



# Portfolio 2021

Hetavi Nakum

## Projects

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1.

Simple Product design  
Year 2018

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2.

Exhibition design  
Year 2020

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3.

Ui - Ux design  
Year 2020

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4.

Technical Complex  
design  
Year 2020

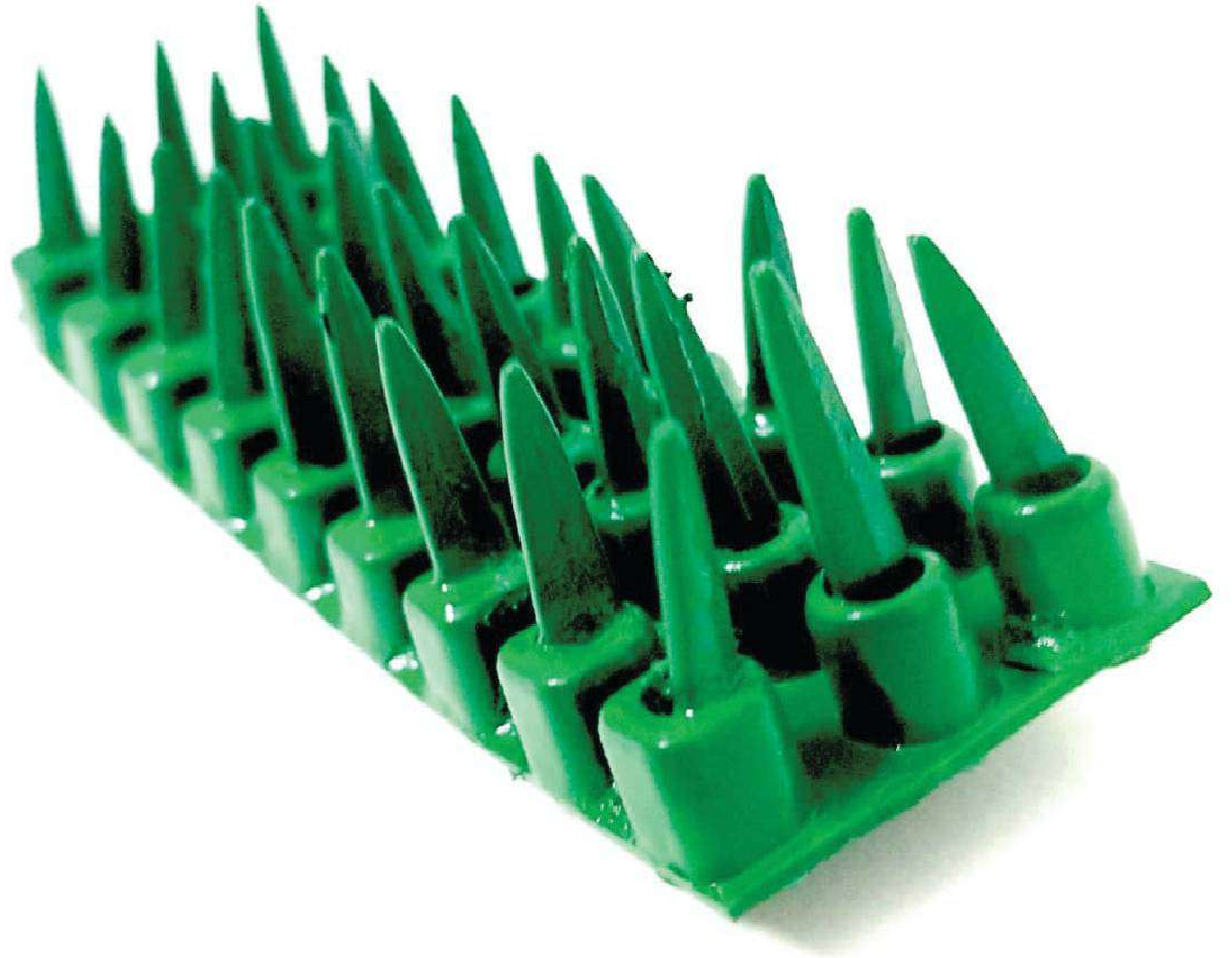
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5.

UI - Ux design  
Year 2018

01

Simple product  
design





# Problem Statement

The traditional way comprises of plucking leaves with the help of your fingers

You pluck the desired leaves using thumb and index finger Which ends up consuming lot of time and energy.

## Brief

The product helps in separating leaves from the stem of green leafy vegetables. Reduces much of human labour and time.

Best suitable for -  
Fenugreek  
Coriander and  
Mint leaves





# Research

The design process used was double diamond

The research phase compromised of face to face interviews , group discussion and panel discussion

# Green leafy vegetable study

To understand the process novice and extreme study was conducted so as to know they handle the veggie

Novice being tean girls and boys and extreme being maids and home makers





# Design Probe

Experimenting with various tools and objects to derive the desired result

The users were given different object and were told to separate the leaves from the stem of green leafy vegetable. Objects like comb,funnel,clip,fork and much more



## Prototyping

Multiple prototypes were made which followed different principles like -

- Pulling
- Passing through
- Twisting
- Cutting



02

Exhibition  
design

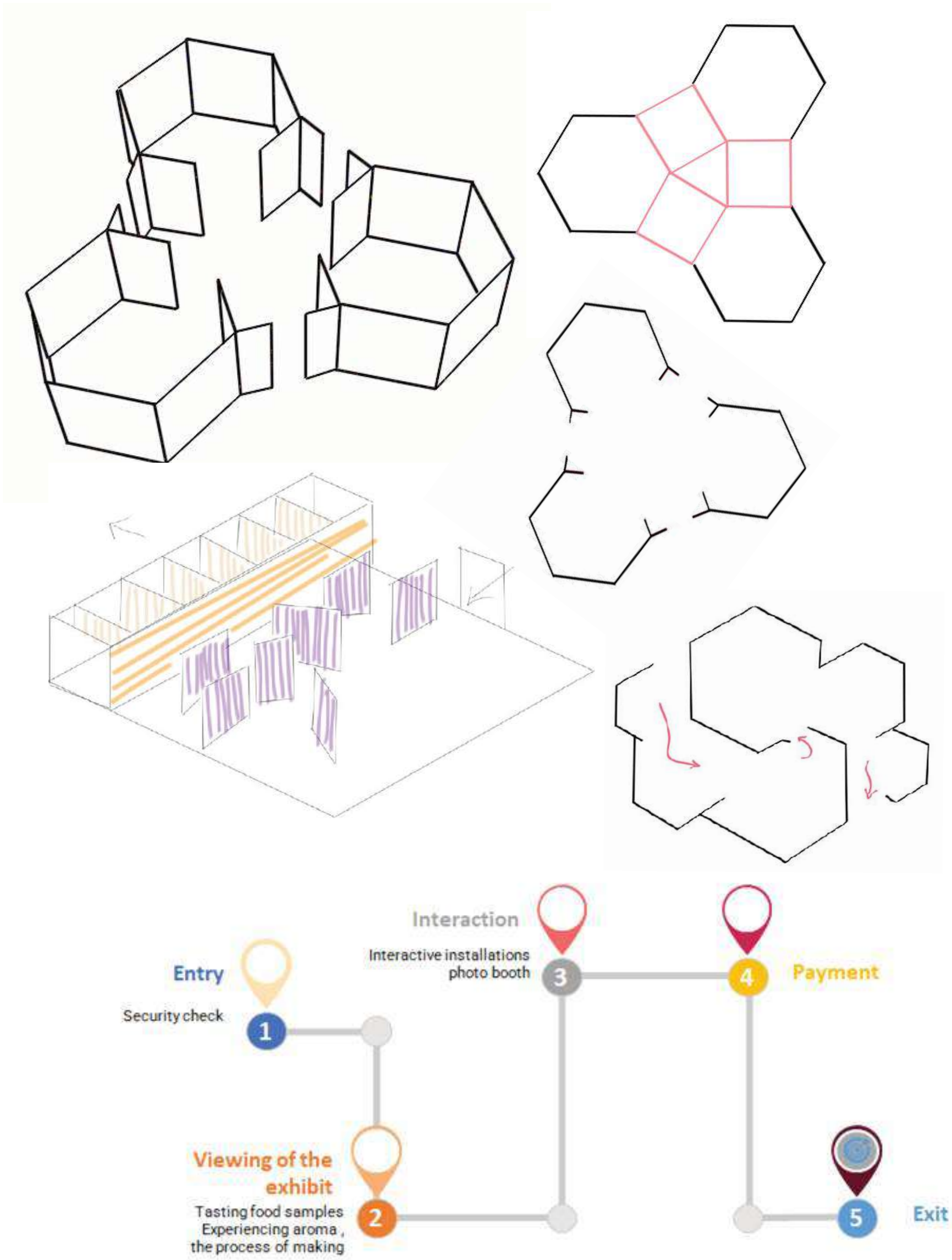




# Research

Primary research included study and analysis of existing food exhibits. Mapping various user journey maps and finding the loopholes.

Different layouts and arrangements were tried keeping in mind it could digest bigger crowd





# Problem statement

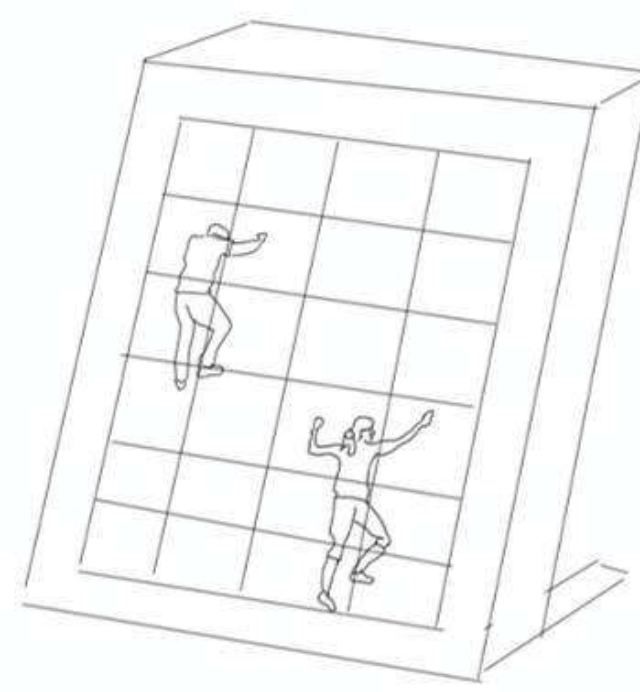
Users complaining about getting tired in exhibits because of lack of places to sit upon. Due to which senior citizens dont even think stepping into it

To design a space so that users could rest upon and can get their fatigue rescue also it should be interactive so that users could play, have fun and spend time around

## Ideation

Structures were inspired keeping in mind the desert theme also to inculcate interactive touchpoints

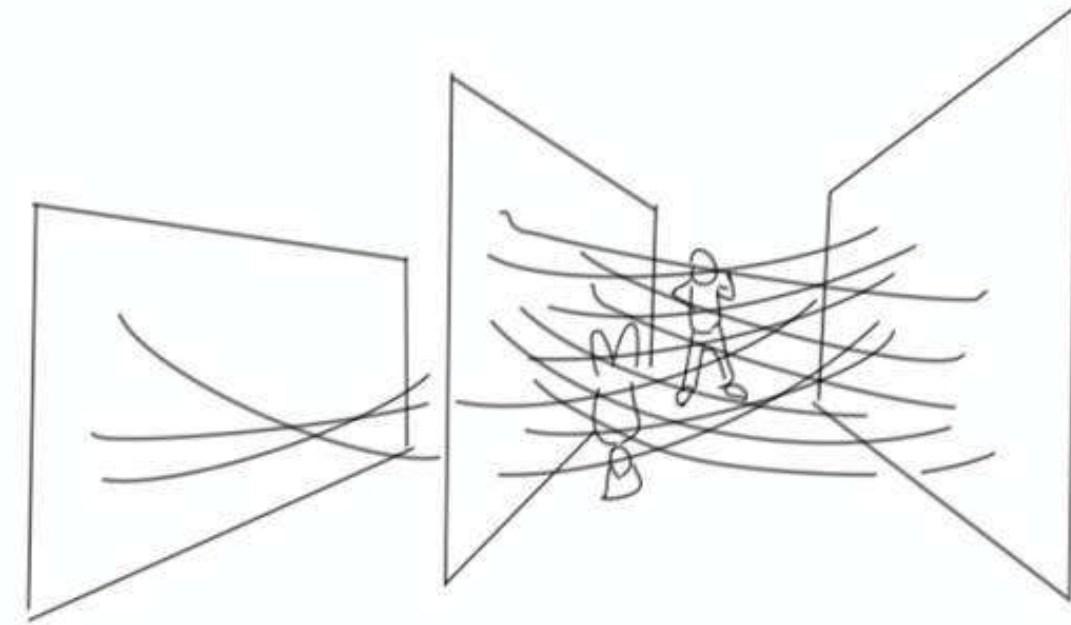
Waffel wall climbing



Taco swing

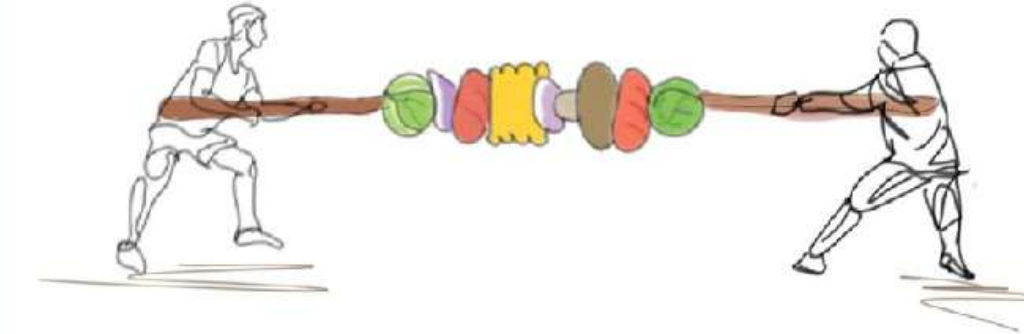
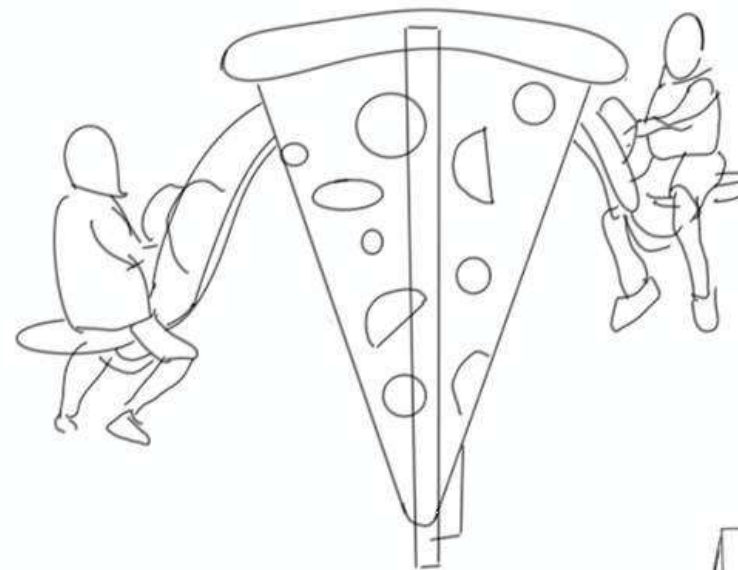


Pasta swing



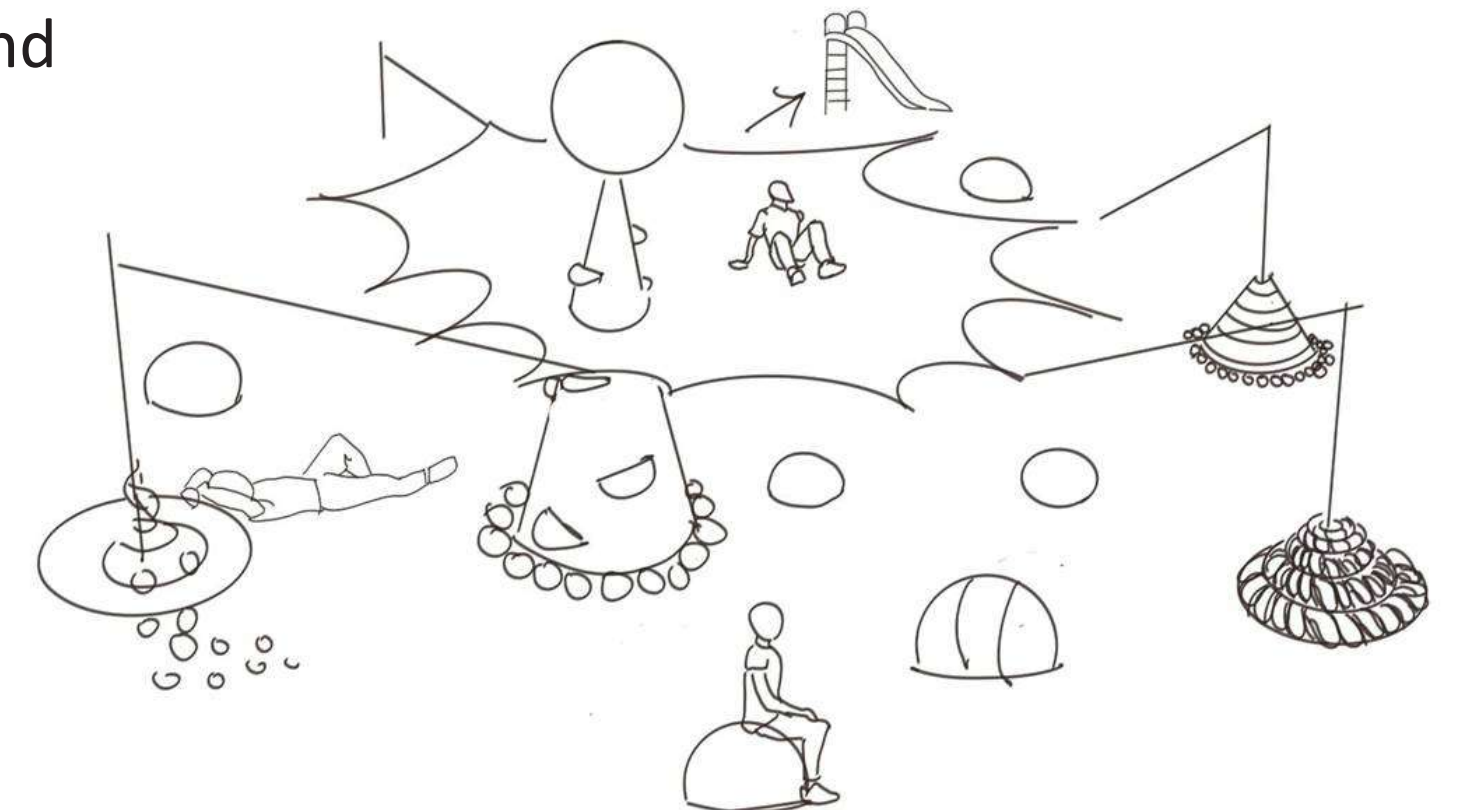
Noodle wall

Pizza seesaw

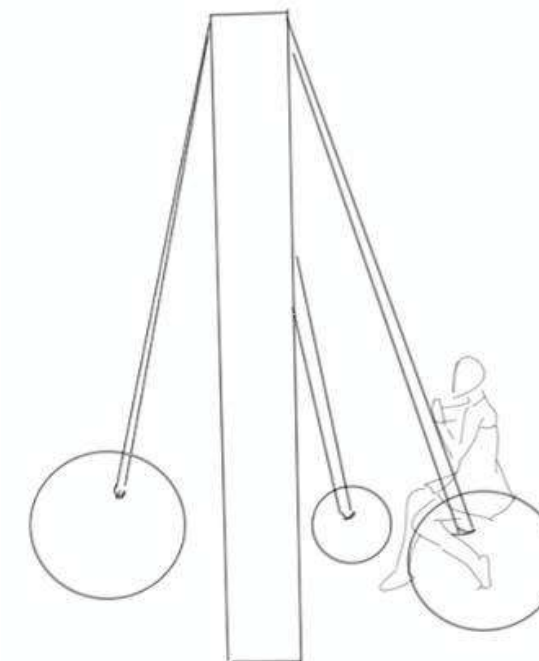


Barbeque tug of war

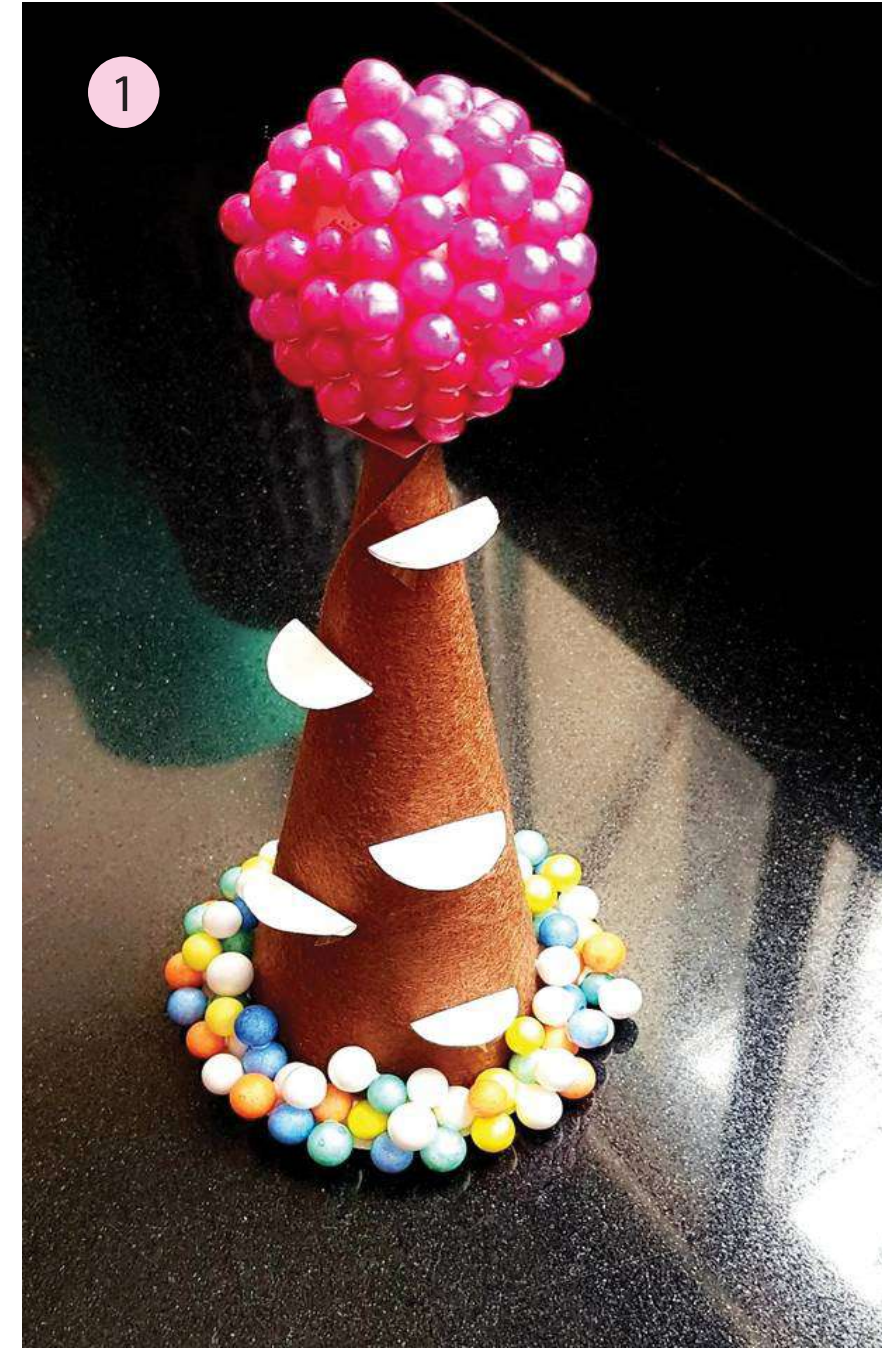
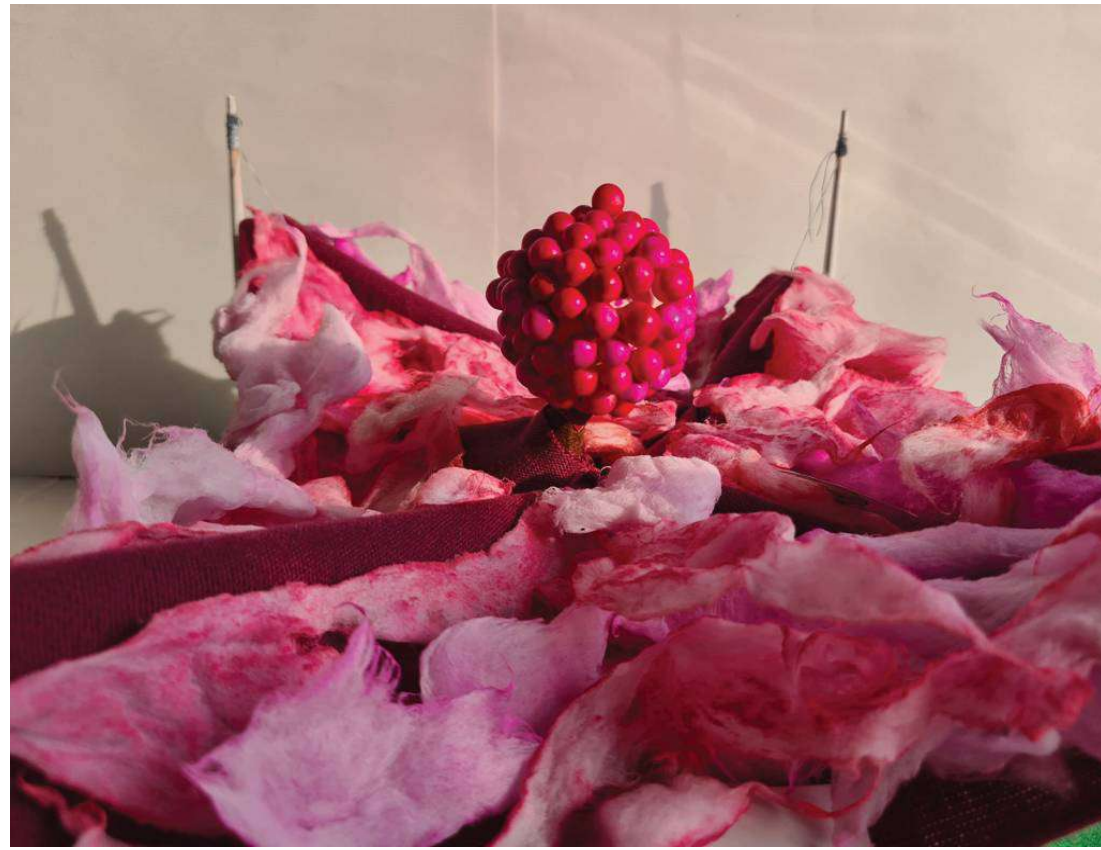
Candy land



Lollypop swing



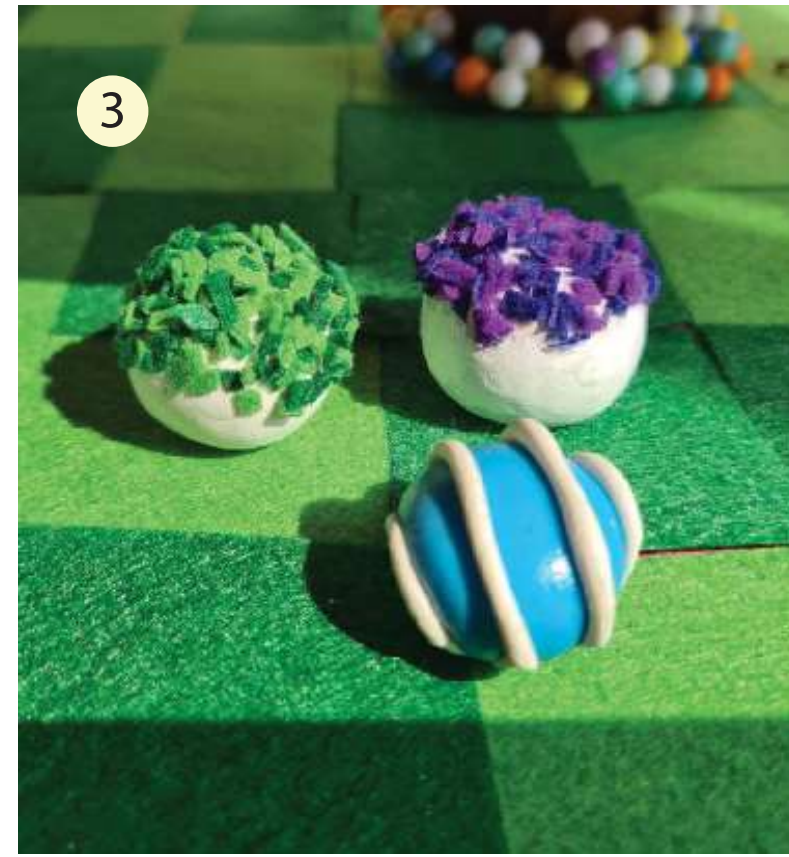




1 Climbing  
Inspired by chocolate cone

2 Playing (arial playground)  
Inspired from candyfloss

3 Sitting  
Inspired by chocolate balls



4 Structure supports  
where users can lie down and  
can have head rest

5 Sliding





# 03

## Ui/Ux design



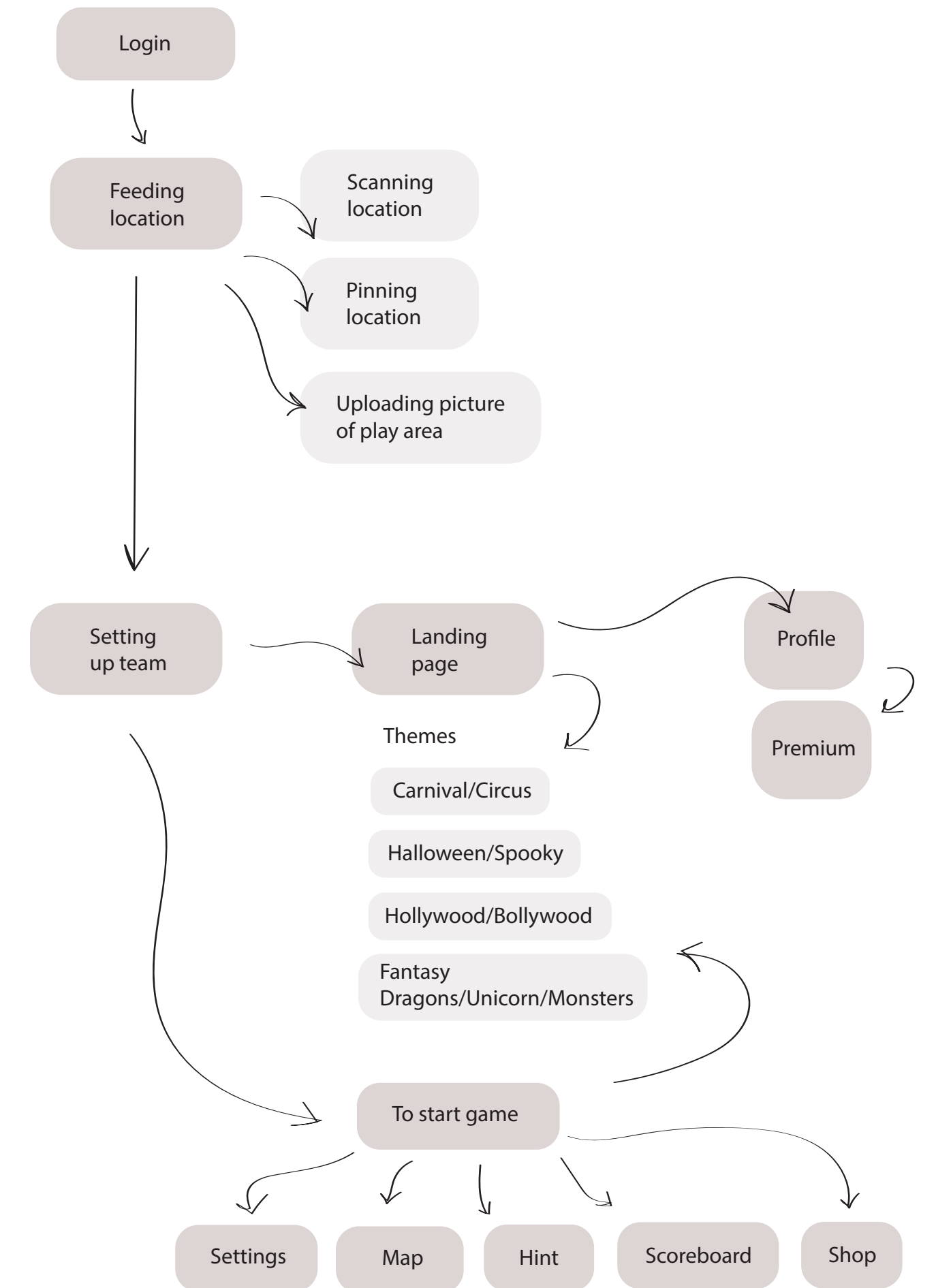
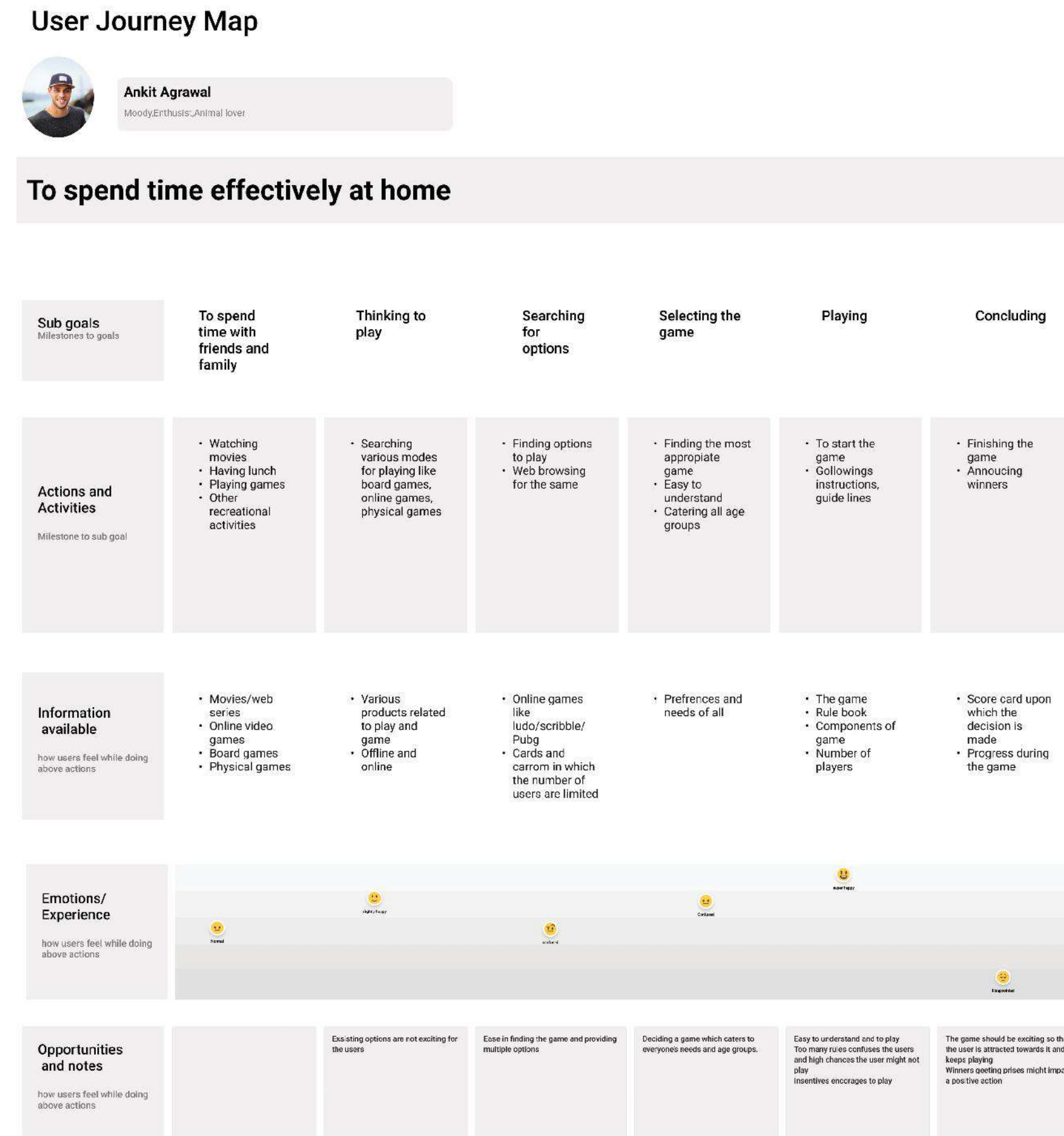


# Theme

## To design for new normal

# Research

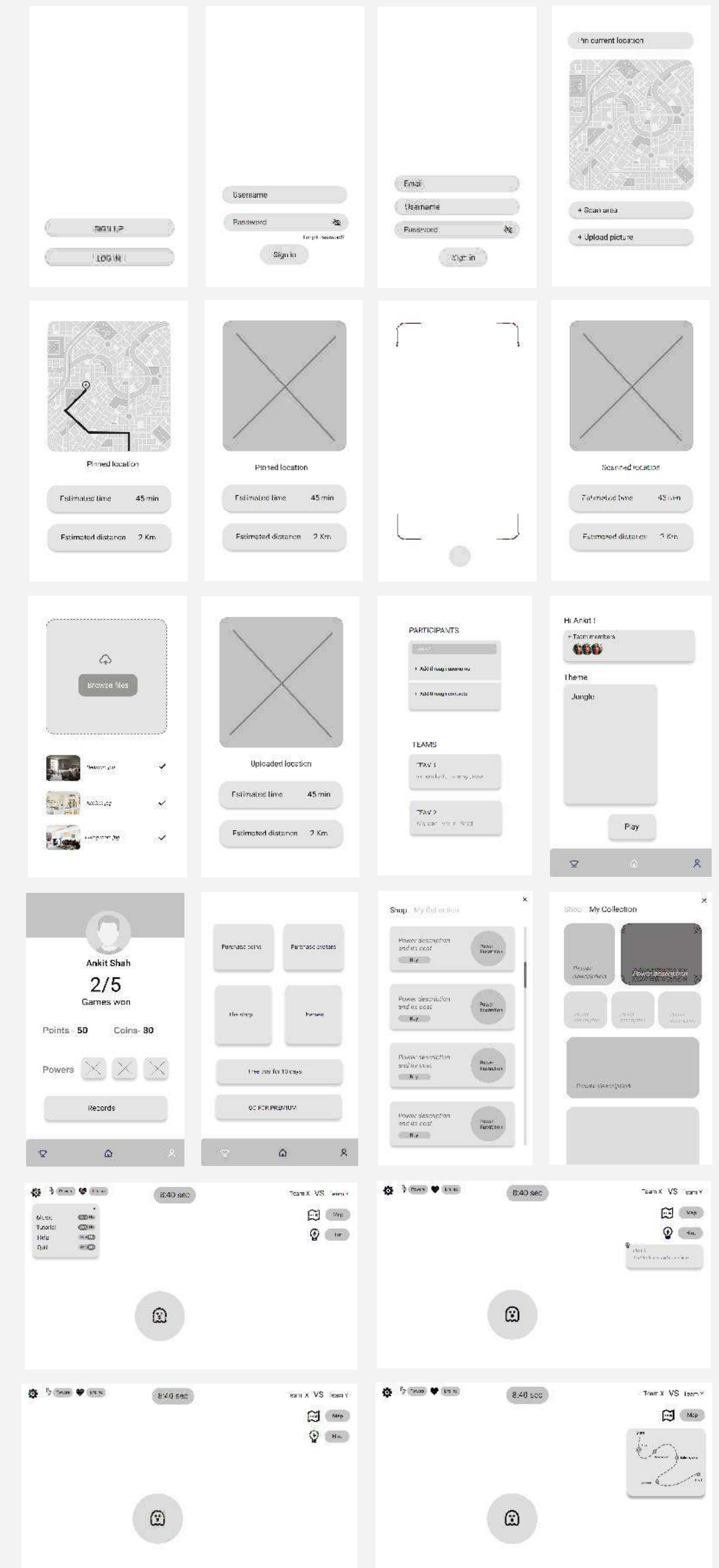
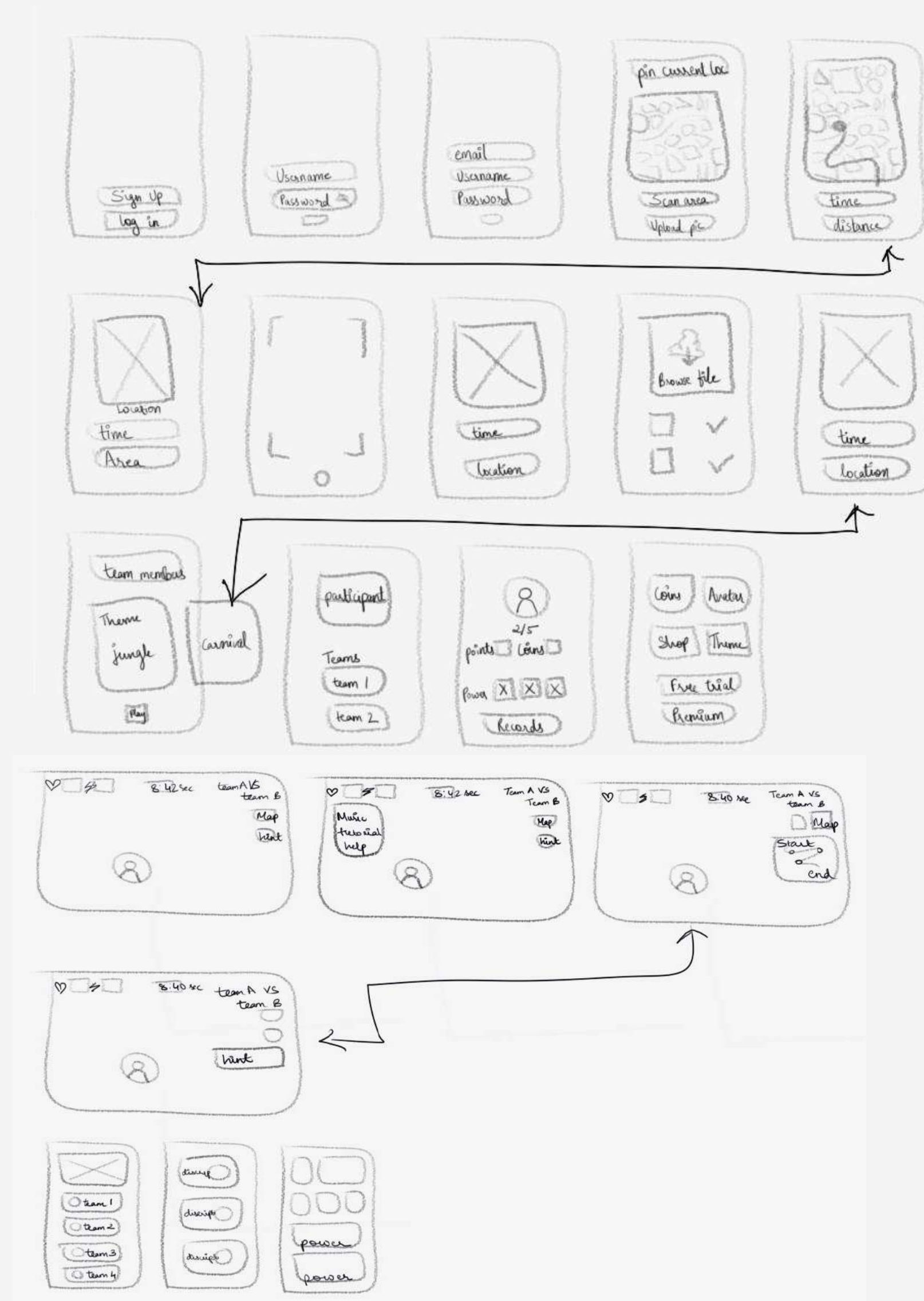
Pre brain storm on topic.Preparing user journey map and user persona.Knowing the business and user goals.Understanding new normal from different perspective age groups and economic status.





# Sketching and planning

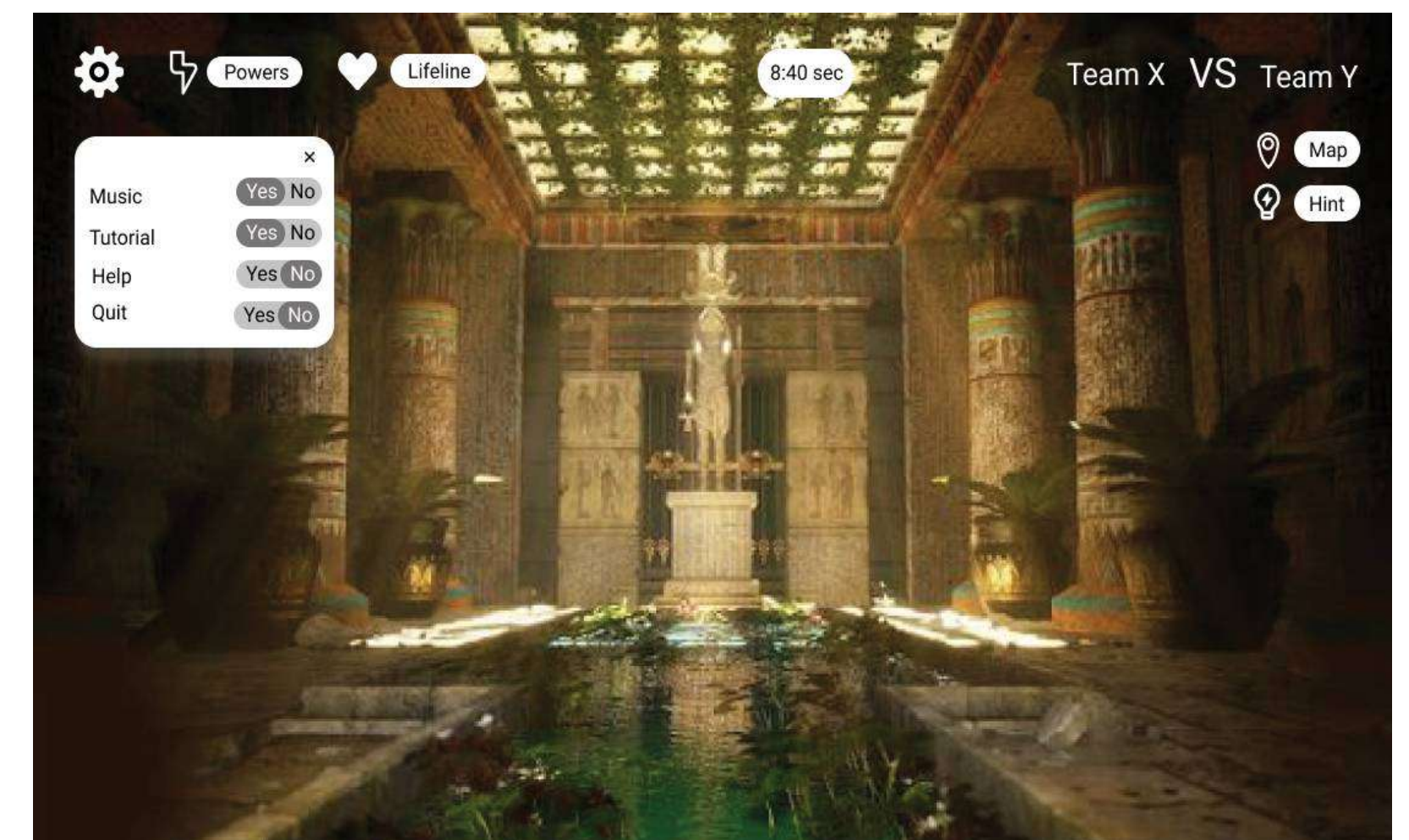
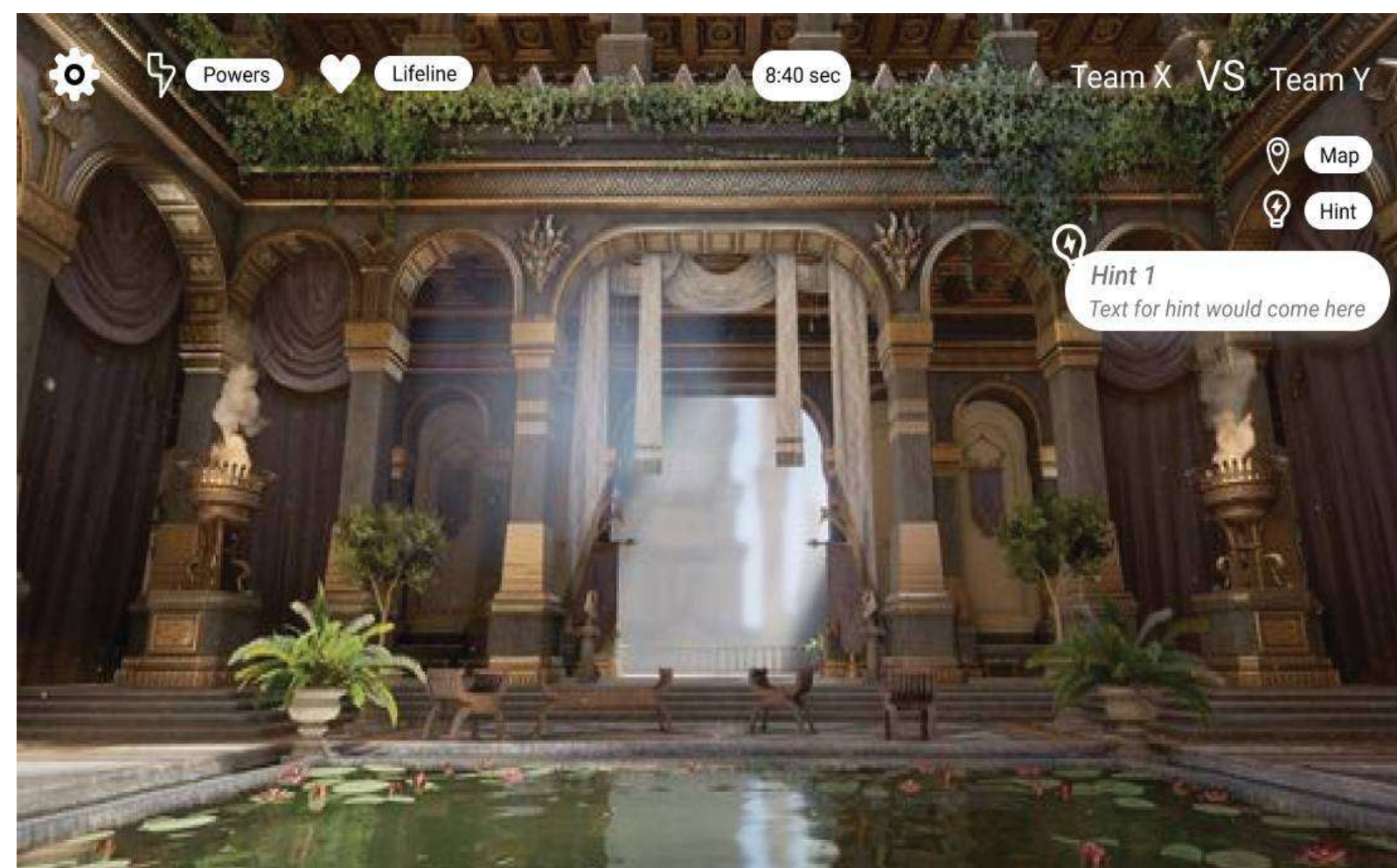
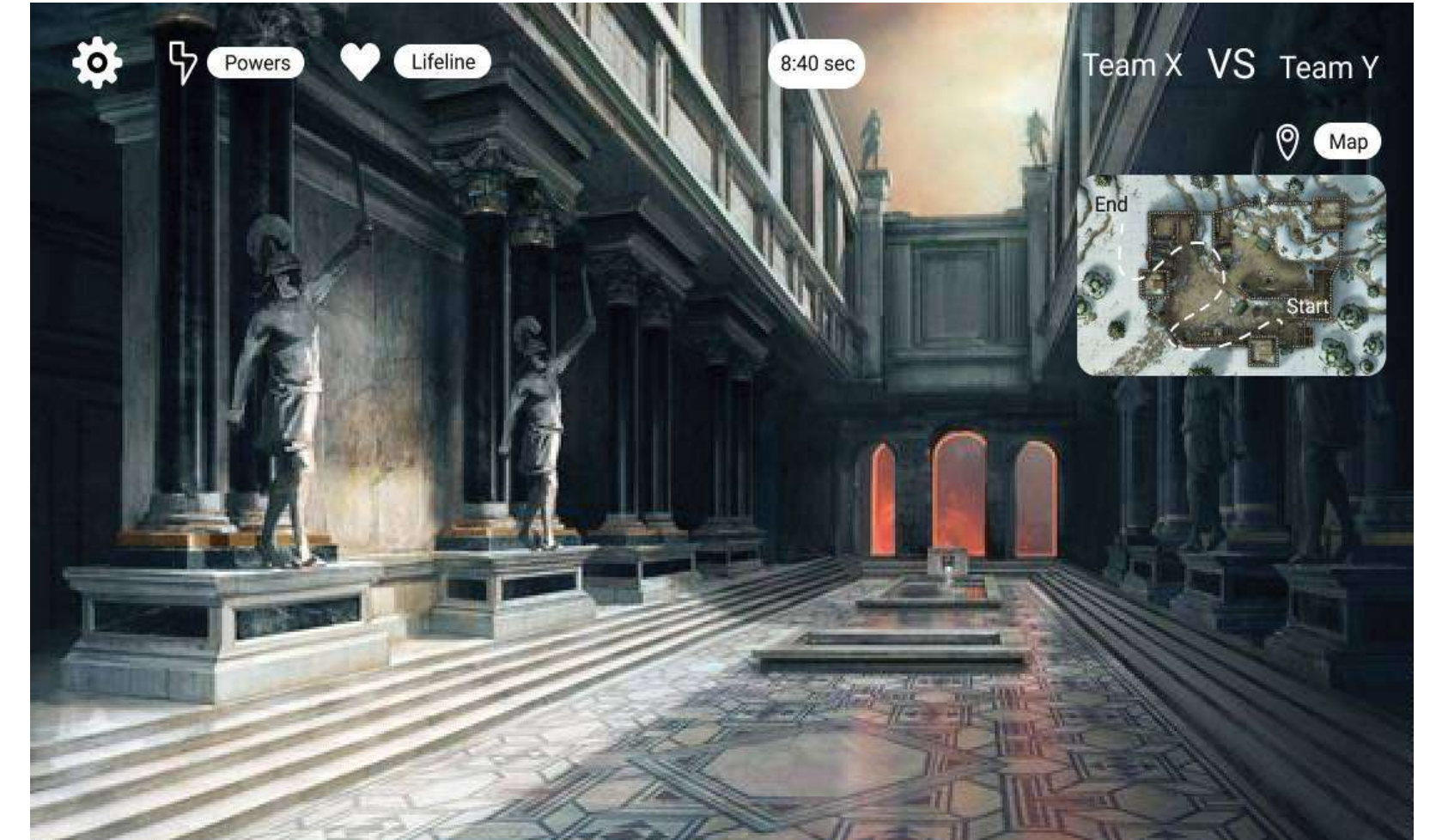
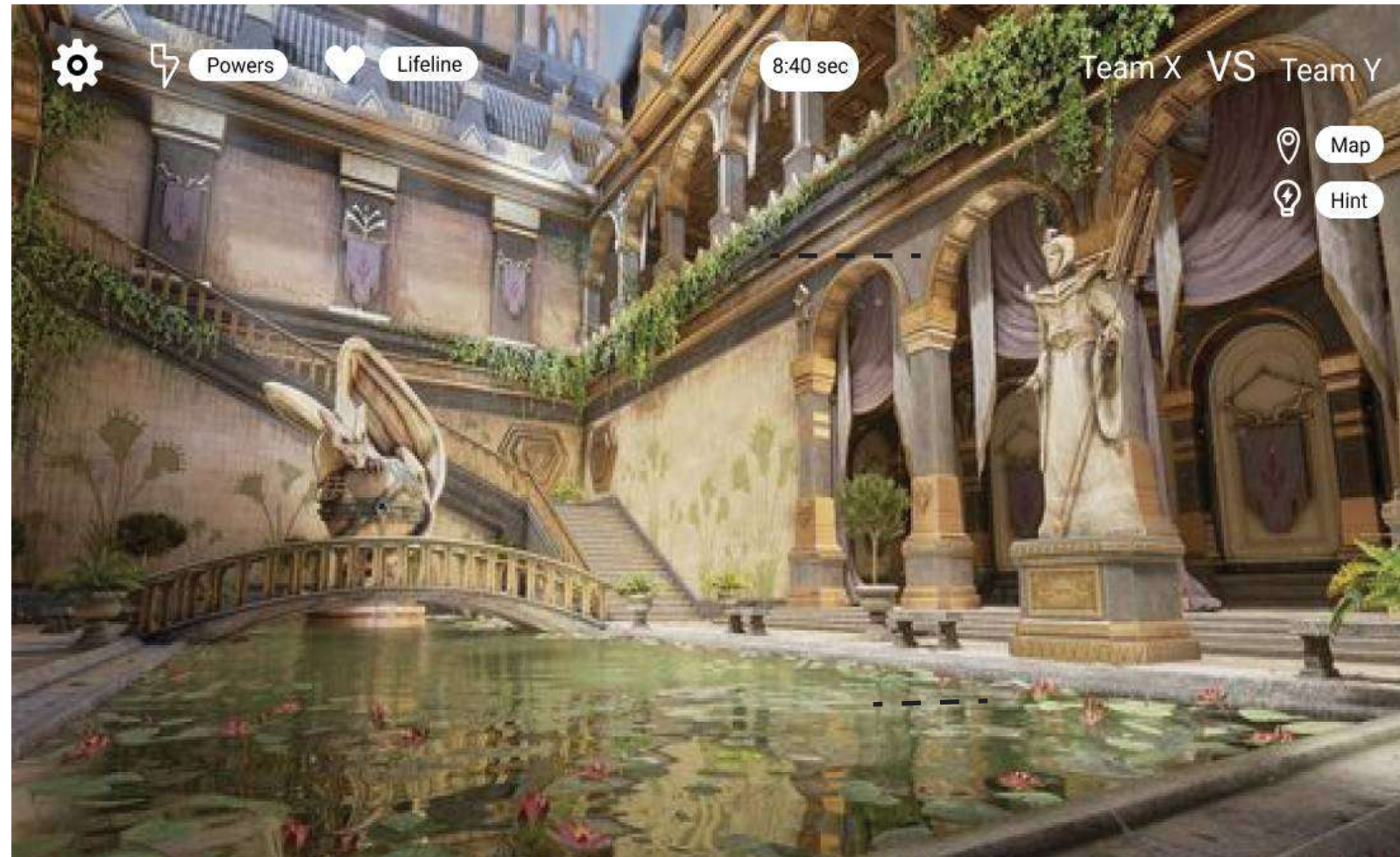
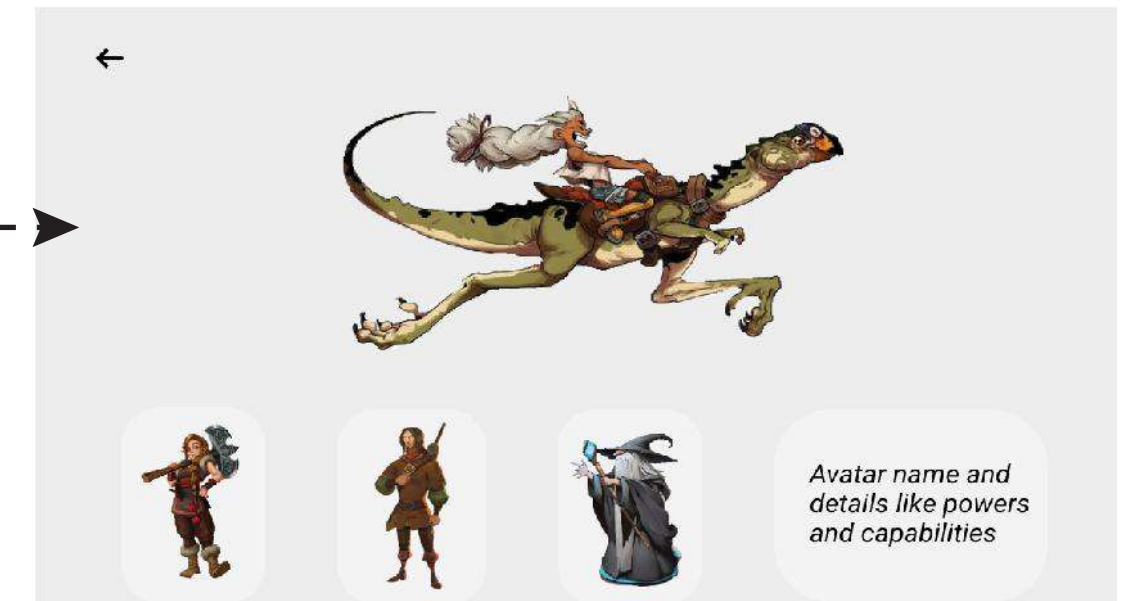
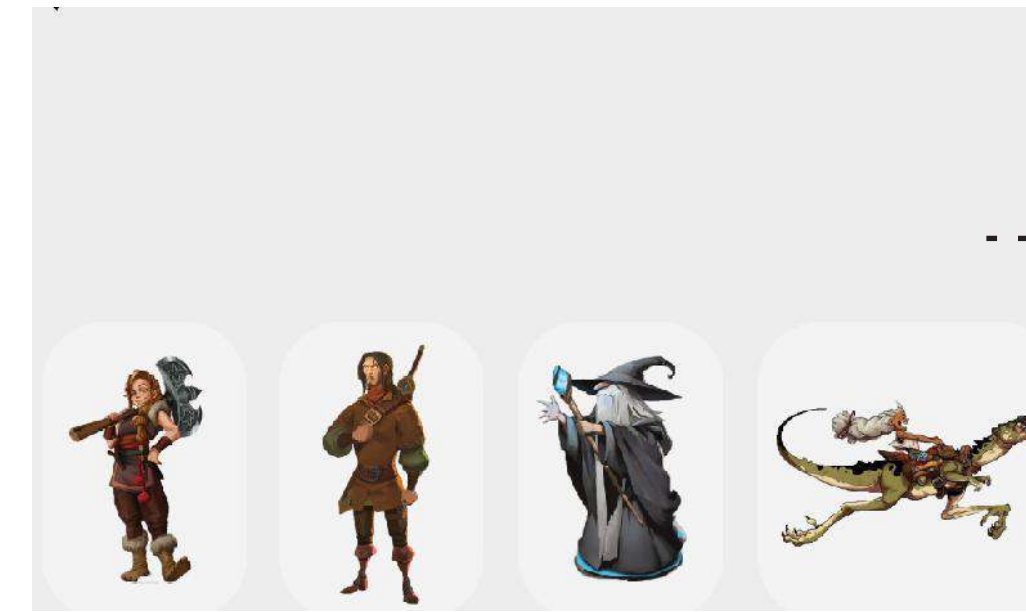
The game is constructed to make stay home more exciting and interesting. It will make sure that you are physically active while you are locked at home during covid times. Scan your room/home or play area. The app would create your personalised treasure hunt /escape room game based upon your location with the help of ai technology. Collect all digital clues which are hidden throughout location into the real world



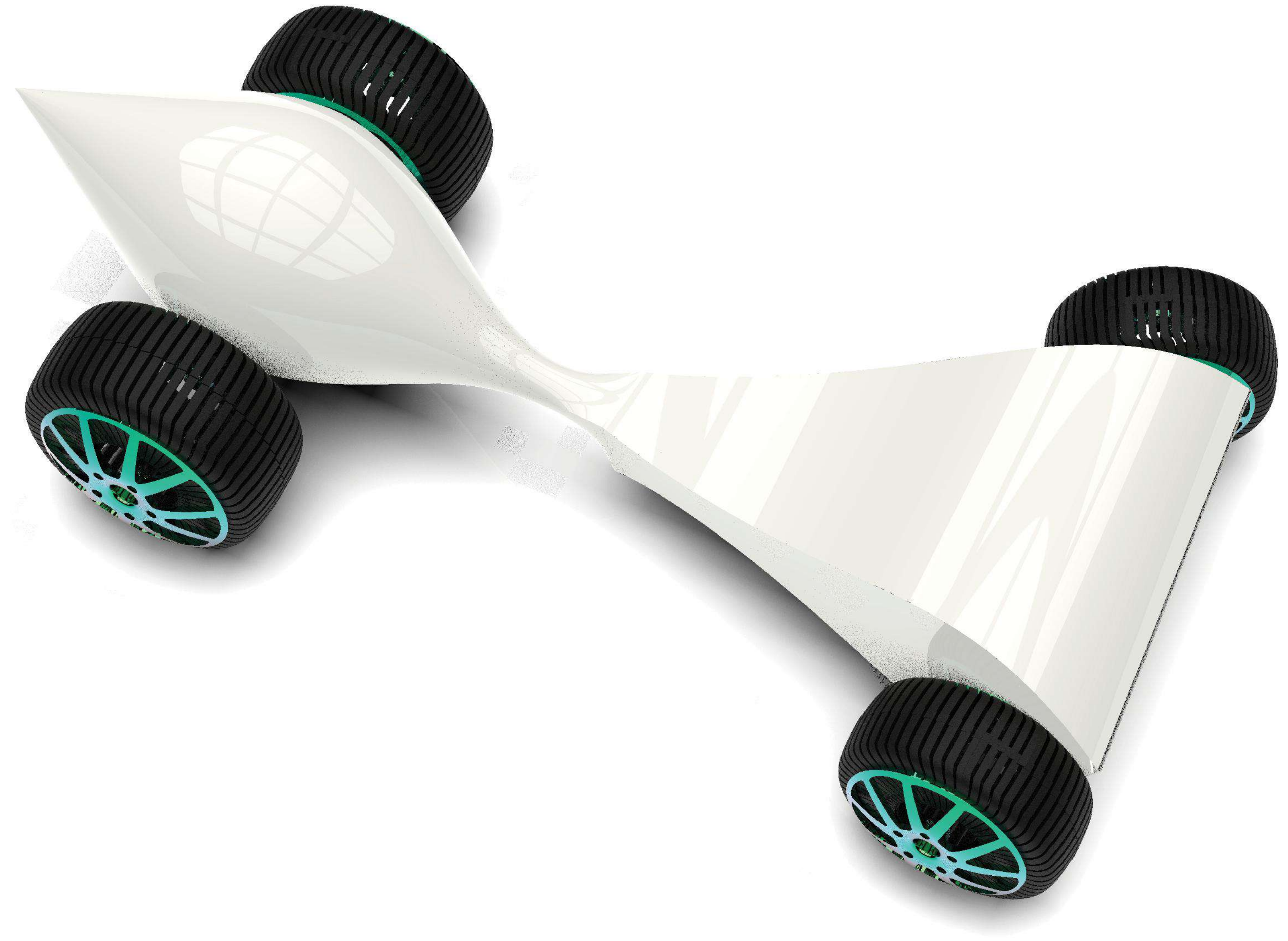


# Wire frames

Virtual games screens for your personalised treasure hunt. One can choose their suitable avatar based upon their liking. The game provides different themes such as  
jungle  
carnival  
fantasy  
hollywood/bollywood







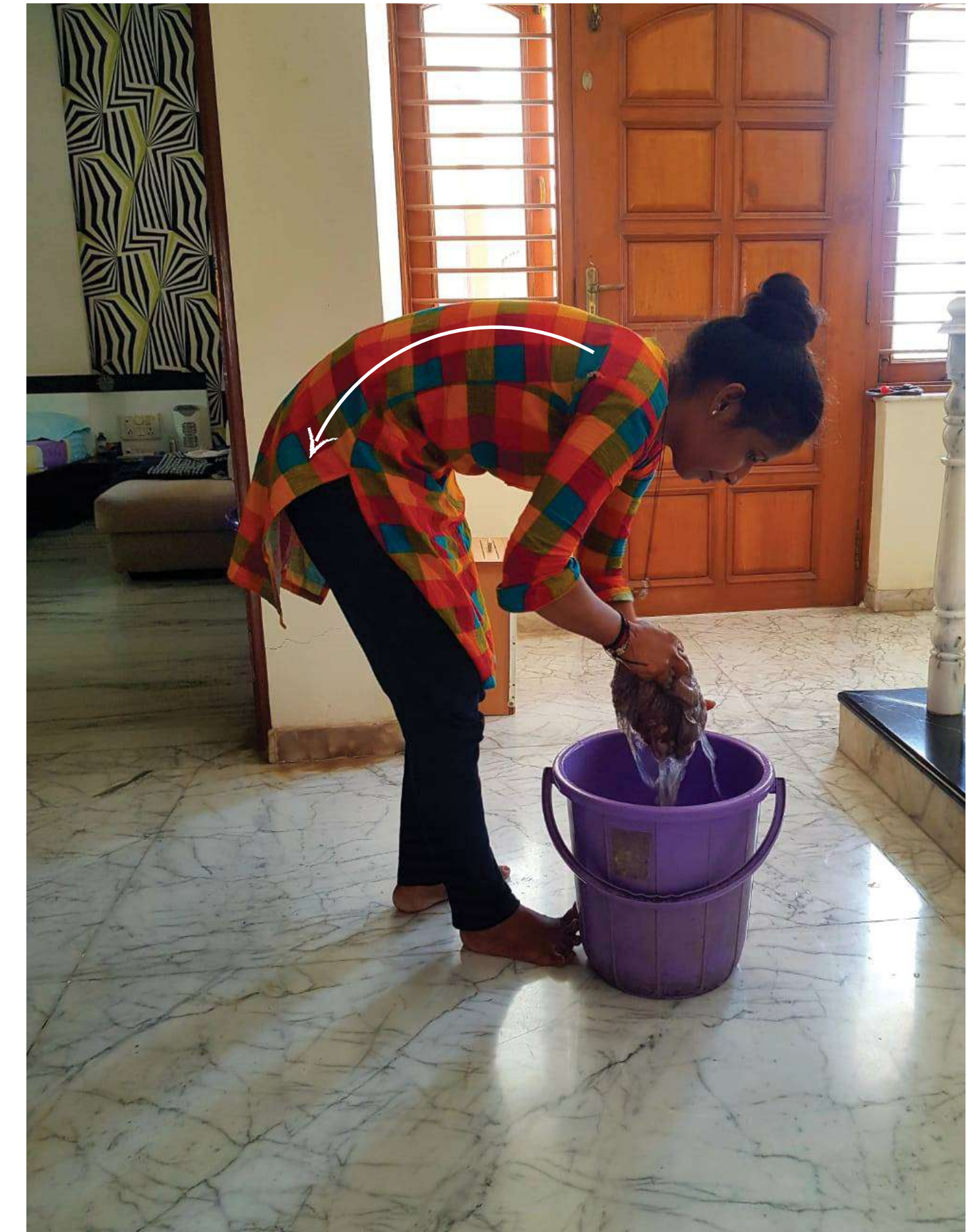
04

Technically  
complex design



## Problem Identification

Household chores are necessity which one can't avoid. One of the most common household chores one could think of would be mopping and sweeping. You would probably find vacuum cleaners in market to get rid of sweeping but eventually you are stuck with mopping. Mopping not only causes lower back pain but also consumes a lot of time, it puts a lot of strain on your body because of how you are twisting, reaching, and bending in order to perform the task.

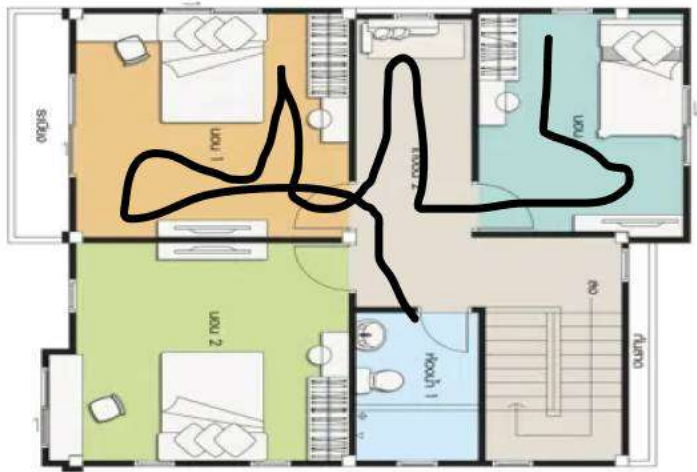
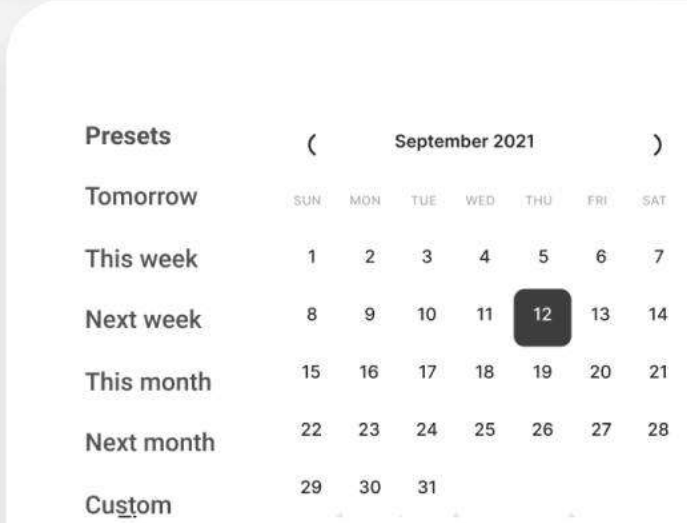
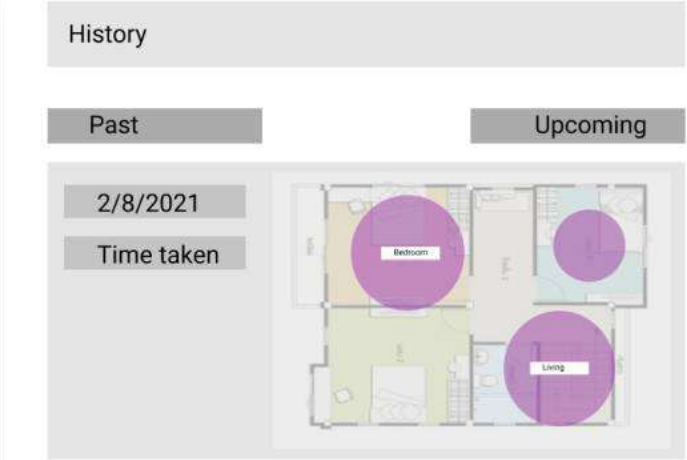
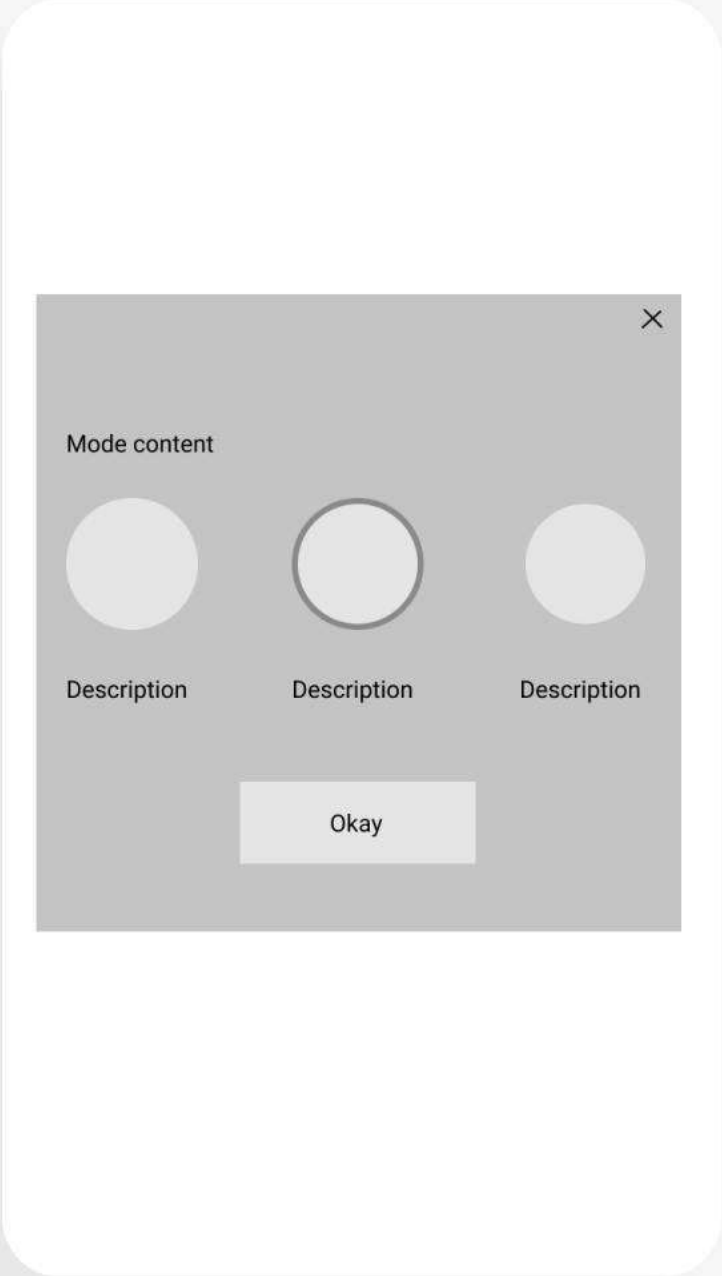
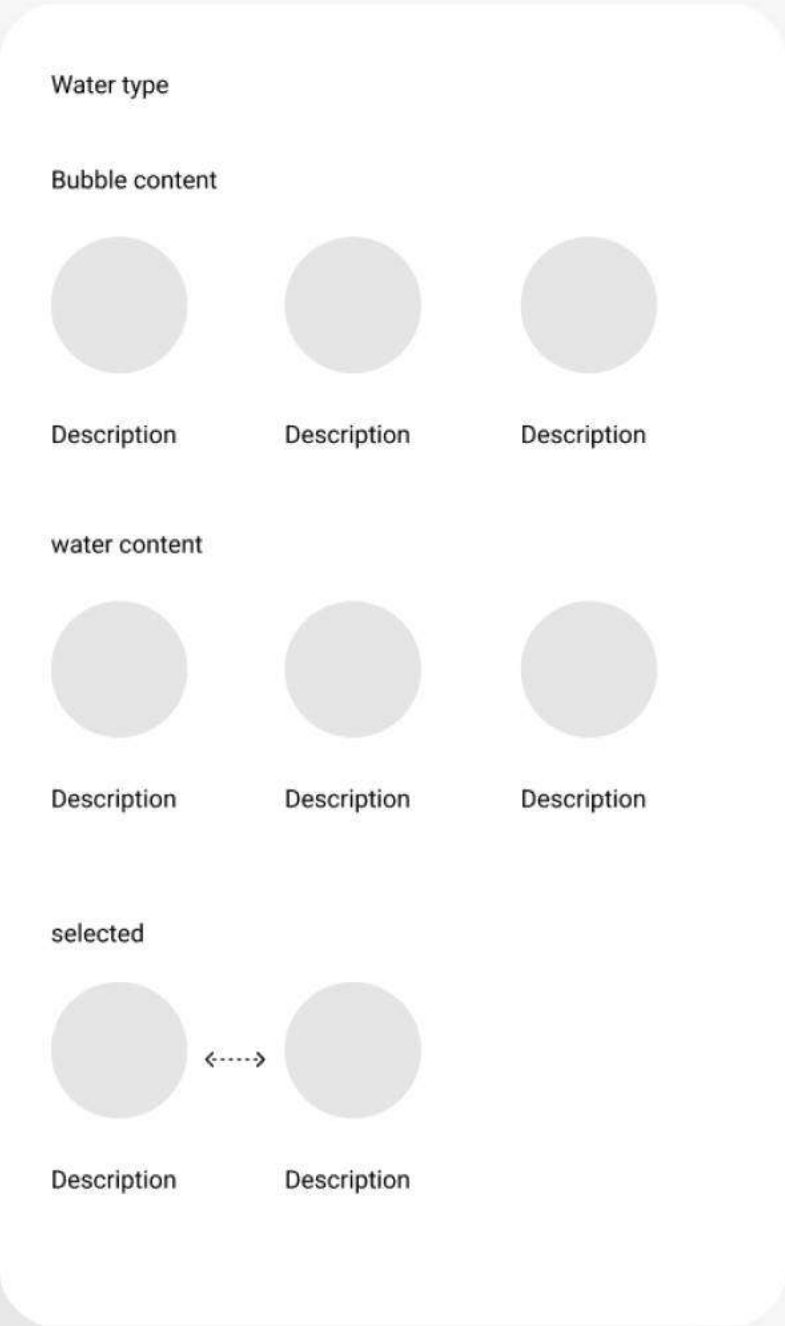
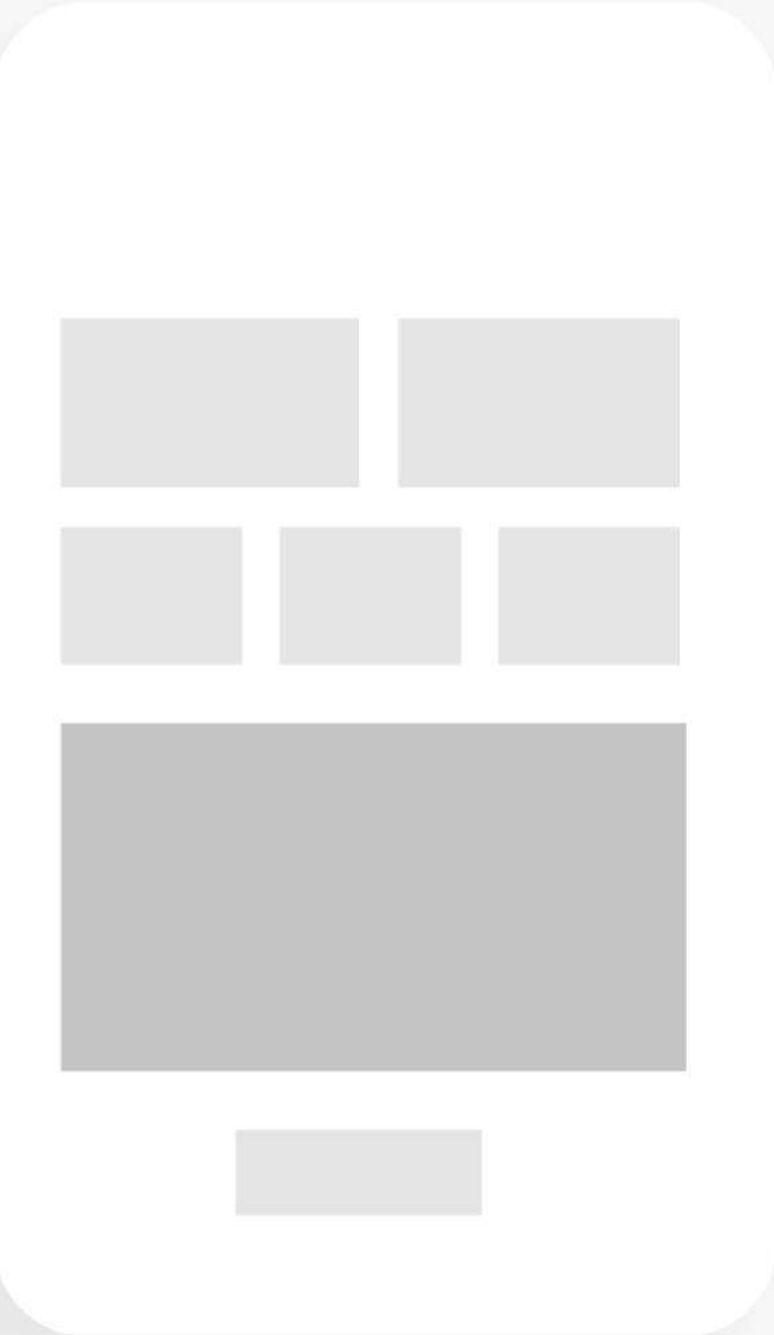








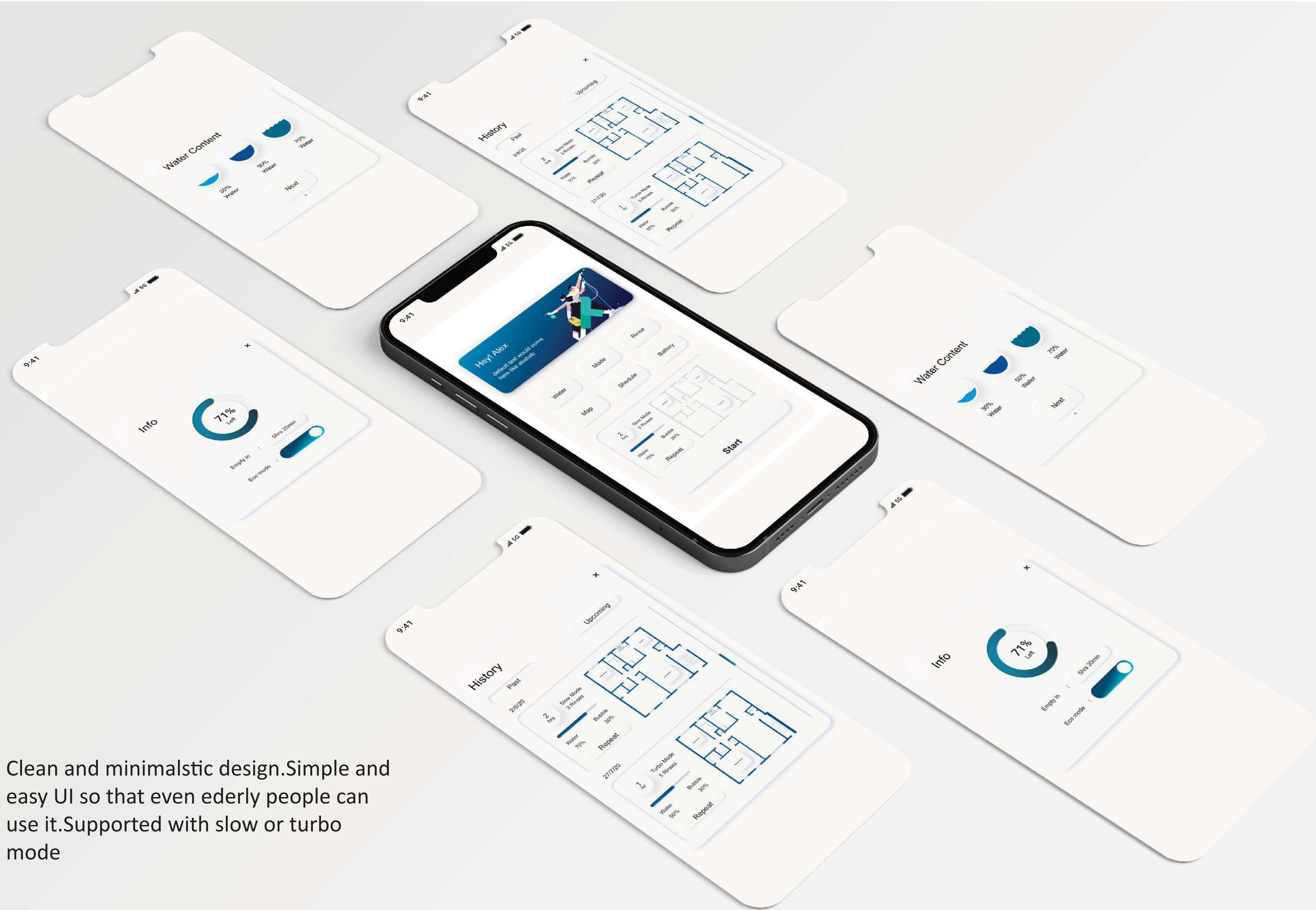
# Wireframing



Can be operated through mobile application also, so that one can schedule cleaning even if they are not home. You can also set basic everyday cleaning route on the app so that you don't need to set it every day



Clean and minimalstic design.Simple and easy UI so that even ederly people can use it.Supported with slow or turbo mode







You can now custom your mop requirement. The user can set amount of water needed in mop for eg (dry / wet and medium mop) and also the soap content in it. Customise your mop rinsing shifts as well.

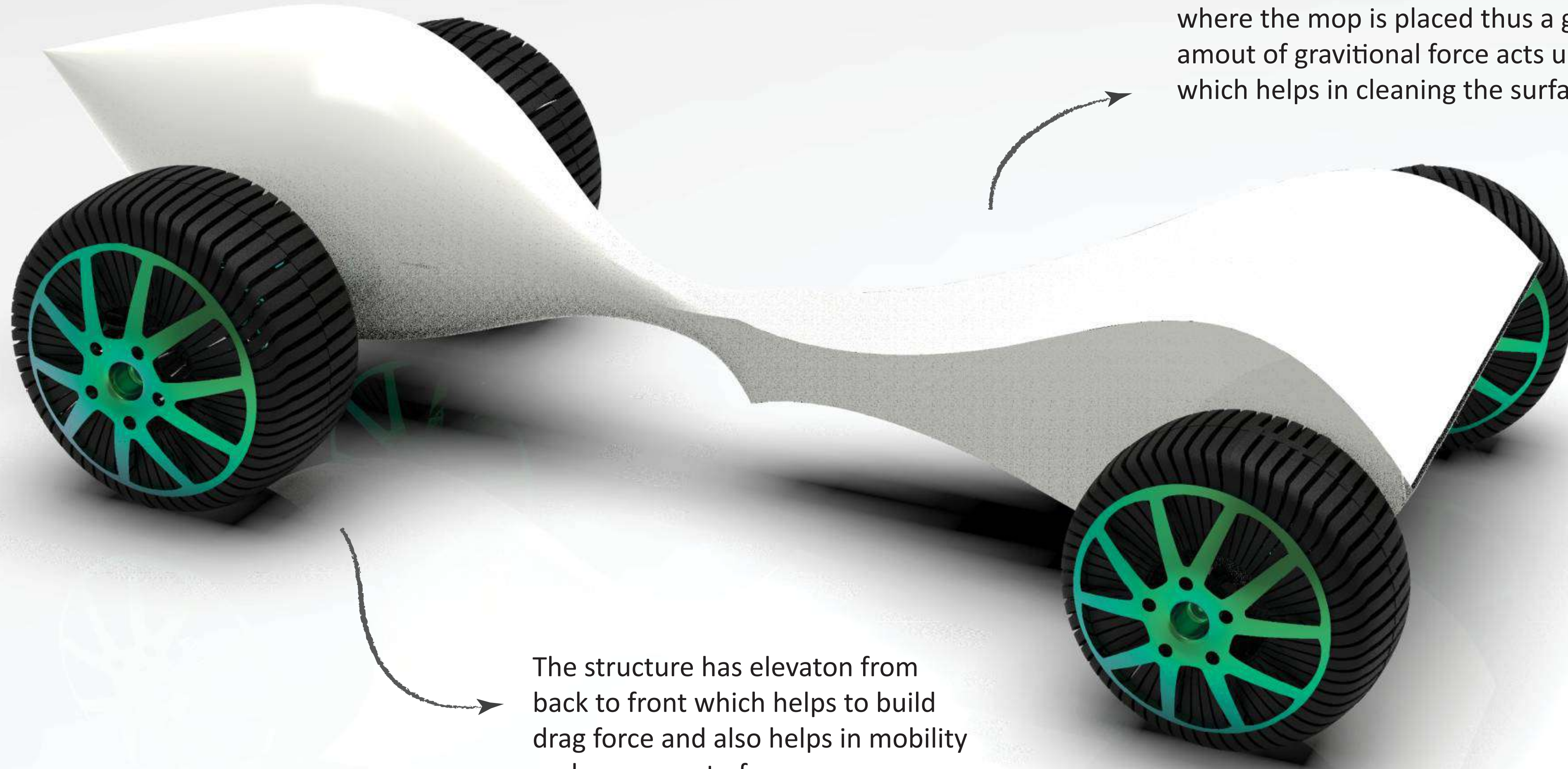


Curve form helps in reaching corners and helps in cleaning the same



All heavy components are in frontal part where the mop is placed thus a good amount of gravitational force acts upon which helps in cleaning the surface well

The structure has elevation from back to front which helps to build drag force and also helps in mobility and movement of mop





05

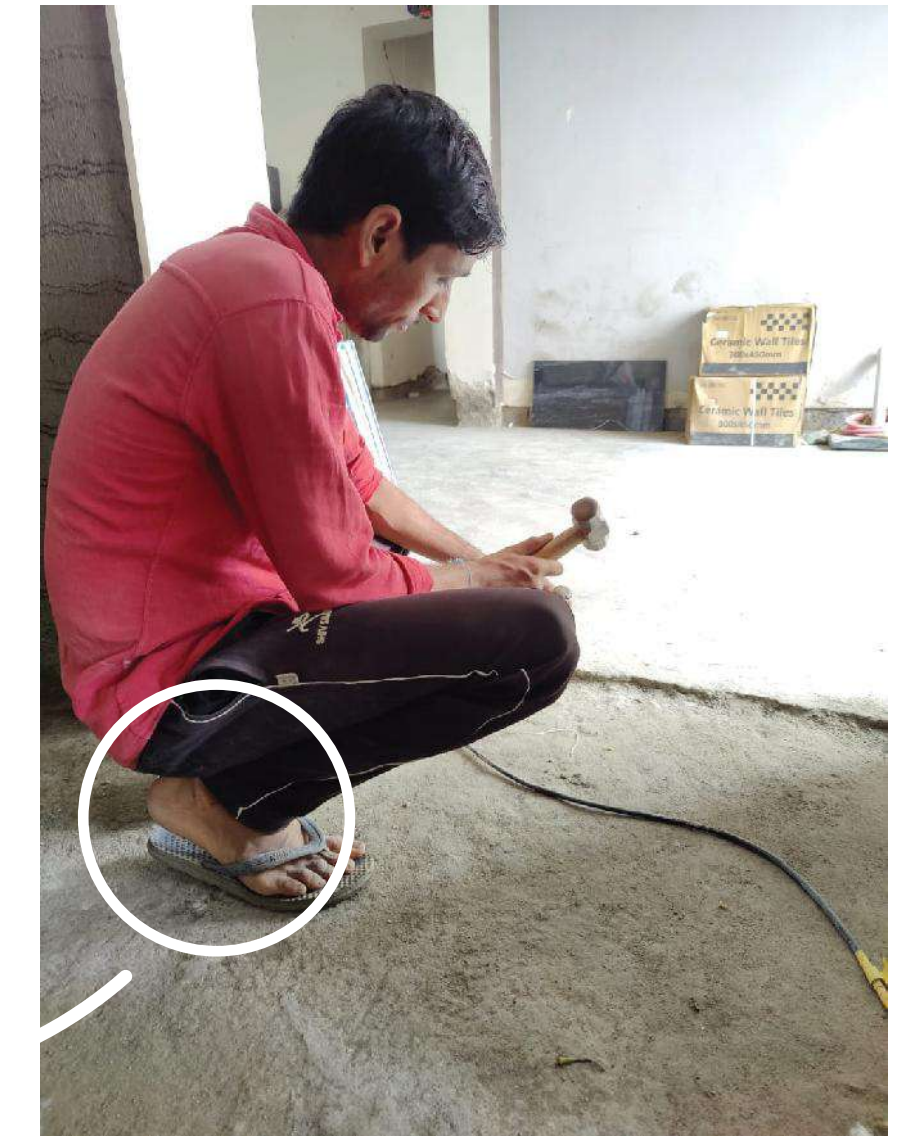
Simple  
Mechanical device



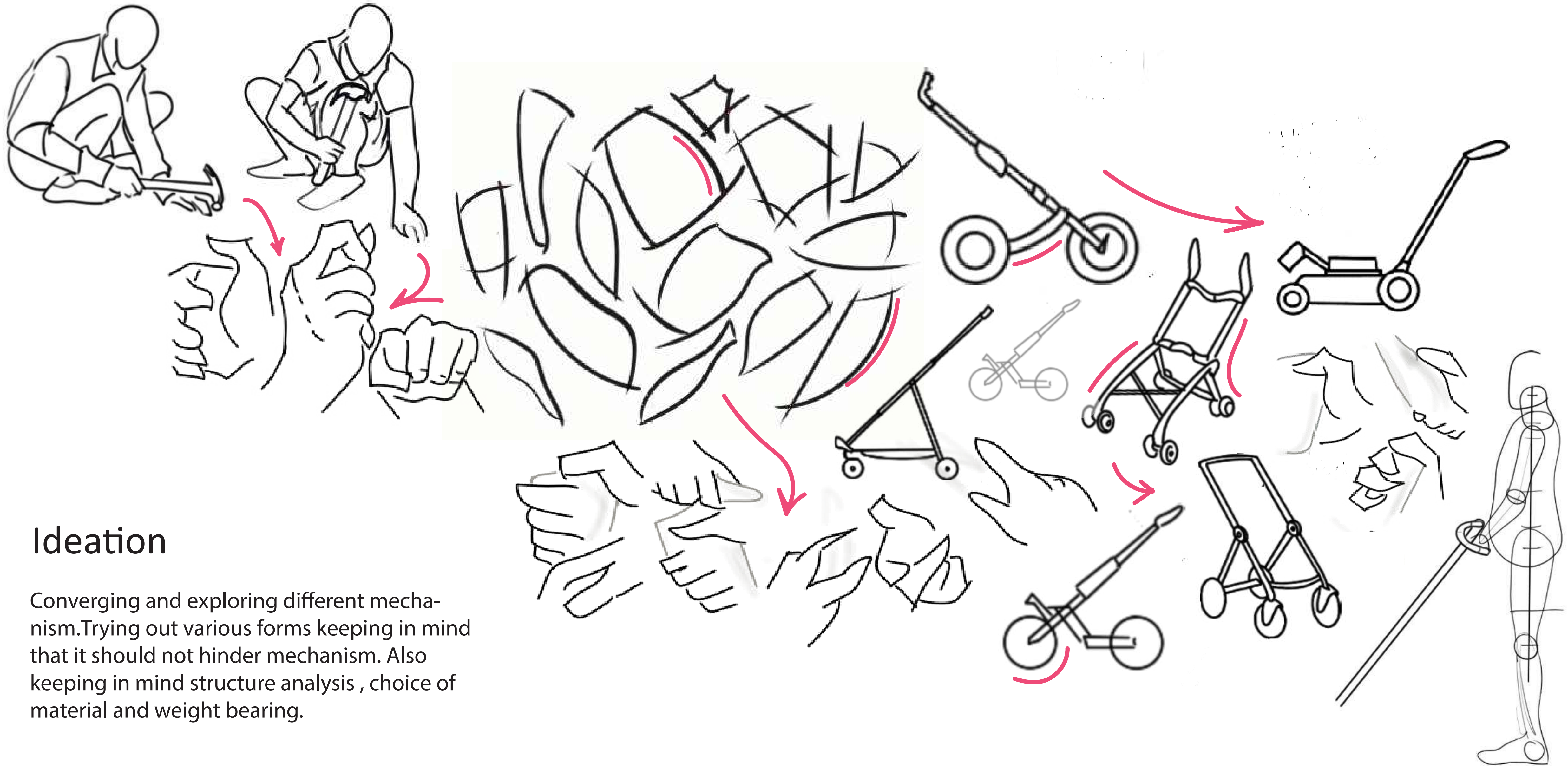


## Research

Shadowing and various site visits were conducted. Emphathising and understanding current situation and problems faced by the user. Understanding interaction between tools and the environment. Analysing body posture and human physique







## Ideation

Converging and exploring different mechanism. Trying out various forms keeping in mind that it should not hinder mechanism. Also keeping in mind structure analysis, choice of material and weight bearing.



## Product xyz

Hammering tiles can now be easy and convenient. No more squatting and back aches. This product helps you to break tiles with almost zero efforts. The user needs to simply hold the grip and walk, with the help of four bar mechanism the linear motion gets converted into rotary and the hammer starts hammering. The shovel helps in scarpping tiles.

