

Hey!
I'm Dany.

Experience Designer
& Researcher

*All photos featured in this portfolio are used
with the consent of the participants.

DESIGN PICNIC

Creative Impact Research Centre Europe (CIRCE) - u-institut - Europe
Project timeframe: 6 months
2023

This 6-month fellowship project aimed to explore the potential of emerging design disciplines, such as UX and Service Design, in reimagining how we express, debate and make decisions in democratic societies.

The result was the **Design Picnic**, an open, horizontal and intentional research method that leverages generative participation and relationality. It provides a space for individuals to articulate their thoughts, ideas, and emotions through tangible objects that they create. The ideation process involves hands-on design activities such as collage, drawing, low-fidelity prototyping, and building with blocks to address specific research questions.

The research incorporated diverse elements during its four stages (represented visually here), including secondary research, generative workshops, prototyping across **London, Tallinn, Helsinki, Ljubljana**, and **Zagreb**, and two project presentations in **Berlin** and **Zürich**.



SPECULATIVE DESIGN FOR FUTURES REIMAGINATION

u-institut - Germany
Project timeframe: 2 weeks
2024

ACTIVITY 1
A practical intro to design fiction

Time: 15 min

Participants are invited to discuss what archeology does and how these artefacts have influenced our understanding of technology, society, or the natural world. Participants are organised in five groups.

Facilitators present the Design Fiction set of cards and explain that the objective of the set is to give ideas to prototype objects from uncertain futures. The aim is to identify together the potential of ideation and prototyping ideas from futures that might seem out of forecast.

The set can be used three or four times as a rapid ideation session to get in the tone of fast prototyping.

ACTIVITY 2
Backcasting the unknown

Time: 40 min (30m activity + 10m discussion)

Facilitators explain how the backcasting technique works and propose the groups to think of a desired future and four steps backwards that would take us there.

The groups will internally discuss and agree on the different stages of their future and will write them down on the pieces of paper the ideas that come from the discussion, starting for the desired future and going backwards.

Participants are invited to tape their answers on a futures cone previously made on the floor with tape. (An open triangle with the vertex as "Now" and the open side as "the future") Once all the teams are done, participants are invited to walk around and read other teams' answers.

At the end of activity participants are asked to share thoughts and impressions of their team discussions and the connection between them and other teams answers.

ACTIVITY 3
Artefacts from the future

Time: 30 min (20m activity + 10m discussion)

The groups are tasked with selecting a single idea of the backcasting activity and are prompted to pick materials (Lego blocks and Play-doh) to create a prototype of an object that reflects this idea.

This activity is all about materialising the abstract. Groups will focus on translating their idea into a tangible form. The rapid prototyping doesn't focus on functional prototypes but on taking the dive to give shape to thoughts and ideas.

Once groups have finished their prototype, participants are invited to walk around the room to view all the created designs. This round can be organised as an exhibition with teams presenting their ideas. Participants are then invited to share and discuss their feelings and take-aways of the workshop.

WORKSHOP MATERIALS

- Design Fiction set of cards
- Coloured adhesive Tape
- 25 A5 pieces of paper
- Markers - (lots)
- Play-doh - (lots)
- Lego blocks - (lots)

Workshop proposal



Setup



Design Fiction Warm-up



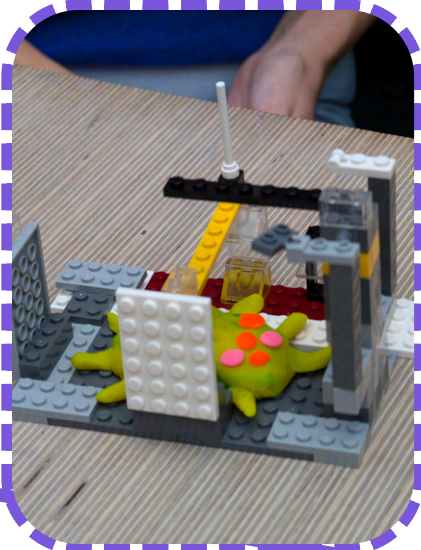
Backcasting



Prototyping



Prototyping



Designed and facilitated a workshop to allow participants to engage in a collaborative exploration of desired futures through design fiction and backcasting. During the workshop, participants ideated and prototyped artefacts from distant futures, challenging conventional thinking and fostering collective imagination.

This is ~~not~~ a museum

aka my final major project

EXPLORATION



Contextual inquiry with a visitor



Interviews on the street



What is a museum and what does it do?

GENERATION



Facilitated three generative workshops on practices of intimacy

REFINEMENT



Photos, drawings and sound were part of the refinement workshops

POST-DESIGN



Care & Intimacy

What if museums were artefacts themselves?
What if we could build our own museums?

NOVALABS 360+ (Prototype)

Universidad Nacional de Colombia

Project timeframe: 1 month
2020

<https://youtu.be/XsmLq1iyiW4>

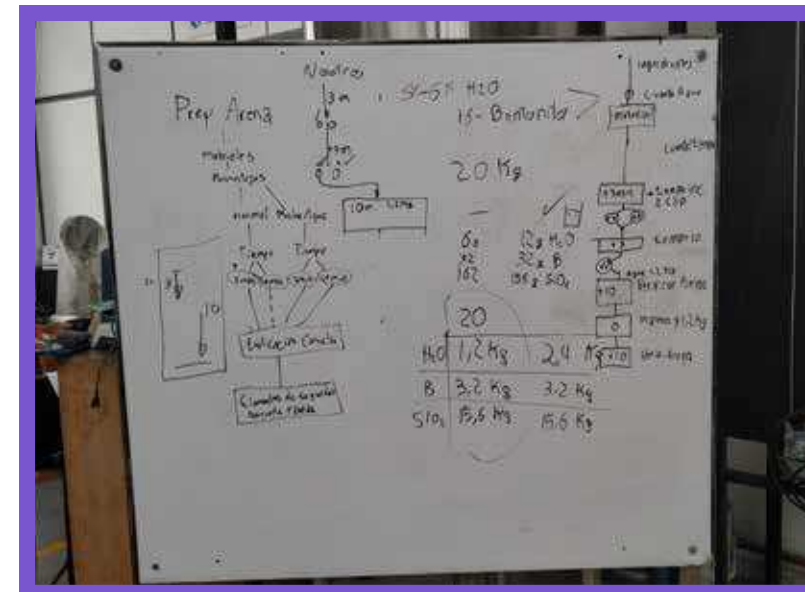
Designed and prototyped an interactive laboratory where students can have an immersive experience through VR video, allowing them to explore and learn through decision-making paths and interactions.

This project allowed me to experiment with the technical aspects of VR production with playfulness, and I even got to make my own binaural sound recorder with foam and silicone ears.

MY ROLE:

Creative Production Leader

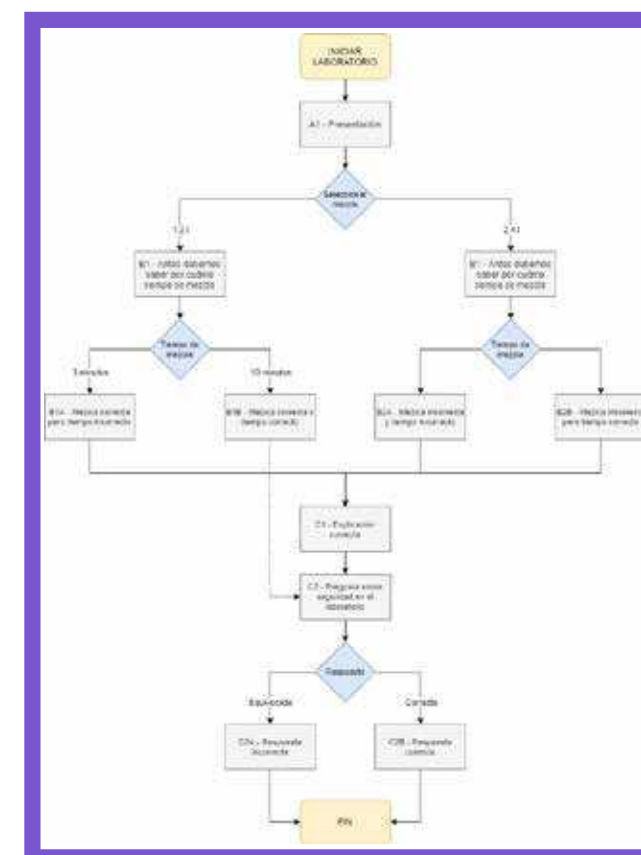
- From ideation to hi-fi fully functional prototype in 4 weeks with the assistance of a UI designer and a developer.
- Designed the UX, IX, narrative structure, and produced the 360° video content for the prototype.



First Design Draft



Binaural Sound Test (Capture device built and tested; not used in production)



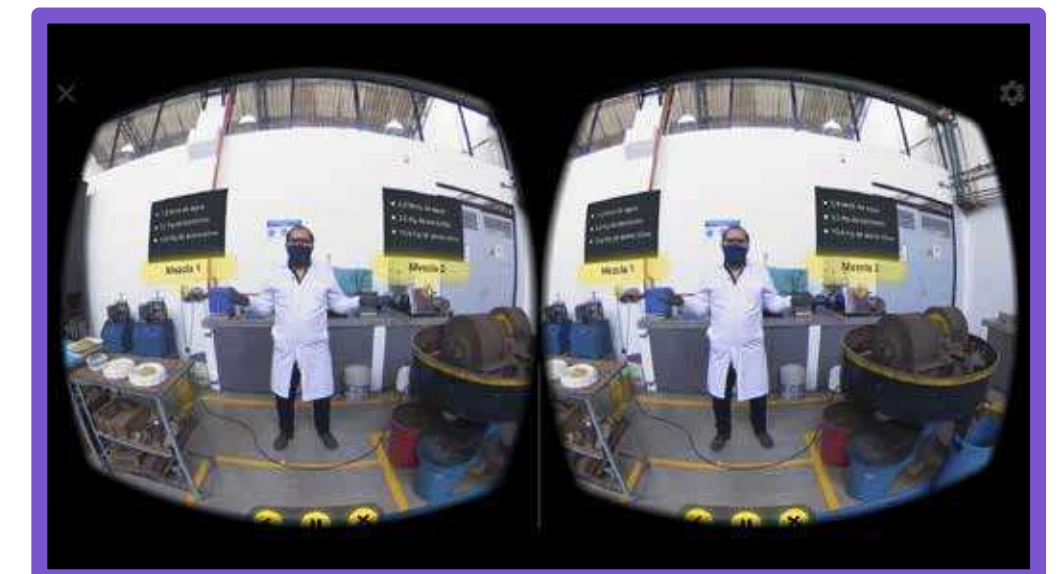
Final Draft of Decision Tree



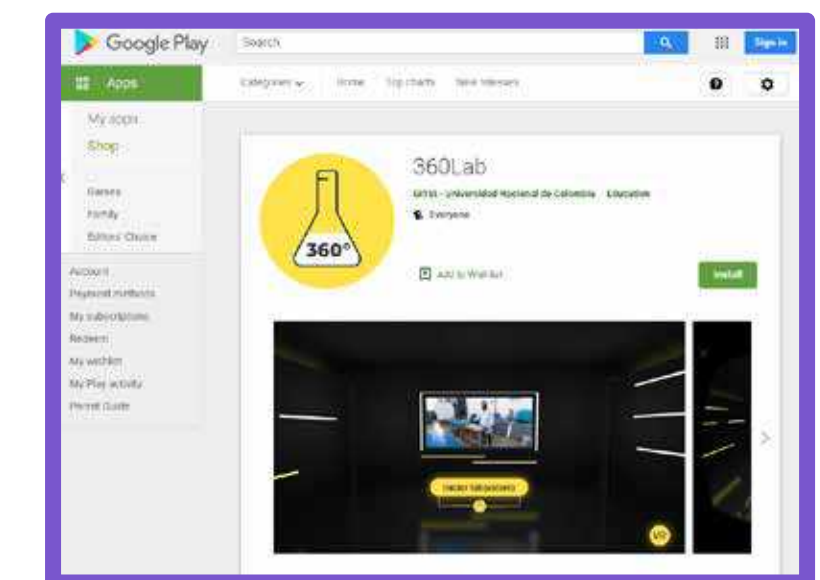
3D VR Video Capture
Ambisonics Audio Capture



Video Postproduction



Interaction Design



Google Play Store Publishing

A HOME FOR NATIVE BEES

MA UX Design + Takram
Project timeframe: 2 months
2022

https://youtu.be/Fa6Jw_s_pPU

Takram Studio brief: design a way for non-human creatures to get around the city.

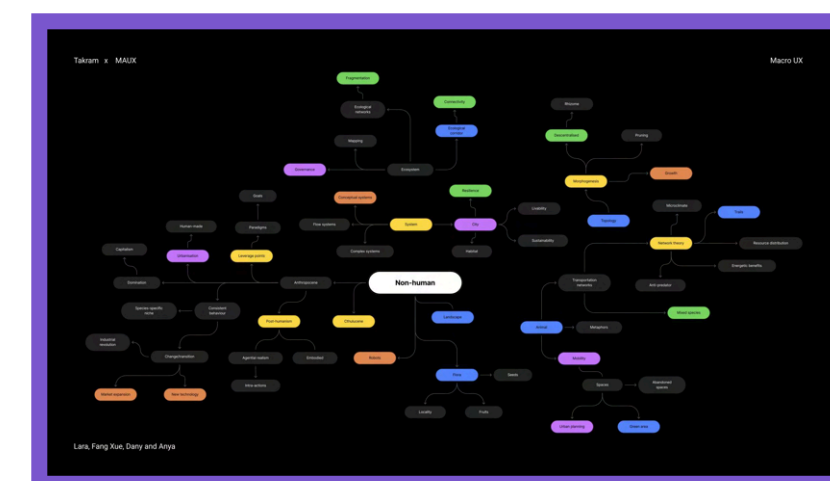
Our proposal: a participatory design workshop to create a green corridor for native bees to move around urban areas.

MY ROLE:

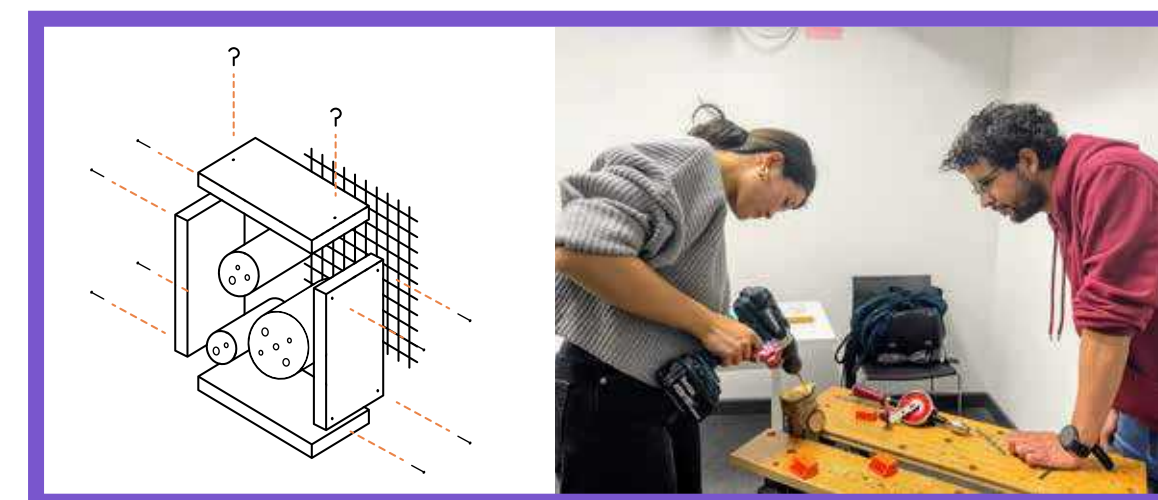
UX Researcher & Designer

How does one tackle such a challenging brief? Through design research! Our team of four employed various research methods to understand and address the topic, always with a hands-on approach. I played a significant role on field research, building prototypes, and facilitating workshops.

I even got to think about Squirrel pants! 🐿️



Literature Review - Concept Mapping



Workshop Planning & Testing



Workshop Facilitation



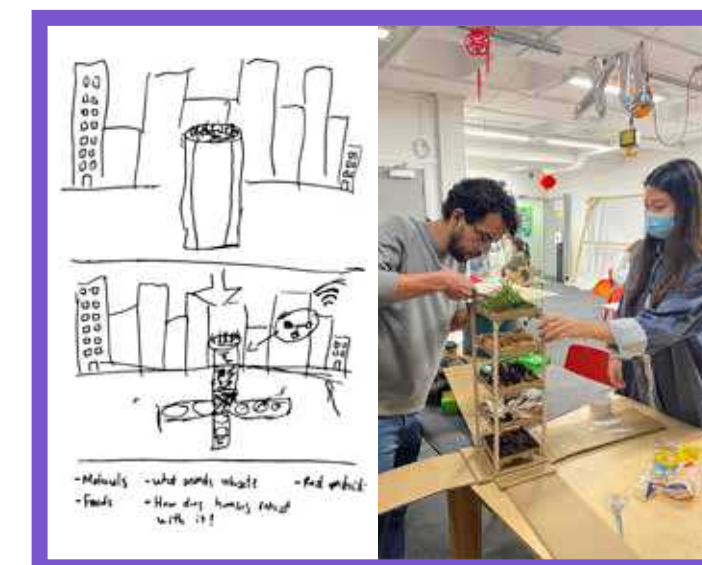
Design Ethnography



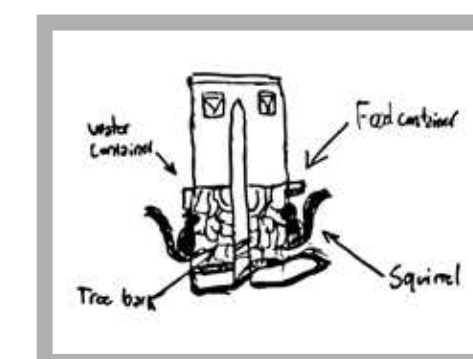
Specialist Field Research



Hands-on stage



Sketching and Lo-fi Prototyping
(It didn't work)



Squirrel Pants!



Placing



Final node