

MARIE DARE | UX / UI DESIGN

PORTFOLIO



















MULTI-DISCIPLINED DESIGNER

USER INTERFACE DESIGN
USER EXPERIENCE DESIGN
GRAPHIC DESIGN

“ ...A motivated, driven and creative designer with a passion for the arts. My ideal position would be one where I am valued as a multi-disciplined designer, with a fresh and dynamic company...” ”

Software Skill Set

-  **Figma** – level expert
-  **Miro** – level expert
-  **Invision** – level expert
-  **Invision studio** – level basic
-  **Sketch** – level expert
-  **Xd** **Experience Design** – level basic
-  **Axure** – level basic
-  **Indesign** – level expert
-  **Photoshop** – level expert
-  **Illustrator** – level advanced
-  **Animate** – level basic
-  **After Effects** – level basic
-  **Lightroom** – level basic
-  **Office** – level intermediate
-  **Final Cut Pro X** – level intermediate
-  **Sketch up** – level advanced

Development Skill Set

-  **VS Code** – level intermediate
-  **HTML/CSS** – level intermediate
-  **SASS/SCSS** – level intermediate

PROJECTS

PROJECT: FITNESS CHALLENGES MOBILE APP

CLIENT: HEALTHWISE

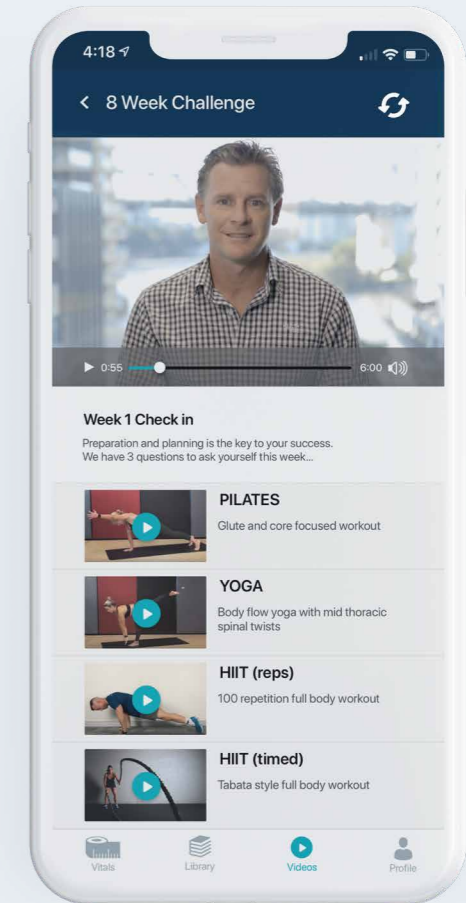
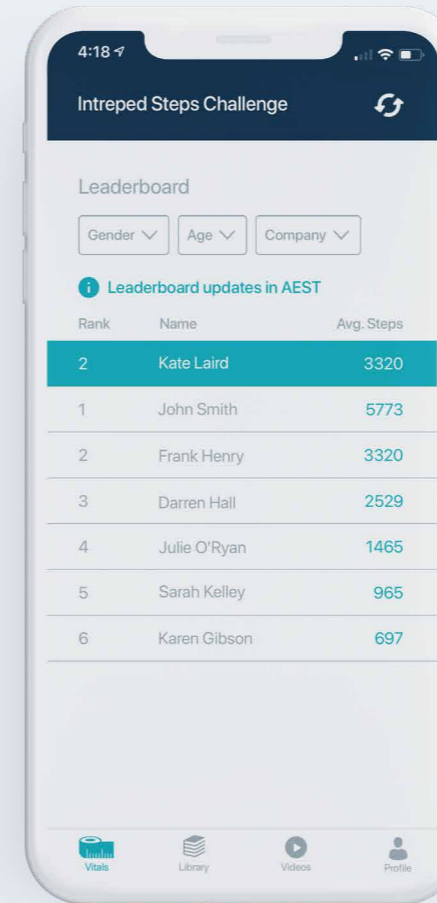
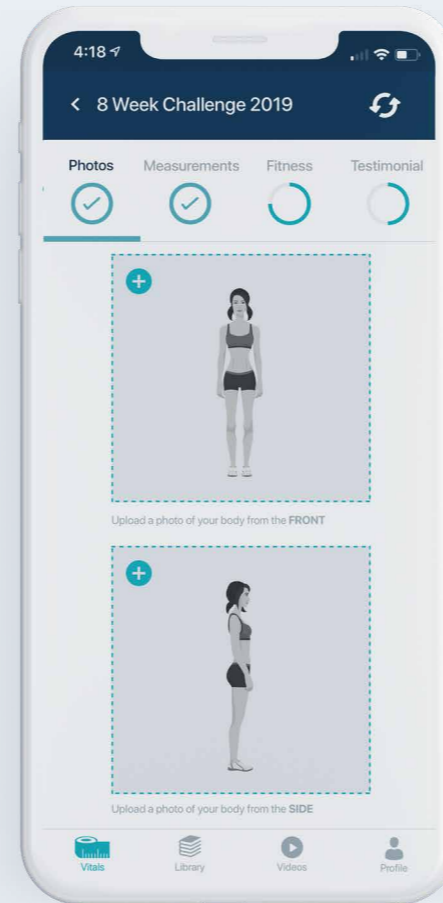
Project Brief

Project: Create the UX, IX and UI for the Healthwise Challenges Mobile app.

Aim: To get users more involved with the challenges within Healthwise and to track their progress. This is linked into a central database so users could compare their results to others on the program, in turn motivating the individuals to do more exercise.

I created the structure of the mobile app; allowing for further improvements or enhancements should the app evolve over time.

For example the first challenge was the "steps challenge" when the app was released (MVP), then for the 2nd release was the "8 week challenge" which involved uploading photos and measurements at the beginning and the end to allow the user to see their progress. They wanted to have a history of step challenges as a reference.



PROJECT: EDOCS MOBILE APP

CLIENT: NGR

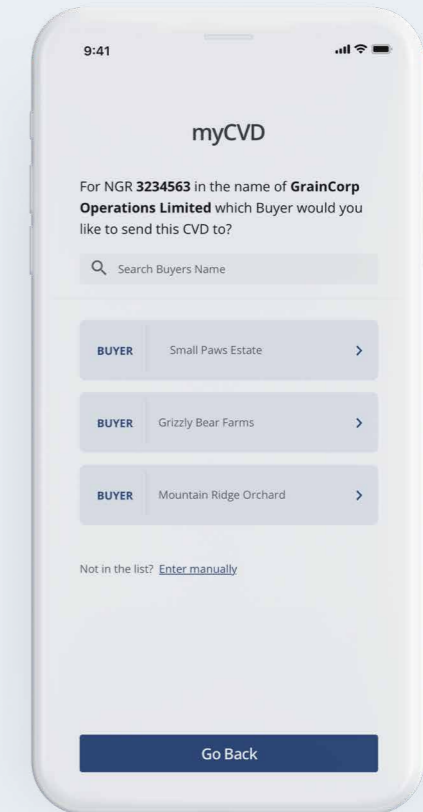
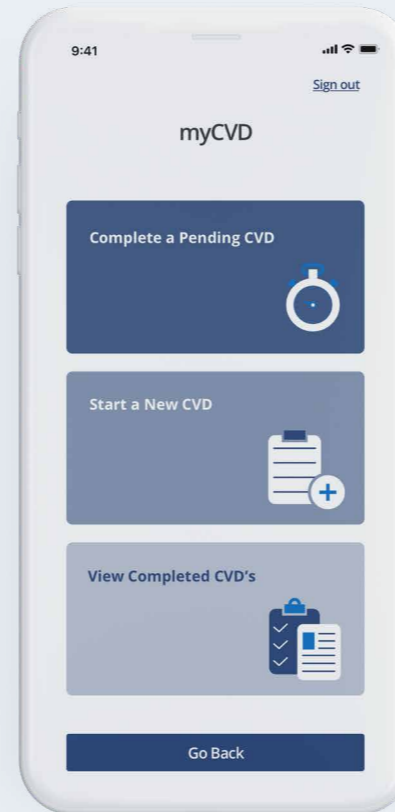
Project Brief

Project: Create the UX, IX and UI for the NGR Edocs mobile app.

NGR is an agricultural business, which farmers use as a middleman when buying and selling crops. This involves managing licenses and insuring farms are selling legitimate produce.

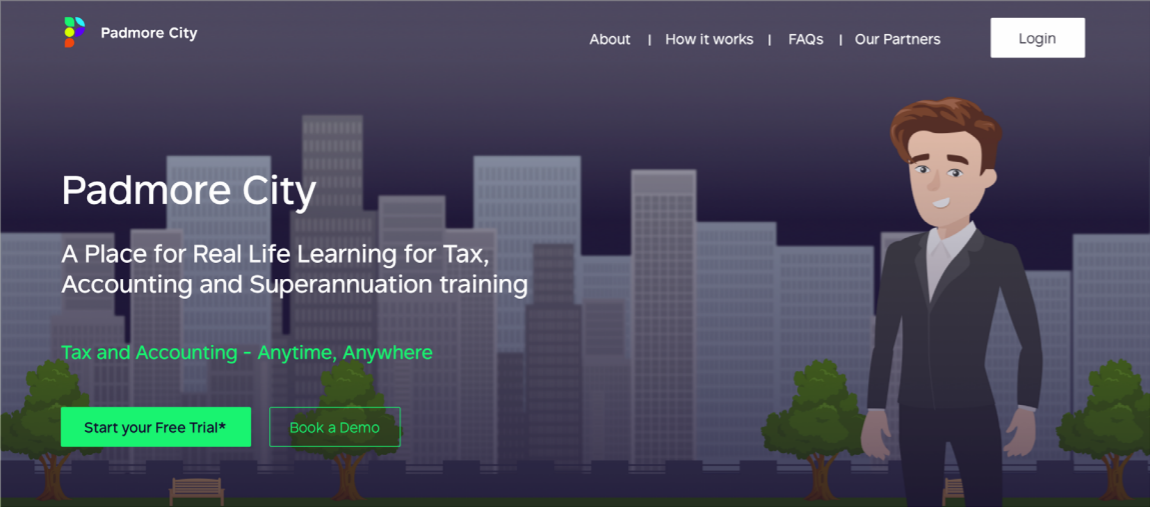
Project: Mobile app for farm owners/buyers to view and fill in the required forms, keeping them simple and non-time consuming.

Working with the client on the requirements, I mapped out the flow beginning with the initial screen as a menu tool. Subsequently creating 3 further flows relevant to completing a form and viewing were transferable and just swapping out components for read only.



PROJECT: GAMIFIED TAXATION

CLIENT: PADMORE CITY



About Padmore City



Engaging digital natives to develop essential skills and capabilities for life.



Product developed using the latest technologies, data and learning science.



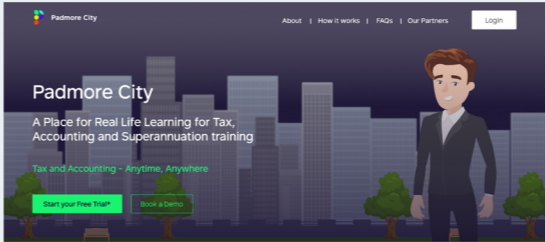
Digitise existing content using latest technology.



Creating new value pools out of existing learning collateral.

How it works

The problem we are solving



About Padmore City



Engaging digital natives to develop essential skills and capabilities for life.



Product developed using the latest technologies, data and learning science.



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Creating new value pools out of existing learning collateral.

How it works

The problem we are solving

The education system we have inherited delivers information in the abstract, i.e. removed from its practical application. This leads to poor learning outcomes.

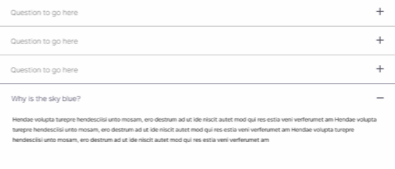
Our solution

Our learning platform has a relentless focus on delivering educational information in context. Our enemy is the abstract. To achieve this delivery, we have harnessed 21st century technologies, data and learning science to create a truly unique and effective learning platform.

Life with Padmore

Users become job-ready quickly as they experience how educational information relates to real life.

Frequently Asked Questions



Our Partners



Testimonials



How it works

The problem we are solving

The education system we have inherited delivers information in the abstract, i.e. removed from its practical application. This leads to poor learning outcomes.

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Frequently Asked Questions



View more

Our Partners



Testimonials



Get Started!

Sign up for a free trial now

Sign up



Login | About | How it works | FAQs | Our Partners | © 2018 Padmore City

PROJECT: BOOKINGS APP

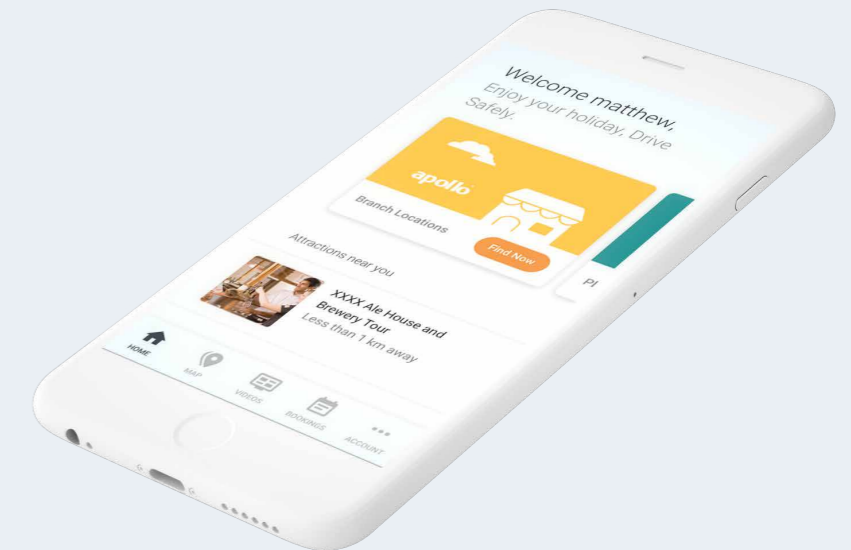
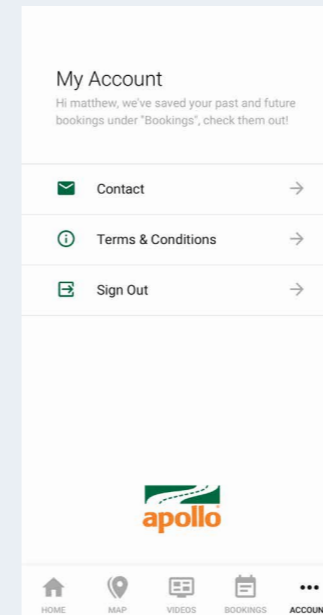
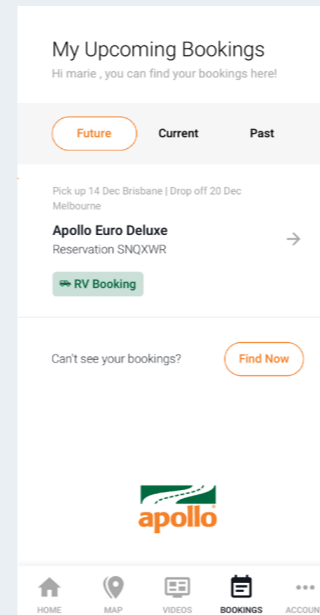
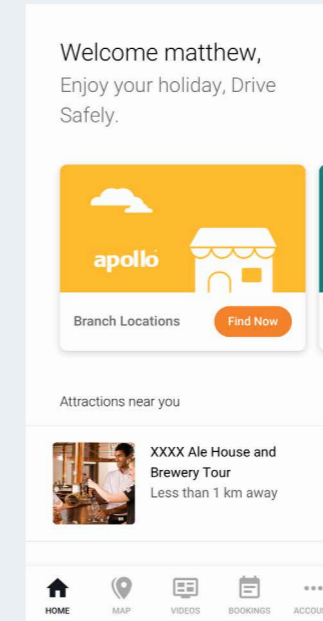
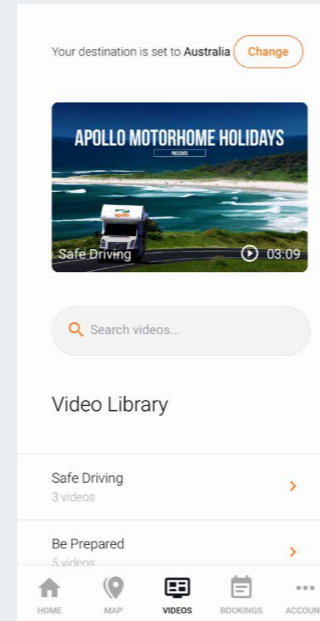
CLIENT: APOLLO

Project Brief

Project: Create the UX and UI for Apollo holiday booking mobile app.

This app comprises finding local points of interest, book campgrounds and get discounts. I worked on the UX and UI to manage all of this functionality within the app and make the process as painfree as possible.

One of the highlights of this project was where we conducted user testing, this gave me such appreciation of this stage of the process and I adapted my approach when I had a deeper understanding of the audience using the app. For example a carousel which from my perspective was easy to use due to the edge of the next box being visible on the side of the page, however after customer testing this wasn't obvious so it was designed with arrows either side to highlight the functionality.



PROJECTS AND PROCESSES

PROJECT: PARTNERS AND REWARDS

CLIENT: VITALITY

Project Brief

Project: Create the UX and UI for a template for the Vitality partners and rewards sign up journeys website.

Vitality is a health insurance company, their business model is the more activity you do the more rewards you receive. These include cinema tickets, coffee, Apple Watch and amazon prime.

The aim: Entice the clients to add particular rewards to their plan and then to track their activity in order for them to receive their reward each week/month. For example: a client could sign up to the Starbucks reward. In their Vitality account they have to link their Starbucks app to their vitality account, achieve 12 points a week which will guarantee them a coffee the following week.

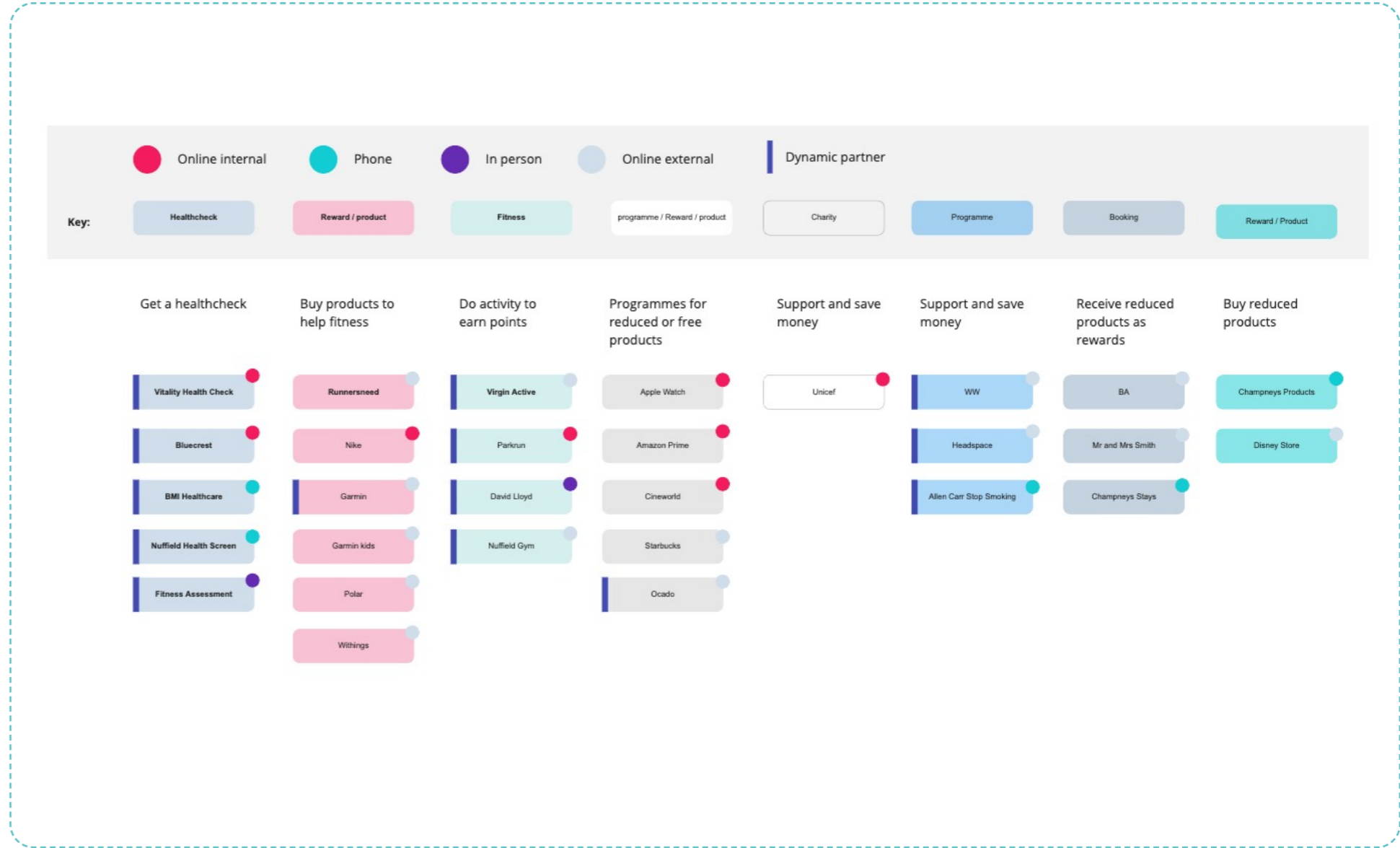
My role: I am the current Lead UX/UI designer for this division of the business. I work with the product owner to create solutions on how to present a consistent structure and flow for all partners, allowing for continuity and simplicity despite the different methods of sign up and types of rewards available. This also needs to provide longevity should the partners change in the future. A solution for this has been to create a template that would allow for swappable components.

To achieve this I created the partner landing page to display key points in the form of illustration, imagery and keywords with the main call to action being "find out more". Then an instruction page on how to link your device. Through to a sign up journey and finally a tracking page which will show data we receive, i.e spending, how much they have saved, information on the reward etc.



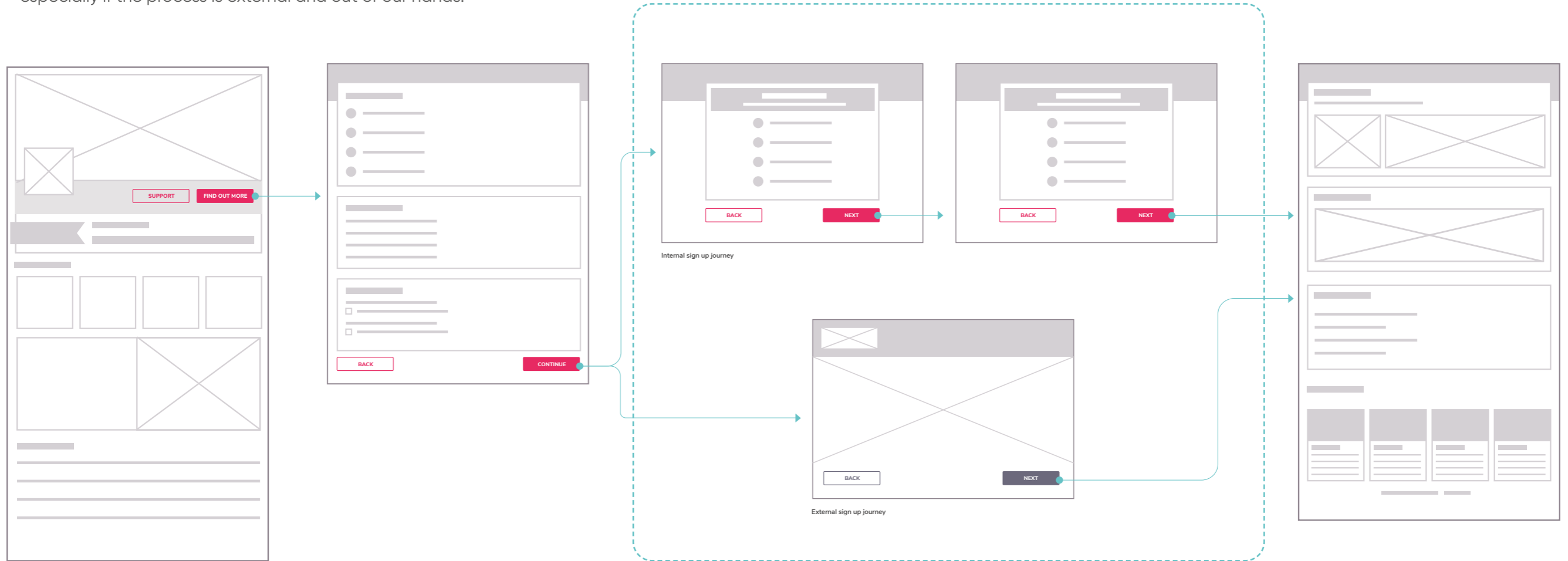
Planning the project

Partners and rewards covers around 20 different journeys however I wanted to figure out the similarities in order to create a standard flow to work for all and to better equip our design system for the future. Here I have looked at all the partners noticing the types and differences, crossovers etc.



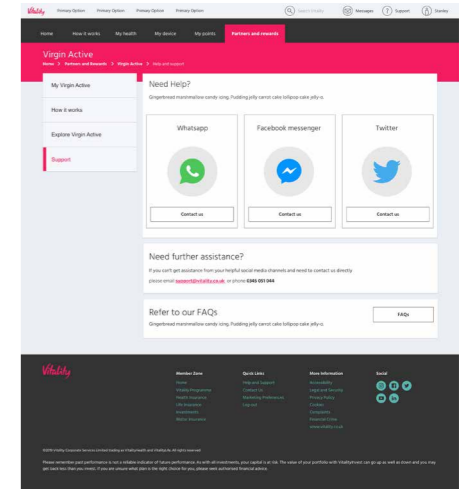
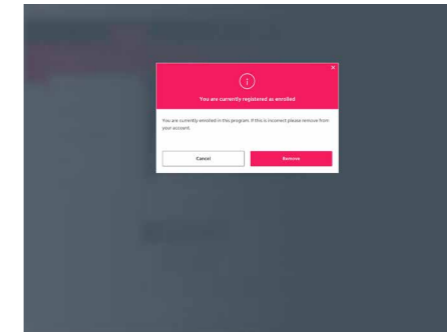
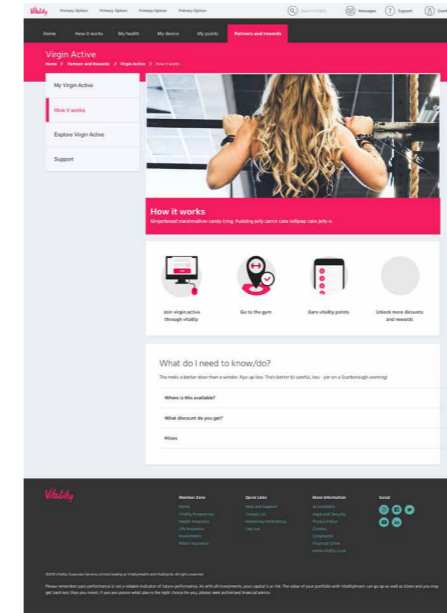
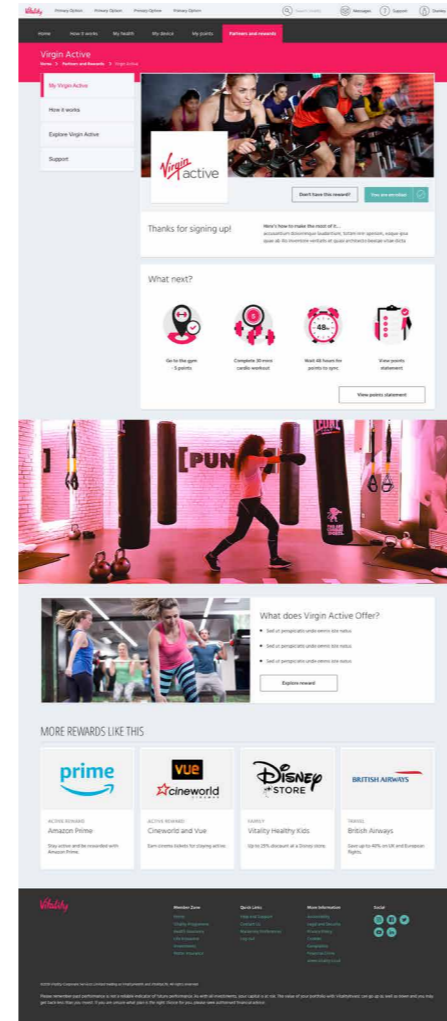
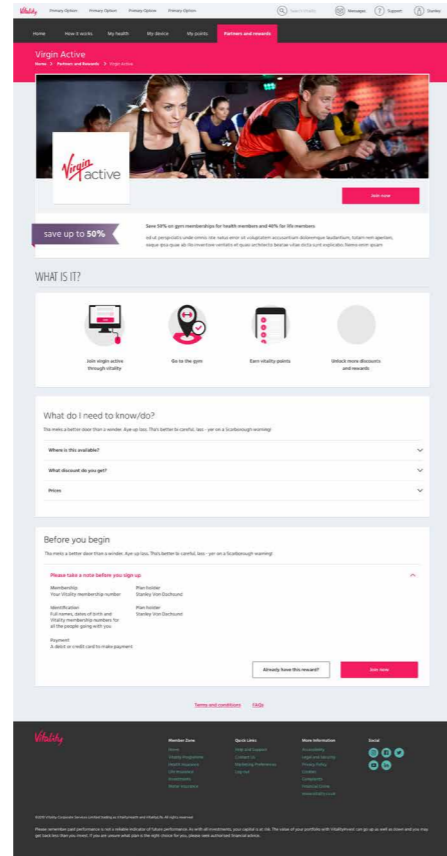
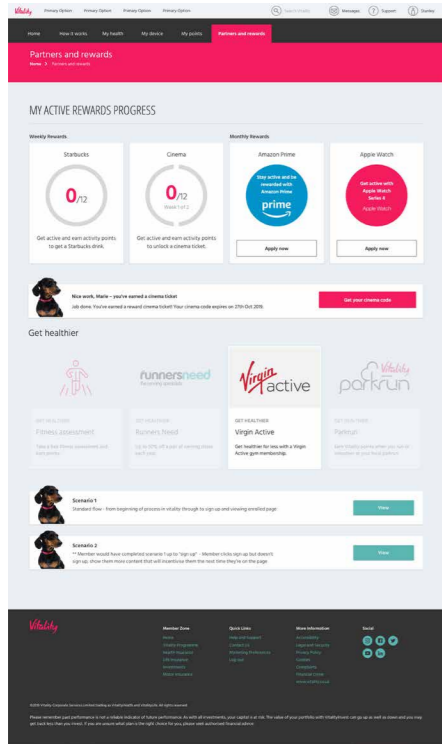
Initial wireframes

I sketched some wireframes to visualise the pages, noticing there were a lot of similarities, however there were fundamental differences in the ways to sign up, especially if the process is external and out of our hands.



Initial designs

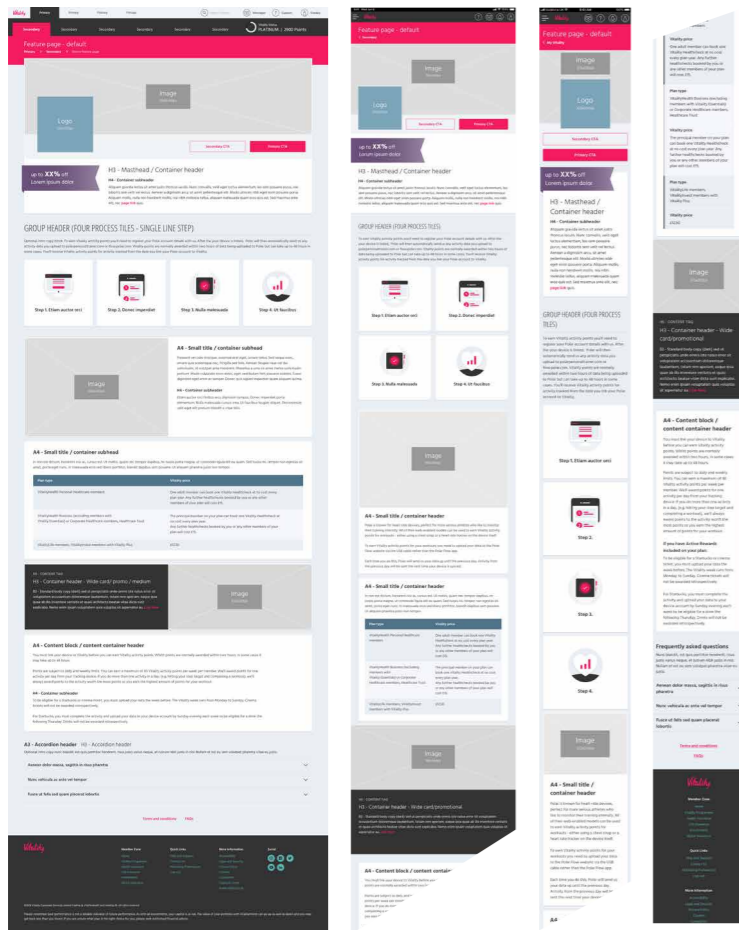
Firstly I tested the approach on Virgin Active as this was a straight forward partner with no complications.



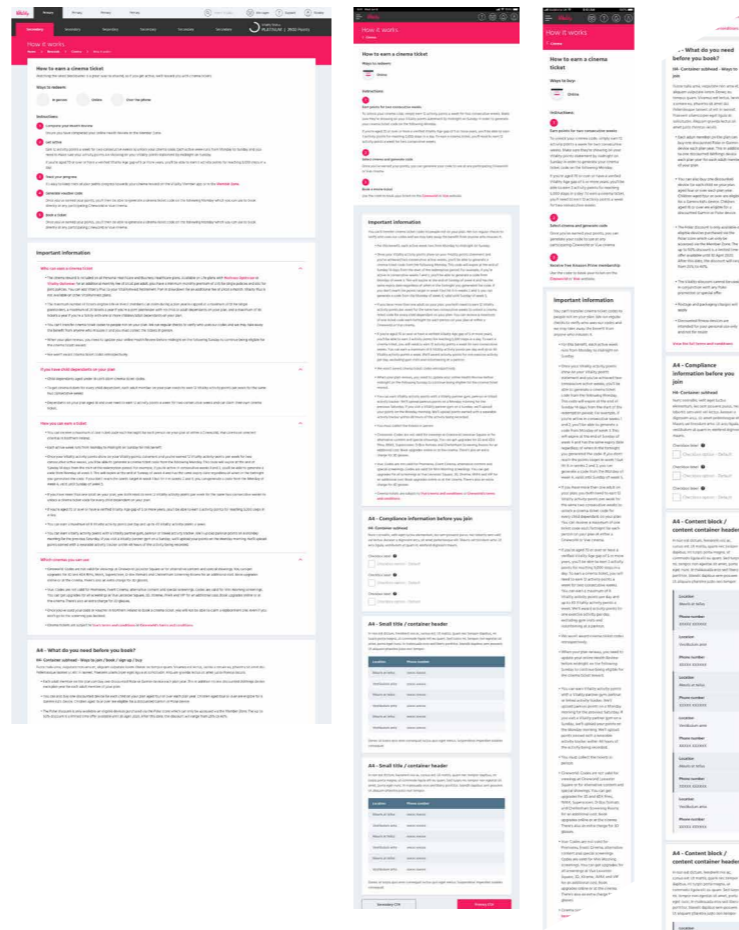
Final template

After testing Virgin Active and a few other partners I built out a template that can be used across all the partners, this simplifies the customers experience and less time consuming for front end development.

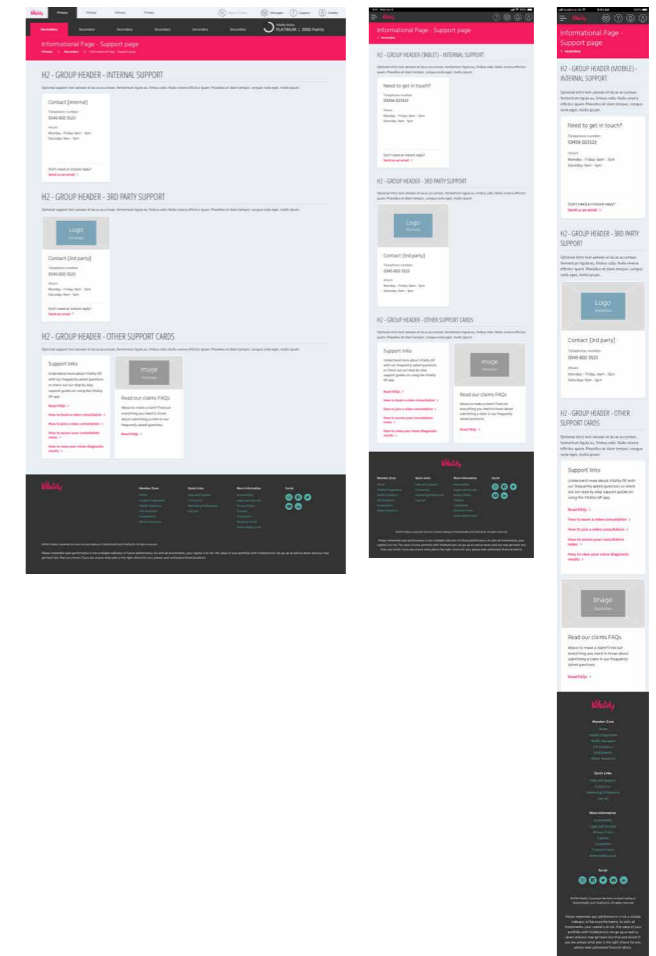
Feature page:



Information page:



Contact page:



PROJECT: PARTNERS AND REWARDS

CLIENT: VITALITY

Project Brief

Project: Create multiple partner journeys from the templates.

Each partner has slightly different way of joining, whether this is online, in person, over the phone or in an entirely different way such as signing up on the app (Caffè Nero). This just meant that every partner could use the same template for their feature page, how to sign up (which gives clarification unique to the partner) and contact page. The unique part of the journey is the capturing their data through unique partner sign ups.

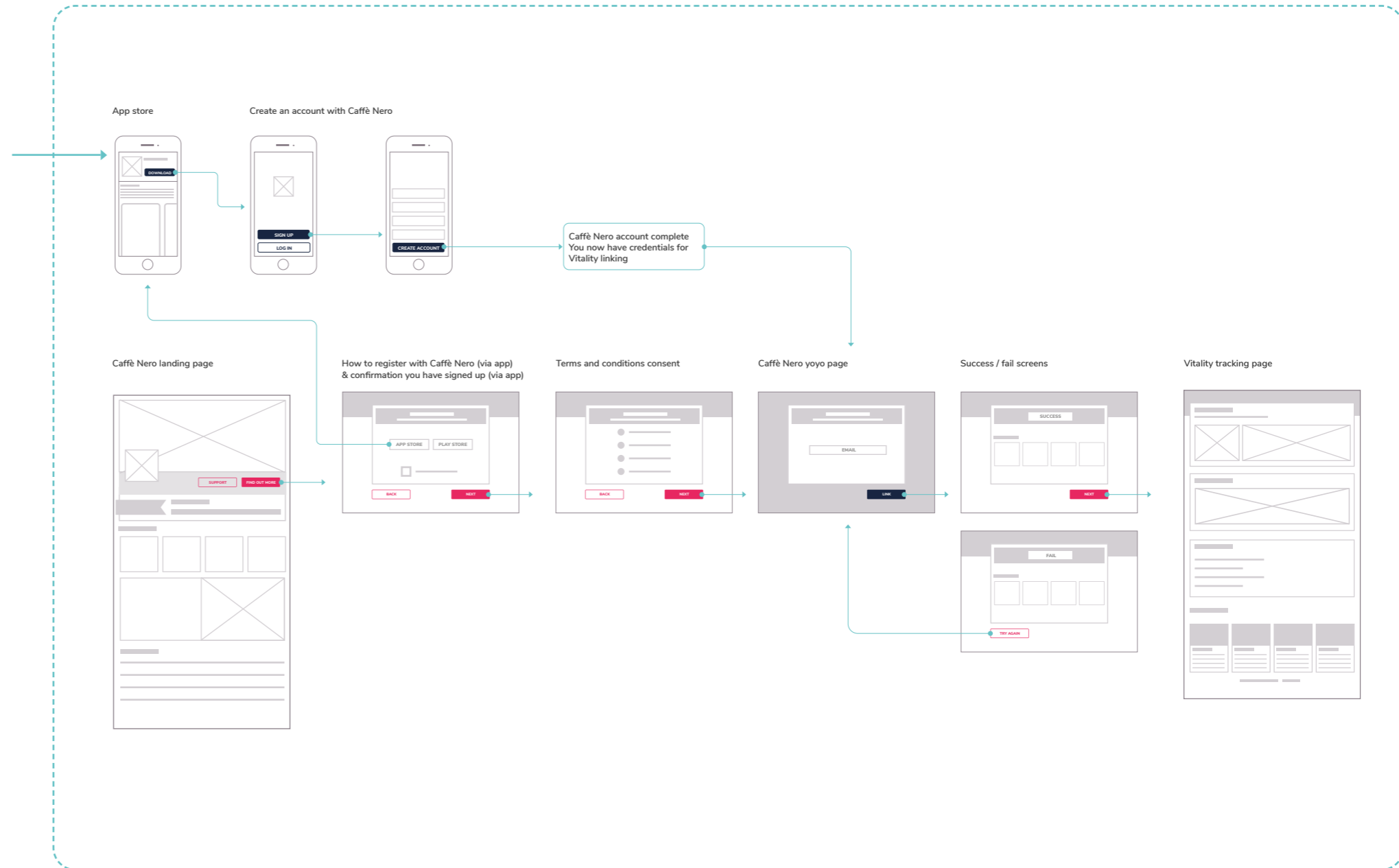
My role: Using the previously designed templates to create this partner flow. By only changing the middle of the journey the user doesn't feel like entering an entirely different sign up process. Some of the partners are more challenging than others and is normally determined by the partner integration capabilities. Caffè Nero in particular in a good example.

The screenshot shows the Vitality website interface for the Caffè Nero partner. At the top, there's a navigation bar with the Vitality logo, search, messages, support, and user profile (Stanley). Below that, a secondary navigation bar includes 'Home', 'How it works', 'My health', 'My device', 'My points', and 'Partners and rewards' (highlighted in red). The main header for the Caffè Nero page features a large image of a latte with a heart-shaped latte art, a small Caffè Nero logo, and a 'Sign up now' button. Below the header, there's a promotional banner: 'Earn a drink & 25% off food' with a sub-headline 'Get a drink and 25% off food at Caffè Nero when you get active' and a description 'Earn 12 Vitality points by Sunday each week and you'll receive a treat from Caffè Nero.' A red warning box follows, stating 'Remember to sign up BEFORE you get your steps.' Below this is a section titled 'HOW DOES IT WORK?' with four icons and corresponding text: 1. Track your activity (watch icon), 2. Earn 12 Vitality points (phone icon with '1' and '2'), 3. Receive a drink (coffee cup icon), and 4. Receive discount on food (tag icon with '%'). At the bottom, there's a partial view of an 'About Caffè Nero' section.

Challenge:

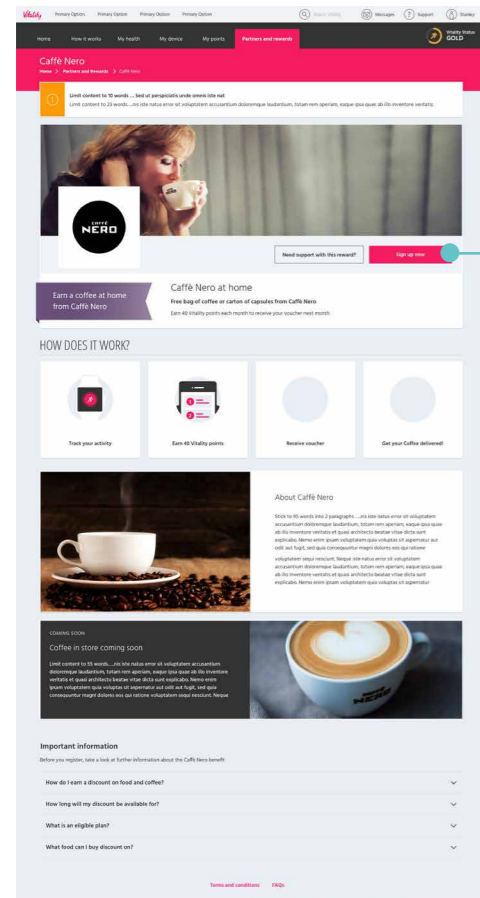
Scenario - client could be on desktop, go to the Caffè Nero partner page to sign up, however we had to direct them to the Caffè Nero app as this is the only way to sign up but then direct them back to vitality, enter their credentials to link their account.

This is due to the fact we had to work with the partners system that doesn't have a website sign up process. The journey is therefore broken and I had to develop a way to keep the user on path.



Caffè Nero screens

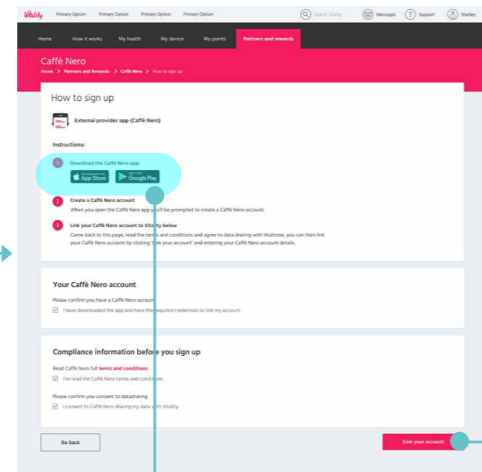
Feature page:



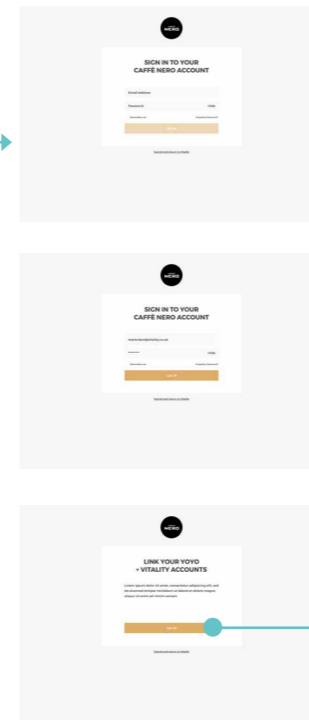
Key:

 Unique to partner

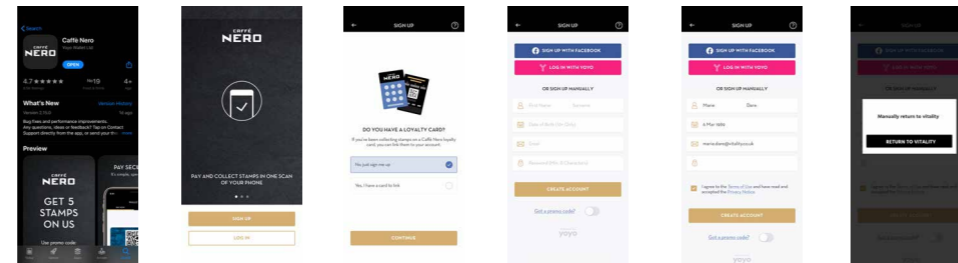
How to sign up:



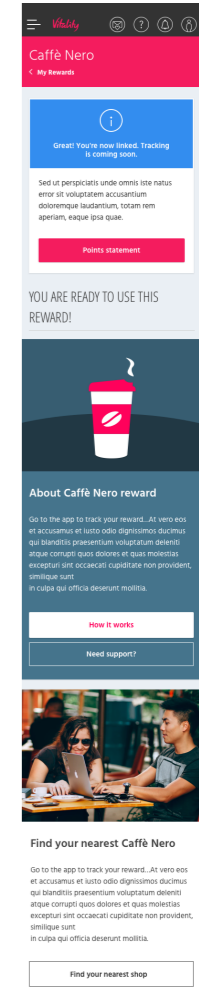
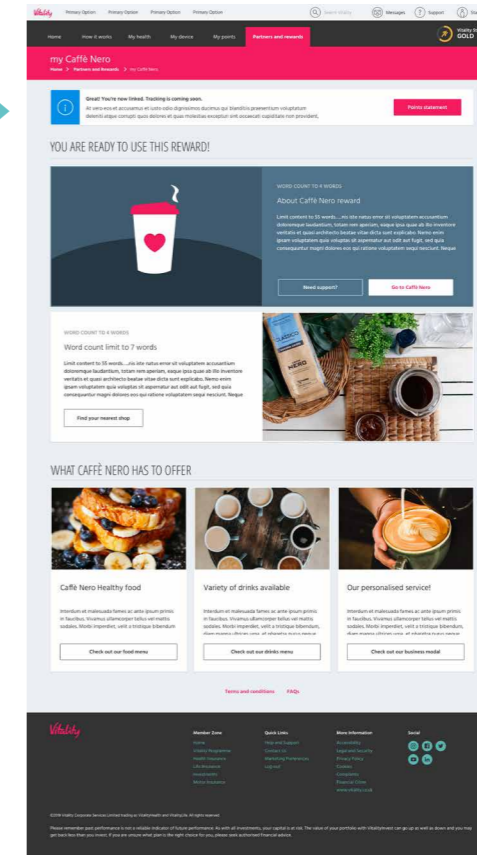
Sign up journey:



Sign up on mobile app



Tracking holding page (until tracking available)



WHAT CAFE NERO HAS TO OFFER



Caffè Nero Healthy food

Interdum et malesuada fames ac ante ipsum primis in faucibus. Vivamus ultramcorper tellus vel mattis sodales. Morbi imperdiet, vel a tristique

Check out our food menu



Variety of drinks available

Interdum et malesuada fames ac ante ipsum primis in faucibus. Vivamus ultramcorper tellus vel mattis sodales. Morbi imperdiet, vel a tristique

Check out our food menu



Our personalised service!

Interdum et malesuada fames ac ante ipsum primis in faucibus. Vivamus ultramcorper tellus vel mattis sodales. Morbi imperdiet, vel a tristique

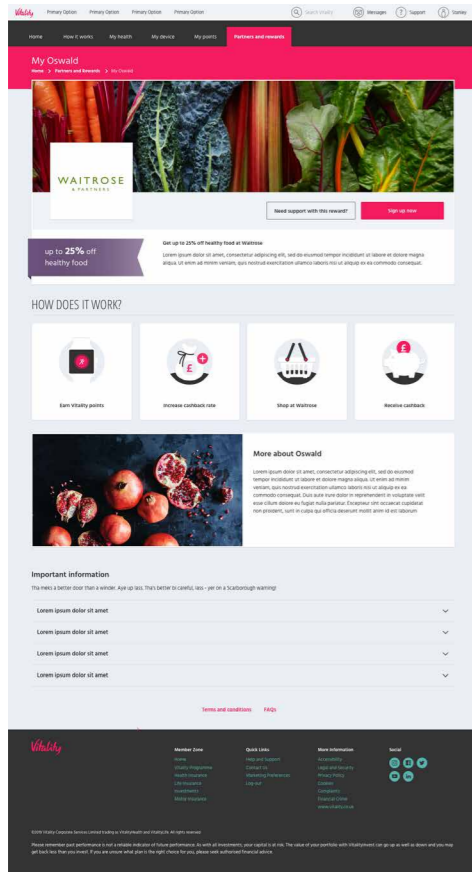
Check out our food menu

Terms and conditions FAQs

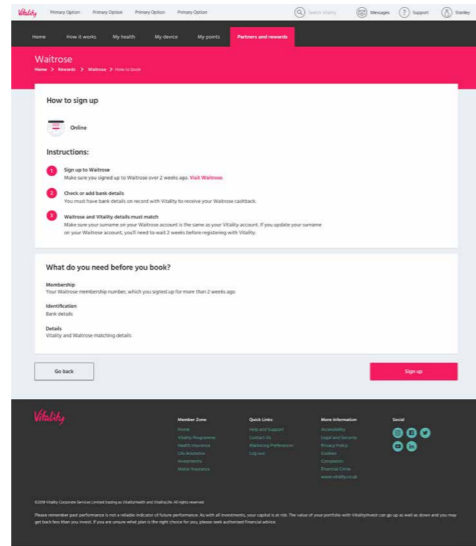


Waitrose

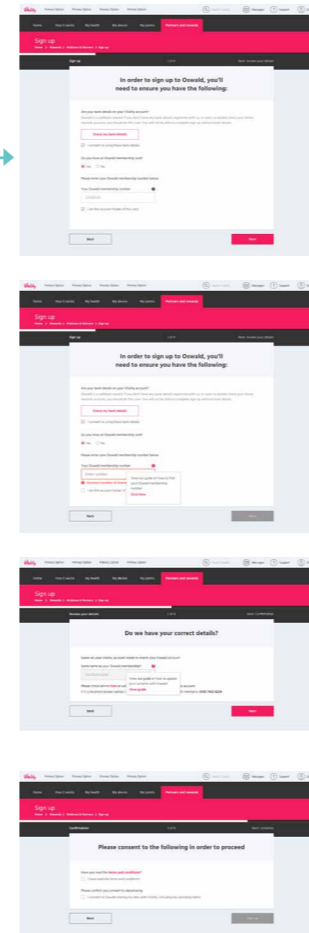
Feature page:



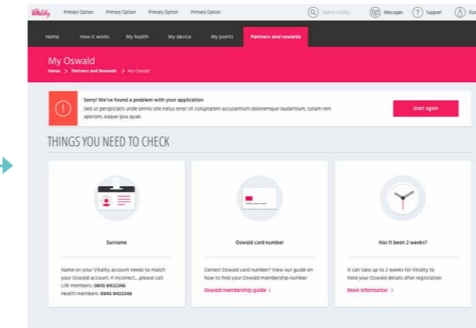
How to sign up:



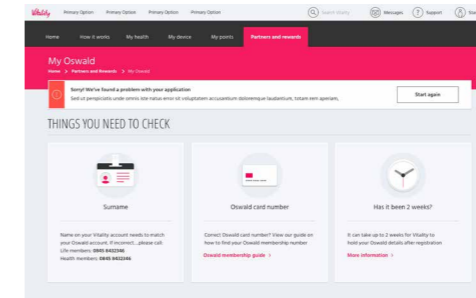
Sign up journey:



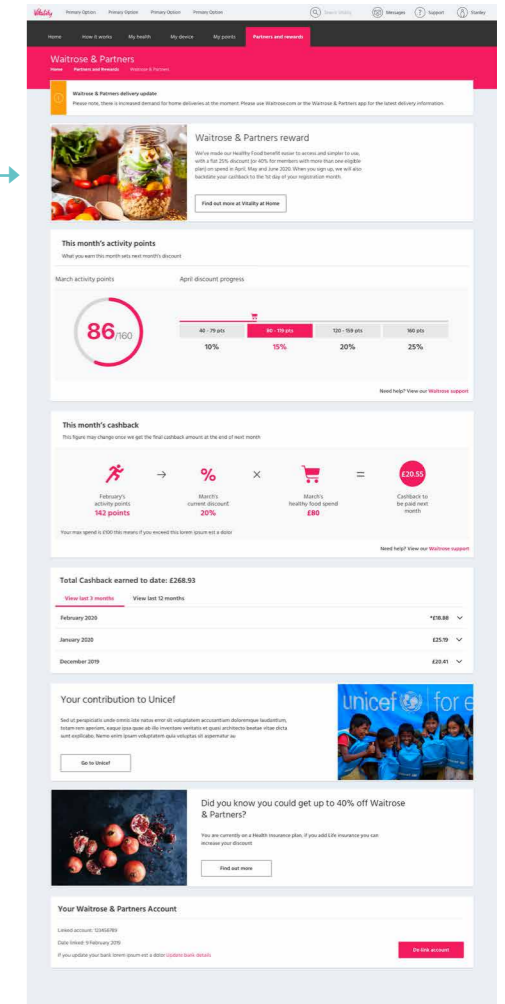
Success:



Fail:



Tracking:



Key:

 Unique to partner

PROJECT: DESIGN SYSTEM

CLIENT: VITALITY

Project Brief

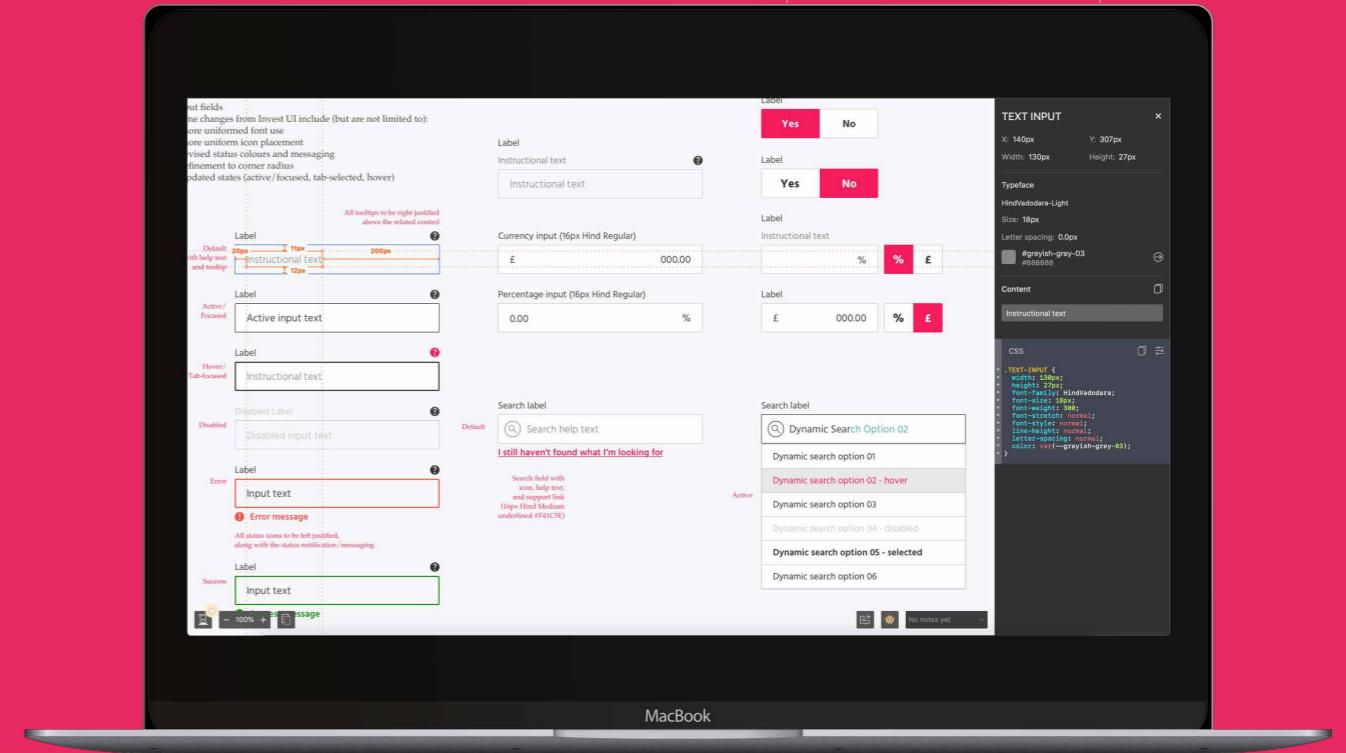
Project: Progressing a design system.

It was important for Vitality to have a single source of truth, grouping elements, allowing them to develop a style guide for the product. Utilising a collection of repeatable components and a set of standards guiding the use of these.

It sets a standard for the company, the difference is in the standards and documentation that accompanies the assets. With a guide on why and how to use them, design components become easier and clear to use.

This design system is always evolving and it's up to us as a design team to make it stronger as we design new components for new projects and products.

My role: develop and improve an existing design system, working closely with front end developers to produce designs that can be gradually implemented across the Vitality website.





FORM ELEMENTS (CONT.)

Dropdowns
 Best UI toolkit form elements have been refined. Changes include (but are not limited to):
 Uniform font size use (everything is 16px, except for type found inside the control / form field)
 Uniform icon placement
 Revised status colours and messaging
 Refinement to corner radius
 Updated states (focused, selection, hover)


All tooltips to be right justified above the related control


Default
 with help text and tooltip

Dropdown label 

Instructional text 

Focused/
 Tab focused

Dropdown label 

Option 05 

Option 01

Option 02 - hover

Option 03

Option 04 - disabled

Option 05 - currently selected


Option 06


Hover


Dropdown label 

Input text 


Error


Dropdown label 

Input text 

 Error message


Disabled

Label (16px Hind Regular #444444) 

24px Hind Regular #CCCCCC 

Large dropdown label 700px

Default


Column 01
Column 02

Large dropdown label

Active


Column 01
Column 02

Column 01 - Option 01

Column 01 - Option 02 - hover

Column 01 - Option 03

Column 01 - Option 04 - disabled

Column 01 - Option 05 - currently selected

Column 01 - Option 06

Column 02 - Option 01

Column 02 - Option 02 - hover

Column 02 - Option 03


Column 02 - Option 04 - disabled

Column 02 - Option 05 - currently selected

Column 02 - Option 06

Large dropdown label

Hover


Column 01
Column 02

Typography

Hind Vadodara (MZ) & Hind Siliguri (Presales)

This typeface supports Vitality's online web presence, and should be used for digital, customer-facing interfaces. Titles and labels should use sentence case. All caps and title case to be used sparingly, if at all. It can be downloaded here: <https://fonts.google.com/specimen/Hind>

Open Sans Condensed, Uppercase

This typeface is used primarily to group content and give delineation between major sections of a page.

Class	Type Size/ Font Size/Weight	Type Specimen
H1	30pt Light 3.0/300/40	Page Header
H2	40pt Light 4.0/300/50	GROUP HEADER
H3	24pt Light 2.0/300/34	Container header
H4	20pt Semibold 2.0/600/30	Container Subheader
H5	14pt Semibold 1.6/600/26	CONTAINER TAG

Class	Type Size/ Font Size/Weight	Type Specimen
A1	70pt Bold 7.0/700/80	XL title copy
A2	50pt Bold 5.0/700/60	Large title copy
A3	30pt Bold 3.0/700/40	Medium title copy
A4	24pt Bold 2.4/700/34	Small title copy

B1 20pt Regular 2.0/400/30
 Large body copy: Th'art nesh thee nay lad soft lad wacken thi sen up t'foot o' our stairs. Nay lad where's tha bin.

B2 16pt Regular 1.6/400/24
 Standard body copy: Th'art nesh thee nay lad soft lad wacken thi sen up t'foot o' our stairs. Nay lad where's tha bin.

B3 14pt Regular 1.4/400/21
 Small body copy: Th'art nesh thee nay lad soft lad wacken thi sen up t'foot o' our stairs. Nay lad where's tha bin.

Class	Type Size/ Font Size/Weight	Type Specimen
C1	16pt Regular 1.6/400/24	Control labels
C2	18pt Regular 1.8/400/28	Input field (default)
C3	16pt Regular 1.6/400/24	Caption and instructional text #888888
C4	16pt Semibold 1.6/600/24	<div style="display: flex; gap: 10px;"> <div style="border: 1px solid #ccc; padding: 5px 10px; background-color: #e0e0e0;">Button Label</div> <div style="border: 1px solid #ccc; padding: 5px 10px;">Button Label</div> </div>
C5	(Adopts body copy) Semi-bold/ Underline/600 (default line height)	<div style="display: flex; gap: 10px;"> Default link state On hover/click </div>

Hind Vadodara 16pt
 Open Sans Condensed 16pt

Hind Light
 Hind Regular
 Hind Medium
 Hind Semi-Bold
 Hind Bold

CONDENSED LIGHT
 CONDENSED LIGHT ITALIC
 CONDENSED BOLD

Inverted
Page header
GROUP HEADER
Container header
Container subheader
CONTAINER TAG

Inverted
XL title copy
Large title copy
Medium tablet title copy
Small mobile title copy

Large body copy: Th'art nesh thee nay lad soft lad wacken thi sen up t'foot o' our stairs. Nay lad where's tha bin.

Standard body copy: Th'art nesh thee nay lad soft lad wacken thi sen up t'foot o' our stairs. Nay lad where's tha bin.

Small body copy: Th'art nesh thee nay lad soft lad wacken thi sen up t'foot o' our stairs. Nay lad where's tha bin.

Inverted
Control labels
Input field (default)
Instructional text #AAAAAA
<div style="display: flex; gap: 10px;"> <div style="border: 1px solid #ccc; padding: 5px 10px; background-color: #e0e0e0;">Button Label</div> <div style="border: 1px solid #ccc; padding: 5px 10px;">Button Label</div> </div>
<div style="display: flex; gap: 10px;"> Default link text On hover/click </div>

Illustrations

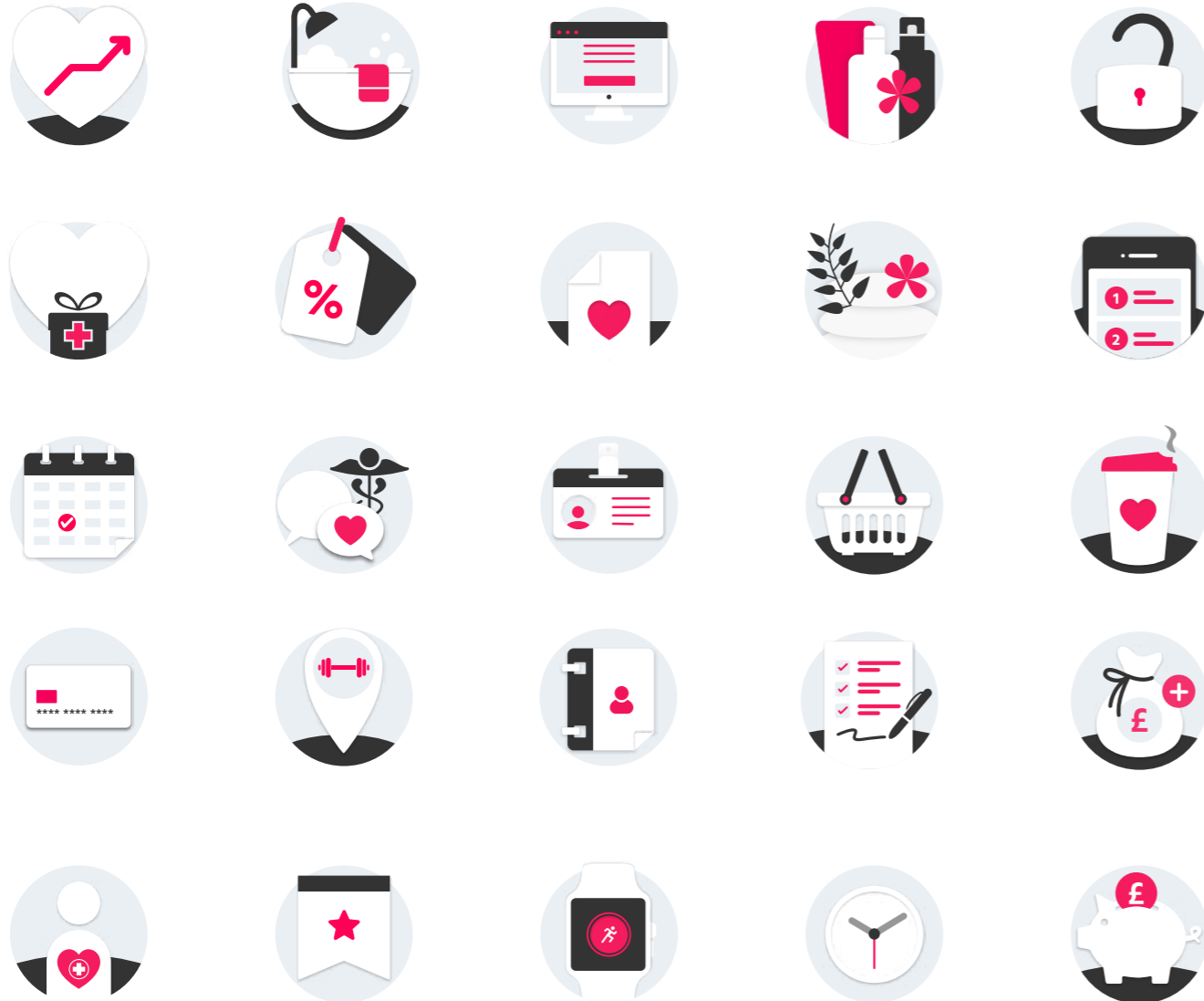
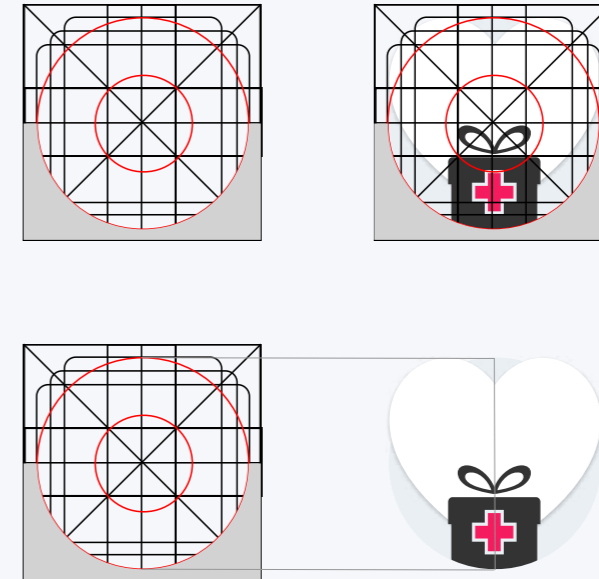
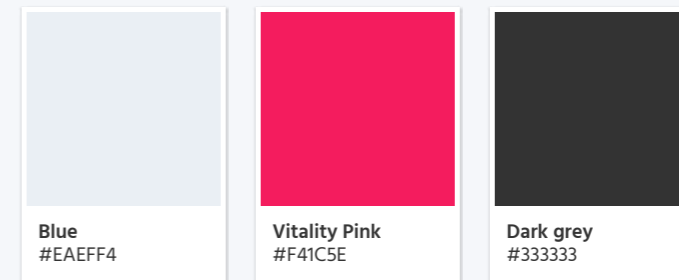


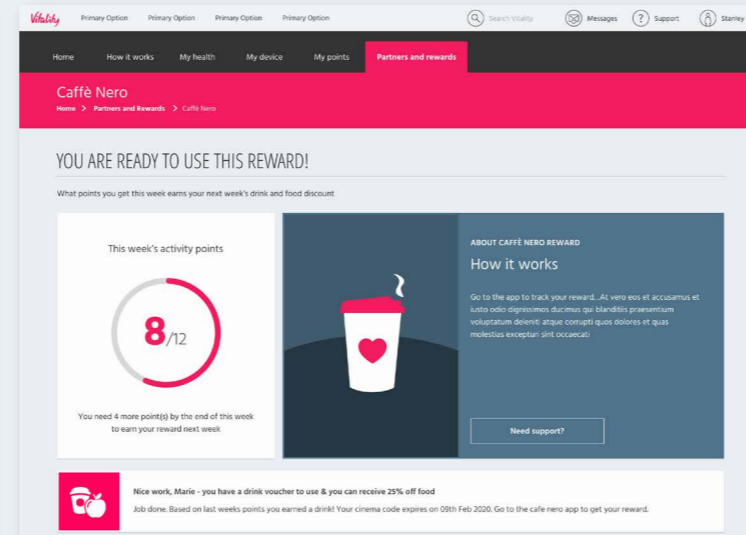
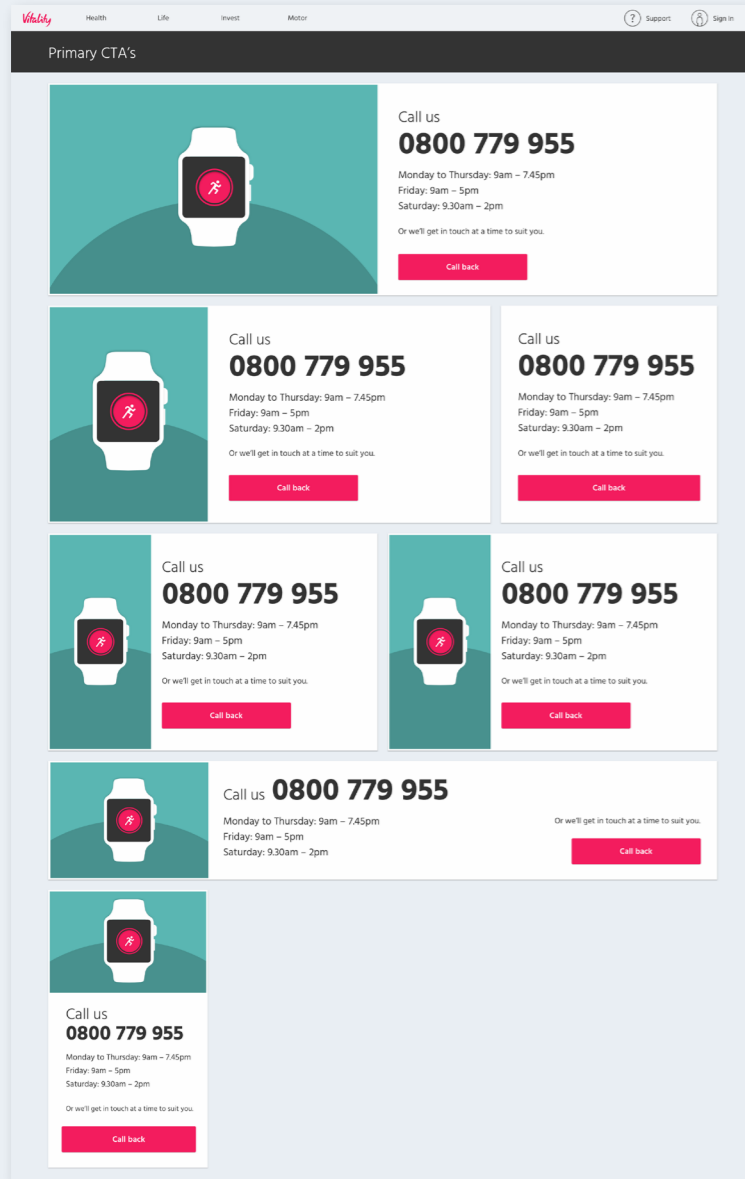
Illustration structure



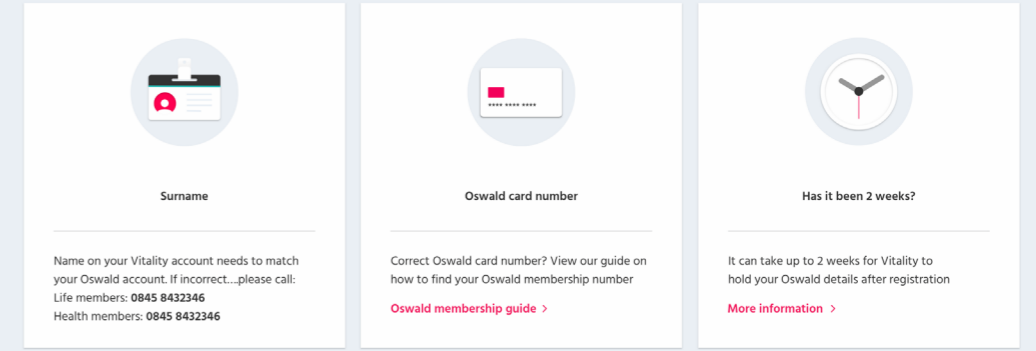
Colour palette



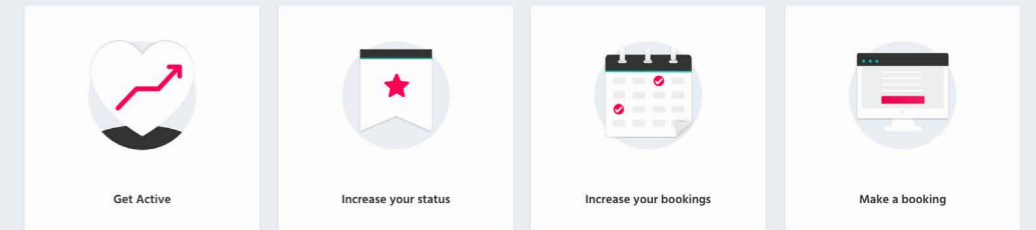
Illustrations being used



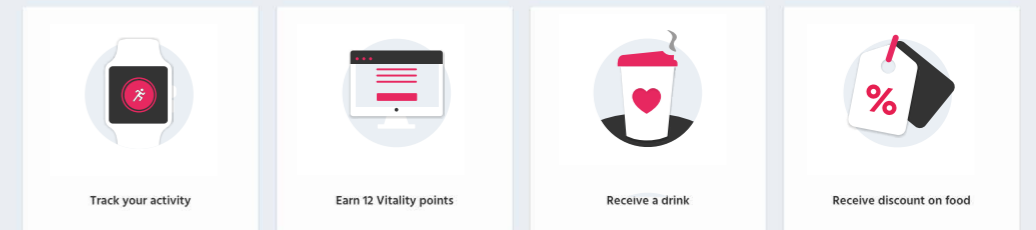
THINGS YOU NEED TO CHECK



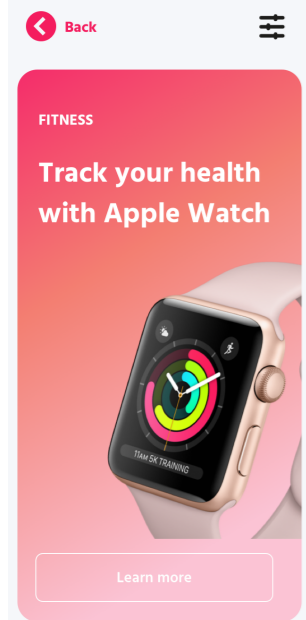
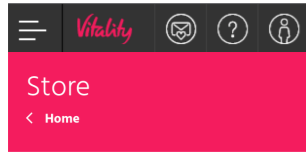
HOW DOES IT WORK?



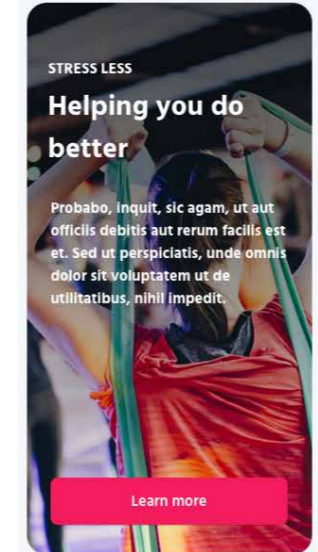
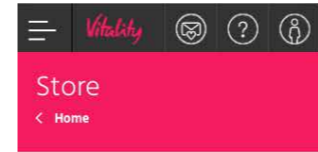
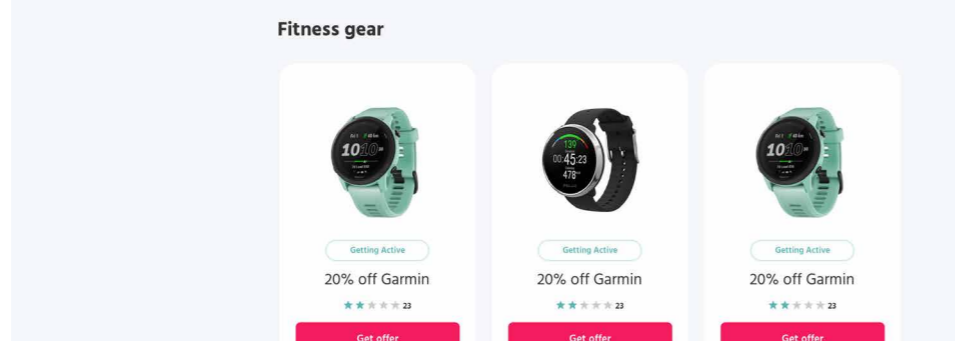
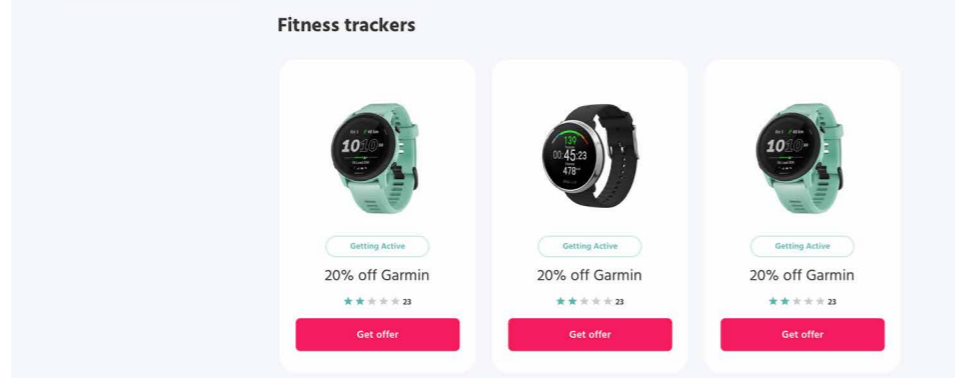
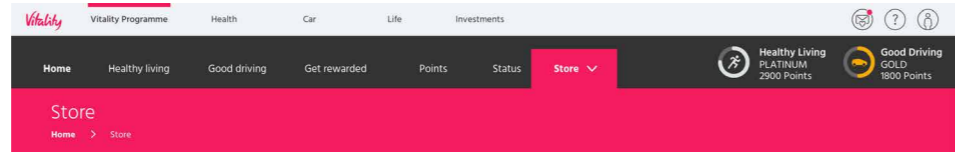
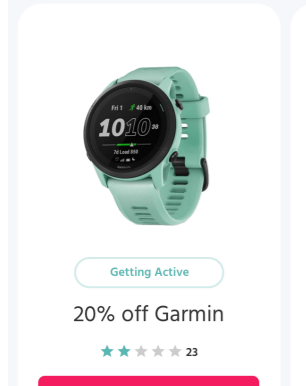
HOW DOES IT WORK?



Initial design ideas



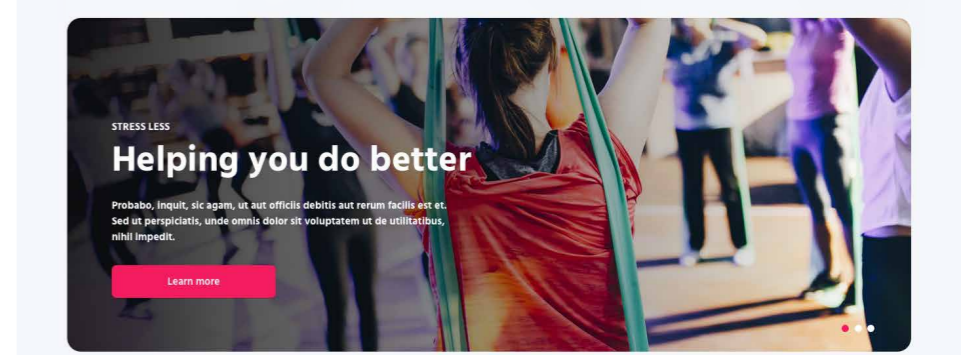
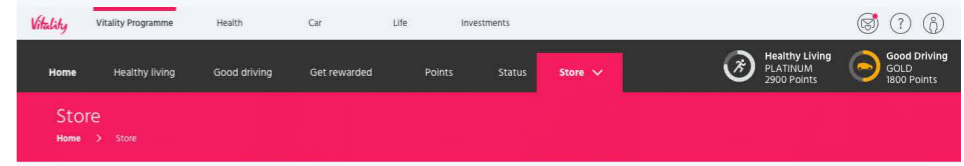
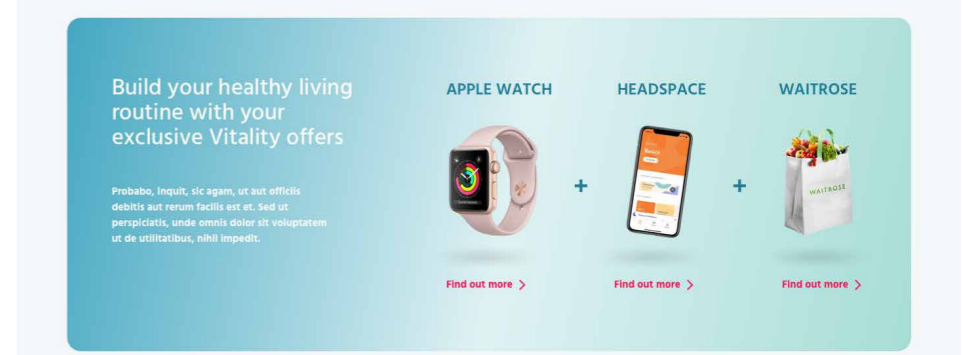
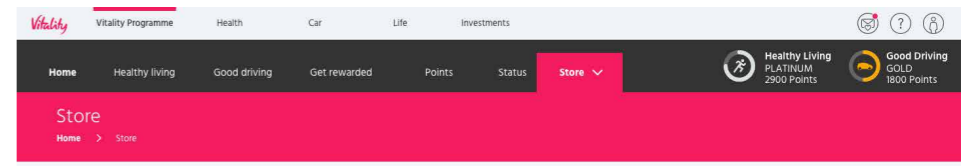
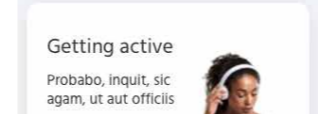
Fitness trackers



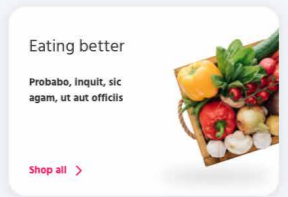
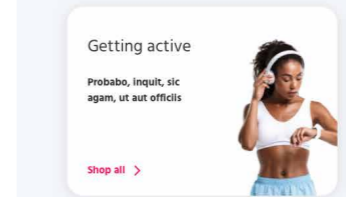
Shop by goal



Shop by goal



Shop by goal



PROJECT: WEB APP LEARNING MANAGEMENT SYSTEM

CLIENT: COMPLILEARN

Project Brief

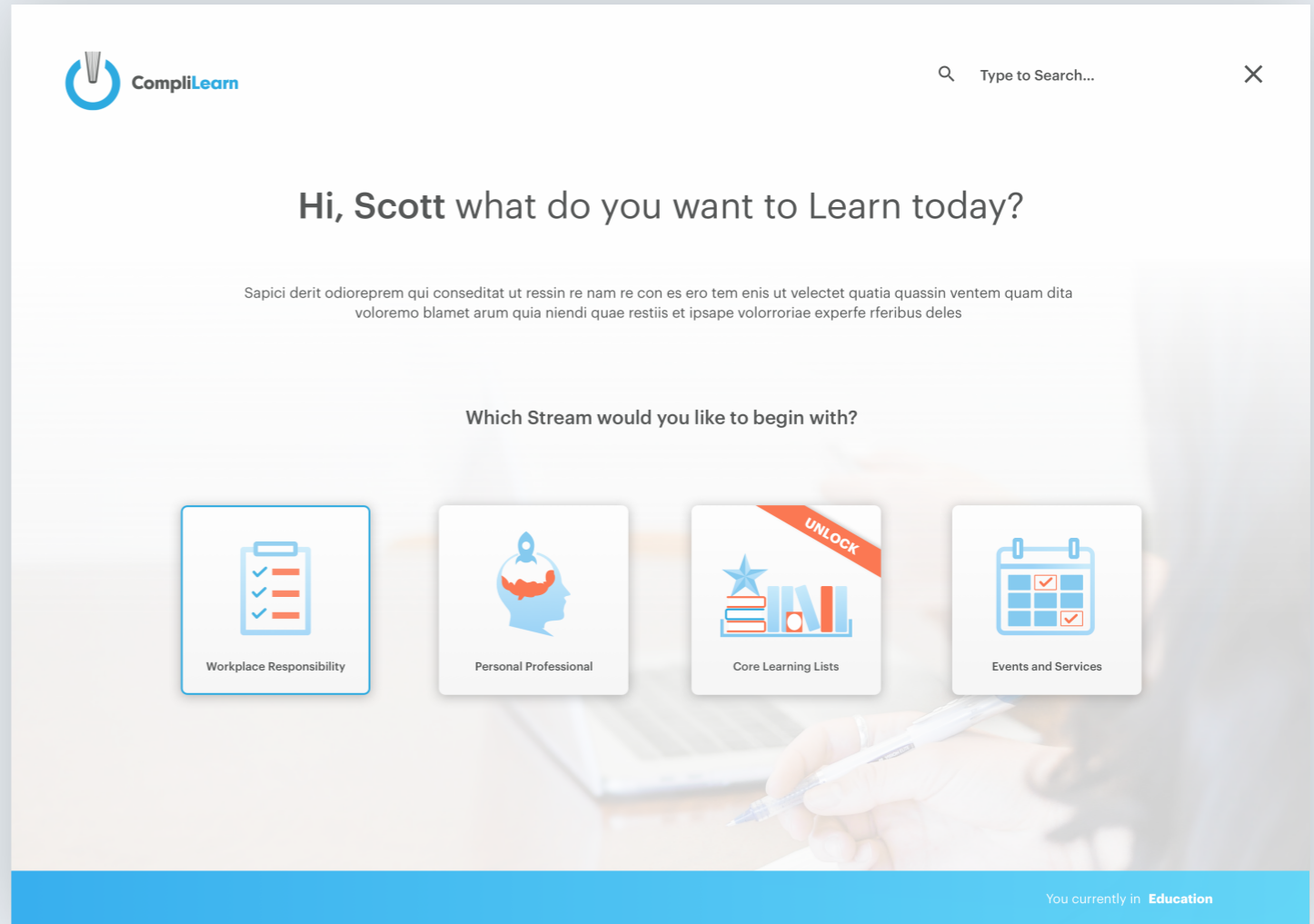
Project: Create the UX and UI for Complilearn learning management web app.

This application is aimed at schools for teacher training and extra curricular learning. The client had a vision that it would work like Spotify. A creative and organised way of learning.

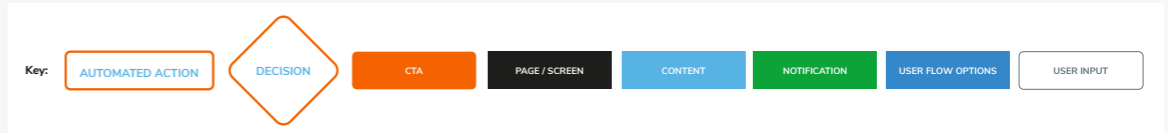
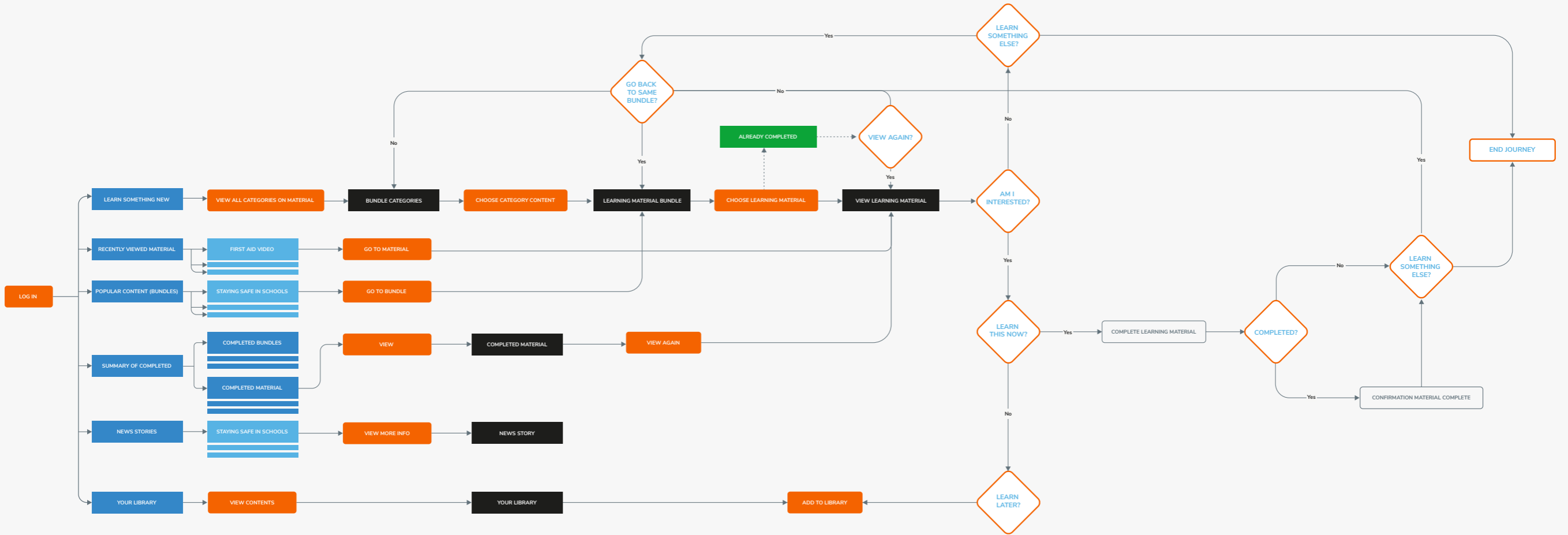
Challenge: Learning management programs have a tendency to be uninspiring, so I wanted to fill this gap in the market and make this interesting to encourage continued learning.

My role: Conducting workshops with the client to understand the requirements. This was followed by creating user stories, designing the UX and then the interface.

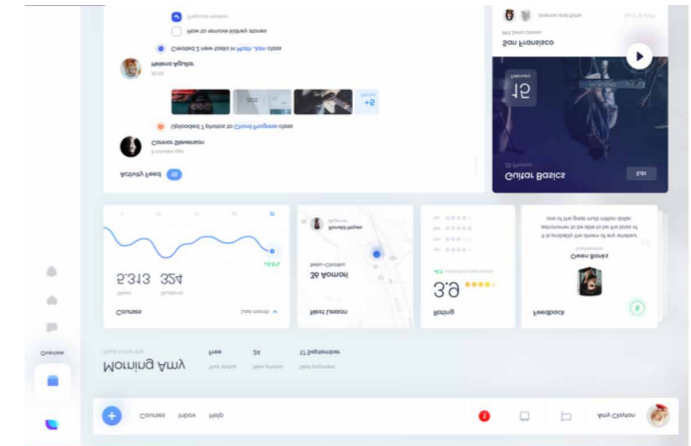
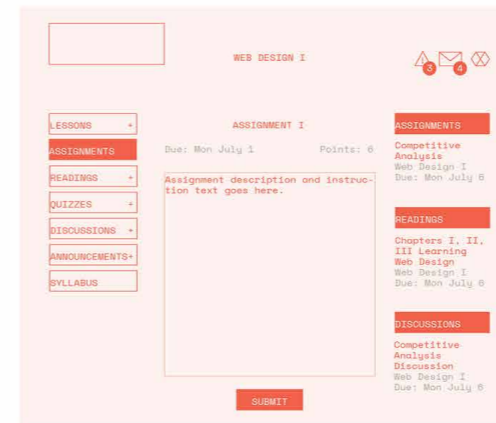
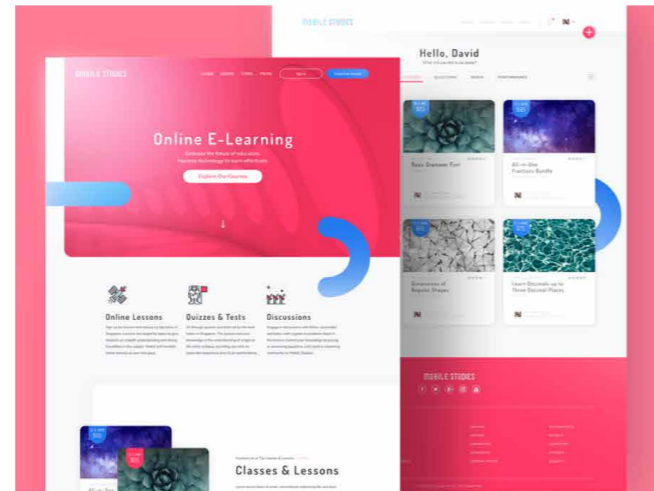
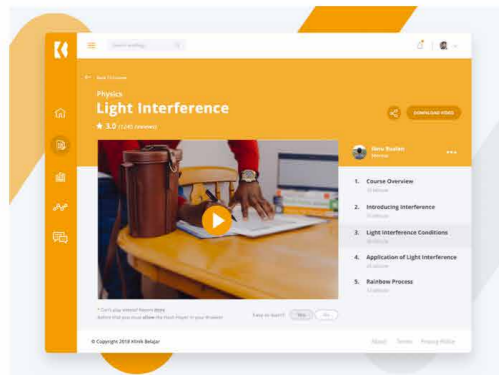
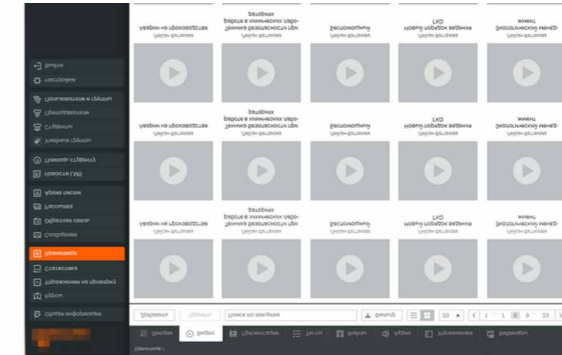
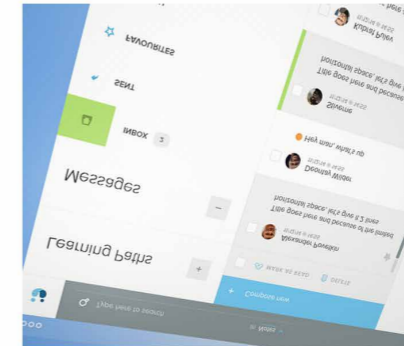
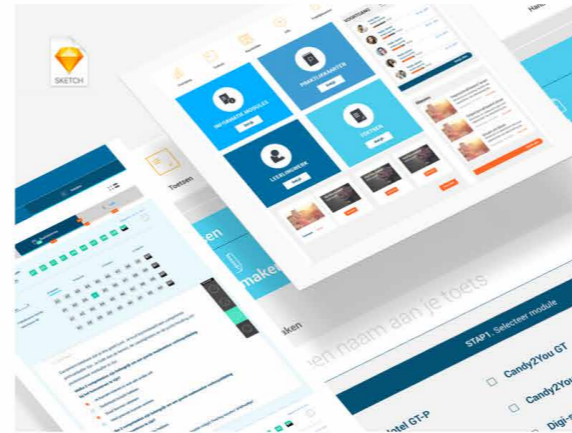
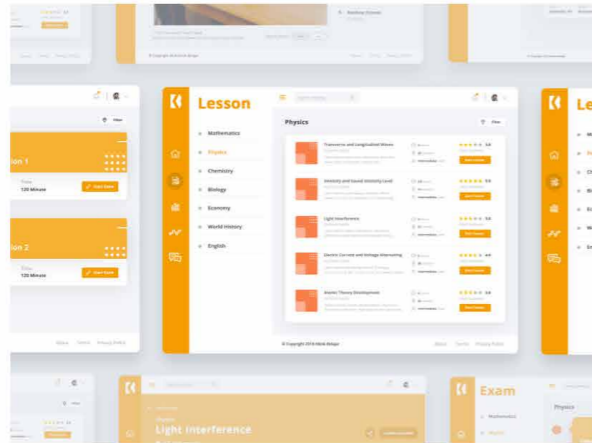
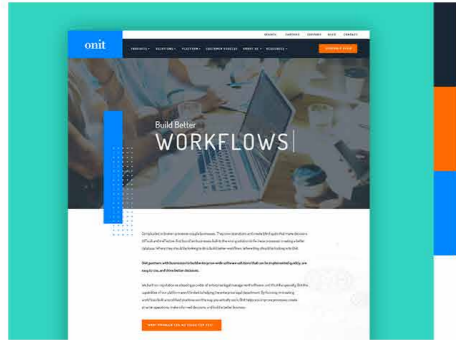
Design: I created user friendly flow, animated effects and illustrations throughout to indicate the type of learning material. The creative and colourful screens makes the platform appear more fun and automatically encourage the user to learn.



User task flows



Competitor analysis



Wireframes

DASHBOARD

The dashboard features a top navigation bar with the CompilLearn logo, a search icon, and notification icons. Below this, a progress bar shows 'Policy content completed 12/20' with sub-progress for '4 Hrs / today', '4 Hrs / week', and '3 Hrs / day'. A reminder banner states 'Please remember to complete policy training before term begins' with a 'Click here' button. The main content area is divided into 'Whats new?' (listing 'New Content') and 'You may be interested...' (listing 'Critical Incidents'). A 'Recently viewed' section shows thumbnails for 'Critical Incidents', 'Workplace Safety', and 'Workplace Health'. A 'News' section also lists 'Critical Incidents'.

CORE LEARNING LISTS & CONTENT BUNDLES - IDEA 1 (SWITCHING BETWEEN POLICY & P&P LEARNING IN DROPDOWN)

This wireframe shows a side navigation menu on the left with categories: 'core learning', 'staying safe in school/workplace', 'safe communities and experiences', and 'Policy'. The main content area is titled 'STAYING SAFE IN SCHOOL' and includes a dropdown menu set to 'Policy'. Below the title, there are six content cards: 'Critical Incidents', 'Fire Based Evacuation', 'Bullying & Harassment', 'Workplace Safety', 'Workplace Health', and 'Animals in Schools'. Each card has a 'Policy' dropdown and a play button icon.

CORE LEARNING LISTS & CONTENT BUNDLES - IDEA 2 (SWITCHING BETWEEN POLICY & P&P LEARNING IN SIDE MENU)

This wireframe is similar to Idea 1 but features a side navigation menu on the left with categories: 'core learning', 'staying safe in school/workplace', 'safe communities and experiences', 'Policy Groups', and 'Personal Learning'. The main content area is titled 'STAYING SAFE IN SCHOOL' and includes a dropdown menu set to 'Policy'. Below the title, there are six content cards: 'Critical Incidents', 'Fire Based Evacuation', 'First Aid', 'Workplace Safety', 'Workplace Health', and 'Animals in Schools'. The 'First Aid' card is highlighted with a blue box, and a blue arrow points from it to the 'Learning Items - Policy' wireframe.

LEARNING ITEMS - PERSONAL & PROFESSIONAL LEARNING

This wireframe shows a side navigation menu on the left with categories: 'core learning', 'staying safe in school/workplace', 'safe communities and experiences', 'Policy Groups', and 'Personal Learning'. The main content area is titled 'First Aid' and contains a grid of six 'First Aid' learning items. Each item has a play button icon and a 'Policy' dropdown menu.


LEARNING ITEMS - POLICY (ABILITY TO SIGN OFF COMPLETE)

This wireframe is similar to the previous one but includes a 'Course completed?' checkbox at the bottom right, which is checked. A blue arrow points from this checkbox to the 'Learning Items - Policy' wireframe on the far right.

LEARNING ITEMS - POLICY

This wireframe shows the final state of the 'First Aid' learning item. It includes a side navigation menu on the left with categories: 'core learning', 'staying safe in school/workplace', 'safe communities and experiences', 'Policy Groups', and 'Personal Learning'. The main content area is titled 'First Aid' and contains a grid of six 'First Aid' learning items. Below the grid, there is a 'Course completed?' checkbox which is checked. Below this, there are three quiz questions: 'What is your favourite pizza company?', 'What is your favourite pizza topping?', and 'What is your favourite pizza topping?'. Each question has a 'Please complete questions listed below' prompt and a text input field. A 'Submit' button is located at the bottom right.

Initial concepts



Admin Logout

Core Learning

My Career

Staying Safe in the Workplace

Keeping our Children Safe at School

Keeping the Whole School Community Safe

My Best Self

My Productivity & Workflow

Sports & Co-Curricular Activities

Core Learning List 2

Core Learning List 3

Hi Joe! What would you like to learn today?

Core Learning

My Career

Staying Safe in the Workplace

Keeping Students Safe at School

My Best Self

My Productivity & Workflow

Workplace Personal View

Admin Logout

CompliLearn

CORE LEARNING

PREMIUM SUBSCRIPTION

STAYING SAFE IN THE SCHOOL

KEEPING OUR CHILDREN SAFE AT SCHOOL

ENSURING SAFE CONDITIONS


MY CAREER

MY BEST SELF

MY PRODUCTIVITY & WORKFLOW

SPORTS & NON-CURRICULAR ACTIVITIES


STATE SPECIFIC

learning search 


Words of encouragement to go here

← STAYING SAFE IN SCHOOL: FIRST AID

Workplace learning




First aid video
Tum noximis hos ores octus conderit tum tatilibunū vide confiname fit, sultori ciostrario, fautere et cestuus.




First aid course
Tum noximis hos ores octus conderit tum tatilibunū vide confiname fit, sultori ciostrario, fautere et cestuus.


You may also be interested in viewing...



First aid resource
Tum noximis hos ores octus conderit tum tatilibunū vide confiname fit, sultori ciostrario, fautere et cestuus.




First aid workshop
Tum noximis hos ores octus conderit tum tatilibunū vide confiname fit, sultori ciostrario, fautere et cestuus.




Catalogue

Find PD mapped to AITSL and state/territory standards.




Reporting

Create custom reports by user, course or school.



Platform

Centralise and manage all staff PD, including your own.



History

Access PD history at any time for any school.

Final designs

PROJECT: WEB APP LEARNING COMPLIANCE

CLIENT: COMPLISPACE

Welcome Courtney!

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System Links

- Incident Report
- Staff Learning
- Hazard Report
- Excursion Application
- Directors Update

Communication Links

- Principles Briefing
- Catholic Education...
- NCEC Newsletter
- School Calendar
- Duty Roster

School Quick Links

Responsibilities of the [Board of Directors/School Council] and its Officers

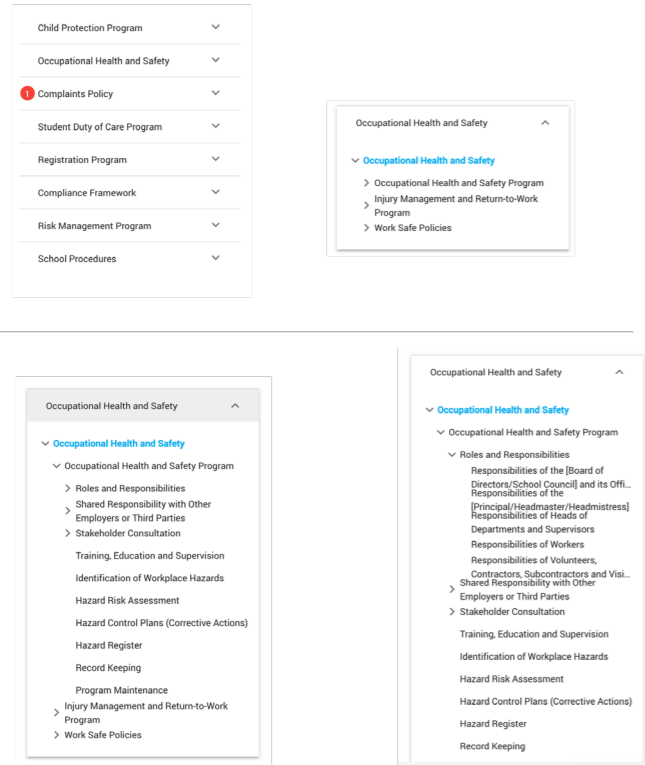
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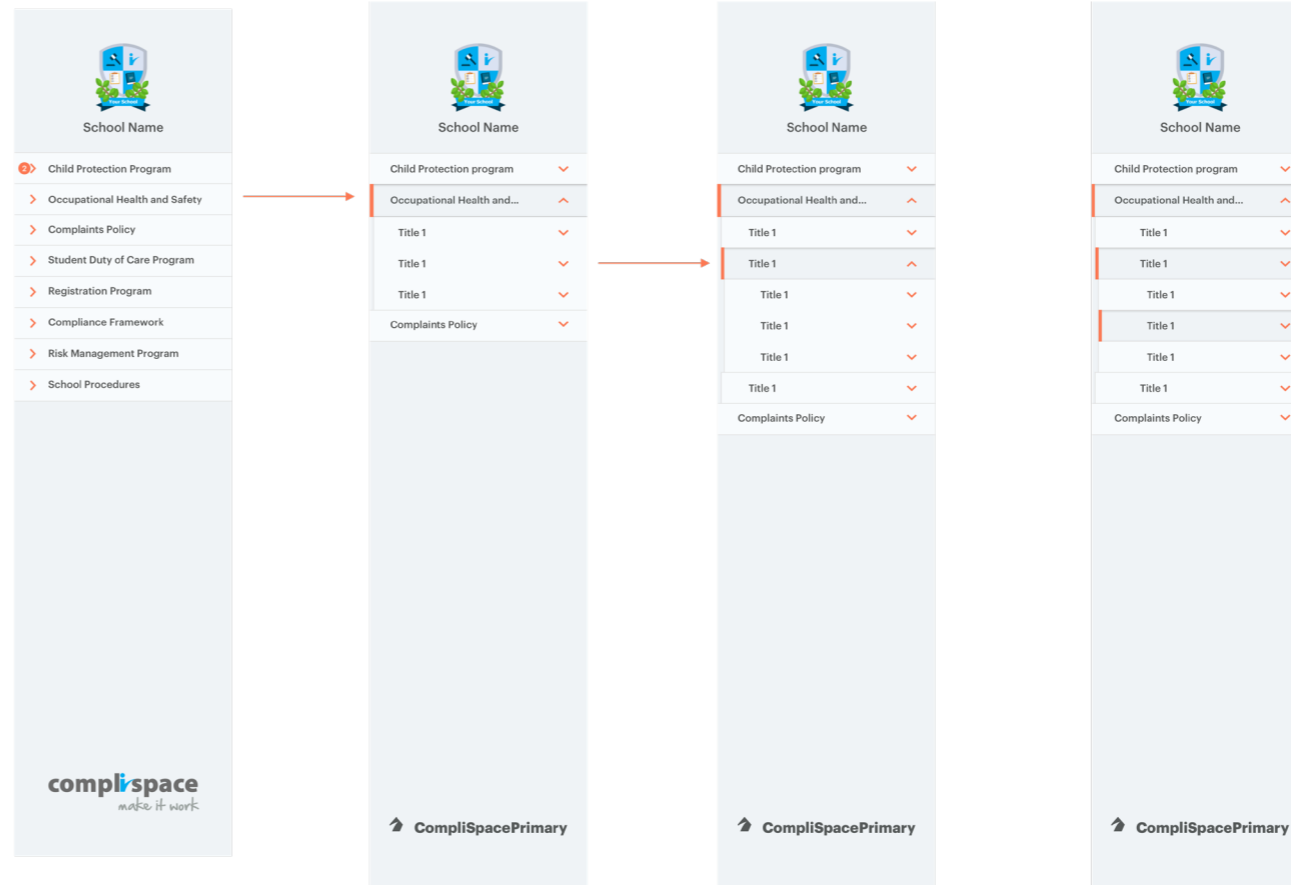
complispace
make it work

Navigation flow exploration

OLD



NEW



Initial concepts

Welcome Courtney!

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System Links

- Incident Report
- Staff Learning
- Hazard Report
- Excursion Application
- Directors Upda

Communication Links

- Principles Briefing
- Catholic Educatio...
- NCEC Newsletter
- School Calendar
- Duty Roster

School Quick Links

- Bus Booking
- Staff Handbook

CompliSpacePrimary

Complispace > Occupational Health and Safety > Sub category > Sub category

Title here

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CompliSpacePrimary

Final designs

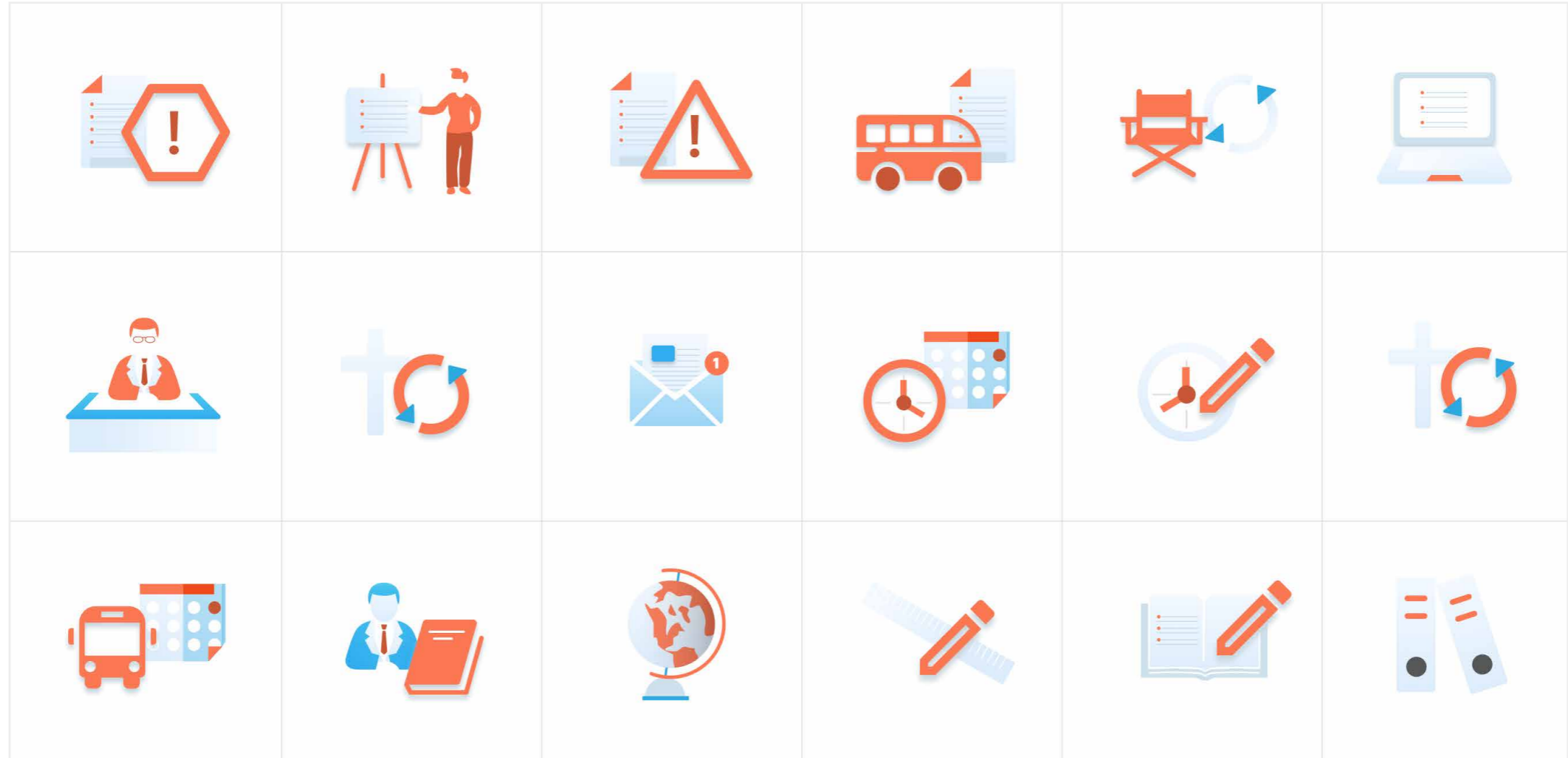
The main dashboard features a top navigation bar with a home icon, a menu icon, a search icon, and a settings icon. Below this is a header section with a school crest and the text "School Name". A left sidebar contains a list of menu items: Child Protection Program, Occupational Health and Safety, Complaints Policy, Student Duty of Care Program, Registration Program, Compliance Framework, Risk Management Program, and School Procedures. The main content area is titled "Welcome Courtney!" and includes a placeholder text block. Below the welcome message are three sections: "System Links" with icons for Incident Report, Staff Learning, Hazard Report, Excursion Application, and Directors Update; "Communication Links" with icons for Principles Briefing, Catholic Education..., NCEC Newsletter, School Calendar, and Duty Roster; and "School Quick Links" with icons for Bus Booking and Staff Handbook. The CompliSpace logo "make it work" is located in the bottom left corner.

The mobile dashboard layout is a vertical stack. It starts with a top navigation bar containing a menu icon, a search icon, and a settings icon. Below this is a header with a school crest and "School Name". The main content area begins with a "Welcome Courtney!" message and a placeholder text block. This is followed by a "System Links" section with five icons: Incident Report, Staff Learning, Hazard Report, Excursion Application, and Directors Update. Next is a "Communication Links" section with five icons: Principles Briefing, Catholic Education..., NCEC Newsletter, School Calendar, and Duty Roster. The dashboard concludes with another "Communication Links" section with five icons: Principles Briefing, Catholic Education..., NCEC Newsletter, School Calendar, and Duty Roster.

This mobile dashboard layout is a vertical stack. It starts with a top navigation bar with a menu icon, a search icon, and a settings icon. Below this is a header with a school crest and "School Name". The main content area features a "Communication Links" section with five icons: Hazard Report, Excursion Application, Directors Update, Principles Briefing, and Catholic Education... This is followed by another "Communication Links" section with five icons: NCEC Newsletter, School Calendar, and Duty Roster. The dashboard ends with a "School Quick Links" section with two icons: Bus booking and Staff Handbook.

The mobile dashboard layout is a vertical stack. It starts with a top navigation bar with a menu icon, a search icon, and a settings icon. Below this is a header with a school crest and "School Name". The main content area is titled "Reading List" and contains a list of menu items: Child Protection Program, Occupational Health and..., Occupational Health and Safety Program, Injury Management and Return-to-work Program (highlighted), Hazard Register, Record Keeping, Work Safe Policies, Complaints Policy, Student Duty of Care Program, Registration Program, Compliance Framework, Risk Management Program, and School Procedures.

Illustrations



PROJECT: SOFTWARE DEVELOPMENT WEBSITE

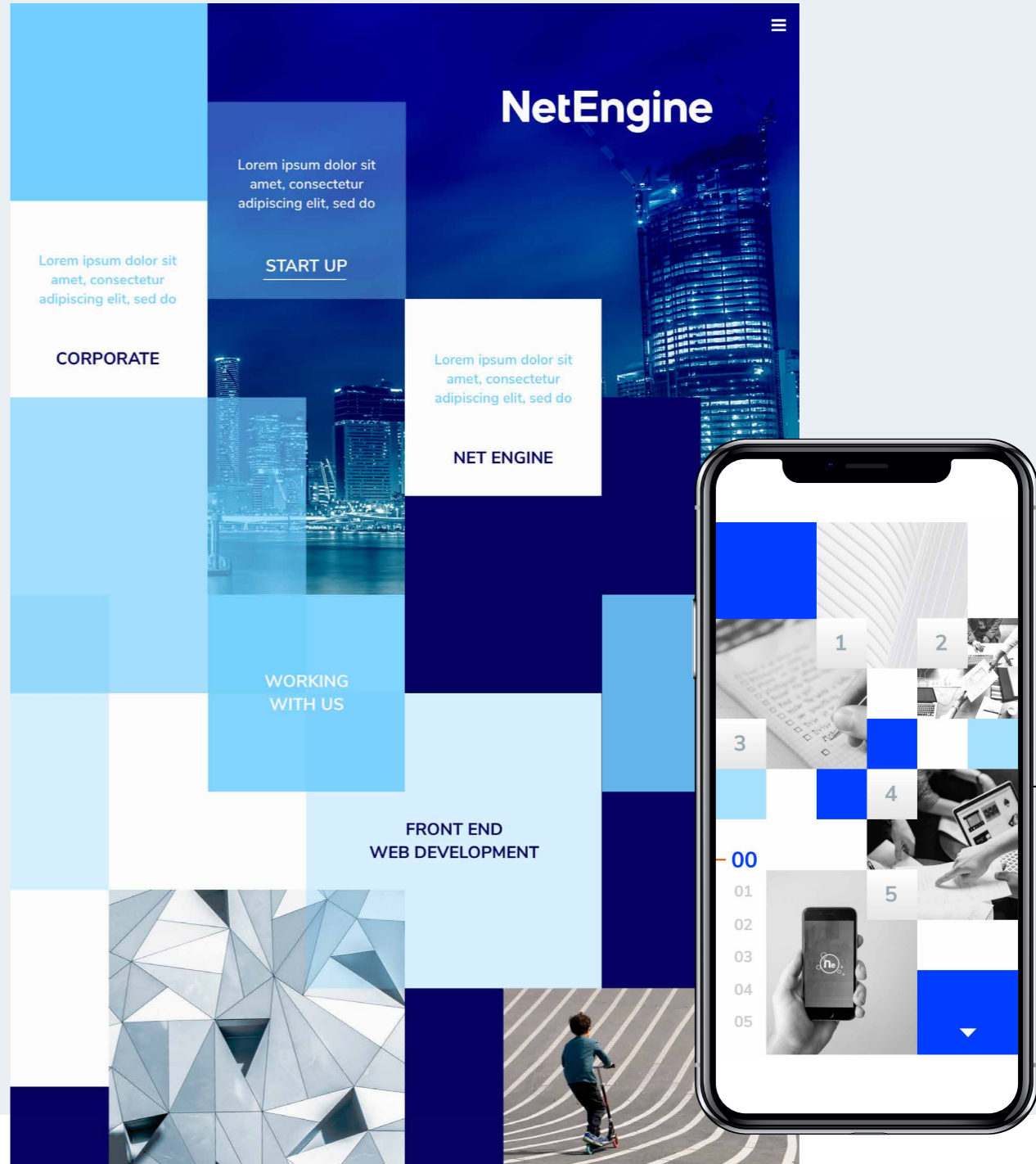
CLIENT: NETENGINE

Project Brief

Project: NetEngine company website.

Redesign the company website of a programming business that works with 2 types of clients: start up and corporate. They had a specific aim that they didn't want to appear as a portfolio website but more to demonstrate the processes used to achieving the end goal. This was achieved through case studies. From the beginning of the process (workshop) right through to the final stage - user testing. This gave potential clients an insight as to the level of attention they would give and also display the work they have created.

My role: Firstly, I got all the requirements from the owner of the project, then created user stories. This was constructed as: 'thoughts' i.e 'How do I contact this company.', 'What can this company do for me' etc. This meant i had to look at different viewpoints dependent on if it was a start up company or a corporate company. I then constructed the flow, created wireframes for every page, low fidelity right through to high fidelity design. It was important to work with the web and mobile screens alongside each other because of some advanced functionality; needing to restructure the complex layout so it worked responsively.



Defining personas

Looking into what certain clients look for on the NetEngine website - the pages they would be interested in:

Type: Prospects

(People looking for a job/work with Netengine)

What pages would this client be interested in?

- Job page
- About the company (who they would be working for in terms of the business and the people)
- Where the company is
- Portfolio of work
- What the company specialise in
- How to contact Netengine

Type: All businesses approaching the website

Ease of contacting the business:

- Telephone, email
- Live chat facility
- Arrange a meeting
- Previous works - portfolio

- Design of the Netengine website (first point impressions to see whether the client wants to work with Netengine)

- To see immediately if its a local company
- Staff expertise who work here - types of staff and their job titles
- Social media links (to see popularity and reviews and discussions)

Type: Start up

(Established company needing an app/ website designed - not familiar with the process)

About this type of client:

- Established business already / established idea (we are the first point of call)
- Slower process as unfamiliar with the design process because they don't value as much - want something built as cheaply as possible (we can sacrifice design).
- Needing clear process
- Not tech savvy

Where this client will specifically go to on the website:

- How to go about starting a project
- Netengine's process
- Who is the business

Example clients:
e.g Padmore city

Type: Corporate

(Established company needing an app/ website designed - familiar with the process)

About this type of client:

- Established business already
- Our process adaptability
- Have existing process and looking for change
- Could have already worked with Netengine
- Could already be familiar with app/web design
- Marketing managers, PA's and technical people

Where this client will specifically go to on the website:

- Solutions to problems
- Arrange meeting easily
- How the company holds meetings / collaboration
- Who we have partnered with

Example clients:
e.g Healthwise

Type: Internal staff

(Hidden part of the website used for staff)

About this type of client:

- Need to access news and information

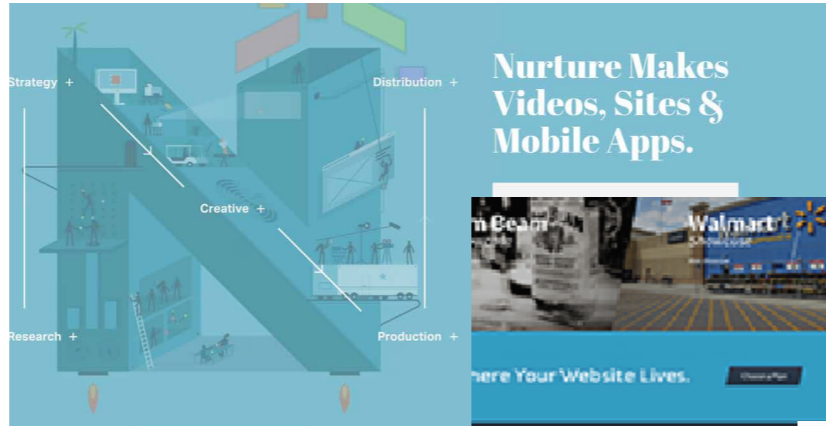
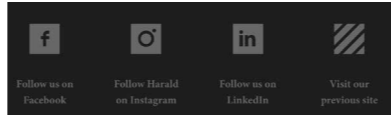
Where this client will specifically go to on the website:

- News and info
- Staff updates
- Projects
- Roadblocks and problems
- Discussion
- Official documentation
- Processes involved with new staff - business operation. e.g. how to set up a sprint
- How to apply for annual leave

Divisions (for the processes to be divided into different divisions)

- Design
- Front end dev
- back end dev
- Project managers - different processes involved

Visual research



DISCOVER WHY

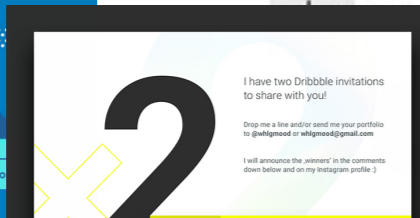
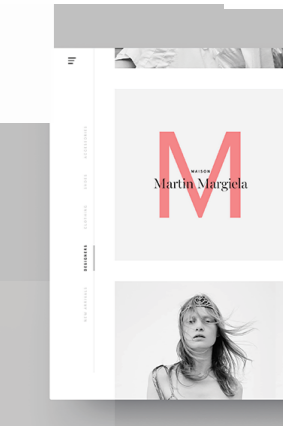
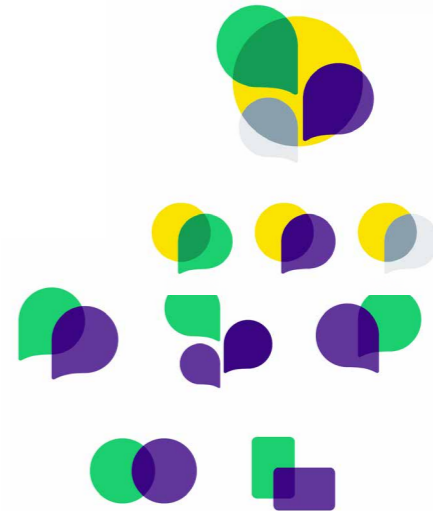
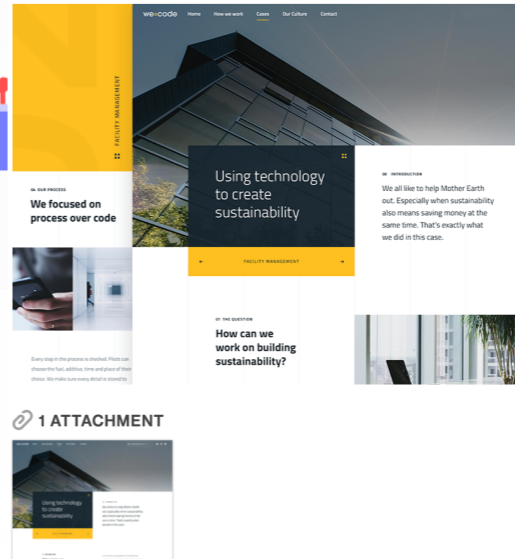
Design changes everything



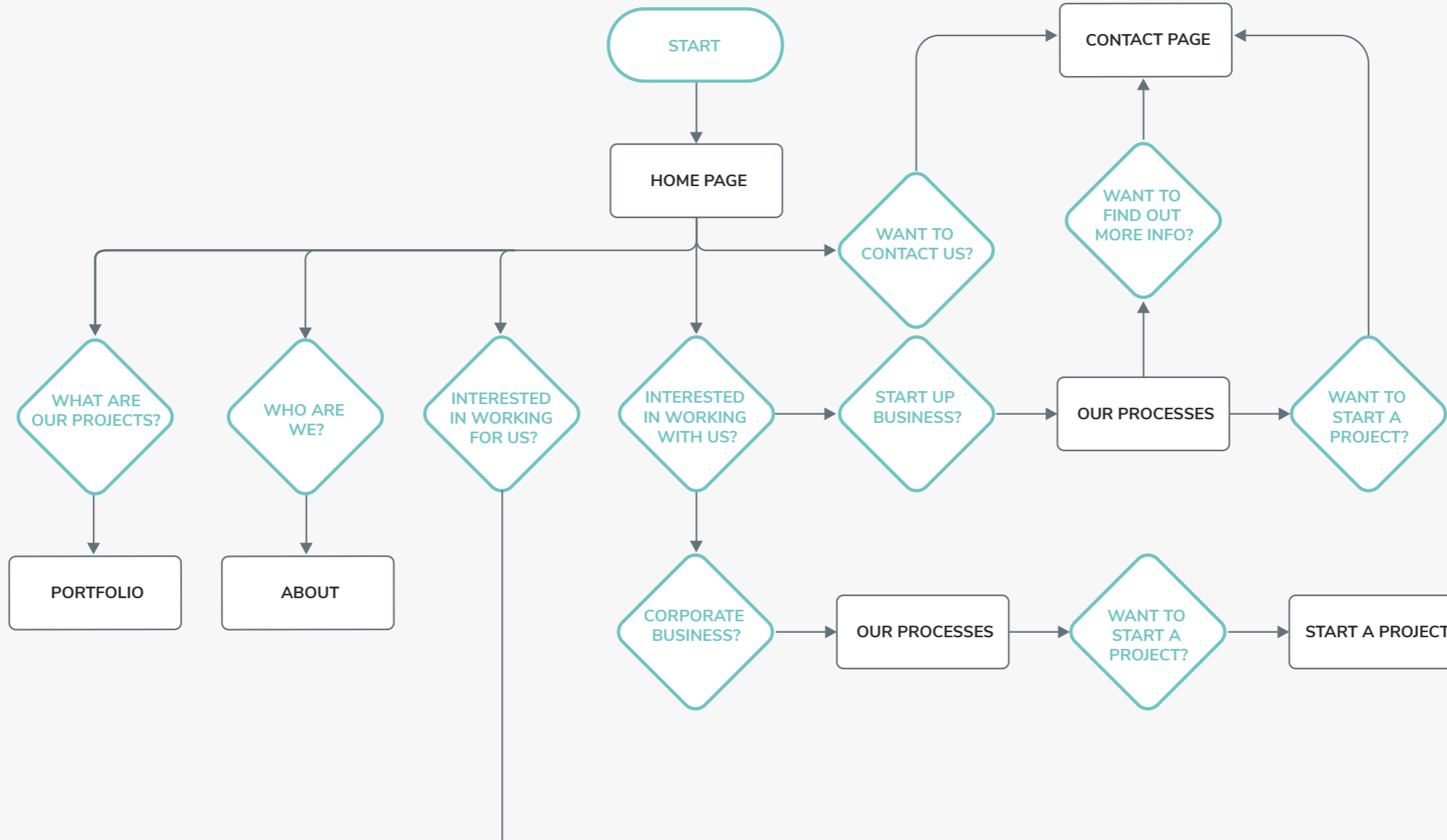
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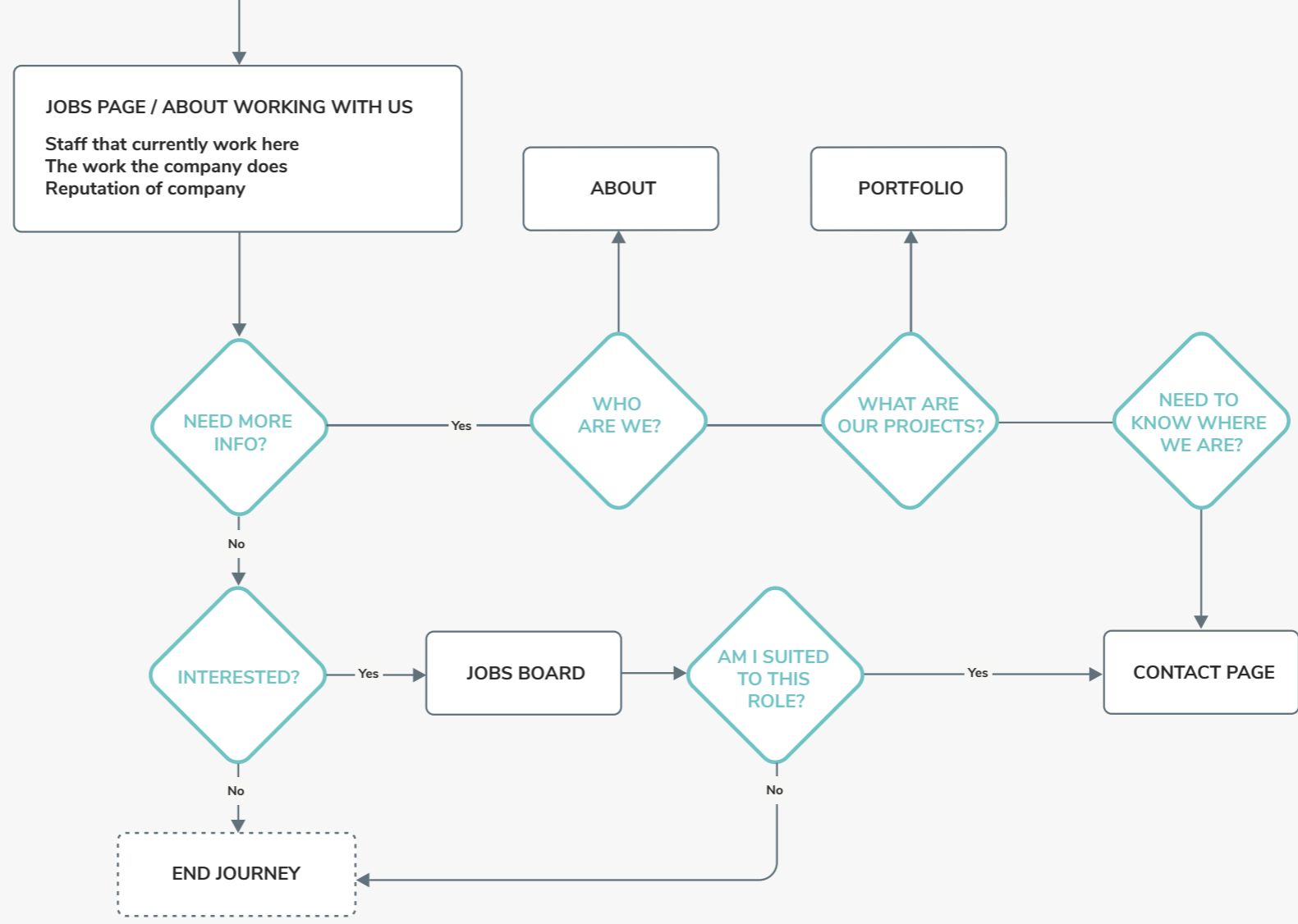
driving growth for pre
luxury & lifestyle brands

Never
again.

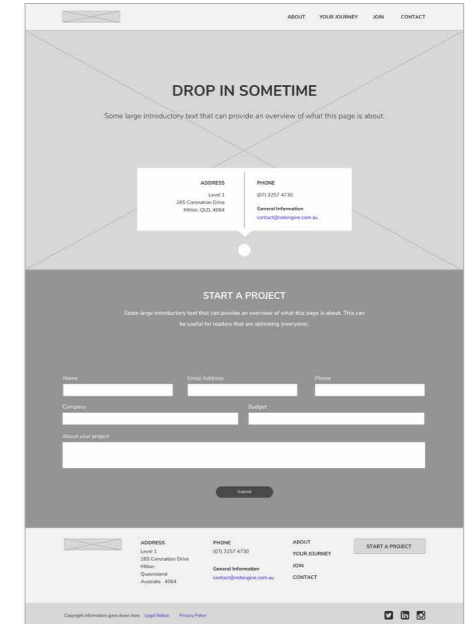
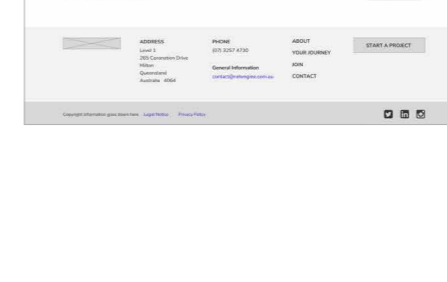
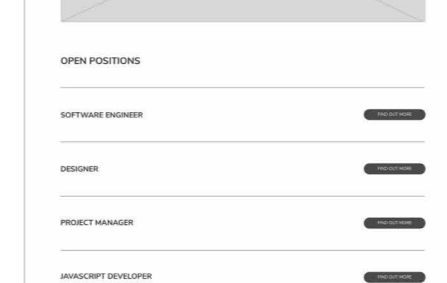
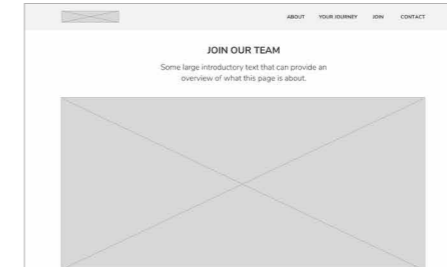
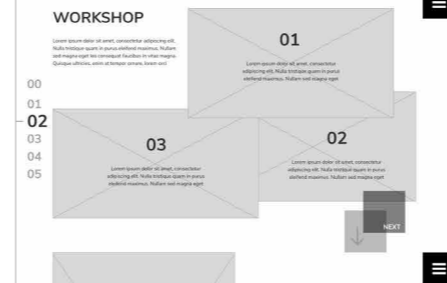
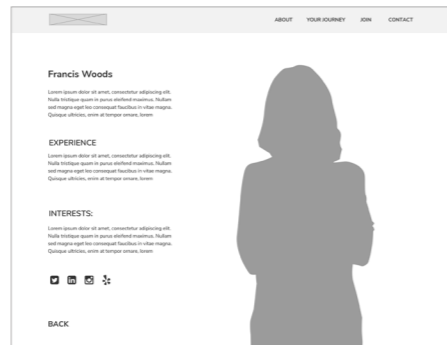
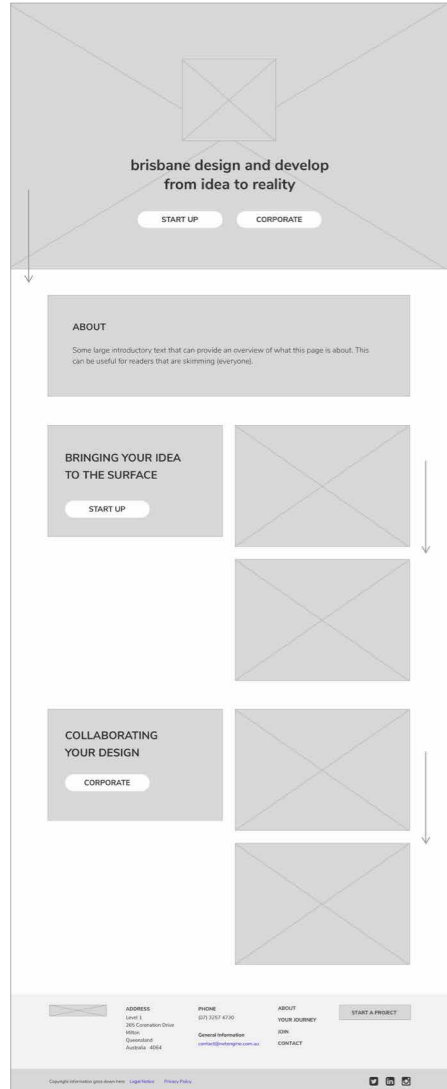


User task flows



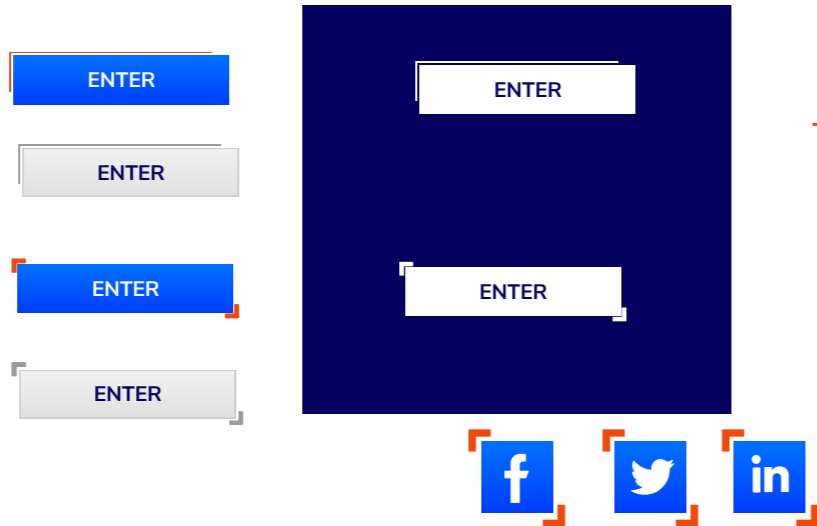


Wireframes



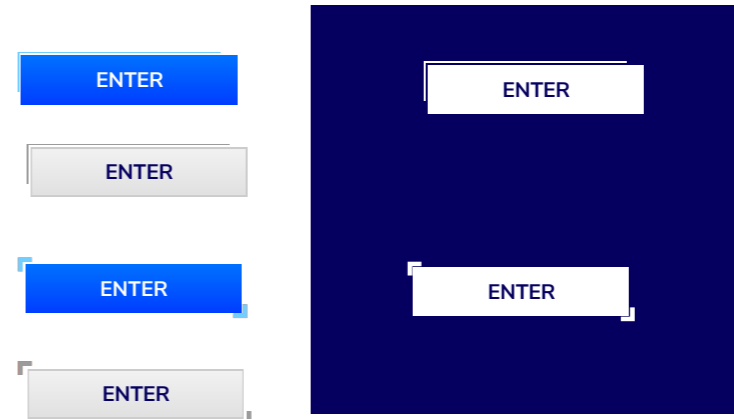
Ideas for components

START-UP



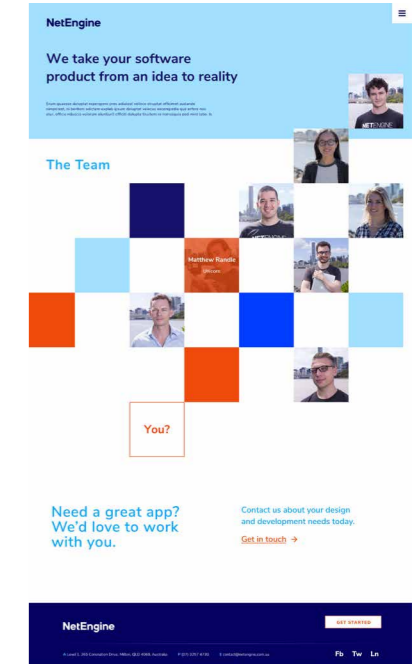
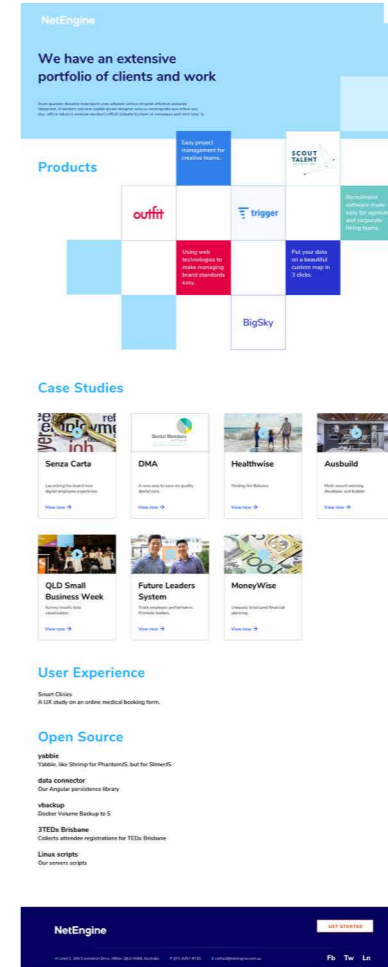
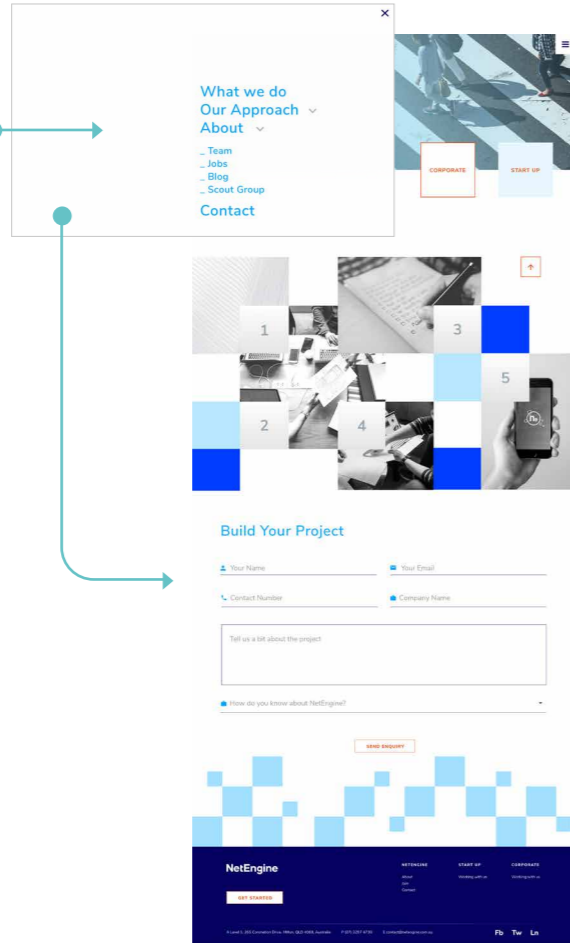
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CORPORATE



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Final design



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