

THOM SAUNDERS

Senior UX/UI Designer

I am a Senior UX/UI designer - I've been working as a contractor for the past 15 years to deliver innovative digital solutions for private, public, large and small organisations. The core skill I use everyday is the ability to understand project requirements and work with technical teams to deliver creative project solutions. My extensive knowledge of how to "actually" build and deliver digital solutions that meet the needs of the users and the business case is built on real world experience. I love working as part of a team to create innovative digital solutions.

DUST EMISSIONS FORECASTING

PracView

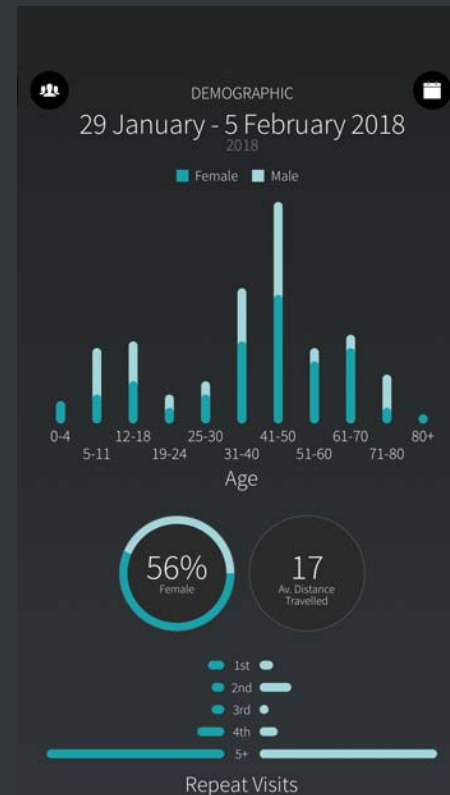
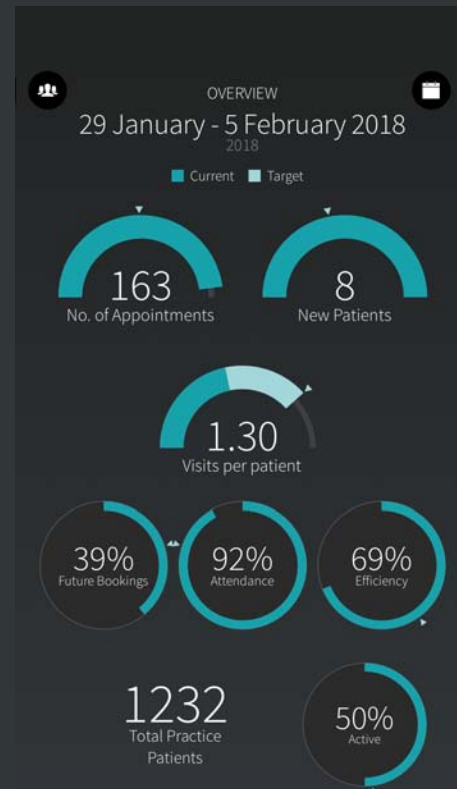
Joint Venture Start Up: R&D Project

The PracView project is a collaboration between myself (concept and UX/UI), an osteopath group (subject matter experts) and a developer. Together we have successfully created a “data” lead digital subscription product from concept to public release.

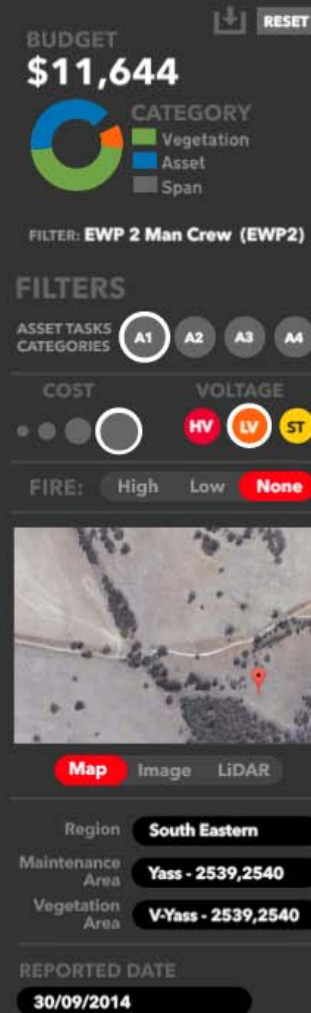
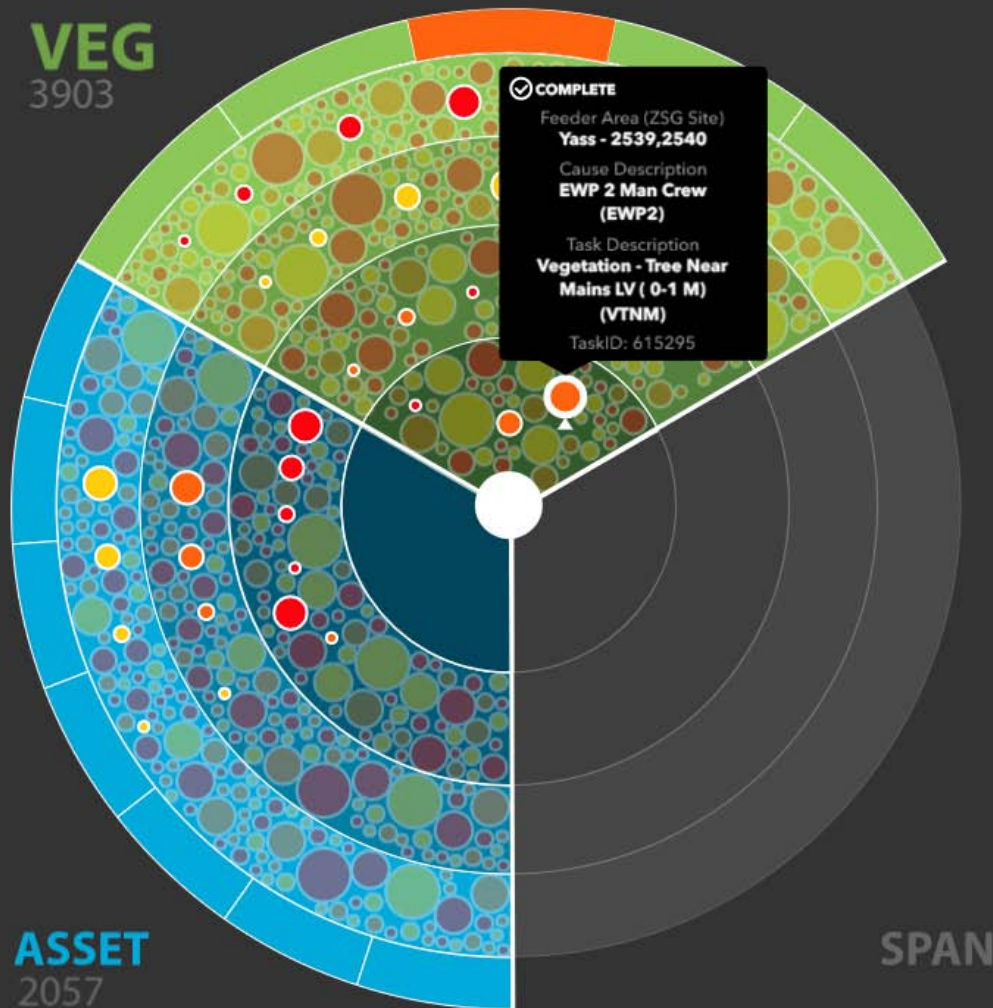
At the core of the project is an algorithm designed to calculate an “expected” patient journey through allied health support by grouping each individuals interaction based on appointment details, complaint, gender and age. These individual appointments are then mapped by frequency and length of time between appointments.

This model of grouping and mapping across huge numbers (millions) of appointment will enable the algorithm to calculate the average number/pattern of treatments a patient might expect when presenting with a specific complaint. The length of time between appointments is a measure of the success of the treatment plan, the less time the more acute the issue. The more regular and evenly spaced the more there is a management plan in place and the patient is comfortable.

The group is part for the R&D Tax incentive and is investigating the model as the data is being collected, we are currently over 400k appointments.



MAINTENANCE REPORTING



Electrical Grid Maintenance

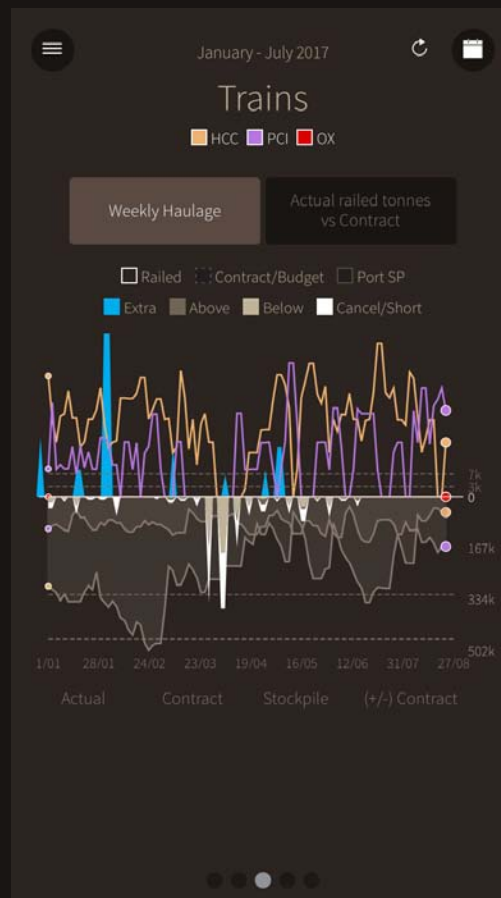
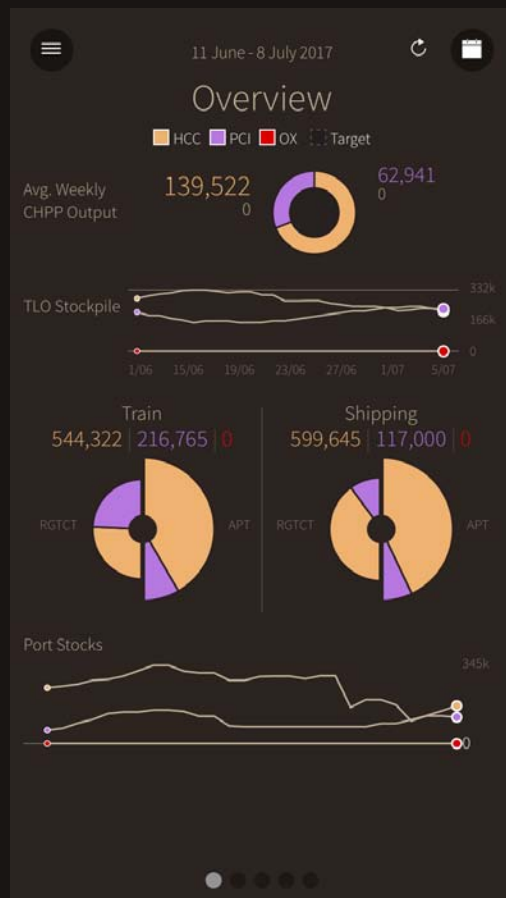
Katestone Environmental

I was contracted to provide creative, UX/UI, planning, and management of the development requirement for the creation an asset inspection tool. The purpose of the tool was to streamline the: distribution, management, presentation and selection of maintenance work tasks identified in annual grid inspection reports.

Core interaction components:

- Interactive online dynamic data visualisation of asset reporting data via the ongoing import of maintenance spreadsheets
- Visualise Risk and align maintenance activities around high-risk sections of the network
- Prioritisation of maintenance tasks: Interface to the number/priority of tasks that needed to be completed
- Reduce/streamline/secure the process of report distribution to asset owners
- Reporting task tracking of completed tasks based on annual records/reports
- Optimisation of pole, span and vegetation tasks based on costs associated with different types of tasks
- Ability to bundle a set of tasks into a work order for quoting - procurement management

COAL DELIVERY MANAGEMENT PLANNING



CoalChain

JV Startup R&D Project with TransCoal Pty Ltd

The CoalChain App is designed to present “Coal Delivery Management” data in a easy to use dynamic model. The App supports multi-site and multi-type reporting and includes: mine output, mine stockpiles, rail to port, port stockpiles, shipping and customer product level details.

A key part of the project was to define a set of user profiles and create “wireframes”, which broke the reporting data into a series of display elements each to support specific user understanding of the different stages of Coal delivery from site to customer. Each element was arranged into a hierarchy of importance. I then produced UX/UI materials for the App and a simple UI for the import/upload of data. Each user type needed to be in full control of the App and data that is imported.

A series of UI “mock-ups” went through a review process prior to the individual charting elements being created. The user swipe model to get from screen to screen was defined – there was an overview screen that formed a “quick view” of the site.

The goal of the project is to amalgamate a set of data from multiple sites into a single interface and prove a “co-operative” shipping and logistics model of coal shipping from second tier sites in Queensland would provide buying power and reduce costs for the individual sites.

DATA MANAGEMENT AND PROCESSING SOLUTION

Data Processing

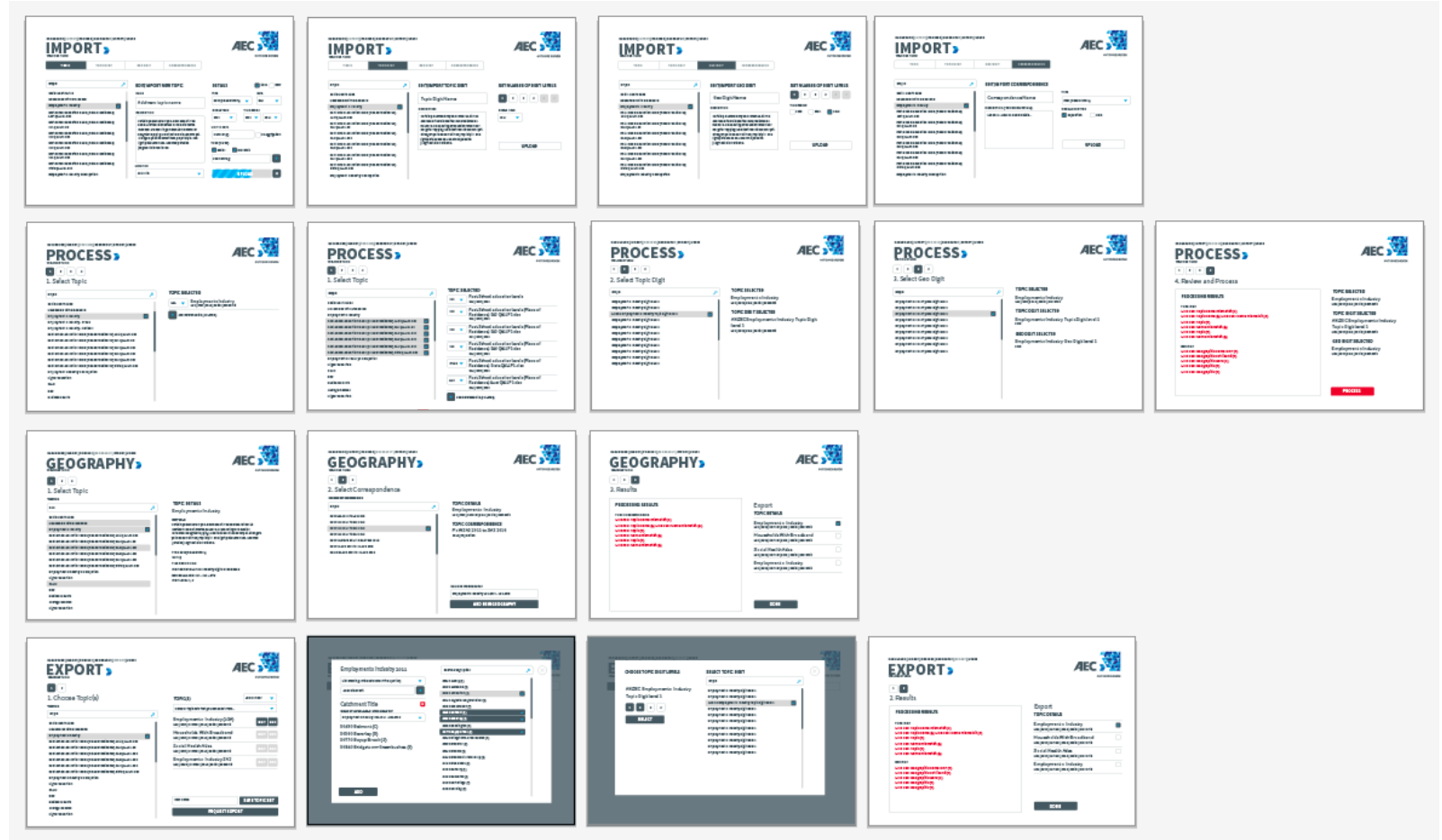
AEC Group

The DPS (Data Processing System) supports raw ABS data import where it is verified against a predefined set of “digit” data structures for alignment with each of the ABS geographies and topics. This verified data is then “transformed” using AEC’s rebasing and concordance models.

My approach to the conceptual development of the DPS was to utilise the geographies and topics structures of the ABS Census data. The DPS is designed around holding the original ABS data unchanged and only triggering the transformation when a user chooses exports data. This allows for the AEC calculations performed on each dataset to remain external and if/when they change any new data exports can include the new/modified calculations.

The UX/UI stages of the project separately defined: importing, processing and exporting of the data. The core challenge in the project was to define the process by which the user worked through each stage: preparing data, importing, processing and then defining the categories and geographies of data required prior to export.

The UI is designed to seamlessly pass the user through each highly complex task to achieve the required data processing and export outcomes.



KNOWLEDGE CAPTURE, SHARING AND UNDERSTANDING

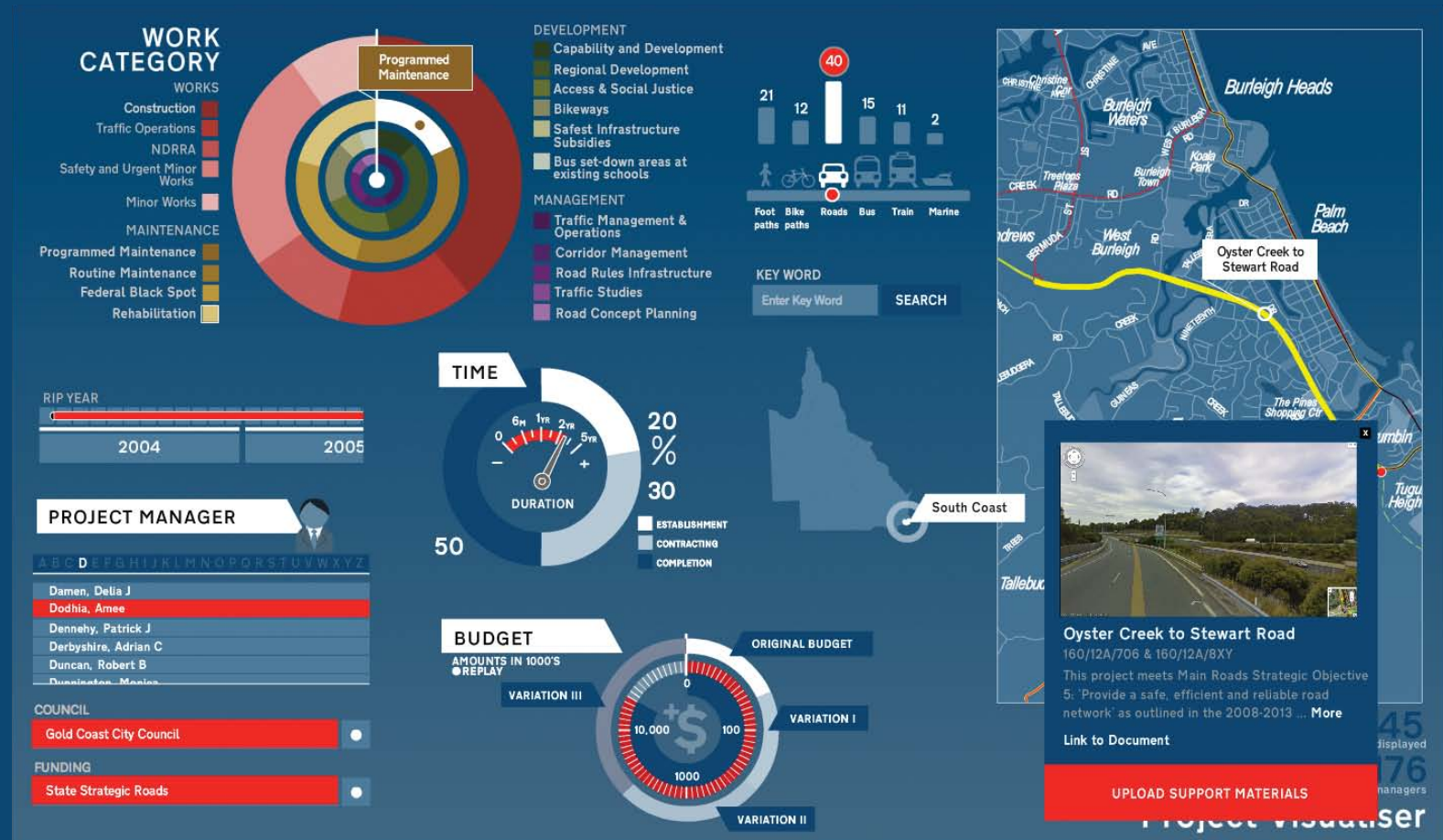
TMR Lessons Learned

Transport and Main Roads, Queensland Gov.

I was contracted by the Program Delivery unit of Transport and Main Roads to deliver a project called “Lessons Learned”. The data that sits behind the interface is from over 10,000 road project records.

This project is a leading example of how powerful the combination of maps and data presented in an interactive data visualisation can be. It allows for two very different models of interaction. One very specific by clicking on a line on a map and seeing all the relational data connected to that project presented on screen. The other allows the filter mechanic to play back into the map by filtering down to only project lines with the same, for example - budget range or a specific timeframe. This provides an exploration model for human visual perception to identify patterns or trends in massive numbers of projects.

The interface utilises a combination of: maps, icons and graphical elements to simplify data representation. The end user will be presented with the interactive visualisation that allows for data to be filtered across a wide set of categories. The user will quickly get to know the scope and patterns within the projects and from this an understanding of what were successful projects and which ones were not so successful.



An important element of the interface is the ability to upload project specific materials into the system so that project documentation can be collected. These materials are valuable to future project planners and teams when trying to learn from past project deliveries.

BENCHMARKING AND FEASIBILITY STUDIES

Mining Equipment Benchmarking

StartUp: GBI/QUT/UTS/Federal Government

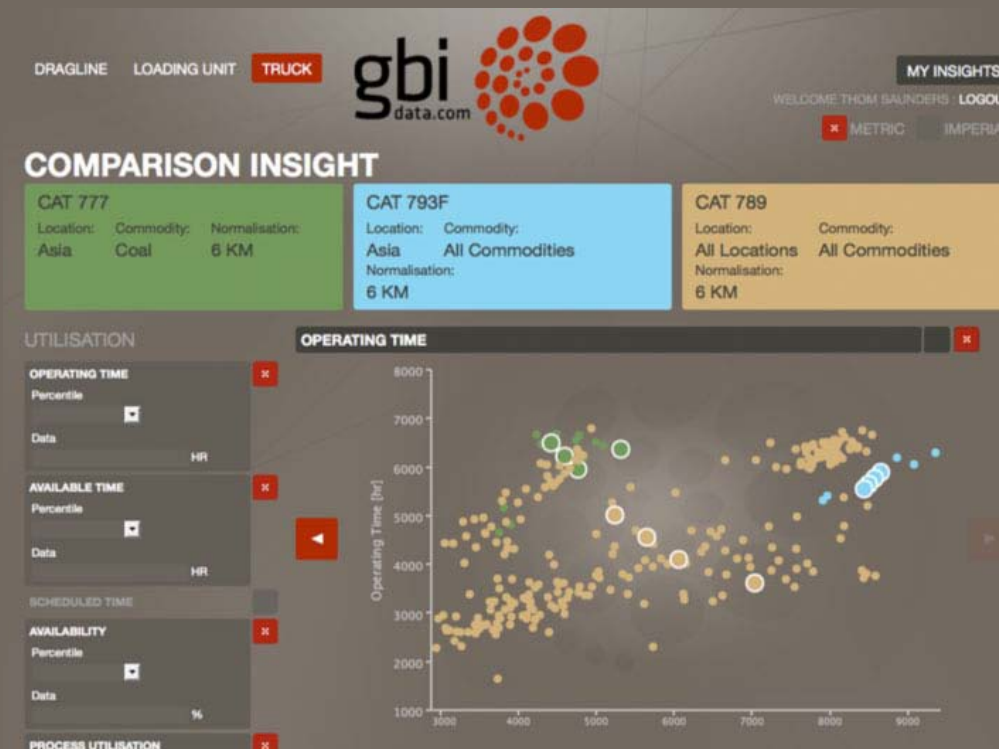
I put a team together to develop a subscription-based model for mining data company GBI. The solution gives managed online access to 8000 years of operational data from mining equipment located in mines all over the world. As design and technical director I successfully managed four key stakeholders and delivered on time and budget. GBI clients can now pay for access, to interrogate the data to gain important insight prior to the purchase of expensive trucks, diggers and dragline mining equipment.

The final solution is a stand-alone visualisation product. It is a dynamic, online subscription solution where users can interrogate the GBI data to create customised benchmarking and best-practice reports to support decision-making and planning.

Partly funded by the Federal government and the University of Technology Sydney I worked with the traditional mine reporting and equipment specialists to build an interface to their operational and process data from hundreds of mines worldwide.

MINEXPO 2012 Las Vegas for the launch

iAwards 2013 - National finalist: Resources Category.



Three way comparison using a comparison machine model. Users are able to generate a report on a set of individual items of equipment and then setup a comparison report. The comparison report can then be modified using various KPI's for real clarity of performance statistics.



Single equipment benchmarks with interactive KPI selection and report updating

EQUIPMENT	DATE	LOCATION	COMMODITY	NORMALISATION	RANKED BY	KPI	ACTIONS
EUCLID R170							
LIEBHERR KL2400							
TEREX MT4400AC							
CAT 785C							
18-08-12	18-08-12	ALL LOCATIONS	ALL COMMODITIES	6 KM	TOTAL OUTPUT	SCHEDULED TIME TRUCKING	VIEW PDF
18-08-12	18-08-12	ALL LOCATIONS	ALL COMMODITIES	6 KM	PRODUCTION HOURS	OPERATIVITY	VIEW PDF
18-08-12	18-08-12	ALL LOCATIONS	ALL COMMODITIES	6 KM	TOTAL OUTPUT	OPERATIVITY TOTAL HOURS	VIEW PDF
18-08-12	18-08-12	ALL LOCATIONS	ALL COMMODITIES	6 KM	PRODUCTION RATE	OPERATIVITY	VIEW PDF
18-08-12	18-08-12	ALL LOCATIONS	ALL COMMODITIES	6 KM	PRODUCTION RATE	OPERATIVITY	VIEW PDF

Stored timestamp insight reports for feasibility studies and internal reporting on capacity and maintenance issues

A critical feature was a PDF exporter that included all charts, graphs, data and timestamp for report validity.

DATA EXPLORATION AND RESEARCH QUESTIONS

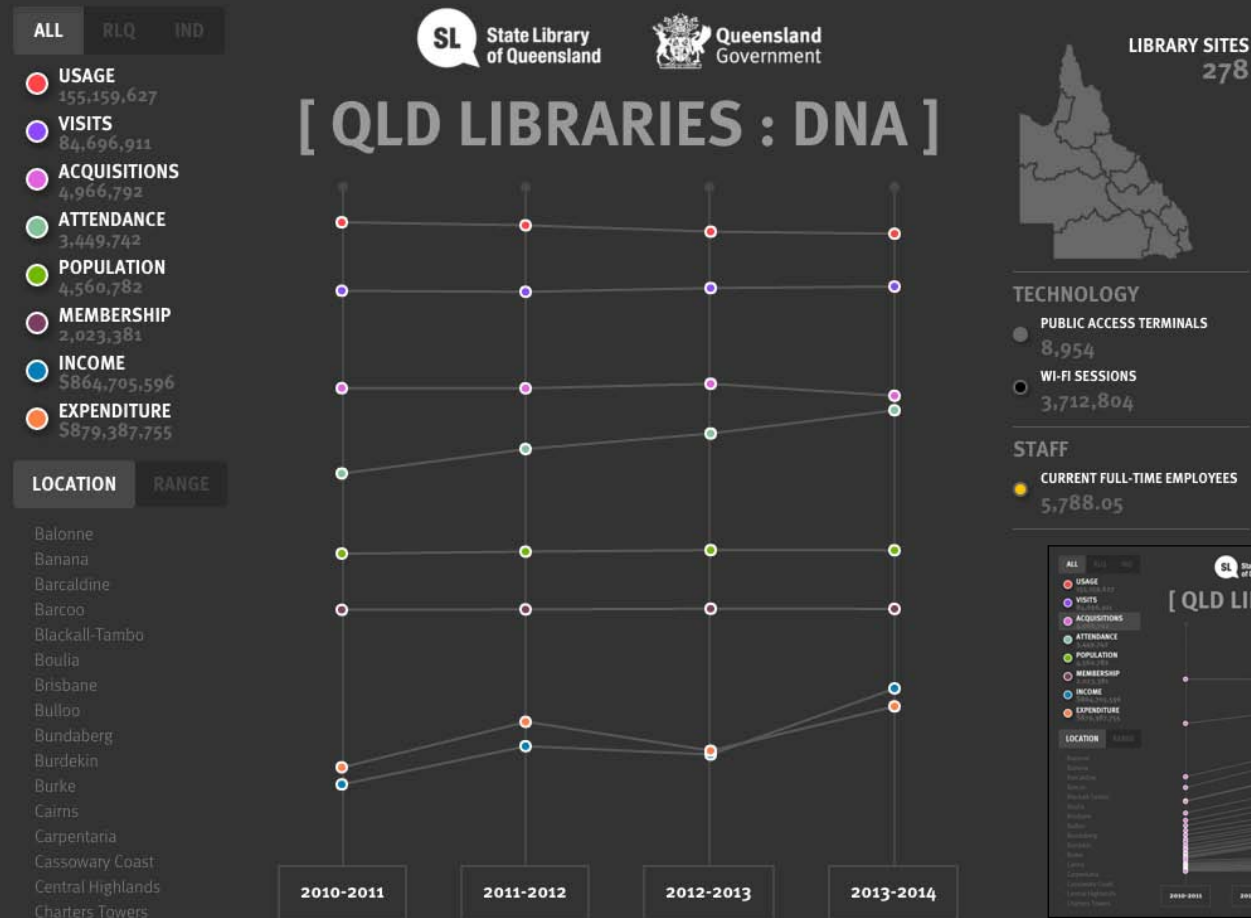
Queensland's Regional Libraries

State Library Queensland

This contract was focussed on the creation of a data visualisation interface that uses six financial years of Statistical Bulletin data to identify a series of unseen questions that can, in a later stage, be developed in a larger project with full knowledge of the “right questions” to explore.

The visualisation is focussed on revealing possible opportunities for operational improvement by presenting the annualised Statistical Bulletin data in a way that has never been seen before.

Stage two of the project was focussed on visualising the data collected by each regional library across Queensland, from 278 individual library sites. The questions that the first stage of the project raised were focussed on sharing and gathering of information that can then be used to present a case to Government for additional funding. The second outcome was the identification of specific events that drive attendance and generation of new members.



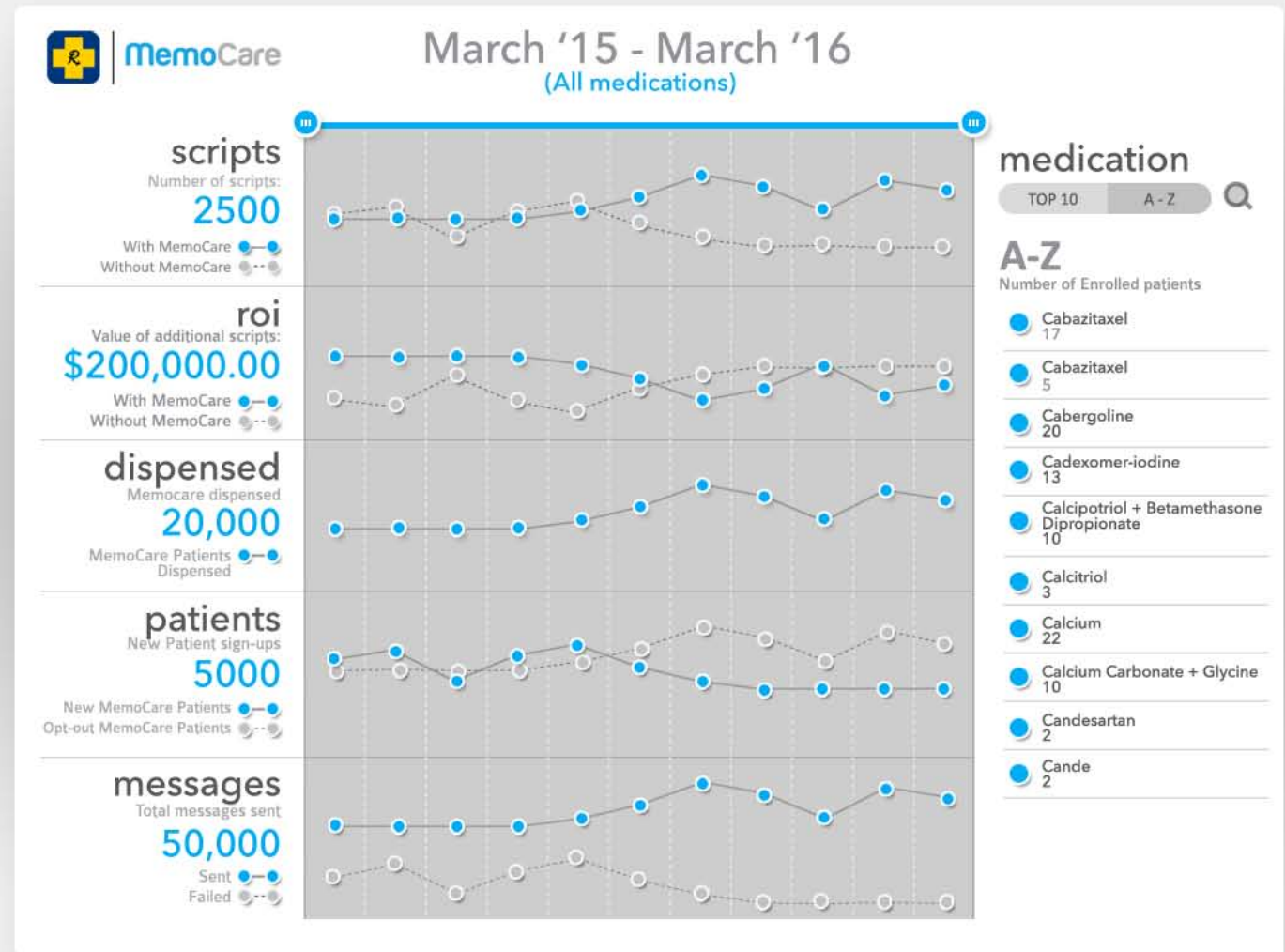
Pharmacy benchmarking

GuildLink - Pharmacy Guild Australia

The MemoCare interface (WebApp) used a dynamic interactive model to visualise a combination of different reporting data. The data will be retrieved directly from MemoCare national pharmacy/ patient/customer usage statistics and will include ROI (return on investment) and KPI (key performance indicator) data for the purposes of national Pharmacy benchmarking.

The reporting project formed the base of model for presenting medication and patient data for pharmacies to better understand the importance of building engagement with customers via GuildLink's MemoCare product. The WebApp is focused on visualisation of national benchmarking of pharmacies to identify MemoCare "best practice" and to provide support with improving the individual pharmacies MemoCare ROI.

The core purpose of the reporting interface is to provide individual pharmacies with tools to better understand MemoCare ROI and to identify opportunities for process improvement by benchmarking selected MemoCare KPI's against the national average.



INTERACTIVE DATA VISUALISATION WITH OPTIMISATION MATHS

Project Portfolio Optimisation

As part of a long-term contract I have been working with a group of business architects, project managers and optimisation maths experts to develop a system that can optimise a portfolio of projects for a large enterprise.

The combination of interactive project visualisation and maths optimisation allows a series of projects and their associated cost, labour and time constraints to be passed to the optimisation engine which, responds with an optimised set of projects.

Each response from the optimisation engine includes projects that can be completed within the constraint parameters. Each response is also stored by the interface's database as a "scenario" these scenarios can be viewed and shared as possible options. Each stored scenario change can then be animated allowing the user to visually see the impact of changing projects, budgets on the pattern of projects.

There are obvious benefits to the dynamic model of creating scenarios that can quickly be modified and shared as it allows for clarity at the top level of the organisation as to the projects for consideration and how they align with the over arching enterprise strategy.



There is an extremely high level of complexity in trying to model a large set of projects and their various sets of constraints. This complexity is exponential when planners have to account for the projects also fitting into predefined concepts such as: strategies, benefits and outcomes.

FORECASTING AND GOVERNMENT REPORTING

Minekite

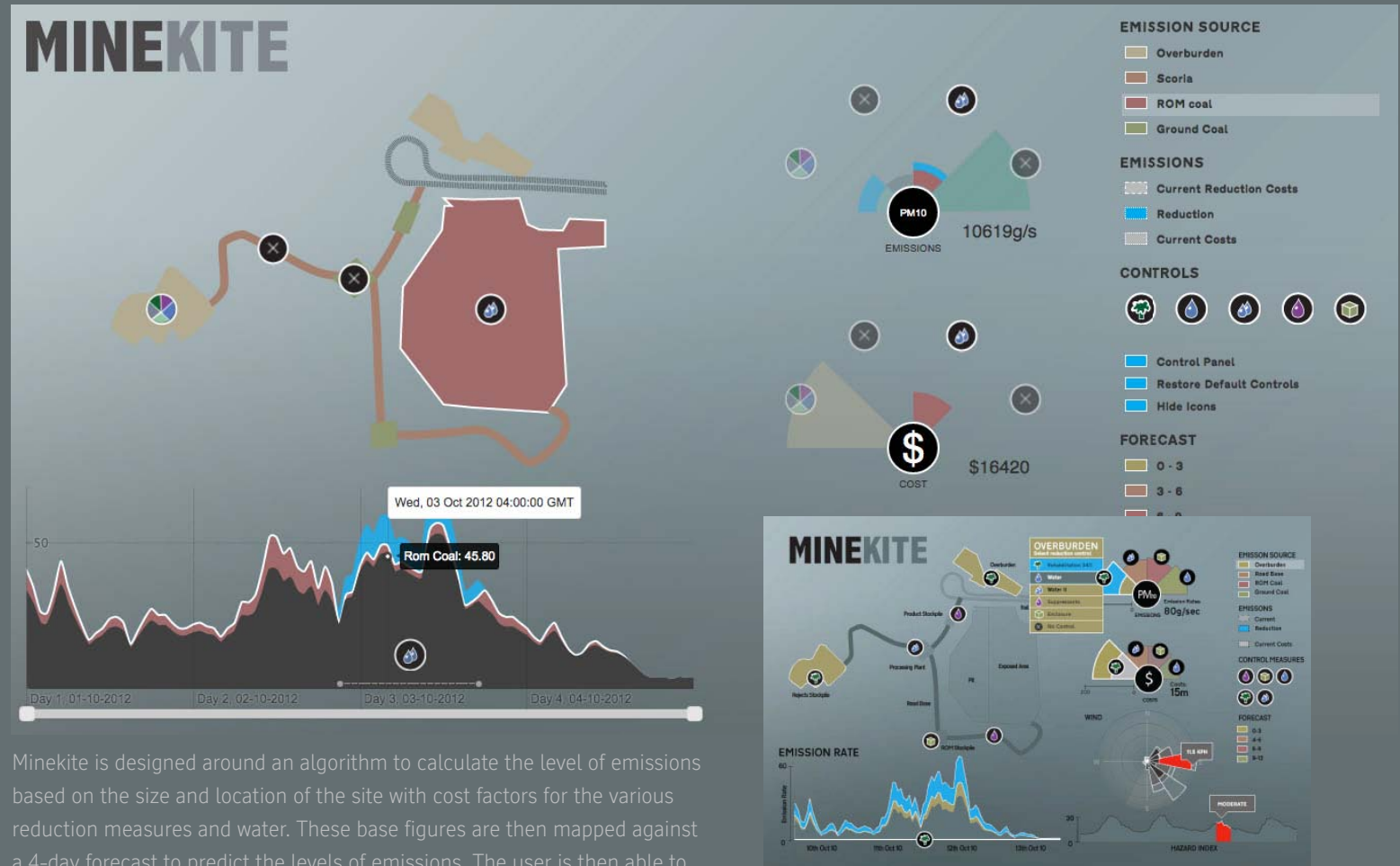
Katestone Environmental

Another of my contracts was to scope, design and develop an application for an environmental engineering company, this data visualisation tool provided the client with an ability to deliver complex forecasting calculations of coal dust emissions in a new way. The interactive interface allows users to model and share different scenarios creating new insights and aiding in communication and decision making.

The Dust Mitigation Decision Tool for Coal emissions interface supports:

- Identification of emissions risk based on 4-day forecast information combined with existing specific site data
- Explore reduction options for: Overburden, Road base, ROM Coal and Ground Coal through rehabilitation, suppressants, watering levels I and II
- Outcomes: How did the emissions picture change based on specific actions?
- Cost implications from selected actions
- Ongoing reporting to Government for the NPI (National Pollutant Index)

The focus for the project was a limited set of functionality to set specific control elements in the interface and then see the emissions reductions and cost implications.



Updated daily forecast weather data was also included within the interface, wind direction, humidity and temperature forms an important element to the Minekite forecasting model.

Autonomous Vehicles

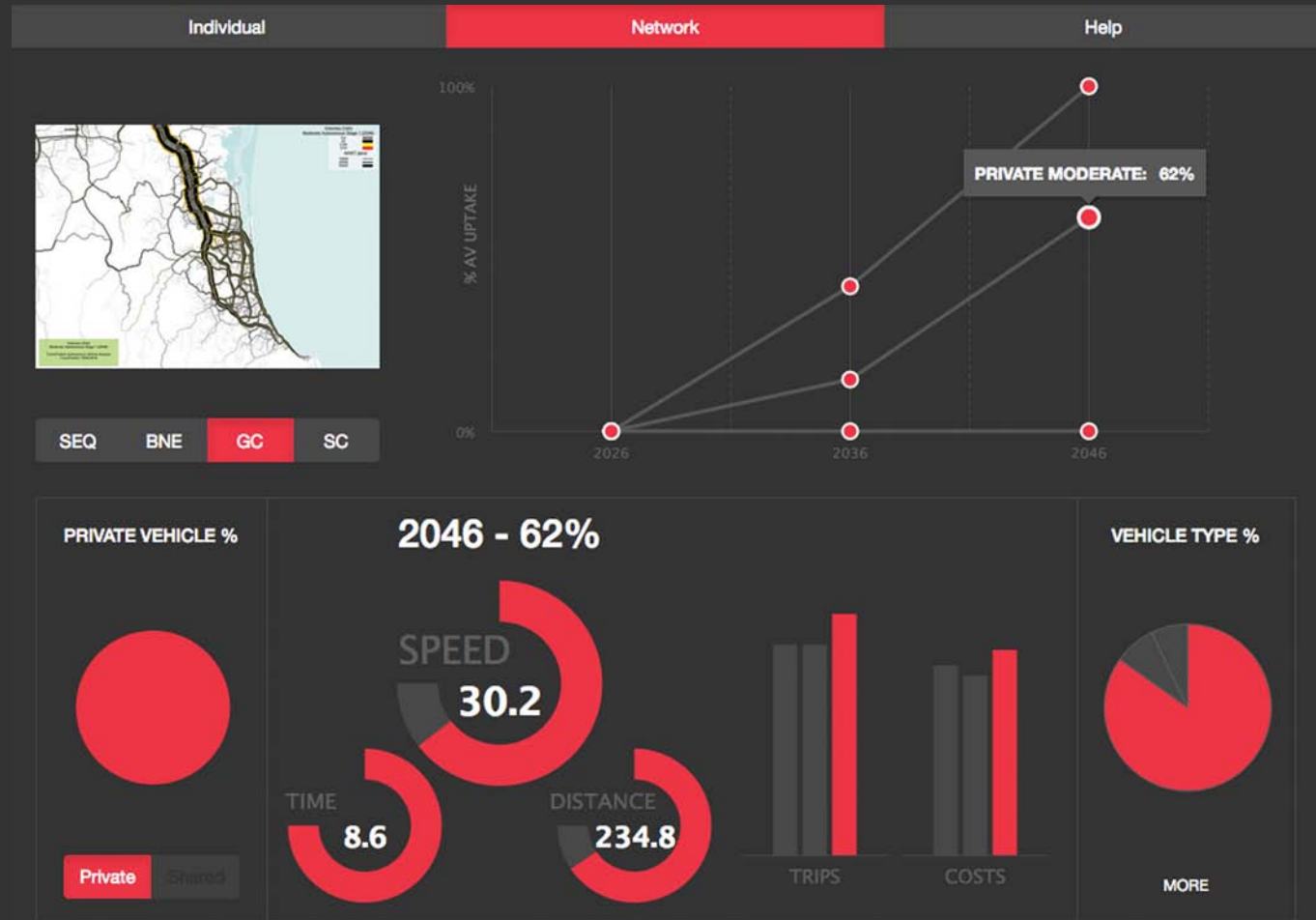
TMR/Queensland Government

Another scope, design and development contract I've worked on is with TMR (Transport and Main Roads). This contract is for the delivery of a visualisation tool which explores the impact of AV (Autonomous Vehicles) on the current road network. As with all our contracts the concept appears simple at the beginning but the more detail you add to the concept of AV's the more complex the visualisation. The task of defining what exactly constitutes an AV is in itself difficult, let alone the impact of a shared network of AV.

I worked with developers, members of the department and a transport modelling expert to deliver a visualisation that will be used internally to plan changes to the road network in anticipation of the changing road usage patterns generated by AV.

There is a perception that the change will be slow but the project will explore the different levels of change based on the users input of percentage changes.

At some point there will be a fundamental change to road usage and the department is interested in what and when the changes could happen. Then what future planning changes they should or could make.



BIG SCREEN - PROJECTOR AND TOUCH DATA INTERFACE

G20 AT THE QUT CUBE

QUT

I was invited to join ViseR (Visualisation and eResearch) QUT's research group as a contractor responsible for the UX/UI for the Queensland Government's massive screen data visualisation project. The project was hosted at QUT's Gardens point CUBE. My challenge was to design an interface that could fit with the two-story high projector wall and the 21 touch screen panels that sit below. The interface also had to be engaging and simple for anyone to use.

The data that the Government client wanted to display was divided into a series of "pillars" that covered the Queensland economy in industry segments. The data was very dry which pushed the requirements for the presentation model to be interesting.

I worked with ViseR to deliver a solution that was a single visual style for the entire set of screens. A central part of my UI design was the spinning wheel interface which, allowed for a high level of user exploration. The spinning wheel user interaction model also worked to unite the projector and touch components of the interface.



SMALL SCREEN - MOBILE DATA INTERFACE/COLLECTION

Queensland Government G20 App

Queensland Government

I was contracted to design a mobile App for delegates of the G20 in Brisbane, my role was to scope, design and coordinate the development/deployment of a mobile solution that provided Queensland business and industry data in a simple and intuitive way.

The mobile App included way-finding and maps with data loaded dynamically via KML files and pre-rendered map layers. The same technology allowed for an Apple (iPhone and iPad) and Android (phones and tablets) version of the App to be delivered from the single base code.

I delivered a simple App that allowed users to easily access highly complex data through a combination of static images and dynamic maps that users could navigate and share.



Ready Set Go

Queensland Government

I was contracted to deliver a mobile App for TQ (Tourism Queensland) who had identified that a large percentage of tourism businesses that faced a natural disaster never recovered. The key issue was the creation of a disaster recovery plan - and the fact that most small tourism businesses did not have a plan.

The App was designed to support small tourism business users to generate a “business continuity plan”. The users enter data on: risks, organisational structure and operational activities (including insurance). The App included functionality to set alerts that would be triggered in the event of a disaster. There was a ticking clock triggering alerts for specific activities required when reacting to the disaster, these activities included taking still pictures, video and contact specific individuals.

The App worked by storing data on locally so that it would work with no network and then “sync” with a server if there was a network. This model also supported the draw down of data from the App’s server if the individuals phone was lost/broken.

At the end of the disaster the user could trigger the App to generate a PDF report that could be sent directly to their insurance company, with all the necessary details for the lodgement of a claim.



PROJECT MODELLING

Mineral Exploration

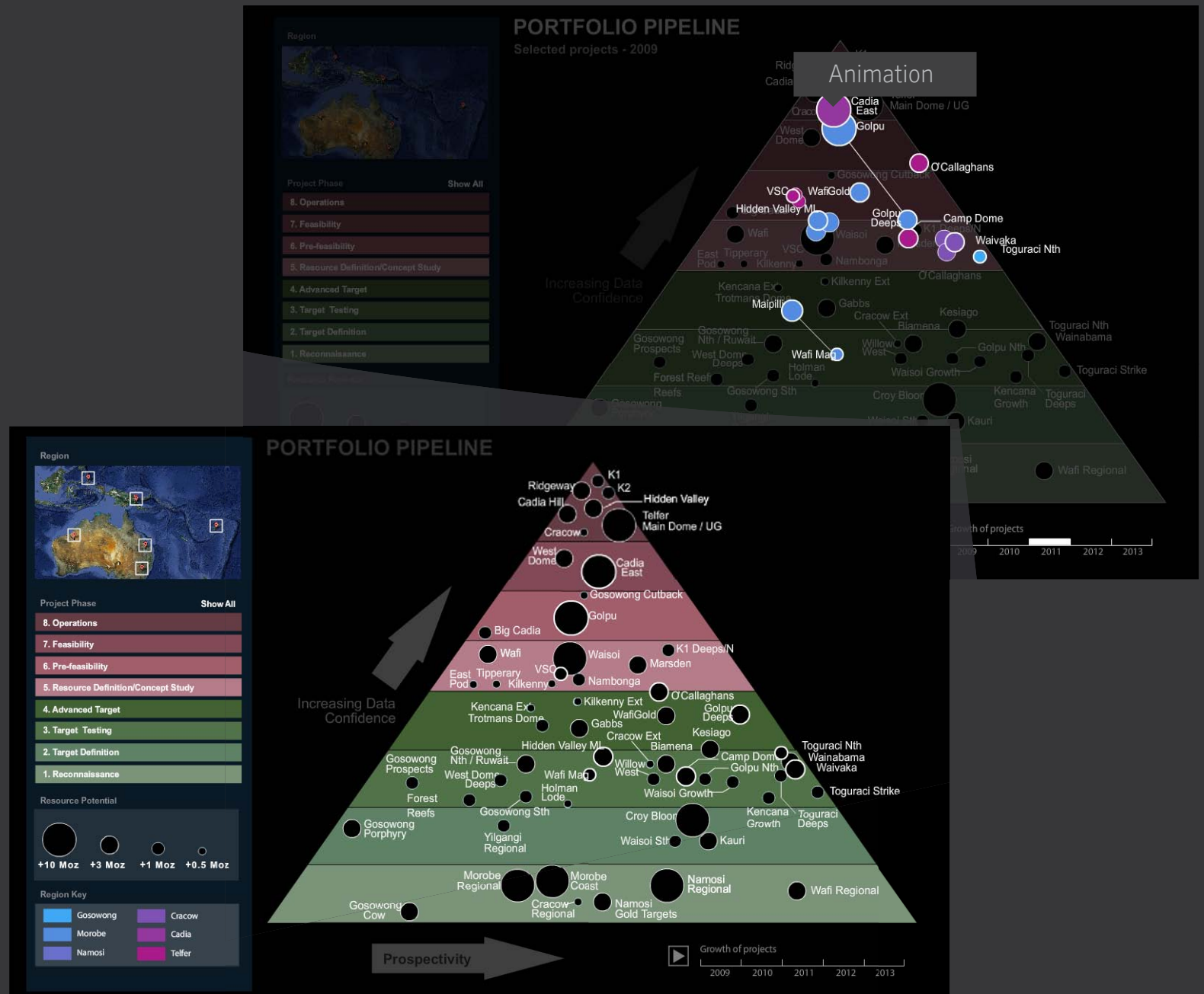
Newcrest R&D /QUT Research

My contract role covered: scope, creative, UX, UI and management of development/deployment of a data visualisation application to display new gold mining projects for NewCrest.

Each exploration project had to pass through a series of development stages before going into full operation. Each stage was a type of health check for the site. As the sites moved up the pyramid they would morph and split as new sub-site were discovered.

This was the challenge for the traditional methods of visualising the projects. I designed an interface that would animate the changes for each site over time. This gave a clear picture of the sites that were moving up and others that were not. The splitting of the sites into multiple opportunities was also very clear and could then allow for further investigation into the specific site and what was happening.

A super easy way to understand a top-level overview of all the exploration sites and a model for sharing information at an executive level.



ALGORITHM BASED DATA INTERFACE



Select a project from the project window above to display data and statistics in the centre window. The Google mapping component was also triggered with a click on the project.



Mapping exploration sites

Newcrest/QUT

My previous contact with NewCrest/QUT was extended to include the creation of an application that included an “algorithm” that works in conjunction with an interactive data visualisation interface. The purpose of the project was to build enterprise understanding of gold mining exploration sites. Each site had an estimated: available resource, capacity to mine the resource and a 15% reduction per year in the resource. These factors were included in the calculation which used the price of the material (gold) and the over arching “cost to mine” to visualise the viability of each exploration site.

The interface tracks sites through each different phase of their life span, recording the data as they transition. This model combines the users ability to modify the price of gold and the cost of mining each year of the expected life span. It also enables the visualisation of the vulnerability of specific projects as costs change. This aspect was visualised using an animation and real time sliders to show the sites “status” over the 15 years of its estimated operational life span.

Full data management capabilities were also delivered as part of the project.

NETWORK, PERFORMANCE AND RELATIONSHIP MAPPING

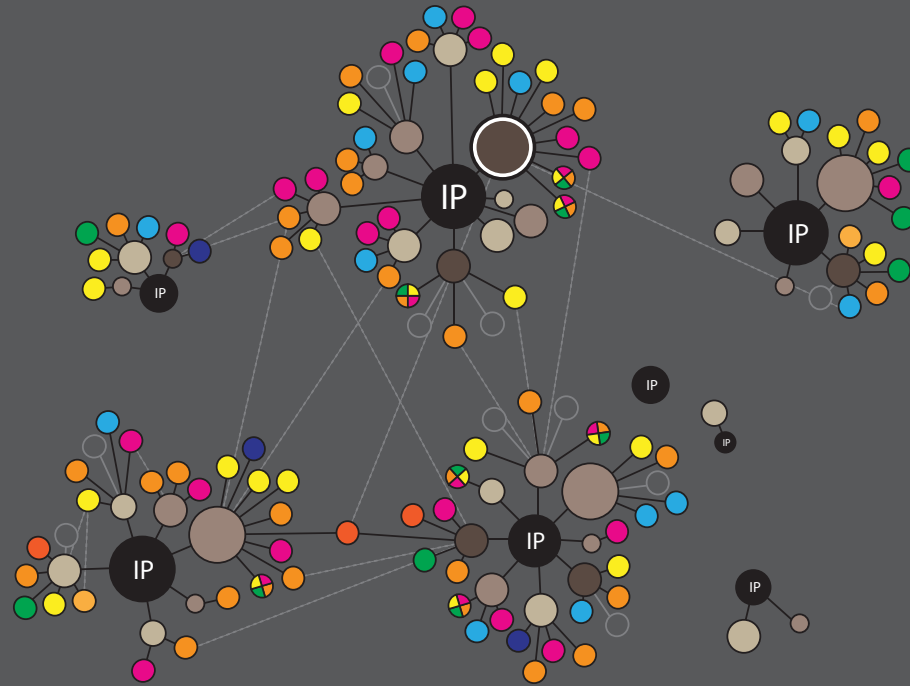
Performance Framework

Australian Federal Government

The Federal Government Department of Innovation contracted me to deliver a solution for the reporting of their national Business Advisory services.

We established a centralised tool for the collection of data from almost 100 independent advisors contracted to deliver the Government's business support services nationally. The PFT (Performance Framework Tool) has been in use for the past two years and has collected a huge amount of data.

The interactive visualisation will also be used to benchmark industry partners and their advisers. The focus for the interactive visualisation is the presentation of the whole network, looking for the active and connected advisers in relation to the program as a whole.



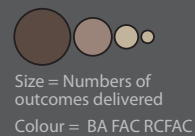
Industry sector Colour = Service type	Businesses Colour = Service type
Yellow	Business Evaluations
Green	Growth Service
Blue	Supplier Improvement Plan
Dark Blue	Supply Chain Facilitation Customer Connections
Pink	Supply Chain Facilitation Information Services
Orange	Entrepreneur Learning
Light Orange	Continuous Improvement Programme CIP Stage 2/Finalisation
Light Yellow	Other Approved Activities

PARTNERS



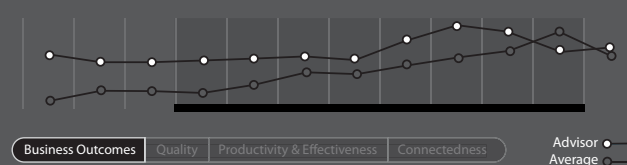
Size = Number of Advisers

ADVISERS



Size = Numbers of
outcomes delivered
Colour = BA FAC RCFAC

OUTCOMES



STATS

523 Prospects	1523 Marketing activities
623 Referrals	223 Additional work days

TOUCH SCREEN



AFTERMATH

Queensland Health

I was contracted to create, build and deploy an innovative solution to generate awareness around the dangers of mixing Illicit Drugs. As the design and technical director I worked with my team to create the interactive narrative that combines film, gameplay and education to highlight the dangers. Through the use of real-world simulation users are able to put themselves into the situation and to see (and learn) for themselves the ramifications of their actions.

Aftermath was produced for Health Queensland as an e-learning application to highlight the dangers of mixing illicit drugs. As such it was required to go through high levels of approvals and focus group testing throughout the process. The project was featured on a series of touch screen kiosks located at major Universities and TAFE colleges around South east Queensland.

The project uses interactive video, shot in the first person, in a scenario model that requires the user to make a "yes or no" choice in certain situations. The choice gives it a game element, and the fact that the user needs to actively interact as opposed to passively watching achieves the goal of a higher learning outcome.

2011 AIMIA (Australian Interactive Media Industry Association) Awards, Best Science, Health and Environment Category: Finalist.

2010 Japan Prize - Education Media : Finalist

MULTI-PLATFORM ABC USA

FIND 815 - (LOST)

ABC Television USA

Find 815 was an alternate reality game (ARG) for the ABC's (American Broadcasting Company) drama TV series *Lost*. It began on December 28, 2007 and concluded on January 31, 2008 with the premiere of the fourth season of *Lost*.

It was a truly unique experience to work as the Design and Technical Director for the project which was created in eight weeks and involved more than 30 individuals to: write, shoot, design, build, host and launch Find 815. The project was a success, collecting huge number of users and moving 17 TB of data in the first week.

I was responsible for collecting and analysis of the audience engagement and the patterns their activities generated. The preparation and understanding of the audience analysis played a critical role in the development of other multi-platform projects.



MULTI-PLATFORM ITV UK



EMMERDALE

As the Design and Technical Director of the project it was a unique opportunity to work on a project, which ran for 22 weeks and took 20 weeks to create. I was working with a team of 20 full-time staff to build the infrastructure, interface and the games.

Myself and the team worked directly with the ITV Emmerdale script writers in the UK. We were able to work with the production department to create new images, sounds and video pieces using the actual characters (actors) and locations. These new elements could then be added to the virtual town that we created as clues to what had happened to Tom King.

We integrated user sign-on with existing ITV forums. We built the SMS component for the project, we also produced all the marketing and promotional materials. Prelaunch and additional video elements were shot here in Australia alongside the special effects for the "ghost".

An important aspect of my role was in the project, which had over 1 million unique IP addresses, was the audience analysis and reporting.

2008 BAFTA Awards (Nomination) THOM SAUNDERS - Emmerdale Online Channel

2008 INTERNATIONAL EMMY (Nomination) Innovative works - THE EMMERDALE ONLINE CHANNEL (nominees: ITV / Hoodlum Active)

2007 TV ATOM Awards - Finalist



SPOOKS INTERACTIVE BBC

It was a great experience to work as the design and Technical Director with the BBC, Kudos and the team to create the Spooks Interactive project.

The project was created/developed for Kudos, a London based production company. Kudos owned the TV program Spooks and sold it to the BBC. I was contracted to manage the design, build and deploy the project for the BBC. The site itself was built to meet all the requirements of the BBC (a public broadcaster) the technical infrastructure was hosted by the BBC.

Audience analysis and behaviour in the games and interactive activities was an important part of the project.



2008 BAFTA CRAFT AWARDS (Winner):
Interactive Innovation - Content: Thom Saunders
Spooks Interactive (BBC/Kudos Film and Television)

CROSS PLATFORM ENTERTAINMENT

PS Trixi

Yahoo7 and Hoodlum

While I was Design and Technical Director (co-founder) of Hoodlum we produced PS Trixi in 2005. My role was the UX/UI creative and management of the technical and delivery aspects of the project. Integration of the various Yahoo applications and overarching project management.

PS Trixi was a 13 episode online drama series & Alternate Reality Game (ARG) produced by Hoodlum Active P/L for Yahoo!7. PS Trixi kicked off with an innovative cross-platform viral campaign, establishing its lead character, Trixi, as a 'real' online DJ who's sister, Max, had recently disappeared in mysterious circumstances.

Trixi enlisted the audience to help find her sister over 13 weeks as well as to feedback and contribute to her radio show and personal life. The series, targeted at 18-26 year old women, incorporated extensive VLOGs, podcasts, character blogs, narrative-driven games and user-generated content. It also enabled the audience to hack into 'fake' security cameras and webcams to spy on characters, witness seemingly 'real time' conversations and action and uncover clues to solve the mystery of Trixi's sister's disappearance.



MULTI-PLATFORM ABC AUSTRALIA



FAT COW MOTEL

ABC Broadcasting Australia

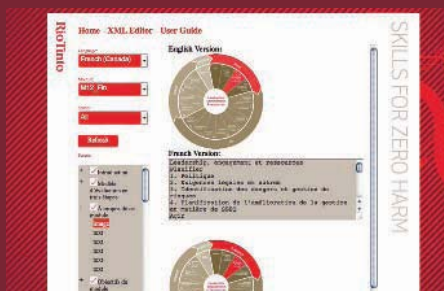
Australia's first truly multi-platform television experience...

I was contracted to work as the design and technical director of the FAT COW MOTEL website and screen graphics to accompany the TV series shown in 2002 on the ABC network in Australia.

The core delivery was content creation, modification and update of the 8500 page website which received over a million page impressions in its second week and 20,000 people played the game every week trying to solve the mystery. The forum acted as a help space for new players and users who get stuck on a specific codes. Myself and the team were responsible for support over the 13 week duration that the TV show was broadcast.

The players also developed a tribute site that lists all the previous weeks codes and where to find them. There have been several research projects and industry presentations following the successful development and delivery of the project.

The reporting requirement for the project formed the base of a model that I continue to use as part of my other contracting work.



Safety Leadership Development

WhiteCrow/Rio Tinto

I was contracted by an independent company working for Rio Tinto to: redesign, refresh and move the content of the SLDP (Safety Leadership Development Program) 20 E-Learning modules into a database solution that can handle ongoing content management. The Skills for Zero harm set of E-Learning modules were “Flash” based and used XML for the text content, image references and screen layouts. The solution I delivered with my team system also handled the requirement for the modules to be translated into several different languages.

We delivered a CMS (Content Management System) to handle the content of the modules. The CMS was also a translation management system, which allowed for (human) translators to login and be allocated screens that need translation. Once complete the screens are then reviewed by an administrator prior to being able to export final XML files.

The management of the English and other language versions of each module is handled by the CMS. English is the base language and any changes to the English versions trigger the requirement for the other language versions to also be updated.

PROCESS MODELLING DATA INTERFACE

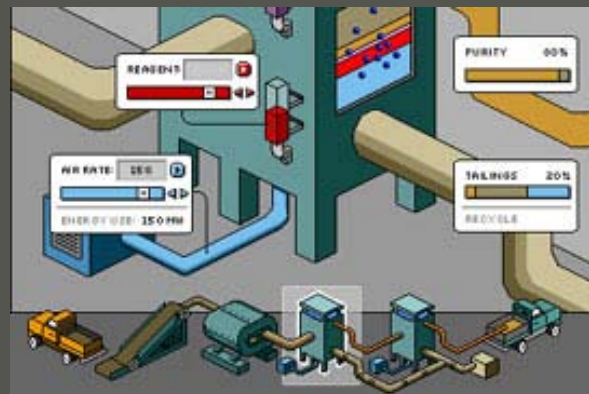
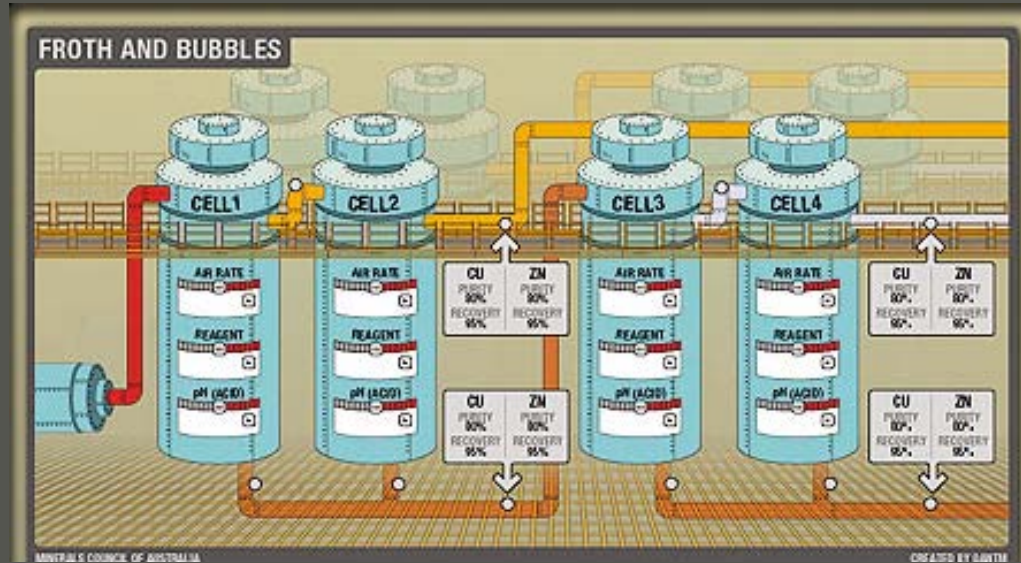
Flotation Process

QANTM

I was contracted to scope, define and design the UX/UI for this e-learning application.

The application covers the complex techniques and chemical reactions that take place during a mineral extraction process called Flotation. The process involves the mixing of raw material and water with different types and levels of chemicals then pumping air through the mixture to separate copper, zinc and other metallic components.

This visualisation combines interface, data and process modelling to provide the user with an intuitive overview of the process. The actual process is extremely complex with many dependencies and subtleties based around the combination of multiple cells and varying the amounts of air and chemicals to produce a quality output.



3D MODEL DATA INTERFACE

GREEN HOME

BCC (Brisbane City Council)

I was contracted to work with the BCC's sustainability group and researchers from UQ to create an application that allowed users to explore a sustainable 3D house, learning about the environmentally friendly materials, fixtures and fittings as they moved around the house.

The final solution combined a 3D model of the house with a game engine. The 3D house model was used as both the interface and linked products and service to the various elements within the house. As the user moved from room to room they were presented with details, links and additional information about the products/services.

The visualization model provided a solution to the central issue of bulk data and its presentation to an audience who is not aware of the range of sustainable products.

World Summit Awards - 5th in the "Best eGovernment online application" for The Green Home Project

AIMIA AWARDS - Winner "eGovernment" category for The Green Home Project



You can explore the Green Home two ways:

- using the arrow keys on your keyboard, or
- using the 'steering wheel' button

If you're using the steering wheel, click on one side of the wheel to move in that direction.

i When you see this icon, it means you can read more information about that item. Select or click on the item and information about it will appear on the right hand side of your screen.

There are three different types of information:

E Tips for everyday actions – for everyone

A Buying green – for people who are thinking about buying major appliances or making cosmetic changes to their home

R Building and renovating – for people undertaking major renovations or building a new home

H Some items in the home

Urban Infrastructure Planning

BCC (Brisbane City Council)

I was contracted by the Brisbane City Council to work directly with the Architects, Urban Designers and Planners who were creating the Brisbane City Centre Master Plan.

The project included information detailing future strategy and planning around: Community, Transport, Environment, Economy Sustainability and Identity. The team delivered a multi-platform presentation model/tool for deployment of the plan internally within the Brisbane City Council and their stakeholders. A primary purpose for the tool was for public engagement and the collection of Brisbane “residents” feedback. The dynamic visualisation of the Master Plan was fully editable by the Council content administrators.

A key element of the project delivery was a model for interactive maps - with layers, popup information and zooming functionality from the base maps provided by the planners.



Senior UX/UI Designer

Thom Saunders

thom@zone4.com.au | +61 (0)412 911 276

POST PO BOX 2106, MILTON 4064, BRISBANE QLD AUS