

PROJECT ONE

Greennest

Interactive design

The purpose of my design of this app is to promote people to actively approach nature and release stress. For example, there are free community gardens in many countries in Europe. My app is based on the concept of cooperating with community gardens to encourage people to walk into the garden and plant their favourite plants, whether it's flowers or vegetables. Meanwhile, My app is a good platform to record the plant growing.

Brainstorming

- Style
- Plants
- Users
- Apps Function



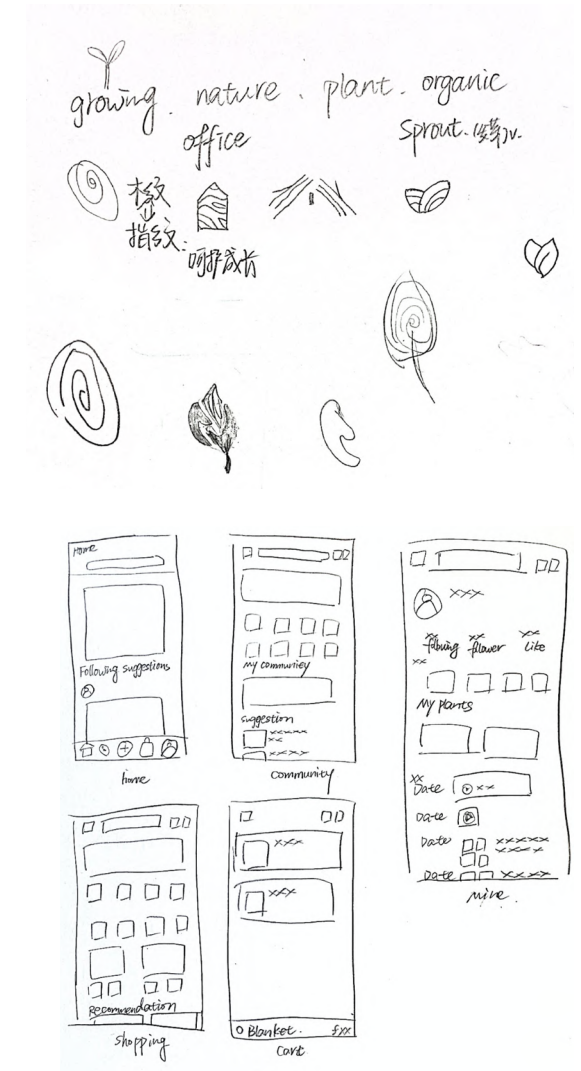
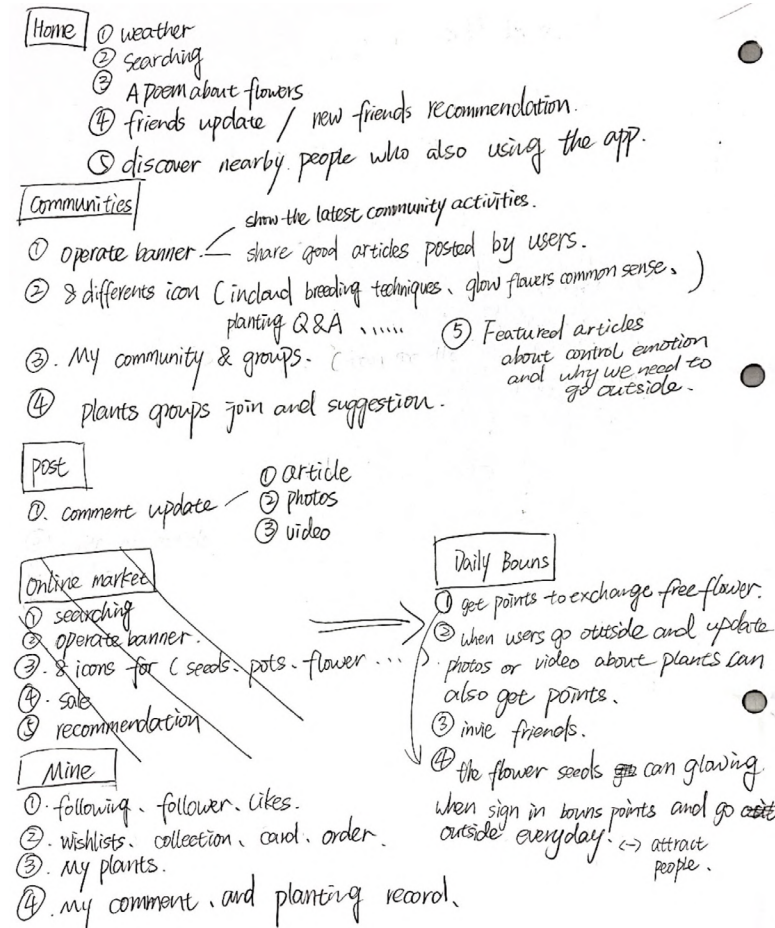
Research



In the UK, there is growing support for therapeutic and prescriptive gardening to assist individuals to overcome or live with mental health conditions [2,12–14]. Although acknowledging that it is difficult to specifically attribute improvements in mental health to gardening activities, there are a range of studies that report better social interactions between garden users, improved physical activity and general quality of life [15]. Mondelēz's *Health for Life in the Community* programme reported in 2017 [16] that 87% of survey respondents had met new people since participating in its outdoor programme of Green Gym sessions and healthy eating sessions demonstrating the value of outdoor activity for reducing isolation and feelings of loneliness. Howarth et al. [15] having reviewed the body of evidence on the impact of gardens on physical and mental health and wellbeing, summarise the areas where gardens contribute as being: reduced social isolation; improved physical activity; improved nutritional intake; reduced anxiety and stress; reduced depression; and, individual and community wellbeing [15].

- Community garden can help people Improved wellbeing (consisting of increased self-confidence, reduced isolation and improved emotional wellbeing).
- Community garden can improve the people food quality

Sketch

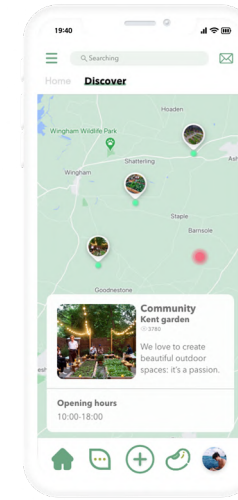
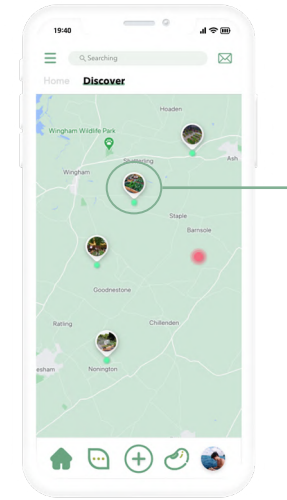
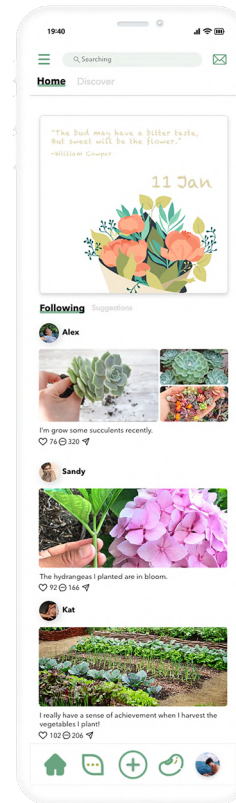


Interface

Home page

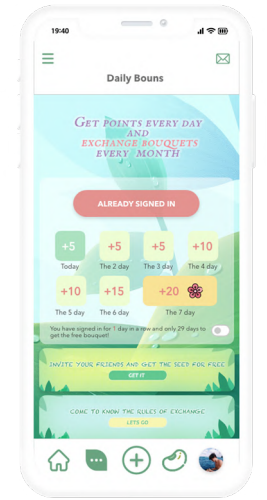
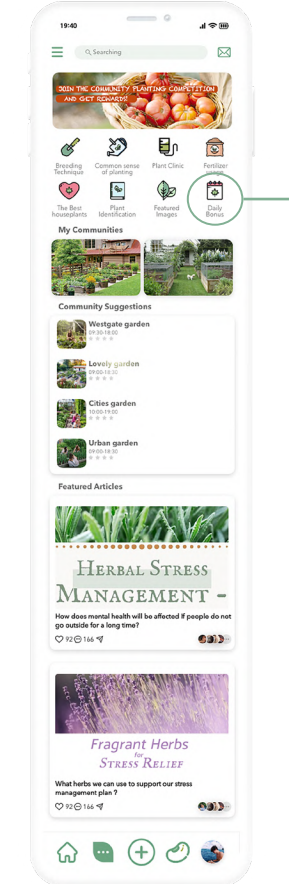


Icon



This is the homepage of my app. This square area is a calendar. It updates illustrations about plants and poems that encourage people every day. Below are the people I am following. When I click discover, I can get to know other gardens nearby and see the detail about the gardens.

Community page



a harvest contest, the best participants who planted the best plants can get free fertilizer or vegetable seeds. It not only fun but also can help people release stress.

An icon is daily bouns, as long as the user goes out outdoors every day to plant and update to the app, they can get bonus points. On the other hand, when users sliding down the image, they can also see selected anti-stress articles on the platform.

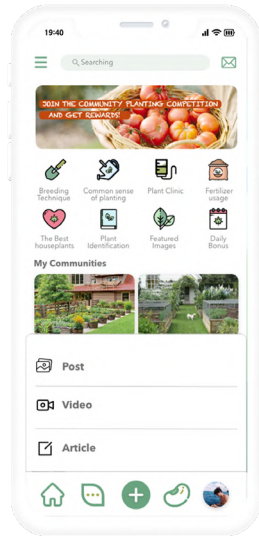
My app name is Greennest. My design philosophy is that Green can immediately remind people of nature and plants. Nest originally refers to a bird's home, a place where can grow. I combined these two words to represent my concept. My logo design uses the elements of leaves and fingerprints. The leaves represent nature, and the leaves designed with fingerprints are like the leaves' skeleton, and can also be imagined as wood grain. Meanwhile, the combination of fingerprints and leaves means that this requires people to go into nature to feel and grow plants.



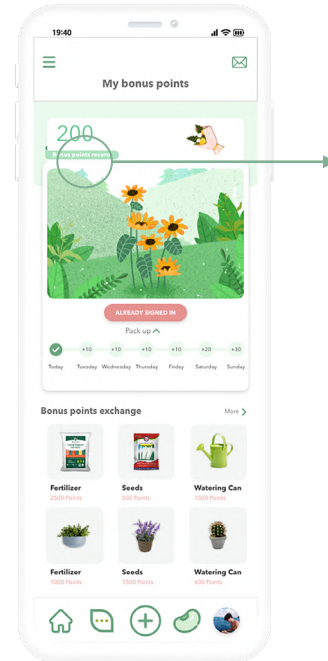
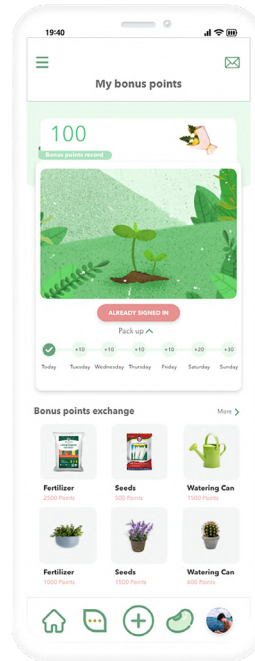
The second is the community page, we can see the scrolling operating banner, and the activities held by the community will be updated here. Then there are 8 different function icons, including breeding techniques, glow flower common sense, planting Q&A and so on... You can also view other communities by sliding down the image. To attract people to go outside, the app platform can cooperate with community gardens, that platform can set up some community rewards, such as held

Interface

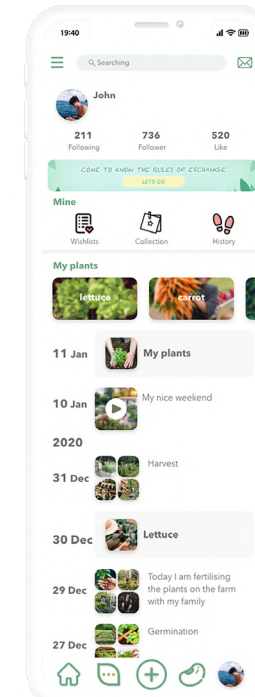
● Post page



● Bouns points page



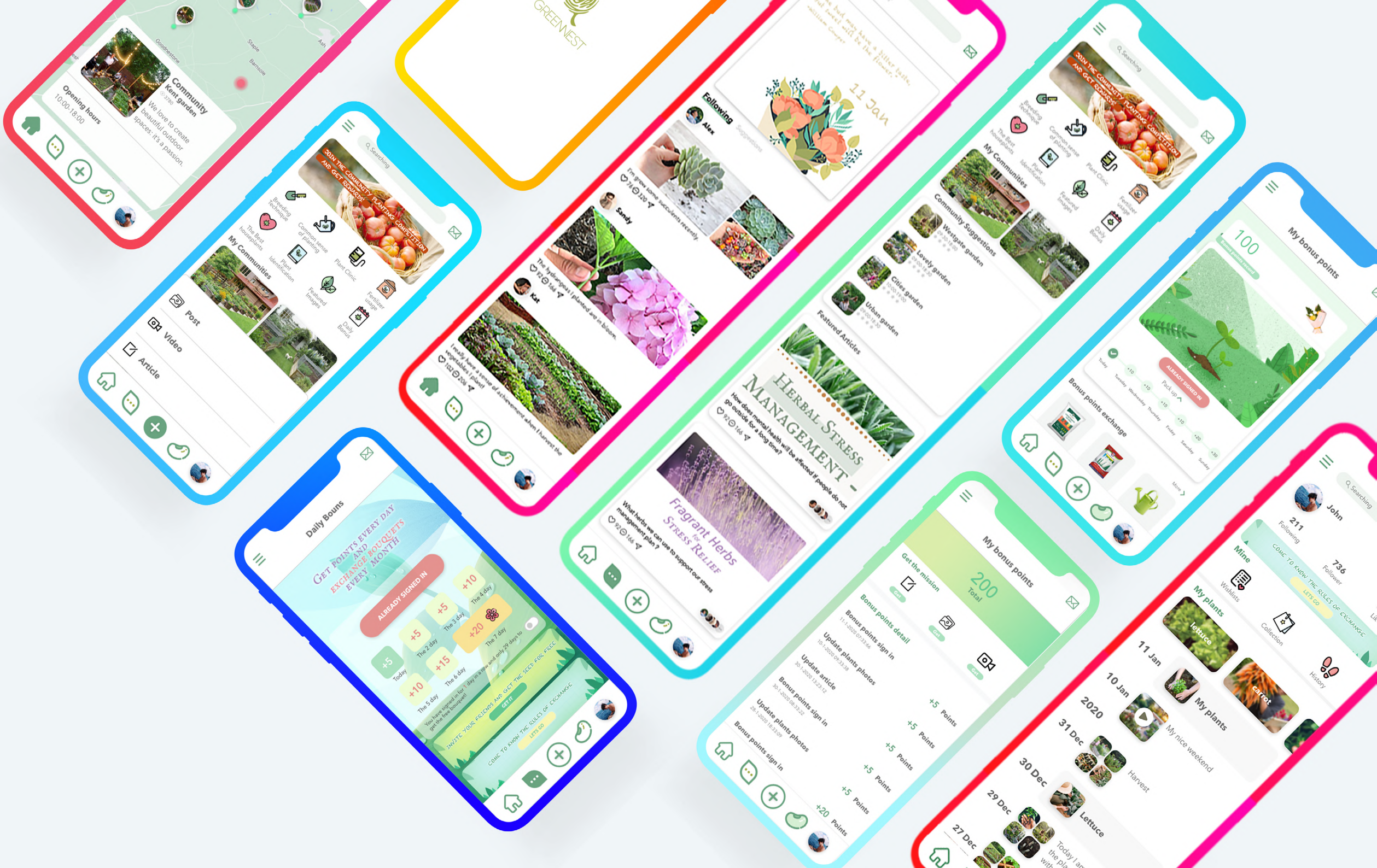
● Personal page



This page is my bouns points page, which can show the user total bouns points. As long as people complete the mission of updating plants' conditions, they can also get additional points. Meanwhile, Users can log in every day to get points on this page, this page includes the growing flower seeds, when the flower mature that people can receive the bouquet for free every month. Also, users can exchange other gifts when achieving the exchange available points.



The last page is the personal page, where we can update the planting status of plants. By clicking "My Plants", we can also quickly view the growth records of plants classified into different categories. At the same time, people can see their daily updated plants' photos, videos, and what the articles they shared also can found on this page.



PROJECT TWO

Overtime Stories

Illustration Book / Interaction exhibition

This project's purpose is to satirize overtime social rules, use my design to make the public pay more attention to it, give the workers a chance to share their thoughts to progress the social development.



Introduction



If 40 hours per week are used as the standard working hours, the proportion of overtime in the East Asian countries is not low. Even in Japan, only nearly 40% of office workers meet the standard for working hours per week, while South Korea and China are as low as about 26%, overtime work is obviously more common.

In China, many large Internet or technology companies have a serious overtime situation, such as the 996 working hour system, people need to work from 9:00 am to 9:00 pm, 6 days per week. So I want to do some design base on this situation. This project's purpose is to satirize overtime social rules, use my design to make the public pay more attention to it, give the workers a chance to share their thoughts to progress the company develop.

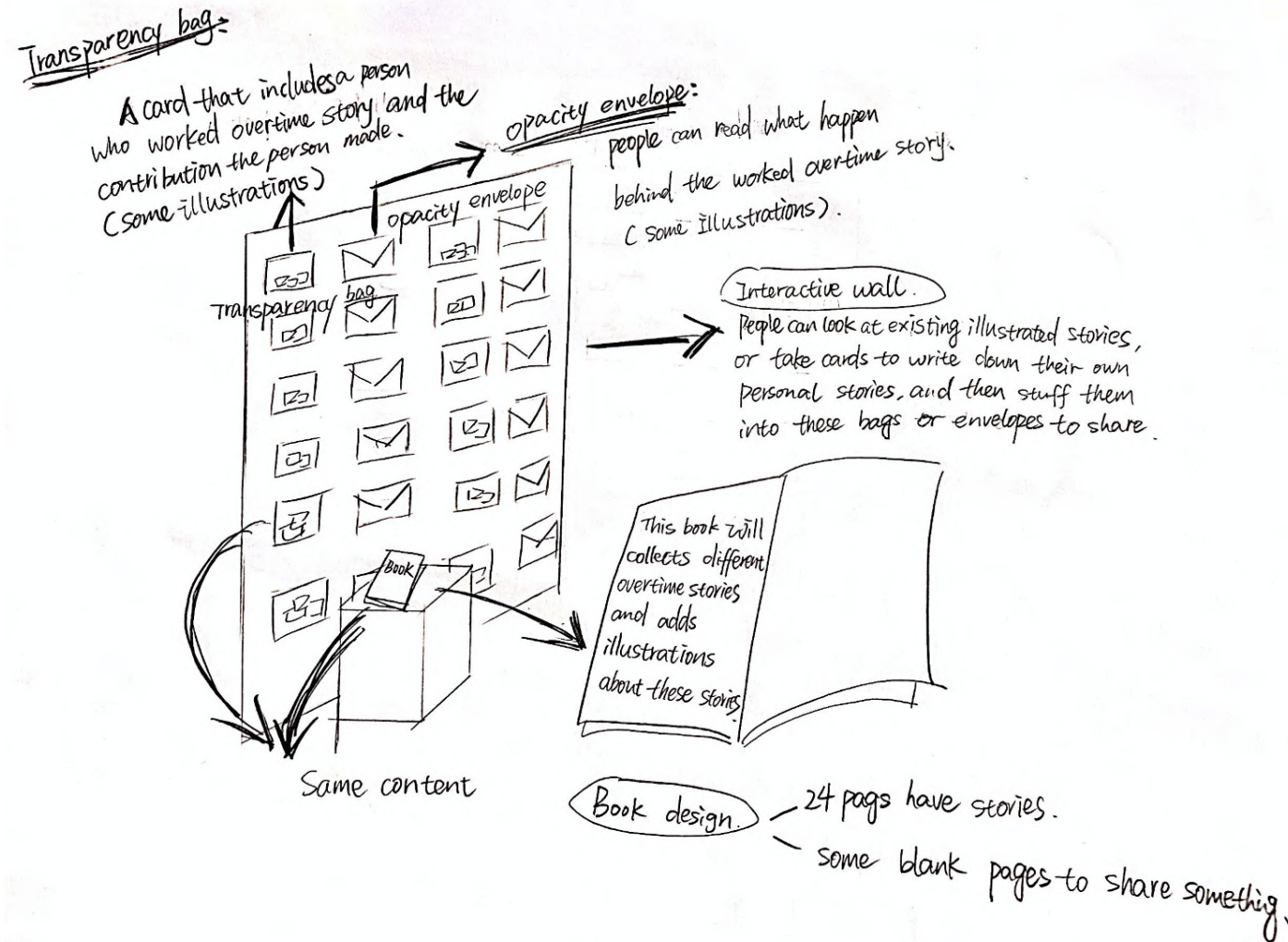


At the beginning of my design, I did some research about some illustrations that I can consult, and I found that the images of John Holcroft really inspire me. Every illustration seems to be full of story and irony.

Without many words, the silent illustrations already let the audience know what he wants to express. Therefore, I tried to draw some images that describe the work overtime phenomenon, because I also want to study my project by illustration.

Design plan

Research



I designed an illustrated book, which is about 7 short stories that include illness and emotional problems caused by working overtime. By describing these 7 stories, I expressed the impact of working overtime on people, hoping to arouse readers' sympathy.

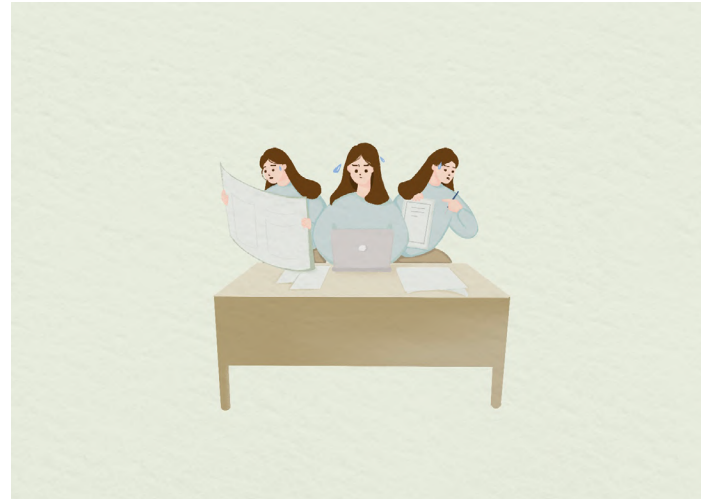
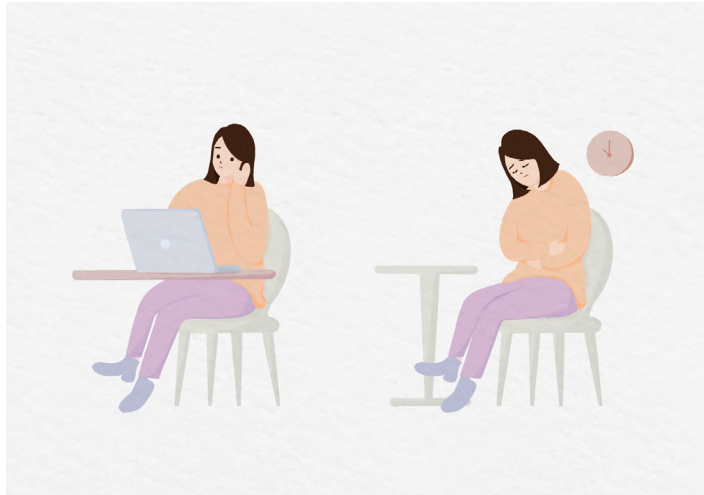
Then I design some illustrations card. People can express and release their pressure by leaving messages, thereby generating interactive effects. At the same time, interested audiences can also pick some cards in the envelope and read the contents.

My design will be combined with the exhibition wall, and there will be some envelopes on the wall to put message cards because my audience is not just the employees of a particular company, but for the public. On the other hand, the wall also has some editorial illustrations. So the passing pedestrian or office workers can read my book, watch the moving editorial illustration on the wall, or pick up a card to write their stories and put it into an envelope for the next reader to read and create the interaction.

Through my exhibition, Not only employees can release the pressure but also the potential boss can read some message cards, so as to achieve the goal of making the boss pay more attention to employees' welfare to improve the social development.

Process

Sketches



● ● A huge workload

Another girl has a high salary, but this is because she needs to do a lot of work, the workload she does more to like four people work, at first, I drew a picture she stood on the top of the podium, but because it can't really express emotion, I drew the second picture of her that she pursuit of the money.

● Stomach problems and depression

This is a girl who works late at night at a tech company, and because of the long hours. She believes that the burden of work may cause her stomach problems and depression.

The erratic sleep schedules make her more likely to face problems involving physical health.





Sketches

This is an entrepreneur. He was busy late into the night for his career. He even responded to emails at 3 in the morning, so he died of a heart attack.

At first, I drew a picture of him lying in a hospital bed, but then I readjusted it. I drew a picture of him suddenly dying in front of a computer desk at three in the morning. I think this can better express the mood of the painting.



Sketches



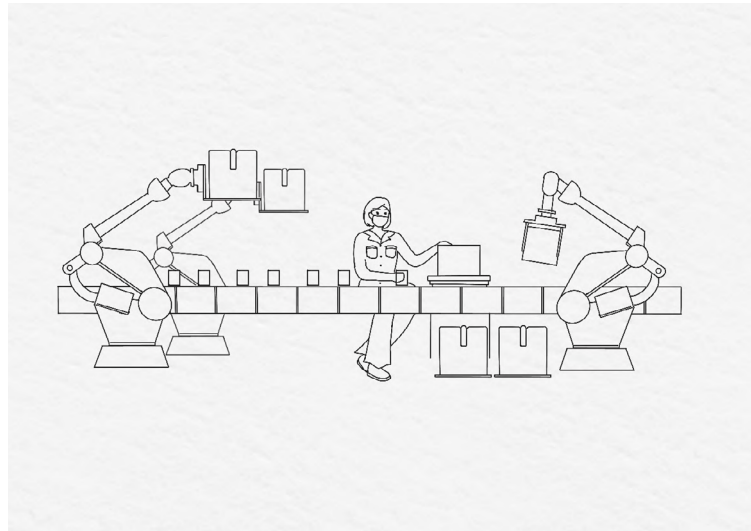
- It's difficult to balance the life and work

My friend works as a landscape architect in a construction company. Even on Sunday, she has to endure the bombardment of her boss' messages. So I used my imagination and drew a picture of her sleeping on top of a chat bubble.

Because I wanted to increase the sense of the picture, I also drew two pictures after that. One is a huge face representing when she just woke up, and the second is a rich chat bubble which is ironic. It means when she opening her eyes is some annoying messages every day.



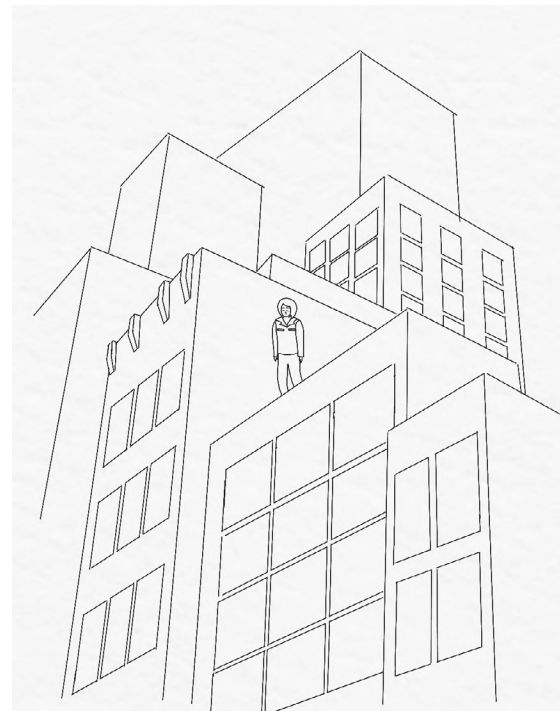
Sketches



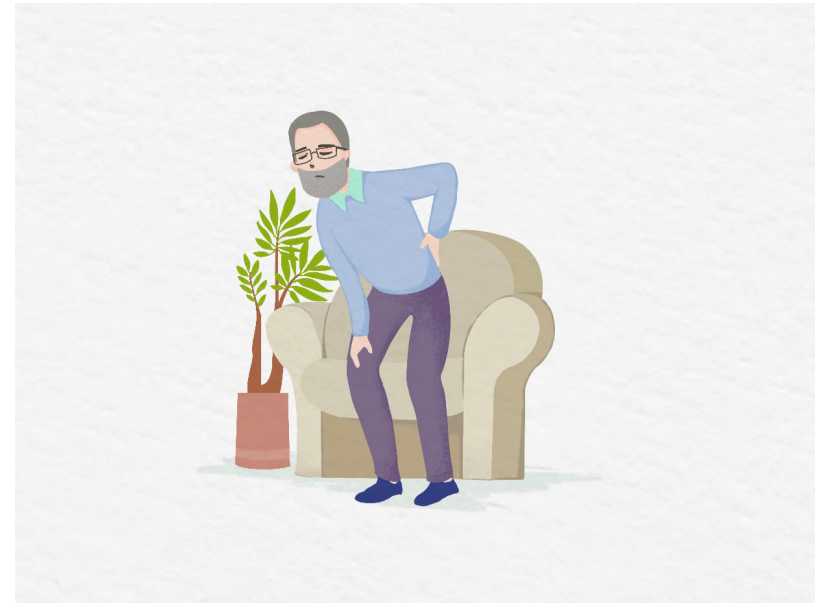
● The mental disease that caused by production line

I saw a report on the Internet about many cheap labor workers suicide in factories. These workers are generally from the countryside. They do repeat work on the production line every day. This has caused many people to have psychological problems.

Too serious overtime not only affects physical health but also affects people's emotions. So I tried to draw a uniformed worker on a tall building. The tall building contrasted with the skinny people, reflecting the insignificance of the migrant workers and the injustice of the system.



Artworks



Outcome



These are postcards.
The audience can choose a card and write their own stories
then put it into the envelope. Also, people can read different
people's stories in this way.





OVERTIME STORIES

Design by Wanqing Liang



To some extent, workers are held hostage by machines and become machines. If a worker does a simple and repetitive job for 10 hours, we know that people have emotions. Once the emotions are suppressed, there will be a high degree of tension, and finally, conflicts will erupt."

It's difficult to balance the life and work

Lucy works as a landscape architect in a listed real estate company in China. In large companies, especially designers, working overtime is very common. Many times she needs help to modify the sketches. There are many jobs she needs to do.



Backache

Taxi drivers are a very common occupation. According to data, China's Didi taxi drivers reached 11.66 million in 2019, of which 51.5% were migrant workers. In China, the taxi-hailing application "Didi" is like uber, it is a very popular and commonly used taxi-hailing mobile apps in China.

The Didi platform has such a clause that the more orders you make, the more money drivers sometimes skip lunch to make more money, just to pick up more customers and earn more money. Because

taxi drivers have to sit in the car from morning to night, many drivers also suffer from occupational diseases of back pain.

In many cases, people are unwilling to tell their families about the difficulties they have encountered. It is like a taxi master who has a backache, and they will not tell their family members to make them worry. Because life still has to go on, and for income, the daily schedule still has to go on.



OVERTIME STORY

"To some extent, workers are held hostage by machines and become machines. If a worker does a simple and repetitive job for 10 hours, we know that people have emotions. Once the emotions are suppressed, there will be a high degree of tension, and finally, conflicts will erupt."

After these young migrant workers who came to the city from the countryside took the first step into the society, they encountered a wall facing them, and all the voices told them, "You just worker, you do not belong here." All information is not good for them, and the integration of all things aggravates their dilemma. When this kind of contradiction cannot be resolved or overcome, the more vulnerable people will choose the form of suicide to overcome this difficulty.



