

Hi,
I'm Rani.
Today it's
Sunny in
MALMÖ.

UX & Visual
Designer

Independent Project

Volume 01

Little bit about myself

00. I am a morning bird.
01. My name is Rani, and it means Queen in India.
02. I've lived in many different cities including seoul, Toronto, Vancouver, Copenhagen, and New York.
03. I've been practicing yoga since 12, and I love exploring good food.
04. My parents are both Artists.
05. My favorite thing is sharing what I love.

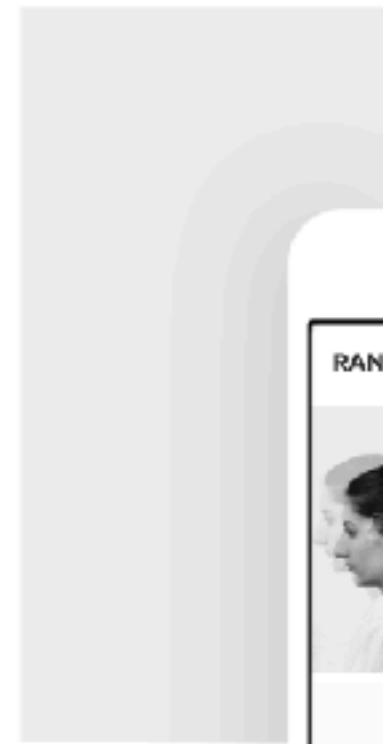
RANI KIM

Interaction Design UI/UX About Me Contact

Case Study
Art Making
by Rani Kim

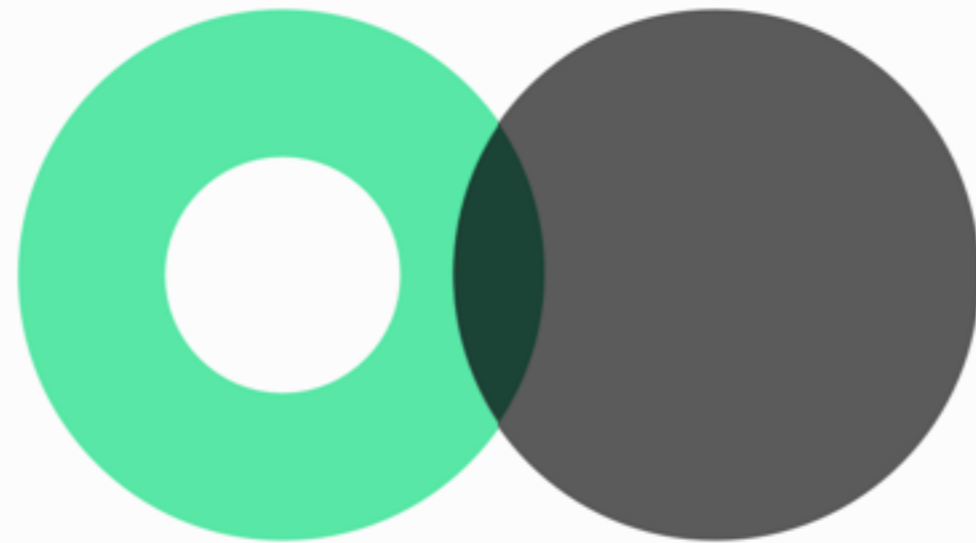
IOS APP
MoMA
Experience
2017

MoMA Art-Making



RANI KIM



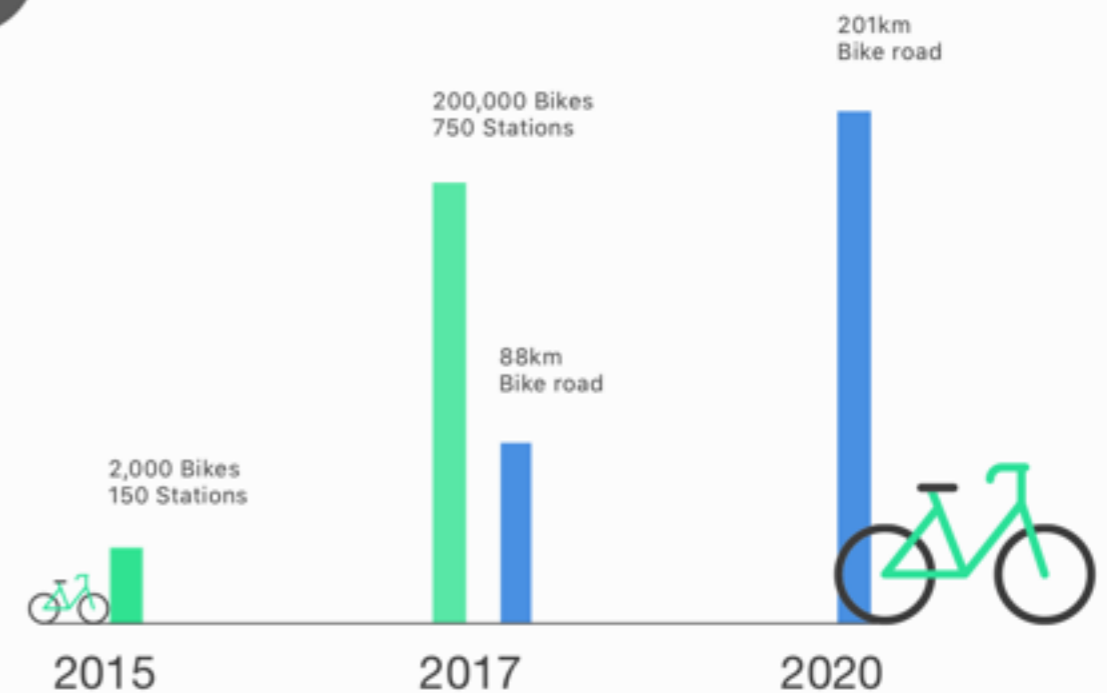
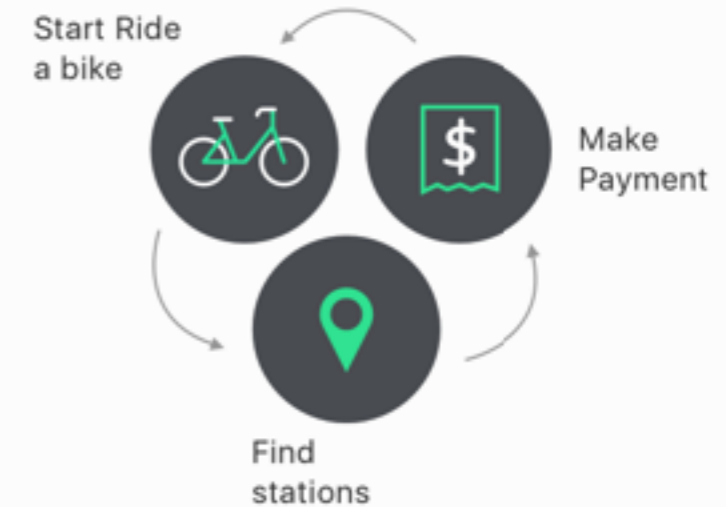


Seoul Bike iOS App ReDesigning Project

After OEDC's announcement of South Korea's rapid rise of greenhouse gas emissions due to the economy's dependence of fossil fuels in 2017, the government of Korea is seeking for urgent actions, yet announced that "low-carbon revolution" can only happen if all citizens practice and serve a green transport system.

The government of Korea first acknowledges bicycle's positive impact on environment, and set a goal to make South Korea to be a **Two-wheel** country by 2020. They are first providing opportunities for people to easily have access to bicycles by setting city bikes around Seoul, and is planning on expanding bike infrastructure upto 201km within next three years.

So we found needs to redesign Seoul Bike App for it's accessibility. The goal for this project is to provide an app where anyone can easily:





Information Architecture



Scenario

I created a storyboard to create the larger picture to understand users behaviour. Based on the scenario, I organized and structured content in an effective and sustainable way. The storyline shows that the users needs is to pay as quick as possible in the app and ride a bike to the nearest station at the destination. Within the users goal, I've created an Information Architecture (IA) that focuses on helping users to find informations and complete tasks in a

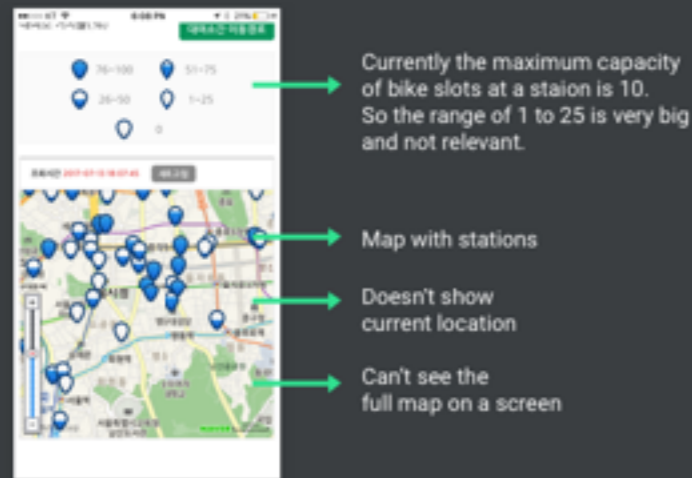
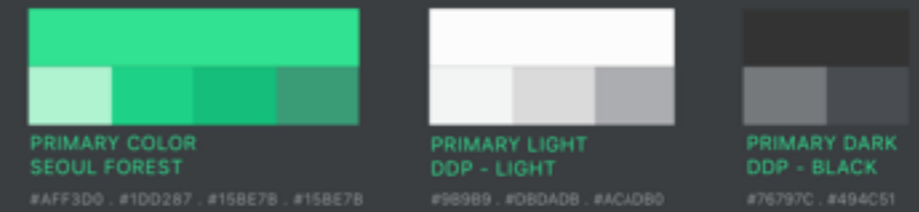
Wireframe and Journey Map

With the proper planning, we were able to confidently move into creating wireframes for the app. Once we created wireframe, we conducted usability test on five different people. We took the decision to focus more on the functionality and structure of the app, opting for low-fidelity wireframes with very little detail. After the research, ultimately, we could add design elements accordingly, what was important for our users, was that the product (above all) was clear and simple.



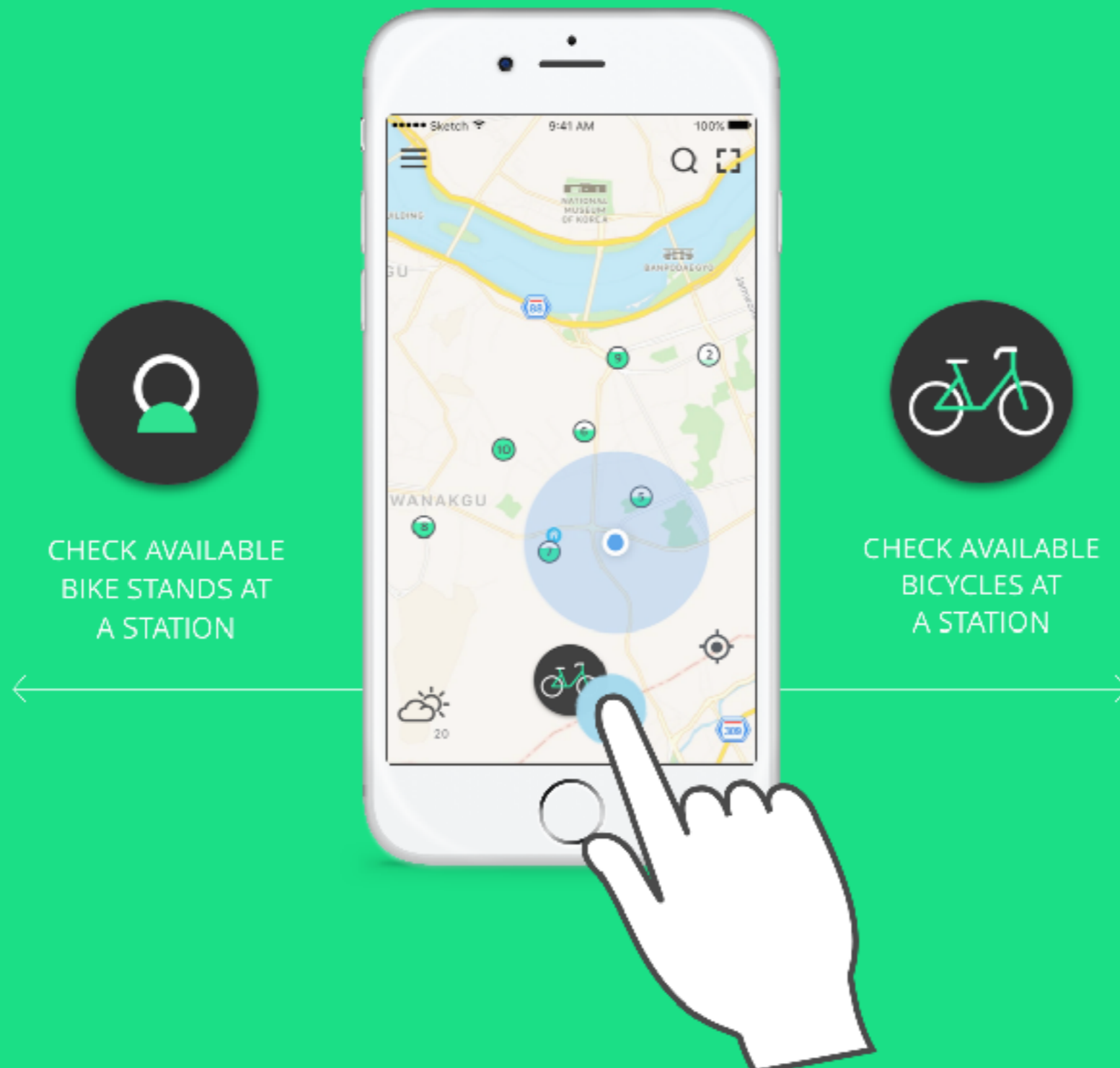
STYLE & USER FLOW

I decided to follow the minimal and chromatic design of Seoul Bike's logo throughout the entire redesigning process, but keeping things more sophisticated and simpler by reducing imcompetent informations and sticking with MVP(Minimum Viable Product) focused user flow.



#1. MAIN PAGE - Searching Bike Stations for Available Bikes or Bike Stands

Currently each station accommodates 10 bicycles, and it's often very hard to find an available bike spontaneously. As a solution, the main page will offer a map that shows your current location with nearest bike stations, where you can also check how many bikes and bike stands are available.

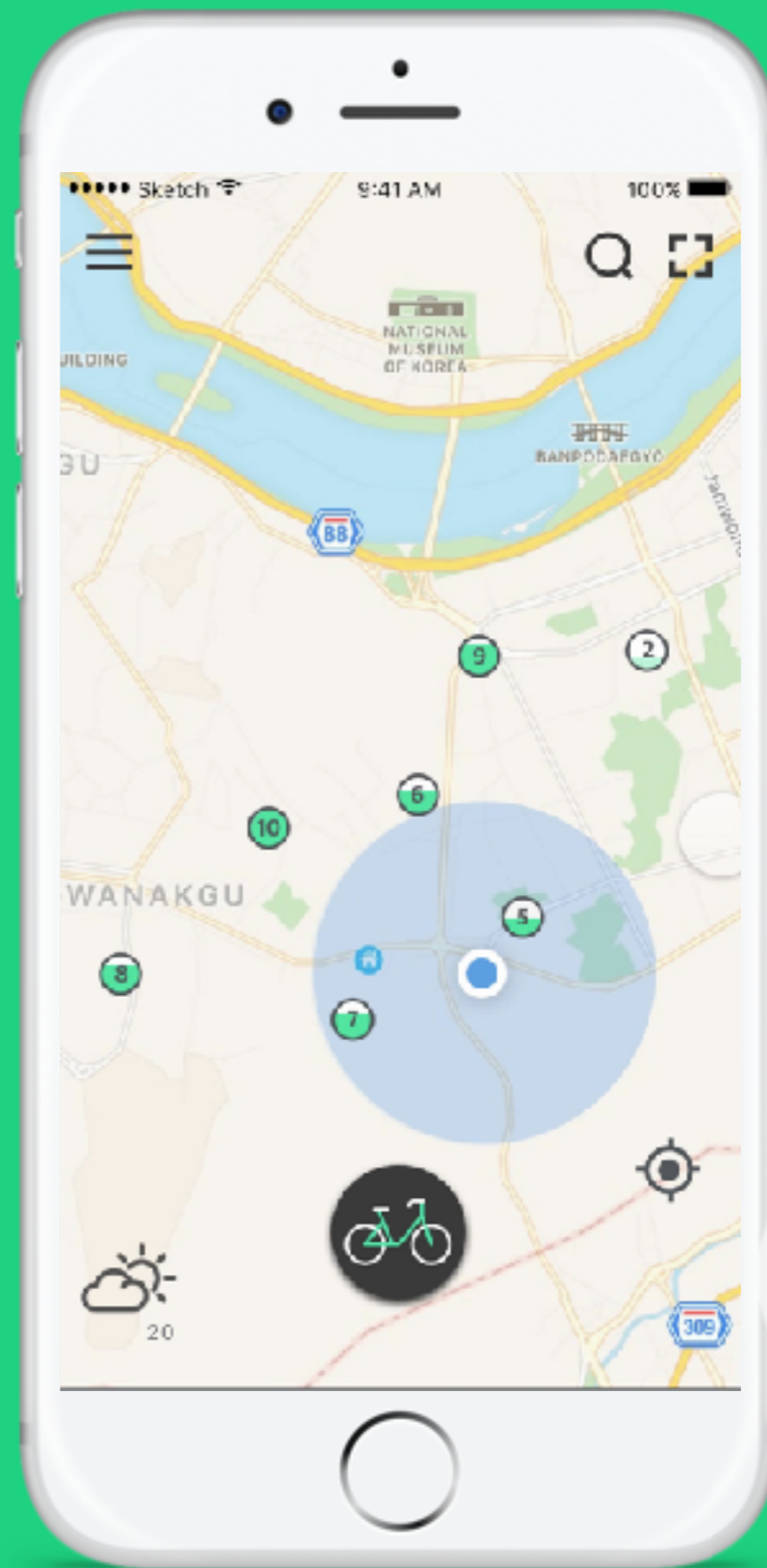
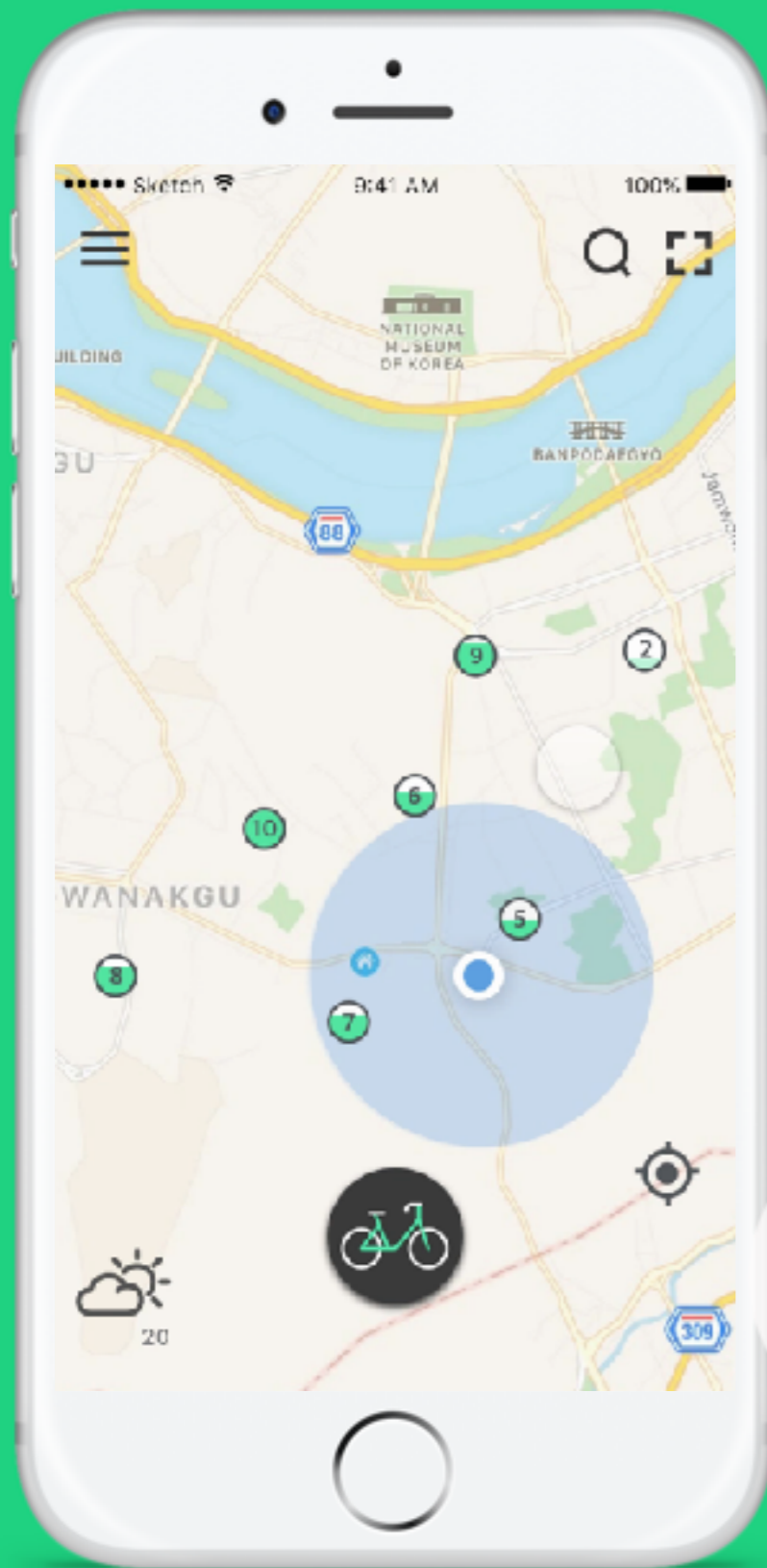




SEARCH OR SCAN & MAKE PAYMENT

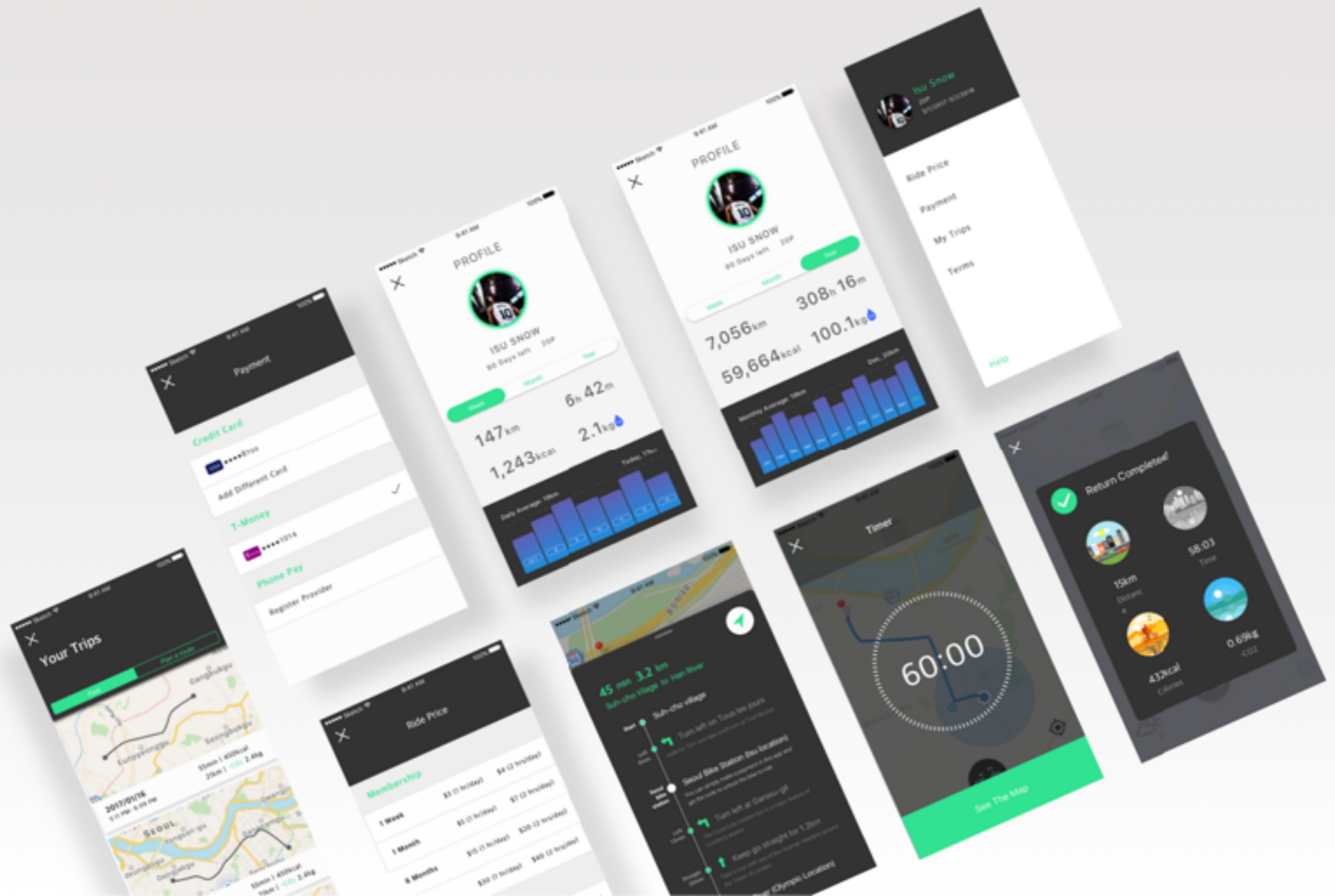
The biggest growing pain for Seoul bike is a buying process. This task can be very confusing and tedious. And this process discourages many would-be riders. Most riders spend a large amount of time on purchasing a pass before unlocking a bike. Even worse, it's not a one-time thing; riders need to revisit and put credit card information every time they are attempt to ride a bike.





REVIEW AND FEEDBACK

I believe that without a clear understanding of what your product does, what problems it solves or for whom it solves these problems, ultimately there's no need for your product. So, I spent a lot of time trying out different rental systems, how other city bike works in other countries, and gathered people's feedback on the Seoul bike's redesigned app. One of the main goal for this project was to make sure the Seoul Bike's app solved typical online ticketing problems in a clear and simple way. With the MVP(Minimum Viable Product) focused redesigning process, it solves a lot of problems and it becomes easier and more convenient to use the renting system.



MoMA

Art-Making

In this project, the goal is to find a fun interactive solution to the challenge of how to make the Museum feel accessible and navigable for visitors.

Key Words:

ART-MAKING

CREATIVITY

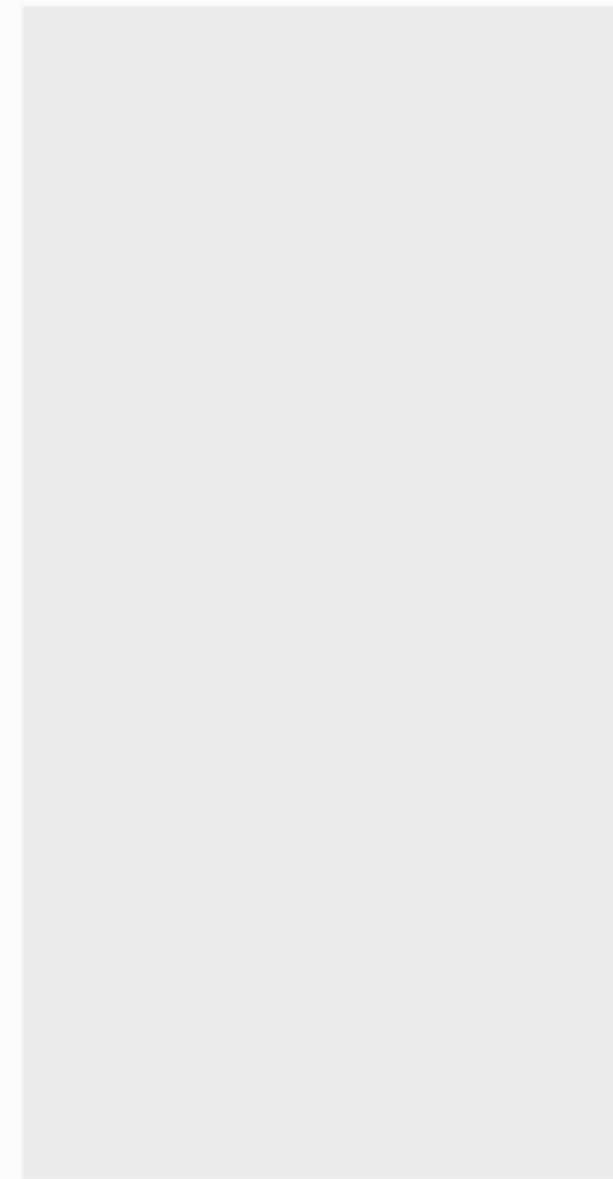
ENJOY

EXPLORE

FUN

INSPIRATION

UNDERSTAND



Contemporary Art

One of the difficulties many people have in approaching contemporary artwork is its diversity - diversity of material, form, subject matter, and even time periods.

Contemporary art, on the other hand, does not have one, single objective or point of view. Its view, instead, is refracted, prismatic, and multi-faceted. Reflecting the diversity of the world today, in all of its complexities, contemporary art reflects life as we know it. It can be, therefore, contradictory, confusing, and open-ended.

C. L. (2016, August 3). How to Teach Your Children to Care about Art. Retrieved from <https://www.artsy.net/article/artsy-editorial-how-to-teach-your-children-to-care-about-art>

MoMA Asks

- What is it about art that commands a person's attention?
- What impact can art have on a person's development?
- What can be done to install an appreciation of art in human?
- How can people relate to diversity of materials that artists use?

People Asks

- What is Modern Art?
- What am I supposed to feel or understand?
- What does the artist meant here?
- Why did they use this material?



Persona

& Understanding

Shelby Lee, 34
Art Teacher
@ A High School.
Toronto, CA.

STORY OF HER:
She is a Vegetarian.
Loves ART, She can
Talk about it for hours.
She Loves kids.
She is taking her
Students to New York
for an "ART" Field Trip.
She wants her students
to enjoy MoMA
As much As she does.



Noah Dan, 23
DJ @ Local clubs.
New York, NY

WHO HE IS:
Girlfriend is into ART.
Chill, but doesn't like
to get boared. Likes to play
computer games.
Known as "hip" to others.
Makes Music on his Macbook,
and he Dj-s.

Instagram Followers: 4,799.

"I DON'T KNOW ABOUT ART,
BUT I CARE ABOUT OLD TREND & MUSIC."



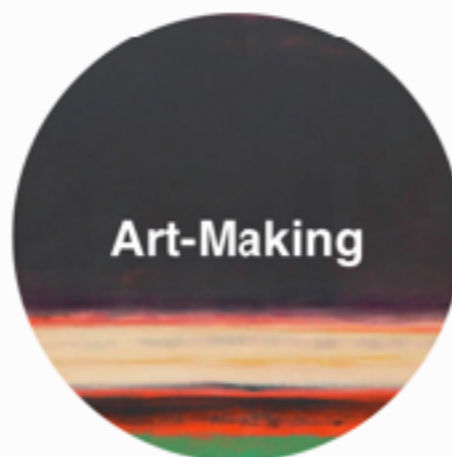
*Encompass audience approach
to combining careful looking,
art making, and dialogues around art.*



01

Look & Learn

Get guided
with AR
Navigation and
look Art works



02

Art-Making

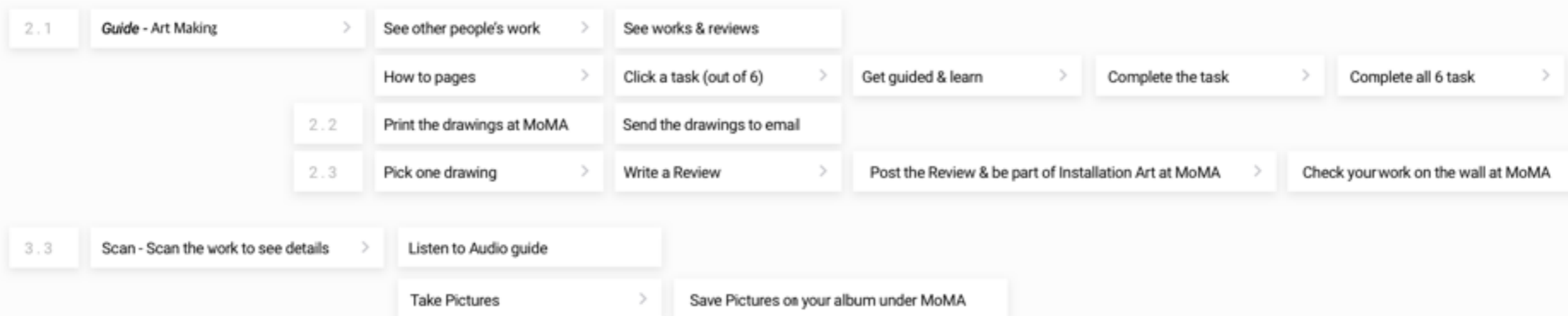
Engage with Art,
by creating your
own work.
Be Creative!

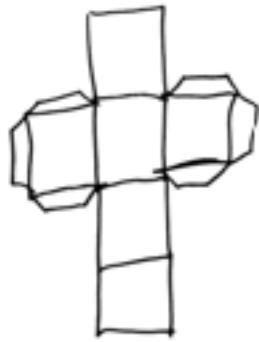


03

Dialogues

Have your work
installed at MoMA
to Share your
experience.





When you finish all the task, you can have this print at the first floor and make your Modern Art Cube ☺

Surrealist sculpture representing a physical object into a sensory or desire.

Choose two images to combine them together to tell a story.



Symbolism: emphasize on emotions, feelings, ideas, and subjectivity rather than realistic

Guide

What do you feel? Think about the time when you would scream and take a pic of yourself with screaming face.

When do you feel that way?

Think about the time when you would scream and take a pic of yourself with screaming face.

What do you think he is feeling? Why is he screaming?



Art-Making

1. Cubism
2. Take photos of yourself from front & side view.



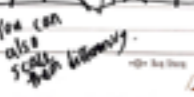
Redraw them on your outline body.



1. Take a picture of yourself or an object from front-side view.



Now realize that you can also sketch them together.



Pop Art: creating patterns / sculpture of mass culture objects and media. breaks boundaries between high & low.

Task

What is something you love? What is something you and your friends love? ex) iPhone, water, sport hair, find an example of mass & take a picture.



Stamp the page or filter black & white colored.

In this project, my goal is to...



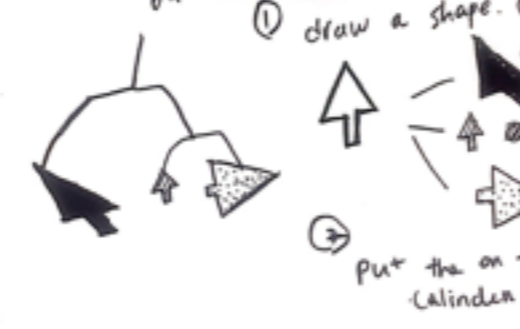
Task: Plug earphone & listen to music.

Rock - classic - hip hop - happy mix.

Choose a color that describe the music the best.

Now, listen again and draw lines to describe the music. Move your hand with the music to print!

Impressionism: Shape, size, col, space, & atmosphere combine & recombine in shifting, balanced relationship.



1. draw a shape. 2. Change col.

Put the on the calendar.

Impressionism is about expressing feelings with your own language.

Choose a music mix: Rock, classic, hip hop, happy, happy music.

Plug the earphone & listen carefully to the music. Now listen again and draw lines about how you feel when you listen to this music. Move with the music to draw lines.

Cubism is like standing at a certain point on a mountain & looking around. Cubism explored open form, piercing figure & objects by breaking space flow through them. Blending background into foreground & showing objects from various angle.

Task: Look at the art work. Intro about cubism. Take a picture of an object. You can be your shoes, yourself, or anything.

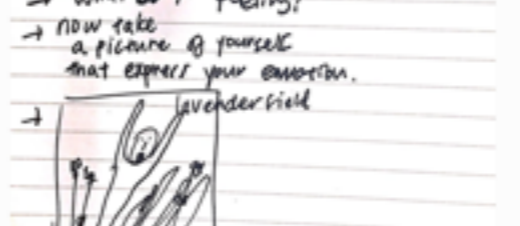


Task: Look at the picture & learn about symbolism.

What do you think it's happening when you look at this pic? Feelings?

When do you feel this way? Swap to left to change the background picture & choose one.

What do you feel? Now take a picture of yourself that express your emotion.

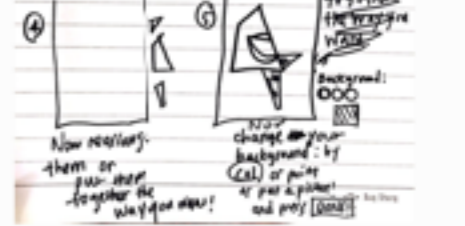


Task: Look at the work & intro about cubism. Now draw your own cubist art!

Take a pic of an obj. can be your face, your watch, your shirt, anything!

Now realize them or put them together the way you want!

Now change your background: by col or print or put a picture and print!



Art Making

&Understanding

01

Cubism

Pick an Avatar
Take Pictures
Place Stickers
Create a Figure

02

Symbolism

Look At A Painting
Express Feelings
Take a Picutre
See the Affects

03

Kinetic Art

Draw A Shape
Change Colcrs
Place Them On
A Hanging Mobile



04

Expressionism

Put Earphones On
Pick A Music
Listen To
Express Feelings

05

Surrealism

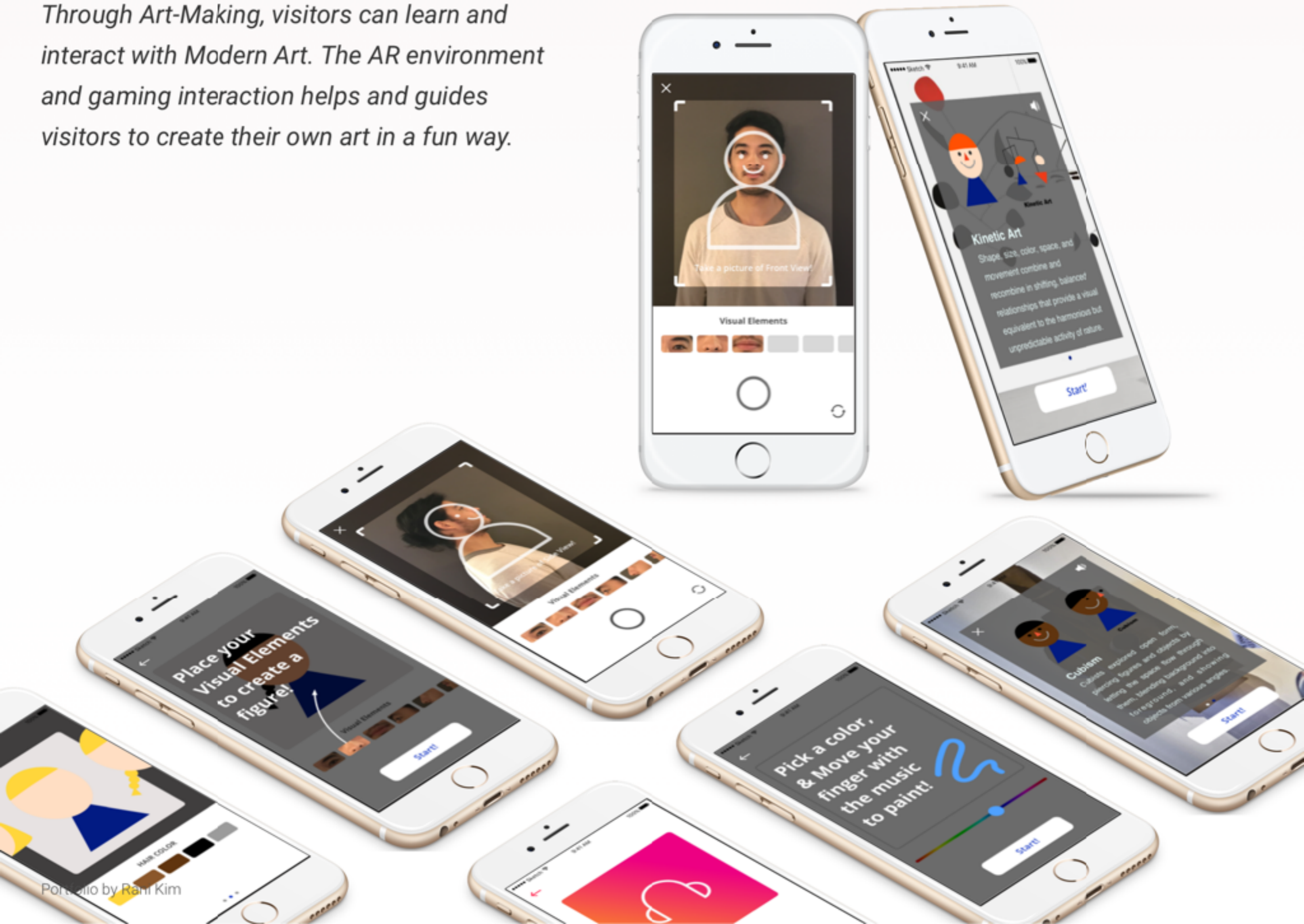
Choose Two
Images
Combine Them
& Create a Story

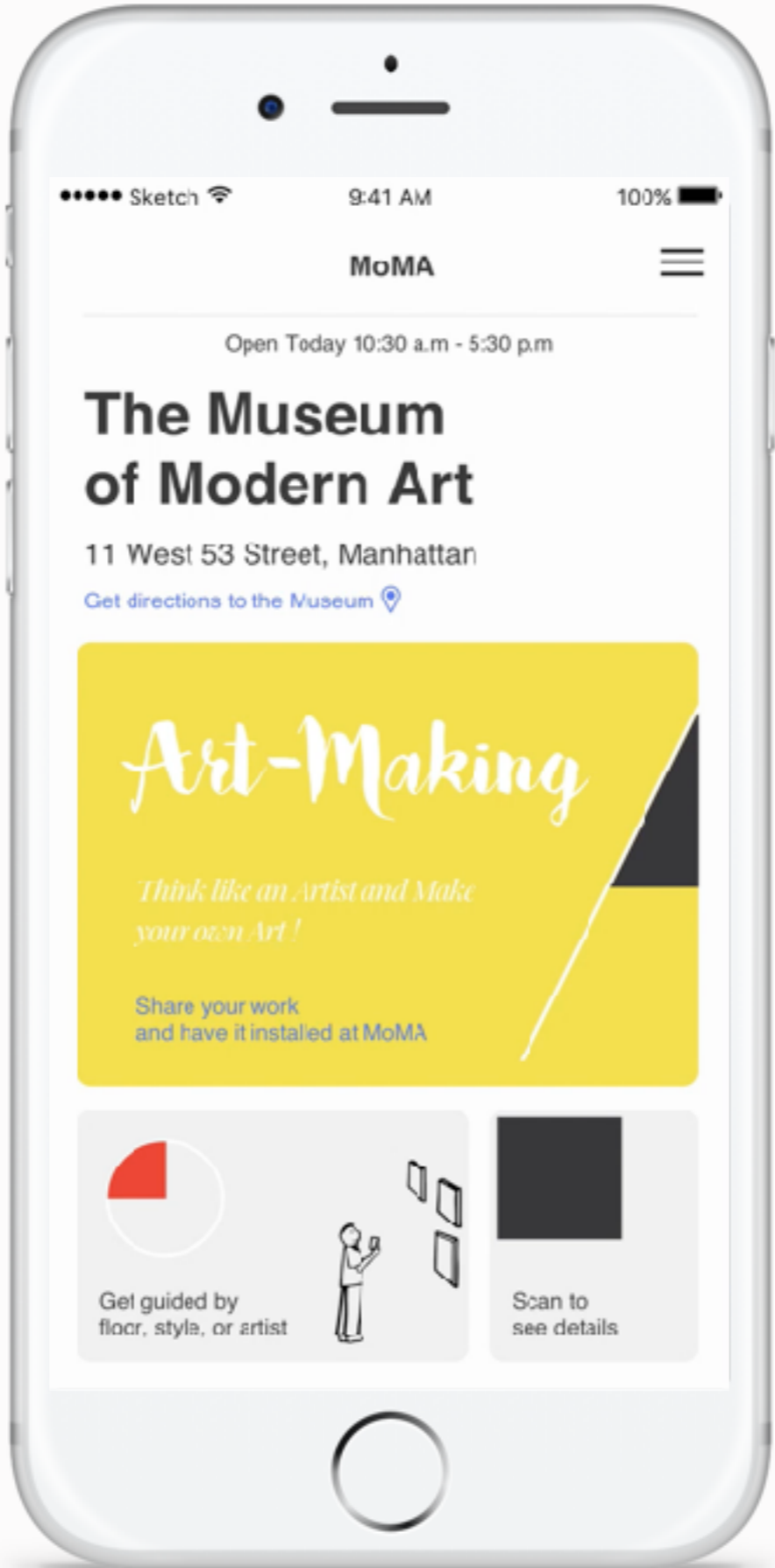
04

Pop Art

Take A Picture
Create A Stamp
Stamp To
Create A Picture

Through Art-Making, visitors can learn and interact with Modern Art. The AR environment and gaming interaction helps and guides visitors to create their own art in a fun way.





Sketch 9:41 AM 100%

MoMA

Open Today 10:30 a.m - 5:30 p.m

The Museum of Modern Art

11 West 53 Street, Manhattan

[Get directions to the Museum](#)

Art-Making

Think like an Artist and Make your own Art!

Share your work and have it installed at MoMA



Get guided by floor, style, or artist

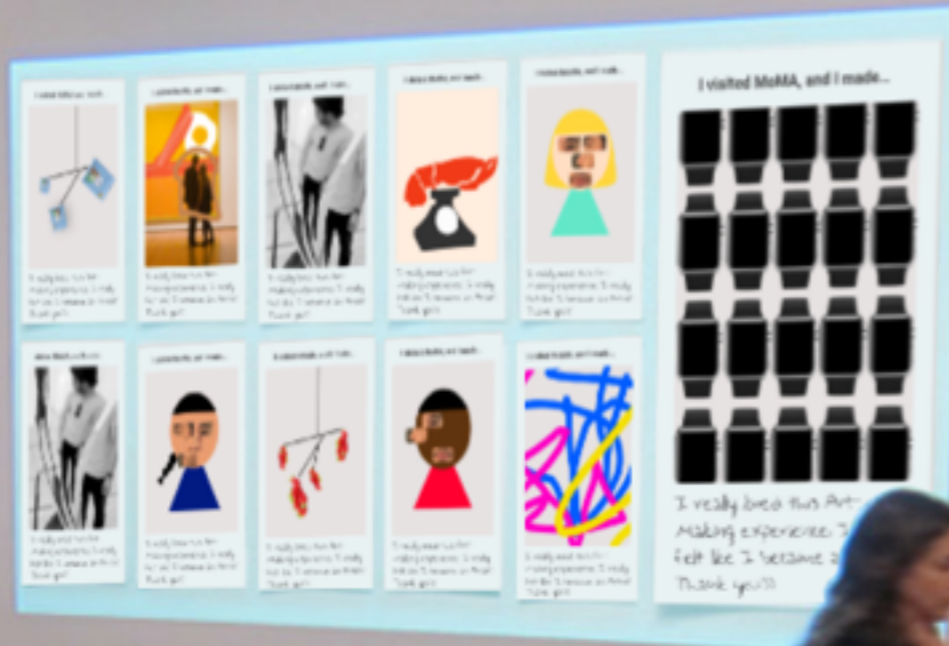


Scan to see details



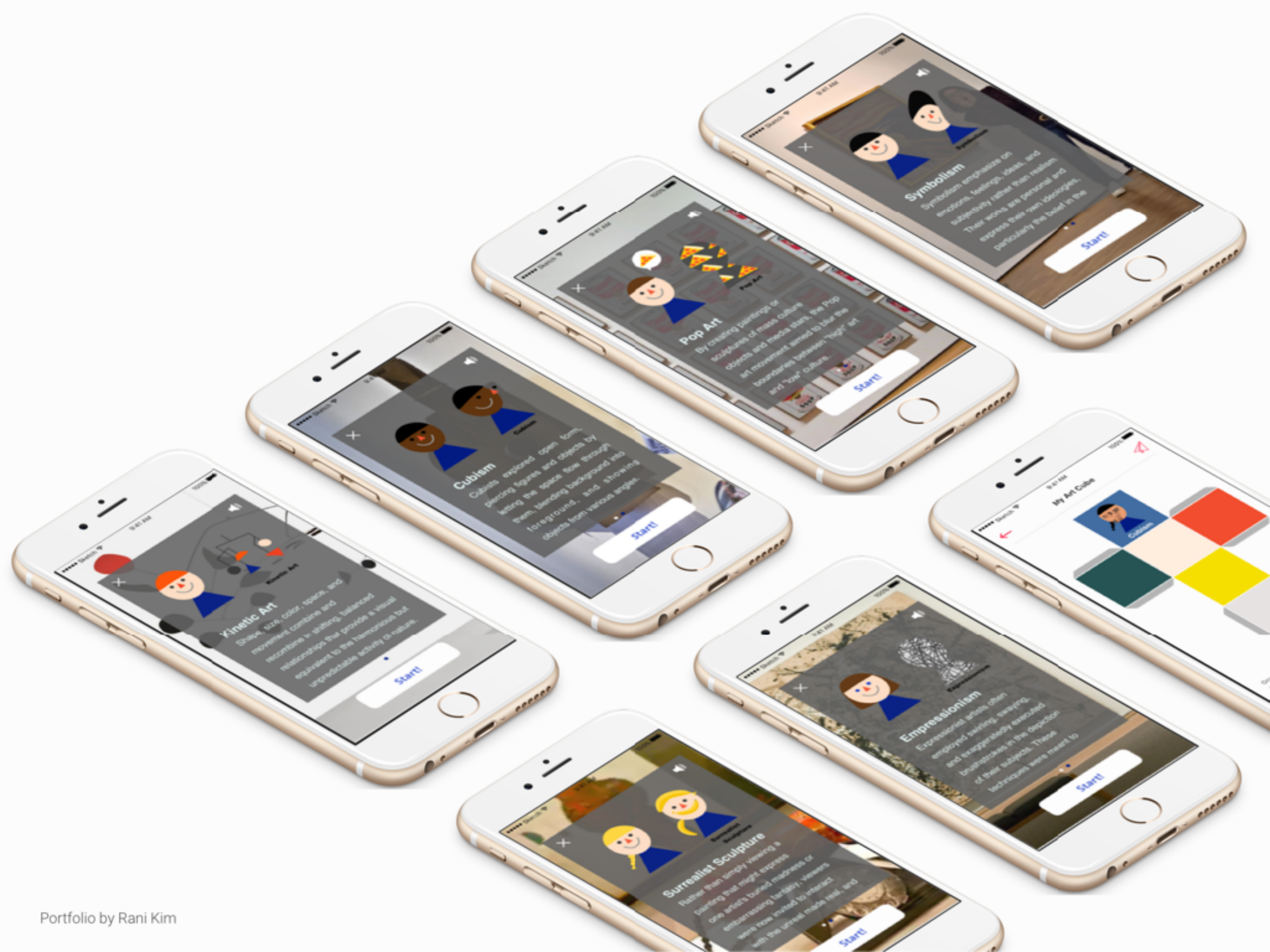
Dialogues Around Art

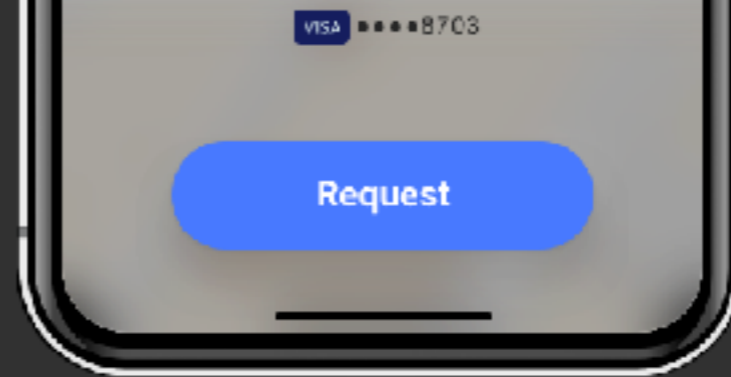
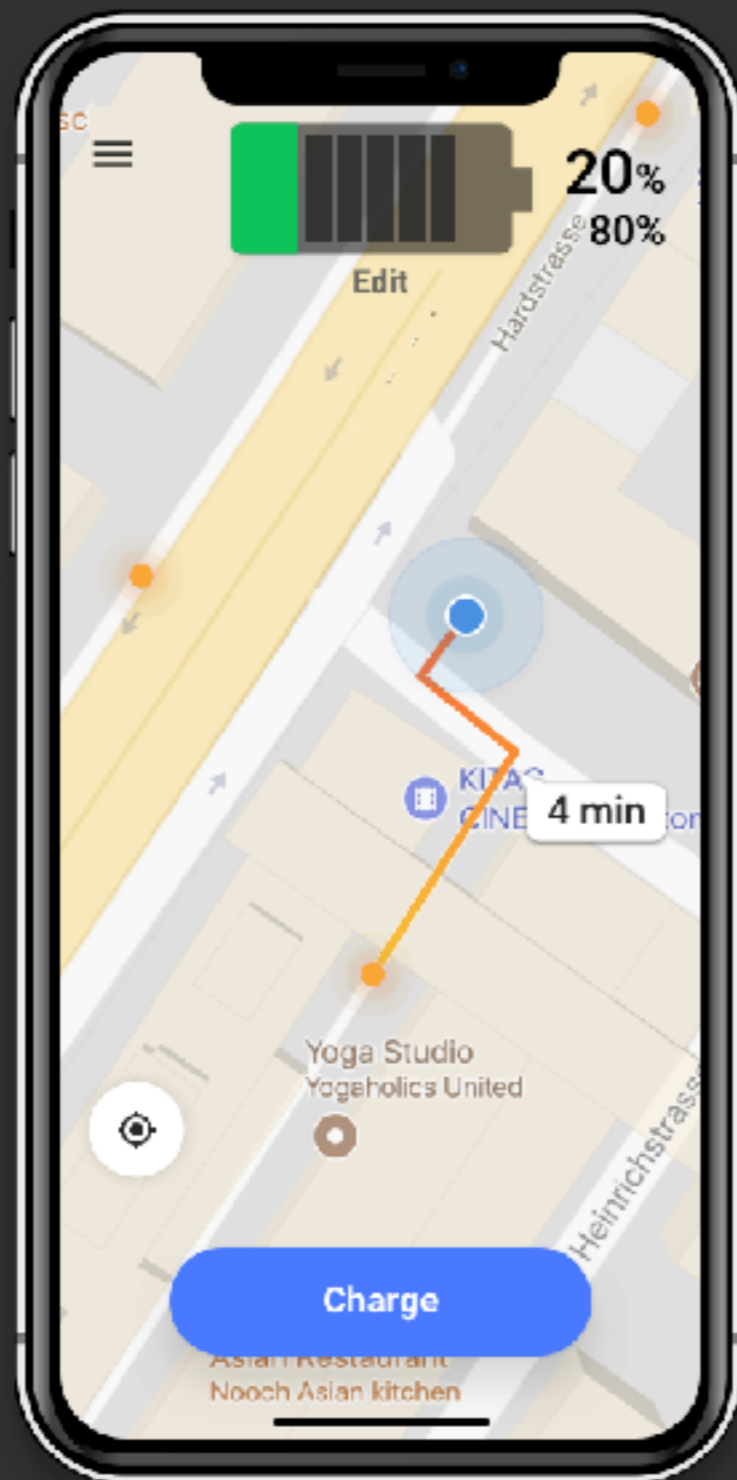
You can share your work and have your work installed on a first floor!



Print at MoMA

Once you complete your cube, you can have your cube printed at MoMA!

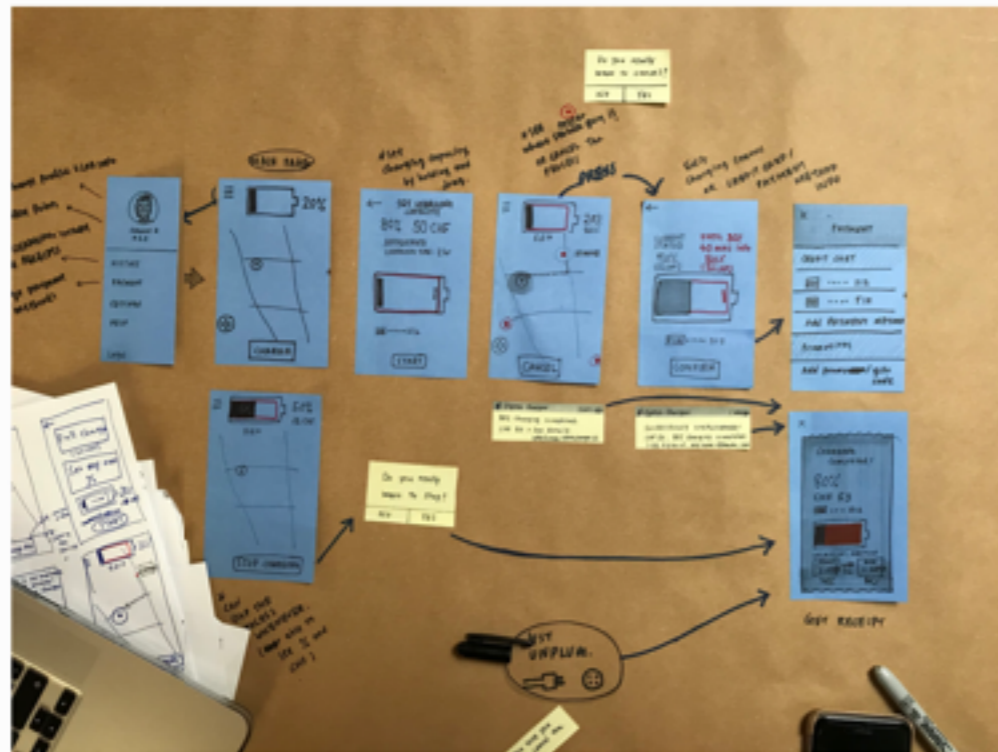




(60+) Elderly Friendly Progressive Web Application: Electric Vehicles Charging Service

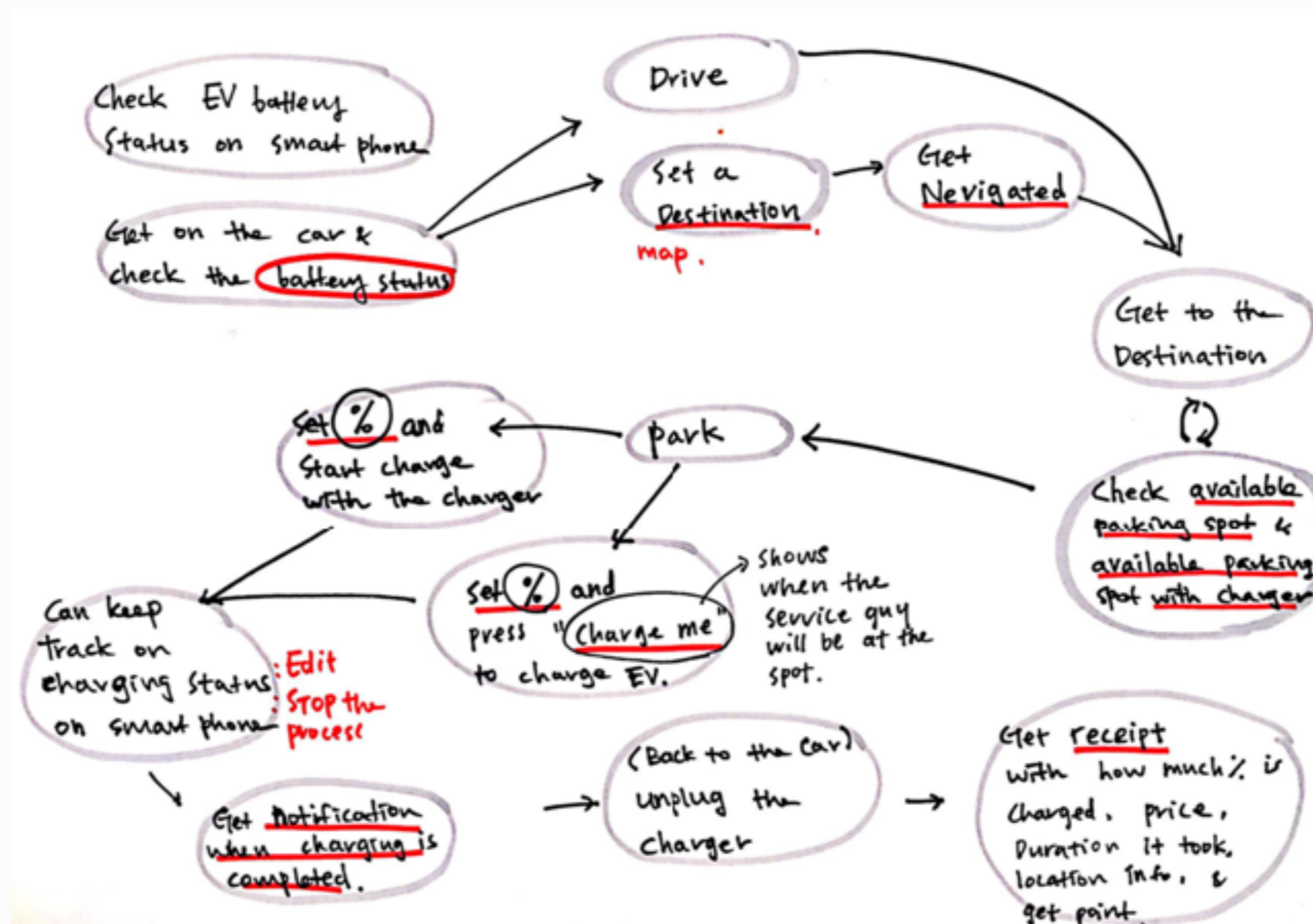
In this project, the goal is to wireframe a progressive web application for a location independent charging service for elderly people.

1. Ideation and Journey Map
2. Understanding the System
3. Persona & Scenario
4. Wireframe
5. Designing elements on sketch



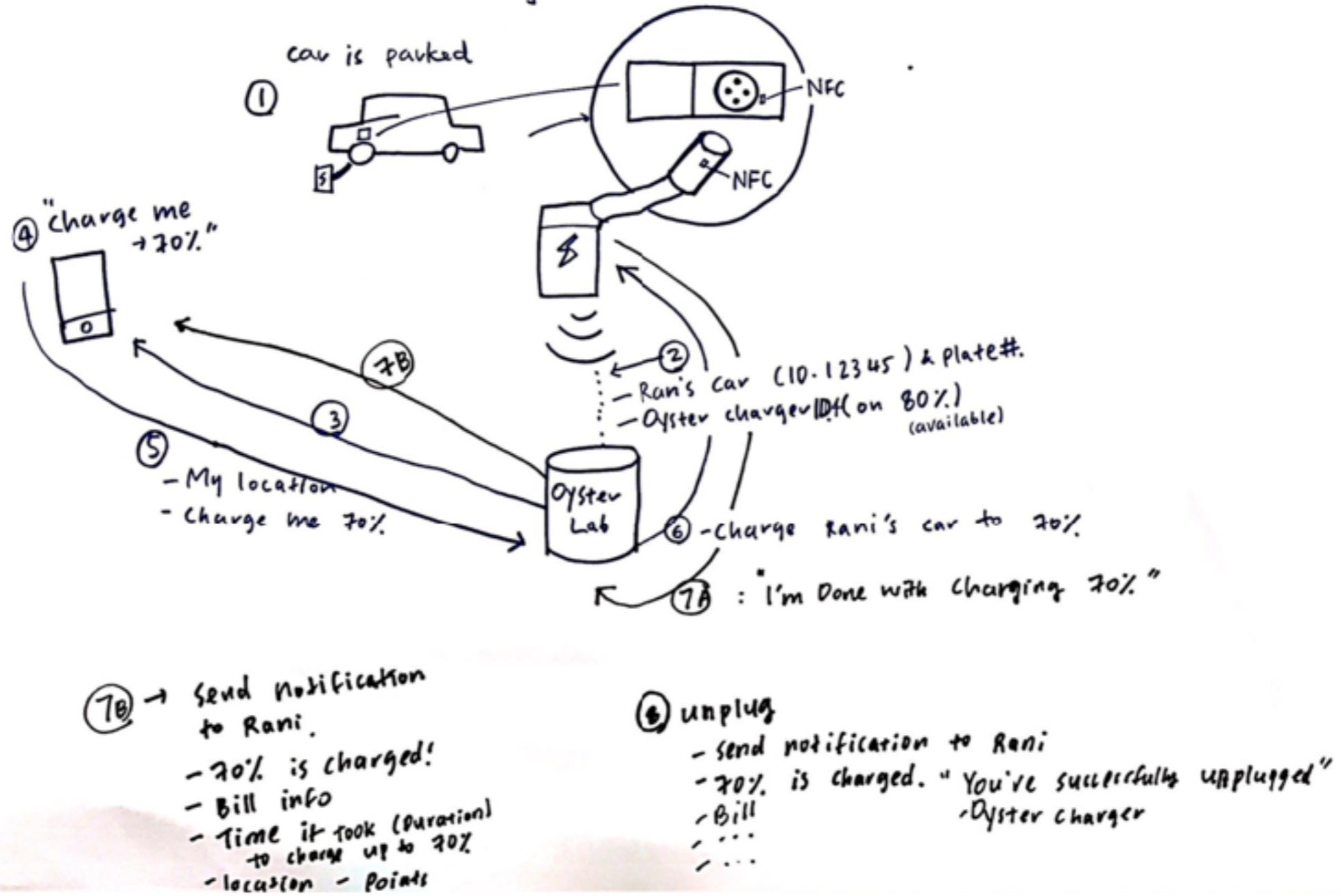
Journey Map for the Charging Service System

First, I conducted research about current status of an electric vehicle's charging system. Once I ideated an Oyster Charging Service that allows people to charge their EV wherever they park, I created a journey map to have a better understanding of flows and process.



How the Oyster Charging Service System Works

Scenario A: Once the car is parked where there is an available charger



Persona & Scenario

Understanding Persona and Scenario was crucial to find out users needs (60+).



Persona

Frank 63 years old

About Frank:

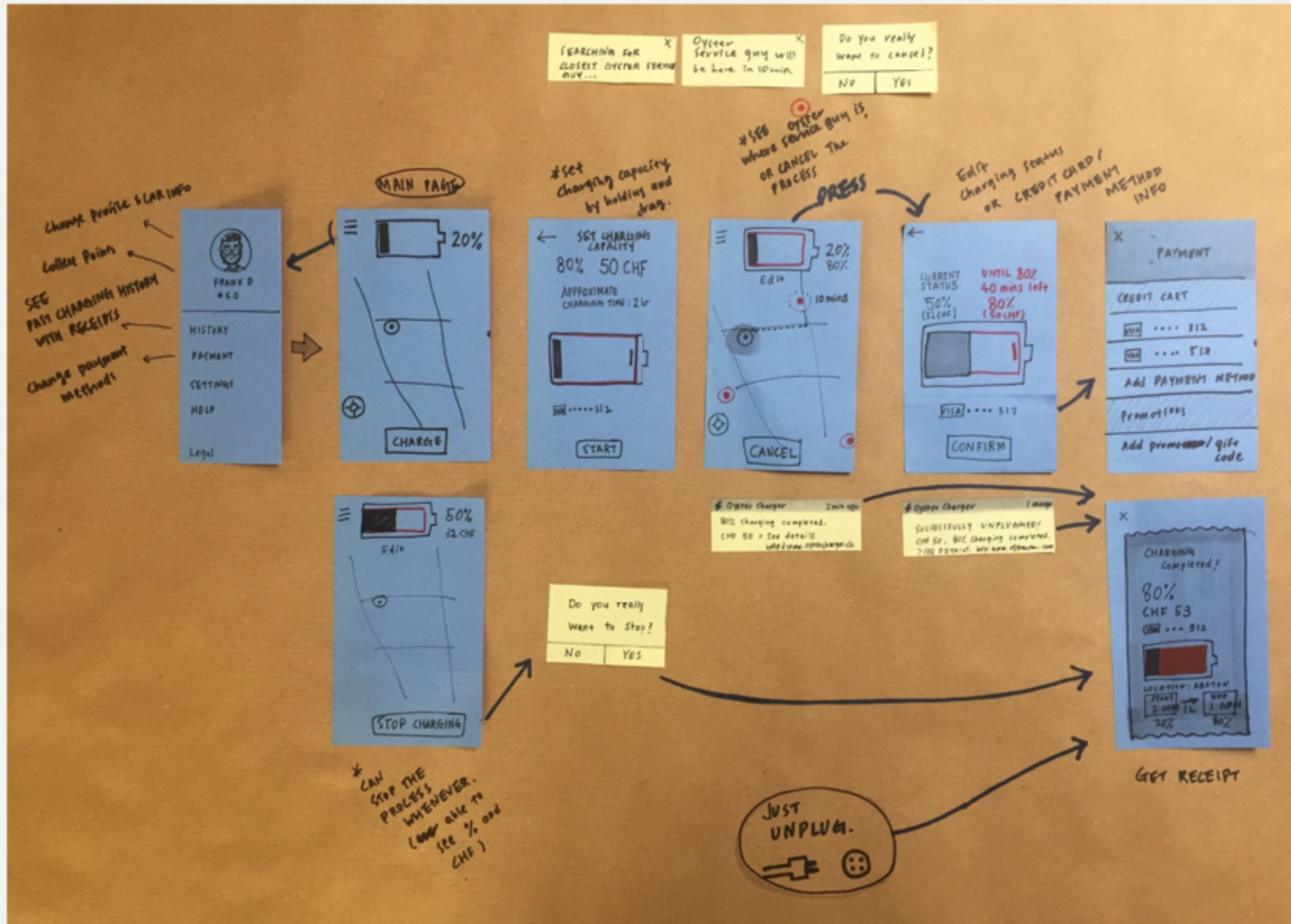
- He is an Architect.
- He lived, studied and worked in London, England for 20 years.
- Now he lives in Wohlen in Switzerland with his wife, and their children live far away from them.
- Has a pretty easy going life so he and his wife like to go watch movies at a theatre from time to time.
- Is comfortable online but using mobile app is still challenging (or slow).
- Too many features gets him confused.
- He usually cannot find those hidden messages or informations on mobile apps.
- He has a vision problem, so he has to wear glasses while he is driving. Night time vision is also bad.
- He is pretty patient, but he prefers simple solutions.
- He and his wife care about environment.
- He and his wife bought an electric vehicle just couple months ago.

Scenario

Frank and his wife decided to go watch a movie at Abaton Kino in Zurich today. They will be driving their electric vehicle to the theatre, and they want to charge their car while they are watching a movie.

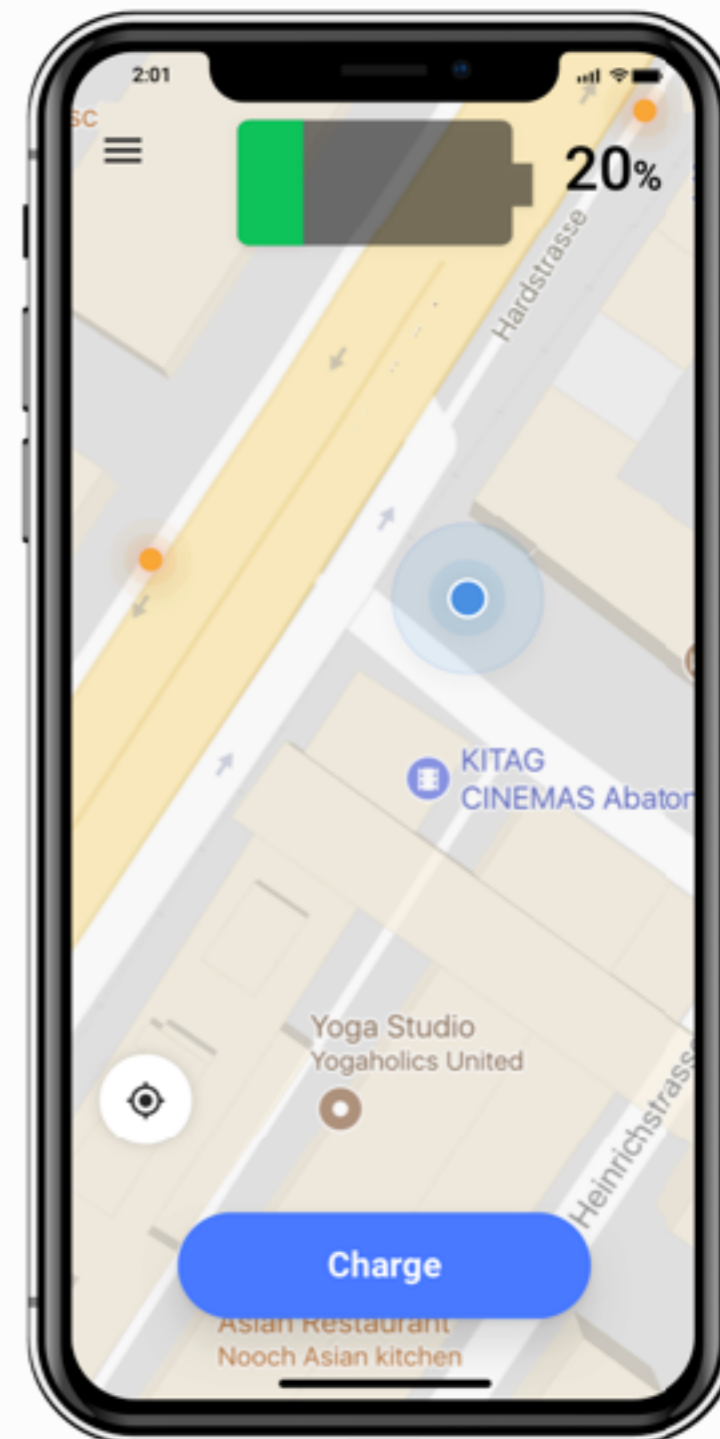
- lives far from their children.
- vision problems.
- pre-loaded ? to make it easier apps
- apps can be remotely updated
- directional / direct buttons for interaction
- facilitating usage
- minimizing user frustration → straight-forward
→ No hidden button / message / info
- too many features make elderly confusing.
- Simple solutions
- difficult to adapt new technologies.
- X small font size & interface
- SOS button for emergencies
- color-coded icons that make it easy to distinguish various features
- Chatbot / Voice Assistant.

Wireframe



Designing elements on Sketch

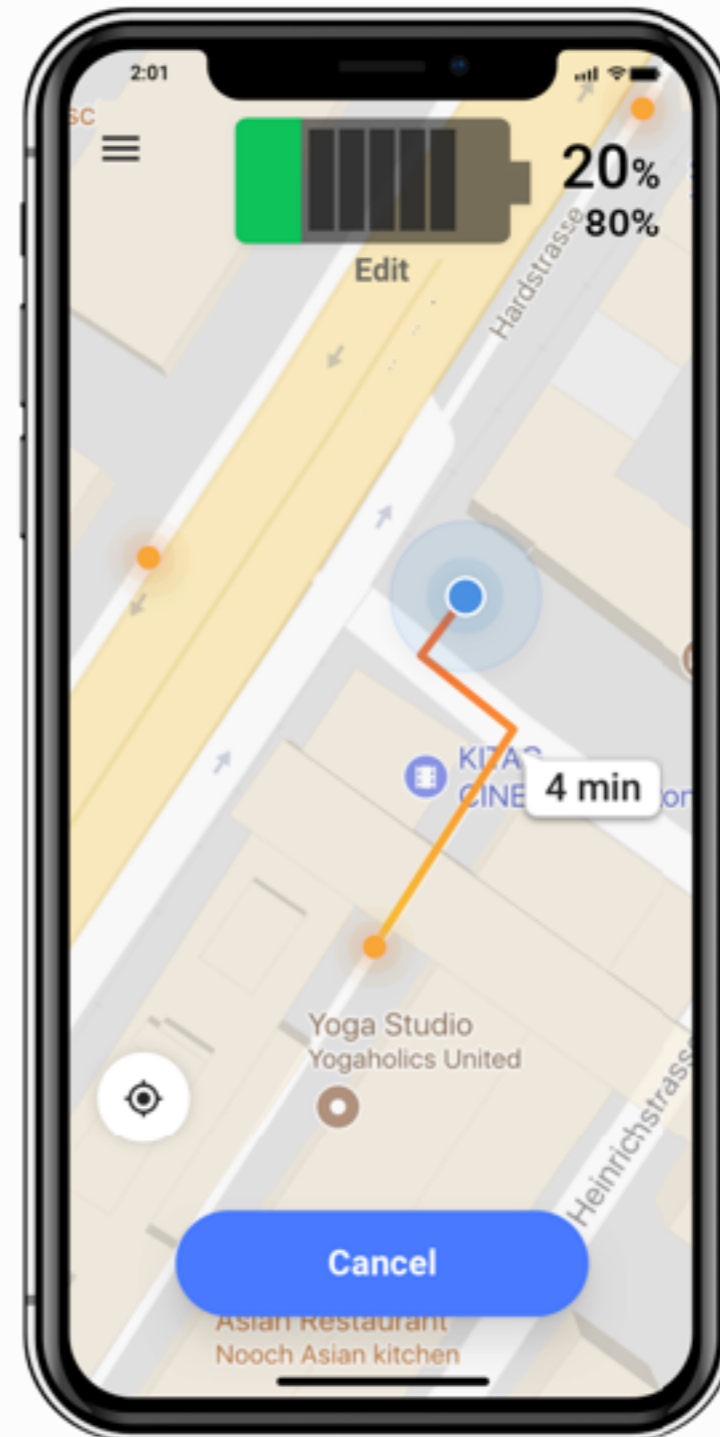
Minimizing user frustration with
direct - no hidden buttons or info.
Minimizing features for simple solutions.
Bold and big font and interface design.
Color-coded icons that make features clear
and easy to distinguish.



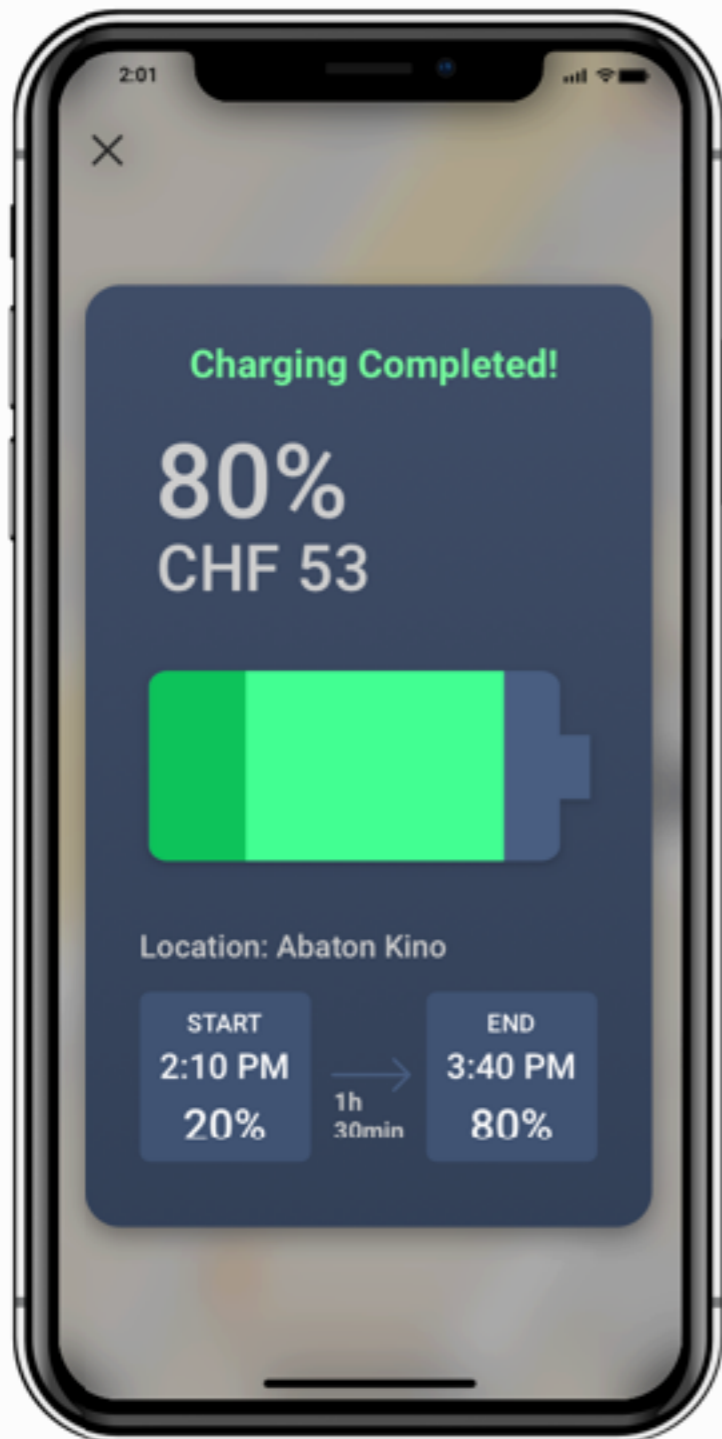
Main page



Setting charging limit
by hold and drag



Checking the location of
Oyster service guy



Location: Abaton Kino

START		END
2:10 PM	→	3:40 PM
20%	1h 30min	80%

Receipt









