

DL839 BA [Hons] in Interaction + User Experience Design

Portfolio Guidelines

Suggested work that your portfolio may include:

— A selection of your best creative & project work

Show us how you are curious about objects, places and spaces that people use and interact with.

For example – through words and pictures – drawings, diagrams, graphics, photographs, collages etc – can you demonstrate how you observe how things work, if problems exist, how you might solve them or design something better? This requires a real enthusiasm for visual research into particular topics, themes, ideas, creative problem solving, good visual skills and working in a variety of media. Include work which shows your interests and enthusiasms. Projects normally include some visual research work, development work (sketches & mock-ups) and final pieces (the ones you select as most successful).

— A variety of observational drawings/visual work

These are drawings from life (not from photographs), that show how you look and observe the world around you – people, spaces, places, objects. You can show a series of drawings/visual work (in a variety of media) that investigate, or focus on, a single theme/topic.

— 3D work as photographs

Paper/card crafts interactive pop-ups, origami, sculptural, spatial or experimental 3D work.

— Notebooks and sketchbooks

Use your sketchbooks and visual journals to show us your enthusiasm and enquiry into a subject(s). Evidence of your creative process and ideas is very important.

— Diagrams, Maps, Timelines

Show us your interest in information, how can you visualise it, make it easier to understand, and interesting? Hand-drawn maps, diagrams, infographics or timelines can explain how something works, show a journey, tell a story, chart the history or development of something, or illustrate interesting facts about a topic.

— Storyboards

Storyboards are panels with words and pictures, sometimes like a comic strip. They tell a story or show key moments of the sequence through pictures; usually actions, events and emotions. Your storyboards might show how people interact with an object/place/space or how it works (any subject or style).

— Photographs or prints

Observations of objects, places, spaces, people. Series or sequences of photographs telling a story or documenting a place or object, showing unusual details etc.

— Digital work

This could be 2D or 3D work in any software.

— Group work

Include projects or collaborative work you have done and explain your contribution.