PORTFOLIO

INTERACTION DESIGN

LINDA HENRIKSSON

HI, I'M **LINDA** HENRIKSSON

I'm a fresh graduate from Interaction design at Linneay univesitet, Sweden and are based in Zürich, Switzeland.

I can work well in a team, have good communication and care about details. I have a strong will to develop my career in UI/UX Design.

I love to **be creatity** and **find soulutions** that provide a better enivorment.

Love,
Linda Henriksson

COURSE IN MY BAGAGE

Web Technology	Graphic Design
Subject introduction to interaction design	Design of Graphical Interfaces
Graphical tools	Applied Interaction Design
Methodology of Interaction Design I	Current Topics within Informatics
Web management	Social media
Design and Concept Visualization	Typography, form and graphic tools
User oriented design	Project Work and Philosophy of Science
Methodology of Interaction Design II	Thesis work in informatics

INDEPENDENT PROJECT

Artificial Intelligence for Graphical User Interface Design: Analysing stakeholder perspectives on AI integration in GUI development and essential characteristics for successful implementation.

For more infomation contact me at: frauhenriksson@gmail.com

PROJEKT # BANKING APP FOR KIDS

Project Overview

Methods: Brainstorming, Love and Hate, Interviews, papers sketchers, mockup, user tests.

Pain point: How to make the app safe for children.

Goal: Create a Low fidelity prototype.

Target group: Children five to thirteen

Personas

One child, 8 years old, has an iPhone and gets 25 Swedish kronor weekly. Wants to save money for a bike but also loves candy.

A parent, 41 years old, Wants: children to learn the value of money and contribute to the purchase themselves.

Scenario

In this scenario, the child wants to buy sweets but also wants to save money for a bicycle. When the child goes to the store and approaches the checkout to pay with the app, the app is blocked because it is Wednesday. This means that the child cannot use the app to buy candy. Instead, the child decides to spend more than SEK 20 on their savings goals. This decision shows that the child is learning to prioritize their savings goals and make smart financial decisions.

Work Flow

We started by interviewing kids to understand their needs. Through brainstorming and user feedback, we iterated on designs until we landed on one they loved. Testing revealed some usability hurdles, mostly due to unfamiliarity with iPhones. We'll incorporate their feedback and make the app even more kid-friendly!

Testing result

Analyze feedback to understand the source of difficulties (iPhone unfamiliarity).

Consider additional training or onboarding elements to improve user experience.

The most important with this app was that kids had fun by use and in the same time get a better understand about moneys value. which we believe this app would have done if it was made in the reality.
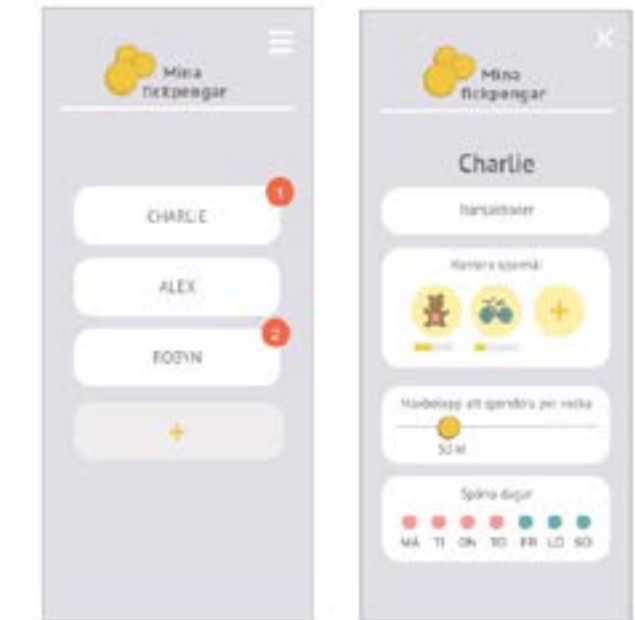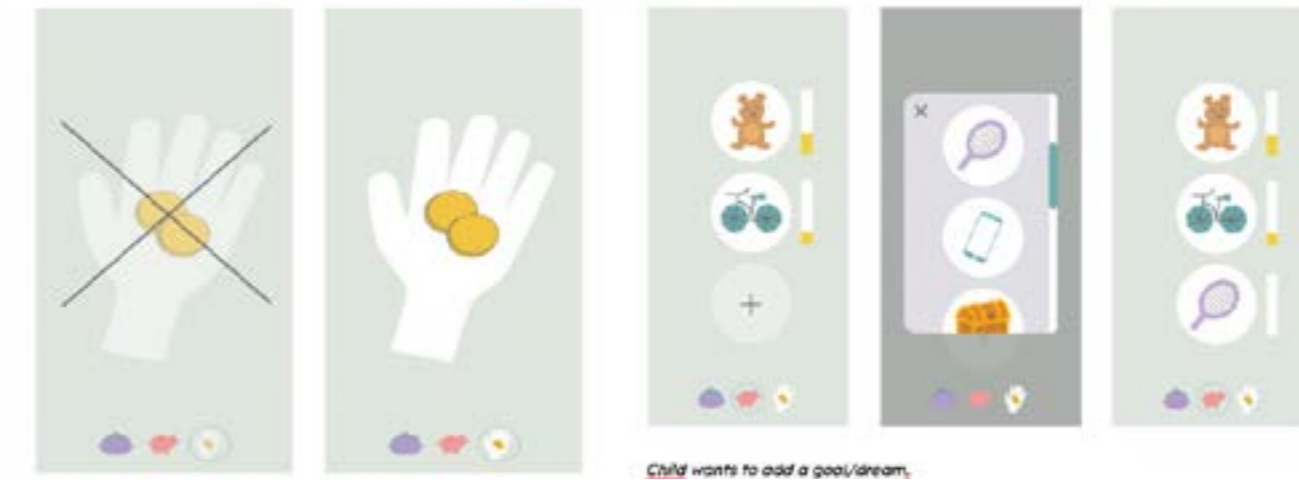
Paper sketch

Design Development

Children View

The child wants to save money for a goal/dream.

Log in to the bank app (want to pay in store).

Child wants to add a goal/dream.

Adult View

Adult can add a child and set a specific individual setting for each child.

PROJEKT # DIGITAL ESCAPE ROOM

TIMESPAN: 12 weeks   **ROLE:** Interaction design.   **TOOLS:** Figma, Miro, Axure, Adobe Ps.

Project Overview

Ordered by: AV-Media Region Kronoberg

Methods: Brainstorming, love and hate, DECIDE, Interview, papers sketchers, mockup, user tests.

Pain point: How to make the app safe for children.

Goal: Create a high-fidelity prototype.

**Target group**: Teachers and School students (ten to fifteen)

About

The goal of this project was to develop a high-fidelity prototype for Region Kronberg. Region Kronberg wanted a tool to improve learning in schools for kids, and they decided to use a digital escape room for this purpose. By using a digital escape room, children can learn in a fun and engaging way, which can help improve their learning outcomes.

Work Flow

Our escape room project started with a collaborative dive into Region Kronoberg's vision. We met online, brainstormed, and then hosted a workshop with five teachers, unlocking the most crucial features for this immersive experience. Armed with these insights, we crafted design concepts, presenting them regularly to Region Kronoberg for their valuable feedback. To ensure the student experience was top-notch, we conducted interviews and even put the prototype to the test with a grade 8 class. Their feedback, along with insights from teachers, fueled further refinements to the prototype.

Now, with a user-tested design in hand, we're thrilled to pass the baton to AV media for its transformation into a fully functional escape room.
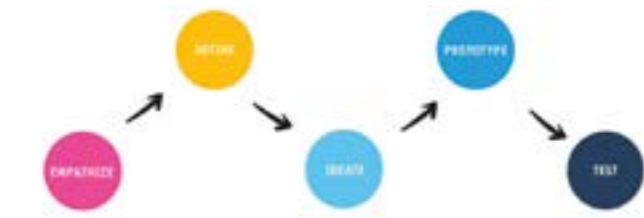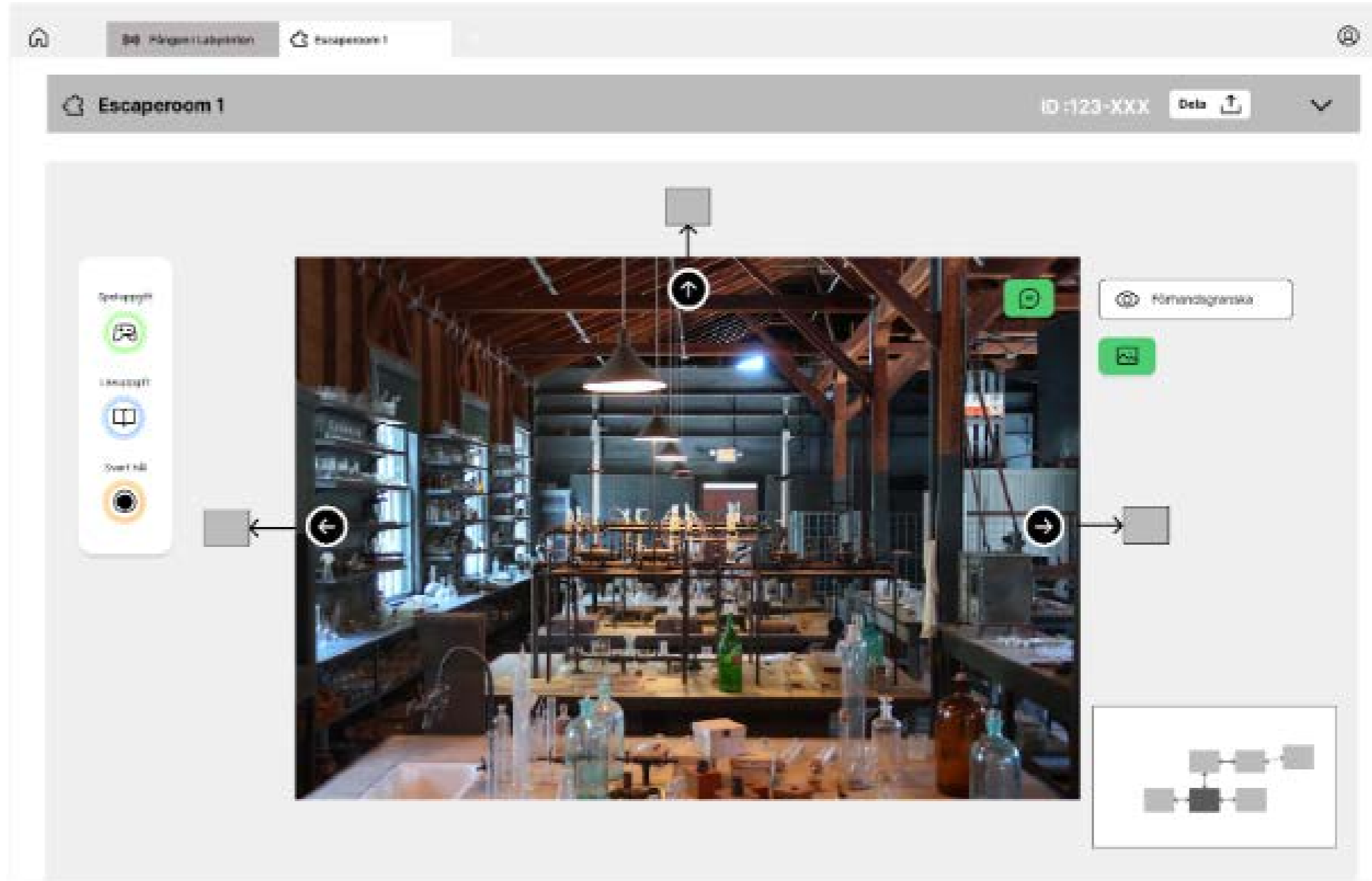
Paper sketch

Design Development

Link to project

PROJEKT # WATCH WATCH

Project Overview

Methods: Brainstorming, Interview, papers sketchers, mockup, user tests.

Pain point: How to detect corruption through a watch.

Goal: Create a Low fidelity prototype.

Target group: The journalist and the Wikipedia user

About

This project was about designing an extension program to detect corruption through the watch the person has.to come up with the idea,understand the problem by interviewing a few people,draw the first prototype, test the click-through prototype on a few people,address the feedback

Here is a link to a presentation of the prototype.

Work Flow

Target Group:

Journalists: Beginners needing basic familiarity with WatchWatch due to its user-friendly design. Wikipedia Users: Requires moderate platform knowledge to utilize tools for tasks like reviewing articles or entering information. Example tasks include verifying article accuracy or adding data on a new Rolex watch.

Testing

Formal testing not yet conducted.

User feedback gathered via demonstrations and explanations of intended functionality.
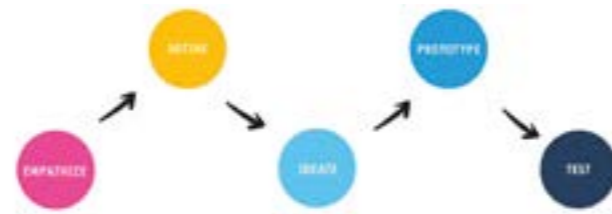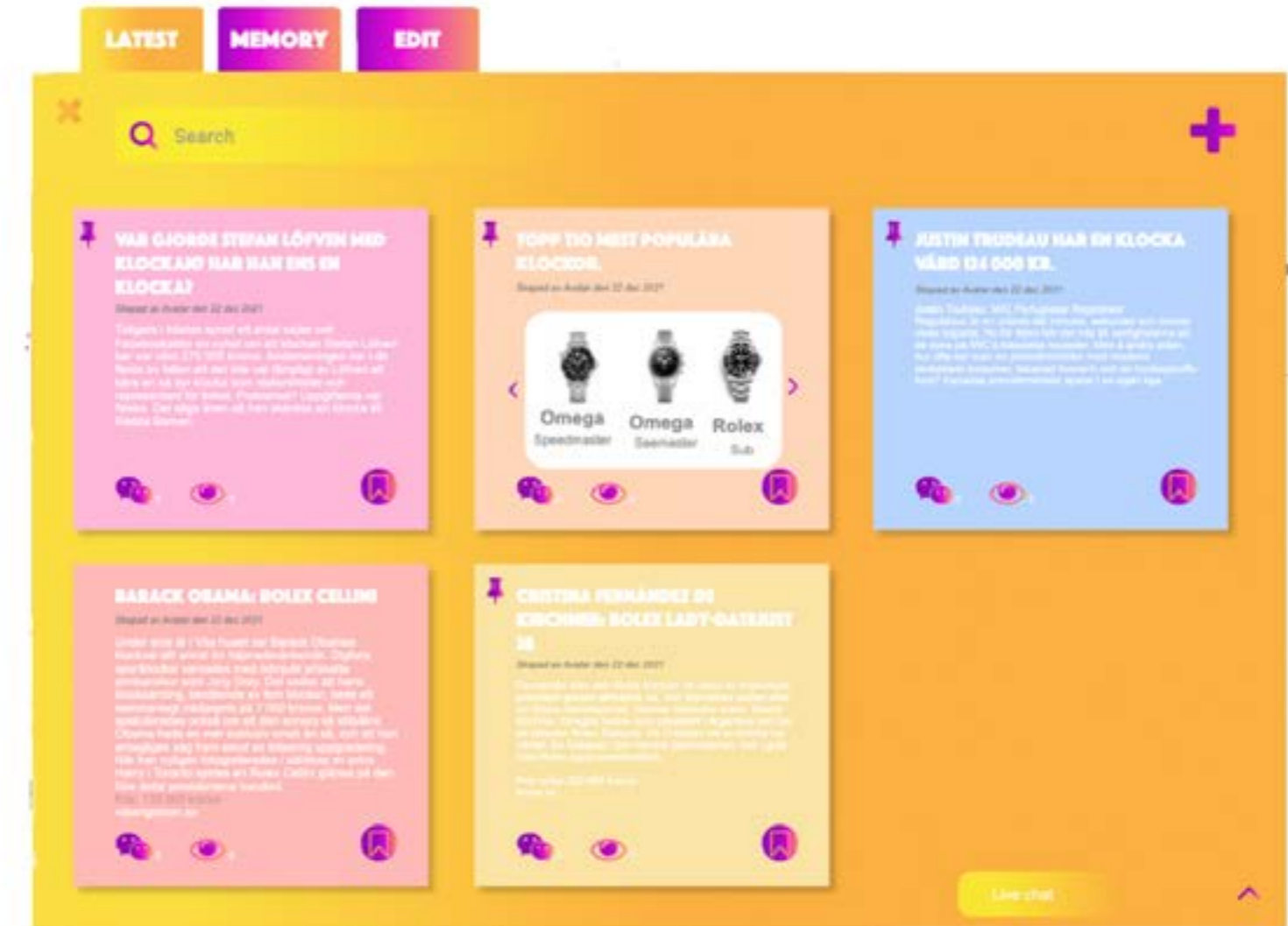
Paper sketch

Design Development

Link to project

THANK YOU FOR WATCHING

CONTACT

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