



**DESIGN 2013**  
**PORTFOLIO**  
VIVEK SHANKAR

# VIVEK SHANKAR

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## education

Indian Institute of Technology, Kanpur

Master of Design (M.Des) / 2012-Present ..... **10/10**  
CGPI

Sir M.Visvesvaraya Institute of Technology, Bangalore

B.E(Electrical and Electronics Engineering) / 2006-10 ..... **71%**  
OVERALL

FIITJEE Jr. College, Hyderabad

12th(BIE, AP State) / 2006 ..... **85%**  
OVERALL

HPS Begumpet, Hyderabad

10th (ICSE) / 2004 ..... **85%**  
OVERALL

## experience

National University of Singapore

Research Assistant / May 2013

Infosys Ltd.

Associate Business Analyst / Feb 2011

Infosys Ltd.

Software Engineer Trainee / August 2010

## achievements

-All India Rank **81** in Common Entrance Exam for Design(CEED) 2012

-Samsung USID SmartTV App Challenge - **Finalist ,Top 17**

Samsung USID Mobile App Challenge - **Finalist ,Top 15**



# 'PEHCHAAN KAUN'

SAMSUNG SMART TV APP CHALLENGE-FINALIST TOP 17 APPS

'Pehchaan Kaun' is an educational Smart TV game that that was designed and developed for 5-10 year olds. The game uses the TV remote as input where the users goal is to identify hidden animals and insects by listening to audio clues of animal/insect sounds.



low fidelity prototypes



input device



final screens

# 'LATTU'

## SAMSUNG MOBILE APP CHALLENGE-FINALIST TOP 15 APPS

Lattu is a mobile game that allows users to play with and spin virtual tops or Lattus through different environments. The motivation behind the game was to bring a traditional Indian game to the mobile platform.

**Name:** Mr. Yadav  
**Age:** 37 years  
**Occupation:** Bank Manager

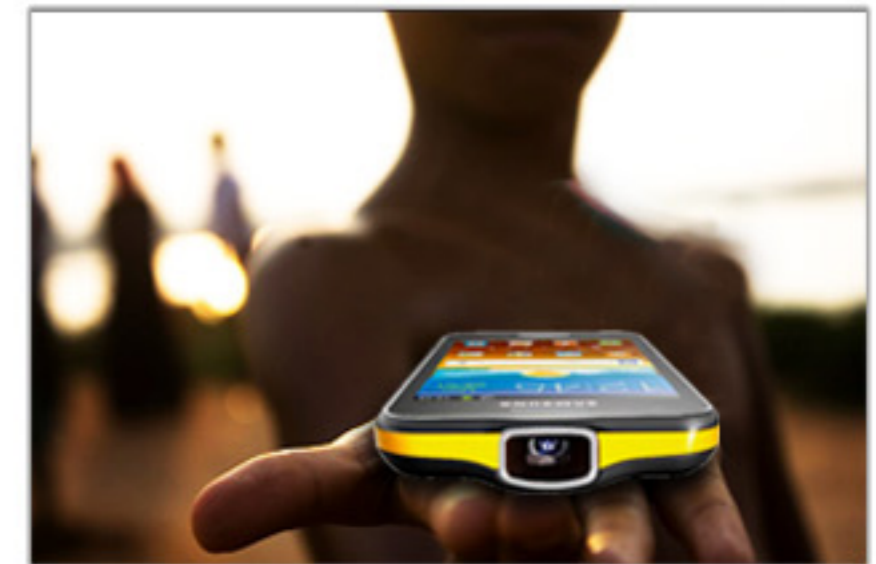
Mr. Yadav grew up in a small town. He loves technological advancements taking place. He loves to watch movies with family and travelling.



persona and scenario



final screen and task flow



# AIRNOTE

## INTERNSHIP PROJECT - NATIONAL UNIVERSITY OF SINGAPORE

### Design Brief

To Design a novel experience for tourists of Singapore using mobile and large display platforms



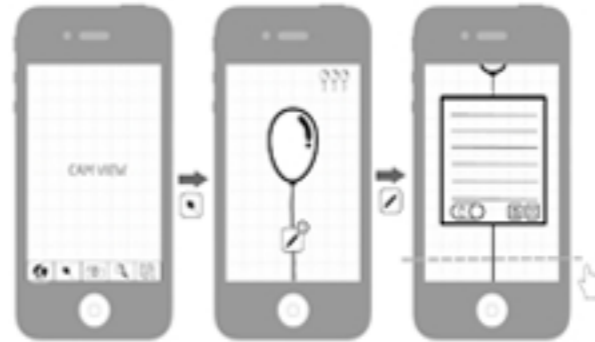
Contextual Inquiry



Saturate and Group



Scenarios



Wireframes



"AirNote is Mobile App plus Large Display ecosystem that allows users to leave geo-tagged memories in the form of virtual balloons that act as virtual placemarkers for information such as text or images."

# 'MISTREE'

an EXPERIMENT IN TANGIBLE INTERACTIONS



Living Plant



Arduino Circuit  
Enables touch sensitivity



Plant with emotional response

“ Mistree is an interactive plant which aims to make children value plant life by augmenting emotional response to plants. The plant is responsive to gestures and gives audio feedback ”

# 'MISTREE'

an EXPERIMENT IN TANGIBLE INTERACTIONS

working prototype



A working prototype was built using an arduino board and processing code. The prototype was then tested on children(4th standard).

user testing



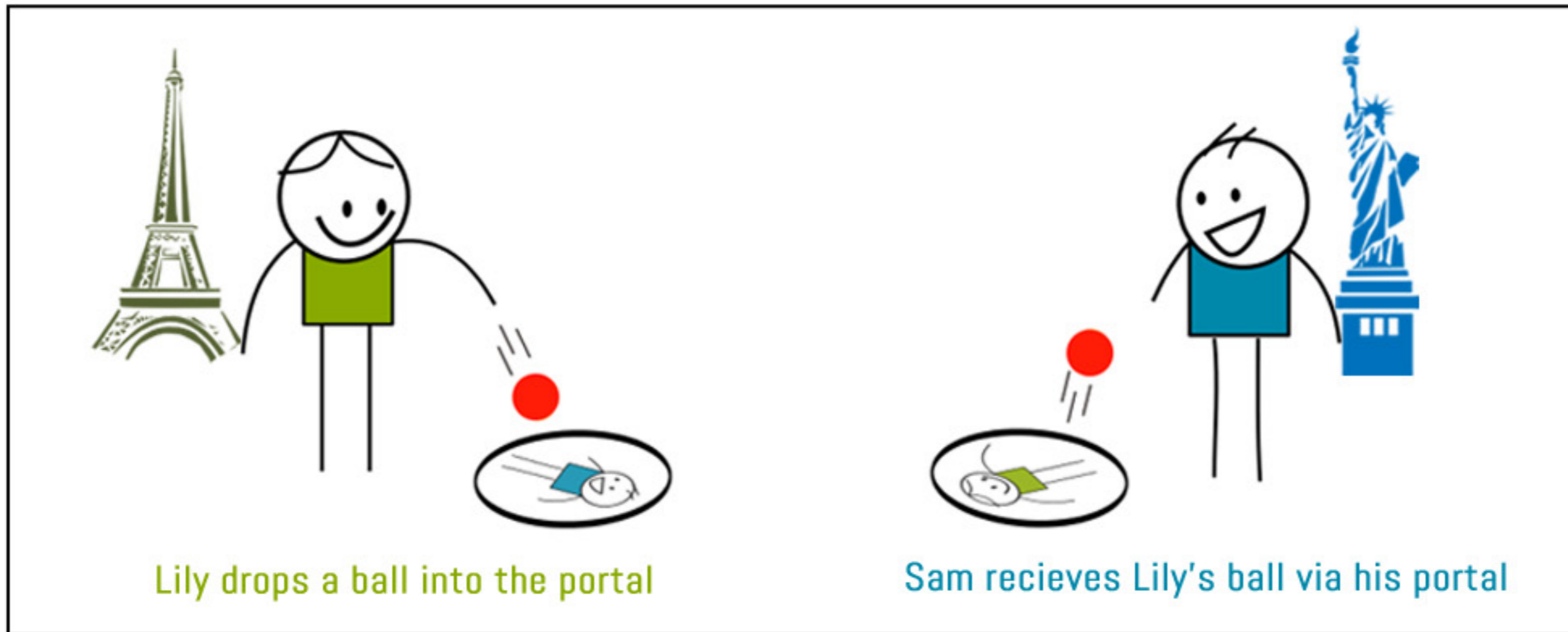
## Children's Reactions

"Dont hit the plant *she* will cry" "Does *she* get angry?"  
and some Children started hugging the plant.

# 'THE MANHOLE PROJECT'

INTERACTIVE PUBLIC INSTALLATION DESIGN

“ The Manhole is an interactive device allowing exchange of physical tokens like balls or coins that are made to seem instantly "teleported" to your counterpart user across the seas ”



Concept Video





# 'THE MANHOLE PROJECT'

INTERACTIVE PUBLIC INSTALLATION DESIGN



the prototype



a working prototype was built and demonstrated within five days at the MIT Media Lab workshop.

the team

# 'PROXIMEET'

## OZCHI 24 HOUR DESIGN CHALLENGE

### The Challenge

To Design a system that takes advantage of cloud computing, mobile devices and fast mobile networks in order to enhance the way colocated individuals interact collaboratively.



Brainstorming



5Ws and 1H



Lo-Fi Prototyping



User Testing

### The solution - 'PROXIMEET'

Proximeet is a platform that brings together like minded people in close proximity. The goal is to start conversations with like minded strangers.

# 'PROXIMEET'

## OZCHI 24 HOUR DESIGN CHALLENGE

### Use Case Scenario

For the design solution a scenario video was created depicting two use cases .



Scenario Video

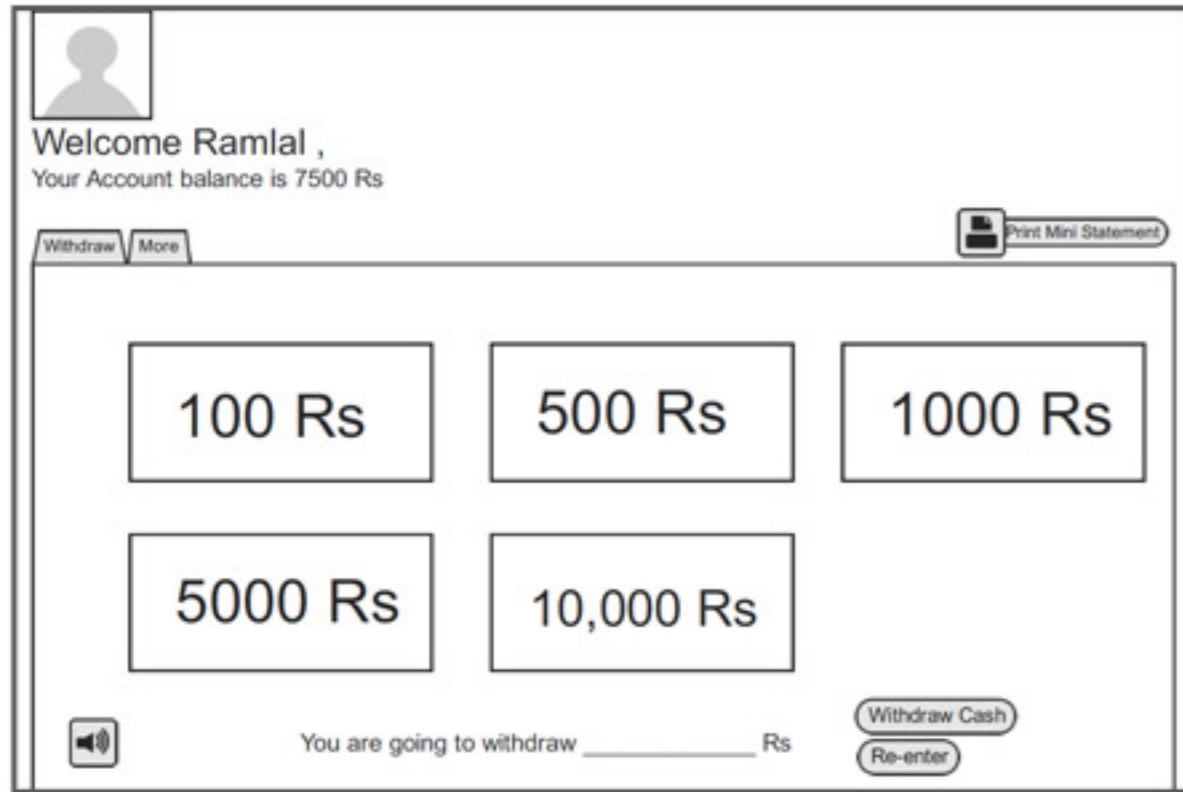


"Two strangers using proximeet are sitting in the same cafe. The users are notified when they have common taste in music"

# ATM REDESIGN FOR LOW LITERACY USERS

( ON GOING PROJECT )

Today's ATMs are complex and difficult to use for low literacy users. Additionally, it is seen that even literate users have unpleasant interactions with the ATM.



A medium fidelity prototype has been developed after several iterations, the concept will now be further tested before arriving on the final UI and visual design.



User Interviews conducted to identify problem areas



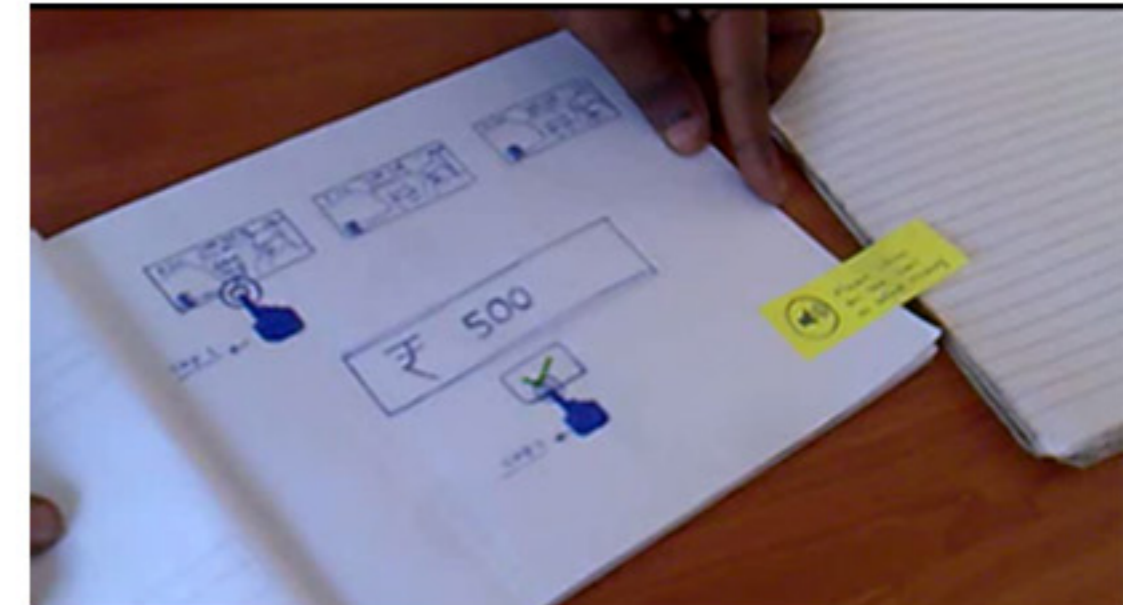
Documenting the Need Gap



Developing Scenarios and Personas



User Testing



Lo Fi Paper Prototype Developed

# 'DOVA'

BOARD GAME DESIGN - ACADEMIC PROJECT

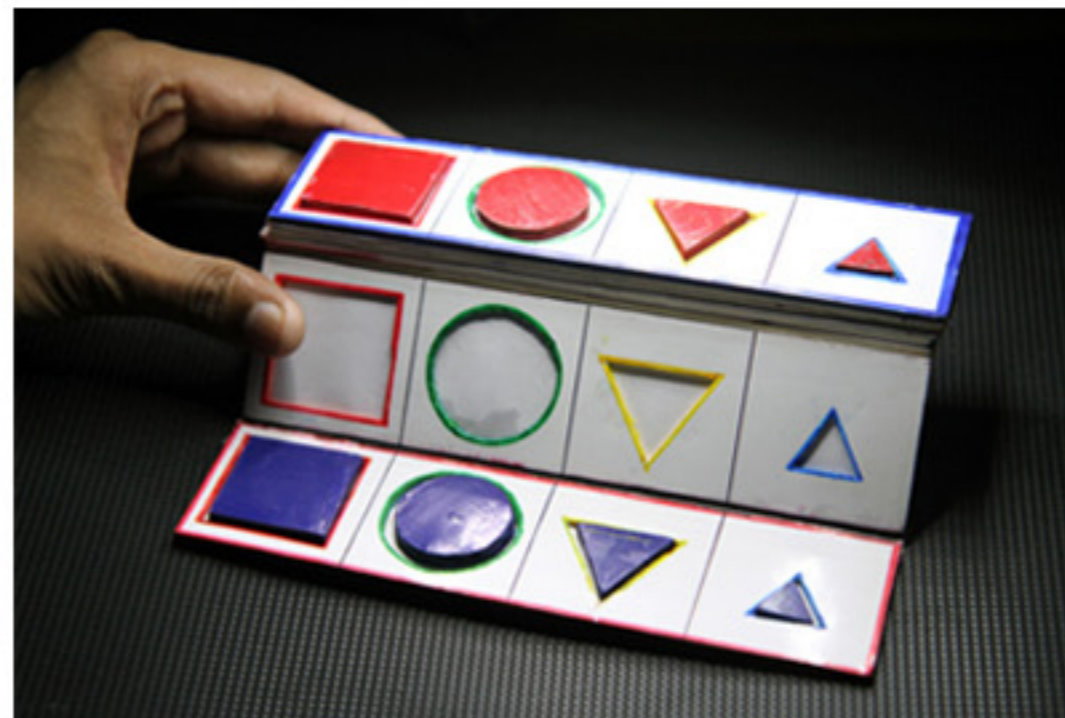
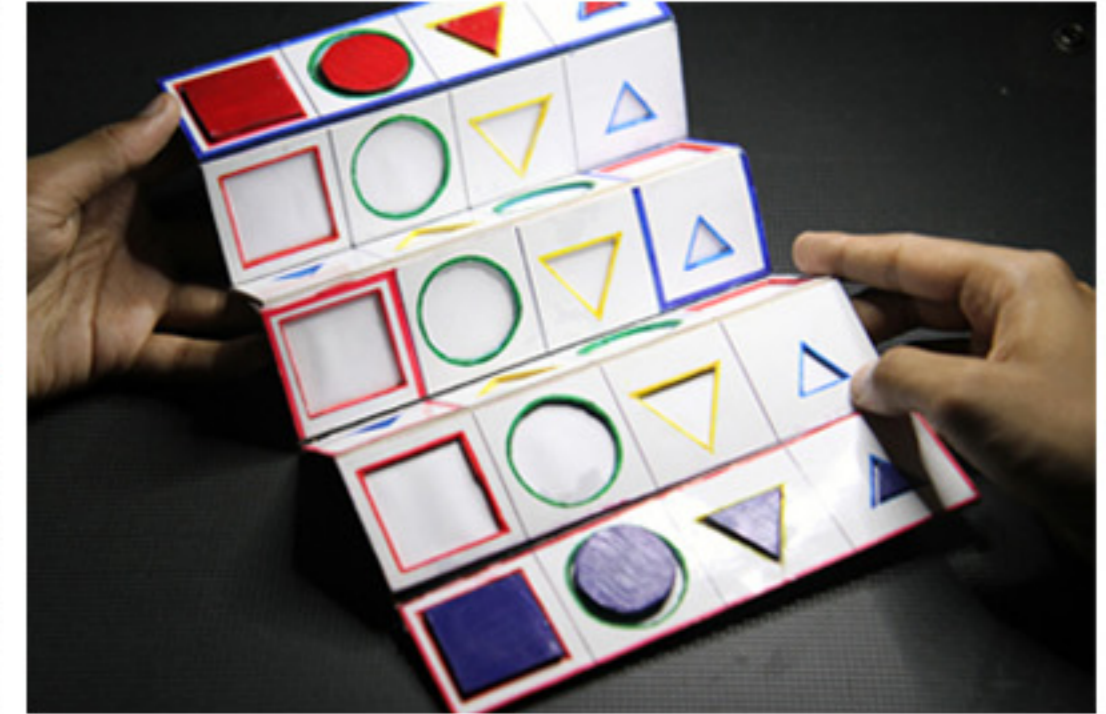
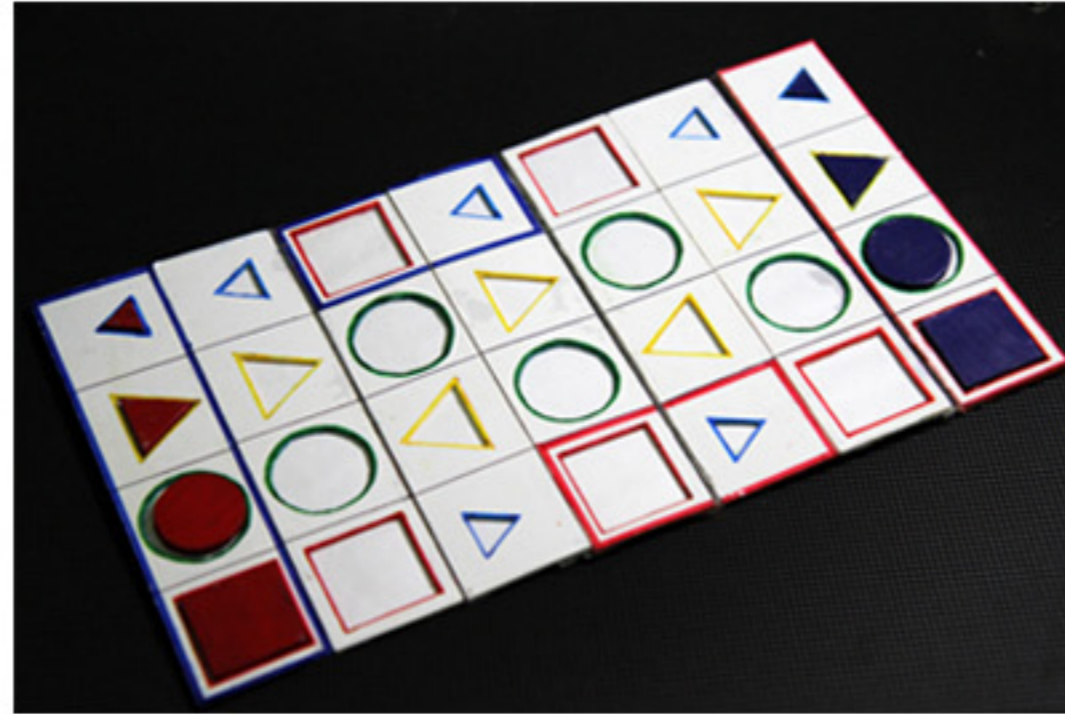
## Design objective

To create a portable board game that engages 10-15 year olds , can be played in groups and is mentally stimulating .



a S T R A T E G Y B O A R D G A M E

"DOVA is a foldable compact board game for 2-4 players. Game allows 3 alternate gameplays each with varying levels of difficulty. The rules are simple yet the gameplay is challenging"



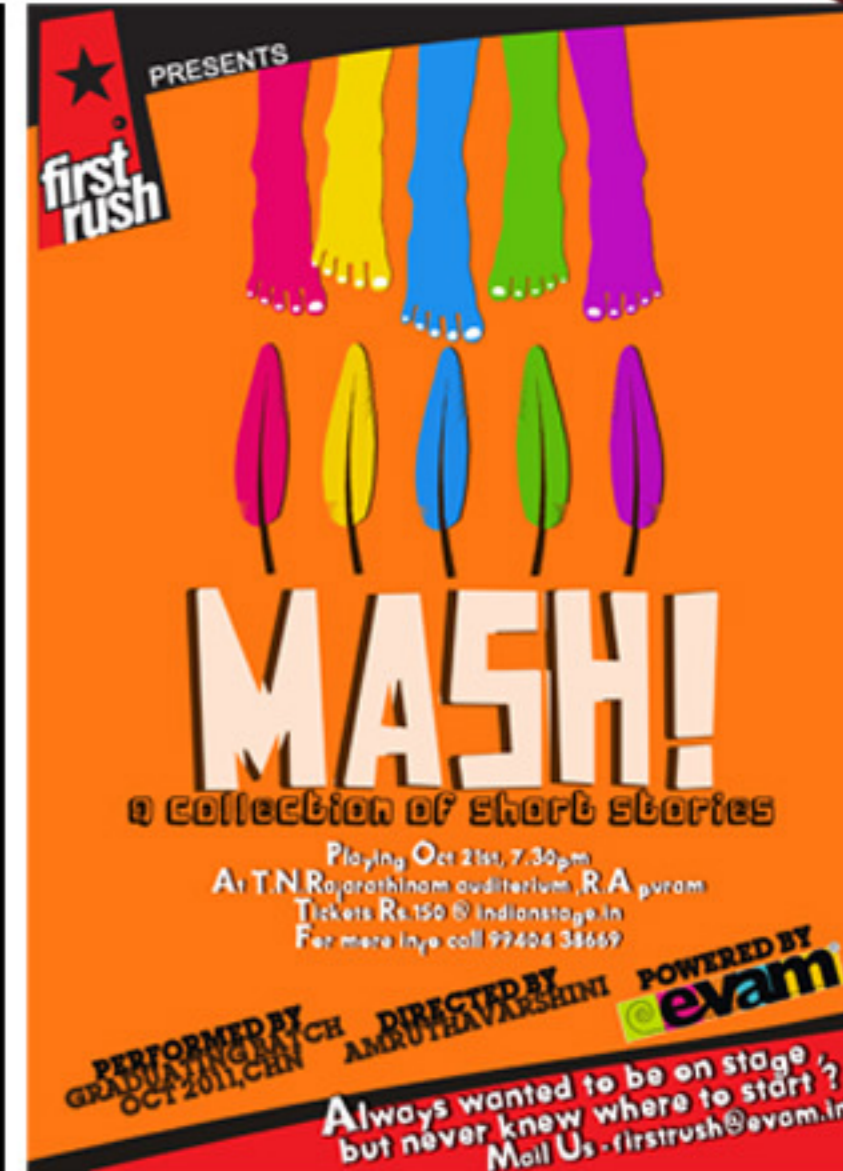
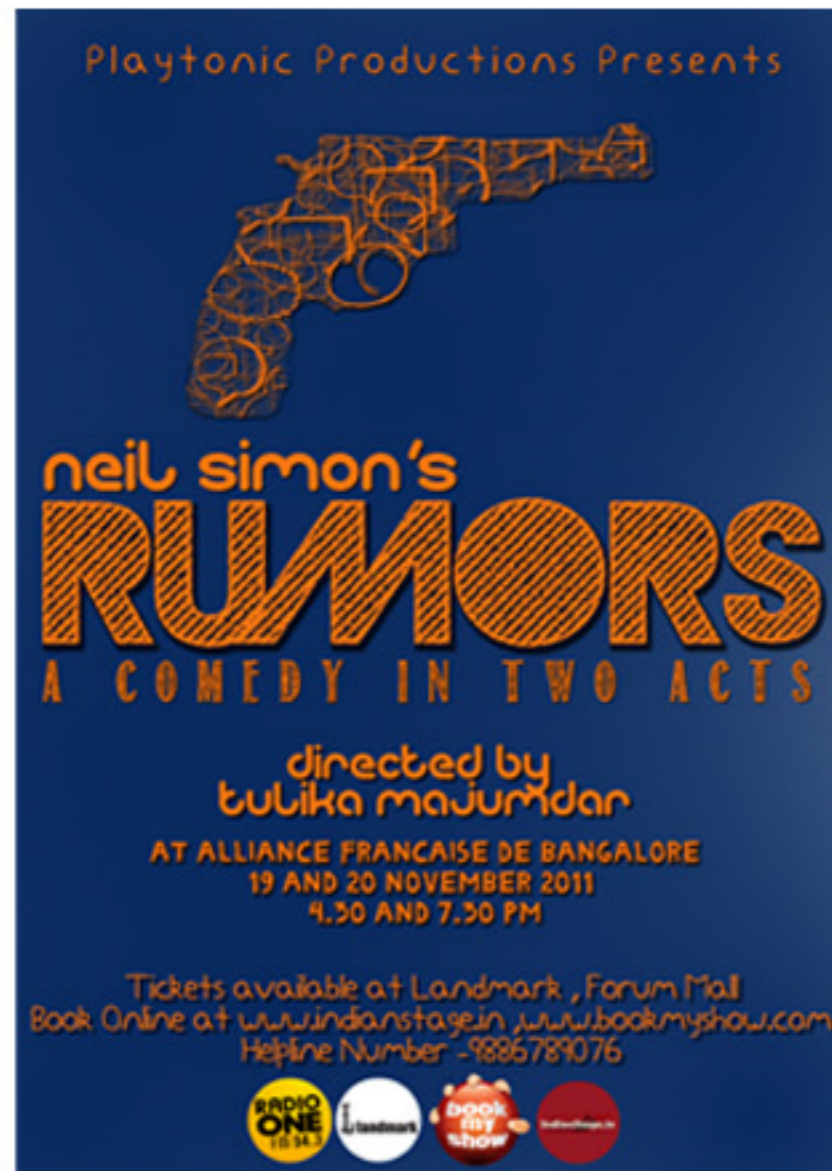
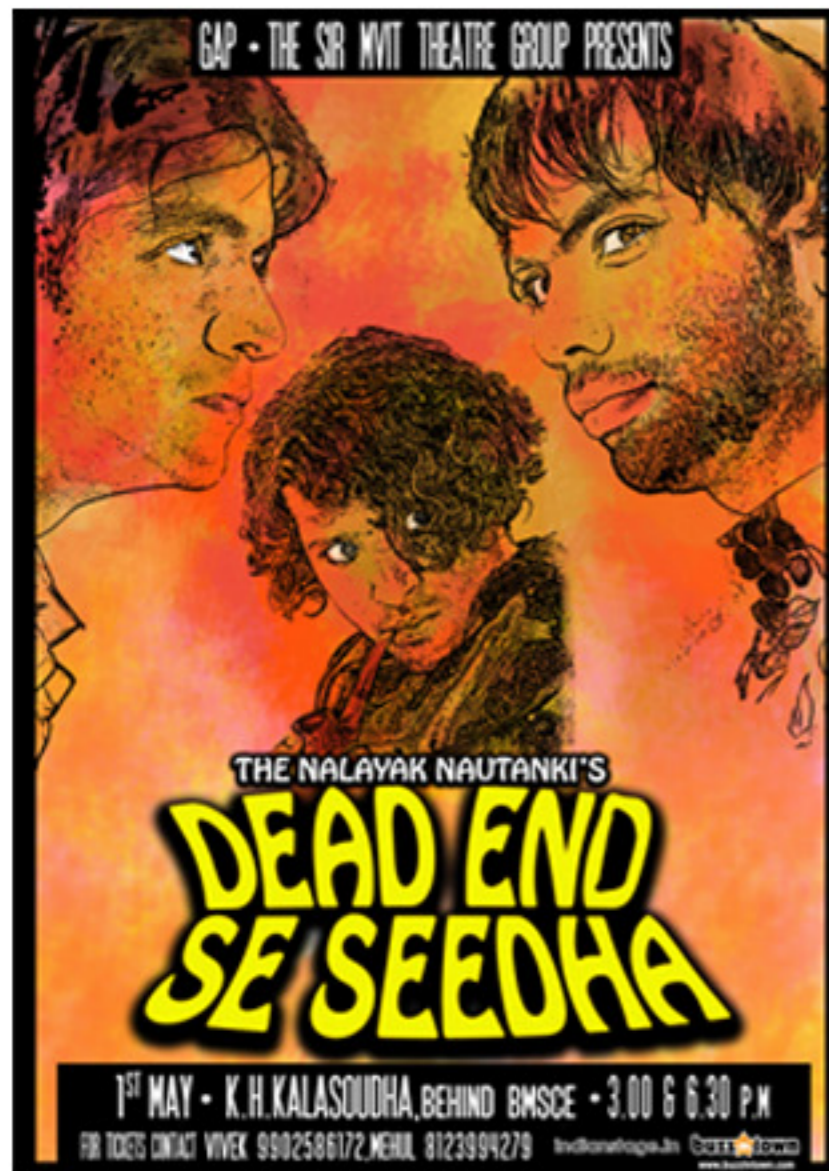
# LOGO DESIGNS

VARIOUS LOGOS DESIGNED AS FREELANCE PROJECTS



# POSTER DESIGNS

VARIOUS POSTERS DESIGNED AS FREELANCE PROJECTS



# POSTER DESIGNS

VARIOUS POSTERS DESIGNED AS FREELANCE PROJECTS





# FILMS

FILMS made as part of coursework



'Strings'



'Khujli'



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