

Hey!
I'm Dany.

Experience Designer
& Researcher
Multimedia Producer

DESIGN PICNIC

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

My 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 on 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.



COMPREHENSIVE CARE IN EARLY CHILDHOOD EDUCATION

Ministry of National Education - Colombia

Project timeframe: 10 months
2019

<https://youtu.be/etLF5HF91hY>

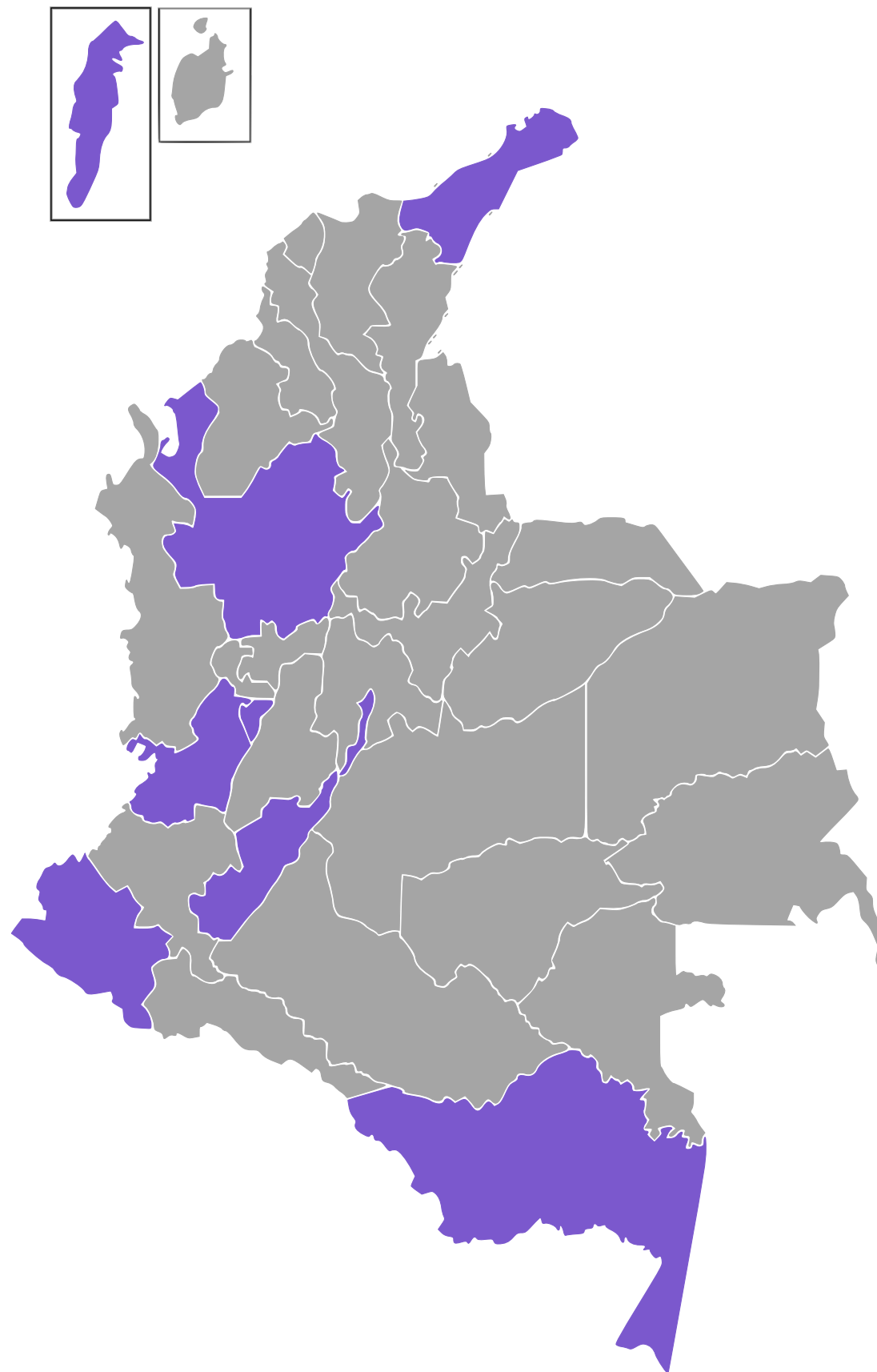
Designed and developed an educational strategy focused on strengthening pedagogical processes and experiences within the framework of comprehensive care in early childhood education. Video experiences were a significant component of the strategy. Travelled around Colombia documenting care practices.

From the Amazon River to a small island in the middle of the Caribbean; this experience offered profound insights into local approaches to community building and relationality, shaping my understanding of these concepts.

MY ROLE:

Creative Production Leader

- Production & team management
- Creative co-director
- Filmmaker



dany.gs



This is ~~not~~ a museum

EXPLORATION

GENERATION

REFINEMENT

POST-DESIGN

Contextual inquiry with a visitor



aka. my final major project

Interviews on the street

"...has to be a physical place with an exhibition... to teach something."
"...place where I can encounter objects of historical significance..."
"...place that collects things of historical significance..."
"...helps understand objects in their historical context..."
"...preserves and exhibits ancient objects..."



What if museums were artifacts iself?
What if we could build our own museums?

What is a museum and what does it do?



Facilitated three generative workshops on practices of intimacy

Photos, drawings and sound were part of the refinement workshops

Care & Intimacy

NOVALABS 360+ (Prototype)

Universidad Nacional
Project timeframe: 1 month
2020

<https://youtu.be/XsmLq1iyiW4>

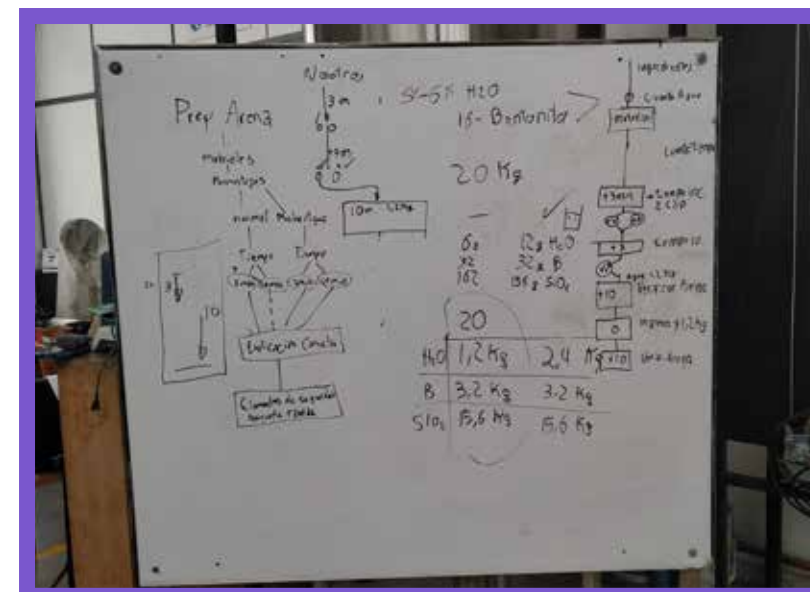
Designed and prototyped an interactive laboratory where students can have an immersive experience through VR video, allowing them to explore and learn through decision-making paths and interactions.

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

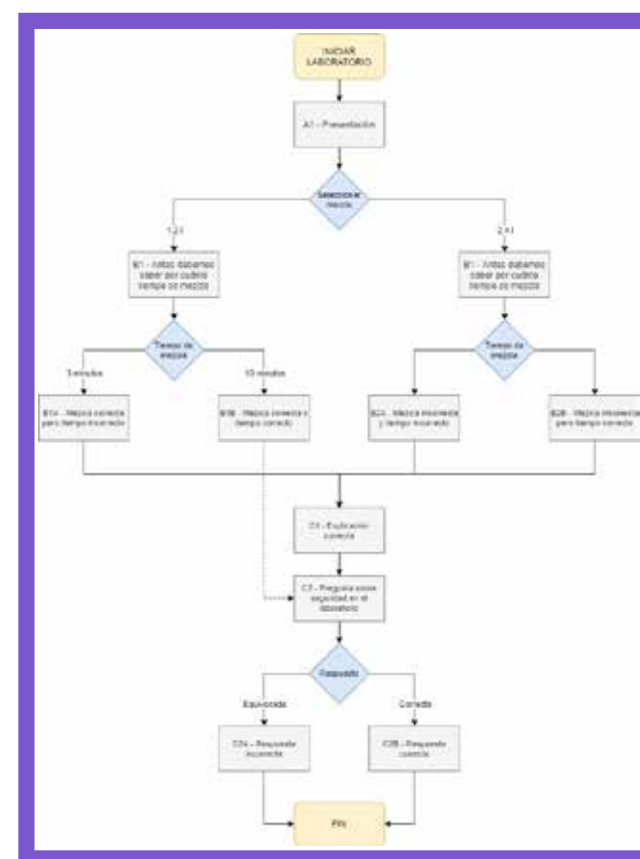
MY ROLE:

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



Final Draft of Decision Tree



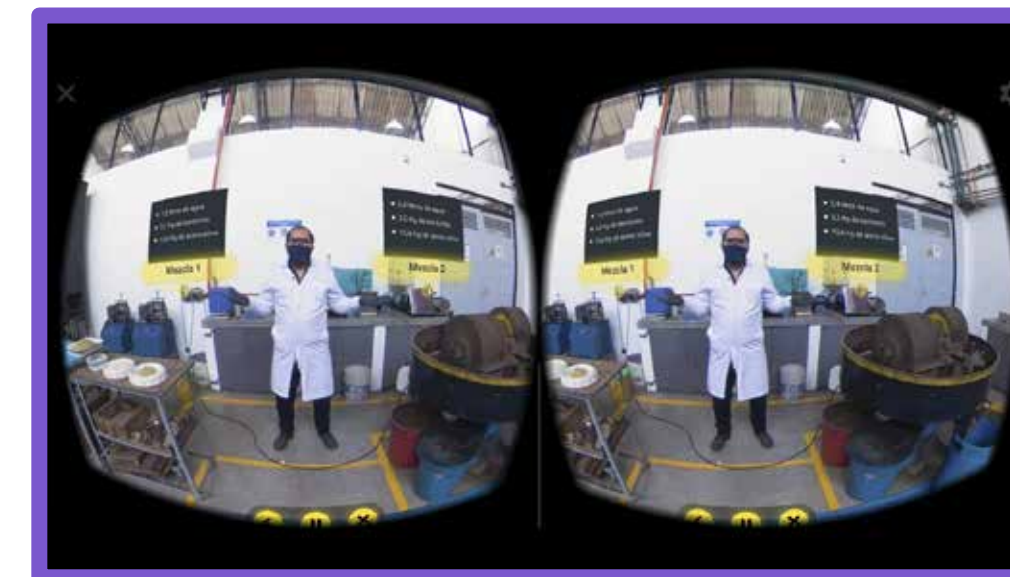
Binaural Sound Test (Capture device built and tested; not used in production)



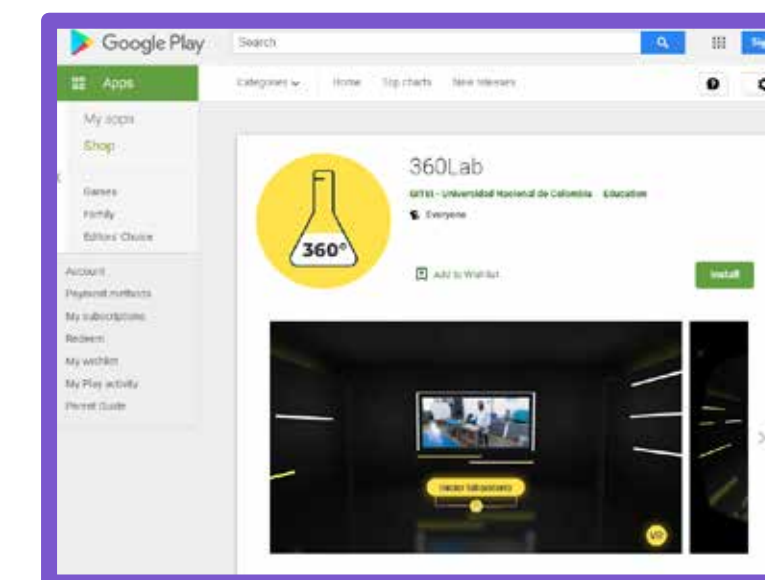
3D VR Video Capture - Ambisonics Audio Capture



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 task: design a way for non-human creatures to get around the city.

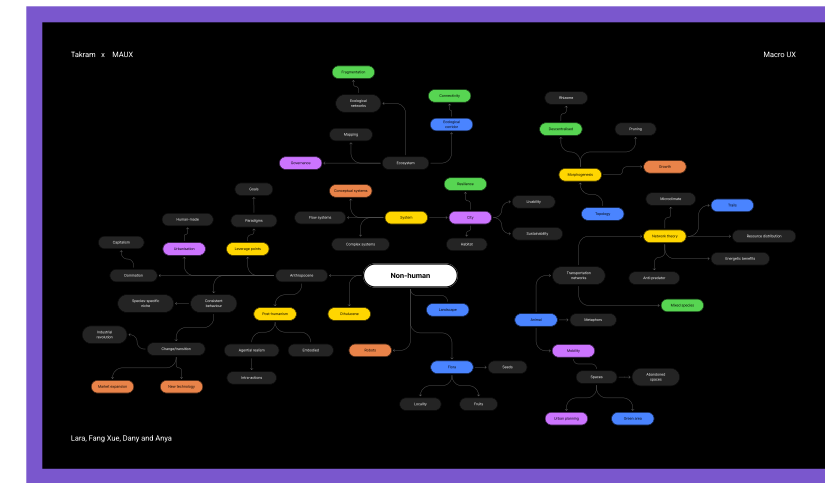
Our proposal: a participatory design workshop to create a green corridor for native bees to move around urban areas.

MY ROLE:

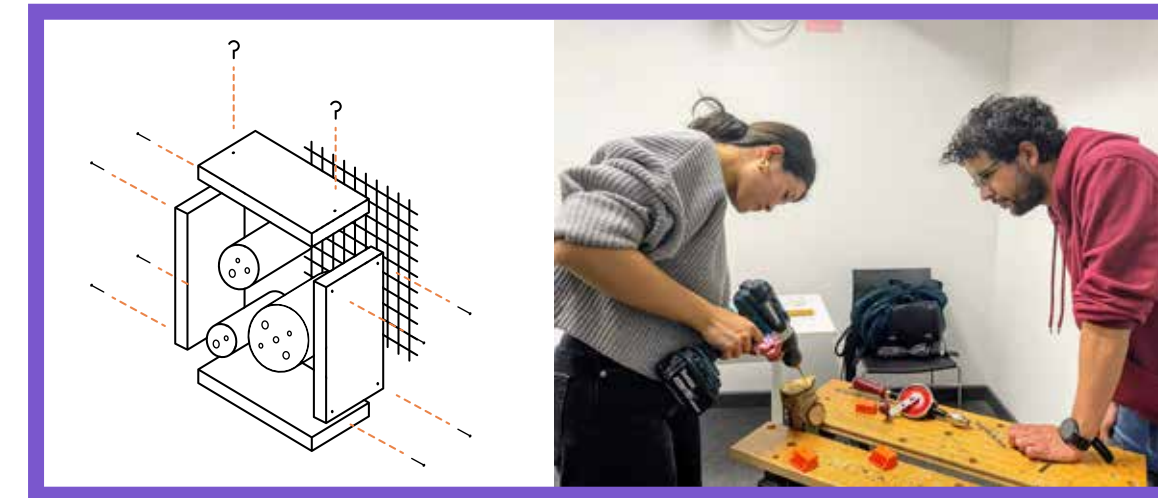
UX Researcher & Designer

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.

We even got to think about Squirrel pants! 🐿️



Literature Review - Concept Mapping



Workshop Planning & Testing



Workshop Facilitation



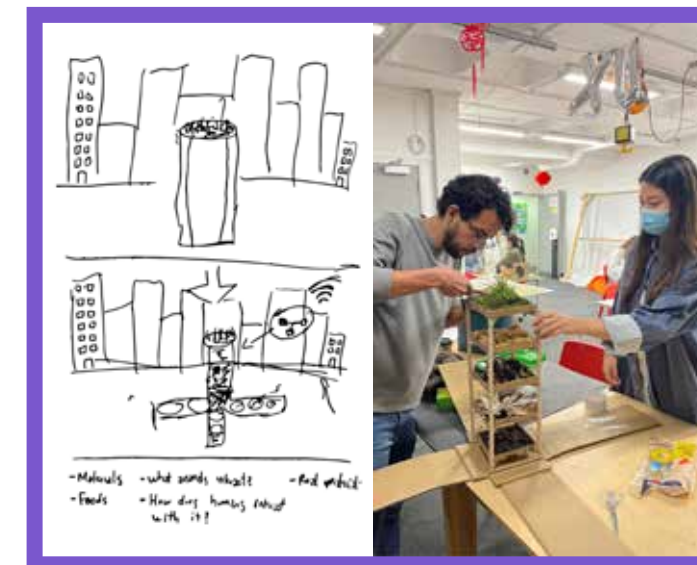
Design Ethnography



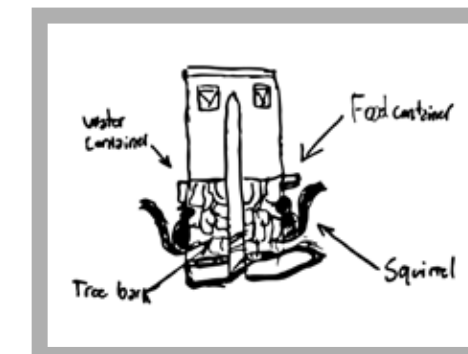
Specialist Field Research



Hands-on stage



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



Squirrel Pants!



Placing



Final node