

PORTFOLIO

DHRUV BASUR 2020-2021



Creative thinking stimulates holistic contextual engagement. A true believer of this thought, as an individual I have always cherished and applied this philosophy, personally and professionally. I am a multidisciplinary freelance designer based in Mumbai, India and currently pursuing masters in design degree from Monash University, Australia. Successfull inovation happes when there is human desirability. I aim to innovate, create novel experiences, and enrich human life. I like to keep things simple, minimal and user-centric.

Snoop around on my portfolio and feel free to visit my website.

WWW.DHRUVBASUR.COM

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PROJECT DEVELOPMENT

I divided the project into four phases - Research, Ideate, Prototype & Test. The research phase helped me to understand & connect with retailers (user) needs, desires, & what motivated them. This helped me define the underlying root cause problem & unearth many blind spots. Next I came up with a simple user centric wireframe & a low fidelity prototype was designed. Based on user feedback iterations were made and mid-fidelity prototype was developed for testing.

LEARNINGS

User research is the key. It allowed me to understand user perspective. I got to learn more about the standard material design guidelines for visual and navigation patterns. Rapid testing enabled me to further explore wide range of options to find the best way to quickly executing potential solutions.

PROJECT TIMELINE

Logo Design LOGO: Low Fidelity Prototype **MOBILE APP:** Research Mobile App. Wireframe **UI** Design Made Using Invision Client & User feedback **Dev Handover** Further developments taken & iterations done (Zeplin) & final handover **WEBSITE:** Website Design WEEK 1 WEEK 1 WEEK 2 WEEK 3 WEEK 3 WEEK 4 WEEK 4 WEEK 5 WEEK 6 WEEK 6

DEFINING THE USER

USE RESEARCH

Retailer interview was conducted to understand product procurement process. Thereafter, user journey was observed to find pain points, opportunities and what motivated the retailers.

In general, there is an intense competition in FMCG market. Big brands tends have an edge over small manufacturers in terms of product catalogue. There are agents who act as middle men between the manufacturers and retailers and charge their commission from margins.



(Owner name confidential)

NATIONAL DRY FRUITS & GENERAL STORES

Khar West, Mumbai Maharashtra, India

ABOUT

Owner is from Mumbai. The general store was started in the year 1993 by his father. He took over the business in his mid 20's. Ever since, the handover was given, the owner has found it very challenging sourcing the right & high quality products along with good margin deals. His father still helps him out in running the business.

USER JOURNEY:



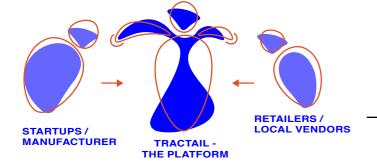
TRACTAIL // PROJECT DEVELOPMENT & USER RESEARCH // 2020-21

TRACTAIL LOGO DESIGN

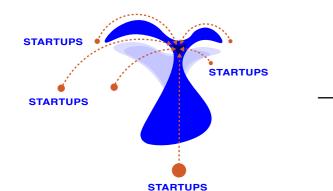
Brand's philosophy is about helping and connecting people. Brand logo tends to uphold these values. The logo comprises of a "logomark and "logotype". Logomark is designed by taking inspiration from minimalism and negative space principles. It is a consolidation of two different concepts. All of them together helps to create a meaningful abstract logotmark. Logotype is a combination of words "Traction" and "Retail".





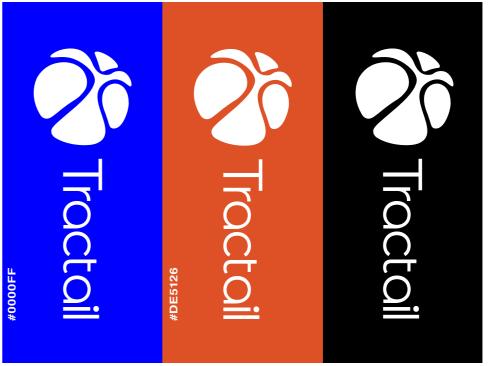


Tractail is the person helping to connect the startups / manufacturers with retailers, thus connecting both ends of the market. Middle section designed to look as if Tractail is bringing two people together.



One platform for startups to easily sell or launch their products, thereby creating a sustainable, and reliable market. Empowering retailers, allowing them to easily procure all their goods from one single platform.







TRACTAIL MOBILE APPLICATION

BASIS OF DESIGN

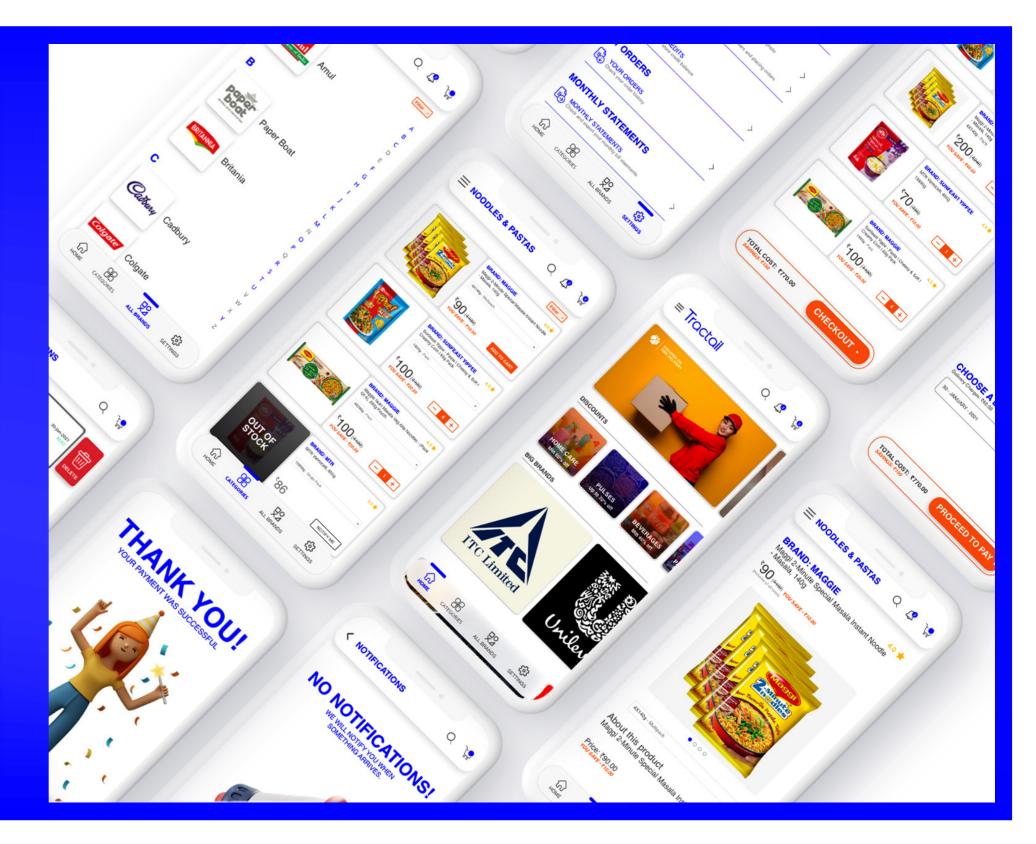
Based on the user research, low fidelity wireframing was designed to develop user flow and information architecture.

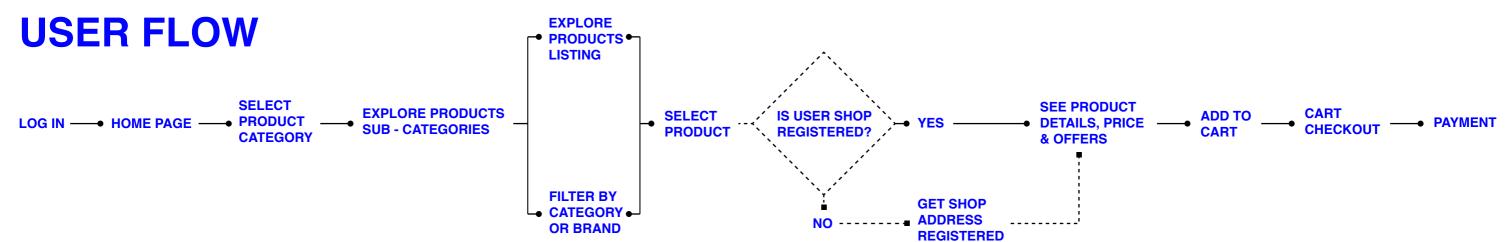
The userflow was designed keeping in mind the user's existing journey and their pain points. The aim was to make the process of product procurement simple & straight forward for the retailers, in short, minimizing agent's

To make the whole experience more engaging & user-friendly, I also took inspiration from Atomic Design System coined by web designer - "Brad Frost."



Kindly note, the app is under beta testing





INFORMATION ARCHITECTURE

KEEP IT SIMPLE STUPID (KISS)*

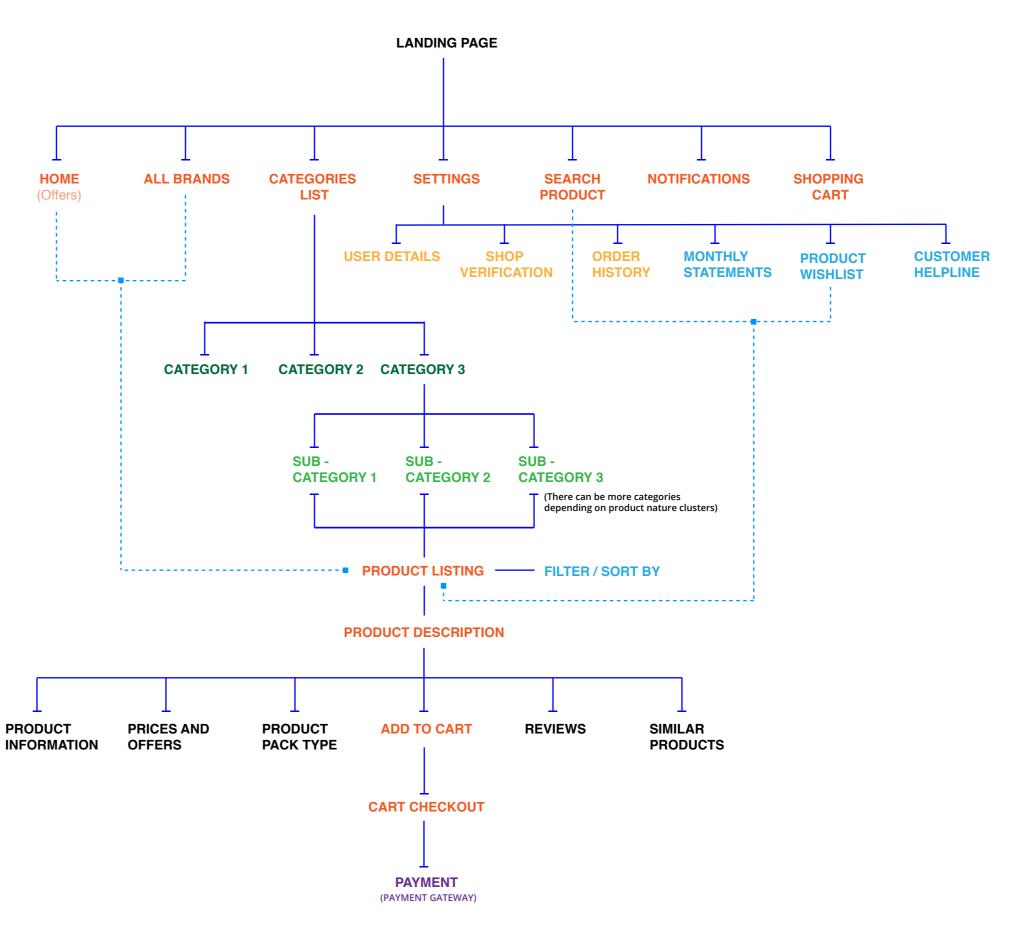
While creating information architecture for the Tractail app, I tried to keep the product procurement process simple to avoid any user experience issues.

Using information architecture hierarchy, it enabled user to add products to cart and proceed to payment gateway page with minimum number of touches.

LEGEND



Refer: https://www.interaction-design.org/literature/article/the-heart-of-the-matter-information-architecture-in-the-mobile-age



^{*} The Heart of the Matter, Information Architecture in the Mobile Age. Interaction Design Foundation. Accessed on Jan 25. 2021.

ATOMIC DESIGN METHODOLOGY

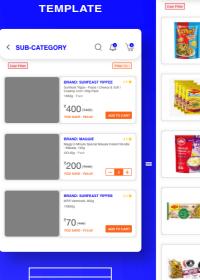
This methodology was coined by Brad Frost. According to him, an interface design comprise of five distinctive. These five stages together help bring a high degree of hierarchy in information allowing the user to easily understand the layout.

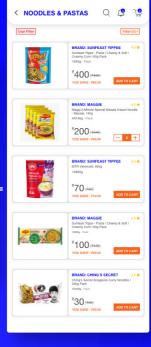
Tractail application has also been designed on similar principles thereby improving the overall accessibility and efficiency for the users.

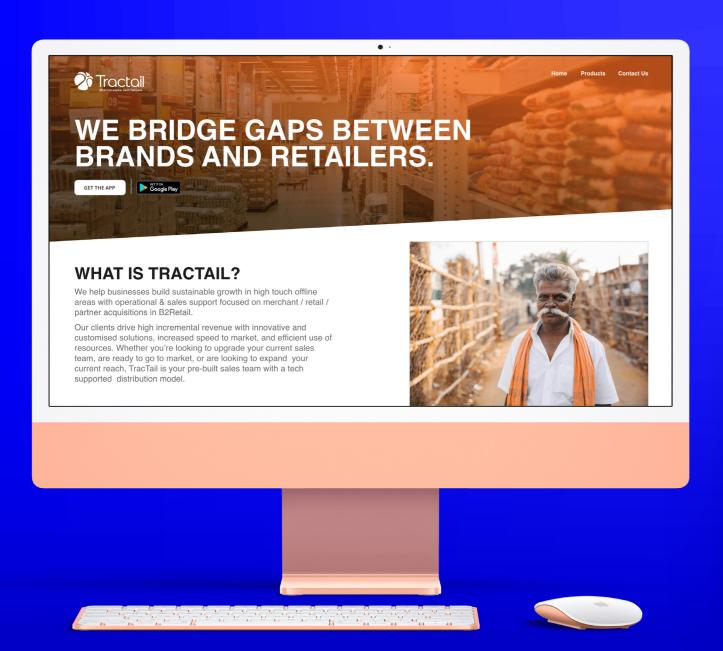
*Referred: https://atomicdesign.bradfrost.com/chapter-2/













TRACTAIL WEBSITE DESIGN

An informative desktop and mobile responsive website was designed to create brand awareness.



BRAND IDENTITY GUIDELINES



MEANING

The logo consists of a Logo Mark and a Logo Type. The logo mark is minimal & traditional. It represents Indian traders of late modern period. The logo is well crafted to visually represent the true cultural ethos of the Indians. The logo depicts an Indian with a turban on his head, a "tilak" (a mark worn by a Hindu) on his forehead and a pair of spectacles.



Turban symbolizes status, honour & respect.



Tika is believed to prevent the loss of "energy" & bring good fortune



Spectecales sybmolizes a visionary

LOGO USAGE

1. PROPORTIONS

To ensure the logo is free from any visual distraction elements, a minimum clear space has been defined. This clear space is very important to maintain the sanctity of the logo. The logo of the brand can be upscaled proportionately to any size.



of letter "V"in word Vyaapari

2. LOGO COLOR USAGE

Against a black or very dark color background, the logo should always be shown in white. Against a very light or a white background, logomay be shown in brand's primary and secondary colors as shown or fully in black.









BRAND COLOR

COLOUR PALETTE

Consistent use of colours is vital for effective brand recognition. Colours for Vyaapaari are carefully chosen to represent the brand identity. Deep Cerise symbolizes Indian tradition, innovation, & people with growth mindset.

DEEP CERISE

PRIMARY

#EC297B R236 / G41 / B123 C1 / M95 / Y20 / K0 PANTON: STRONG RED U

ICON SET









VYAAPAARI // BRAND IDENTITY & GUIDELINES // 2021

TYPOGRAPHY STYLE

PROXIMA NOVA

primary . san - serif

Consistent use of typography is important for the brand. Proxima Nova was selected as primary typeface since it is a clean & geometrical serif font.

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uv Ww Xx Yy Zz
Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uv Ww Xx Yy Zz
0123456789

{*";&\$^":!@#]



BRAND IDENTITY ITEMS

For brand communication, visual brand items were designed. The items tries to captures a mood and a feel that shows a unique and accurate brand personality.



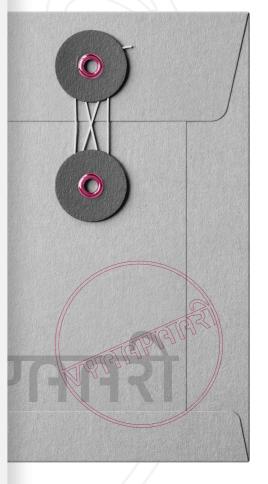
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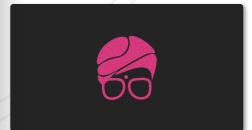
NIZAMUDDIN WEST, NEW DELHI - 100014, INDIA

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VYAAPAARI // BRAND IDENTITY ITEMS // 2021 _______PG.7

Gun mettal & hot pink coffee mug







VYAAPAARI // BRAND IDENTITY ITEMS // 2021 _

VYAAPAARI WEB-DESIGN

DESIGN APPROACH

1. RESEARCH

Conducted research to understand the nature of business, its competitors & users

2. INFORMATION SYNTHESIS

Based on user research, insights were derived to understand how could we attract more local business to set up their business online on Vyaapaari platform.

3. DEFINE

Based on information synthesis, the key challenging area was to provide the user with an easy to understand website, and make them emotionally connect with the website using vector graphics.

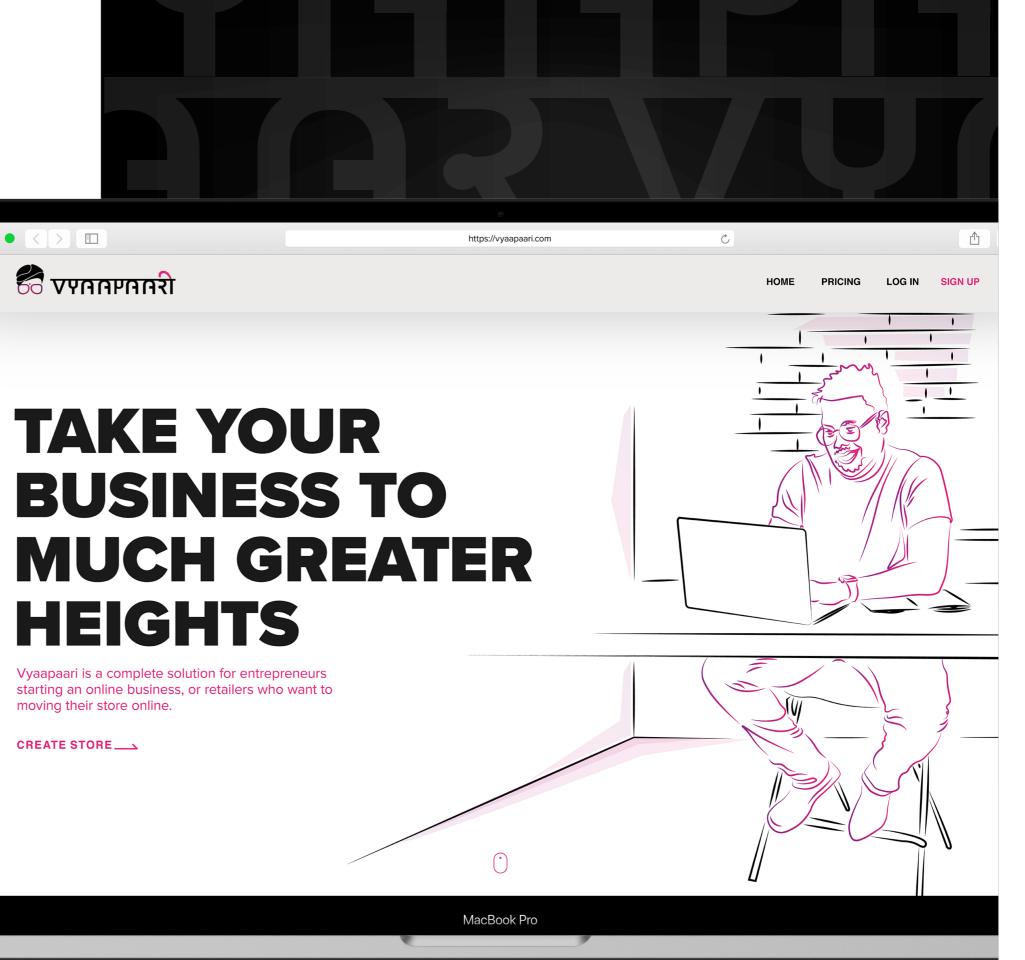
4. STRUCTURE & NAVIGATION

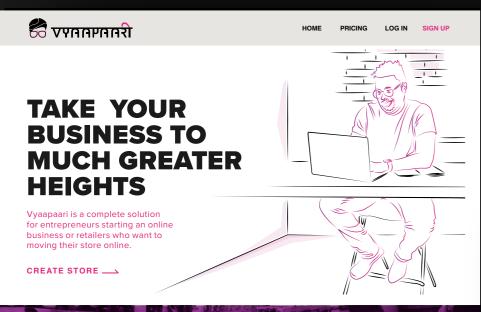
A simple website structure and user navigation was designed. Goal was to convert potential clients into platform users with minimum clicks.

5. USER INTERFACE

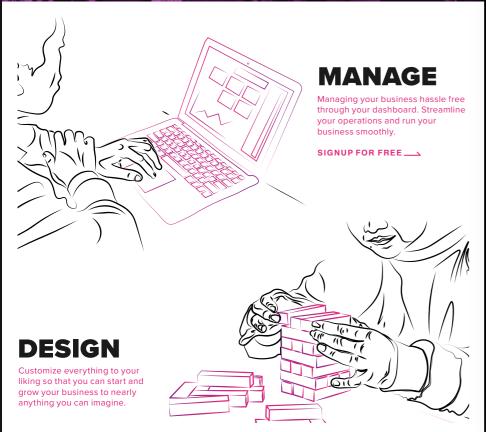
The overall look and feel of the website was kept contemperory while taking into account the brand's identity and guidelines.

Note*: This is a mobile responsive website









CHOOSE THE RIGHT PACK FOR YOU

Always know what you'll pay.

Monthly Yearly



Premium Pack Best value and most popular plan. Do more with your business 50%orp



Enterprise Pack

Perfect for big organizations



SEAL OF TRUST

PACK COMPARISON

Find the perfect pack for you

| | Basic | Premium | |
|---|-------|---------|--|
| Online Business | | | |
| Online Store | ✓ | < · | |
| Manual Order Creation Lorem ipsum dolor sit amet, consecteture adipiscing elit, sed diam nonummy nibh eusimod fincidunt of lacreet dolore magna aliquam erat | ✓ | ✓ · | |
| Technical Support | | | |
| Store Management | | · · | |
| Payment Management | | | |

WEBSITE DESIGN

UI DESIGN

Vyaapaari website was designed in a contemporary form using brand's typeface, colours, and imagery.

Custom human vectors were designed for the website to give a traditional touch with a homely feeling, allowing the user to emotionally connect with the platform.

NEGATIVE SPACE

White space (negative space) is used wherever possible to balance the elements used in the website, & provide user with better readability and understanding, thereby making them keep reading and not leaving.

Sonika Agarwal.May 26, 2021. Portrait of a young woman. Unsplash Accessed on June 1, 2021. Refer: https://unsplash.com/photos/phtRP5Fx6y0

Harp Wandrr.July 1, 2019. Unsplash Accessed on Feb 2, 2021. Refer: https://unsplash.com/photos/V-8pNBAPyzw



BRAND IDENTITY GUIDELINES

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PROJECT BRIEF

In this project, the task was to redesign a brand identity (ID) system and guidelines document for the Australian'Rainbow Serpent Festival'. I had to will design a range of communications items and present them in a basic brand guidelines publication which demonstrated a unified visual system communicating the personality and essence of the Rainbow Serpent Festival brand.

UNIVERSITY PROJECT

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Clear Space Usage

Definition

To ensure the logo is free from any visual distraction elements, a minimum clear space has been defined. This clear space is very important to maintain the sanctity of the logo. The logo of the brand can be upscaled proportionately to any size.

Computation

To workout the clearspace, take the X height of letter "S". (Clear space = X height of letter "S" in word Serpent)



Logo Color Usage

Against a black or very dark color background, the logo should always be shown in white.

Against a very light or a white background, logo may be shown in brand's primary and secondary colors as shown or fully in black.









Rainbow Serpent Festival | Brand Identity Guidelines | 2021-22 Logo Usage Guidelines | pg 11

primary. medium. sans-serif

METALLOPHILE SP8

ABCDEFGHIJKLMNOPQRTUVWXYZ

abcdefghijklmnopqrtuvwxyz 1234567890

@#\$&%*{?/,;:^!]

Primary Typeface

Consistent use of typography is important for the brand. Metallophile SP8 is our primary typeface. It is a sans serif & an organic type. Metallophile SP8 - Medium should be used for all big headlines in web, social media, print and BTL collaterals.

secondary.sans-serif

GRAPHIE

SEMI-BOLD

ABCDEFGHIJKLMNOPQRTUVWXYZ abcdefghijklmnopqrtuvwxyz 1234567890 @#\$&%*{?/,;:^!]

BOOK

ABCDEFGHIJKLMNOPQRTUVWXYZ abcdefghijklmnopqrtuvwxyz 1234567890 @#\$&%*{?/.::^!]

Secondary Typeface

Graphie is our secondary typeface. All sub headings and bodytext should make use of this typeface. While sub headlines should use Graphie - Semi bold, all bodytext should be in Graphie - Book for web, social media, print and BTL collaterals.

Typography Style Guidelines | pg 12



Colour Palette

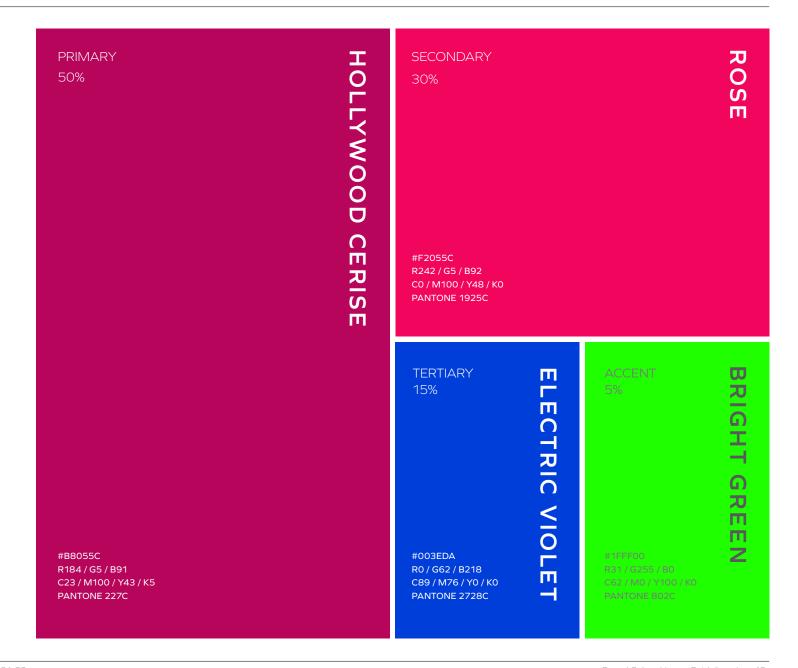
Consistent use of colours is vital for effective brand recognition. Rainbow Serpent Festival colours are carefully chosen to represent the brand identity.

The brand color palette make use of both analogous & complementary colour schemes. Use of exciting & lively colours appeal to the artistic, innovative, caring & open mindedness personality traits of the brand.

Colour Usage

It is important to follow the colour usage percentage as mentioned against all the brand colours for all visual representations of the brand.

Use of Pantone matching system is recommended to ensure color consistency. Pantone - Solid Coated book should be referred to match the colors of the brand.



Rainbow Serpent Festival | Brand Identity Guidelines | 2021-22 Brand Colour Usage Guidelines | pg 13



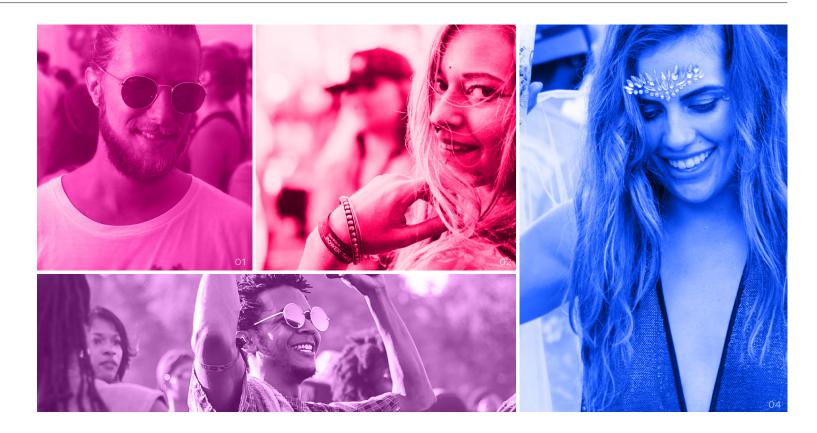
® BRAND IMAGERY & GRAPHIC PATTERNS

Imagery Usage

Photography guidelines are good to keep in mind for the brand when selecting images to be used. Rainbow Serpent uses photos of people when communicating an idea either on web, print, social media or any other collateral.

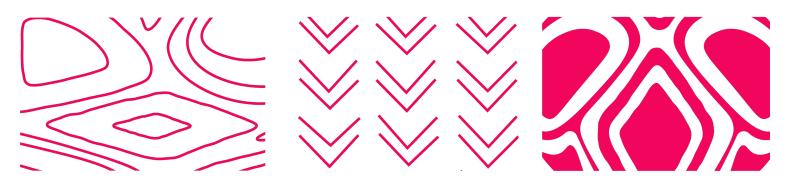
It is important for photos to have people with smiling faces. There should be a sense of community, diversity, open mindedness and joy. Brand colors should be used as an overlay over the photos.

For image referencing, refer pg.14)



Pattern Usage

Patterns should be fun & whimsical. They should only be used as an overlay pattern mask with low opacity over the images.





A3 POSTER OF RAINBOW SERPENT FESTIVAL



Rainbow Serpent Festival | Brand Identity Guidelines | 2021-22 A3 Poster | pg15





RAINBOW T-SHIRT TYPE - UNISEX





Rainbow Serpent Festival | Brand Identity Guidelines | 2021-22 Festival Ticket, Rainbow T-shirt, Billboard Ad | pg16





Rainbow Serpent Festival | Brand Identity Guidelines | 2021-22 Rainbow Serpent Canvas Bag & Serpent Cap | pg17



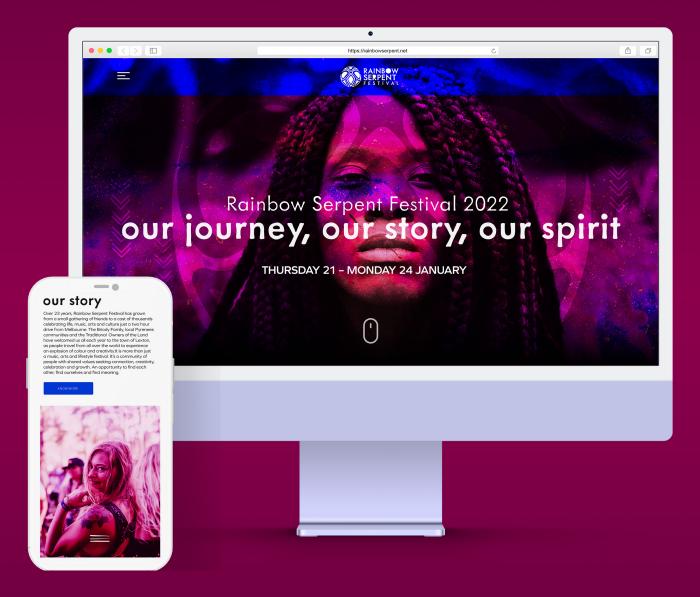




Rainbow Serpent Festival | Brand Identity Guidelines | 2021-22 VIP Lanyard, Hand Band & Bottle | pg18

Web Design Style

It is important for the website to be desktop & mobile responsive. Website is designed in a contemporary form, using brand's typeface, colours, imagery and graphic style while at the same time following brand's personality traits.



Rainbow Serpent Festival | Brand Identity Guidelines | 2021-22 Home Page (Desktop) | pg19



| Used For | Sr.No | Citation |
|--------------------|-------|--|
| Cover Page | 01 | Asher Floyd.The Market Stage at Rainbow Serpent 2013.Wikipedia Accessed on June 9, 2021.https://commons.wikimedia.org/wiki/ |
| Brand Imagery Page | 01 | Marvin Meyer.Unsplash Accessed on May 24, 2021.https://unsplash.com/photos/QS4KxdelN_4 |
| | 02 | Michael Benz.Rachel Cook at Bass Coast Festival.Unsplash Accessed on June 4, 2021.https://unsplash.com/photos/bSQwlNgkf4g |
| | 03 | Vonecia Carswell.Afropunk Festival Brooklyn.Unsplash Accessed on June 9, 2021.https://unsplash.com/photos/3cBFqagweZM |
| | 04 | Globelet Reusable.Festival fun in Australia.Unsplash Accessed on May 31, 2021.https://unsplash.com/photos/LKU2gMp_q98 |
| A3 Poster | 01 | Oladimeji Odunsi.l knew your face once but now it's unclear.Unsplash Accessed on May 21, 2021.https://unsplash.com/photos/hwsqCAHgqQM |
| Billboard | 01 | Caique Silva.Oasis.Unsplash Accessed on June 21,2021.https://unsplash.com/photos/C5NOq1BKIAk |
| Event Ticket | 01 | Ezekixl Akinnewu.Grayscale Photo of Braided Hair Woman.Pexels Accessed on May22 ,2021. https://www.pexels.com/photo/grayscale-photo-of-braided-hair-woman-950243/ |
| Brand Website | 01 | Eric Ward.Louis Futon crushing his set at the DoLab, Coachella.Unsplashsw Accessed on May 23, 2021.https://unsplash.com/photos/uDOW-swVGgE |
| | 02 | Wolfgang.Photo Of Crowd In Front Of Stage.Pexels Accessed on May 23, 2021.https://www.pexels.com/photo/photo-of-crowd-in-front-of-stage-2747450/ |
| | 03 | Fabian Bächli.Unsplash Accessed on June19, 2021.https://unsplash.com/photos/A2Zf3fGbdFQ |

Rainbow Serpent Festival | MDC4550-B | Dhruv Basur - 31989713 Referencing

Through this project, I had to consider my partner's daily routines or rituals and had to propose ways to enhance them. I had to focus on habits either in the morning, daytime or evening. By engaging with his activities and applying Design Thinking Methods, I had to develop an original proposal that would enhance my partner's morning, daytime or evening routine in an innovative, valuable and exciting way.

UNIVERSITY PROJECT PARTNER: BRUCE (Jianuo Xu)

DESIGN DAILY

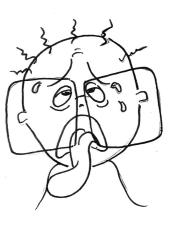
UNIVERSITY PROJECT || DESIGN THINKING pg.1

THEPLOT

Let me introduce Bruce to you. Bruce is 24 years old and resides in China. A design student and an avid follower of Manga art, Bruce desires to be physically fit and socialize more with his friends circle (i). However, spending most of his day gaming or watching videos makes him totally exhausted by evening (ii). As a result, he doesn't prefers to step outside to exercise or meet his friends (iii).







(iii)

MISSION: UNDERSTANDING BRUCE

In order to improve Bruce's day, it was important for me to interview him about his daily routine. This allowed me to gain deep insights, identify his pain points and his motivattions. Information synthesis helped me identify the root cause of problem, solving which could help improve Bruce's daily routine.

DESIGN PROCESS UNDERTAKEN:



^{*}Partner was informed about the purpose of the interview and that the audio and video would be recorded for the purpose of analyzing it and for extracting the insights.

UNIVERSITY PROJECT || THE PLOT pg.22

MISSION **UNDERSTANDING BRUCE**

Empathy Mapping was done to gain user insights followed by a User Persona to define Bruce. Based on information synthesis, an Actionable Problem Statement was defined that helped me in the ideation process.

EMPATHY MAPPING

DID "want to take a "wake up Does not take a I feel overweight "clean house, nap in afternoon" early" nap in afternoon wash clothes" Don't want to exercise "like to play Likes to check "play online games in PC/Mobile in the morning messages / mails evening with friends" games" afterwaking up "wants to meet Likes to watch Gives up too early when "no exercise my friends" voutube videos trying something new / in evening" challenging "would like Friends are too busy "excited/thrilled Tired and guilty for to exercise to meet in person. when checking not taking some in morning" social media" break in afternoon It's a habit now to "regrets not taking Happy/Carefree "desire to have a some time off (nap) check mobile first when playing games fit body" in afternoon" thing in morning "lonely/sad when not sure about "alone / nobody to speak Wants to alone during daytime" evening exercise with during day time" socialize

*Based on empathy mapping, affinity mapping was done to organize ideas / insights based on their relationships

PERSONA



NAME: Bruce (Jianuo Xu) AGE: 24 years old **OCCUPATION:** Design student

HIS STORY: Bruce spends most of his time home alone,

playing games or watching videos. He feels his current habits are making him unfit. He

wants to meet and make new friends.

Finds cleaning his room, clothes **SOMETHING**

UNIQUE: relaxing

HATES TO: Exercise in the morning

DREADING TO CHANGE: His morning routine

WILLING **TO CHANGE:**

Exercise more, reduce mobile usage take afternoon naps more often.

Ŋ

PAIN POINTS

- knows he is out of shape
- feels lonely during day time
- mobile phone addiction

KEY INSIGHTS

- wants to be physically fit
- wants to socialize
- improve self discipline

ACTIONABLE PROBLEM STATEMENT

Spends too much time on mobile phone. As a result, he is not able to devote time towards exercising or meeting his friends.

APS*: Actionable Problem Statement

FELT

UNIVERSITY PROJECT | UNDERSTANDING BRUCE ___ pg.23

HOWIGHT WIGHT WE ? REDUCE MOBILE USAGE & ENCOURAGE EXERCISING

In order to solve the HMW, I came up with multiple ideation. Based on user insights, the most ideal solution for Bruce was to design a self discipline fitness application. Now the idea was to design an app where Bruce would decide how much time he wanted to spend on his favorite applications, and then decide how many steps he was willing to take to unlock them once he exceeded the time allocation.

*20 ideas were brainstormed

UNIQUE SOLUTION ADVANTAGES:

- Reduce usage of mobile
- Bruce goes out daily for exercise
- Self motivation and discipline
- Healthy and balanced lifestyle
- Self-efficacy and encouragement

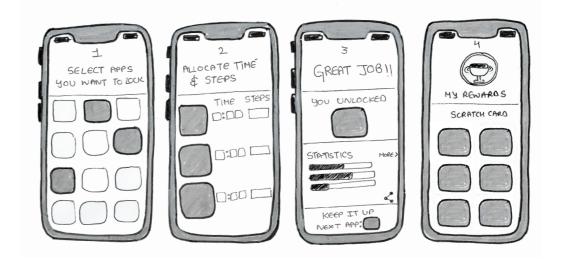
UNIVERSITY PROJECT | HOW MIGHT WE AND IDEA pg.24

LOW FIDELITY

PROTOTYPING AND USER TESTING

Low-fidelity wireframes were developed to test user flow and improve the app's key purpose and functionality. Based on initial feedback, a reward screen was added to enhance user experience.

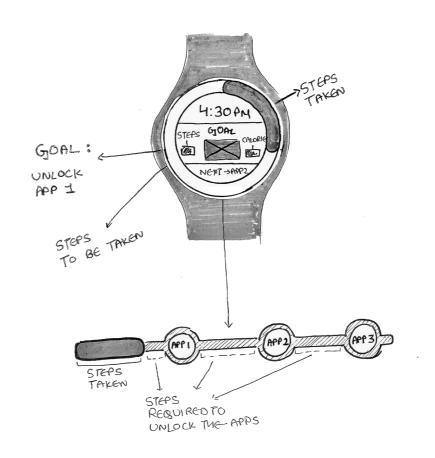
To make the concept more user interactive, I also designed the user interface for the watch where Bruce could easily track his progress, rather than using his mobile.



BRUCE'S FEEDBACK:

"I think this idea is really nice and I really need it. I often forget or give up doing a lot of things, especially exercise, because I spend too much time on my phone Sometimes, even though I have a daily exercise plan in place, I will postpone or even cancel my exercise because I find interesting videos or information on my favorite apps.

So I think limiting my use of the apps with mileage will help me get enough physical exercise every day."



UNIVERSITY PROJECT || LOW-FED PROTOTYPE AND FEEDBACK

STORYBOARD

USER ROLE PLAY

In order to further understand user experience, user role play was done for a day. Bruce was asked to allocate some time for his favorite app and as soon as the timer hit, he was asked not to use it. To unlock the same, Bruce decided how many steps he would take to unlock the app.

This simulation technique helped me understand the emotional aspect of Bruce's needs and desires. Taking steps was like toiling up a mountain. Upon reaching the top, there was a sense of achievement and a boost to his confidence.

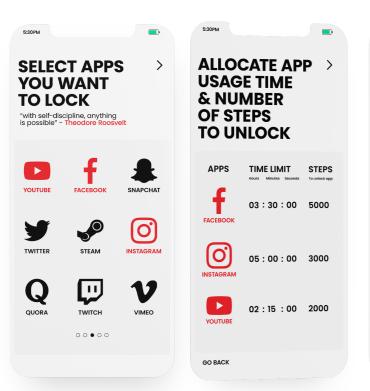


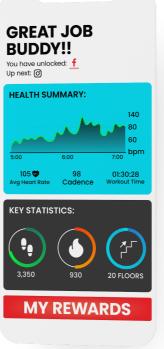
UNIVERSITY PROJECT | STORYBOARD pg.26

PROTOTYPE

HIGH - FIDELITY

To provide Bruce with a more accurate indication of user experience, a high - fidelity prototype was developed. This allowed me to deliver a more realistic experience and make some minor tweaks to the UI based on user feedback.







UNIVERSITY PROJECT | HIGH - FIDELITY PROTOTYPE pg.27



SHIBUYA CROSSING 渋谷スクランブル交差点 JAPAN

PUBLIC PATTERNS

UNIVERSITY PROJECT | MAY,2021

Working in teams, we had to observe people's behavior in a 'public space type' of our choice and had to design something to enhance that space and the interactions within it. By engaging with our teammates and design thinking activities, we had to develop and seek feedback on an original proposal that would enhances public space and people's interactions in it an innovative and exciting way.

TEAM MEMBERS

- Dhruv Basur
- Ellen Mooney
- Harshita Kalgod
- Jason Wijyan Tan
- Shunsuke Mori

PROJECT TIMELINES:

WEEK 1 - Site visit & information collection

WEEK 2 - Synthesis, ideating, prototyping

WEEK 3 - Public feedback, & design refinement

NOTE³

Due to online classes, all on-site observation was done by Shunsuke Mori since he was in Tokyo. Rest of the team members relied on live feed-cams to do make observations

All photos have been taken by Shunsuke Mori

TEAM OBSERVATIONS

チームの観察

Shibuya Crossing is best known for the incredible 'scramble' that occurs every time the traffic lights turn red, allowing a huge wave of pedestrians to flood into the intersection for a few moments.

Based on observations made by the team a number of factors were identified that leads to the scramble while crossing the road:

- Pedestrians are impatient while waiting for the lights to turn green & tend to stand either on the edge of sidewalk, or even beyond it while waiting.
- Small sized pedestrian light makes it difficult for the pedestrians to know whether the lights are about to go green or red.
- Pedestrians hardly stay / use zebra crossing while crossing the intersection
- Lack of directions makes it difficult for the tourists to decide which side of intersection to take.
- Pedestrians tends to run when the lights are about to go red, thus either falling or colliding with others, which can be very dangerous















Note*: Due to online classes, on-site observations were made by Shunsuke Mori since he was in Japan. Rest of the team members relied on live webcam feeds to make their observations. Refer: https://www.youtube.com/watch?v=HpdO5Kq3o7Y

PUBLIC INTERVIEW CONDUCTED:

"I find it a bit stressful and intimidating to cross the road. Also, I have never thought of using zebra crossing, and I don't think we're supposed to care that much"

- Interviewee 1

"I find it bit dangerous to cross the road with strollers if people are rushing on the way, but generally, it is safe"

- Interviewee 2

"I think the duration of the green light is an issue. Also it is very difficult to see one as the place is so much crowded"

- Interviewee 3

SHIBUYA CROSSING /// TEAM OBSERVATION AND INTERVIEWS

INFORMATION **SYNTHESIS**

EMPATHY MAPPING

'Don't care about What should I get Lack of pedestrian "Unique place Feel safe when to take photos crossing with small kids for dinner? lights the zebra crossing' At first, crossing here was a Have been here multiple Need to take a great photo Need to take a great photo bit overwhelming & intimidating. time to take photos before the light goes red. before the light goes red. It's crowded even under the Try not to bump into I do not think the duration I want to post the photos state of emergency. Is it safe here? other people of green light is an issue on my social media. Not sure which direction It should be ok to start crossing I should go to though it's almost turning. Underground paths Having a lot of people taking photos can be troublesome. inside the crossing can be annoying Notice the gatherings & It's a unique protesters around the station. place. I had to try 2-3 times to get I find it bit dangerous to THINK考え a nice picture in between crowd cross the road with strollers Use the underground path There are less people SAY compared to pre-covid. 感にる Walks across before Not walking within Walks dog Observed - being watched Curious about the site white lines across crossing green light goes by a lot of people - taking pictures Δ Cycles across crossing Run across the Taking Pictures Relaxed, taking dog Impatient - walks through crowd of people zebra crossing before lights change for walk Looks at one's phone Speaking with someone Cycling Excitement - visit to In a hurry to cross the road Shibuya Crossing Not using Zebra Holds a bag (shopping bag, work bag, etc) crossing Overwhelmed Appalled - looking at a new environment (tourists?) about crowd Looks around (restaurants, billboard advertisements, etc) Annoyed - Waiting Elated - getting to for a friend go out with mates Confused - doesn't know the Impatient - wants to cross asap direction to a certain location



NAME: Mana AGE: 35 years old **OCCUPATION:** Works in Central Gai, Shibuya District **ABOUT HER:** Mana works a 9 to 5 job to make her ends meet. She is desperately in search for a better job as the current one has no work - life balance and is situated in a crowded place. SOMETHING She commutes to work either **UNIQUE:** using a bicycle or takes a metro. She is concerned about the environment. THOUGHTS AND Have to work long hours ACTION ABOUT every day because the office is located in the city SHIBUYA: center which attracts lot of tourists Always struggles to cross amidst the crowd. Sometimes get annoyed by the crowd of tourists on the way to work when she is in a rush.

SHIBUYA CROSSING /// INFORMATION SYNTHESIS AND PERSONA

NEUTRALS

Try not to bump into

late for

work

Seems to be

Concern -

NEGATIVES

Covid

Tired - going

back from work

impatient

Panic-stricken - light

about to turn red

other people

HOW MIGHT WE?

どうすればいいですか

Based on information synthesis, three major categories were identified. The team decided to come up with HMW's for each of the category as stated below:

1. BETTER VISIBILITY

HMW ensure the safety of pedestrians when they cross the road?

2. PEDESTRIAN SAFETY

HMW organize pedestrians when they are crossing the road?

3. EASY DIRECTIONS

HMW make it easier for people to see pedestrian signals?

Note*: In total Five HMW's were brainstormed for each category before identifying the most ideal one.

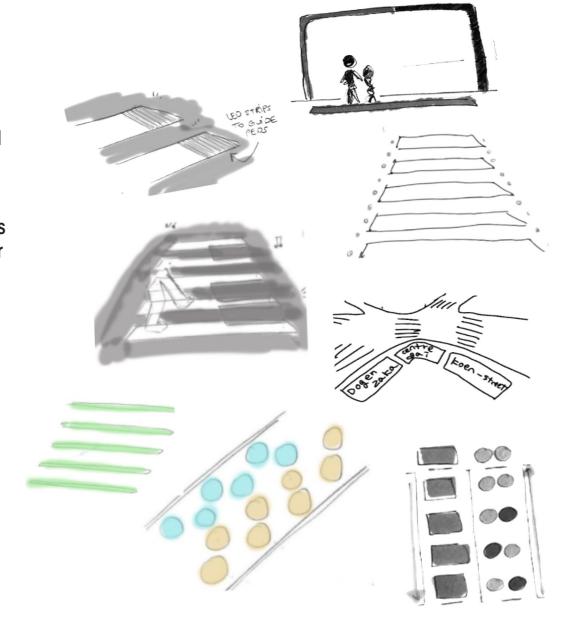


The Team did quick brain storming to come up with some ideas based on our HMW's.

For better visibility of pedestrian signals and pedestiran safety, ideas revolved around overhead light bar and LED strips

Finally for better navigation, wayfinding design ideas were brainstormed for effective visual indicator for directions.

Note*: For every HMW each team member came up with at least two ideas.



IDEA SELECTION CRITERIA 素早い発想

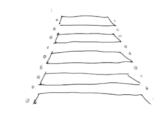
The Team used 6 Thinking Hats Method and Four Category Method to identify the best and practical solutions to for each of the three categories.

BETTER VISIBILITY



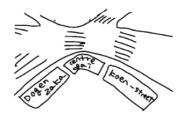
Overhead pedestrian signal bar

PEDESTRIAN SAFETY



Road Studs on either sides of the zebra crossing

EASY DIRECTIONS



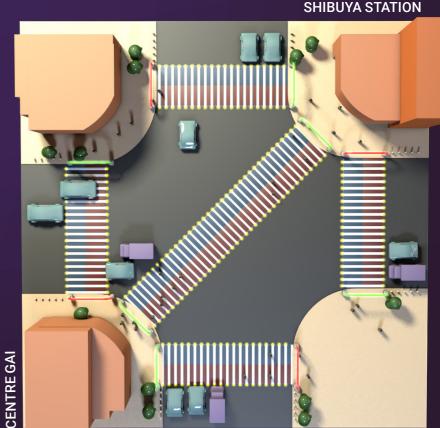
Wayfinding on the footpath



IDEA PATETION TO THE PROPERT TO THE

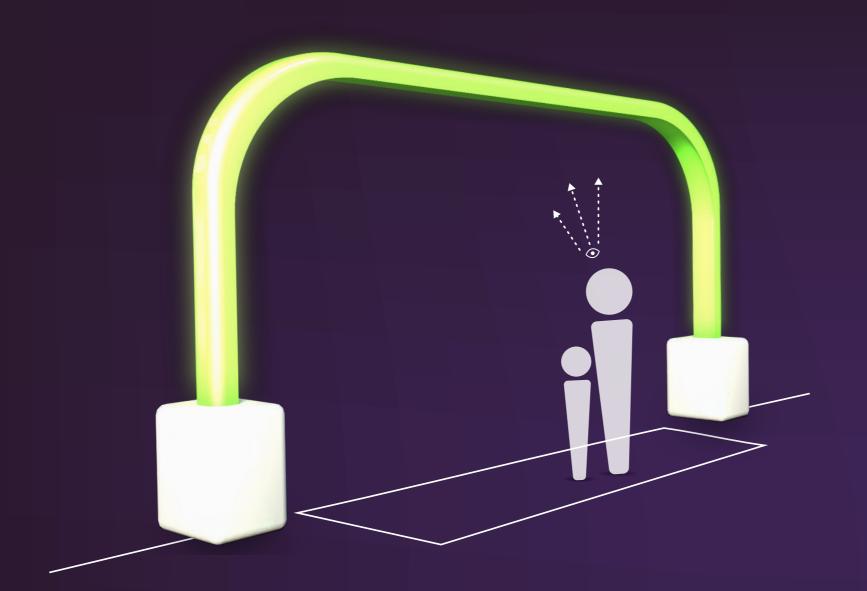
Shibuya is a five way crossing intersection. With crowd entering in from all five directions it becomes a chaos. Hence, identifying the pedestrian lights becomes a major challenge. Bumping pushing, running adds on to this disorder.

This is where our ideas comes in. Improving the pedestrian signal visibility through overhead signal bars and placing road studs on zebra crossing to make the crowd stay on zebra lines in whichever direction they plan to cross.



AERIAL VIEW

SHIBUYA CROSSING /// IDEA DEVELOPMENT _______ pg.32



OVERHEAD SIGNAL BAR

オーバーヘッドシグナルバー

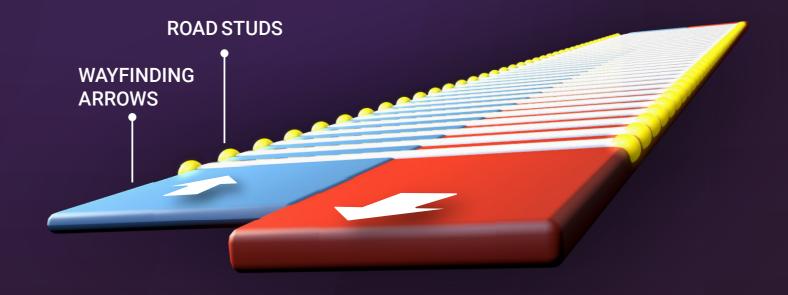
In a wave of crowd, it becomes a challenge to see the small pedestrian lights. With Overhead signal bars the overall visibility of pedestrian signal increases. Rather than looking whats ahead, one has to simply look above while crossing.

SAFETY & DIRECTION

安全と方向性

Road studs on either side of the zebra crossing are a visual indicator that one has to stay within those lines. This will help minimize scrambling, help pedestrians to cross road safely without bumping or colliding.

Finally, adding wayfinding arrows will help pedestrians to find their way easily thereby avoiding any confusion while standing in the middle of the intersection.



PUBLIC FEEDBACK

パブリックフィードバック

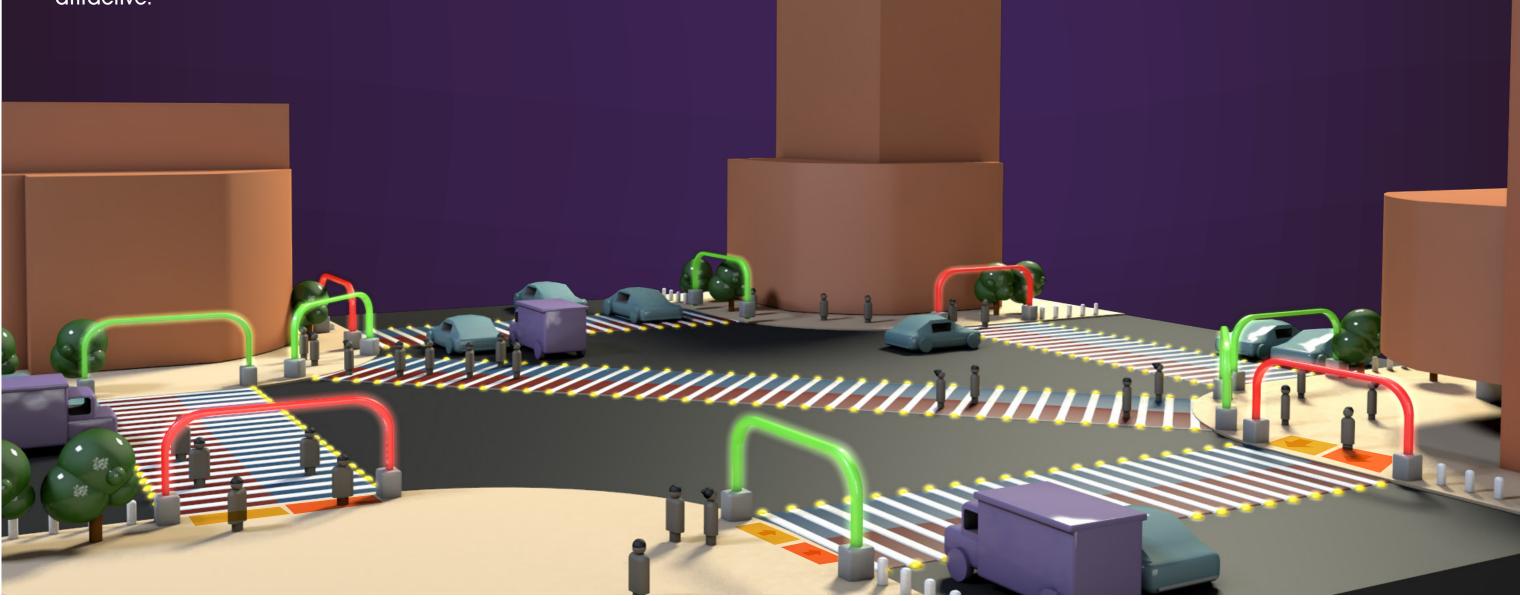
FEMALE - OFFICE WORKER TOKYO LOCAL, AGE: 30 - 45

On ground LED signal seems to be very helpful. Existing pedestrian signals are too small to see. I guess, overhead signal bar will help me to check whether the signal is green or red easily.

Would love to see Neo-Tokyo Aesthetics in your solution to make the location more attractive.

MALE - NON NATIVE JAPANESE AGE: 25 - 30

Wayfinding with directions is very helpful given how big the junction is. I like the idea of placing road studs on the ground. I hope they are visible during day time.



SHIBUYA CROSSING /// PUBLIC FEEDBACK ________ pg.3

END OF PORTFOLIO

Thank you!

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