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DESIGN/DEV STUDIO



Alex Wardle

I am a developer with a passion for React and Javascript Frameworks, please enjoy seeing my journey through university via this book.

Transmedia 2021



For the Transmedia event I collaborated with the fashion company 'Stitch London'. I designed a T-shirt for each pathway and also shot an advert too.



Social Media Marketing Project



I made use of Adobe Photoshop, for my virtual profile on the 3D Transmedia Exhibition in 2021. This project was the birth of my purple trademark colour as well as my current branding.



Third Year Projects

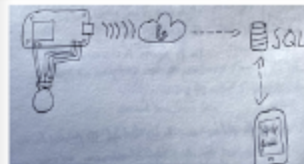
Semester 1 Work experience and Projects



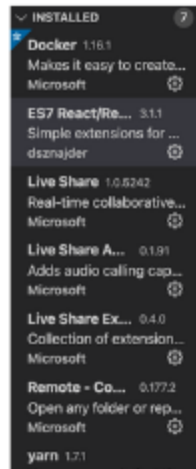
I participated in working for the hyper car company called Mazzanti, giving tips on their current website as well as doing some React coding for a new website being published next year. I also coded a small personal project for them including electronics.



To the left shows the React App I created showing off the cars and enabling potential/current customers to enrich their knowledge about Mazzanti and its products.



Above shows a webhook and app allowing the car to assess as to whether the driver is wearing a seatbelt, as Mazzanti cars have removable seats, meaning a seatbelt sensor cannot go in the seat. Instead I suggest it goes in the footwell.



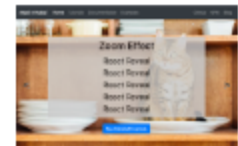
As seen in the menu screen, the website required a lot of dynamic features for the website launch. The developers tasked me with arranging this to create a comfortable UI experience.

In order to create a dynamic and smooth website I made use of a few plugins to create the web interface. I enjoyed using redux as it was a different side of react which I was not familiar with.



I made use of a react slice for the site. A 'Slice' is a collection of Redux reducer logic for a feature within a react app, usually within one singular file. This derives from splitting up the root of the Redux state object into multiple 'slices'. I found this process quite confusing and I had a few minor issues to do with grammatical errors, in which I turned to the dev team to help me fix, which to my dismay was just a simple fix changing 'initialState' to 'initialState' etc....

To make sure that My website felt clean and smooth to the user, I also imported animations via the website react-reveal, which is a high performance animation library for react, which lets you add to your website to enable small animations when the user interacts which certain components, for example a zoom effect when a user hovers over a button.

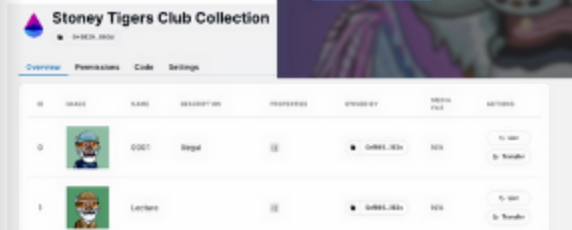
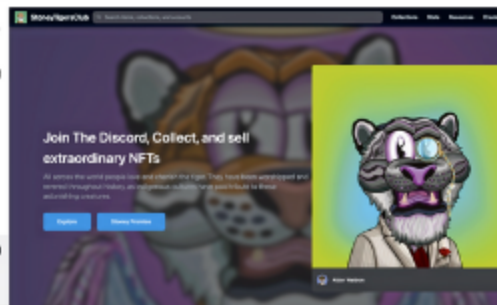


Semester Two Projects

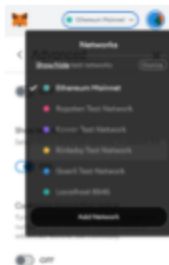


StoneyTigersClub NFT Client project

I created a minting website for the company "Stoneytigersclub NFT" which enabled the client to list non fungible tokens to the website, as well as the trading platform 'Opensea'. With a Node.js front end and sanity.io backend, the application connects to the ethereum blockchain.

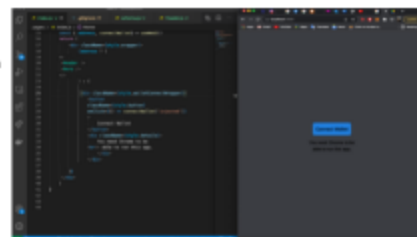


Above is the ThirdWeb back end presenting NFT's within the collection as well as the database which connects to the front end, as well as the E-shop.

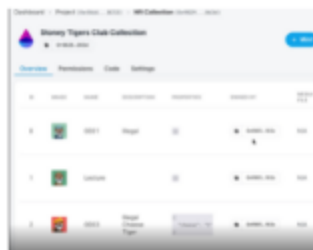


I established a Thirdweb account which provides Web3 SDKs for developers and can hold the NFT collection in a secure database, which relates to the next.js front end via an API in which we created. In order to test on the ethereum network I used the Rinkeby test network

In order to keep cyber security to a high standard, we used a metamask authentication requiring users to log in with their metamask account to access the minting site. This was essential for the business side as well as high amounts of crypto currency would be moved during minting.



In my opinion creating the third webhook was the most challenging part of the project for me, as I had a small amount of experience with Next.js but I had had no experience with Metamask before this project. To enable Metamask and the application to communicate I had to import packages such as "thirdwebprovider" which was a 3rd webhook. I had minor issue of the app not recognising the import tag, however this was simple fix, as I restarted the app a few times and it worked after doing this.



This is an image for the backend of the minting process. NFTs are stored in a database in which the developers and the artists can upload NFTs onto the ethereum blockchain which are then translated into mint passes to be minted.

RSA Project, Second Year Project, Semester one

D⁰SE

Use of the Python coding language with a Raspberry Pi creating a safe pill case for the elderly

D⁰SE



Considering loved ones and aging, Dose can remind the user to take their medication, and enable loved ones, or others, to keep up-to-date with these, which is a disaster.

Problem

Up to 75% of people forget to take their medicine. (source: research, etc.)

People over the age of 60 often have to take more medication for chronic conditions which become more serious through old age and they have more medication to take, making the risk of non-compliance more pronounced. Current solutions include remembering a wake call, which can have very long waiting times.

Solution

Dose is a device of a Raspberry Pi and an app, which sends push notifications to remind the user to take their medication. The box will remind whether it has been opened, and a sound can ensure the user gets their medication.

D⁰SE

Methods

- I created a prototype to test out the usability of the device and the app.
- I also looked into different types of medication to test out the usability of the case in the real world.
- I also sent my survey out and have online profiles.
- I have also got around my research from users to make something around the home.

Primary Research

Survey responses

78% of people who received take medication

100% of user's parents and their carers had an electronic device

Even including the elderly, most had some technological ability to use it.

What are your experiences with taking medication?

- "I forget to take my medication some times."
- "I struggle to take the medication given to me some time."
- "I struggle to get the quantity and time to take my medication."
- "No one reminds me."
- "I struggle to compare. Time around the house."
- "No one helps, something to make it more simple."

Benefits of using Dose include:

- Constant data being sent through to your phone.
- Never forget to take your medication again.
- "Age proof" design, easy for all.
- Less noise on care services checking time.
- Low cost and environmentally friendly.

D⁰SE

Competition

"Mister packs often confuse me and I sometimes take the wrong medication." -Nancy respondent

Some medical devices and smart tools do the correct, while catering to both sides above for more convenience.

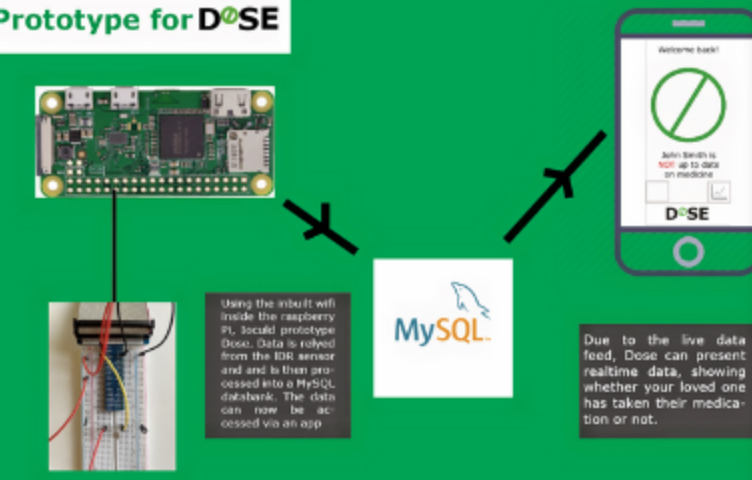
Current solutions in this area are either complicated or non-sterile pillbox which does show whether pills have been taken or not, other solutions are more bulky or are considered for a clipping time, which can have accuracy long waiting times.

Mister Packs and Pillbox are the most common solution. However Mister Packs are often complex if using the each case of medication should be taken and pillbox do not update the users level once, thus allowing less convenience.

Dose enables loved ones to track the use of medication and remind them in case of anything goes wrong.

D⁰SE

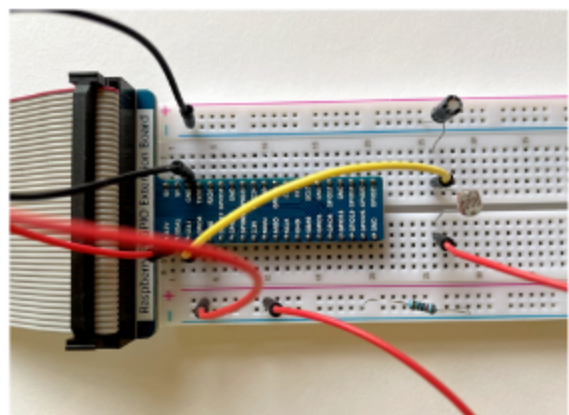
Prototype for D⁰SE



Using the inbuilt wifi inside the raspberry pi, I could prototype Dose. Data is relayed from the LDR sensor and is then processed into a MySQL database. The data can now be accessed via an app.

MySQL

Due to the live data feed, Dose can present realtime data, showing whether your loved one has taken their medication or not.



Above is the device without casing. It contains an LDR light sensor to sense whether a pill is within the case, this then communicates with the raspberry pi which updates the pill cases status to the live application



First Year Projects

These projects were the foundations for my directional pathway through university.

TREKER

Virtual Device Project

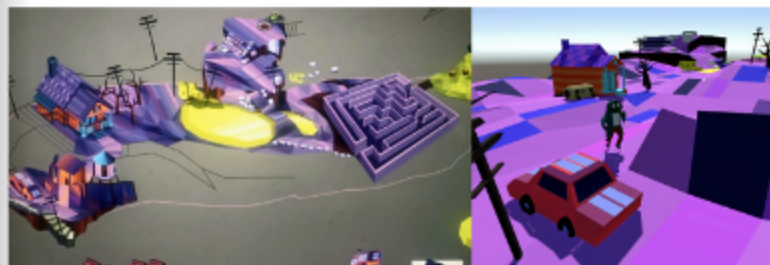
For this project I was tasked with designing the branding for the device named 'Treker' which enabled people to locate their friends via GPS at festivals. I created the logo, brand guidelines and an advert.



REVELATIONS

Video Games Project

Within this project, I teamed up with a group of developers and designers to create the eco friendly game 'Revelations'. I was tasked with creating brand guidelines and the branding for the project, as well as character design.



Above is the game map in which myself and the team created, showing the main character collecting oxygen to complete the level and rebuild the world. To the left my designs for the barrel monster who was the enemy within the game.



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