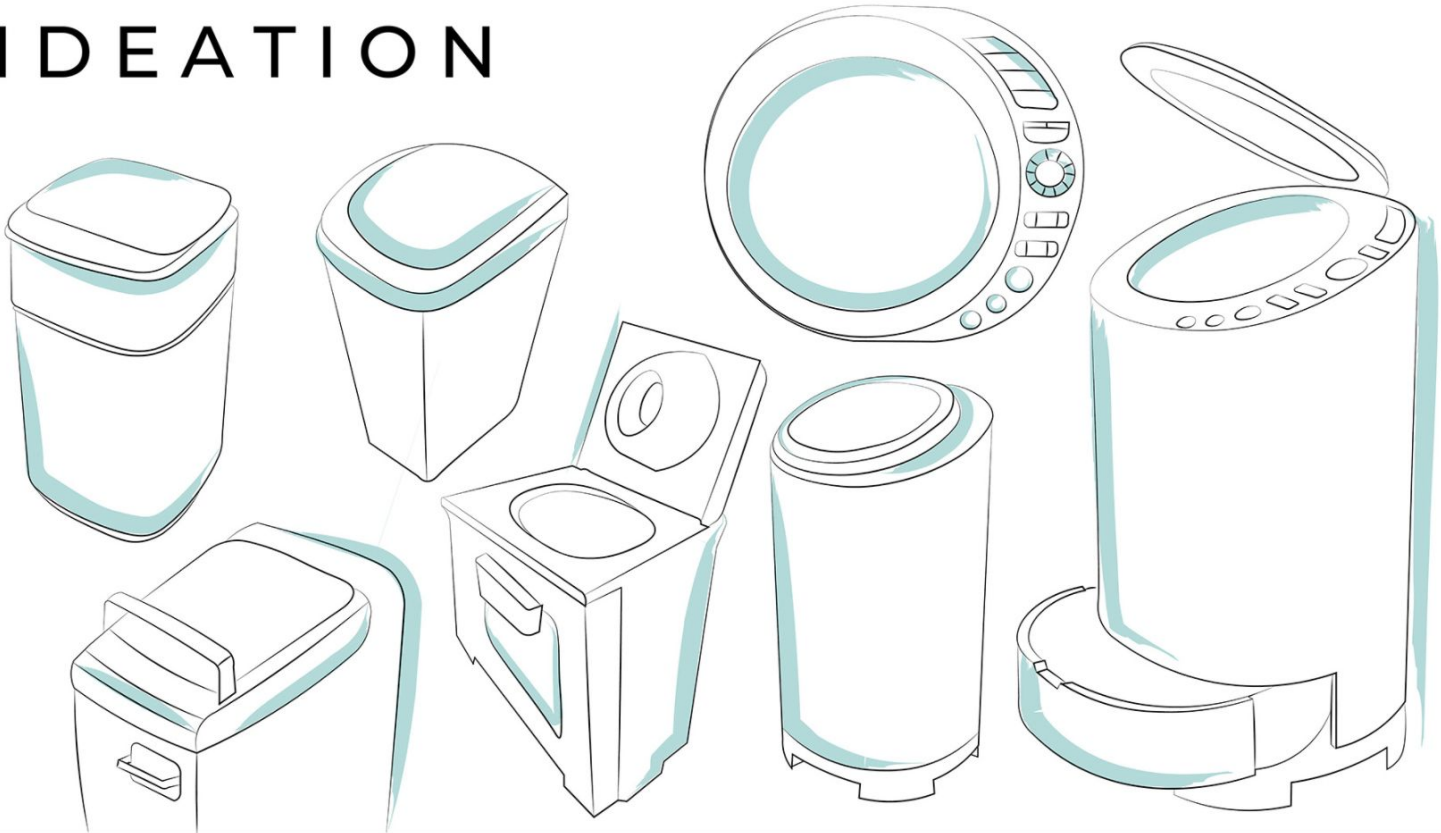


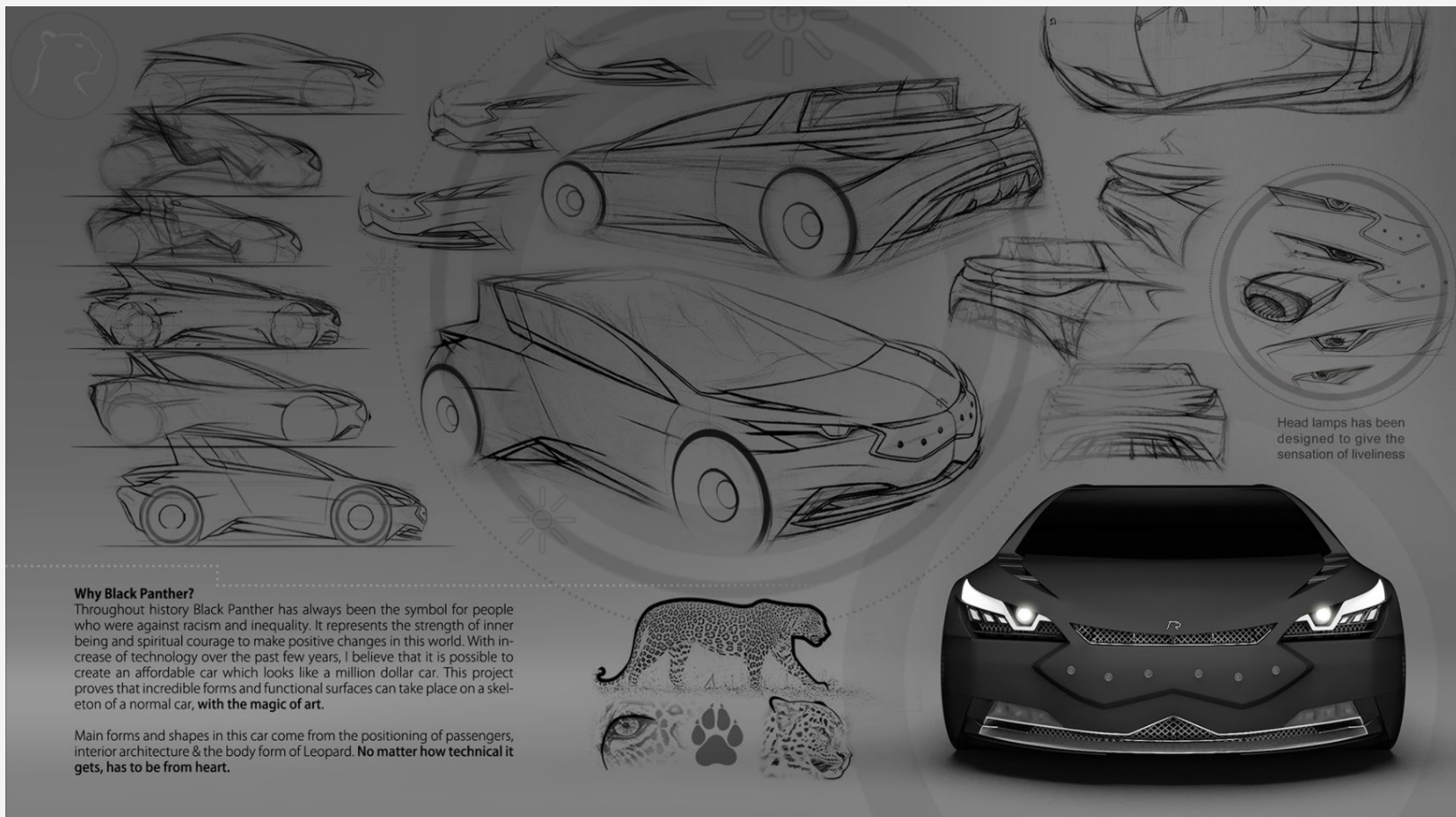


DEVELOPMENT

The ideation and form development was aimed towards the phone placement, ergonomics and how easily the speaker would be accessible keeping in mind the light positioning and its intensity on the ground.

IDEATION





Head lamps has been designed to give the sensation of liveliness

Why Black Panther?

Throughout history Black Panther has always been the symbol for people who were against racism and inequality. It represents the strength of inner being and spiritual courage to make positive changes in this world. With increase of technology over the past few years, I believe that it is possible to create an affordable car which looks like a million dollar car. This project proves that incredible forms and functional surfaces can take place on a skeleton of a normal car, **with the magic of art.**

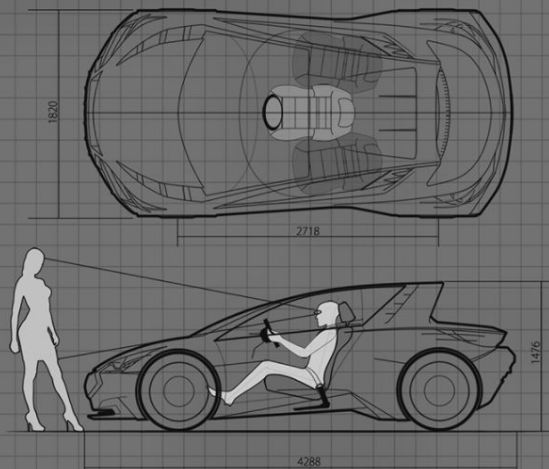
Main forms and shapes in this car come from the positioning of passengers, interior architecture & the body form of Leopard. **No matter how technical it gets, has to be from heart.**



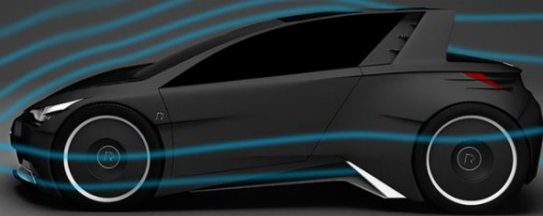
Technical Specifications in This layout consist of **Dimensions, Forms & Aerodynamics**. By understanding those elements, the nature of this car will be revealed truly.

This project attempts to deliver an affordable three-seat sports car. For having terrific air ducts around the grill, the engine can be placed in the front to be kept cool, although this car is capable of being a rear engine type as well.

Technical Drawing



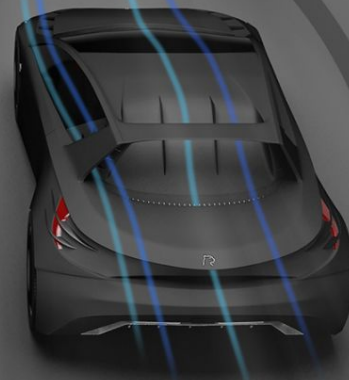
All Dimensions in Millimeter



Safety increases when driver is comfortable. Therefore his/her positioning has been placed in the middle of the car. Also aerodynamics play an important role here in terms of safety & Boosting the Fuel Economy. Because of having these exotic forms & surfaces, it is possible to take advantage of the air by controlling it until it passes by. Consequently driver will get the chance to roll with absolute confidence and joy.

Aerodynamic wheels with glass cover

No glasses on head lamps for better air flow



-this is OXYT.



Ambiance + Therapy



Portable & Modular



Automation



Wireless Charging



Multiple Aroma Diffusion



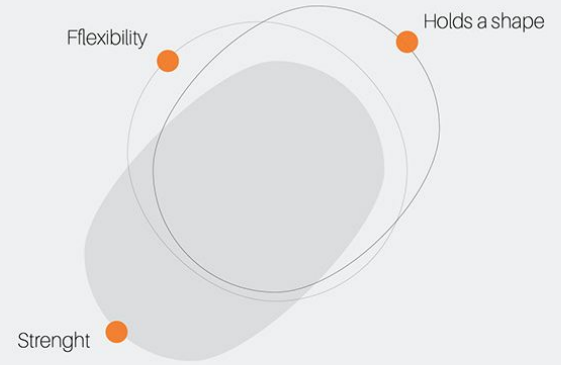
Refillable Oil Containers

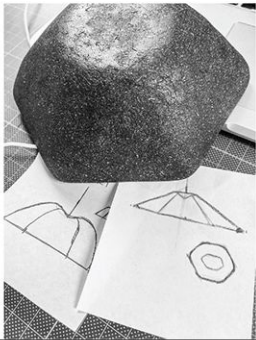
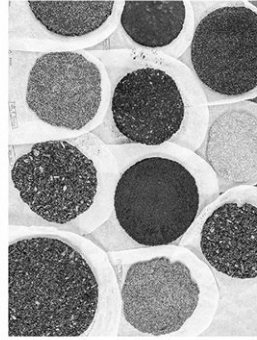




The home unit, or the bigger unit, connects two or more than two diffusers through one Bluetooth so that users can effortlessly connect and manage multiple diffusers at once. Wireless charging modules have been inculturated in the home unit so that users can practice and charge the single units at once.







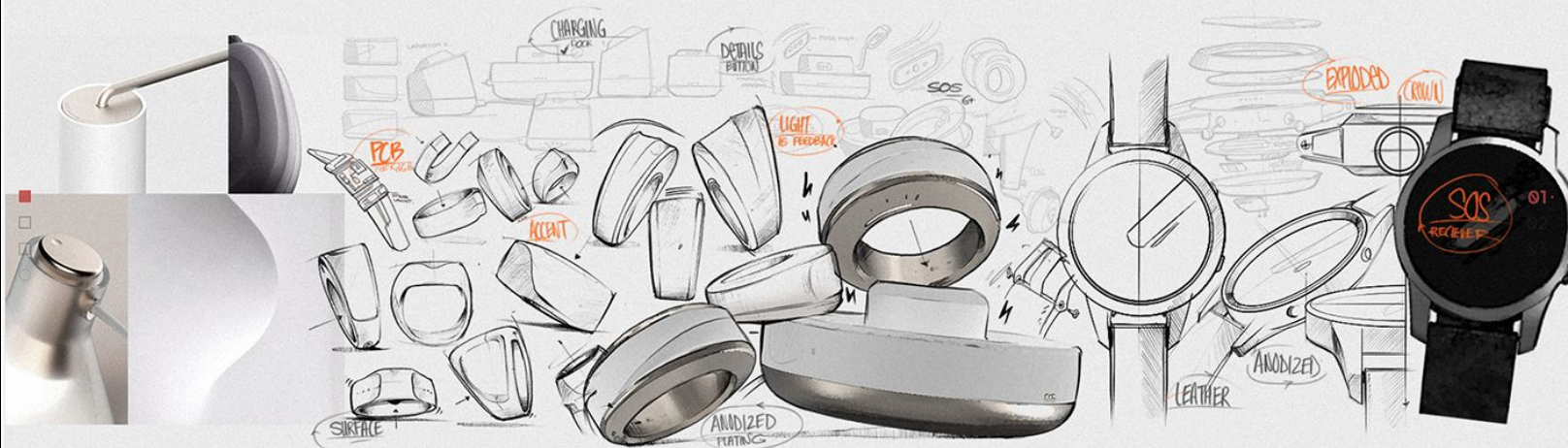
01.

INCEPTION

THE IDEA

SOLUTION

Ideation |



New Typology? A Ring.

As our Tech becomes smarter, There is a need to embed tech at the right place.

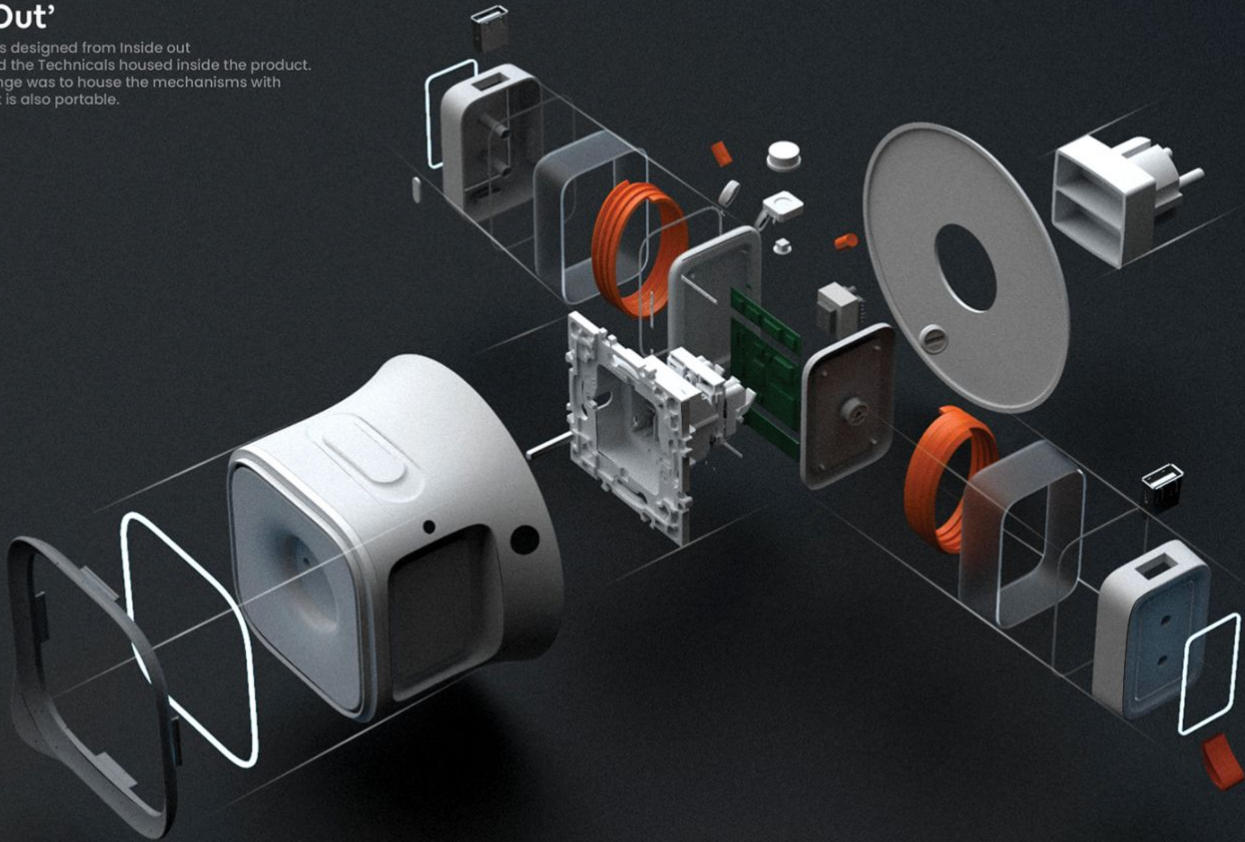
DISCREET - BLEND

TANAY VORA
PORTFOLIO 20'

HALO - KAJA - BRANCH - CBE

Inside Out'

The product has designed from Inside out
Keeping in mind the Technicals housed inside the product.
The real challenge was to house the mechanisms with
Something that is also portable.



REFERENTES **PORTAFOLIOS**

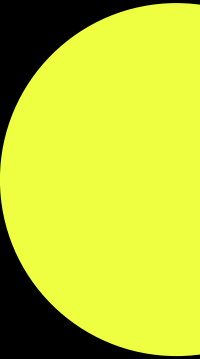
Portafolios e Inducción laboral

AUD81003-1 - Segundo Semestre 2021

Profesor: Francisco Rojas

Ayudante: Javiera Segovia

01 *página web*
www.yichenxie.com/



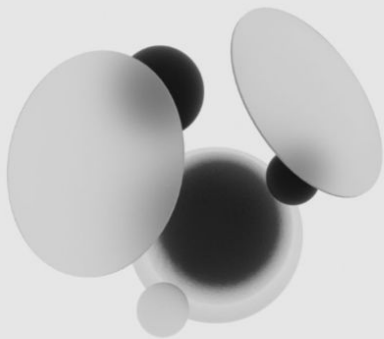


[PROJECTS](#)

[GALLERY](#)

[PHOTOGRAPHY](#)

[ABOUT](#)



Yichen Xie

Designer + maker





IBDP exhibition
2018

March 30 18:00
at Main School Lobby

Exhibitors:
Jingbin Ge
He Ma
Wenhao Gao
An Ji
Yang Li
Wenke Liu
Yinsheng Sun
Yichen Xie
Yanxue Wang

Supervisors:
Shiqi Liu
Sarauna Shand

Themes:
Isolation
Location
Texture & Pattern
Microtopography
Material
Discovery
Color and Mood
Emergent Symbols
Present Clarification

Product Design
Seattle, WA

CEILING LIGHT FIXTURE



Product Design
Ithaca, NY

COLOR INTERACTION STORY BOOK



Graphic Design
Seattle, WA

BUBBLE

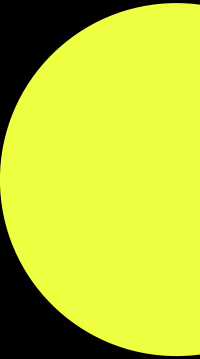


Illustration
Beijing, China





02 *página web*
<https://www.patrickree.com>



[About](#)

[Projects](#)

[Contact](#)

Patrick
Ree

About

Projects

Contact

Howdy!

Multi-disciplinary product designer specializing in UX, research, and visual design, based in NYC.

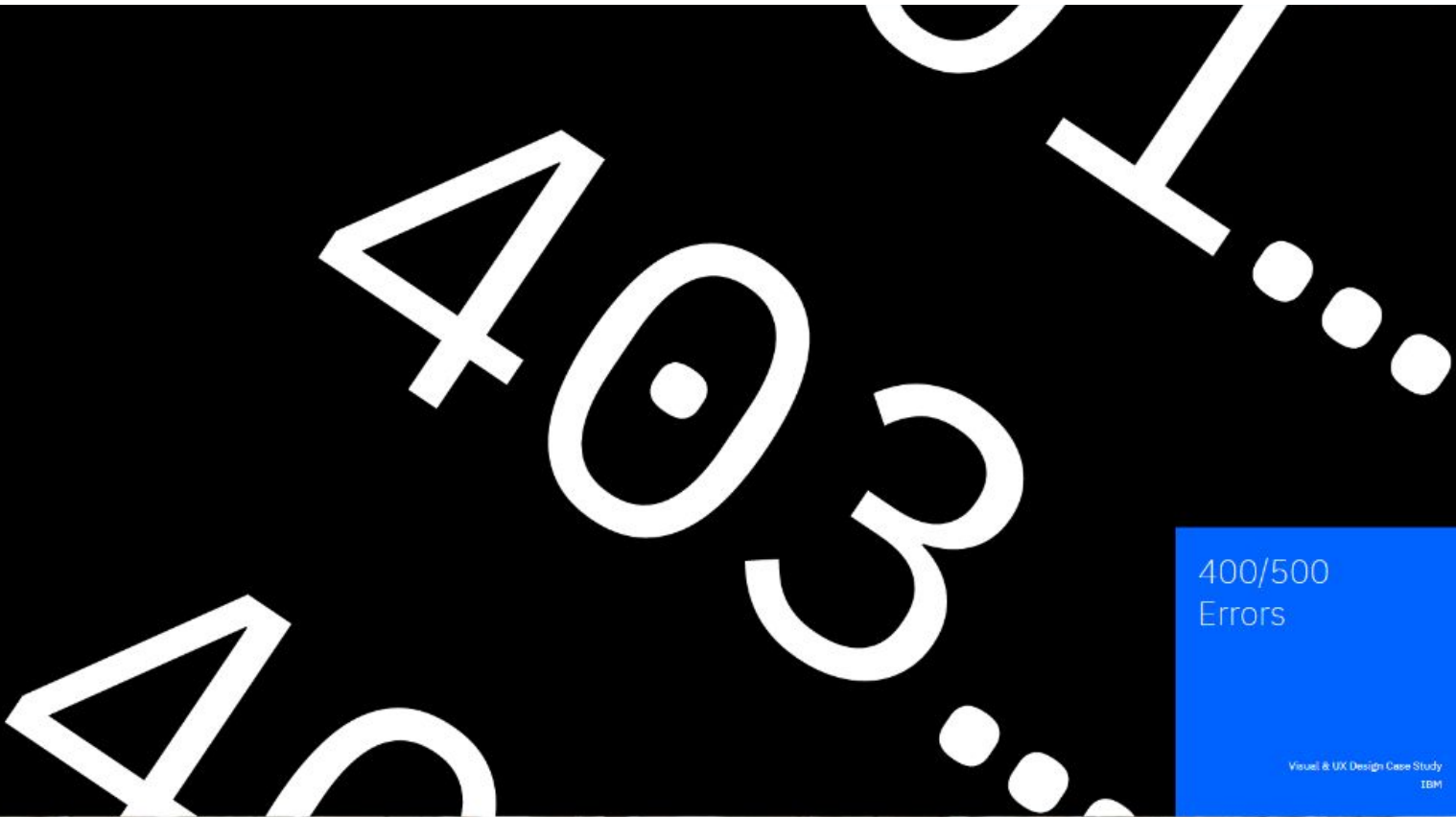
I value trying new things, being distinctive, taking risks, and having fun.

Currently @Spotify.

[Resume](#)



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Projects
Contact

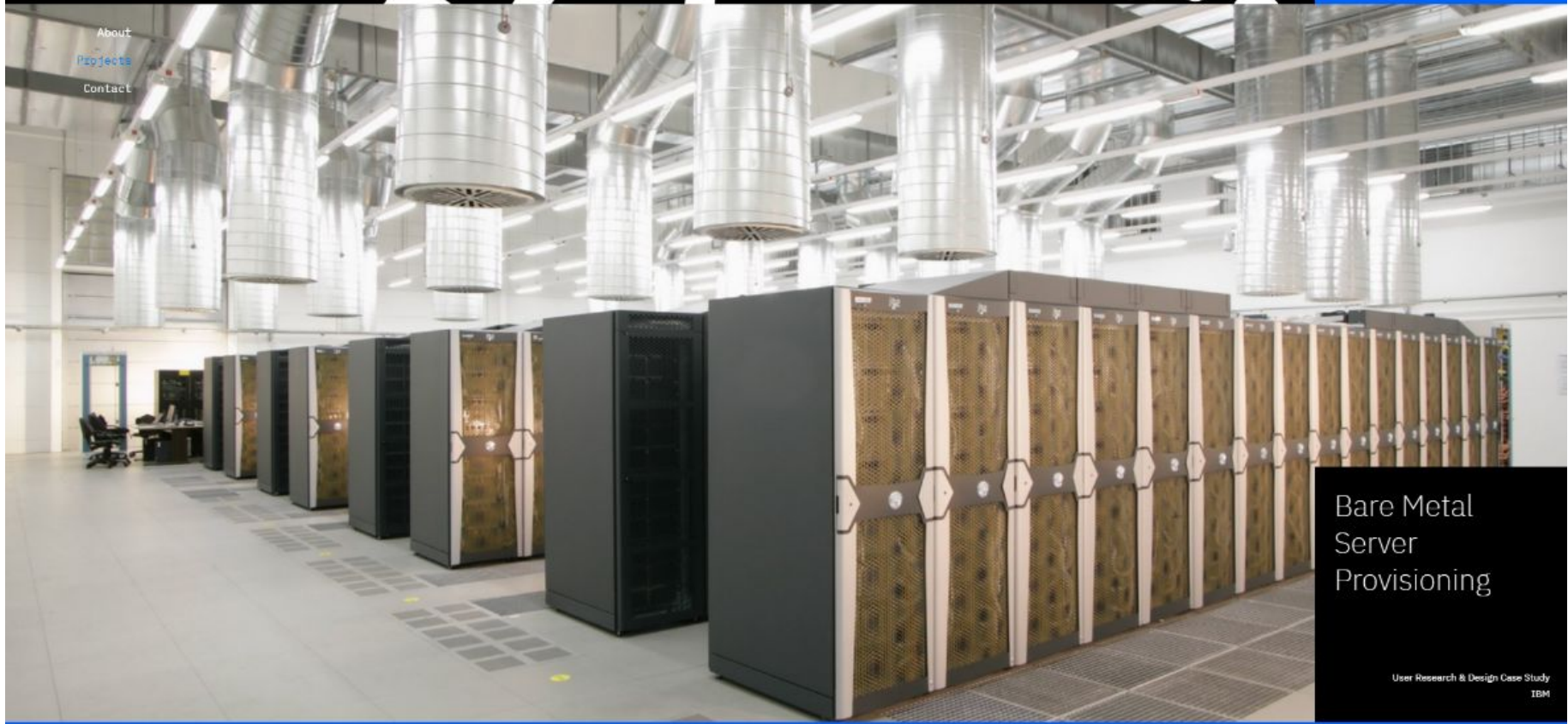


400/500
Errors

Visual & UX Design Case Study
IBM



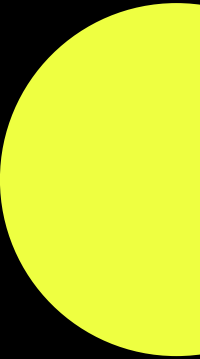
About
Projects
Contact



Bare Metal
Server
Provisioning

User Research & Design Case Study
IBM

03 *página web*
margaritatalep.com



Margarita Talep



[About](#)

Santiago, 2021

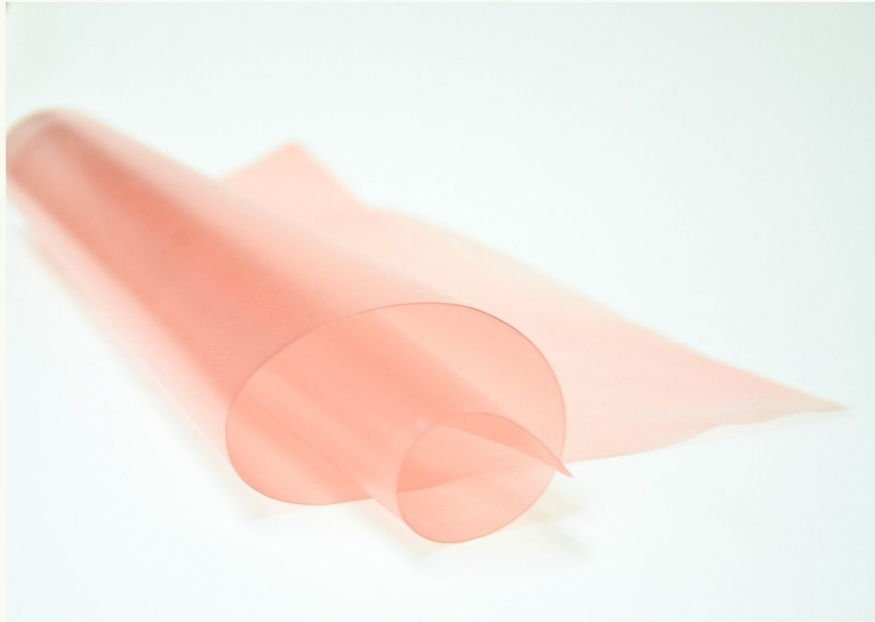
Kanten

Estuche de bioplástico elaborado con materia prima extraída de algas.

Aplicación concreta de biomaterial de algas en objeto de uso diario.

→ Ver más





Fabricar un objeto de uso diario permitió probarlo durante meses todos los días, las reacciones a las diferentes temperaturas, el desgaste, la humedad, la manipulación constante y los puntos de tensión que se iban generando.



El estuche Kanten, nace de las primeras fases experimentales del biomaterial que se fabrica con materia prima extraída de algas.

Santiago, 2021



Investigación material / Diseño de biomateriales

2018

Biblioteca de biomateriales

Biblioteca elaborada para Materiom y FabLab Stgo.
Proyecto dearrollado en conjunto con Antonia Bañados.

El proyecto explora y estudia los diferentes biopolímeros existentes en un territorio local para la elaboración de posibles materiales futuros y sus diversas aplicaciones en escenarios cotidianos.

→ Ver más



About

Santiago, 2021



Desintegra.me

Bioplástico de uso efímero

Diseño de biomaterial con materia prima extraída de algas.

Desintegra.me is the name of the project that intends to replace single-use plastics with a new material made from raw material extracted from algae. Desintegra.me means in Spanish that the material "disappears" if you use it. The material, visually, is very similar to plastic and degrades over a period of 2 to 4 months, depending on atmospheric conditions.

→ Ver más





revelando a diferentes escalas de fabricación y aplicación.



El proyecto parte como una investigación académica en el taller de procesos y productos sustentables de la UDP. En el taller se encausa la investigación y el proyecto para que se llegue a una propuesta formal en un tiempo reducido.

La propuesta se basa en un set de vasijas para contener, por poco tiempo, alimentos fríos, frescos o secos, y comer al instante. Similar a la aplicación de los plásticos de un solo uso.

El set contiene 6 vasijas con una escala cromática en particular.

Las vasijas son 100% biodegradables y constituyen una nueva experiencia al momento de comer.



About

Santiago, 2021

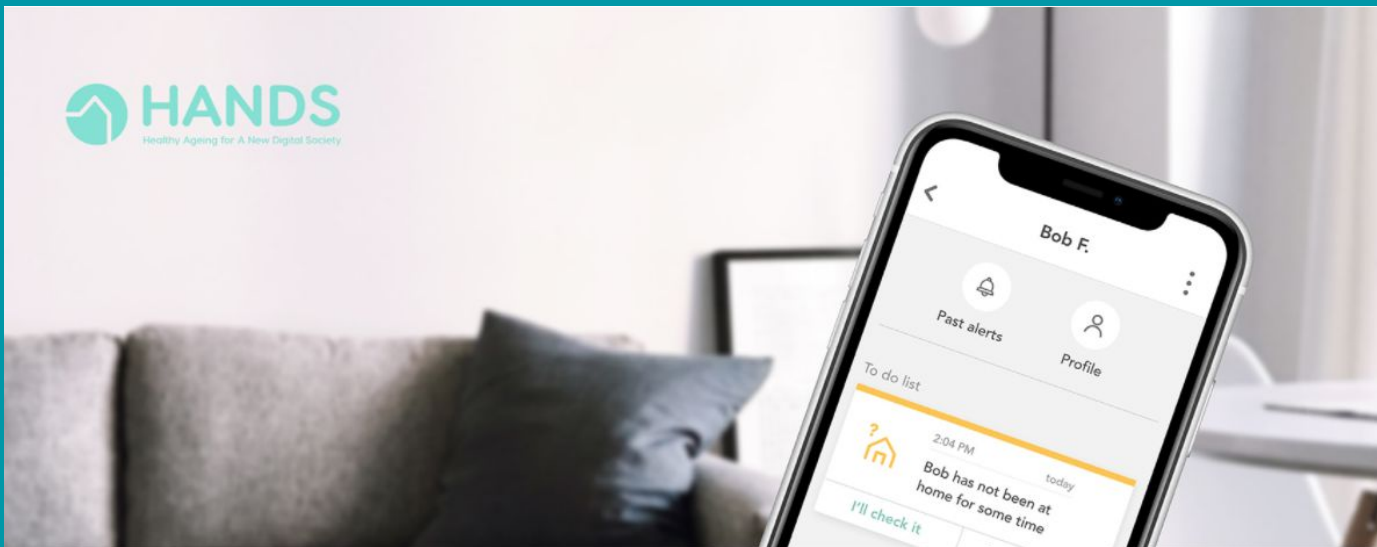




DISEÑO DE SERVICIO

<https://rockyfong.com>





How might we support seniors living in their homes independently by sensor-based monitoring system?

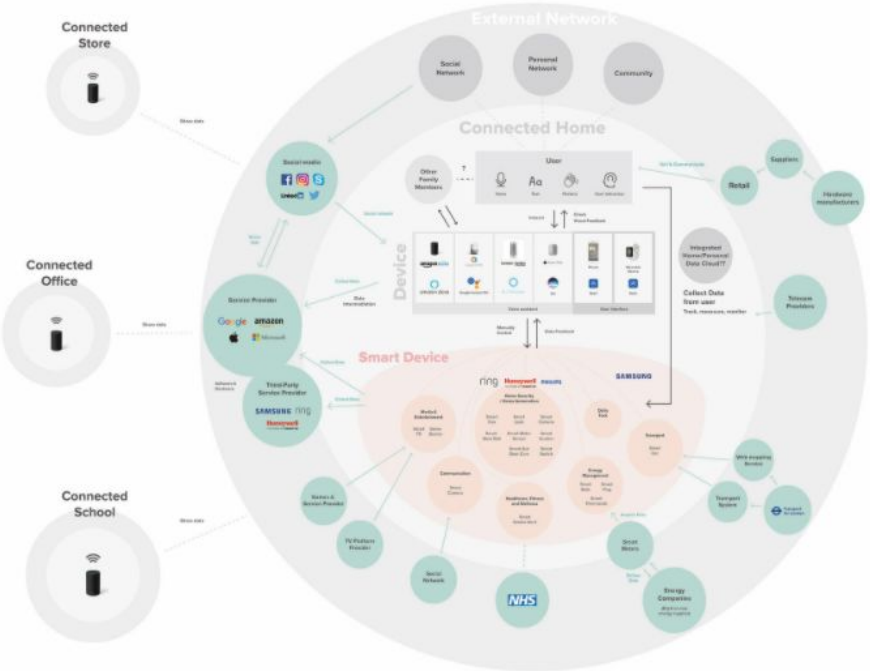
This is an on-going project in Tata Consultancy Service for HSE Ireland along with Dublin City Council for the pilot initiative. Our focus is aiming to creating new opportunities, offerings and driving new engagement in the care market.



TATA CONSULTANCY SERVICES

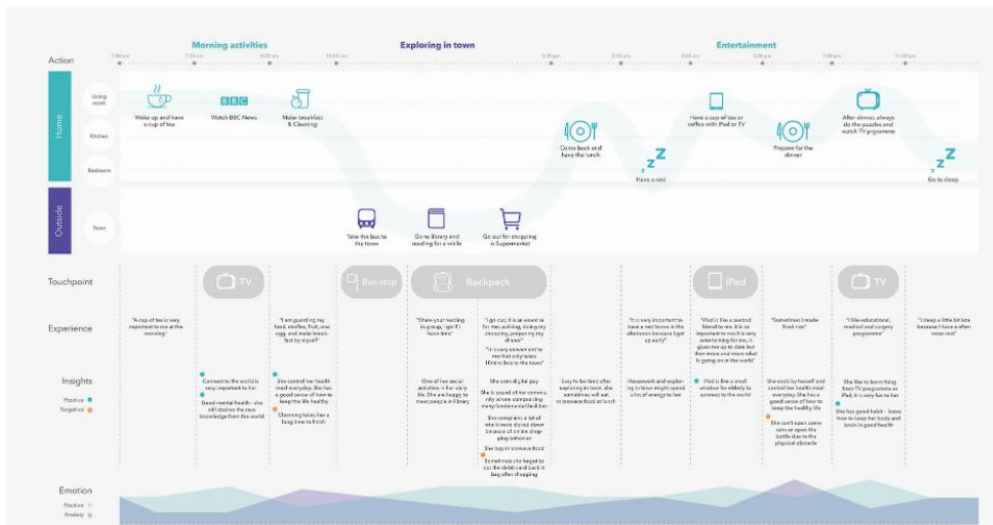
Connected Home Ecosystem

This ecosystem map illustrates the relationship of all the stakeholders both in external and internal network, which indicates the interoperability issue within the market.

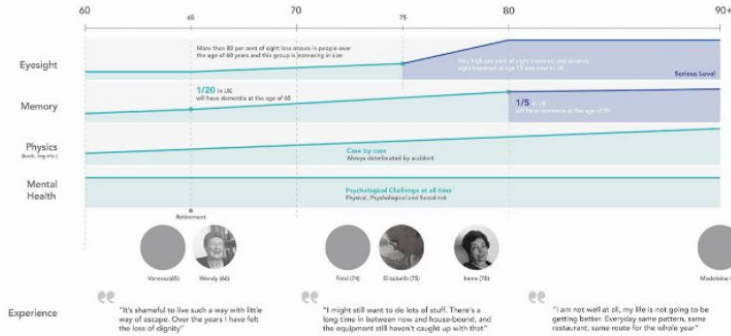


Ethnographic Research

From the interview, we collected a lot of interesting insights that we can not see on the care report. Seniors said that they do not want to be treated as an elderly but the market does not respond on the flexibility of the equipment design and the care service.



2 Core Market Segment Strategy



Needs & Problems

- Transition in social network & life style**
The age group of people are in the transition of social network. Due to retirement, they must make various adjustments in their lives. They need to adjust their expectations or adapt to their present life conditions.
- Restriction on daily activities**
The age group might suffer from some problems, such as physical problems that restrict their activities, which will lead to depression and anxiety. External support may be required to support leading their task.
- Deterioration of health, mobility & interaction**
The age group will experience physical weakness and may be forgetful, thinking, memory, or will be suffering from cognitive, or physical, and so on. In the future that they finally reach it is the practical tasks like banking, power work etc. They might need someone to help to support it.
- Explosion on an abundance of life**
Along with the huge increase of leisure time after retirement, this age group expect a more personal and more activities, such as increasing time for the activities that they enjoy, or participating in their present life conditions.
- Low adaptability of new issues & Transition**
Facing an different world, people who have been the housewife to do a job in a system that can't be by themselves.
- Poor quality of life**
As a result of retirement and the adaptability, their life become regular and the same pattern. They can't see the value of their life which lead to serious mental health problem.
- Flexibility and relaxation on caring health**
The age group of people have a sense of taking care of their health (Information) by controlling eating and exercising, but they hardly do so check the medical condition. They try to do it still not in their daily concentration. Over 50 need to be paid attention every 2 years in UK.
- Life with dignity like the normal people**
They always are treated as an object in a middle people rather than a whole person. The culture in the equipment design for elderly and some service for retirement experience their own question that what they should get a idea what's happening to their situation. They try to be independent to do it by.
- High risk of facing the unexpected situation**
Emergency response is very important to this age group. Change of the old people need help to receive support in their daily life, especially facing the unexpected situation such as fire, flood, etc. Their family is very busy about their high risk happen to elderly.
- Undeliverable pain**
The pain is an especially issue, and not all will be able to understand. They only focus about they own, particularly in the older people don't talk it. It can become a barrier to socializing. It may and pain are hard to be removed. They do not seek help for fear of increased cost with healthcare providers and of medical treatment.

Factors of consideration



Other Personal Factors (which affect the whole picture)

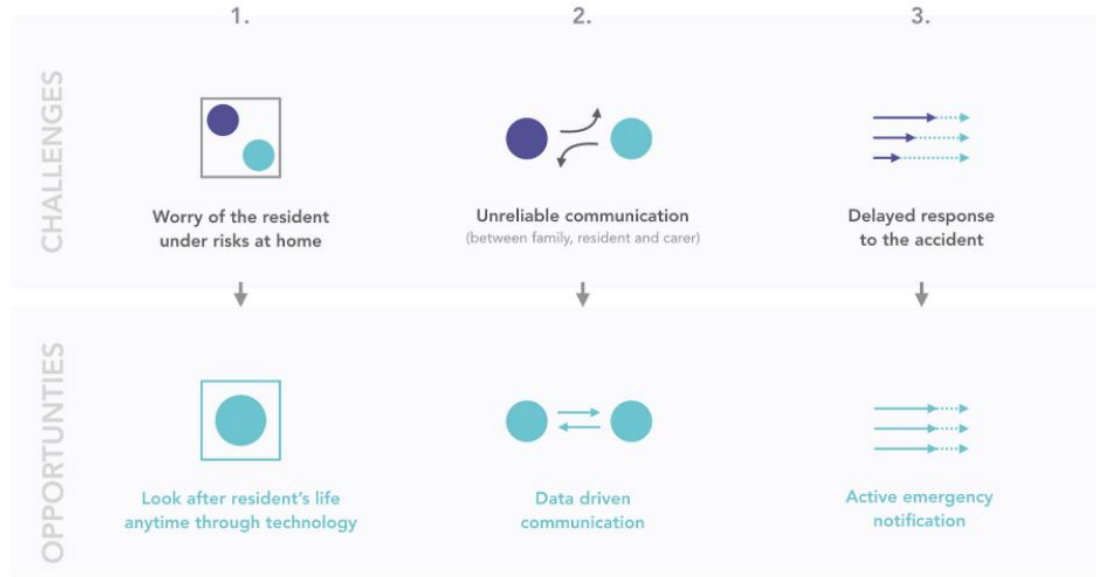
- Gender**
Different needs
The needs of different gender should be included in order the consideration of the solution or user cases.
- Family**
Family support
How family support elderly's life and maintain the relationship are very important, which affects the quality of life of elderly and increasingly reduce their mental health problems.
- Education**
The extent of education is related to the quality of life for elderly
If elderly haven't had the opportunity to do that when they were younger, or not having the kind of job that involve a lot of thinking and flexibility, when they become older, they don't have the resources to draw on.
- Mobility**
Living environment & community
Elder-friendly environment and infrastructure contribute to the ease of mobility and the design solution. How easy ability get support related to the distance from home to community.

Overview perspectives:

- Elderly put things they want to do than saving cash for their care**
More than 55% said that they spend money on their interest rather than their care, and 57% did not know where to find information about future care. They have a low expectation of good quality care and lack of knowledge and awareness about how to deal with their care problem.
- The older they are, the more regular life they have**
Elderly gradually become a regular life due to their deterioration of health. They not only take the right risk of doing the new, but also as well as to energy and stamina to learn new things.
- Requirement on independent life**
Survey reports have found that government are concentrated for care home residents, who do not have any family that might bring in their own homes. Elderly require to manage their life by themselves with dignity and personal values.

Pain Points - Family Member

This is a complex sphere where is not just about the elder people but also the family members and the carers in the care ecosystem. We have to consider all stakeholder's demand as the buyer and user are different in our service.

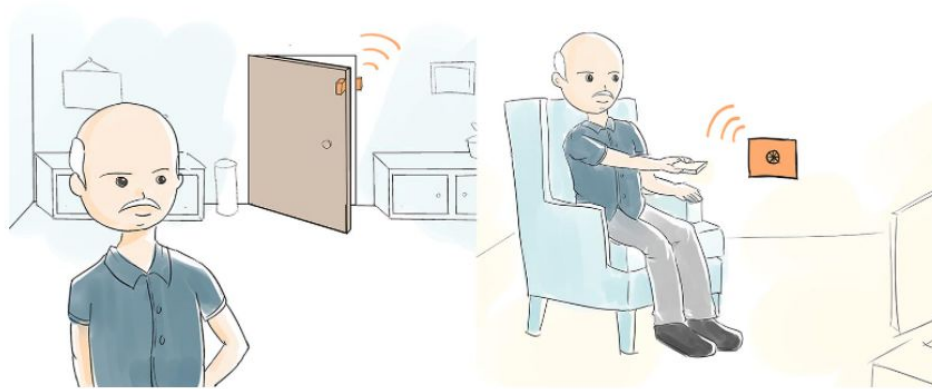


The Solution

Sensor-enabling home

This service involves seniors enabling the homes of residents and uses TCS Assisted Living Platform to deliver alerts and notification to family members and carers through a web/mobile interface, allowing them to remotely monitor the well being of the seniors. It also enables seniors to live more independently in their homes.

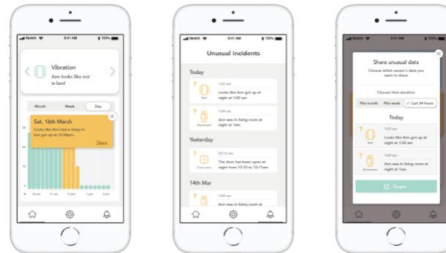
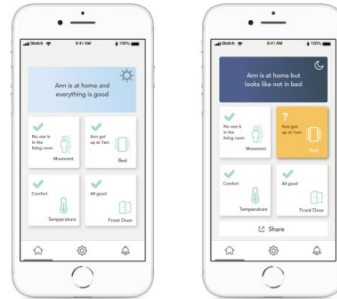
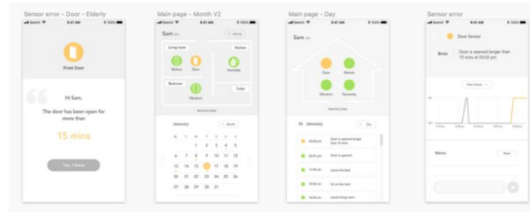
Achieving (1.) wellness and ageing with confidence for the elderly, (2.) peace of mind for family members, and (3.) efficiency as well as effectiveness for care workers



Prototype

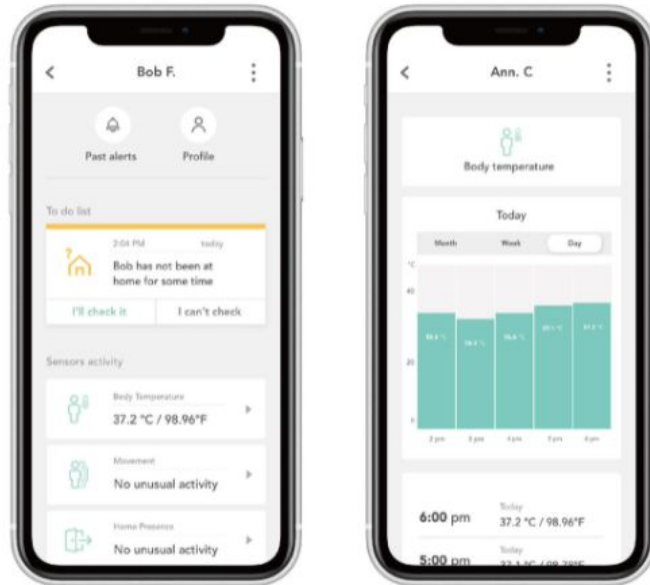
The app is targeted for carers or family members. After the first round user testing, we realised that:

- (1.) Home page info should be highlighted and clear for quick check-in
- (2.) The frequency of alerts is the primary touchpoint to user
- (3.) The language we use should be human-oriented rather than sensor-oriented



Final Design - Selected Pages

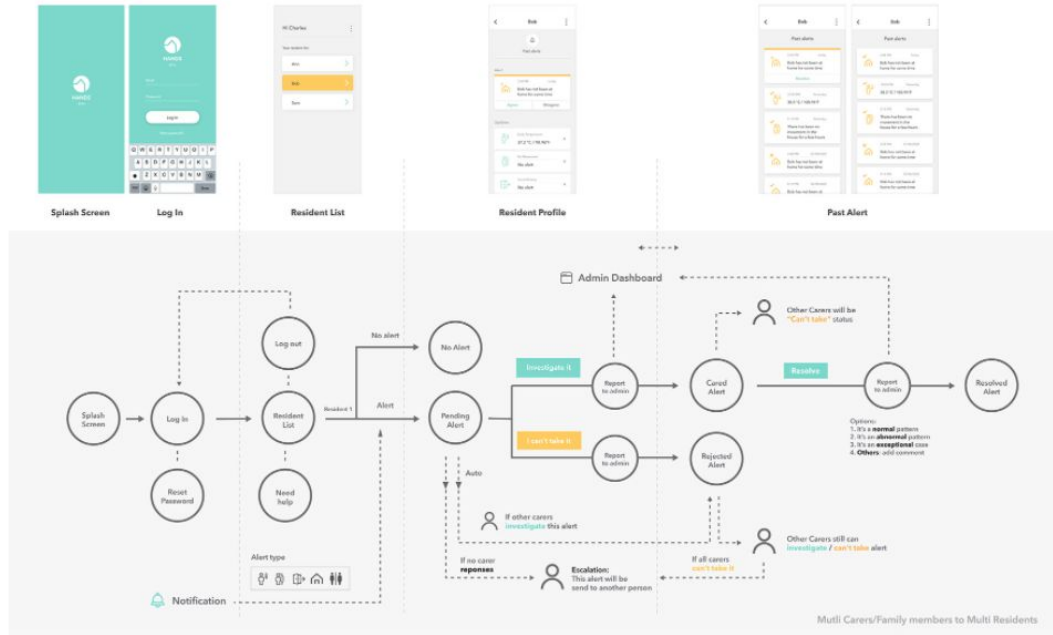
The new design with clear visual hierarchy, enables users focus on the alerts that they look for, along with supporting seamless experience on task management with groups of carers



Flow Diagram

The core of this diagram is about "Multi-carers to multi-residents". The service help carers to manage their tasks, also assist them to communicate with other carers when issues happened.

One highlighted case is that if all carers are not able to check the emergent task, which will be auto passed to a third-party assistant. This is the escalation mechanism.



Dashboard - Care manager

It is designed for the care manager who monitors a large number of senior activities. This design focus on the experience around rapid data retrieval and emergency notification.

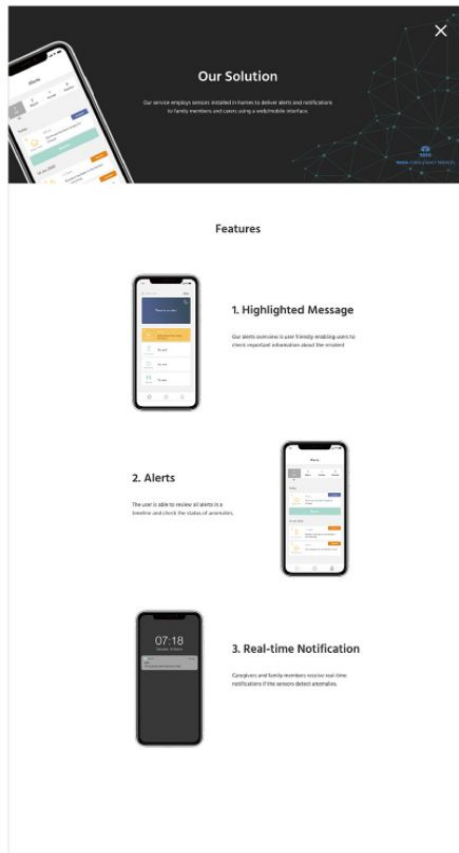
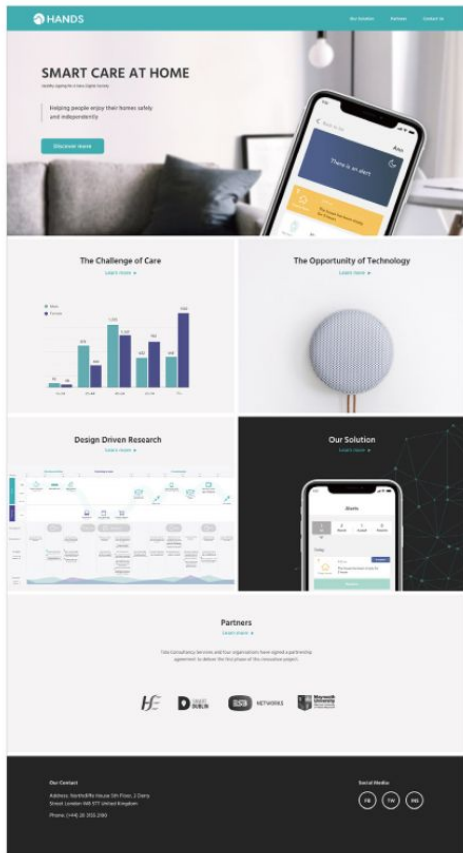
The dashboard is divided into a left sidebar and a main content area. The sidebar includes a user profile for Ved Sen, navigation links for User List, Alert (with a red notification badge), Setting, Dashboard, and Log out. The main content area is titled 'Real-time' and displays a table of residents with their current status. Below this is a 'Logs' section showing a history of resolved incidents.

ID	RESIDENT	GENDER / AGE	CAPER	MOTION 1	MOTION 2	DOOR	PANIC BUTTON	STATUS
3	Madison Arnold	Male / 82	Mary C.					
6	Kate Bolton	Male / 82	Caroline Y.					

Yesterday								
3	Madison Arnold	Male / 82	Mary C.					

2019.10.09								
7	Ewan Duncan	Male / 85	Caroline E.					
2	Luke H Rowe	Male / 87	Caroline E.					

Web Design





**HEALTH
CADETS**

STAYING HEALTHY

Learn how to stay healthy and help
others around you do the same.

How might we enrich interconnections within the community to encourage people to take responsibility for their health?

This project is awarded with THIPP Vanguard Staff Innovation Fund (£25,000) from Tower Hamlets Integrated Provider Partnership to run a pilot scheme in William Davis primary school and Blithedale Medical Centre.

The backdrop

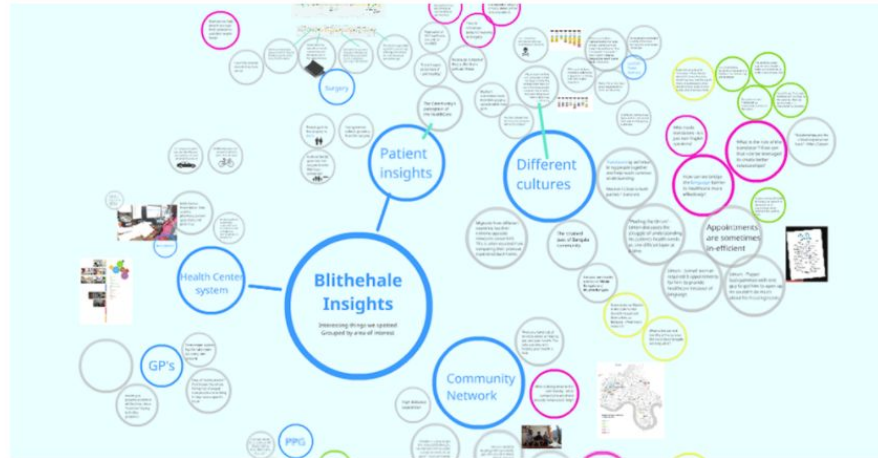


The multi-culturally diverse and relatively poor borough of Tower Hamlets faces different challenges. The practice has little means to deal with the root causes of the increase in people's demand. The health center is therefore looking for a new way of transferring knowledge utilising it's resource with the community.

Research & Interview



4 key problems and strategies



We combined all of the insights from our different research to make a big picture, we concluded them as our problem statement: "There is an increasing demand for healthcare and the practice has little PROBLEM means to deal with the root causes of people's demand." It also can be divided in the following 4 key problems:



People lack health knowledge



The Resources cannot prevent demand



The Practice already has limited resources



Community connection isn't strong enough

Ideation

Generate different ideas via variety of design method and discussion



Concept

Health Cadets builds on the idea of the existing after school club. With the ultimate goal of keeping people healthier and reducing demand for care, it aims to be more strategic about what it teaches and how those learnings can be transferred back to the community.

By teaching on local health issues with tools to make the learning outcomes of each lesson highly visible, the after school club can become an effective health promotion tool in the community.

Problems



People lack health knowledge



The Practice already has limited resources



The Resources cannot prevent demand



Community connection isn't strong enough

Solutions



Transfers health knowledge to the community

By using teaching methods that spread healthcare knowledge into the community e.g. posters



Needs only a small resource investment

There is an existing after school club already that requires little resources



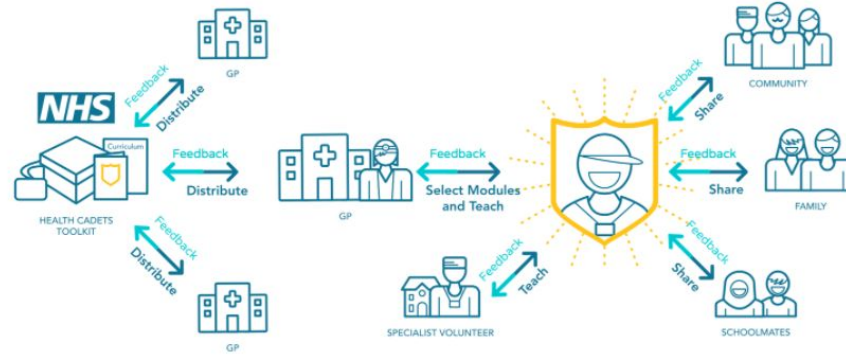
It offers preventative healthcare knowledge

By teaching them preventative healthcare knowledge, the demand on the practice is lessened



Kids are naturally connected

to friends and family and their interest in health links them to the surgery



Health Cadets uses children aged between 12 and 16 as a method of transferring knowledge of preventative healthcare into the community. So the service starts here with the NHS who orchestrate it. It starts with a toolkit.

ToolBox



A4 Folder



Achievement Book for Year 1-4



Badges for different curricula



Lanyards for Year 1-4

Storyboard



Prototype & Exhibition



Partner: Blithedale Health Centre

Date: Sep 2015 - Dec 2015, London, United Kingdom

In team with: John Makepeace, Anna Schoen, Jia Xiang Chua

Tutor: Gus Desbarats

Prototype & Exhibition

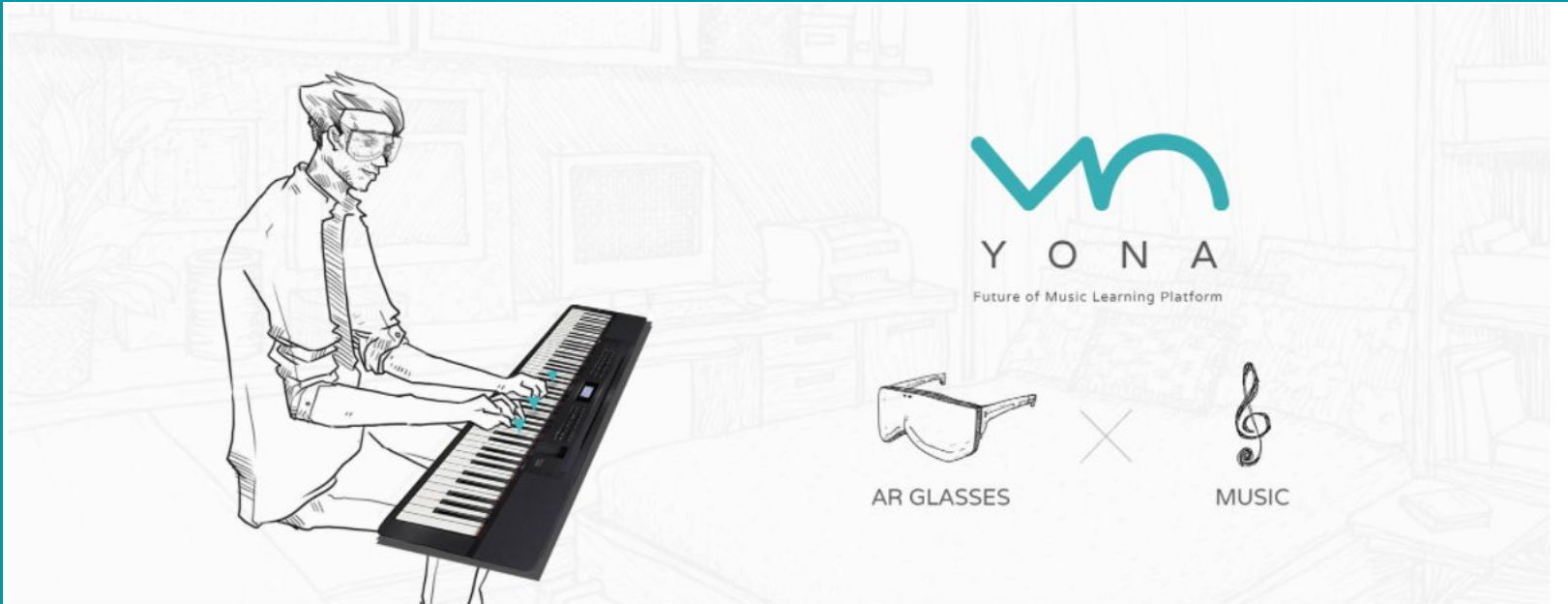


Partner: Blithedale Health Centre

Date: Sep 2015 - Dec 2015, London, United Kingdom

In team with: John Makepeace, Anna Schoen, Jia Xiang Chua

Tutor: Gus Desbarats



Helping those want to learn how to play their favourite songs in a fun and accessible way by goal-oriented practice

Research & Interview



As part of the discovery stage, my research involved ethnographic interviews with 38 people, including 27 music students, 5 music professionals, 4 music teachers, 2 parents, it also involved 1 workshop, online survey with over 100 responses, 2 students clubs observation and 1 music-tech company consultant.

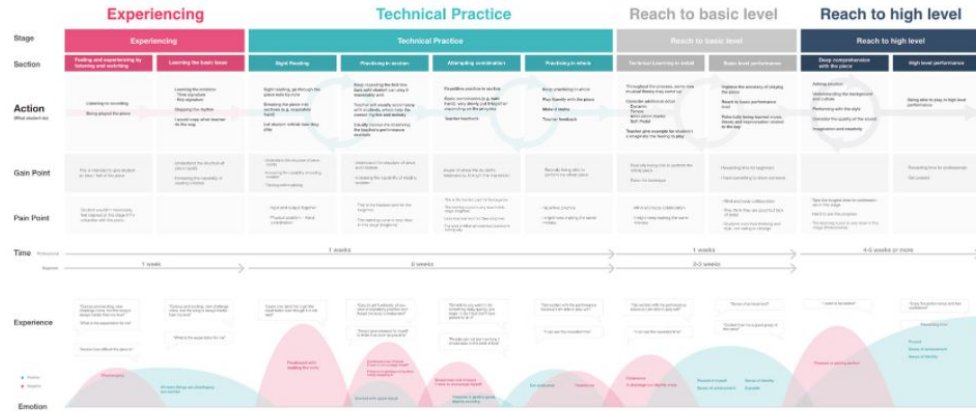
Vision



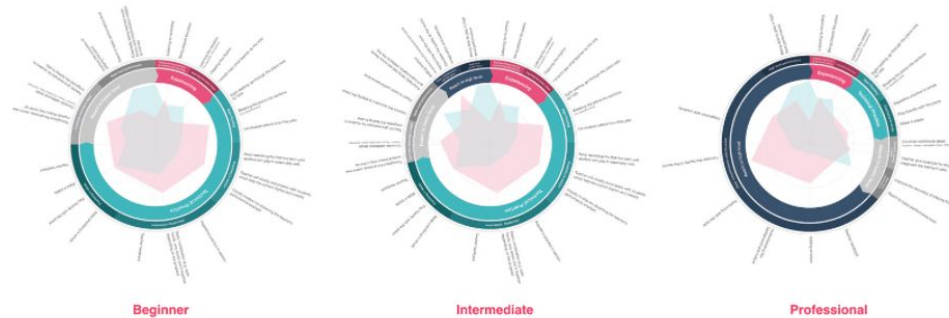
Music is a beautiful and universal language which everyone can understand but few people can speak. As a pianist and have been playing for over 15 years, I realised that learning music seems difficult for most people and it takes a long time before they can enjoy it, but learning music is not as hard as people think.

In this context, I worked with Royal College of Music and developed an accessible way of learning music for the next generation to meet their changing needs, with the ultimate purpose of engaging more people enjoy playing music.

Insights from the "Music Learning Cycle"



Through the cycle journey of learning a song, there are a lot of repeating practice cycles in each section and it was taken a long time to learn, but it was an interesting phenomenon that the mixed emotions (positive and negative) were occurred throughout the learning journey.



Huge potential tool for the future of education - AR glasses



In 2016, Venture capitals and corporate investors poured \$2.3 billion into VR/AR startups. Facebook believes that AR smart glasses will go mainstream from 2022. Although Google has applied AR glasses technique in social situation but it didn't fit to the market due to the privacy. In the coming decade, I believe that AR glasses will be in high demand especially in the field of education and training, where puts information in an engaging and visual way.

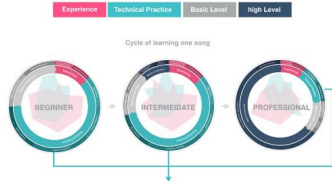
Key Challenges & Insights

KEY CHALLENGES

1



Long learning curve lead to loss of interest at early stage



For beginner, **Technical practice** is very long learning curve at early stage before they can enjoy it

“ I can't see the rewarding time, it is quite easy to give up if you just walk away at the beginning. ”

KEY CHALLENGES

2



Existing service don't meet learner's requirement accurately



Self-learner

I want to learn pop music in an easy and fun way



Existing service
Approach

Learning music is almost traditional music approach

I want to play my favourite song



Need to practise many different basic skill before start learning favourite song

Quick Achievement



Long Learning Curve

KEY CHALLENGES

3



Hard to keep motivation and self-encouragement



How social factor influence in learning journey



“ If I am always on alone, I am not completely with anyone, no motivation, and that was no goal for me ”

Key Opportunity

1



Short-term achievement

Break it down into short missions, and easy to get achievement

2



Goal-orientation drives learning

Use learner's goal to inform what they need to work on

3



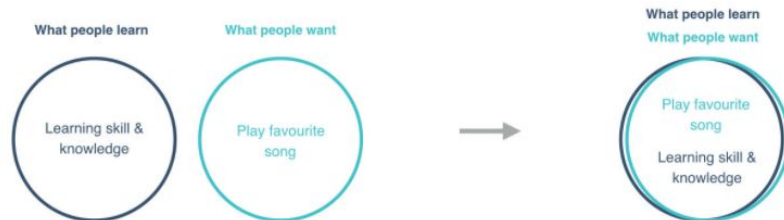
Sociability arouse motivation and continuance in learning music

Establish a community and increase social opportunities for learner

The Solution



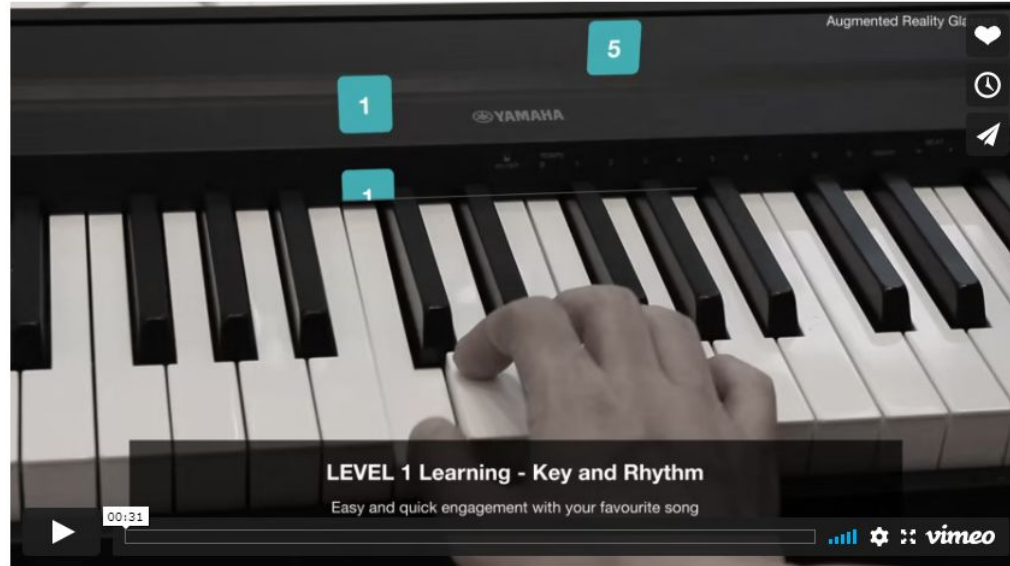
YONA is a Augmented Reality Music Learning Platform engaging learners to enjoy playing their songs in a fun and easy way.



YONA changes the learning system of how beginners learn piano - Using your passion to reach musical mastery. There are 3 key BENEFITS for YONA:

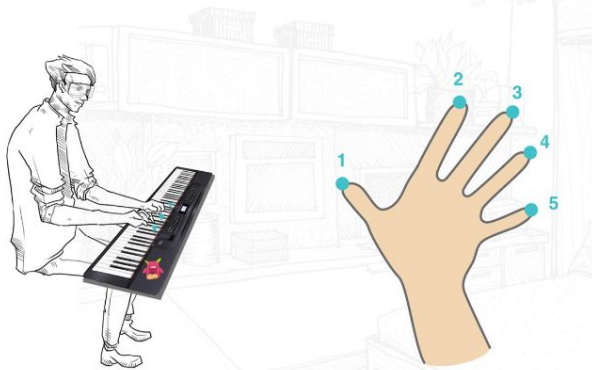
1. Passion-Driven Learning
 - Using your favourite song to inform you what you need to work on
2. On-instrument Learning Experience
 - Earning quick achievement by AR glasses
3. Musical Social Platform in AR World
 - Providing accessible online and offline meet-up platform

1. Passion-Driven Learning



There are 3 levels: Level 1 creates quick engagement by providing simple instruction on instrument for a learner to follow; Level 2 provides tailored missions based on learners favourite song and learner's current level, so the learner can understand exactly what he/she have to learn and improve to reach the goal. The learner can also only focus on exploring the sections that he/she finds most interesting.

LEARN LEVEL 1



After choosing the favourite song, AI teacher tells Alex the number of the fingering

LEARN LEVEL 2



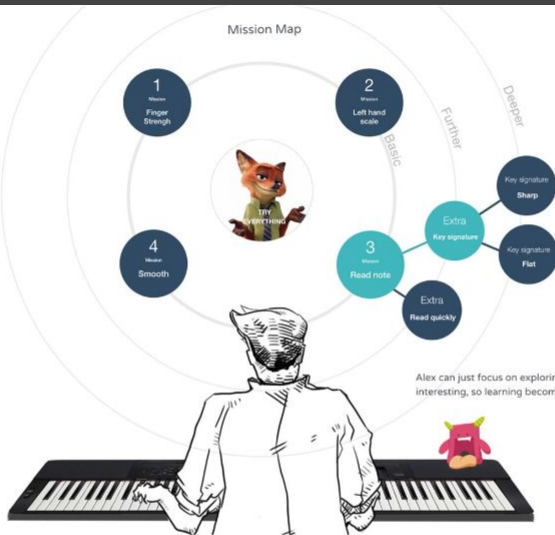
Alex start to follow the mission one by one, he learn different knowledge of this favourite song.

Mission Map



Tailored missions based on your favourite song and your level

LEARN LEVEL 3



Mission Map



Alex can just focus on exploring the sections that he find most interesting, so learning becomes more fun and engaging.

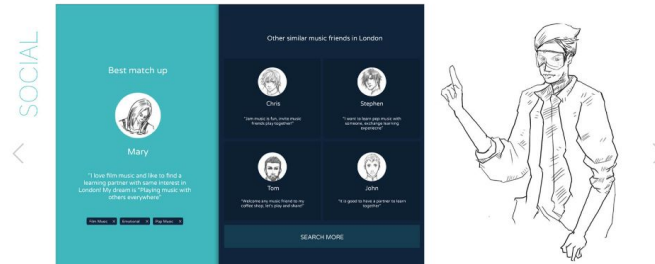
2. On-instrument Learning Experience - AR



AR glasses is a potential tool on education for learners in that it creates a quick engagement on playing music before getting into long practice and reading the music note by on-instrument instruction. I tested this idea in exhibition and it turned out to be an incredible success. (watch previous video)

3. Musical Social Platform

YONA supports people to meet their learning partners in similar level and same interest by a customised choice, providing an online and offline platform to increase people's self-motivation and continuance.



YONA give the best match up for Alex based on Alex's interest and level

Information Architecture



Exhibition of work

Show RCA Exhibition at Royal College of Art Kensington 24 June 2017 to 2 July 2017

[Press Link](#)



DISEÑO DE SERVICIO

www.mattigobbo.com/portfolio/33-visions-10-propositions/



33 Visions / 10 Propositions

Explorations around what people's happiness is dependent on

Envisioning potential future services which may influence people's control over their lives focusing on services that aim to help people discover and understand the triggers of their happiness, mental health and wellbeing.



PERIOD:
September 2018 / January 2019

CLIENT:
Telefonica Alpha (now [Koa Health](#))

ROLE:
Research, Branding and UX/UI design, Workshop design, Speculative exploration

COLLABORATORS:
Nicolas Rebolledo, Deputy director @ xploratory;
John Makepeace, Project Manager @ xploratory;

Foreword

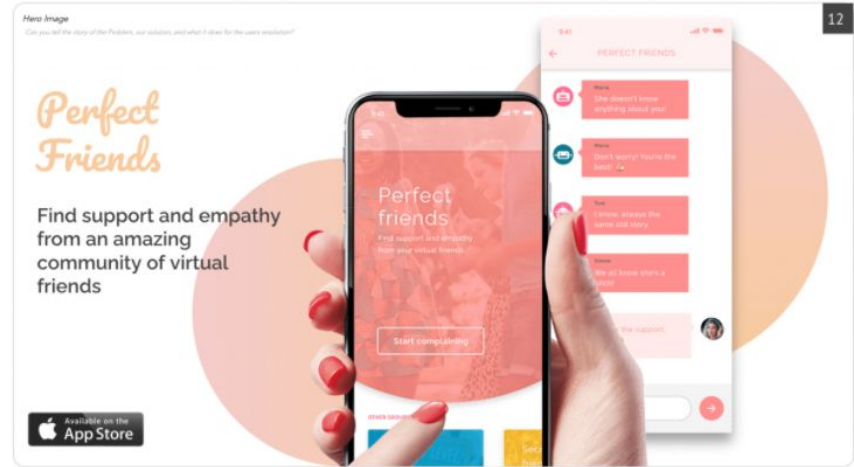
During the past 2 years at xploratory we've collaborated with Alpha Health, a long term innovation facility created by Telefonica in 2016 to work on moonshot projects. We've collaborated with them in a design research partnership to envision potential future service which may influence people's control over their lives focusing on services that aim to help people discover and understand the triggers of their happiness, mental health and wellbeing.

We went through different stages of development and **tangibility** but also at different levels of **plausibility**. Starting with the least defined and often the less plausible, **scenarios**, then **explorations** (Provocative future service concepts inspired by the interactions between future people and their future contexts) and later becoming more tangible (**Propositions** – future service prototyped in the present context) and eventually real **Live Services**, I've personally was involved in the development of 'Hold'.




The first round of prototyping

Below there's the example of 'Perfect Friends', a community of virtual friends that offer support and empathy. The concept was a speculative answer to a context where amplified social media anxiety might lead to the exploitation or mental ill health of vulnerable people: how might we use AI to emotionally support people through on and offline social challenges to build resilience?




User Story or Experience
Can you tell the story of the Problem, our solution, and what it does for the user ourselves?

Jessica
Body and mind anxiety abuse




Jessica's anxiety often shows itself when she is interacting online with friends and strangers, who don't always have her care in mind.




I feel like I'm too fat! What do you think?

Jessica starts sharing her worries.


She is curious if new friends could help her be stronger, today she wants to try this new app.



Her 30 new friends know just say and support her ideas and complaints with meaningful messages!



She can find different spaces and groups for receiving support for different things



Jessica is happy because she feels understood and has her small moments of happiness

Name & Tagline
Can you give the context a name? Can you give it a tagline?

Perfect Friends

Description
Can you describe the problem our solution is a couple of sentences?
Group of AI Agents that support your mental wellbeing with positive messages, modeling positive interactions

Sketch
Can you draw a picture of the new concept?



Key Elements
Can you tell us the top benefits, features, or touch points, etc...?

- Positive messages
- A place to complain
- Different groups based on types of wellbeing
- Machine learning powered messaging

Workshop with the client for the selection of the service visions

The signals, the personas and the new visions were then collected on a template designed by the team for the purpose of a workshop where team members of Alpha could evaluate the visions and decide the ones that could be taken further for a deeper round of testing considering their strategic value to the company.

Workshop goals:

- Assimilate the values and key features of the service visions;
- Create the space for a discussion around the visions and their challenges;
- Understand client's expectations and strategies;
- Better define the value proposition of the visions;
- Narrow down the number of visions to test;
- Lay out a prototyping strategy;
- Schedule the delivery.

Participants: 3 members of the RCA Service Design program + 8 members of Alpha

Deliverables: User personas, mission statement, hero image, storyboard, value proposition



Tools used:
User Persona, Service Mock up, Value proposition framing

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Tools used:
User Persona, Service Mock up, Value proposition framing

The second round of prototyping

The 10 vision selected were then rebranded and acted as quick and easy prototypes built with the least amount of resources and designed to gauge the user's interest and reactions, as well as to test the desirability of the concepts and the strategic alignment with the client.

Although, to take meaningful data from all the propositions we needed to:

Not focus on provocation:

Where the purpose is to explore a controversial or provocative element we include that component but we don't dress it so that it would overtake conversation or force people to see it as solely provocative.

Make it believable in the near future:

We we need to explore future ideas but online advertising is testing the interest of the public to purchase or sign up for a service now. Therefore the services needs to be believably available now.



EQLS

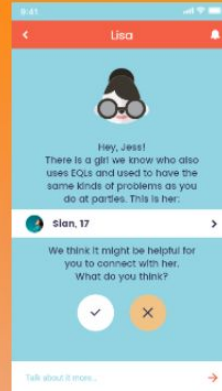
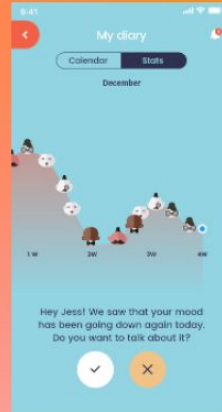
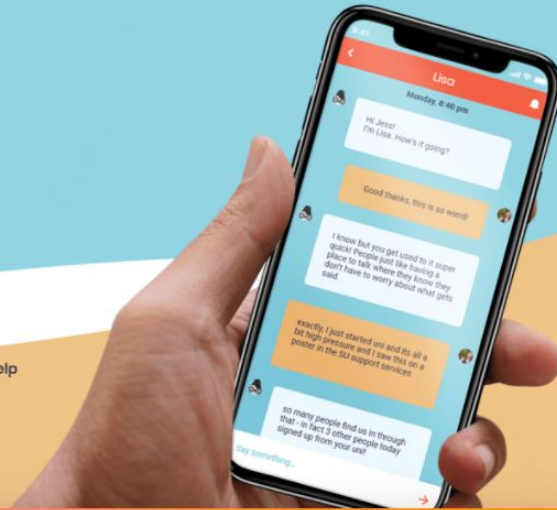
Work

Here to talk, Never to Judge

EQLs are AI characters here to talk about anything, help you learn about yourself and help life get easier.

Learn more

Join waiting list



Quantitative experiments of the visions through ads, landing pages and UIs

The goal of the following round of testing was to take the 10 visions selected by the client to a deeper level of testing. Therefore, for each of the visions, a series of Facebook and Instagram ads and a rebranded version of the value proposition showcased on a website were launched to the public. Except 2, for each of the propositions a clickable UI prototype with the basic functions of the app was created.

Objective: Test the interest in the concept from the assumed user base.

Prototyping strategy:

- Use Facebook and Instagram ads;
- Single advert per vision, run for a week;
- Single image, tagline, logo, description and links;
- Linking to a landing page of consistent format;
- £500 spent for each vision;
- Target audience built on initial research and where possible from workshops and interviews;

Quantitative data collected:

- Sign Ups through the site;
- Reach;
- Impressions;
- Cost per result;
- Comments and likes;



Workshop for the prioritisation of the service visions to prototype

After collecting the results of both the quantitative and qualitative research we gathered the insights and run an interactive workshop with the client in order to narrow down the number of concepts to implement further following Alpha's objectives.

BRUCE WOOD | UCL

USER RECOGNITION

Service
 An online service for young people who are struggling with mental health issues. The service will help them to find support, advice and resources. It will also provide a safe space for them to share their experiences and connect with others who are going through similar challenges.

Service vision

EOLS
 Here to talk, Never to Judge

Problem: Young people struggle to find support and advice when they need it most.

Insights: Young people want a service that is easy to use, accessible, and provides a safe space for them to share their experiences.

Strategic Questions: How can we ensure the service is accessible to all young people? How can we ensure the service is easy to use and provides a safe space for them to share their experiences? How can we ensure the service is accessible to all young people?

Here have your position:



Choose from a range of characters

Track your mood!

Learn about your patterns and make plans

Reduce complexity

Chat with people who have been through the same things as you



ALPHA - 2021-22

Insights

Research - Workshop

About the topic

1.1 Anxiety manifested first, then depression
 1.2 Quitting Social Media temporarily (for aspects of it)
 1.3 Distorted perception of being "bored"
 1.4 Appraisal issues for Social Media (good vs. bad)
 1.5 There is generally negative feeling about the use of support apps

About the solution

2.1 Never seen something like this before, all would at least try
 2.2 Questionnaire evidence gives wider user perspectives
 2.3 Mood tracking and pattern recognition seem most relevant
 2.4 Concern regarding extended consequences
 2.5 There is a distrust of being connected to other users
 2.6 Mixed feelings about talking to AI



PROTOTYPING STRATEGIES
 ALPHA - 2021-22

YOUR NAME:

N.	CONCEPT	PRIORITY Give a score between 1 to 10	NOTES:
1	Greencoin		
2	Mobbie		
3	Ethos		
4	MyMes		
5	EQLS		
6	Qualtime		
7	Pyro		
8	Kinderpendent		
9	Empath		
10	Yait		

Voting system template



Service safari



Group discussion



Voting

The concept that was selected by Alpha was eventually 'EQLS': anthropomorphised AI Bots that deliver talk, mindfulness and relaxation therapies with the scope of supporting people who are vulnerable to super exposure due to anxiety, acute body image sensitivity and limited mindfulness.

The selection of the prototype was followed by two deeper phases of interviews. In the first one we recruited 4 people that matched the characteristics of our persona who were asked to answer questions related to their anxiety, depression and emotional support linked to their behaviour and lifestyle. A behavioural scientist and a psychotherapist were also involved in the process. In the second phase the team extended the focus to a more diverse spectrum of interviewees: more mature, with a lower level of anxiety and less reflective attitudes. At the same time, a few students were briefed on a guerrilla research to gather insights regarding reflection practises of people in London.

The research made us discover that:

The problem was broader than anxiety caused by social media or body image.

The self-declared anxious are often reflective and don't value the accessibility of AI agents + digital tools.

Self Reflection is powerful in its own right for creating calm and clarity but encloses many barriers.

DISEÑO DE SERVICIO

www.hasbeck.com

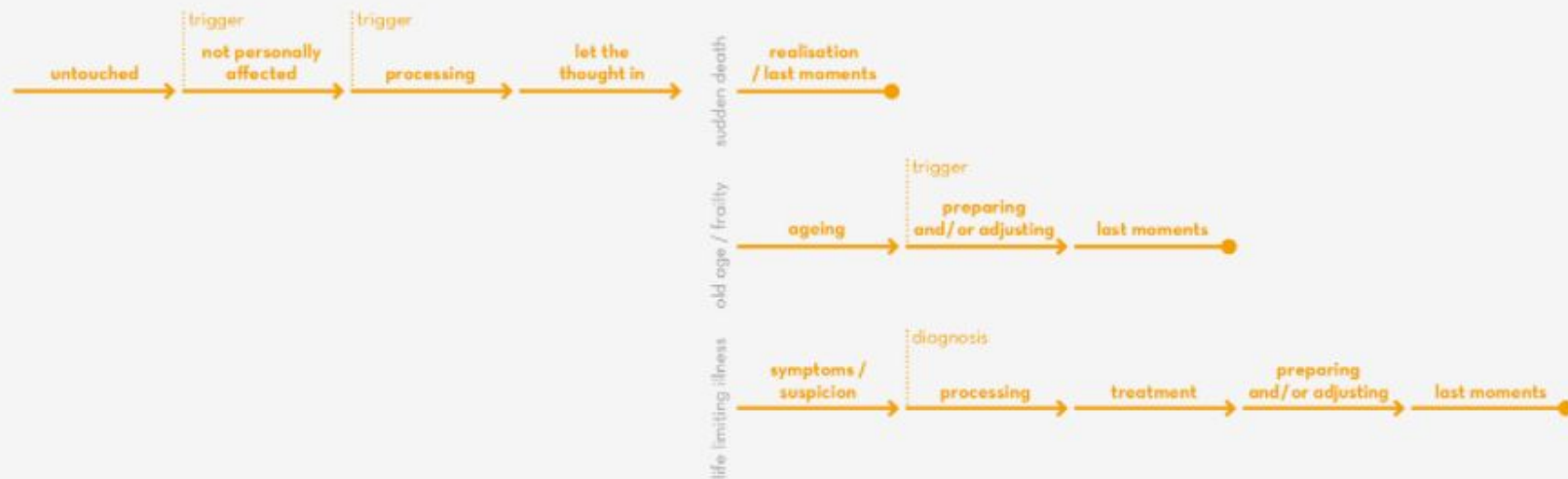


THE DESIGN

We looked at, firstly, which services would be available, and secondly, how the centre could unfold physically. How you will move through Trinity's House is key as not all services are available to everyone. We proposed to structure the centre around three layers of interactions: Public (including café and exhibition space), semi-public (featuring amongst other things a garden and space for drop-in sessions) and private (including quiet rooms and multi-purpose space for most outpatient services). These layers are reflected in the physical building, and offers a way to think about the types of services on offer. By starting to engage with the local community, you're building relationships with people who might later on in life become volunteers, carers, elderly or perhaps face a life limiting illness.



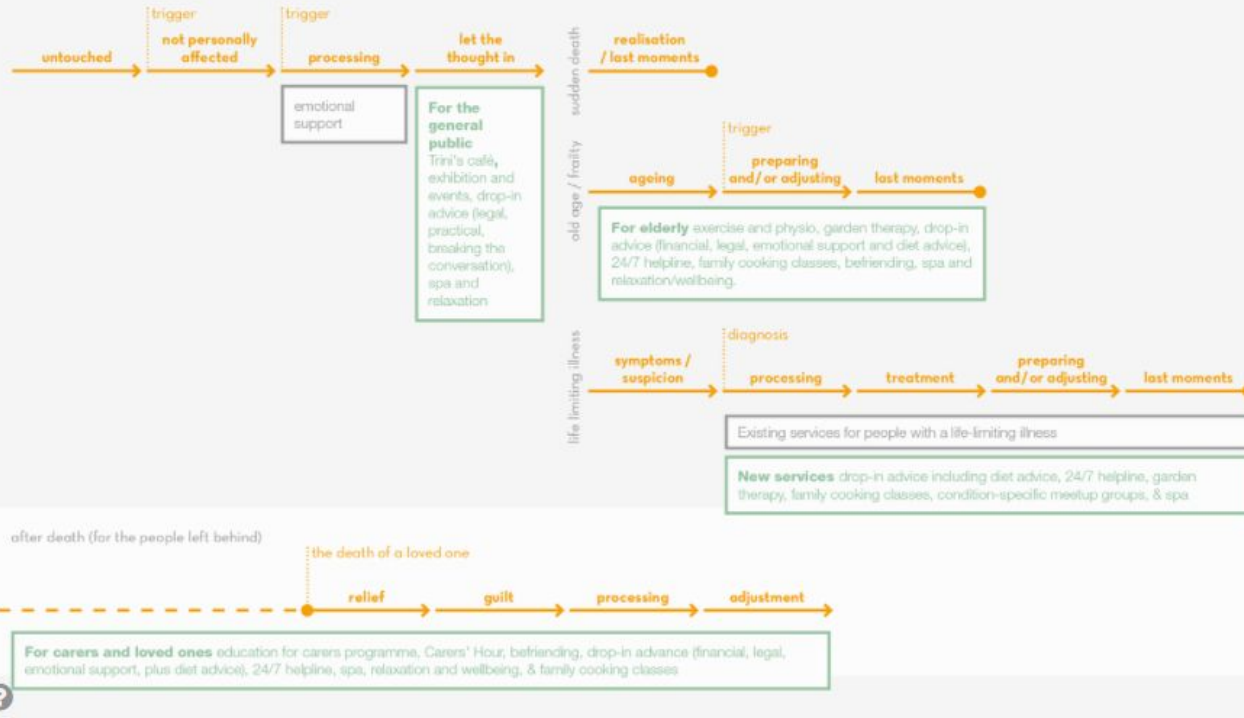
Life stages for death and dying



after death (for the people left behind)

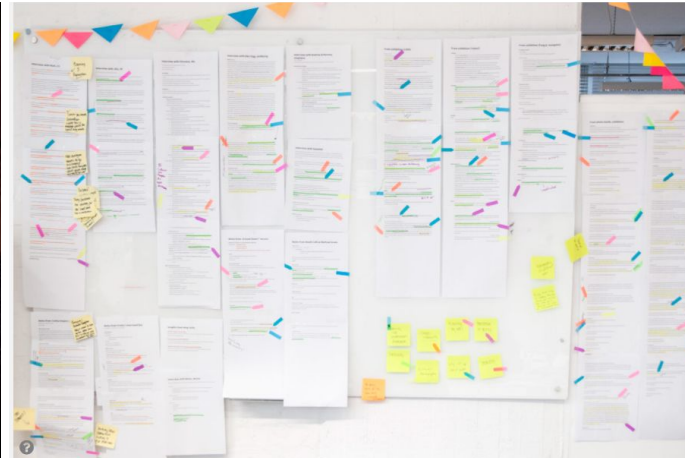


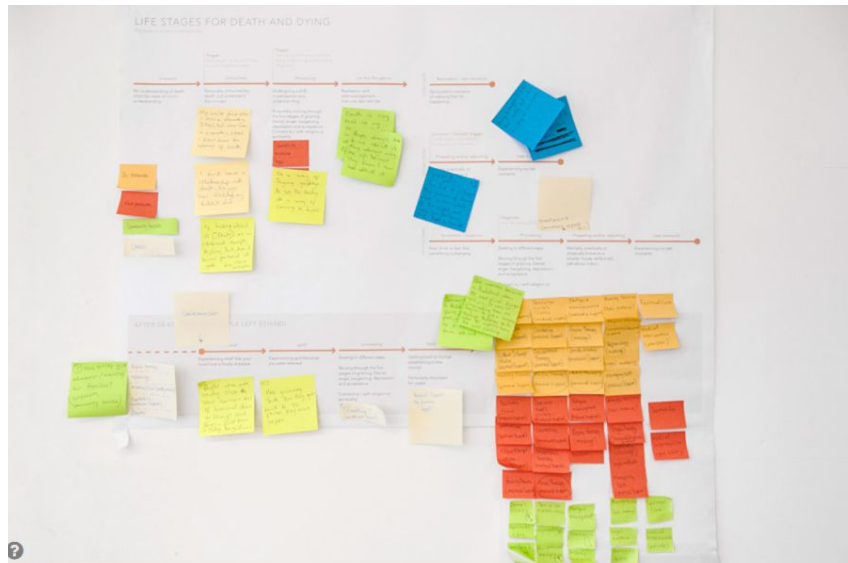
Life stages and Trinity's new services













Auditor Publicus

Co-designing and rethinking the future role of the public sector auditor

ABOUT THE PROJECT

Title: Auditor Pùblicus

Type of work: Co-design / design provocation (a new role for the public auditor)

Date: January – March 2015

Extent of the project: 8 weeks, full-time

ICAEW's AuditFutures is looking to change the profession of auditing in a way so that auditors can help solve real social challenges and advance the role of the public interest in the profession. Through close collaboration with a group of auditors, I have co-designed a new role for the future auditor which responds to these challenges.

Auditor Publicus is a reshaped public sector audit function. It proposes that public auditors take their role as mediator between government and citizens seriously, and focus on restoring the declining trust by ensuring that the information streams going back and forth are true, fair and reflect the nuances. This is done by auditing political promises, influencing and reshaping the current debate, as well as facilitating Citizen Juries (so-called mini-publics).

Auditing political promises

and defining and implementing metrics, also ensuring a focus on long-term thinking, measuring outcomes and impact rather than outputs.

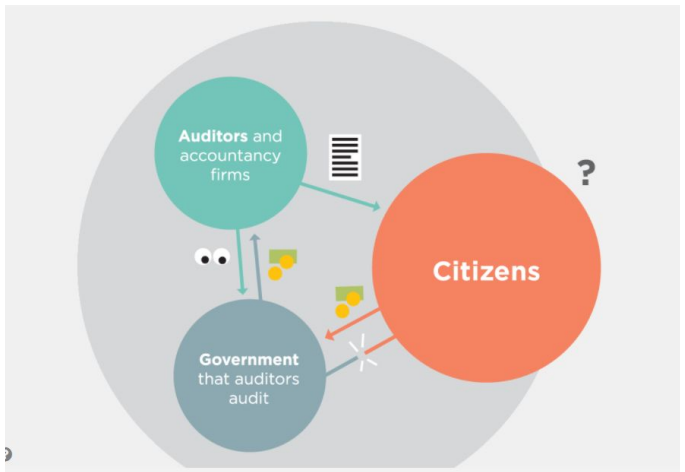
Influencing and reshaping the current debate

by adding, challenging and ensuring balanced and honest information, allowing for nuances such as also addressing trade-offs and the elephant in the room.

Facilitating Citizen Juries,

so-called mini-publics, where citizens are chosen to be representative of the citizenry, who then go into nuanced discussion and deliberation, facilitated by auditors. At the end, the auditor then helps those citizens communicate their reflections and opinions to the wider public.



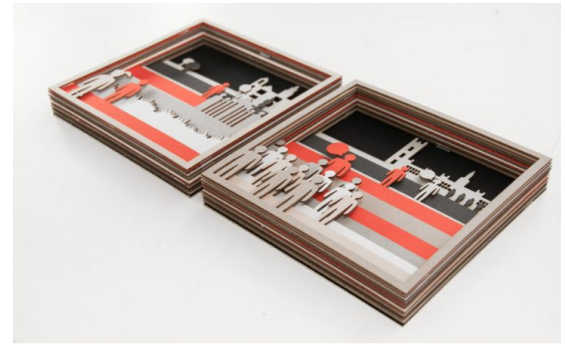




MINI SHOW (DESIGN PROVOCATION)

As a design provocation, I showed a sculptural exhibition piece in a one-day show at the RCA. From the outside, it looked like nothing more than ugly, brown cardboard boxes stacked on top of each other, taped together with brown packing tape. However, each box had a peephole, and once looking inside, each box revealed an aspect of Auditor Pùblicus through video and sound, or visual means of storytelling.

To some extent, the box sculpture itself conveyed what auditing is: To find out about the project you had to take on the role of a mini-auditor; investigating and viewing the same thing from different perspectives, searching for the bigger picture and all the facts.





Having a baby

Understanding and improving the 'pregnancy experience'

ABOUT THE PROJECT

Title: Pregnancy to Early Years

Type of work: Service design (LiveWork research project for Department of Health)

Date: June 2015 – October 2015

Extent of the project: 4-5 months

Driven by a wish to adopt a user needs approach to major life transitions as the basis for service improvement, the digital team at the Department of Health embarked on a research project to look at the experiences of women and their partners who are having a baby. The project sought to better understand the maternity journey through the experiences of these women and families as well as the health professionals who support them. By taking a broad view of how people interact with health and government services at this significant life transition point, we were looking to identify opportunities for improving their experience through better use of digital technology.

I worked on this project as part of a team at LiveWork over the summer 2015. For further reading, visit the [blog of the digital team at the Department of Health](#).

THE DESIGN

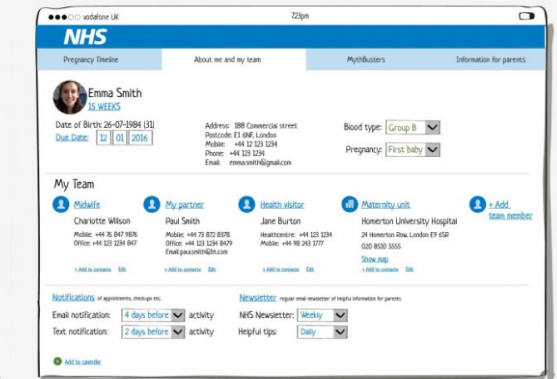
Inspired by the research and needs of the people we met, we came up with 12 concepts of how to support families during pregnancy and their first few weeks with the newborn. Out of these, three were identified as having potential, and three (plus an extra) were prototyped. Linking back to the project's particular focus on digital, the prototypes were digital sketches and paper prototypes of mostly online tools that we presented back to some of the families and health professionals in order to collect their feedback. The research and insights themselves were also one of the deliverables; these were collated and shared with the Department of Health and GDS.



3 with potential



The 4 prototypes





6. Information

INSIGHTS FROM FAMILIES

A **vast array** of information is available to families but for a multitude of reasons, they can **struggle** to filter what is relevant, recognise what needs be processed, and when, or what if any action is needed.

"We paid for private Mothercare classes. It wasn't clear what would be available on the NHS."
— Kelly & Karl

"I don't know what I don't know?!"
— Sophie & Jamie

"The Bounty Pack ended up in the side board. I'm not sure we read it."
— Helen & Joe

9. Trust

INSIGHTS FROM FAMILIES

This is the **common thread** that underpins the different experiences of having a baby. There needs to be authenticity and authority; for self-belief, engagement with people, and information, or even the NHS, so that trust is generated. Trust needs be **the product of all activities**.

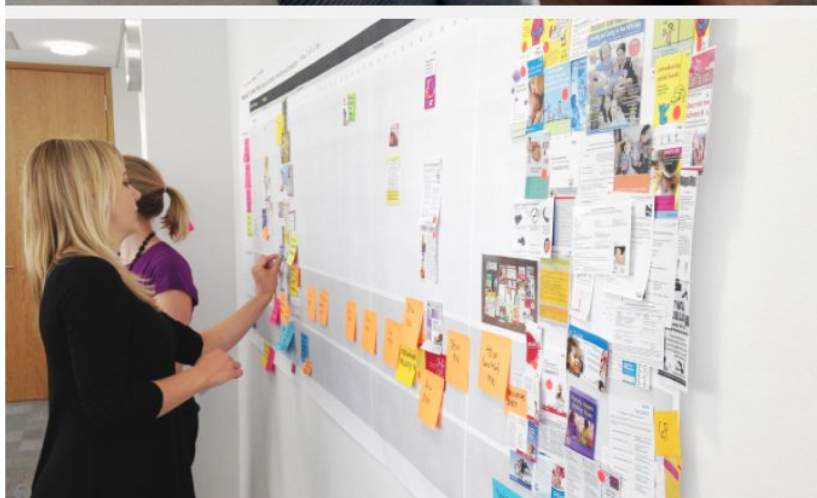
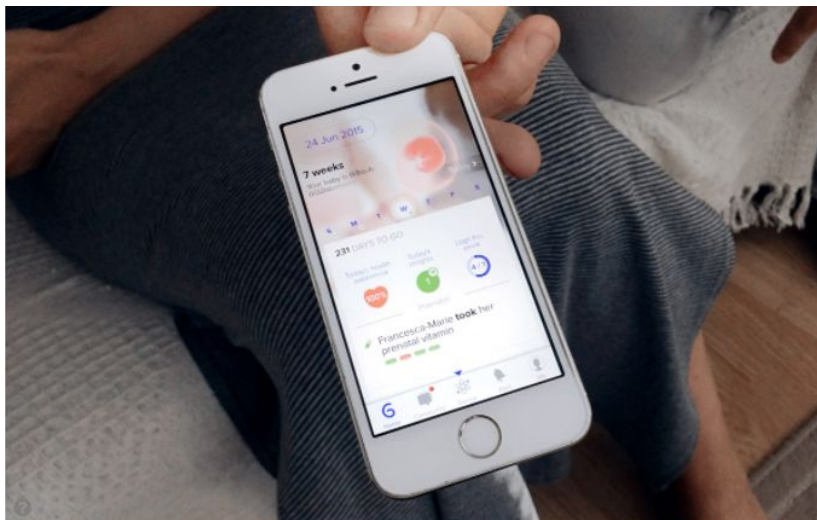
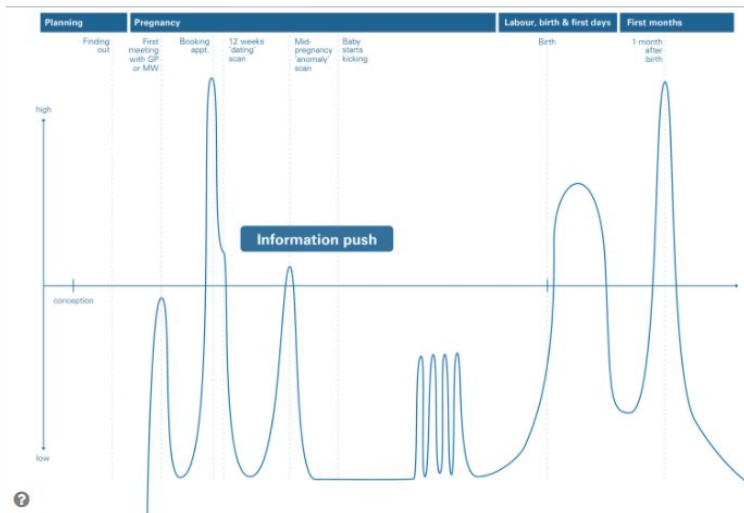
"You just look at the NHS, and you know it's the truth"
— Helen & Joe

"I 'try' not to Google medical stuff anymore. You just see all the horror stories."
— Nadia

A GLIMPSE OF THE PROCESS

In the first phase of our research we carried out interviews with 9 health professionals and 11 families across the country. As part of these interviews, we asked families to try to map their 'having a baby experience'. Following the interviews we identified the high-level needs of mothers and families throughout the pregnancy into the first few weeks of their baby's life. We also mapped which products and services are already available, and what people's experiences were of these. We ran a number of design workshops to develop tools and models that would help us in our ideation and prototyping, e.g. an (enormous) information map. Using all of these tools, 21 potential concepts for prototyping were created, and we whittled these down to 12 clearer, more promising concepts.

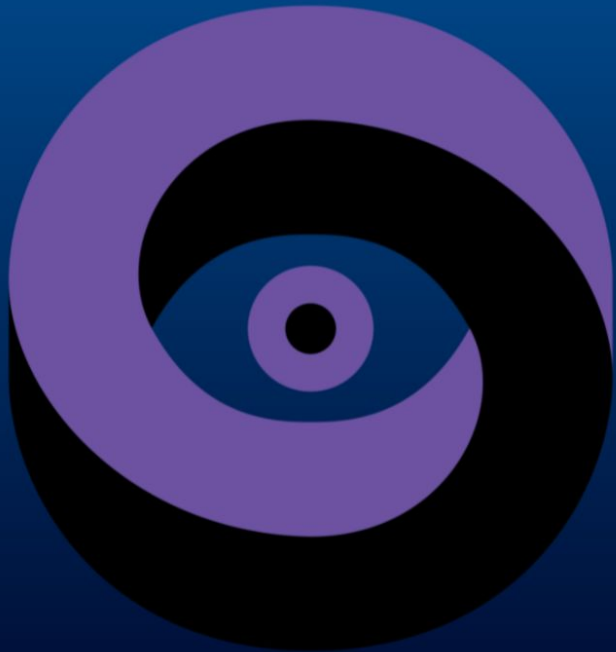




DISEÑO DE SERVICIO

<http://www.filipposanzeni.com/occhio.html#1>





RESEARCH, METHODOLOGY

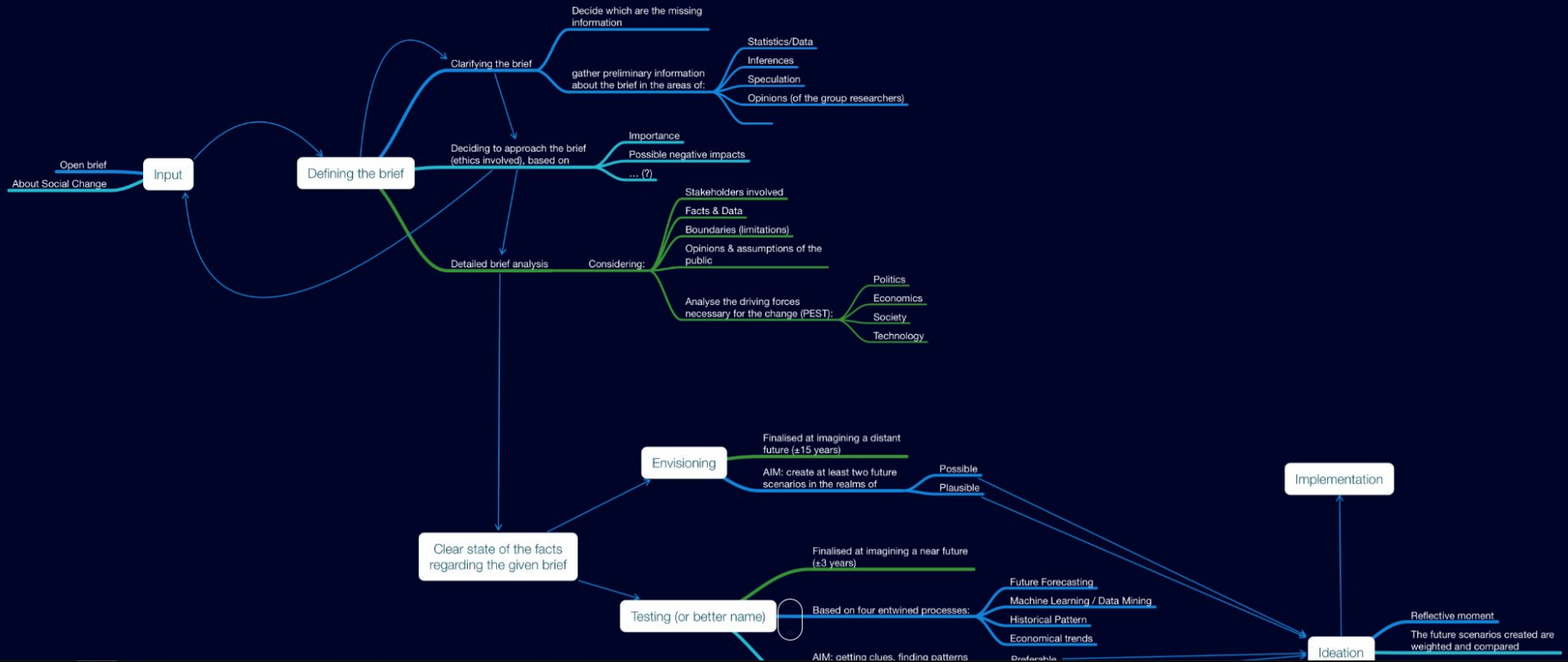
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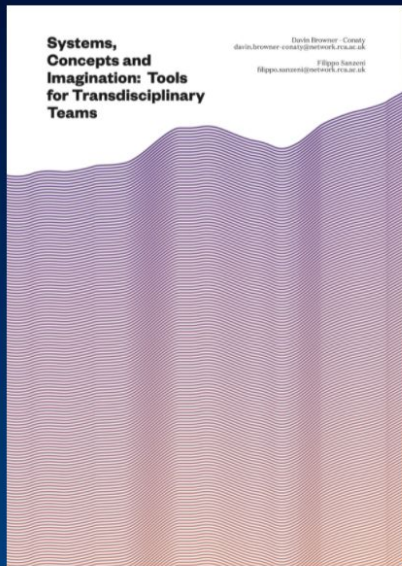
It's all about connecting disparate groups: people with very different lives and low alignment in terms of worldview, skills or expertise can spark off each other and increase the feeling of inventiveness and surprisingness within a group.

A collaboration with Davin Browner-Conaty.



This project started as an academic research on possible methodologies on approaching the *unknown unknowns*, namely, future wicked problems. An initial methodology was developed, inspired by complex adaptive systems, future forecasting and non-essentialism, especially the open textured concept. This is the experimental framework that was created:





We wrote a paper about our findings. It can be accessed here:

[Download](#)

resumen recursos visuales en común

Ambos

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paleta de colores
tipografía
bocetos

Producto

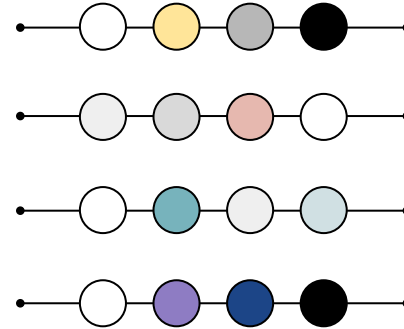
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renders
ilustración/dibujo vectorial
prototipo/producto final

Servicio

{
métodos e instrumentos
mapas y gráficos
fotografías proceso
visualización conceptual o producto tangible

resumen recursos visuales en común

- Ambos** {
 - paleta de colores**
 - tipografía
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- Producto** {
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resumen recursos visuales en común

Ambos	{ paleta de colores tipografía bocetos
Producto	{ renders ilustración/dibujo vectorial prototipo/producto final
Servicio	{ métodos e instrumentos mapas y gráficos fotografías proceso visualización conceptual o producto tangible

Aplicación material / Prototipo

RESUME

RESEARCH, METHODOLOGY

THE DESIGN

ABOUT THE PROJECT

resumen recursos visuales en común

Ambos

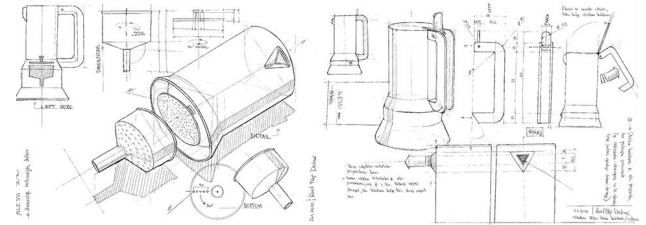
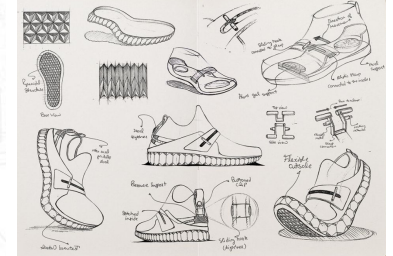
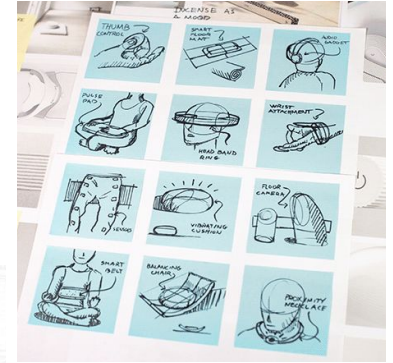
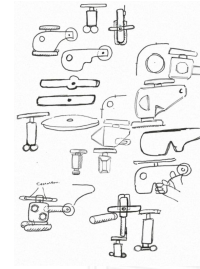
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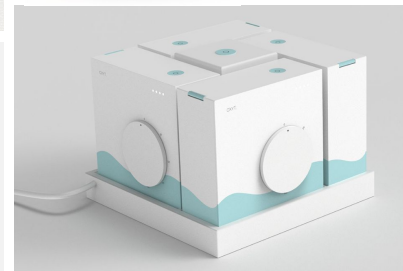


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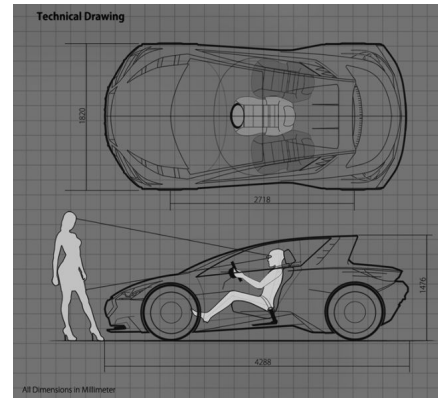
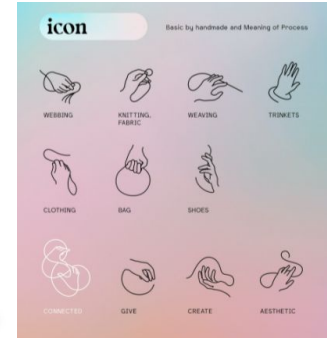
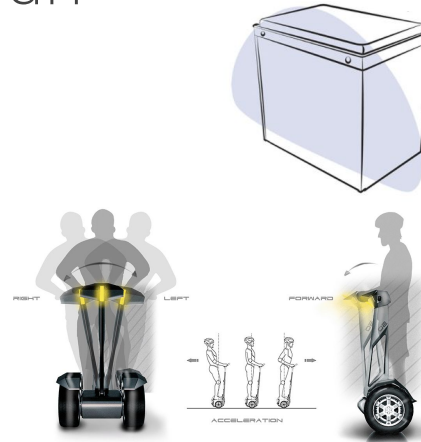
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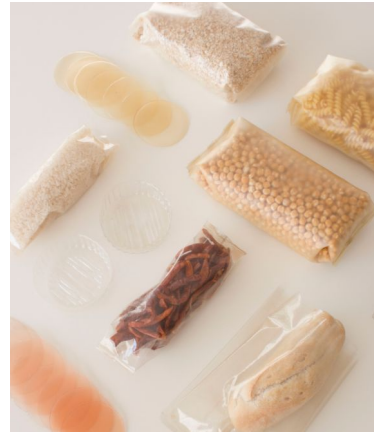
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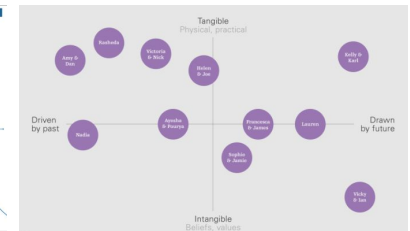
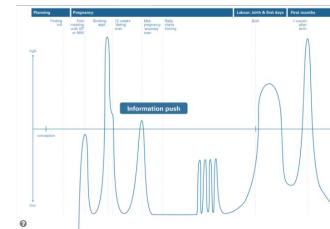
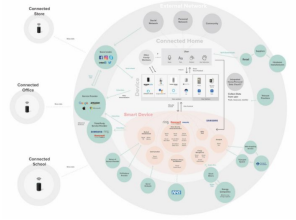
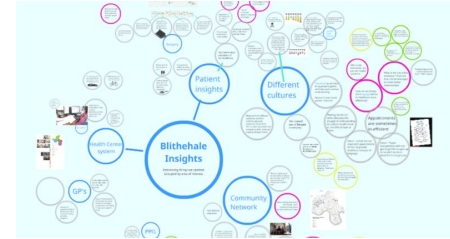
- paleta de colores
- tipografía
- bocetos

Producto

- renders
- ilustración/dibujo vectorial
- prototipo/producto final

Servicio

- métodos e instrumentos**
- mapas y gráficos**
- fotografías proceso
- visualización conceptual o producto tangible



resumen recursos visuales en común

Ambos

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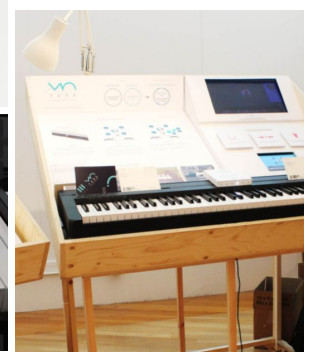
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REFERENTES **PORTAFOLIOS**

Portafolios e Inducción laboral

AUD81003-1 - Segundo Semestre 2021

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Ayudante: Javiera Segovia