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JOE HARLEY

My portfolio of design/development work of different projects over the last 3 years.

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INTERACTIVE/UX DESIGN
DESIGN PORTFOLIO
5 PROJECTS

This is my design portfolio of some of the projects I have been working on over the duration of studying Interactive Design BA (Hons).

I have narrowed the amount of projects showcased down to 5, as I believe these to be some of the more interesting and developed projects that I have been able to work on.

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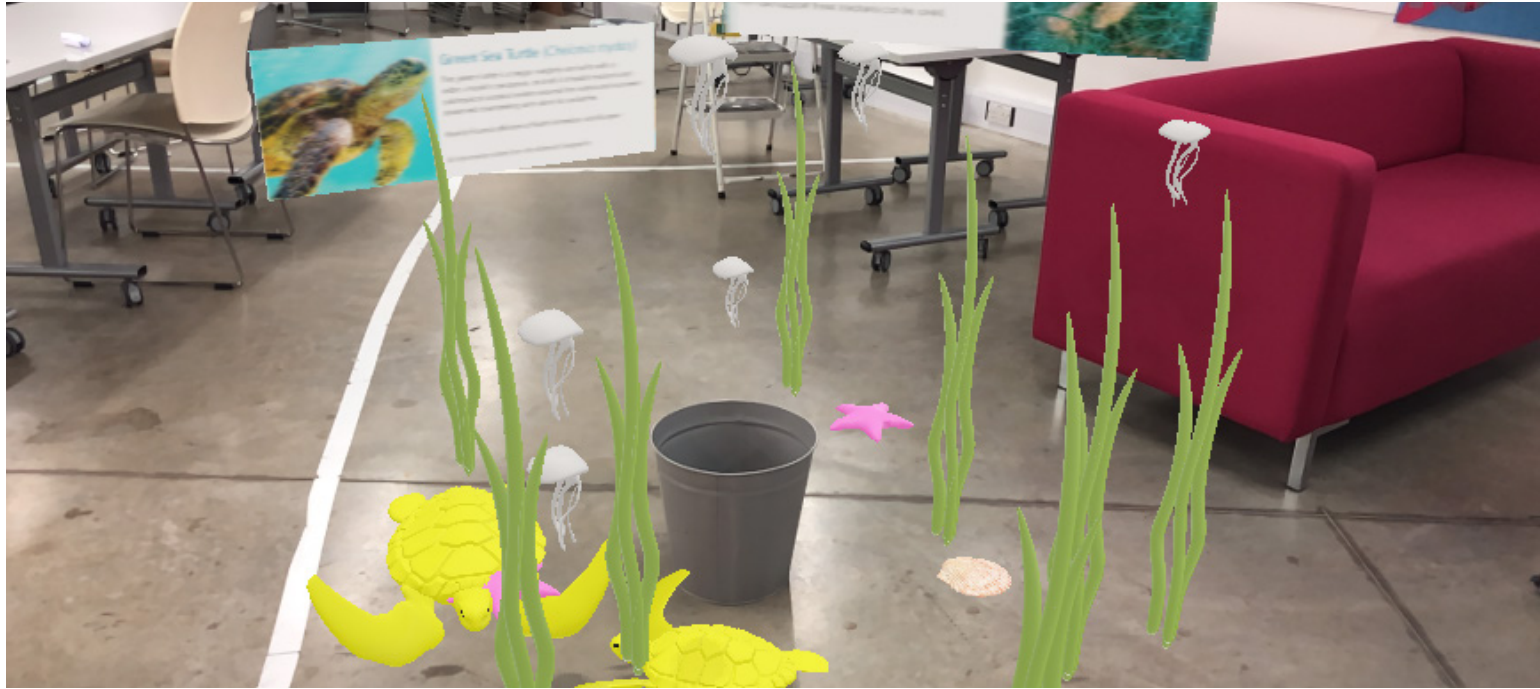
INTRODUCTION

OCEAN EDGE AR

A project focused on using augmented reality to inform users on the affects that plastic waste has on sea-life.

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PROJECT 1



Ocean Edge AR was a project focused on informing users about how plastic can affect the oceans creatures. This was created using Adobe Aero to prototype the different 3D models with movement around a surface area.

This project was targeted at young children learning about how these creatures are affected but it is also way of experiencing this wildlife from the comfort of someone's house.

Some of these models were used from free sources but the coral was all textured by myself using software such as Adobe Dimension.

Some of the terrain was interactive such as the crabs moving away from the user when they stepped close to them. This would then be used on an app I designed to take pictures and share online to spread the positive message.

In order for the user to get the visuals of the sea life on screen, they would have to place waste inside a bin whilst the camera was focused which creates the incentive to recycle waste to save the habitats of these creatures.

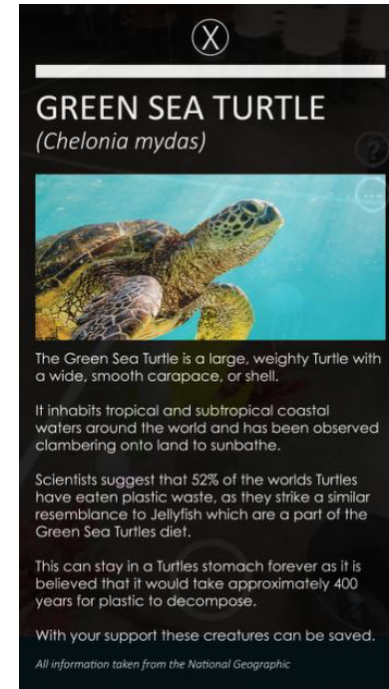
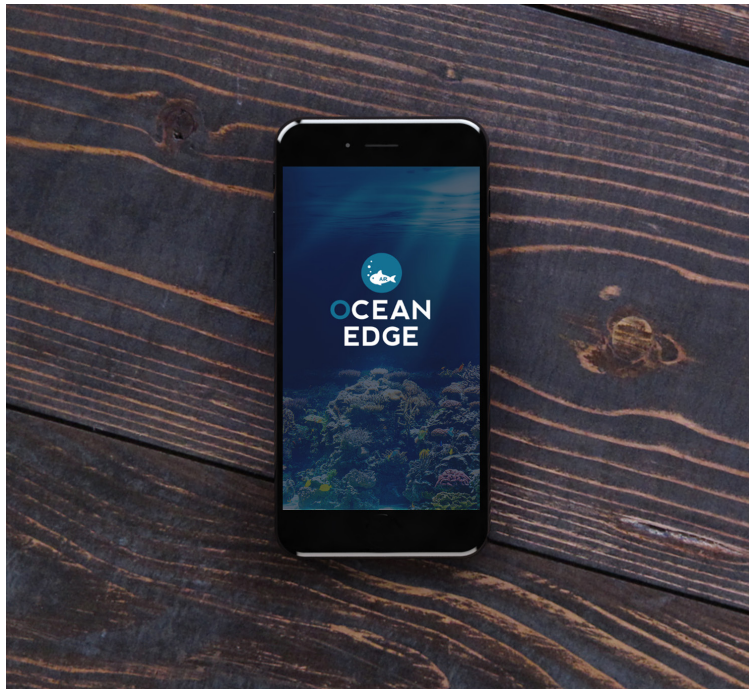
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OCEAN EDGE AR



These scenes were designed by me which were then recorded to show the animations.

The images I took of the different scenes were then imported into an application design, which would work as a platform to access the augmented reality functions.



The screen designs were intended to be as clean as possible without having to clutter the space of the screen to allow the augmented reality function to be the main focus of the experience.

There were many variations of the designs such as the interface being actually within the augmented reality as a 3D object, but was instead changed to an on screen pop up as it was a lot easier to view and access.

The user could also take pictures of what they were seeing on screen and share them via social media platforms to share the positive purpose.

HAPPY BONSAI

A project focused on supporting the mental health in men
by using AI as a way to connect vulnerable individuals.

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PROJECT 2



Happy Bonsai was a project inspired to try and tackle mental health issues mainly with men.

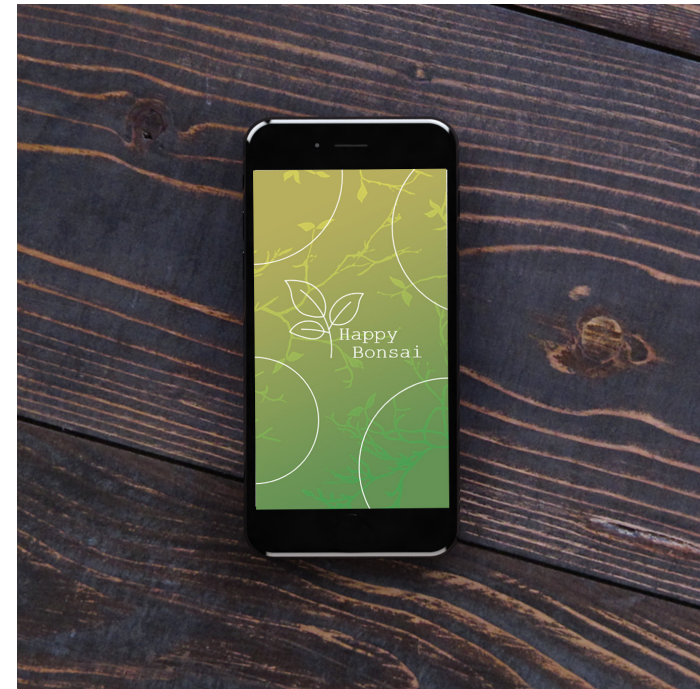
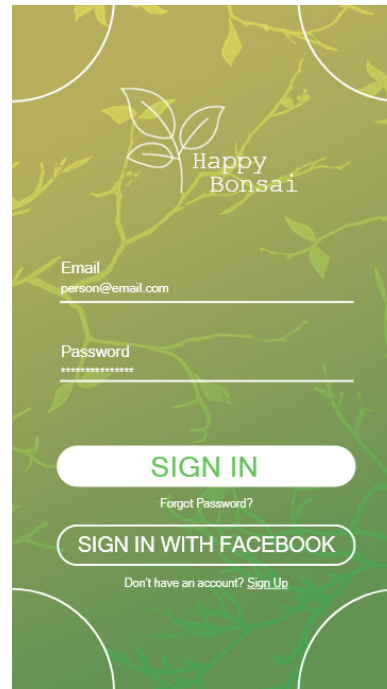
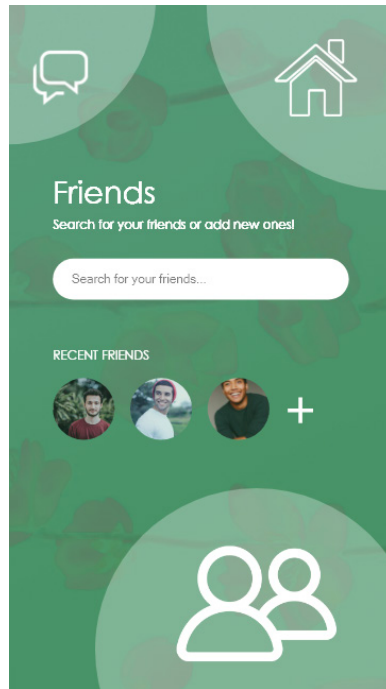
It's common fact that one of the highest causes of death in men is suicide, meaning this was an extremely emotional project for me.



The Happy Bonsai Tree operates as an AI assistant that could help connect other men (women can of course use this) by using Bluetooth technology to connect to a persons phone.

The AI could then branch out to other users to help them communicate with one another.

The device was modelled in Adobe Dimension to be used in different visuals to show how it would work. The model is to represent a bonsai tree which represents peace, harmony and balance.

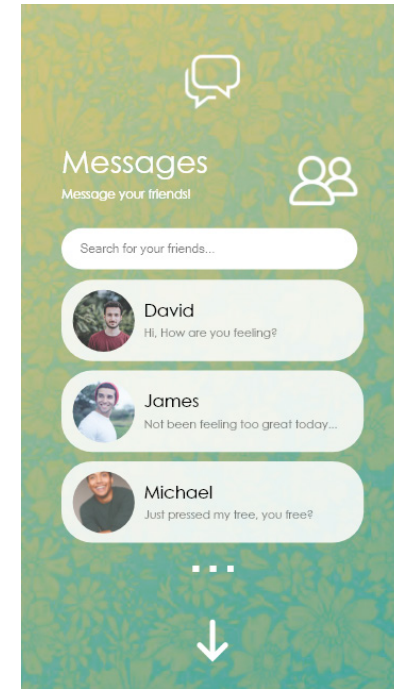
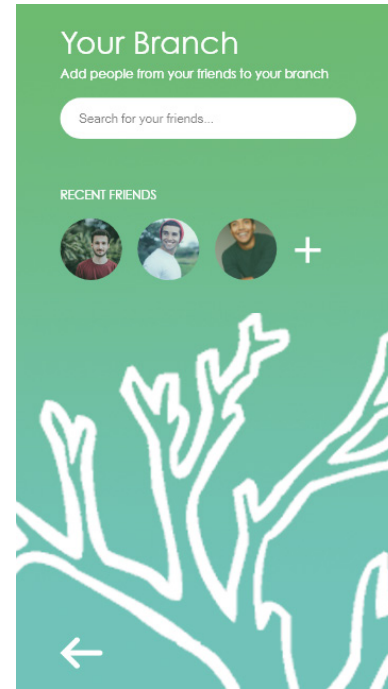


As an extra feature to this experience, I designed an application that would work with elements of the device such as being able to create an account and add different people who may be struggling with mental health issues.

The design was inspired from other health apps which involve helping the mental health of vulnerable users.

The themes of peace, harmony and balance also affected the way the application was designed to ensure the usability was easy and not a stressful experience for the user.

The focus was not on the application but on how the AI could support healthcare workers who may specialise in helping peoples mental health.



The AI device would be something that someone could have in their home which they could access easily if they were alone and were struggling with mental health issues.

The project was based upon the AI100 brief of the RSA 2019 design competition.

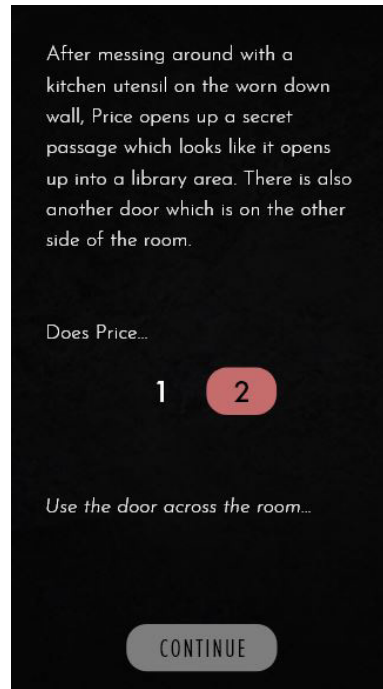
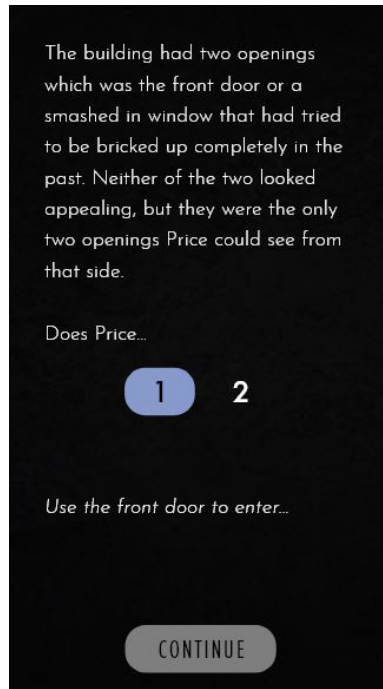
THE BORLEY RECTORY EXPERIENCE

A project focused on supporting the mental health in men
by using AI as a way to connect vulnerable individuals.



The Borley Rectory experience is a project designed to test the decision making of a user.

The Borley Rectory is a real place in the UK which has had several documented paranormal investigations. I designed an app and a narrative which feature elements of horror and suspense to enforce a narrative where the user can decide what will happen next.



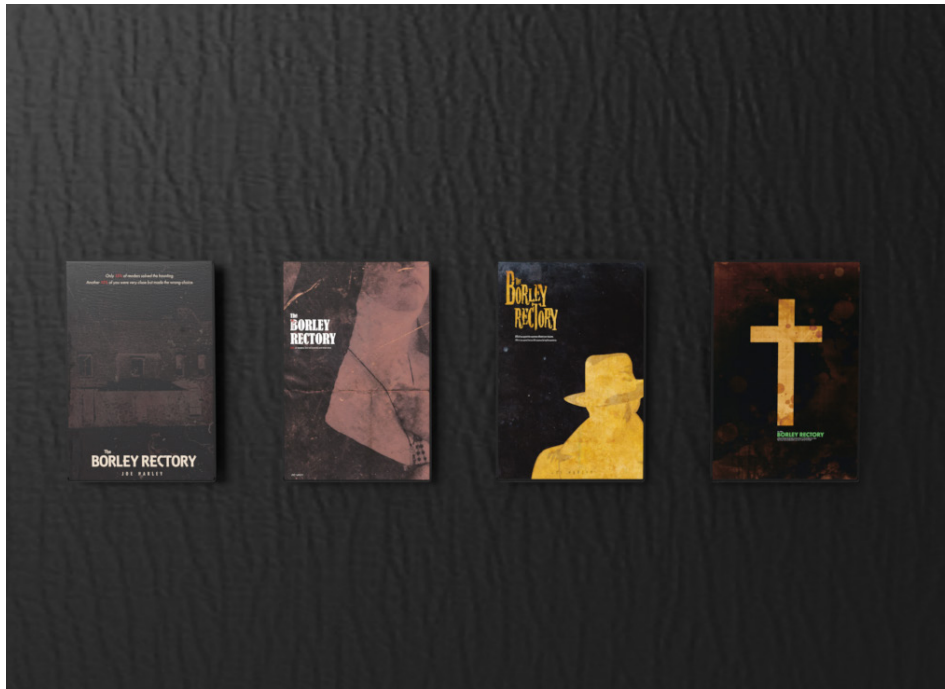
The design of the application was very simplistic and was supposed to represent a horror publication as a mobile experience.

The interface was meant to be clear with leaving the user two different choices which will can change the ending of the story. I designed the narrative to have 6 different endings all with different choices.

The Images that are used in the experience have been edited by myself using Adobe Photoshop.

The images usually have a grey, white and black tone to them which is inspired from horror comics such as 'The Walking Dead'.

These Images act as different transitions between different decisions and narrative screens.

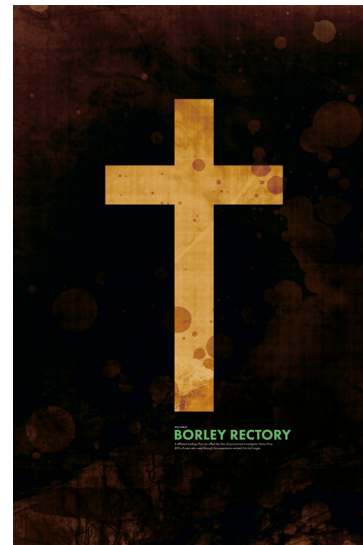
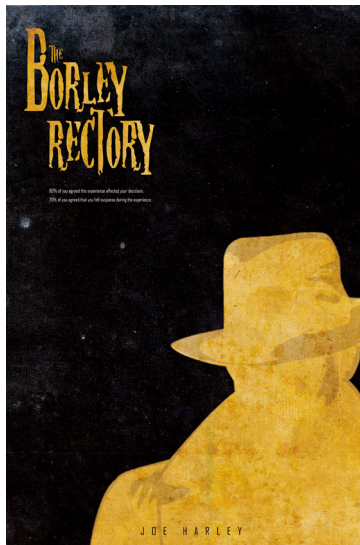
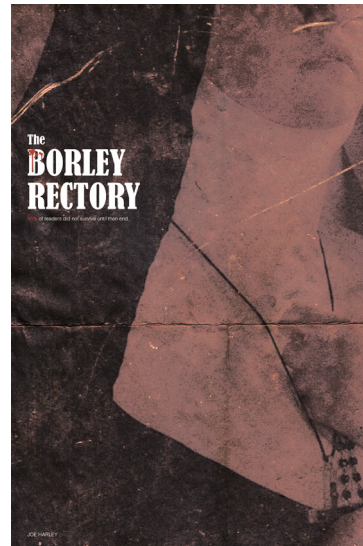


I then got 20 people to play through the application prototype (Adobe XD) and fill out a questionnaire to see what different choices and endings they experienced.

The data was then taken by myself to be used as a graphical representation which ended up being formatted as a group of horror posters. I designed 4 different posters to experiment with different colours and textures.

Because of COVID-19 I couldn't print these posters off, so I instead imported them into a 3D scene to try and imagine how they would look in person.

The application prototype will then be recorded and edited to make it more immersive with different sounds.

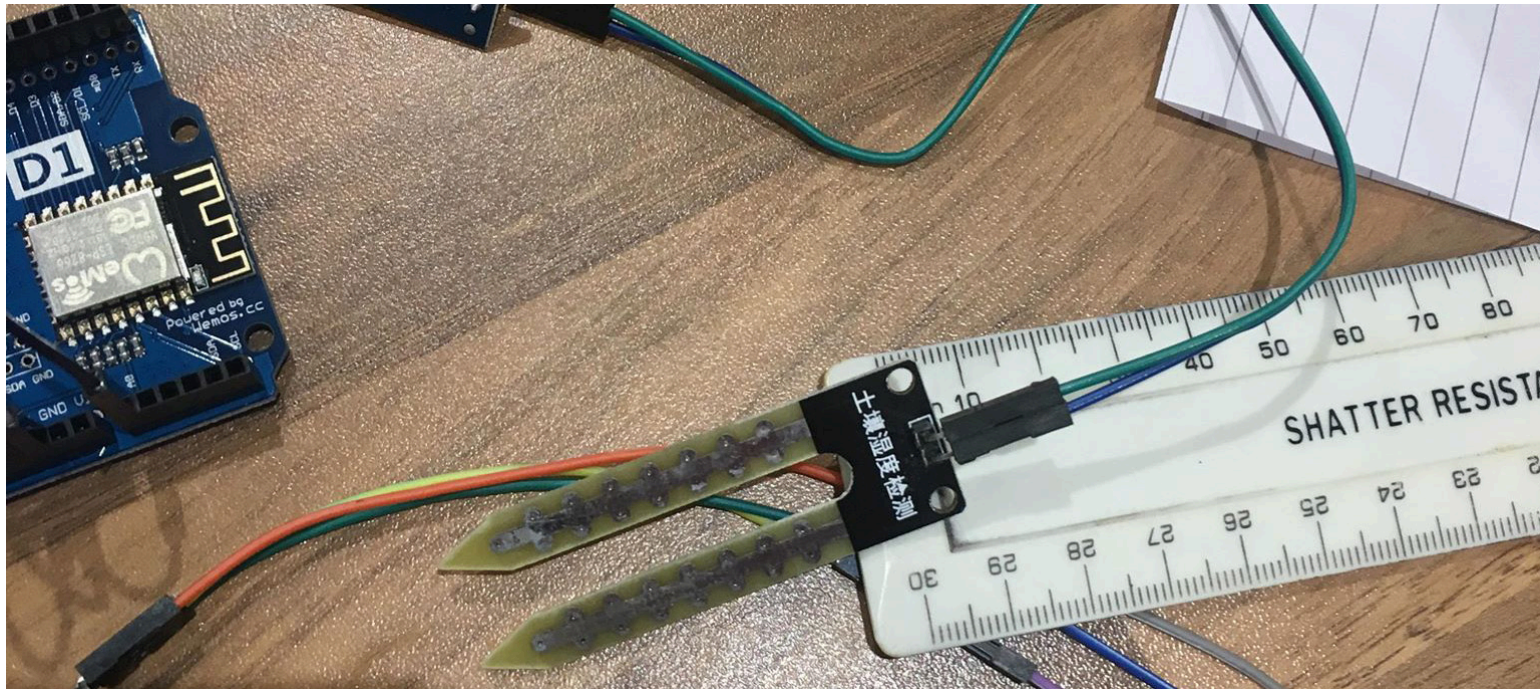


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THE BORLEY RECTORY EXPERIENCE

PIXEL PLANT

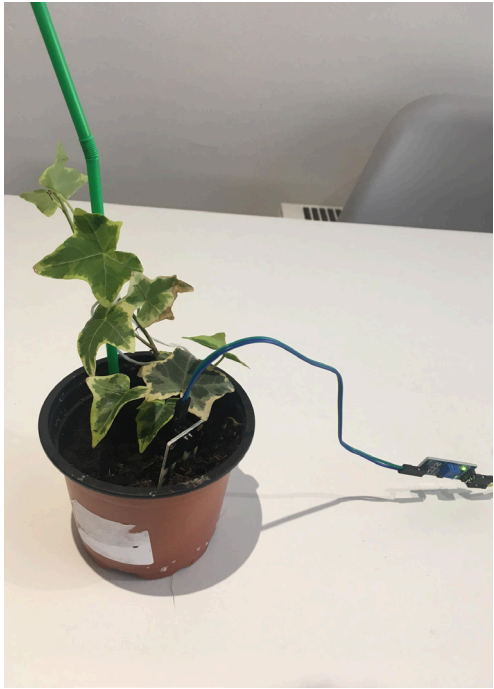
A project attempting to connect plant care to children but by using Arduino technology to make it a digitalised experience.



Pixel Plant is all about The Internet of Things and how it can connect different devices together to create a product that people would use.

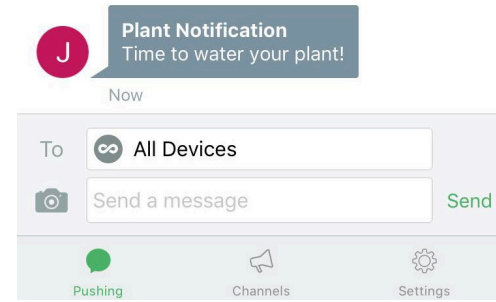
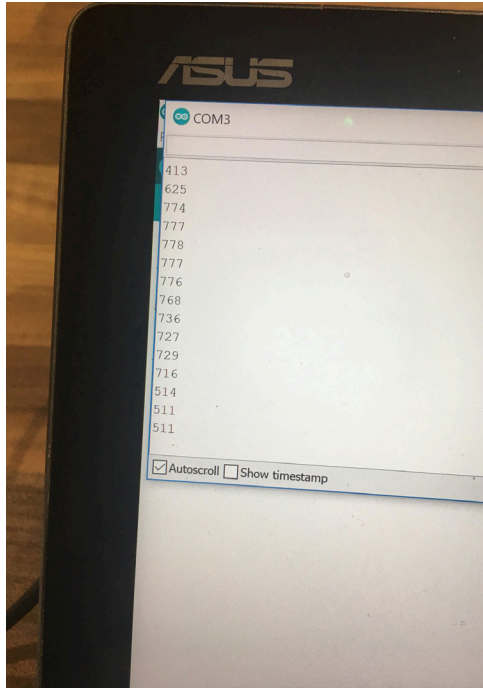
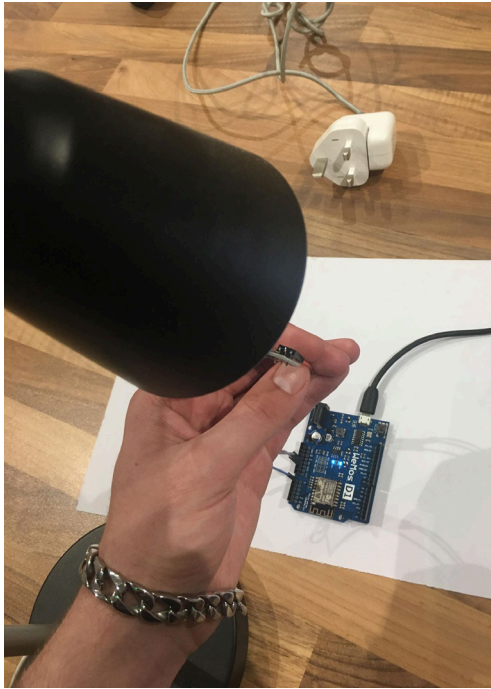
We live in the age of mobile technology meaning this would be a great opportunity to connect mobile devices to nature.

I came up with Pixel Plant after spending a lot of time watching my Dad as a full-time gardener and wondering if it was possible to try and connect children more with plants.



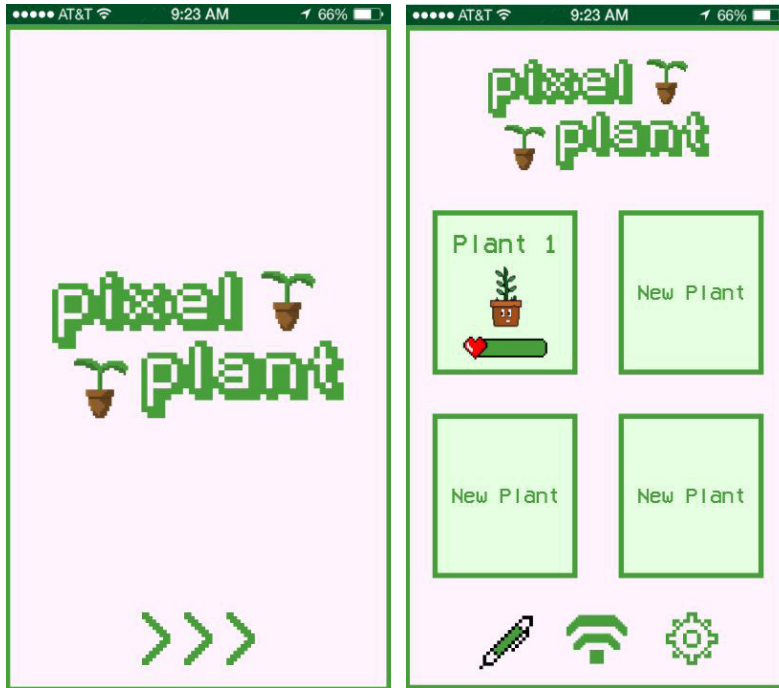
The idea is to use a real plant which has real needs such as water and sunlight, which could be tracked using Arduino technology with the use of the moisture and humidity sensor to tell when the plant is in need of feeding.

Obviously a real plant will not be very mobile in terms of interaction but If this could be digitalised through design and animation then it could create an interesting experience for a child.



Various forms of testing was done to try out the different components of the Arduino kit. A lot of testing was done with being able to send notifications to a mobile device or desktop.

The designs I did for the application had to consider the hardware that was being used.

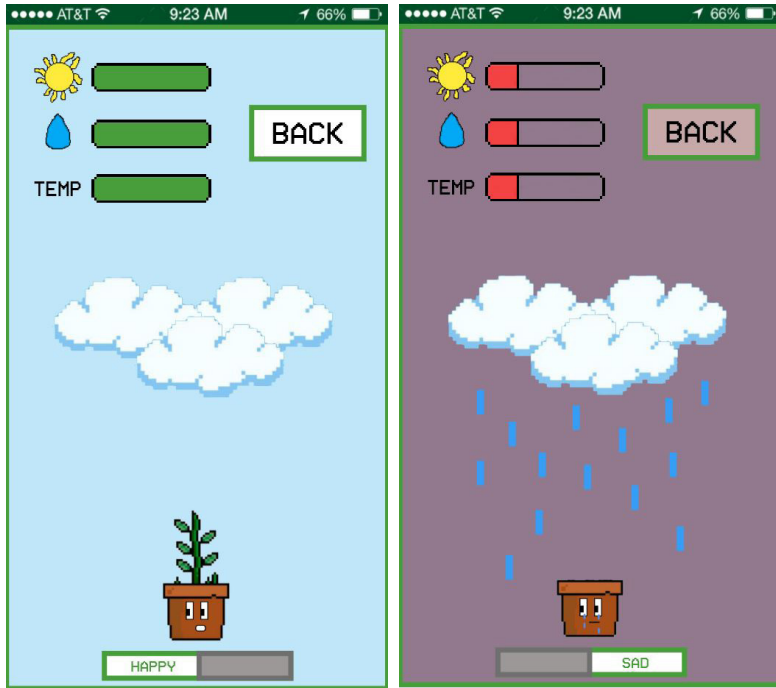


After programming the Arduino components, I designed an app that would connect with the hardware in order to show different digital visuals for the experience.

The pixel style is inspired greatly from other simulation games such as Tamagotchi to make it a more simplistic interface for children to use.

The design was based around the functions of the Arduino hardware using the different components as variables which could change the visuals of the application.

For example if the moisture sensor was dry in the real plant, the digital plant on screen would be sad and would need water. (making the real plant appear alive through the mobile device).



I developed different animations in Adobe After Affects to see how the plant would react to not getting enough sunlight or water. The opposite was to show how the plant could be happy.

The objective was to connect children with plants in a digital format.

*All videos of this project can be accessed via online portoflio.

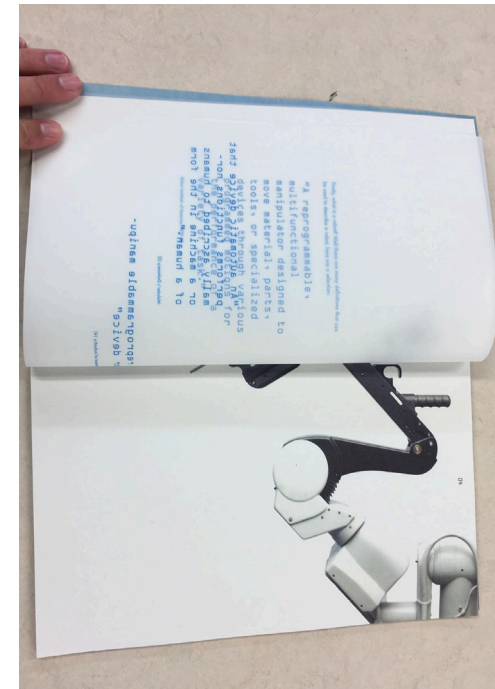
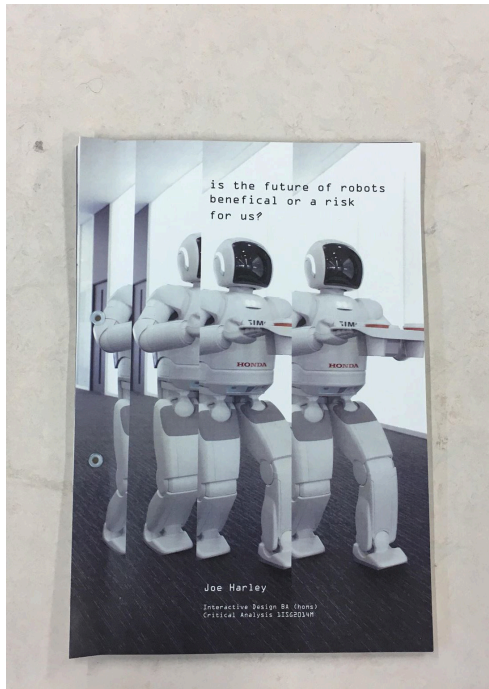
“IS THE FUTURE OF
ROBOTS BENEFICIAL
OR A RISK FOR US?”

An essay that has been designed and turned into
a small printed booklet for a physical read.



"Is The Future of Robots Beneficial or A Risk For Us?" is an essay I wrote in the second year of University. The essay talks about how robots are helping our everyday lives with evidence.

The essay was then developed into a paper based publication which a person may easily pick up and read.



The booklet contained high quality images which had been edited with Adobe Photoshop to put different effects on them.

The book was printed out into two different files, one containing the main body text and the other having all the images used.

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IS THE FUTURE OF ROBOTS BENEFICIAL OR A RISK FOR US?



The text was printed onto tracing paper in a blue ink which would work as an overlay for the images.

This is to add a texture depth to the booklet as the text was intentionally placed around the images so they would work together on a page.

OTHER WORKS

Several other projects that I have been a part of
which will be available on my online portfolio.



80 Years of The Battle of Britain 3D Experience

A celebration of 80 years after the allies won the Battle of Britain. This experience is a 3D first-person designed puzzle game which is a collaboration with the RAF (In progress).



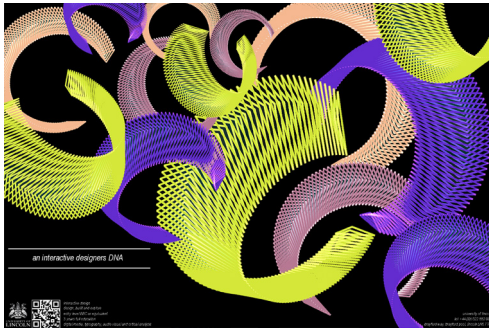
News Article Posters

Posters which were created to show different newspaper headlines in a different graphical format. Each poster also differentiates in design style.



Interaction Attraction Digital Magazine

A digital magazine created using the magplus extension to Adobe InDesign. This serves as a platform to promote Interactive Design BA(Hons) which can be viewed on a tablet.



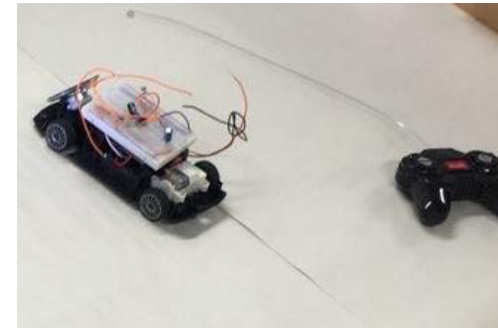
Processing.org Poster Experimentation

Using processing code to generate different shapes which were then turned into advertisement posters for Interactive Design BA(Hons) Course.



Bauhaus 100 Celebration Application

An app designed to show 100 years of the Bauhaus art school with a timeline showing key time periods and experimental navigation between different screens.



LDR RC Car Experimentation

An experimental project using an RC car combined with a Light dependent resistor breadboard circuit to turn light into sound.