



RESHMA SHIRIN A
2023-2024

introducing **ABOUT ME**

As a Master's graduate in Interaction and Experience Design from the University of Limerick, Ireland, and a graduate of Strate School of Design in Bangalore, India, I bring a fresh perspective and a strong foundation in user-centric design principles and immersive technologies. My academic journey is further supported by a certification as a Certified Usability Analyst from HFI and an advanced certification from MIT University India. These credentials underpin my expertise and commitment to the field of design.

My hands-on experience includes internships with industry leaders such as DAIMLER AG and Metaverse Technologies, where I honed my skills in interaction design, speculative VR and AR projects, and 3D design. These experiences have equipped me with a robust understanding of UX design principles and methodologies, including user research, persona creation, and user journey mapping. My passion lies in leveraging the latest advancements in virtual and augmented reality to craft engaging and seamless user experiences.

In addition to design, I love capturing the world through photography and videography, blending my creativity into visual storytelling. Traveling fuels my inspiration, allowing me to explore diverse cultures, which enriches my design perspectives.

I am actively seeking opportunities as an Interaction Designer or UX/UI Designer, where I can apply my skills and knowledge to contribute to innovative projects and drive exceptional user experiences. Let's connect and explore how we can collaborate to push the boundaries of design and technology.



project **PORTFOLIO**

01

VR for Migraine

VR tool designed to help manage migraine symptoms.

02

Designer's Ambient Light Assistant

A smart lighting solution for creative workspaces.

03

Water Tourism in 2032

A speculative design project forecasting the future of water tourism.

04

Embrace the Flaws

It celebrates the aesthetics of flaws

EXPLORING VIRTUAL REALITY FOR RELAXATION DURING MIGRAINE EPISODES

Duration - 3 months







INTRODUCTION

Migraines are debilitating neurological conditions that extend beyond just physical pain, affecting emotional well-being, productivity, and social interactions. Traditional treatments often fall short in providing comprehensive relief and may lead to unwanted side effects. This project explores the use of Virtual Reality (VR) technology as a non-pharmacological approach to promote relaxation during migraine episodes. By creating personalized, immersive environments, VR offers a novel way to address migraine symptoms, going beyond traditional treatments and focusing on symptom management. The primary goal of this research is to design and develop VR experiences that cater to the unique needs of migraine sufferers, helping them manage their condition more effectively and improve their quality of life.

How can Virtual Reality (VR) technology be utilized to enhance relaxation and manage migraine symptoms? This question aims to explore the potential of VR as a tool for providing relief during migraine episodes by creating immersive, calming environments that can be customized to individual needs.

MOTIVATION FOR THIS PROJECT

The motivation for this project stems from the limitations of traditional migraine treatments, which often provide only partial relief and come with potential side effects. Virtual Reality (VR) technology presents an innovative and immersive solution, offering a customizable approach to managing migraine episodes. By leveraging VR, this project aims to create tailored experiences that allow patients to manage their migraines in a controlled environment, enhancing their ability to cope with the condition. This initiative aligns with the broader goal of using advanced technologies to tackle real-world health challenges. By pushing the boundaries of VR in digital health, the project seeks to offer an alternative to traditional migraine treatments, focusing on improving the quality of life for sufferers by promoting relaxation and overall well-being during migraine episodes.



OBJECTIVES

- **Create Tailored VR Environments:** Design immersive spaces with customizable features that respond to individual migraine triggers.
- **User Feedback and Testing:** Involve real migraine sufferers in testing the effectiveness and comfort of the VR environments.
- **Advance Digital Health:** Contribute to the emerging field of VR in healthcare, particularly in pain management.

PROJECT GOALS

- **Design and Develop Customizable VR Environments:** To create calming, personalized VR spaces for migraine sufferers.
- **Assess the Impact of VR on Relaxation and Symptom Management:** Through user feedback and testing.
- **Provide a Non-Pharmacological, User-Centered Alternative to Migraine Treatment:** To reduce reliance on medications and offer more accessible relief.



LITERATURE REVIEW

- 01 UNDERSTANDING MIGRAINES
- 02 EXISTING TREATMENTS AND THEIR LIMITATIONS
- 03 VIRTUAL REALITY (VR) TECHNOLOGY IN HEALTHCARE
- 04 PREVIOUS STUDIES ON VR FOR PAIN MANAGEMENT
- 05 BIOFEEDBACK SYSTEM

METHODOLOGY

Mixed-Methods Approach: Combined qualitative and quantitative research to understand user preferences and VR's effectiveness in managing migraines.

Survey

Interview

Thematic Analysis

Concept
development

User testing

METHODOLOGY

SURVEY

Gathered quantitative data from 30 migraine sufferers on their triggers and current management strategies.

INTERVIEW

Conducted semi-structured interviews to gain deeper insights into user expectations and experiences with VR.

THEMATIC ANALYSIS OF INTERVIEWS

- 01

Environmental Triggers

Participants expressed sensitivity to light and sound as major migraine triggers.
- 02

Coping Mechanisms

Participants used various strategies like medication, relaxation techniques, and environmental controls.
- 03

Impact on Daily Life

Migraines severely impacted participants' professional and social lives.
- 04

VR Expectations

The need for a low-stimulation, customizable VR experience was consistently highlighted.

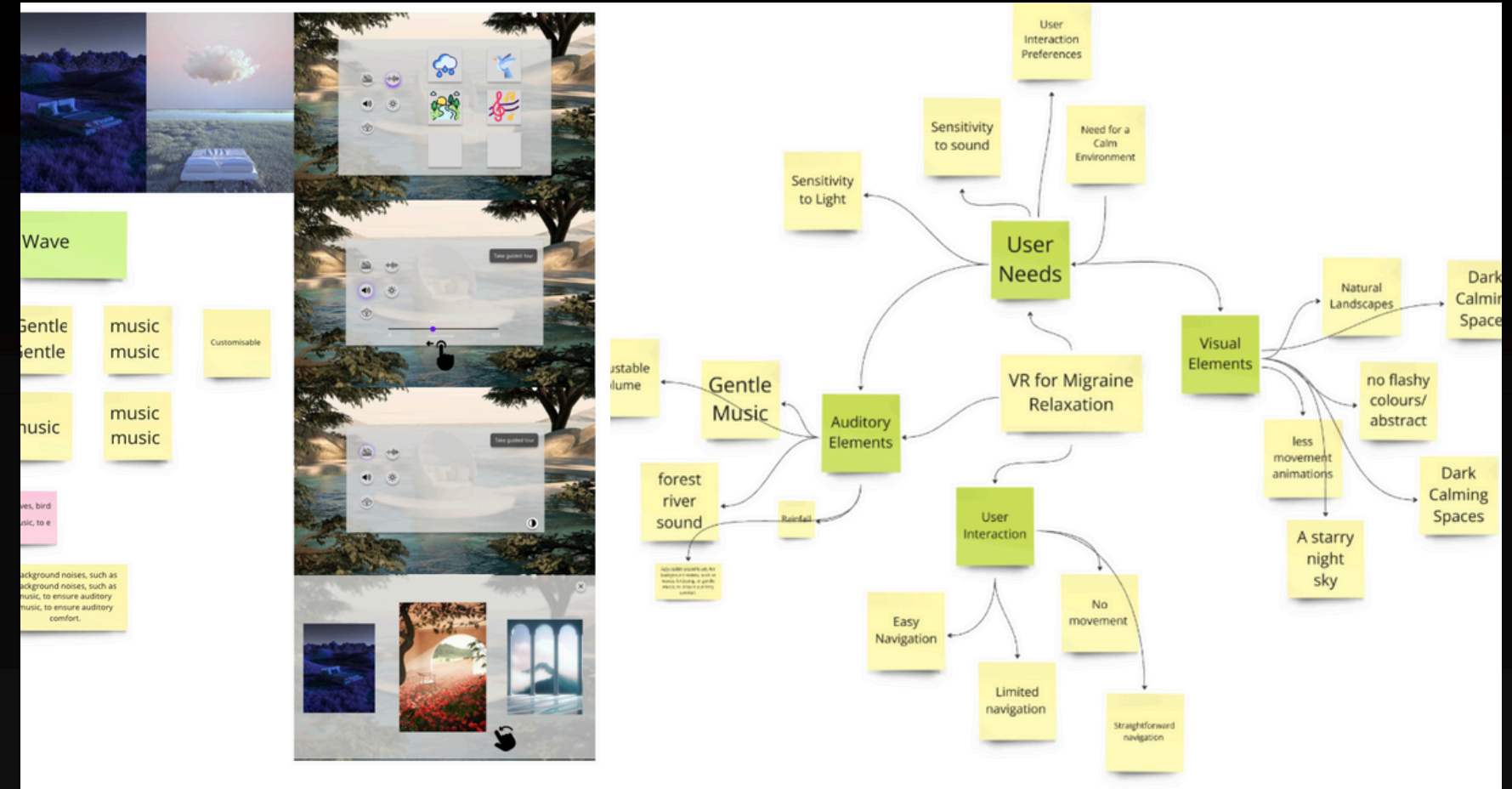


USER GROUP

This study focused on individuals aged 18 to 65 who experience migraines, ensuring a diverse participant group with varying levels of familiarity with VR technology. Participants who are open to non-pharmacological treatments like VR. In total, 5 participants were involved in the user testing and interview phases, while 30 participants completed a broader survey to provide quantitative data. The study excluded individuals with severe motion sickness or discomfort with digital technology, ensuring that the results focused on the VR solution's effectiveness in managing migraines.

CONCEPT DEVELOPMENT

- Central Theme: Organized around the key concept, "VR for Migraine Relaxation," to brainstorm ideas.
- User Needs: Focused on addressing migraine triggers like light and sound sensitivity, emphasizing the need for calm environments.
- Soothing Elements: Explored visual and auditory elements such as natural landscapes, dark spaces, and gentle music for relaxation.
- Idea Organization: Clarified connections between design ideas, prioritized features, and tackled potential challenges.
- Foundation for Prototyping: Provided a solid basis for developing and refining the VR prototype, ensuring the solution remained user-centered.



DESIGN CONSIDERATION AND KEY FEATURES

This VR project focused heavily on user comfort and customization. Each feature was designed to provide users with control over their environment to minimize migraine triggers.

Key Features:

- **Tone Adjustment:** Allows users to customize the color tones in the VR environment to their preference, helping reduce light sensitivity.
- Users can swipe left for cooler tones or right for warmer tones, depending on their comfort level during a migraine episode.
- **Customizable Soundscapes:** Includes options such as forest sounds, gentle music, or complete silence.
- The sound settings include a volume slider, enabling users to adjust auditory elements based on their sensitivity.
- **Environment Switching:** Users can select from a range of calming environments such as a dark room, serene garden, or starry night. A timer ensures users are not overstimulated, switching the environment after a set period.

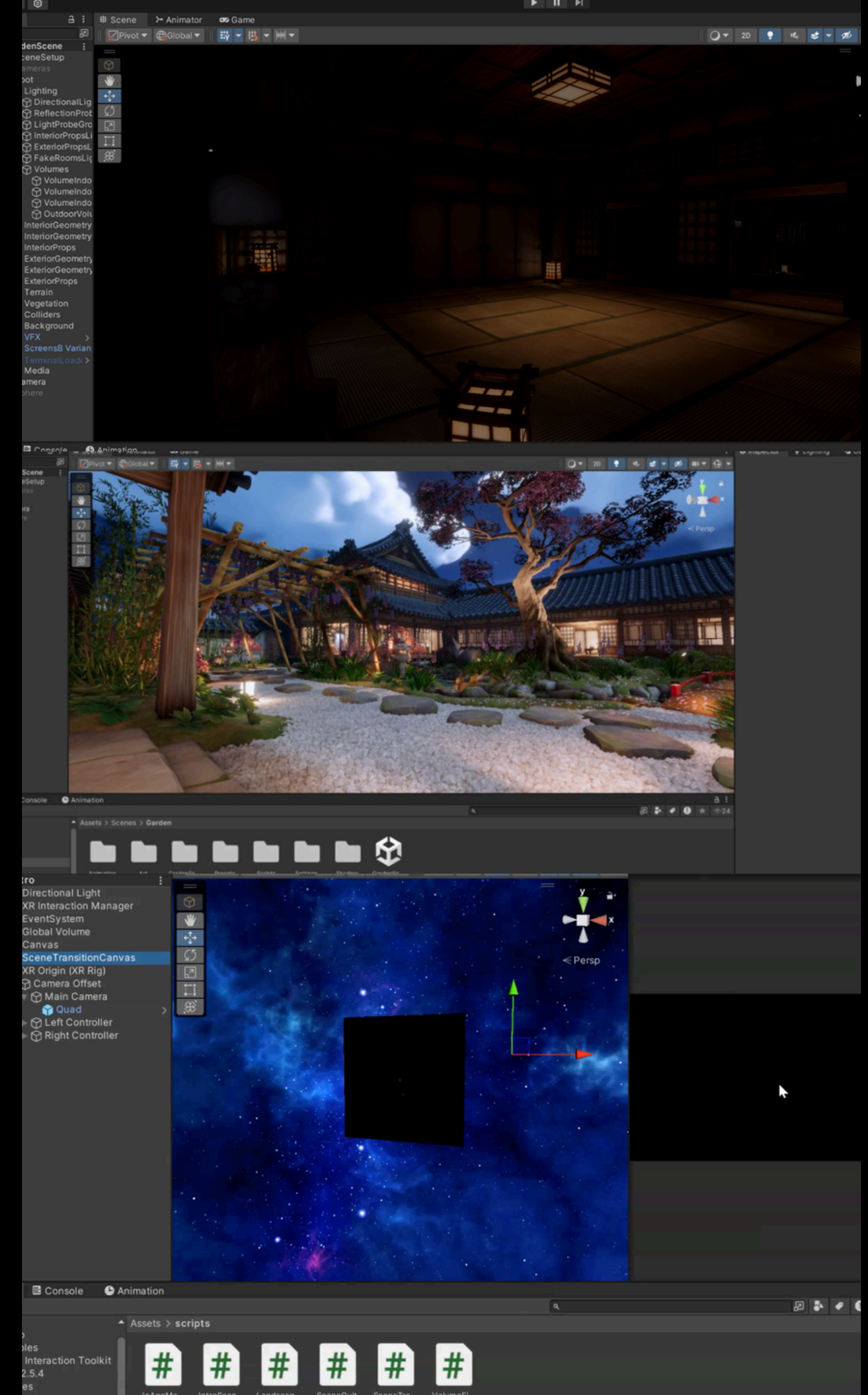


PROTOTYPE DEVELOPMENT

The VR environments were developed using Unity with special attention to user interaction and ease of use. XR Interaction Toolkit was integrated to support immersive user experiences.

Key Technical Details:

- **3D Environment Creation:** Spaces such as a serene garden or forest were designed with attention to lighting, shading, and spatial arrangement, ensuring the environments are soothing and non-triggering.
- **User Interface Design:** Designed in Figma, the UI is simple and intuitive, featuring large, easily recognizable icons for adjusting light, sound, and environment selection.



USER TESTING AND FEEDBACK

User Testing Feedback:

- **Comfort Issues:** Users found the VR headset uncomfortable during long sessions, indicating the need for a lighter, ergonomic design.
- **Feature Improvements:** Suggestions included guided navigation for first-time users and a broader range of environments and soundscapes.

The feedback from user testing suggests that VR has significant potential as a non-pharmacological tool for managing migraines. Key findings include:

- **Customization Features Valued:** Users highly appreciated the ability to tailor the experience to their individual needs, particularly in adjusting light and sound settings.
- **Positive Impact on Migraine Symptoms:** Users reported a noticeable reduction in stress and discomfort when using the VR system.
- **Comfort and Usability:** While the system was generally well-received, improvements are needed in headset design and user onboarding.





FUTURE DIRECTIONS

01

Guided Avatar or Tutorial: Introducing a guided avatar or tutorial for first-time users was suggested to help users, especially those less familiar with VR, navigate the system more effectively. This would make the VR experience more accessible and user-friendly.

02

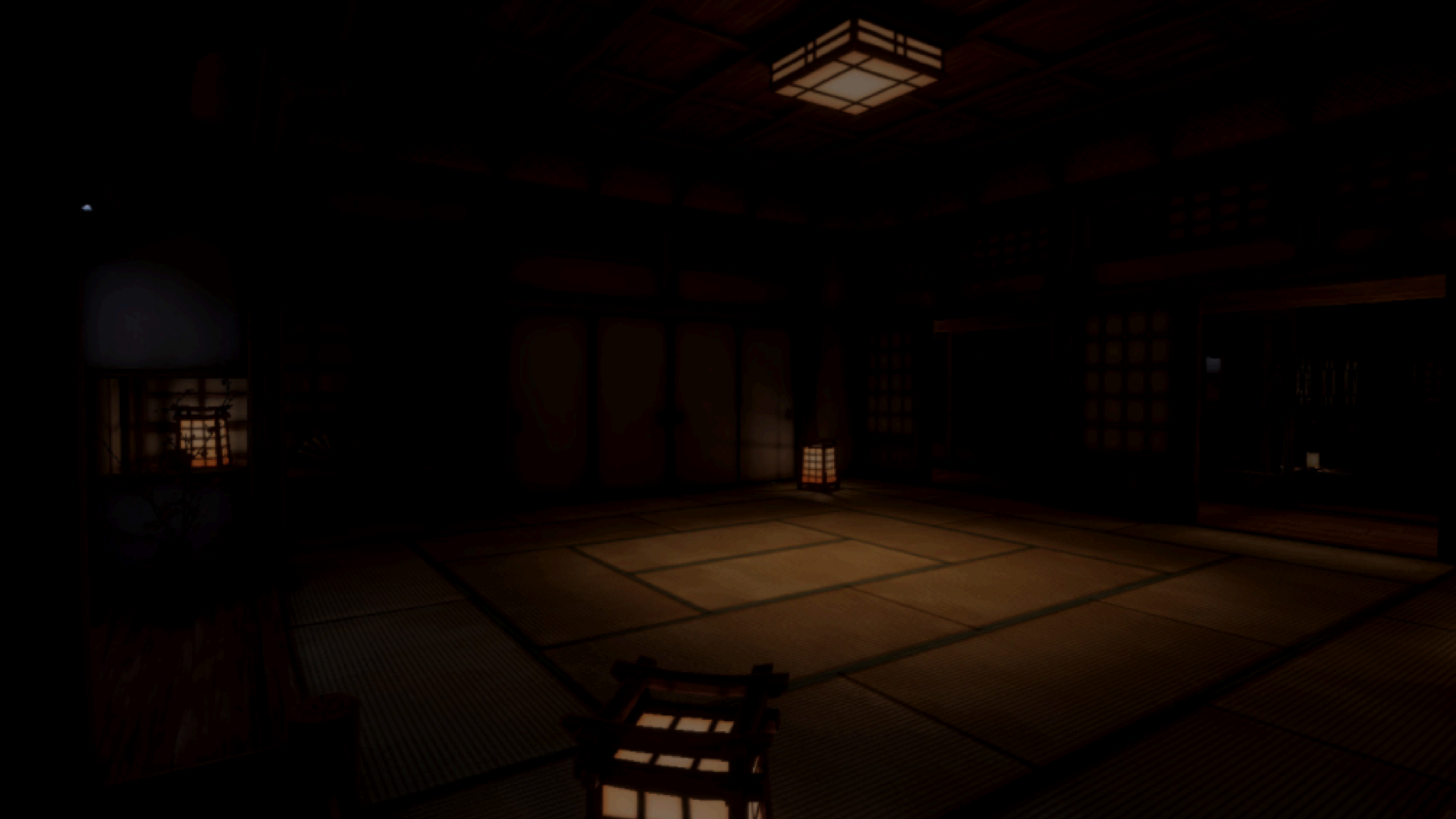
Expanded Environment and Soundscape Options: Participants expressed a desire for a broader range of environments and soundscapes, emphasizing the importance of personalization. Future iterations should focus on providing more options to enhance user satisfaction and effectiveness in managing migraine symptoms.

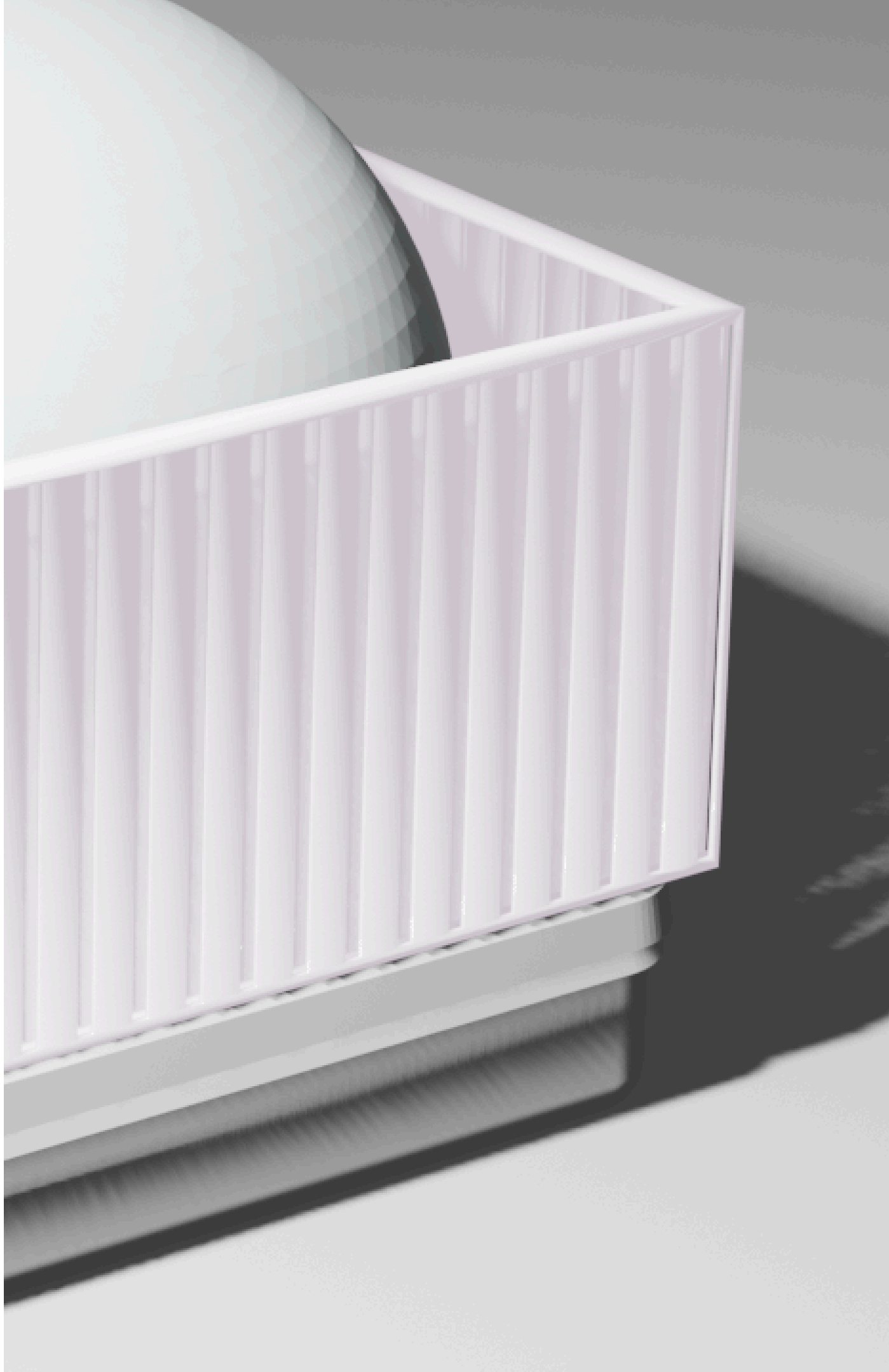
03

Need for Ongoing Research and Iterative Design: The feedback highlighted the importance of continuous refinement of the VR solution. Future research should explore how these suggested features impact user satisfaction and overall effectiveness.

04

Future Research and Biofeedback Integration: The study recommended exploring the long-term effectiveness of VR in migraine relief. Due to time constraints, biofeedback integration was not explored in this study, but future research should include this feature to further enhance the VR experience and its therapeutic benefits.





3D MODELLING AND DIGITAL FABRICATION PROJECT

DESIGNER'S AMBIENT LIGHT ASSISTANT

The Designer's Ambient Light Assistant is a smart workspace lighting solution designed to enhance productivity and comfort for creative professionals. It combines state-of-the-art RGB LED technology, interactive controls, and a minimalist design to create personalized lighting environments that adapt to different tasks.



OBJECTIVES

To revolutionize creative workspaces by providing an intelligent, adaptive lighting system that improves productivity, reduces eye strain, and fosters an inspiring environment.

- Addressing challenges such as eye strain, poor lighting conditions, and decreased productivity.
- Enhancing user comfort and focus by tailoring the lighting experience to the individual's specific needs.



KEY DESIGN ELEMENTS

Ergonomics

- Intuitive controls positioned within easy reach for quick adjustments.
- Adjustable arm for directing light precisely where needed without repositioning the entire unit.

Aesthetics

- Minimalist design with clean lines, brushed aluminum, and frosted acrylic components.
- Seamless integration into creative workspaces with customizable color schemes.

Sustainability

- Energy-efficient LEDs using 75% less energy and lasting 25 times longer than traditional bulbs.
- Recyclable materials to minimize environmental impact.



RESEARCH OVERVIEW

Impact on Productivity and Creativity

- Studies show that optimized lighting enhances focus and reduces fatigue.
- The Ambient Light Assistant provides customizable settings for different tasks and times of day.

Health Benefits

- Eye strain reduction through adaptive brightness and color temperature settings.

Market Trends

- Growing demand for smart lighting in professional workspaces.
- Health-conscious design trends in modern workplaces.



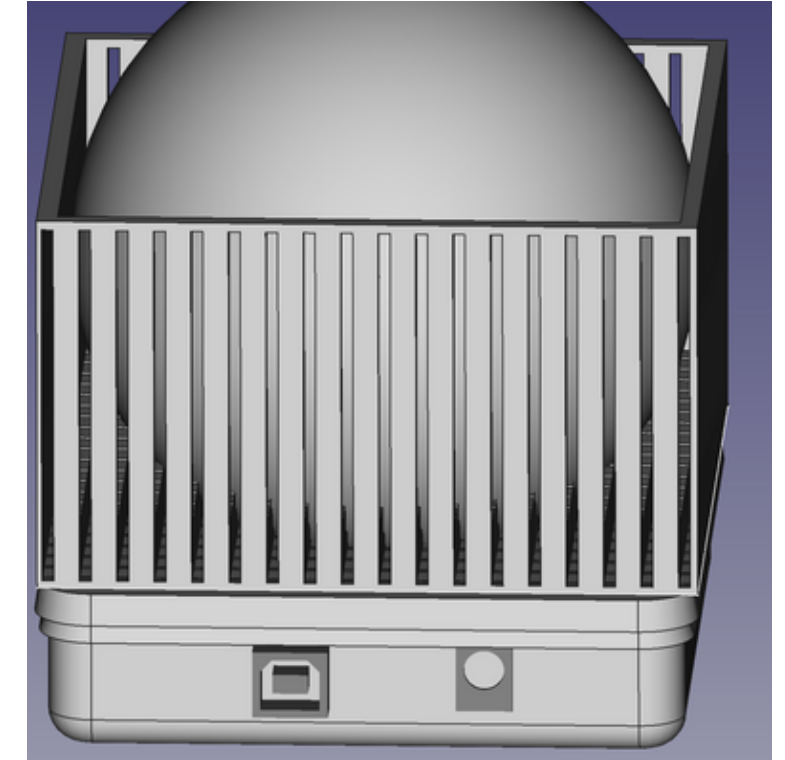
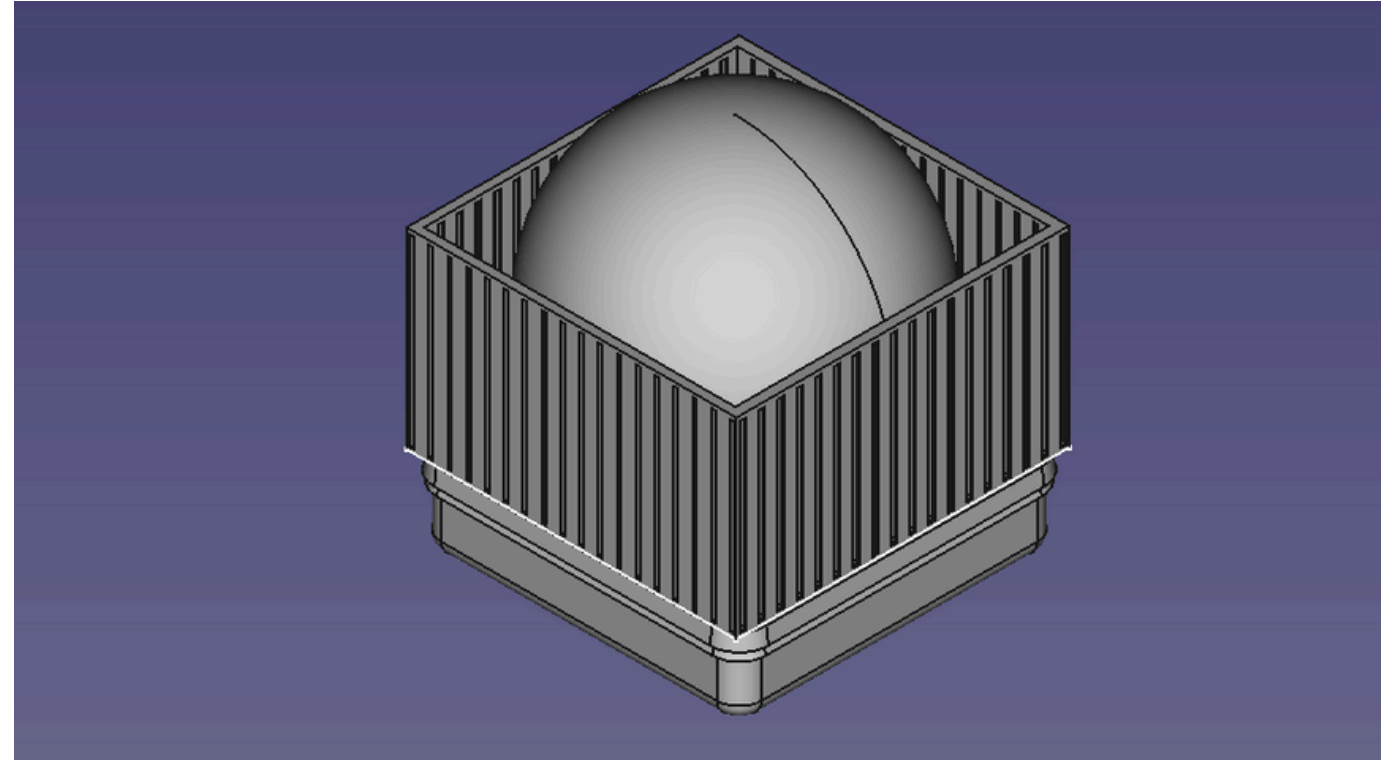
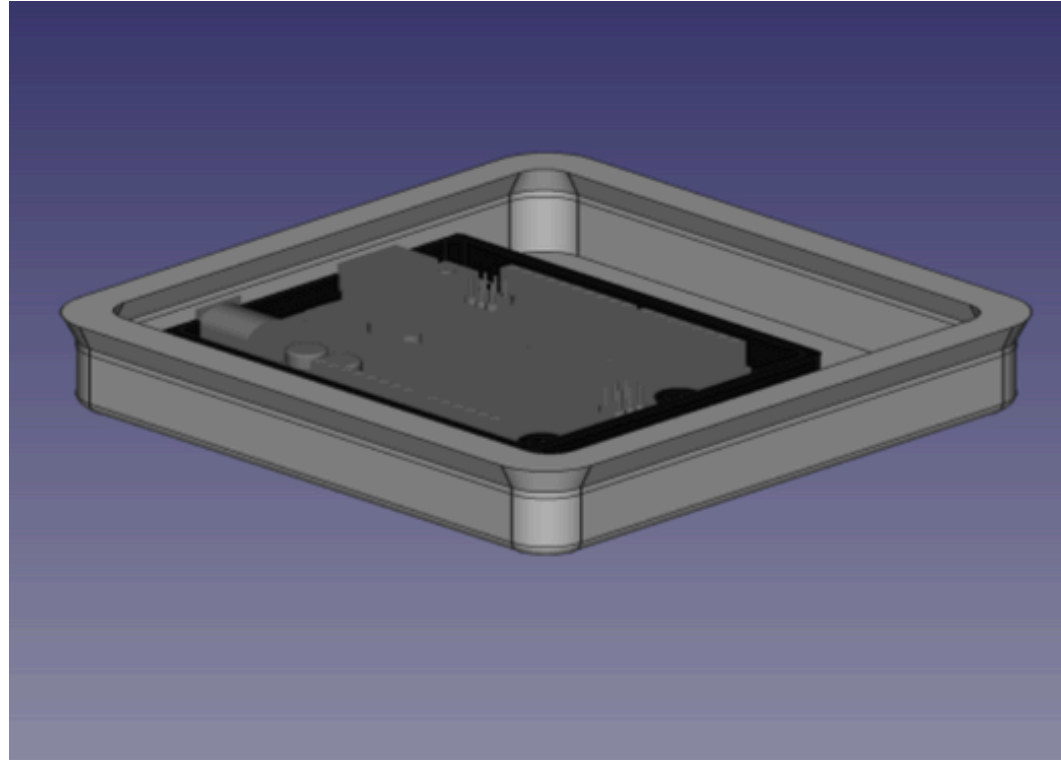
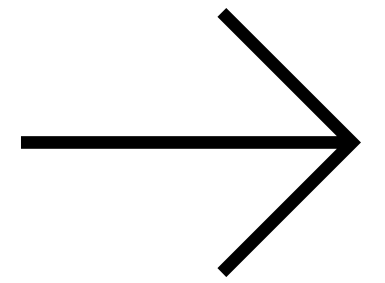
Impact on Productivity

Material Selection

Processing

Finishing

3D MODELLING



1. Basic Shapes and Extrusion:

- The enclosure's base and top were first sketched on the XY plane using FreeCAD's sketching tools. The outlines were meticulously defined to ensure accuracy in dimensions. These sketches were then extruded to form the primary 3D components of the enclosure, giving the device its initial shape and volume.

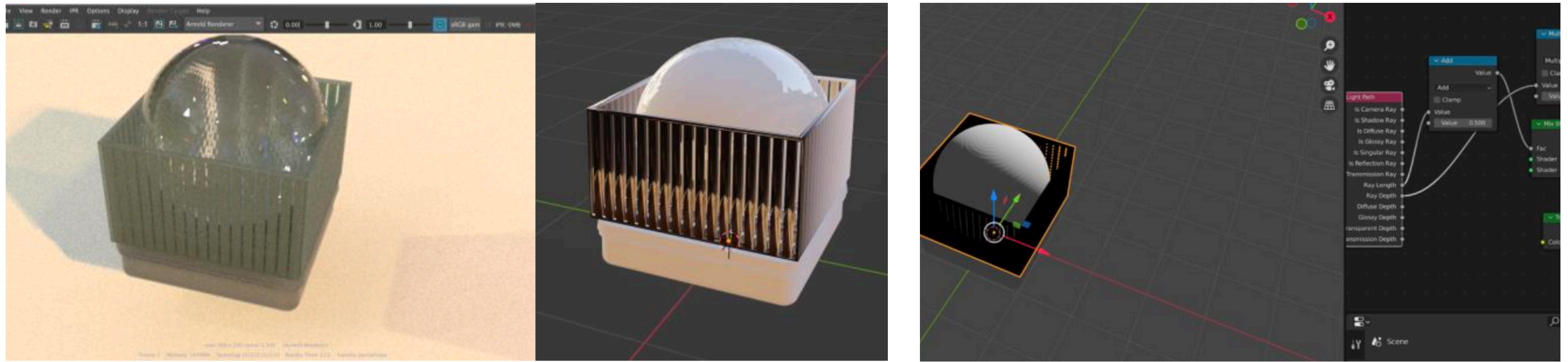
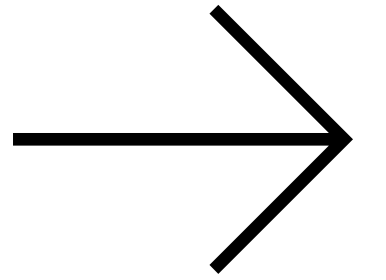
2. Fillets for Ergonomic Handling:

- To enhance user comfort and ensure ergonomic handling, fillets were applied to the edges of both the base and the top of the enclosure. This technique not only smooths sharp edges but also adds a refined touch, making the device more comfortable to interact with during adjustments or repositioning.

3. Taper Angles for Sleek Aesthetics:

- To give the enclosure a more modern and stylish look, taper angles were incorporated into certain areas of the design. For instance, pockets and cutouts in the enclosure were created with a 15-degree taper, which visually enhances the sleek, minimalist aesthetic of the device. The taper angles also contribute to the functional elegance of the design, aligning with the product's overall modern visual language.

RENDERING



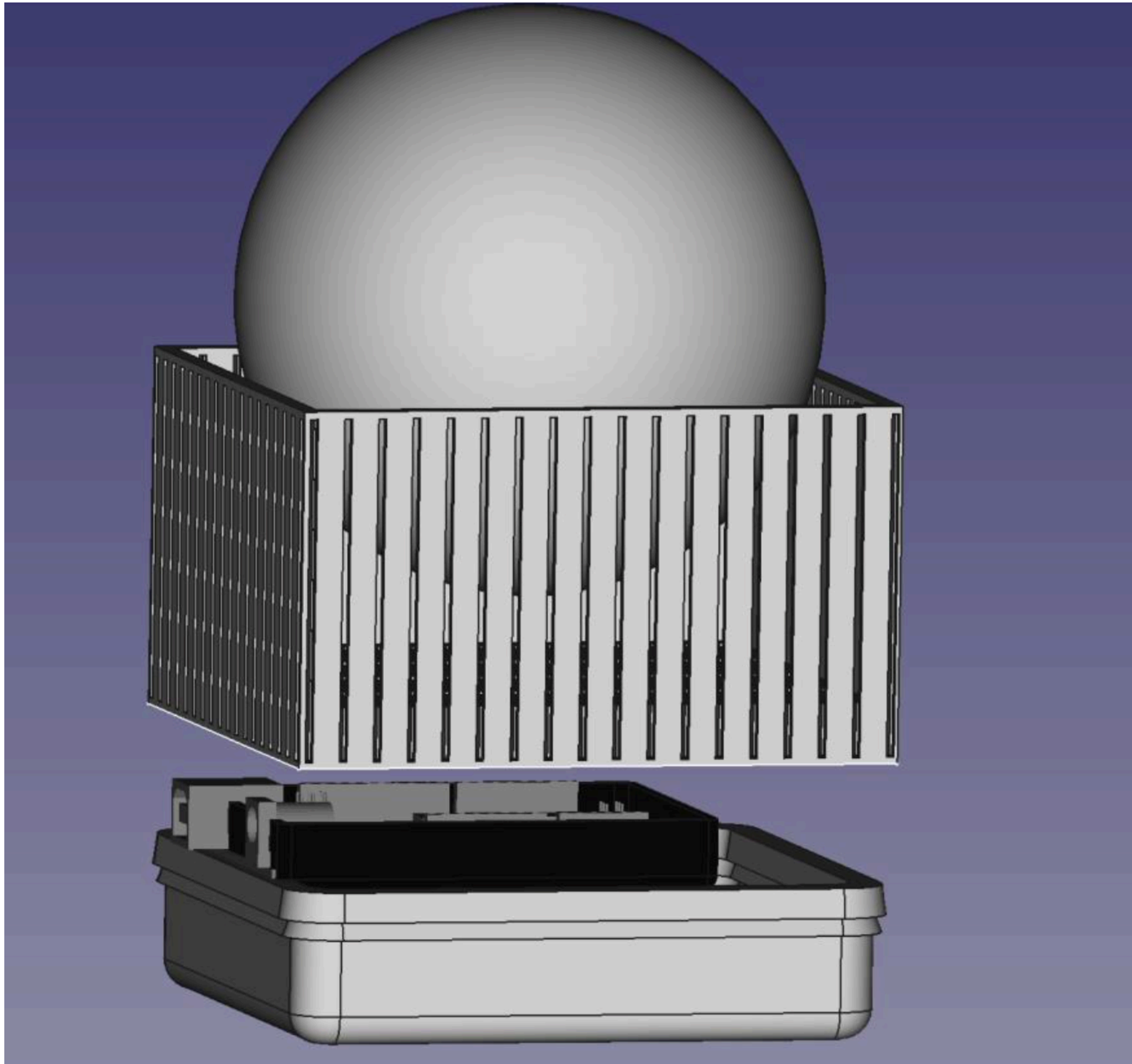
Autodesk Maya

- Material application to the frosted glass sphere for soft light diffusion.
- Scene setup simulating realistic lighting conditions.

Blender

- Detailed light emission adjustments using BSDF shaders for realistic ambient effects.
- Final light diffusion rendering.

HOW IT WORKS



Tap-to-Change Color Functionality

At the core of the Ambient Light Assistant is the intuitive tap-to-change color feature, which allows users to adjust the lighting with a simple touch. By tapping on the luminous sphere, users can cycle through a range of colors and lighting modes, customizing the ambiance of their workspace to match their mood or the task at hand. This user-friendly interaction provides quick and effortless control, enhancing both the functionality and the overall experience of the product.

RGB LED Integration with Arduino Microcontroller

The device incorporates RGB LEDs controlled by an Arduino microcontroller, which is programmed to handle multiple lighting modes and color variations. When a tap is detected by embedded sensors, the input is processed by the Arduino, triggering an immediate response in the form of a color change or brightness adjustment. The integration of the microcontroller ensures a seamless and smooth transition between different lighting modes, making the device highly responsive to user interactions.

Customizable Settings

Beyond the interactive tap-to-change feature, users can also access customizable settings for brightness, color temperature, and lighting effects. These settings allow for even greater personalization, enabling users to fine-tune the lighting to suit their specific needs—whether they require bright, cool light for focused tasks or warmer, softer light for a more relaxed atmosphere. These adjustments can be made through a simple interface, offering full control over the workspace environment.

IMPACT AND CONCLUSION

Impact on Users

- Enhanced focus and creativity through tailored lighting environments.
- Reduction in eye strain and improved comfort in long working hours.
- Contribution to sustainability with energy-efficient components and recyclable materials.

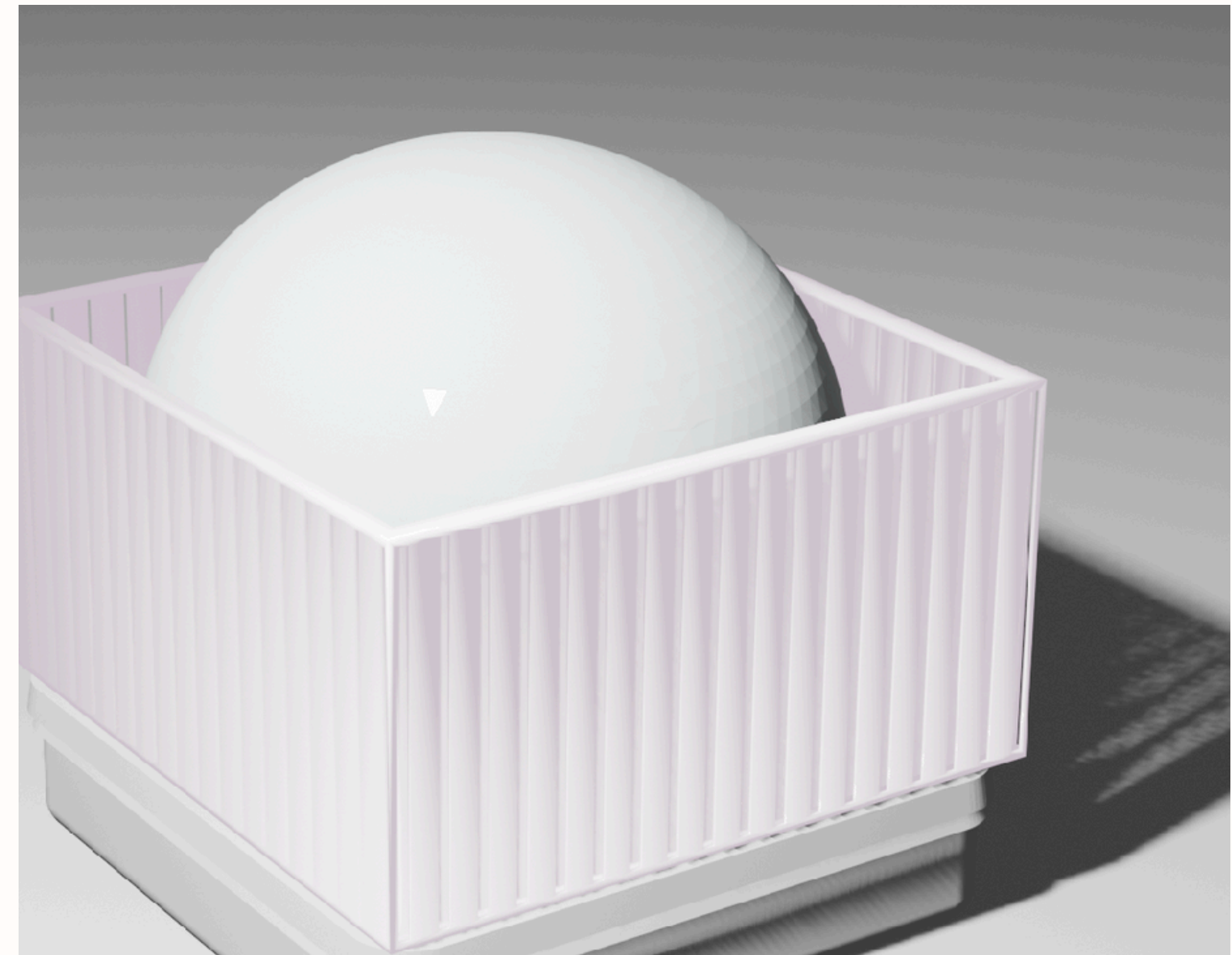
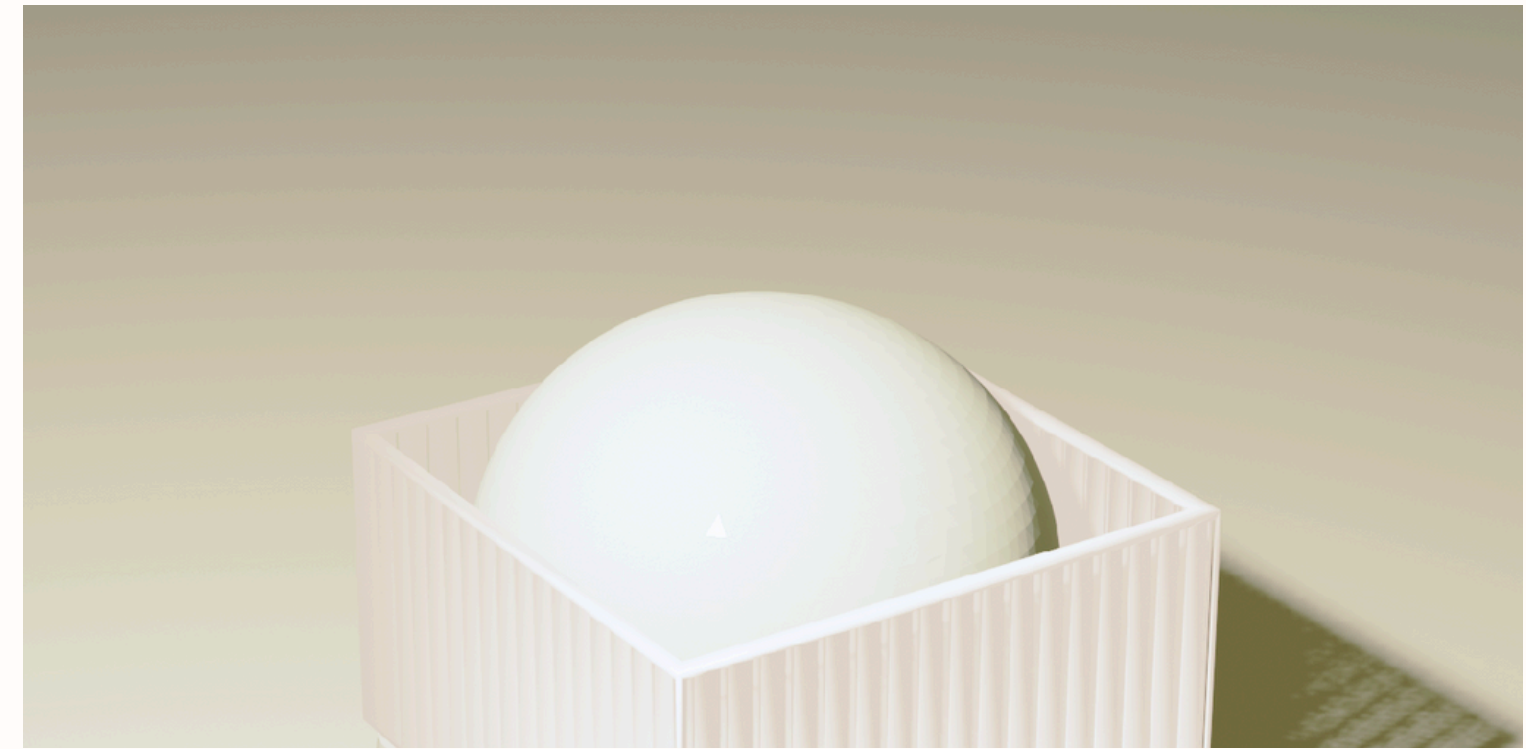
Conclusion

The Designer's Ambient Light Assistant is more than just a lighting tool—it's a personal assistant designed to foster innovation, comfort, and well-being in creative workspaces.

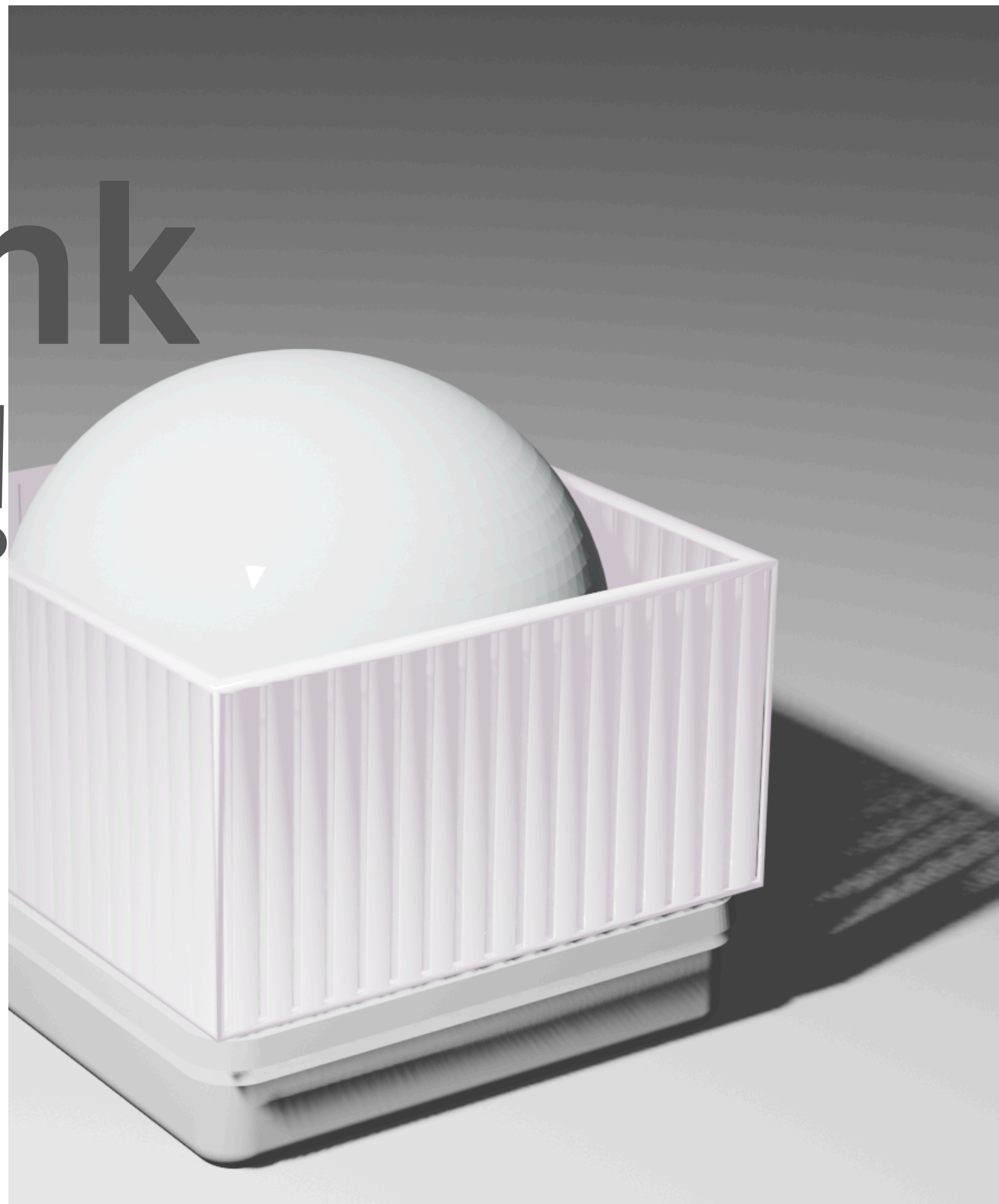
FUTURE ENHANCEMENTS

Future Potential

- Integrating voice control or app-based controls for even more seamless user interaction.
- Expanding into different product lines for various work environments (e.g., home offices, corporate settings).
- Continued focus on sustainability by exploring solar power integration.



Thank
you!



Speculative design

Water tourism

Team - Reshma Shirin, Hela & Ananth

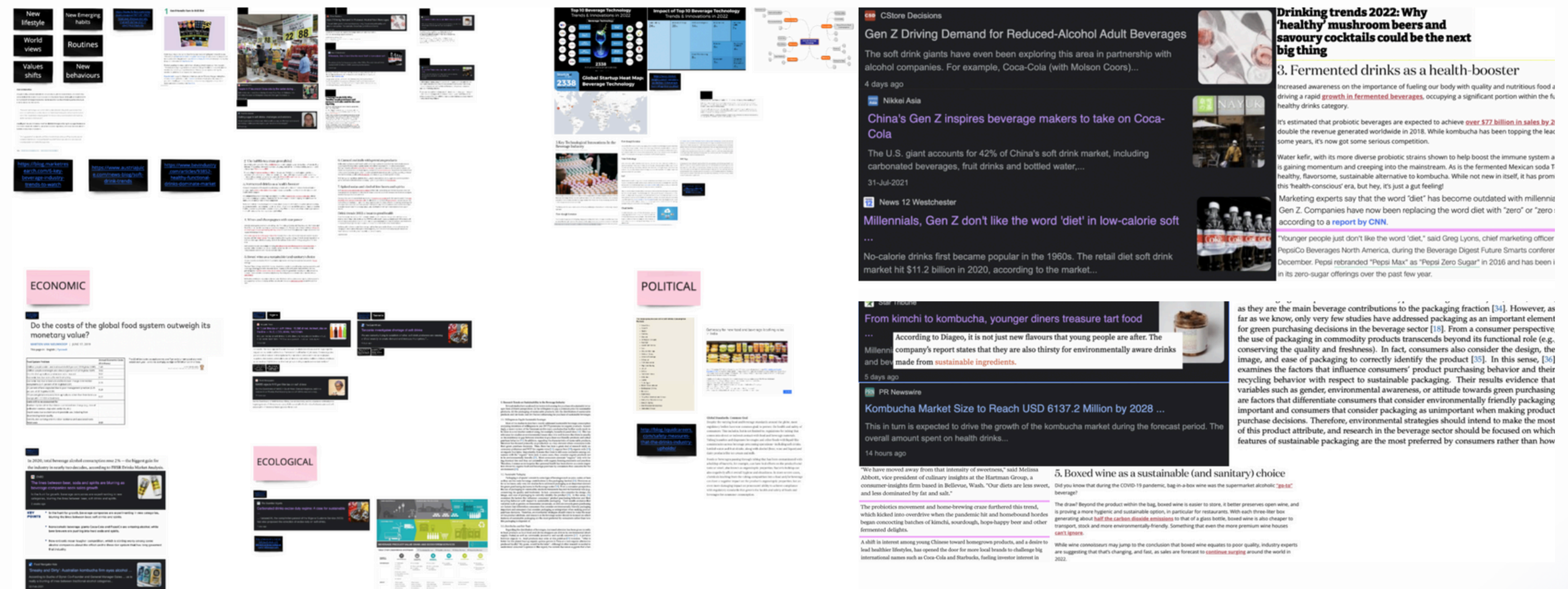
My role - Research, Future forecasting, Ideations and concept development

Brief: Imagining the Future of Water Tourism in 2032

We conducted extensive STEEP research (Social, Technological, Economic, Ecological, and Political) to explore key trends that will likely shape water tourism in the next decade. Through this process, we identified trends and challenges related to water sustainability, tourism practices, and future ecological shifts, which informed our concept development.

Key Trends Identified:

- Seek Healthy Alternatives: Consumers increasingly look for health-conscious and environmentally friendly tourism options.
- Sustainable Choices: Emphasis on sustainability, sourcing, and vegan-friendly choices will influence the future of water tourism.
- Non-Alcoholic Flavors: Gen Z and future generations will gravitate towards non-alcoholic complex flavors and healthier alternatives for drinks and tourism experiences.



Future Forecasting Techniques

Future Wheel: A brainstorming tool used to organize and predict the direct and indirect consequences of trends in water tourism by 2032. Key trends explored include non-alcoholic beverages, sustainability, and cultural exploration of drinks.

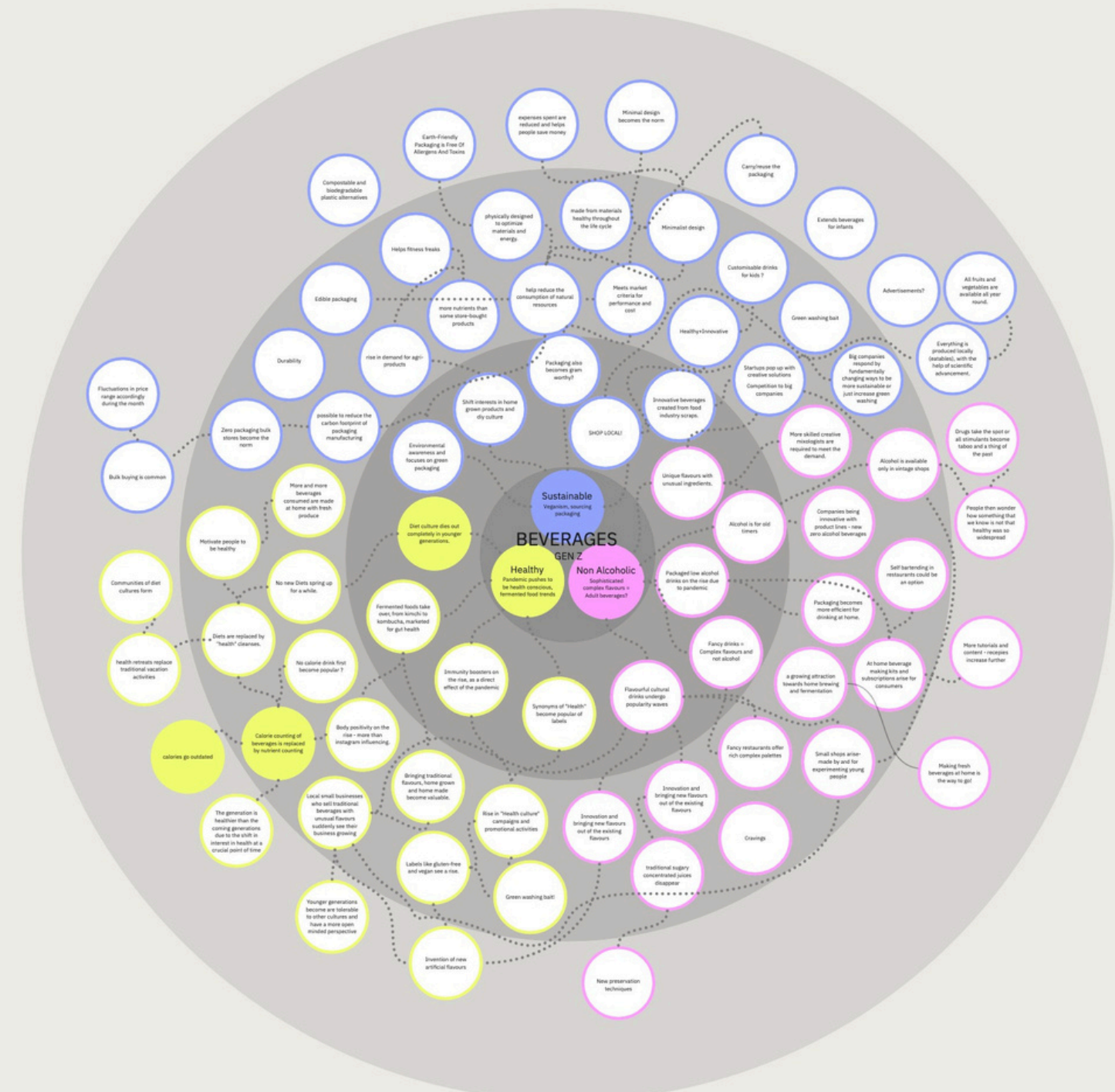
- Purpose: A brainstorming tool used to explore the ripple effects of key trends in water tourism by 2032.
- Process: Trends like non-alcoholic beverages, sustainability, and health-conscious tourism were placed at the center. The wheel mapped out their direct and indirect consequences, helping visualize how these trends could impact the future.
- Outcome: Identified key interconnections between consumer behaviors and sustainable practices, shaping how tourism experiences might evolve.

Futures Wheel

Place your trends in the inner circle

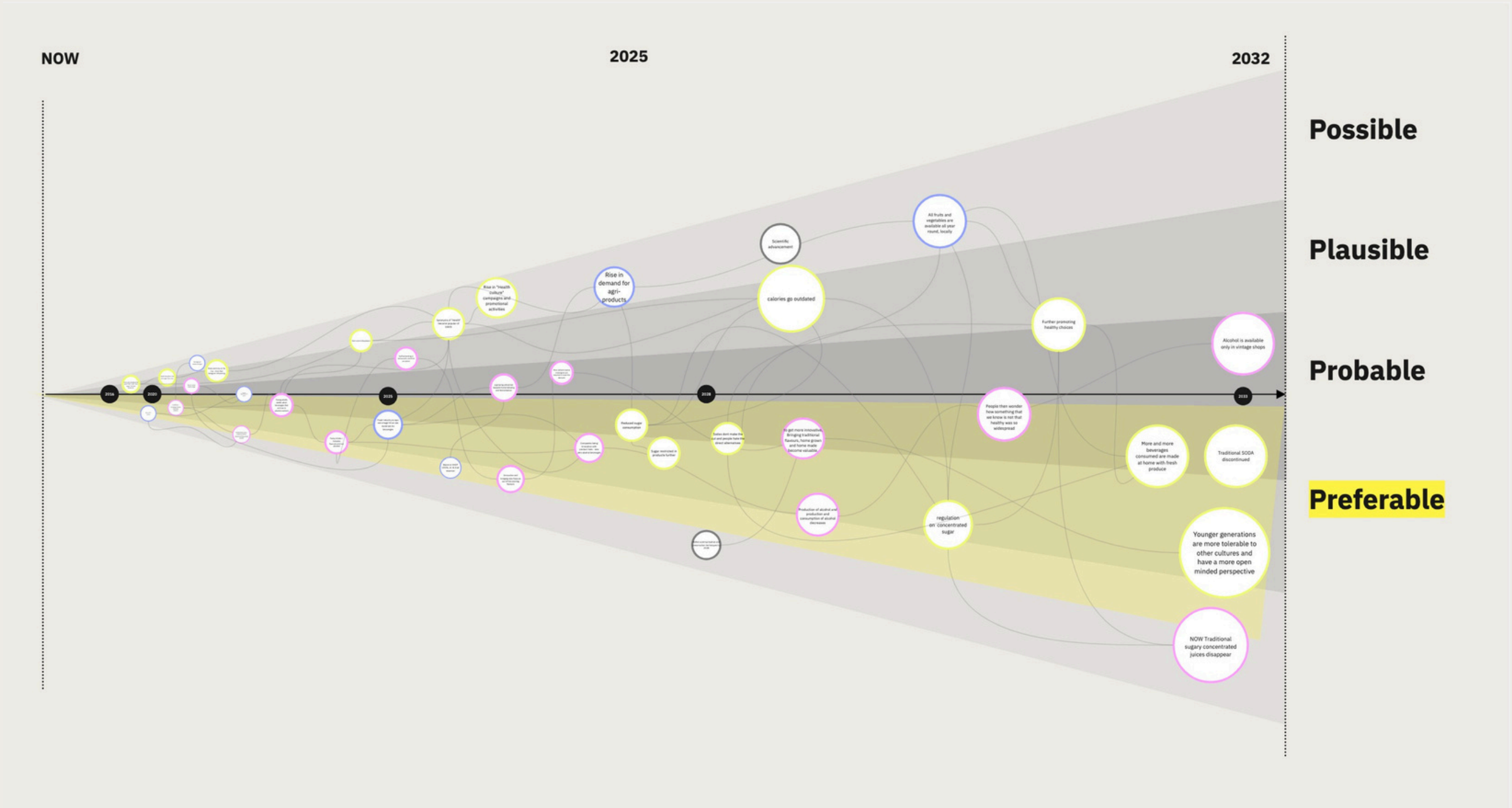
Brainstorm possible direct consequences of your trends

Brainstorm consequences of your consequences



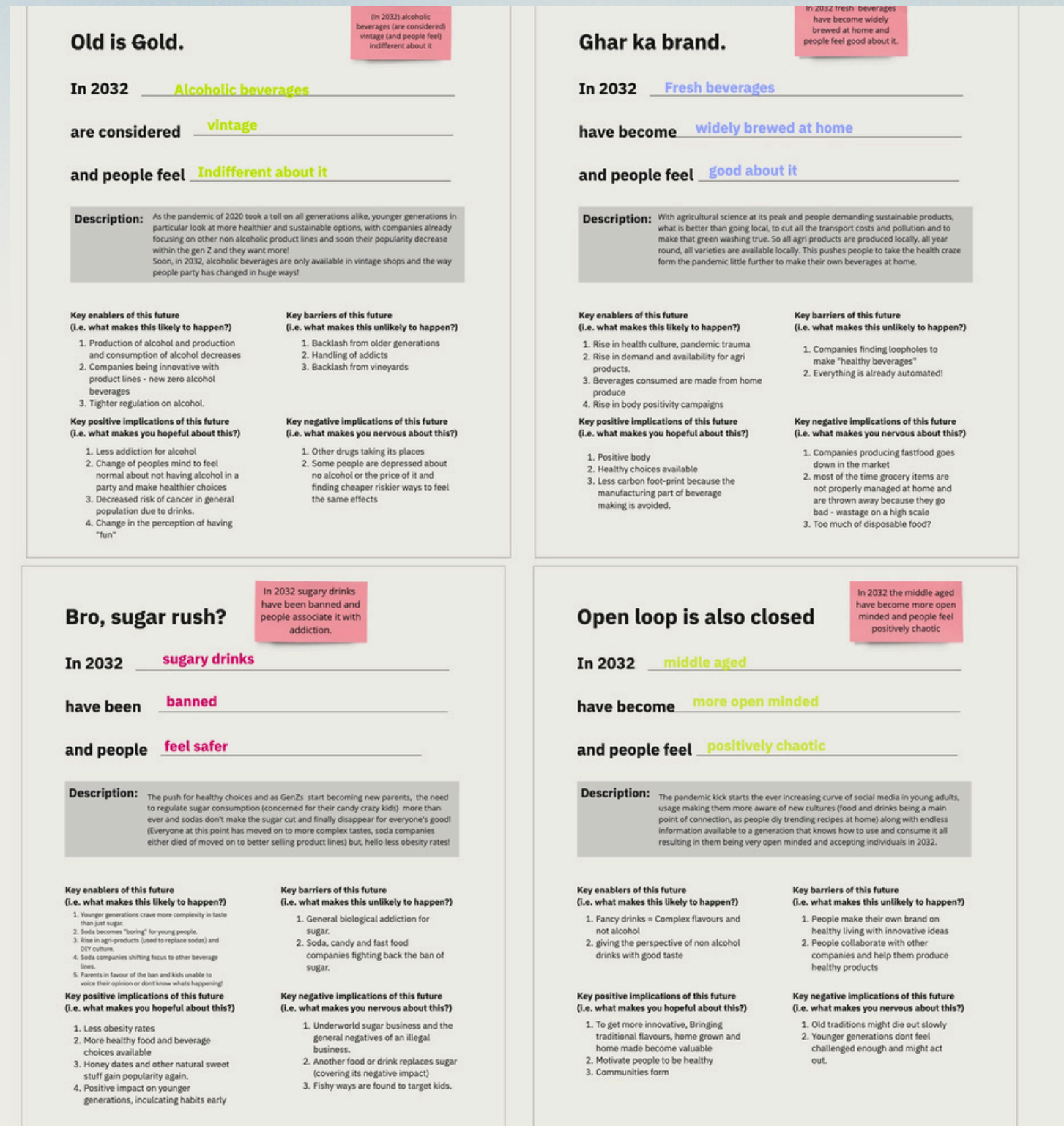
Timeline in a Cone: This tool helped map out possible, plausible, and preferable future scenarios, focusing on the progression from now until 2032. It visualizes how trends in consumer behavior and environmental sustainability might evolve in the water tourism industry.

- Purpose: A forecasting tool used to sort future possibilities based on time, likelihood, and desirability.
- Process: It helped predict how trends might unfold from the present (2025) to 2032. Categories like Possible, Plausible, and Preferable were used to map out the progression of trends in water tourism.
- Outcome: Provided a structured view of how trends like wellness tourism and eco-friendly practices could become integral to the industry over time.



End states: A critical aspect of the future casting process is the development of End States. These speculative outcomes provide a snapshot of the world in 2032, highlighting key trends and their implications on water tourism. The End States help envision future scenarios and inform design decisions based on evolving consumer behaviors and environmental changes.

- Purpose: A future casting technique used to describe speculative outcomes based on current trends and their long-term implications for water tourism.
- Process: End States were developed by envisioning how key trends, such as non-alcoholic beverages, sustainability, and health-conscious tourism, might evolve by 2032. The process involved imagining possible future scenarios that reflect shifts in consumer behavior, societal values, and environmental practices.
- Outcome: The End States provided snapshots of what water tourism might look like in 2032, highlighting key transitions like the shift towards alcohol-free tourism, home-brewed beverage experiences, the rise of health-conscious alternatives, and the inclusion of more dynamic and adventurous tourism options.



What-If Ideation:As part of the creative exploration process, a series of What-If scenarios were developed to push the boundaries of traditional beverage experiences and water tourism. These scenarios were used to question cultural norms, explore new possibilities, and challenge existing assumptions.

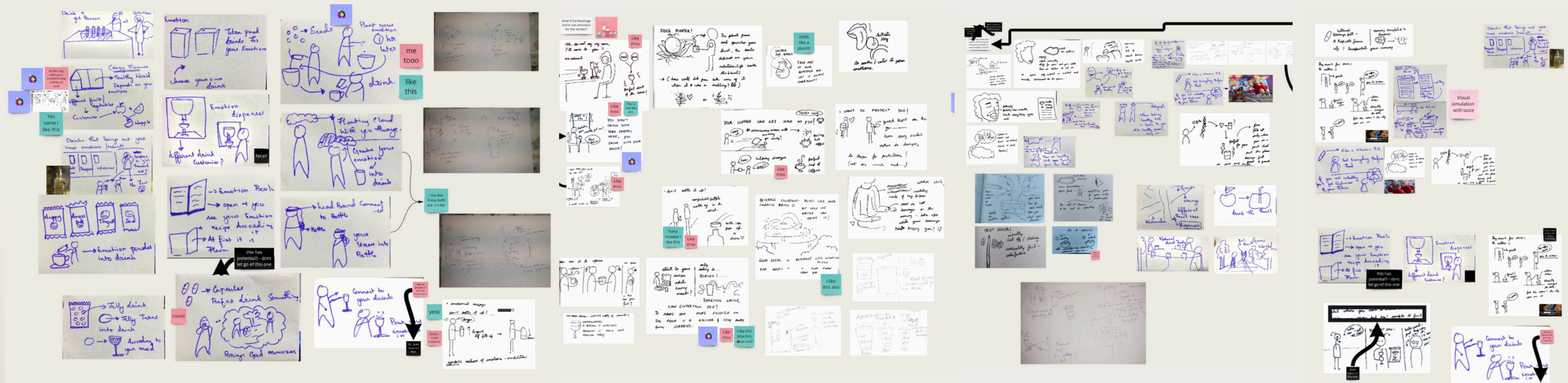
what if we get alcohol flavouring pills for the older generations?	what if parties are more fun without alcohol?	what if the bottle is edible (like a snack for the drink)?	what if we can grow our own fruits, vegetables AND BEVERAGES at home??	what if each house had a beverage tank on the roof, next to the water tanks?	what if making beverages was a family activity?	what if kids' snacks are....	what if sugary drinks are made for one time use event decoration?	what if unhealthy converts into healthy when you drink or eat it?	what if the structure of a family changes and everyone is treated equal, quite literally?	what if there are different communities to build healthy living ?	what if there's a live photo of yours talking to you when eating unhealthy food?
What if vintage cafes spring up, spaces living in another era?	what if you party by making it rain beverages?	what if the role of vintage shops is not only to full fill nostalgia but also to educate(History)?	what if the streets had beverage rivers/streams, where i can pour my homemade drink into and share a drink with my neighbour/ stranger. (who ever finds it first :). ?	what if beverages double in volume overnight?	what if having healthy eatable drinks?	What if we have lick-able fruits (Lollipops)?	what if we have sugary park just for kids to play ?	what if unhealthy drinks/foods are your money to buy things ?	what if all cultural boundaries break and	what if drinks become a sign of acceptance?	what if people force you to only drink healthy ?
what if the idea of fun is re-defined?	what if we imagine drinking alcohol when drinking healthy?	what if the beverage bottle has emotions?	what if making beverages is magical like a potion's class?	what if making beverages could be like meditation?	what if beverages taste according to your emotion?	what if snacks were lil magical snowballs	what if the sugary candies / drink change into bitter when you eat?	what if you have a taste barrier that prevents you from eating what is unhealthy for you?	what if there was a juice to alter world-view?	what if your choice of drink becomes your social perception?	what if you don't eat healthy and you go to jail for a day or week ?
what if party spaces are re-designed for sober people to have more fun?	what if the general events and structure of a party is changed?	what if the vintage shops are like hogwarts (magiccccc everywhere)?	what if i could buy liquid pulp fruits? (chop and drink, natural juice like coconuts)?	what if making beverages could be a game?	what if beverages are recycled?	what if sugary snacks went invisible?	what if sugary drinks used to build buildings than using water ?	what if you can satisfy your unhealthy cravings by tasting/eating them in your dreams?	what if a culture could be a juice, that is subjective, the taste depends on the person drinking it.	what if there's a healthy park ?	what if there's a health cleanse conducted by younger generations rations ?
what if alcohol production spaces turn to fermented food production?	what if alcoholic beverages become a taboo but make a comeback under a different marketing strategy?	what if having drinks for our mood?	what if i had a plant that could grow my family beverage heirloom recipe?	what if u power your beverage maker by finishing tasks in the house?	what if fresh beverages are like gold?	what if unhealthy snacks ran away from you (based on ur body and its health)	what if there's sugary rain ?	what if there are 2 different world if you choose unhealthy with junk you live for just few years and healthy you live long ?	what if cultures that die come back as ghosts?	what if there's a life game and people see how healthy are you ? (like the black mirror ranking)	what if you kill the unhealthy drinks/food like in a game?
what if vintage shops produce alcohol made with healthy products?	what if alcoholic beverages are considered witchcraft?	what if there were other means for people to "let go" and have fun, psychologically?	what if my clothes could keep me hydrated (u wear your clothes at home and bring along ur homemade drink outside)	what if you could barter your priceless home goods?	what if fresh beverages are energy pills?	what if unhealthy snacks repulsed away from you (based on ur body and its health)	what if there's a candy land ?	what if you can turn unhealthy food/drinks in home appliances ?	what if you could learn new things by drinking beverages?	what if there's a ritual of buying a plant and growing it as a pet ?	what if there are different communities trying to help people to be healthy by giving them to taste different and make them addicted to healthy drinks/food?
what if vintage shops are like the secret chambers?	what if current alcoholic beverage bottle packaging influences the future of luxury beverage packaging?	what if self/group beverage brewing replaces bars/pubs - how can that be as fun as partying?	what if home brewing and gardening space was incorporated into the house's infrastructure?	what if you had beverage candles - burn to drink!	what if fresh beverages are medicine ?	what if you could summon snacks that are healthy for you?	what if sugary drinks are poisonous ?	what if unhealthy products are virus ?	what if there's a live book on being unhealthy/healthy ?	what if there's alive vegetables teaching you about healthy living ?	what if younger generations makes you build something with unhealthy drinks 9maybe furniture or something useful)?
	what if			what if you could copy paste your favourite drink?			what if drinking ssugary drinks are equal to death ?		what if you use unhealthy drinks as petrol for your vehicles ?	what if you drink healthy and you get to go some other world for a day ?	what if communities send unhealthy drinks to aliens ?

Artifacts Ideations Process:

The ideation process followed a structured path from analyzing current tendencies to making speculative concepts tangible:

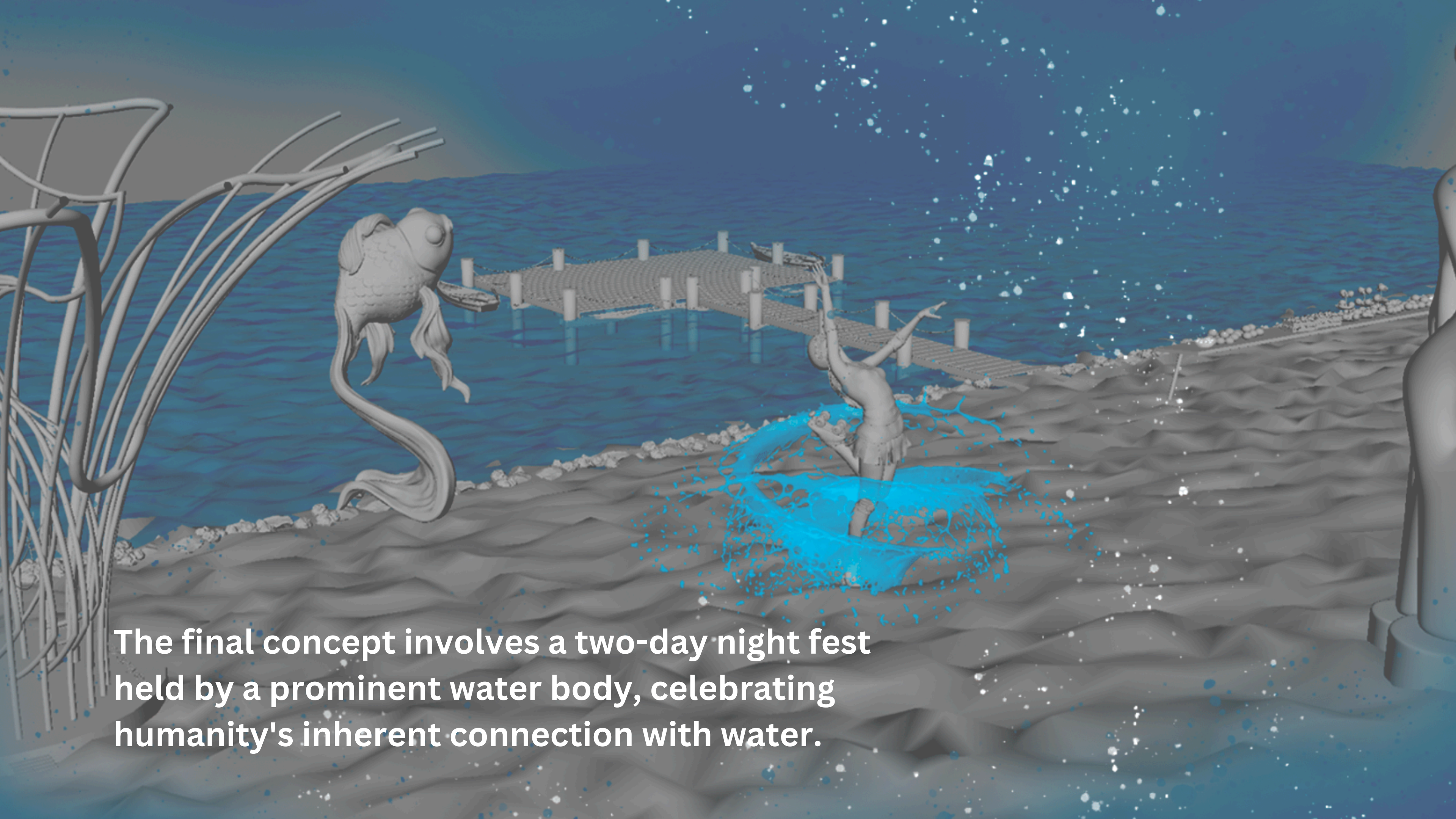
- **Analyze:** Detect current trends and behaviors related to tourism and beverages.
- **Fantasize:** Predict future implications by exploring "What-If" scenarios.
- **Concrete:** Render plausible future scenarios into actionable ideas.
- **Realize:** Develop significant objects and experiences that could become part of the future water tourism industry.

The process resulted in a variety of sketches and concepts that explored how future water tourism could integrate playful, emotional, and personalized experiences.



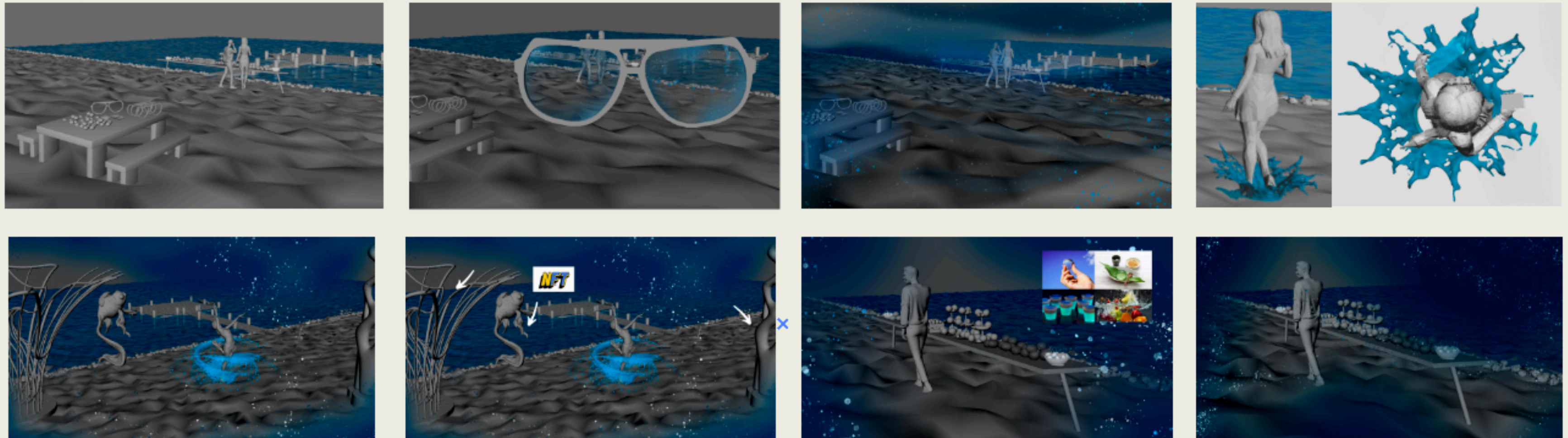
As part of the design process, three key artifacts were created based on the What-If ideation scenarios. These artifacts were then tested and refined through interviews with users to gather deeper insights.



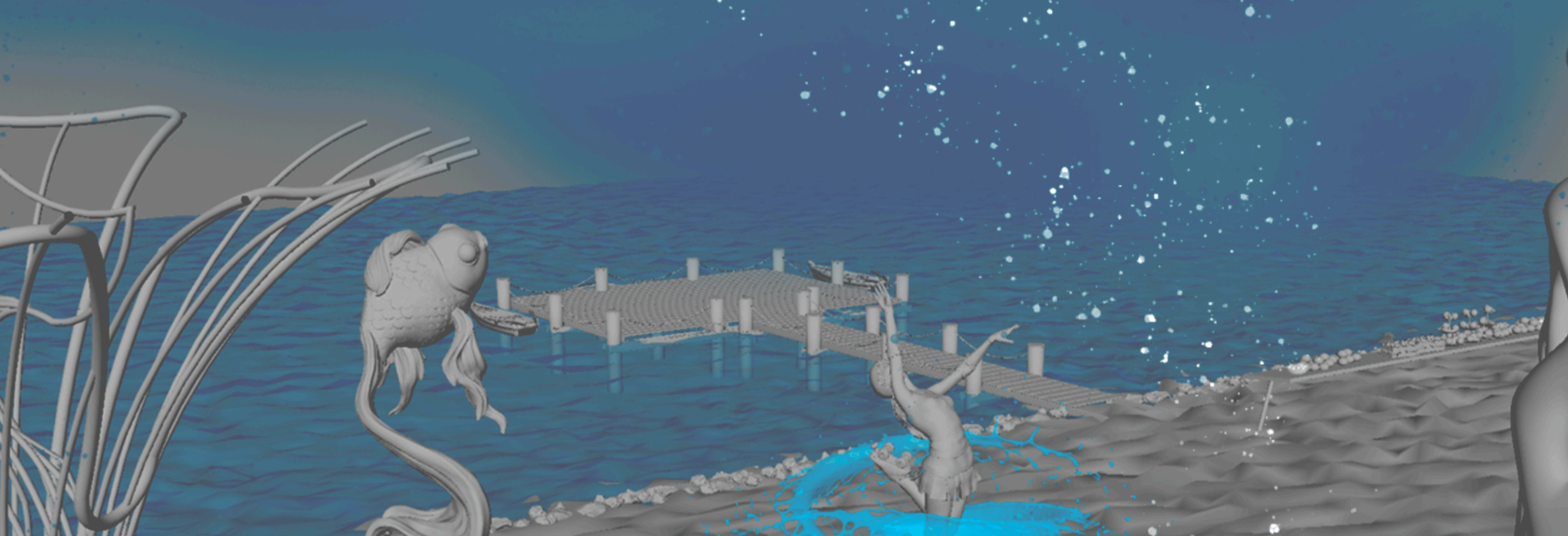


The final concept involves a two-day night fest held by a prominent water body, celebrating humanity's inherent connection with water.

This storyboard captures the immersive journey of visitors as they participate in the Water Tourism Fest, where technology and art blend to celebrate humanity's connection with water.



- VR Integration: Upon entering the beach, visitors are given VR glasses that allow them to see water particles floating around and interact with digital water elements.
- Immersive Water Visuals: Through the VR glasses, water surrounds the user, creating an experience of flowing with water. Visitors can also see ripples and move in sync with the water.
- Interactive NFTs: Visitors can submit their water-related art to be displayed on the beach as NFTs, creating a personalized and artistic touch to the event.
- Water-Themed Food & Drinks: Only water-based foods and drinks are served, adding to the thematic immersion of the event.
- Dynamic Environment: When the mist covers the visitor's vision, they can shake their head to clear it, enhancing the interactive nature of the experience.



Impact of the Water Tourism Fest

This two-day water fest offers an immersive experience, helping participants form a deep, personal connection with water. By engaging with art, VR, and interactive installations, visitors will gain a renewed understanding of the importance of water and its role in our lives. The event encourages mindfulness about water usage and environmental sustainability, leaving a lasting impression on how we relate to this vital resource.

CRITICAL DESIGN

EMBRACE THE FLAWS

CELEBRATING IMPERFECTION IN
DIGITAL ART AND CREATION

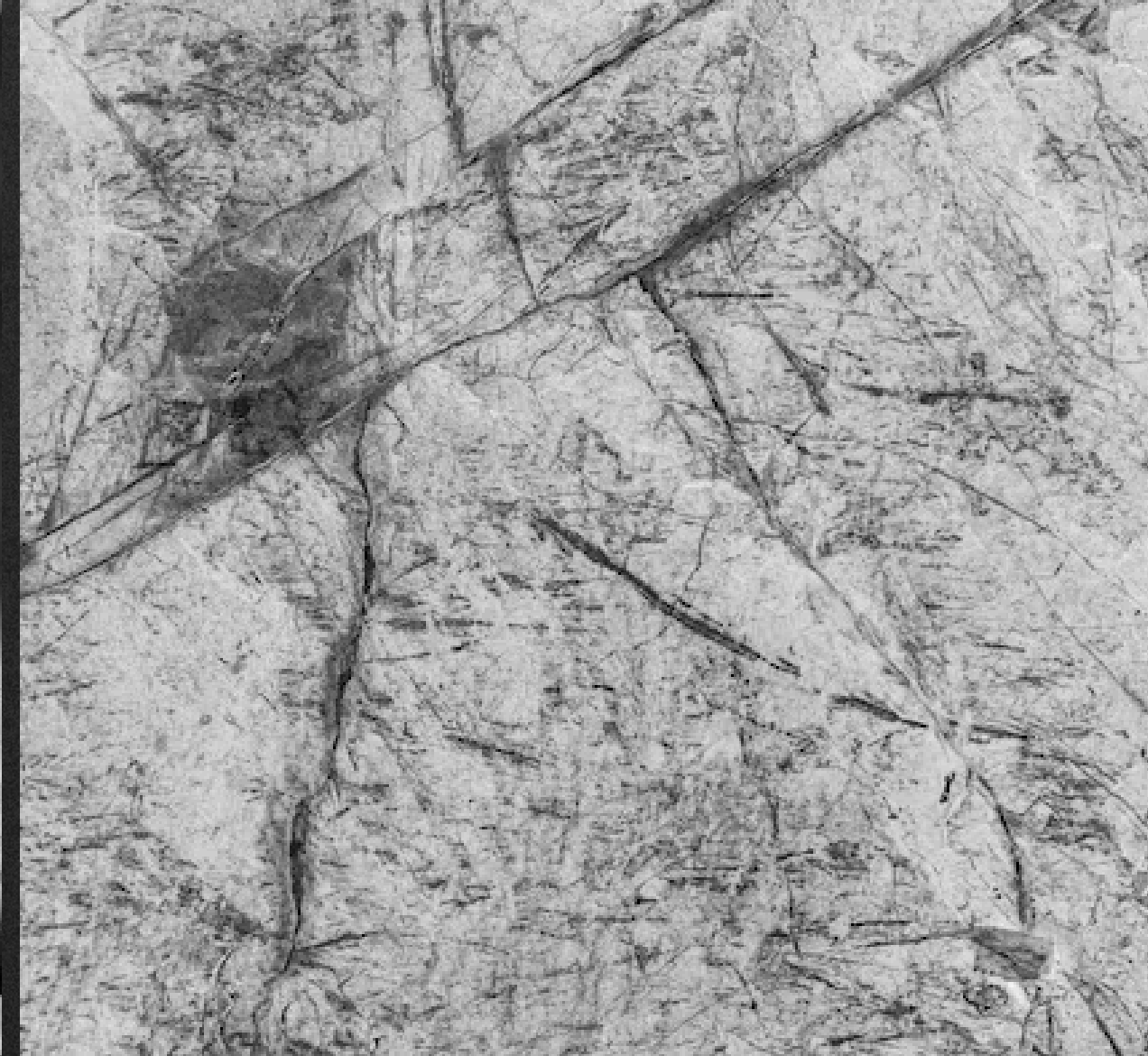


PROBLEM SPACE

How can we design a digital platform that encourages the creation and appreciation of imperfect art? Can an emphasis on flaws, incompleteness, and unpredictability shift our perception of what is “perfect” in the world of digital design?

CONTEXTUAL RESEARCH

- Wabi-Sabi Philosophy:
 - Rooted in Japanese aesthetics, Wabi-Sabi is the art of embracing imperfection and transience. It values the incomplete and imperfect, celebrating the beauty in simplicity and natural flaws.
- Key Insight:
 - The philosophical core of your project should reflect this celebration of the incomplete, focusing on how users engage with imperfections in artwork and design.
- Human-Centered Design and Creativity:
 - Research into user engagement and creativity suggests that giving users the freedom to experiment, fail, and create imperfect work fosters authentic experiences.
- Key Insight:
 - Your platform taps into a user-centric approach, offering tools for people to create and share imperfect works, which helps them connect emotionally to the creative process.



DEFINING THE CRITICAL DESIGN QUESTION

How can the creation and celebration of imperfect artworks
in a digital space lead to more genuine and emotionally
connected user experiences?

*A digital space where **imperfections** are
celebrated as *art*.*

Explore the Imperfection



CONCEPT

- Imperfect Art Showcase: A gallery where users can see and explore curated digital artworks that embody imperfections—whether through incompleteness, intentional flaws, or experimental distortions.
- Create Your Own Imperfect Art Tool: A feature where users can make their own imperfect art. By offering simple tools with room for mistakes (or by limiting perfect control), users can explore the freedom of imperfection.

Embrace the **Flaws.**

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A *digital space* where *imperfections* are celebrated as *art*.

Step into a world where the imperfect becomes beautiful. Where errors, glitches, and distortions evolve into powerful art forms that challenge the notion of perfection. Discover, interact, and immerse yourself in a realm where every flaw tells a story.

[read more..](#)

Embrace the **Flaws.**

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"In every distortion, there is a moment of clarity. I believe that imperfection is what gives my art its voice. It reminds us that life and art are not about perfection but about embracing the unexpected."

B L A N K

PROTOTYPE

Final Design Elements:

- Homepage Design:
 - Bold, welcoming tagline: “A digital space where imperfections are celebrated as art”
 - Introduction text guiding users into a world where flaws are seen as valuable elements of creativity.
- Artworks Preview:
 - Each artwork in the gallery is accompanied by a description that celebrates its incomplete, flawed nature. These imperfections tell a story about the creative process, allowing users to appreciate the human aspect of each piece.
 - Example Artwork Title: “Digital Disruption”
 - Description: "A vibrant exploration of pixel distortion, revealing how randomness and errors create unique beauty in the digital realm."
- Create Your Own Art Section:
 - A space for users to submit their glitch or imperfect artwork.



KEY TAKE AWAY

Imperfection in digital art isn't just a flaw—it's a new avenue for expression. By embracing flaws and randomness, both creators and viewers connect more deeply with the authenticity of the creative process.

*A digital space where **imperfections** are
celebrated as *art*.*

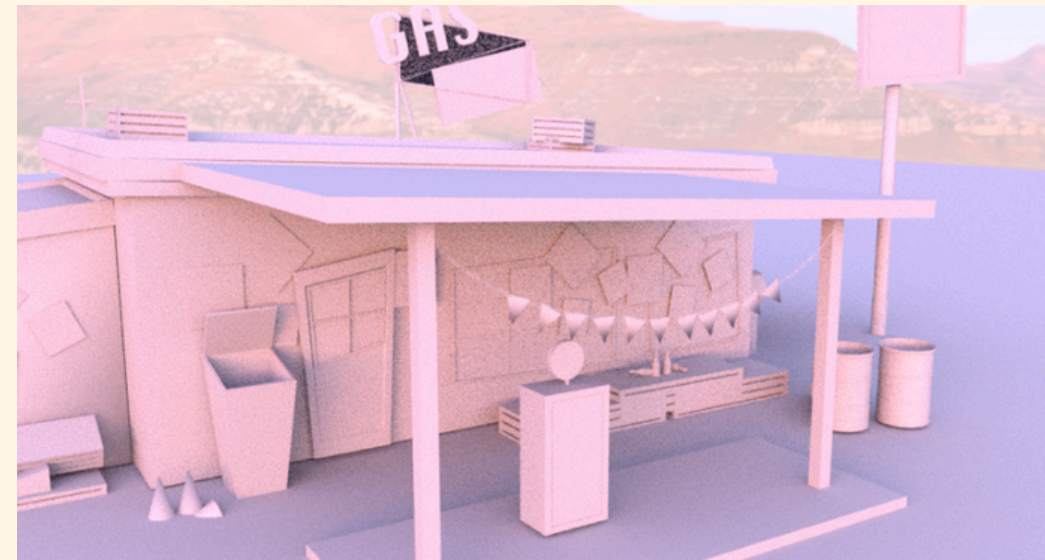
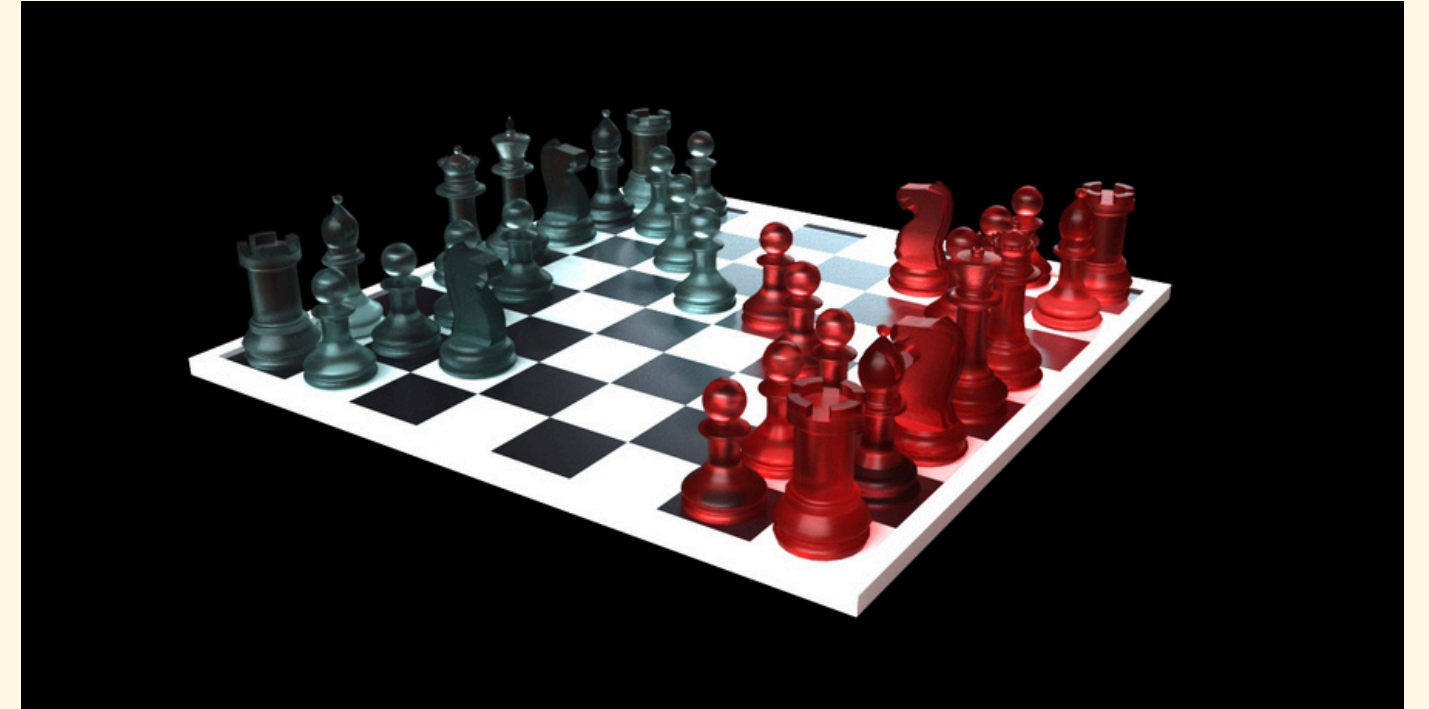
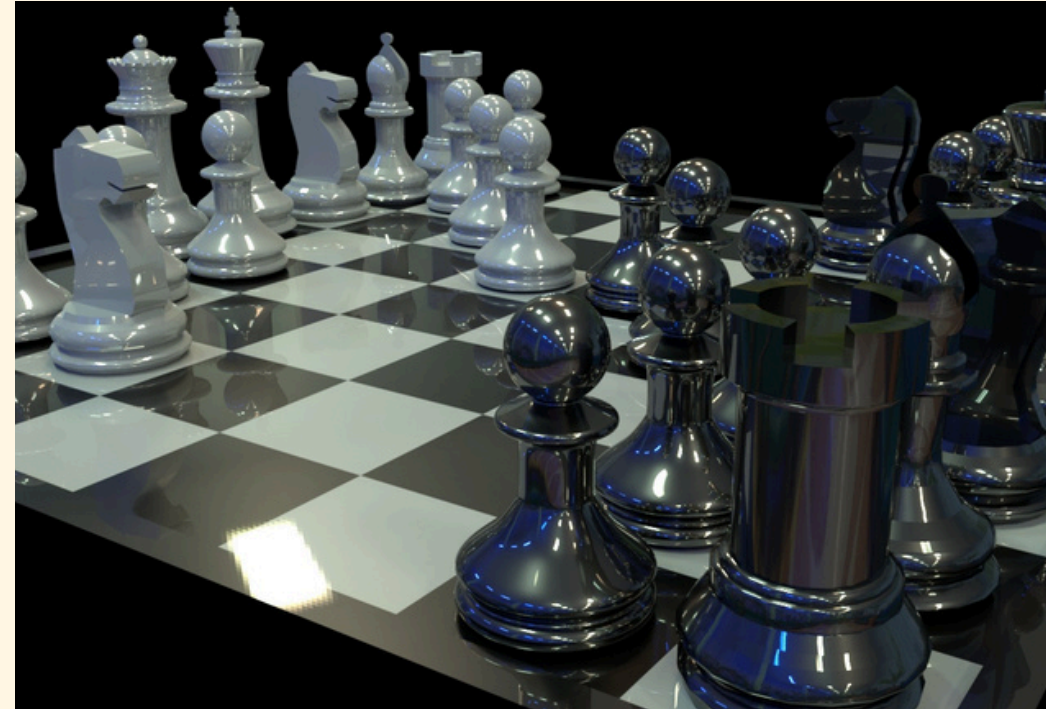
Explore the Imperfection

PROTOTYPE VIDEO

We beyond **DESIGN**

3D MODELLING

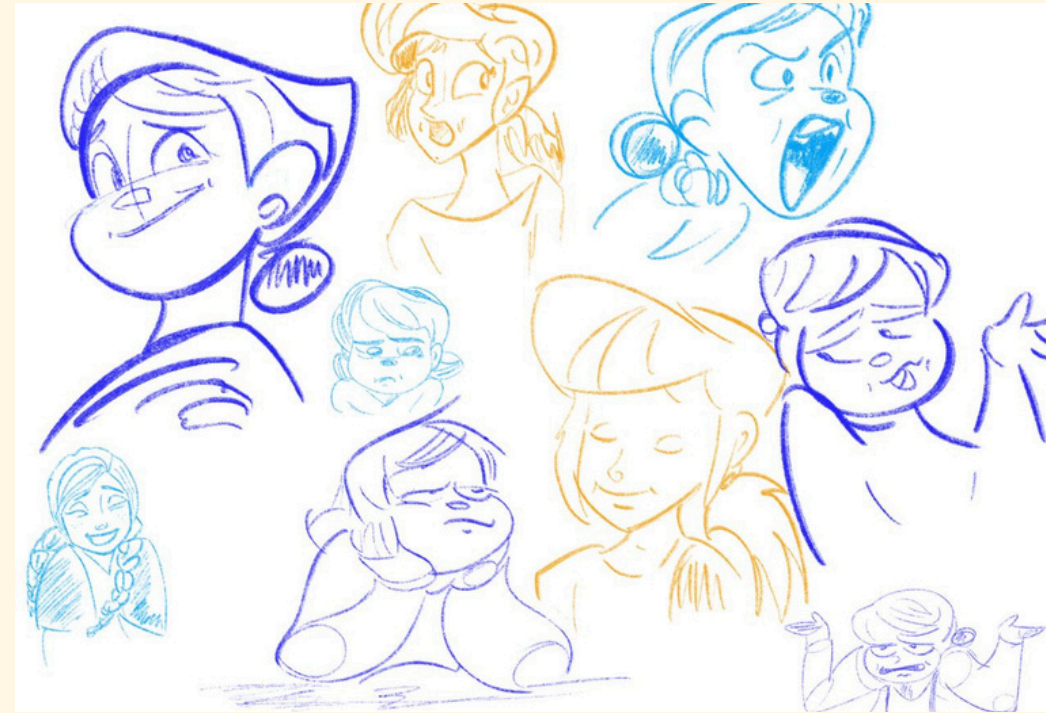
SOFTWARE USED - AUTODESK MAYA



Me beyond DESIGN

POSTERS, LOGO &
SKETCHES

SOFTWARE USED - ILLUSTRATOR, PHOTOSHOP & PROCREATE



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PHOTOGRAPHY



THANK YOU!

For taking the time to explore my portfolio. I look forward to the opportunity to collaborate and create innovative design solutions together. Feel free to reach out to discuss potential projects, ideas, or simply to connect.

+353 874522030

reshma.shirin07@gmail.com

www.raydesignz.com