

PORTFOLIO

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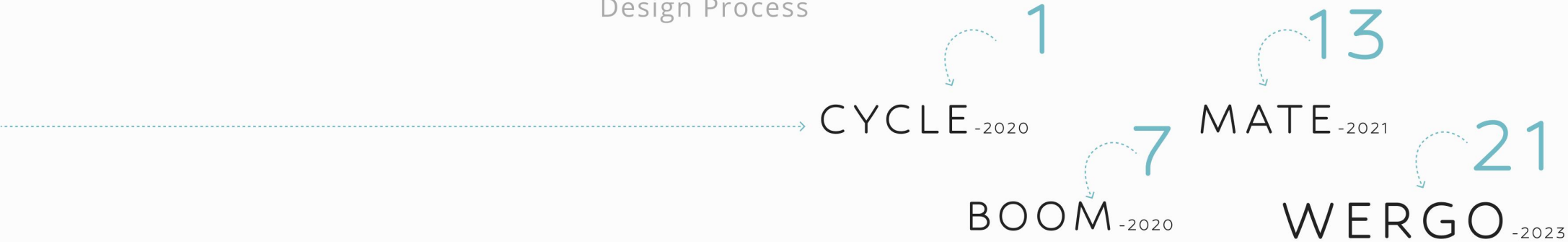
[AIDA-VAZIRY](#)

CONTENT

"all products are a result of a process, and all processes result in a product."

Gordan Pask

Design Process



Design Posters



I'm Aida.
Welcome to my 8-year-old design world!
I love to turn Science into application and
bring comfort for people through Design.

🦠 Covid-19 Area: All the user tests and researches have been done online

BA Thesis- Conference Article

CYCLE -2020

With the aim of raising the level of awareness of girls in puberty and earlier related to health and menstrual management a game has been designed as a tool or method of problem solving, considering its effective role in educational processes with high acceptance and creating a deep learning experience for adolescents.



Game & Toy Design

Keywords:

Menstrual hygiene management, Training, Interactive play, IDEO method

Associated with



Pain

Many girls **have no idea** about their natural cycle and how to manage it **until they experience their first period.**



Root Causes & Effects

1. The difficult challenges of menstrual hygiene management (MHM)
 2. lack of access to proper and adequate education
 3. cultural issues
- => lead to physical illness and mental trauma

Based on Observations and Statistics

Inspiration

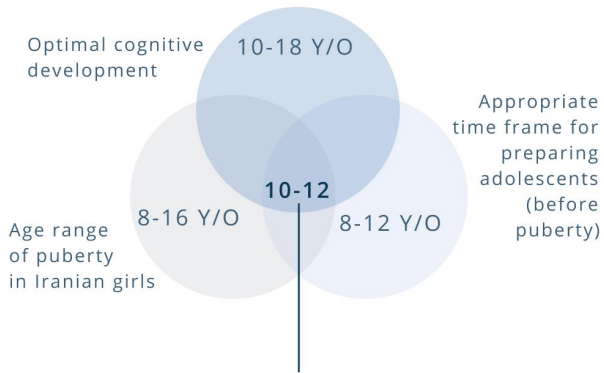
Who are the Stakeholders?

Based on **Secondary research**:

- Governments
- Parents
- Health units
- Adolescents
- Teachers

Who are the users?

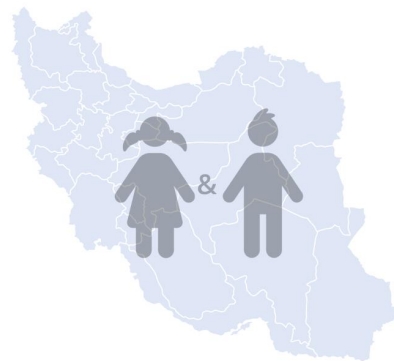
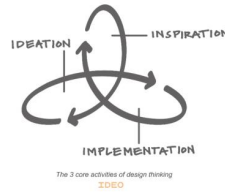
Based on psychological **literature reviews**:



The right time to receive training

The right time to receive menstruation-related training involves coinciding cognitive and physical development, but it should be before your first period.

Design Method



Boys and Girls of Iran

The success of women's education depends on the companionship of the whole society and men. It is best to be accompanied from an early age.

How does she ... ?

Based on **Interview**

A few days ago, Zainab rushed out in math class and then I saw her crying in the yard, she was **scared**. He didn't say what happened to him, I was **confused** when he came to school tomorrow and he didn't tell me what the problem was. I'm **ashamed** to pick up and change the sanitary pad.

Feel?

Based on Interview



Say?

Based on Interview

I used to think it would feel good to get period and I would be like a grown woman, but now I know, **it's a lot of trouble**. I'd like not to see blood.

Think?

Based on Interview

I don't go to a party when I get my period, I'm worried there's going to be trouble. **I don't tell my father and brother** and **hide my period and my sanitary pads.**

Do?

Based on Interview

Ideation



Co-creation as the Centrality of the Design Process

Through the help of all 6 co-creators during market benchmarking and brainstorming, the **criteria** desired by end users are extracted to design and evaluate ideas.



Covid-19 Area: finding, inviting and communicating with children who are willing to cooperate in this project were serious challenges in the days when **online communication was not as strong as in the post-corona era** and few people were proficient in using online contact platforms. In addition, parents generally **did not have a positive opinion on this issue due to cultural reasons**. Anyway, thanks to everyone who trust and helped.



Word Cloud

Based on **Brainstorming + all the information**



Cart Sorting

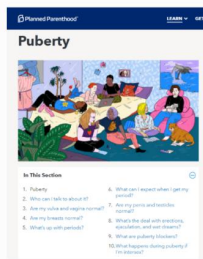
Based on the Word Cloud

Approaches	Inspiration sources	Opportunities	Requirements
Sensory Exposure	Time Factor	Story Telling	Interaction
Scientific Exposure	Life Style	Peer Groups	Ranked content
Participatory approach	Stages of the menstrual cycle	Personalization	Training
Indirect Education	Objects with common experience	Game Design	

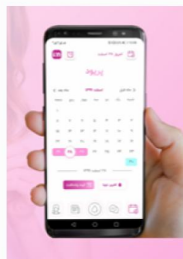


Dot Voting

Based on **Co-creation + Market Benchmark**



Planned Parenthood



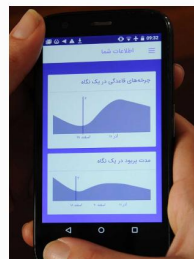
Hamdam



Amaze



Davis



Impo



So, What is the Criteria?

Quote: "..."

You don't get bored and you want to stop playing.

I like the characters and their stories and toys.

Neither too hard nor simple like childish game.

I've never seen a game before. I want to see how my body played. We'll have to see what happens in the end.

Translation: (...)

Fun

Lovely

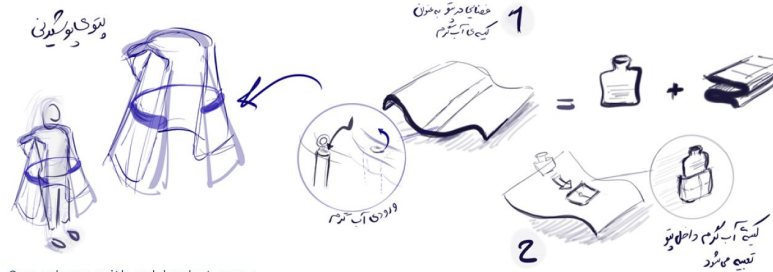
Age-appropriate

Curiosity Booster



Plot

For our actors (Users - peer group), we have to design an **age-appropriate** story that's **playful** and **informative**, which also talks about their feelings. In this story, we can use "the **Time**" as the driving factor. On the other hand, by **Personalizing** some features in the story, **participation** of all actors would be increased.



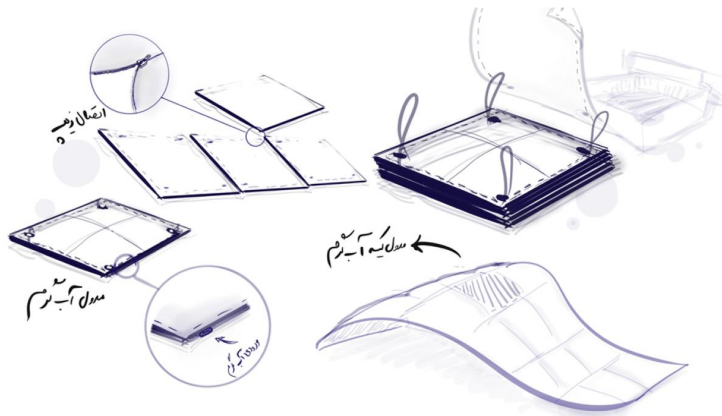
Superhero with a blanket cape
Inspired by Lorelei (2020)

Superhero with a blanket cape: On that special day of the month, during her period, her superhero cape was her companion. You would hug his magic blanket and sleep peacefully in its warmth. what does anyone know; Maybe it was the magic blanket that hugged him.



Lorelei (2020)

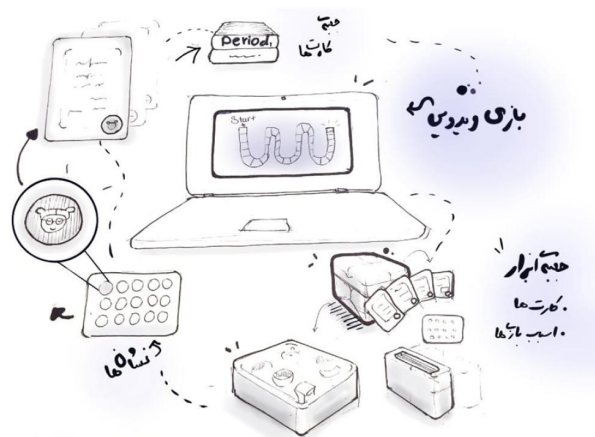
Anna has had her period for the first time. He locked himself in the bathroom for several hours until the old woman insistently approached him. He empathizes with him and tells him how he should handle the situation. He gives her a sanitary napkin, hot water bag, chocolate and an entertainment magazine. Then he hugs her.



Blanket puzzle
Inspired by Lorelei (2020)

The story book is a fabric puzzle that, by solving the puzzle and arranging and connecting the pieces with a zipper, succeeds in making a big blanket with educational content printed on each puzzle piece. Some of the puzzle pieces have an electric hot water bag.

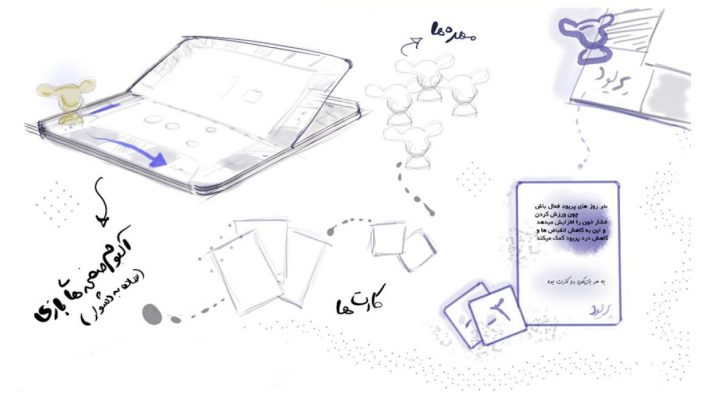
Transferring educational content in the form of a collection of stories about the experiences of a superhero with a blanket cape - an illustrated story book.



Puberty Science Laboratory

A combined video game with a physical toy. Doing experiments and finding answers to the challenges that the game poses is the license to enter the next stage. Each stage is a story and a challenge.

Leveled educational content cards suitable for ages 10 to 14. Signs or badges that are related to different characters in the story and are connected to a game card through different mechanisms in the game.



Period board game

Period board game based on the three stages of the menstrual cycle. The possibility of increasing the complexity of the game and educational content from simple to difficult with the help of inserting different beads and toys - interaction between different age groups and different genders by considering game-making triggers according to the specific characteristics of each gender.

Ideation



Co-creation as the Centrality of the Design Process
They'll tell us which idea is best.

Evaluation

Based on AHP Evaluation method

ضربیب به دست آمده Factor	سرگرم کننده Amusement	گروه همسالان peer group	سناریو content	محتوای سطح بندی Participatory	رویکرد مشارکتی Story telling	بازی با غیر همجنس Diversity in Players	تعامل interaction	آموزش Education	
+7	+	+	+	+	+	+	+		آموزش Education
+4	-	+	+	+	-	+		-	تعامل interaction
+4	+	+	+	+	-		-	-	بازی با غیر همجنس Diversity in Players
+6	+	+	+	+		+	+	-	رویکرد مشارکتی Participatory
+1	-	-	+		-	-	-	-	محتوای سطح بندی content
0	-	-		-	-	-	-	-	سناریو Story telling
+3	+		+	+	-	-	-	-	گروه همسالان peer group
+3		-	+	+	-	-	+	-	سرگرم کننده Amusement

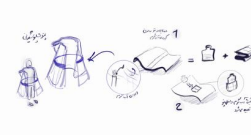
No.4	No.3	No.2	No.1	
ایده 4	ایده 3	ایده 2	ایده 1	
4	5	3	3	آموزش (7*) Education
5	5	4	3	تعامل (4*) interaction
5	4	0	0	بازی با غیر همجنس (4*) Diversity in Players
4	3	0	0	رویکرد مشارکتی (6*) Participatory
5	5	5	5	محتوای سطح بندی (1*) content
2	4	5	5	سناریو (0*) Story telling
5	4	0	0	گروه همسالان (3*) peer group
5	2	1	1	سرگرم کننده (3*) Amusement
127	112	45	41	امتیاز Total score



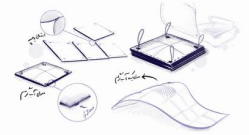
Dot Voting

Based on Co-creation

No.1



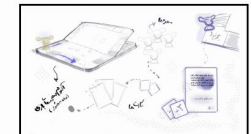
No.2



No.3



No.4



Test the MVP Idea

Based on Co-creation

Instructor

The type of interaction and dialogue intended for board game that is shaped by the help of cards in the game is first tested whether it is adequately expressive, challenging and pleasant. **SUCCESSFUL!**





 Covid-19 Area: All the user tests and researches have been done online.

 **unicef** Second place in the UNICEF National Innovation Award for Children and Adolescents

BOOM -2020

Considering the special needs of children to design a simple user interface as well as motivate them to study It is necessary to design and create an independent platform for them.



UX/UI Design

Keywords:

Digital Platformed Library, Education, Accessibility, social quality


As a member of the UX/UI design team, I did:

- User research
- Wireframing & low-fi design
- Visual and high-fi design
- Prototype

Associated with




Pain



In different provinces of Iran, more than 75% of schools in the country do not have libraries. If there are any, Available books and other reading materials are old and their content for children is not attractive.

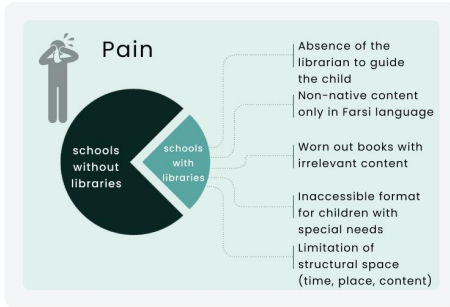
Goal



1-Access and encouragement of children 6 to 12 to books and reading
2-Preparing accessible and multimedia books for children

Based on Observations and Statistics

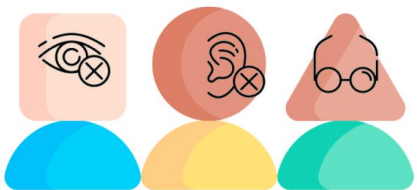
Inspiration



Who are the End users?

Based on **psychological researches & literature reviews**

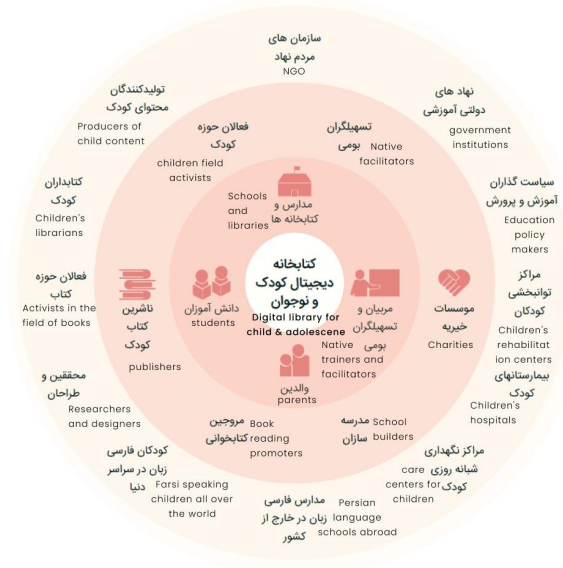
Diversity is the case; Every Iranian children aged **6 to 12**, of every level of **ability, color, race, language,** and **financial ability.**



Who are the Stakeholders?

Based on **Secondary research:**

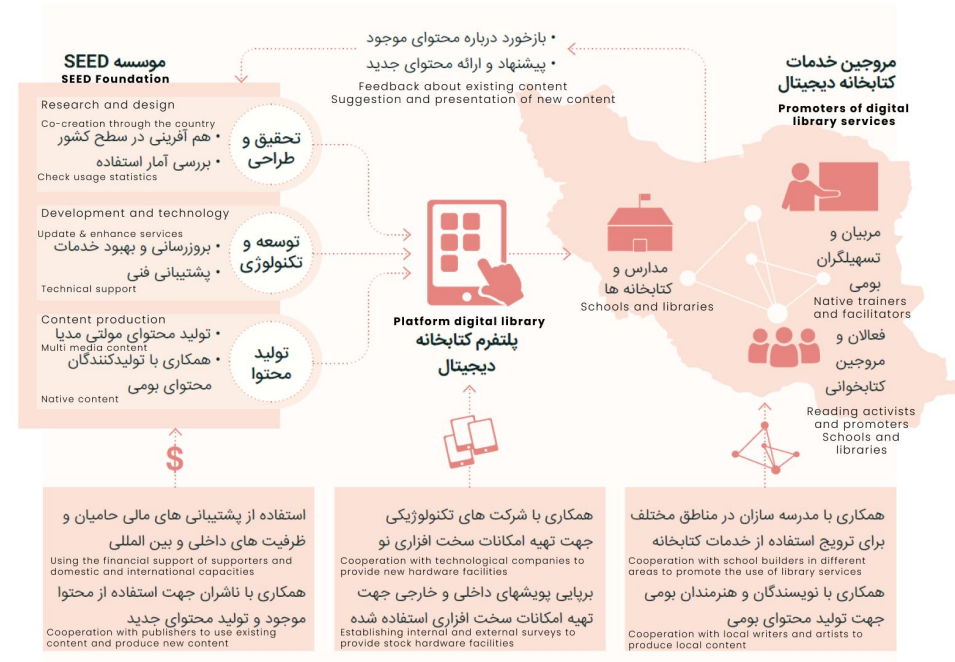
- Iranian child and adolescence
- Teachers
- Parents
- Schools
- Adolescents
- charities
- publishers



Solution

Based on **research**

The design and development of interactive and digital library for Iranian children aged 6 to 12



Ideation



Co-creators

Co-creation as the Centrality of the Design Process

Users Do Know What Exactly They Need. **Ideation**, defining **criteria**, **design** and **evaluating** ideas have been done by the help of the Co-creators of 5.



Covid-19 Area: finding, Inviting and communicating with children who are willing to cooperate in this project were serious challenges in the days when **online communication was not as strong as in the post-corona era** and few people were proficient in using online contact platforms. In addition, parents generally did not have a positive opinion on this issue. Understandably **due to cultural reason, Parents did not want their child to be known as someone with special needs.** Anyway, thanks to everyone who trust and helped.

Co-creation as the Centrality of the Design Process

Co-creation with END USERS

Based on **psychological researches & literature reviews**

The end users= children and teenagers
The team managed to hold co-creation sessions with 8 children with special needs. These children included visually impaired, hearing impaired, Dunn's syndrome, autistic and hyperactive children from many cities with diverse ethnicities. Basically, it is challenging to communicate with this range of people, and the compulsion to hold meetings online doubled this challenge.



Co-creation with stakeholders

Based on **psychological researches + literature reviews**

The stakeholders= teachers, trainers, educational and social activists, librarians, etc.
With more than 40 co-creators, numerous discussion and ideation sessions were held, which led to the building of a valuable community of experts and concerned people who cooperated in various ways along the project.

Solution

The team's solution to achieve the best results from the sessions was to

1. prepare an introduction video and send it to the children to reduce the anxiety caused by meeting strangers.
2. Empathy and trying to establish a friendly relationship with children
3. Designing online ice breaker activities
4. Designing games simulating the desired features in the product to get feedback

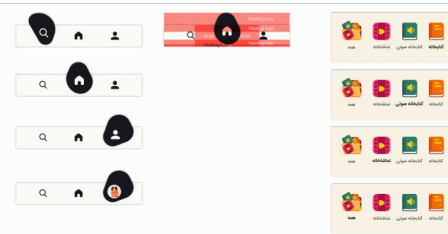
Implementation

UI Kit + Design System

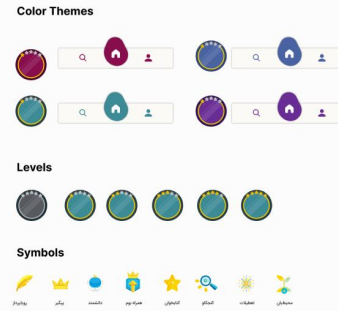
Colors



Navigation



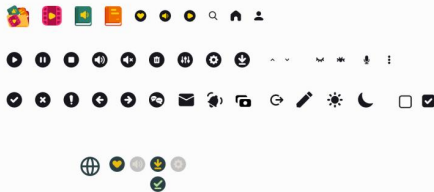
Badges



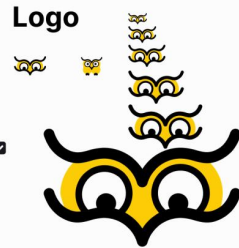
Book Categories



Icons



Logo



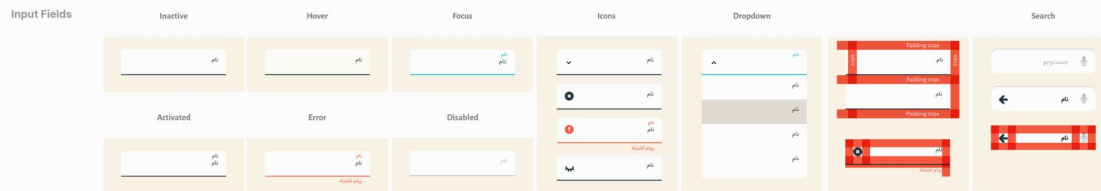
Typography



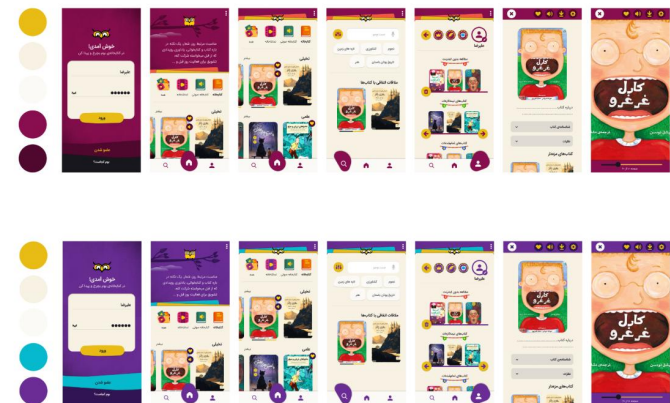
Avatars



Input Fields



Color Themes



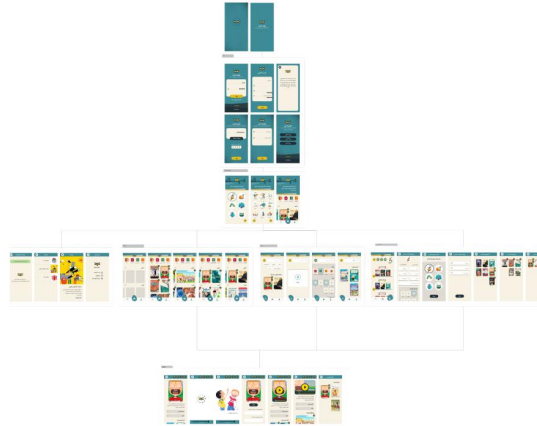
Important points in UX/UI design:

Based on **psychological researches + literature reviews**

1. Readability of writing for the children's group
2. Happy and lively colors and at the same time suitable for special color sensitivities in groups with special needs
3. Adhering to the simplicity of the form while being adequate for special sensitivities in groups with special needs
4. Gamification to create interest and increase the return rate of users to the app
5. Using imagery with concepts aligned with goals such as diversity.

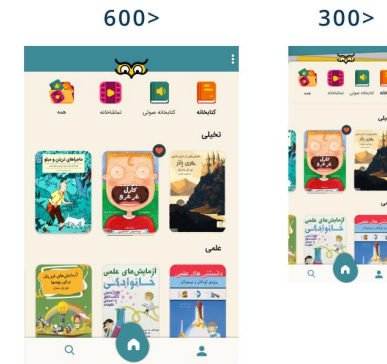
High-fi Design

Based on **UI Kit + Design System**



Responsive Design

Based on **Design System**



Lunch in Market

In the winter of 2022, the first version of **Boom application** was released on **Google Play** and domestic app stores such as **Bazaar**. After one year of the pilot project and the product's entry into the market, it has been **downloaded more than 500,000 times**. This program is constantly being improved and updated.

What does The BOOM provide now?

1. More than 500,000 good and diverse book titles
2. More than 1000 active users worldwide
3. More than 50 books in Turkish, Kurdish, Balochi and Gilaki languages
4. More than 40 books in sign language



Boom

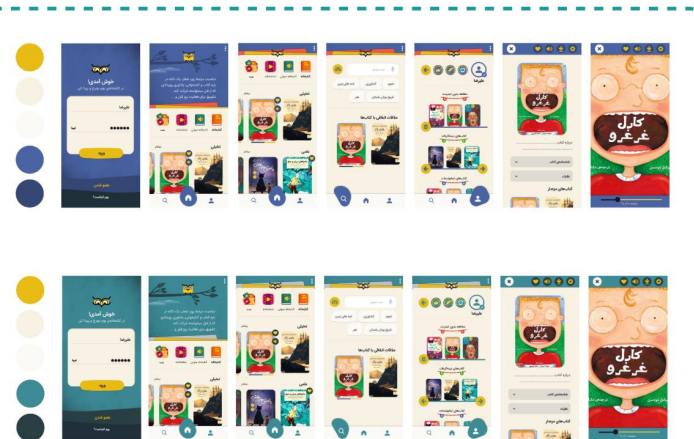


Find out more about Seedfnd:

www.seedfnd.org

www.boombook.ir

 [seedfnd](#)



Color Themes

Color Themes

Color Themes

Color Themes

MATE -2021

Mate is a digital character empowered with artificial intelligence that helps to delay the onset of Alzheimer's or slow down its progress by retrieving and reviewing memories. It also slows down the progression of depression caused by Alzheimer's and generally improves the quality of life of sufferers.



UX/UI Design

Keywords:

Elderly, Alzheimer, Wellbeing, Artificial intelligence(AI), Data

As a member of team, I participated in:

- User research
- Wireframing & low-fi design
- Visual and high-fi design
- Prototype

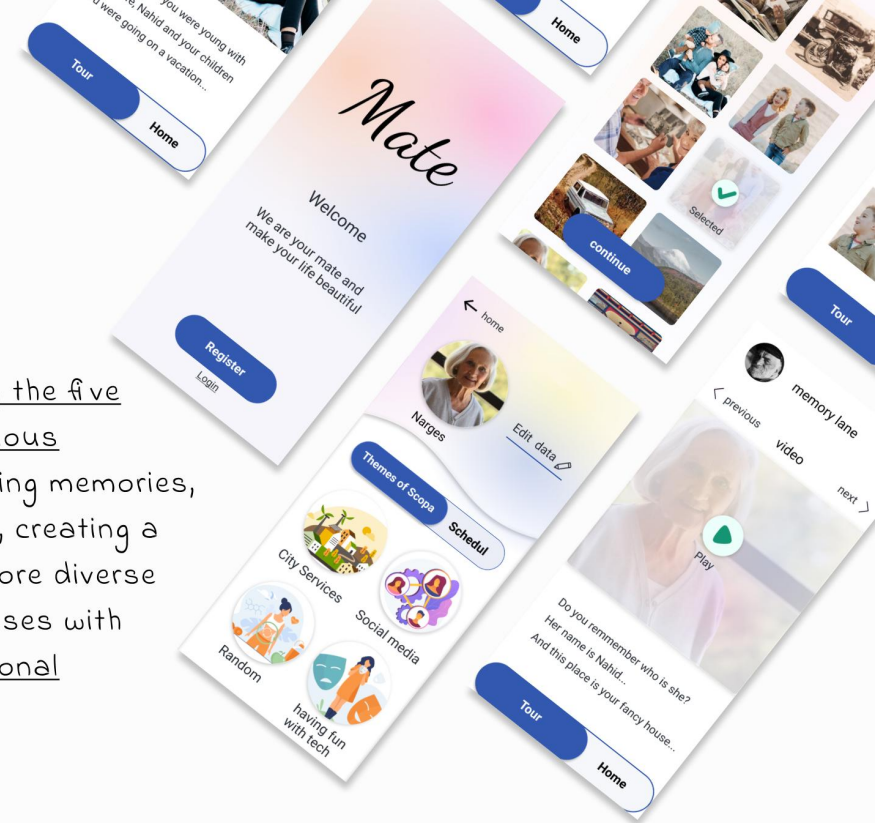
Team:

MEDIA ALAEIE- FATEME EMAMI

Associated with



Design for stimulating the five human senses for various applications of retrieving memories, strengthening memory, creating a new experience with more diverse involvement of the senses with therapeutic and emotional approaches.



Pain

Living longer brings **opportunities** not only for older people and their families, but also for entire societies. However, there is little evidence to suggest that today's elderly live out their later years in better health than their parents. Alzheimer's is definitely one of the problems that severely affects the quality of life of a group of numerous elderly people.



Root Causes & Effects

Since the **causes** and **treatment** of this disease are not available so far, with the current power of medical science and medical service systems, all that can be done to deal with this progressive disease is **mental** and **physical care** for the patients so that people have the strength to live with have this disease in these difficult years.

Based on Observations and Based on Observations and Statistics



Scan to check the [Prototype](#)

Inspiration



Note

The project has a **strong abstract research** aspect. It has been tried to **briefly** discuss its points below.

The Problem

Based on **research + Statistics**

People around the world are living longer and expect to live into their sixties and beyond. As well as The rate of population aging is much faster than in the past. All countries face major challenges to ensure that their health and social systems are ready to take advantage of this demographic change. However, there is little evidence to suggest that today's elderly live out their later years in better health than their parents. Alzheimer's is definitely one of the problems that severely affects the quality of life of a group of elderly people. there is no definite cure.

The Potential Scientific Facts

Based on **research**

1. In a familiar environment, stress and defensiveness are reduced (Placebo effect)
2. Memories that are associated with sound have more retrieving power
3. Retrieving and reviewing memories helps to slow down the progress of Alzheimer's or delay its onset
4. Forming an interactive activity to review memories, empathetic and active two-way communication leads to reducing depression in people with Alzheimer's.

The Scientific solution

Based on **research**

mental and physical care for the patients so that people have the strength to live with have this disease in these difficult years.

Common aging health conditions

Based on **research**

Hearing loss, cataracts and refractive errors, back and neck pain and arthritis, chronic obstructive pulmonary disease, diabetes, depression and dementia. In addition, with age, people experience several conditions at the same time.



Goal

Designing an activity and interaction that communicates with the emotional memory of a person - as the most active part of memory available to patients, which disappears later than other parts; In addition, it should be pleasant for him and accompany him in moments when the feeling of fear and sadness prevails.

Based on **The Potential Scientific Facts**

What is Alzheimer?

Based on **research**

In short, progressive Alzheimer's disease is a general term for the loss of memory and other cognitive abilities to the extent that it interferes with daily life. It is possible to develop symptoms at a young age, from 25 to old age, but most of the patients are elderly. Currently, there is no definitive and approved treatment for Alzheimer's

Alzheimer's stages

Based on **research**

1. Symptoms include trouble remembering new names and people, misplacing objects, struggling to plan and organize and difficulty in finding the right words in conversation.
2. typically the longest lasting stage, usually lasting many years. Symptoms include more severe mild stage symptoms, forgetting personal history and recent events, mood changes, confusion about time and place, inability to recall personal details such as address and personality and behavioral changes. At this stage care will be needed for the person with Alzheimer's, there can be risk of them wandering and becoming lost — which can be extremely dangerous.
3. Care at this stage will be needed for all tasks as the person becomes increasingly unaware of their environment, they may become unable to walk, sit or swallow. Communication become much harder and the person may not be able to communicate pain.

Inspiration

Best Practice

Based on **Secondary research**

RECALL seeks an interaction that combines cultivating plants and **psychotherapy**. Patients can **conduct daily cognitive training by looking at family photos**. Besides, by taking care of the plants, **patients may gain a sense of value and responsibility**. patients are given timely **psychological counseling** and **positive encouragement** and support, the patient's condition is expected to recover. Looking at photos from the past can give patients the satisfaction of remembering the past, helping them **reconfirm themselves** and **integrate their life**. The most immediate effect is that recalling old photos can **stimulate the residual function** of the brain, alleviate the symptoms of dementia, and **prevent the deterioration of dementia**. It is possible to implement the method of reminiscence therapy by means of a machine, such as adding the event of looking at photos to match the **memory journal**; **petting therapies**, such as having patients care for plants (which are less risky than animals) or using robots instead, can improve **patients' sociability**.



Emma uses **EEG brain sensors** to **read brainwaves and sense confusion**. This allows Emma to **help when help is needed** and **passively monitor the patient's activities** when help is not needed. Emma learns and grows with the patient to provide the best care throughout the progression of the disease. **Transparent AR display shows information in context to the user's surroundings using graphic overlays**. Emma **speaks to the Alzheimer's patient through bone conduction speakers**. This allows the user to listen to Emma while still being able to hear their surroundings. **The two front-facing cameras let Emma understand the user's situation** by using **image recognition technology**.

Our Solution

Based on **research**

With the information collected from users and discovering their needs and desires, taking into account their lifestyles and facilities available to them, the final idea is to build an interactive service based on artificial intelligence technology that aims to improve the well-being and life satisfaction of people with Alzheimer's and family and their caregivers.

What is the challenge?

Based on **research**

The challenge of this project is choosing the **right device** and **user interface**; In such a way that, in addition to the **simplicity** and **learnability** of the user, all the needs of the user are answered, it is compatible with the **current technologies**, it creates a complete and **pleasant experience**, and finally, access to the service is possible according to any level of **economic power** of the users.



- Digital AI Character
- App or smart device
- Interaction with AI character
- Every where
- Any Time
- Alzheimer's elderly

Who are the End users?

Based on **psychological researches & literature reviews**

- People over 75 years old
- People with Alzheimer's in the first and second stage



Ideation

Persona

Based on **research**



Kurosh Semani, 78 years old

obstacles

Alzheimer's level 2, loss of vision, hearing, loss of muscle mass, sleep problems, frequent urination and recently blood fat

life conditions

Living with a part-time nurse - on the third floor of an apartment in the city center

Story

Mr Kurosh is a retired Central Bank employee who lost his wife of 13 years due to illness. He has a house in the center of the city and a young nurse visits him for a few hours a day to take care of his work. He seems very proud and quiet, and he is ashamed to have his children take care of him, but he shows this embarrassment with special violence. It shows itself. He spends many hours of the day sitting on the sofa in front of the TV and does not speak.

Sometimes he forgets the name of his nurse and he doesn't recognize the pictures of his grandchildren. He visits his albums every day and reviews the memories of his wife and children.

Listening to old music discs and watching old movies are his favorite activities.

In addition, Mr. Shakibaei gets scared when he gets brain fog and doesn't recognize him and starts to get aggressive to kick him out of the house, who is a stranger or a thief.



Sara Talebi, 75 years old

obstacles

Alzheimer's level 1, (weakness of vision and hearing, low bone density, lumbar disc, blood pressure

life conditions

Single life - Living in an old villa house in old neighborhood

Story

Sanyosara is a retired teacher, mother of 3 children and has 5 grandchildren

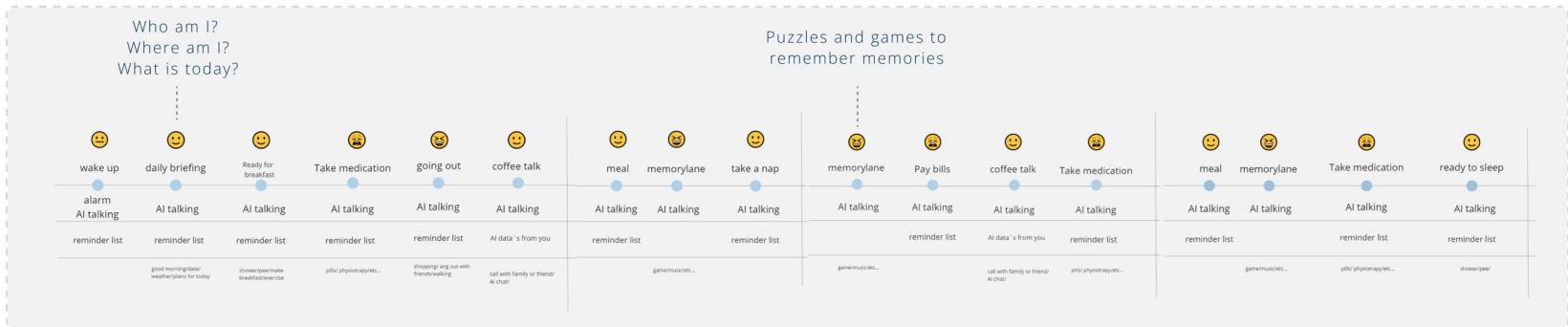
He lives in the house that his ex-husband Ali bought 34 years ago. They got divorced 20 years ago and Sara learned that Ali died of old age 4 years ago. Sarah has been suffering from depression since the early years of separation. She is a strong woman and does household chores such as shopping, cooking and cleaning alone.

He recently noticed that he has trouble finding the address of the shopping place or home. Sometimes he goes to his childhood neighborhood by mistake. When he was talking to his little granddaughter, Haniyeh, he mistakenly called her Sadiq, who is his first child. These issues have worried Sarah's children and they have visited the doctor several times. After the diagnosis of Alzheimer's, they do not leave him alone.

Sarah loves family gatherings, playing and cooking with her grandchildren. Sarah is disturbingly quiet when she has brain fog.

user Journey Map

Based on **research**



Ideation

Notes for her

Based on user research



Mom, its your son, Ali
He is now 38
Its his birthday!



Do you remember
Muhammad, who today is
the first day of his
school? He is coming to see
you after school.



Autumn has started. Let's take
a look at the autumns you have
passed.



Tell me, did you
take two purple and
blue pills?



look at yourself you
are really beautiful!

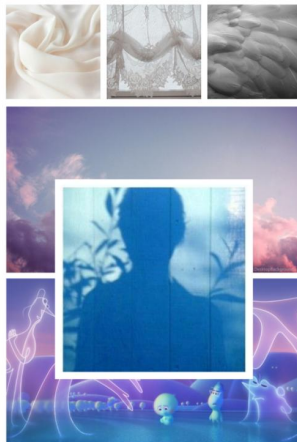


Opportunity

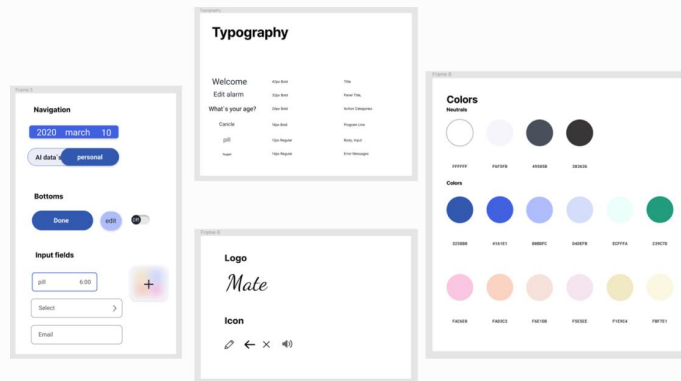
It is the recording of memories that are recorded in people's minds along with their emotions and feelings in the past. **These memories last longer and are lost much later** than other parts of memory due to Alzheimer's. In addition, remembering them is very pleasant for the patient and brings a **sense of security**.

Mood board

Based on research



UI Kit + Design System



Main Features

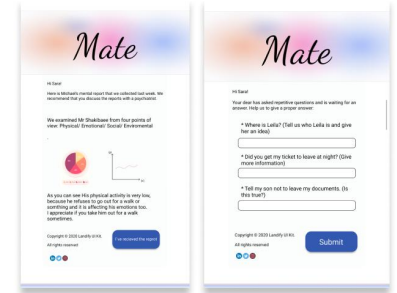
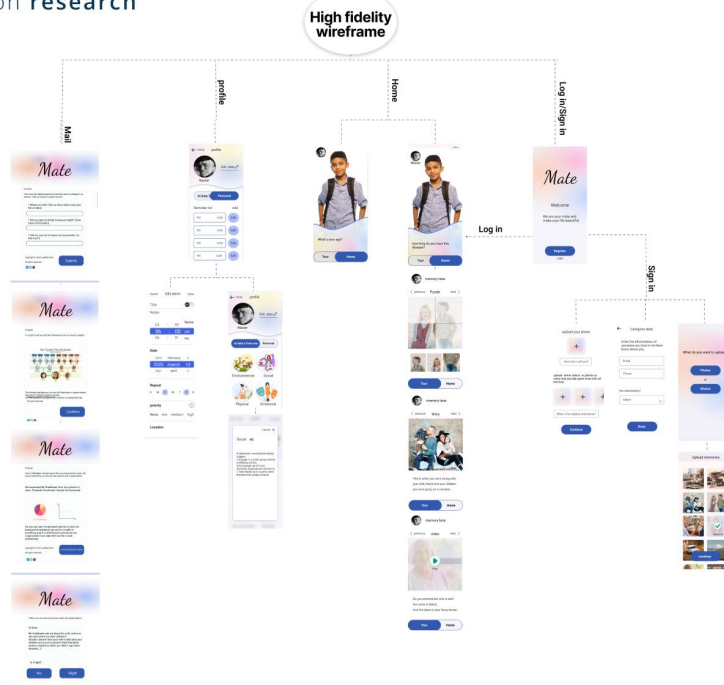
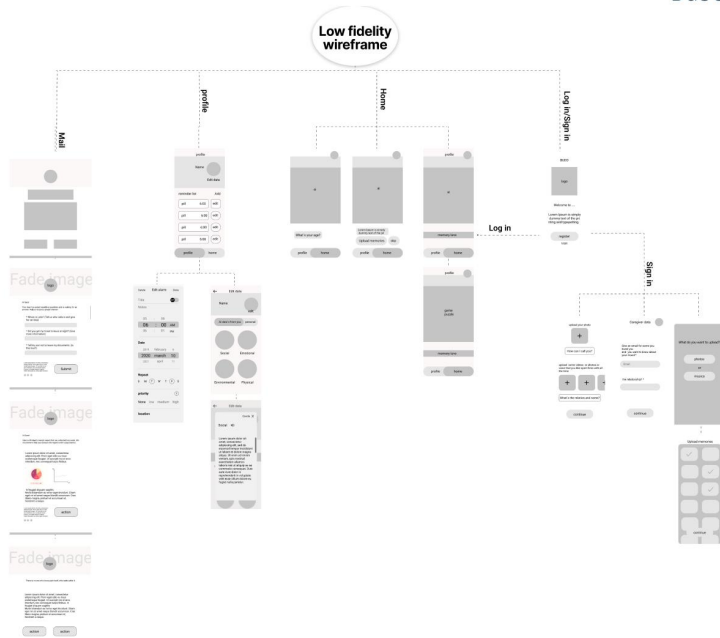
Based on research

1. Simulated character
2. Memory lane and memory games
3. Medical and Statistical reports

Implementation

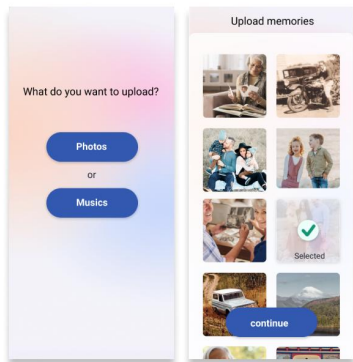
Features + Final Design

Based on research



Doctor & Family Follow

One of the most important features is sending reports of the patient's condition to his family and doctor via email. Statistical reports of the patient's mood and life plan are the most important data that this application can collect.



Upload Data

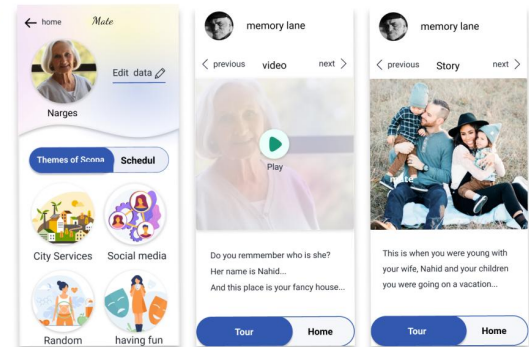
The necessary information for simulating the patient's relatives in a digital character is simply done by you. Just upload your album images or give access to Google Photos. Upload videos of the patient's relatives so that the voice and movements are completely transferred to the machine to learn and simulate it.



Interaction Begins

It is a digital character empowered with artificial intelligence that uses existing intelligence databases, Amazon or Google. A character that has the ability to personalize the voice and face according to real people.

Memory lane and memory games



Implementation

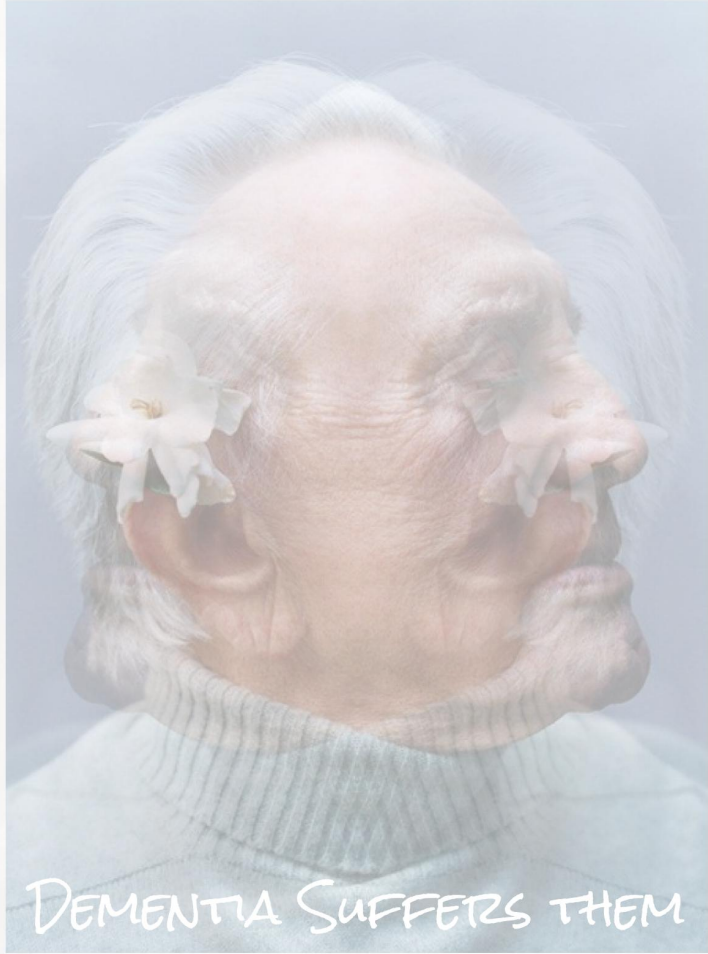
Values

Based on research

- It is a digital character empowered with artificial intelligence
- Uses existing intelligence databases, Amazon or Google {its for 2021 & GPT has been released in 2023}
- Personalize the voice and face according to real people
- in active two-way interaction with the user at all times through smart devices
- Live, audio and visual interaction based on real information from a real person who represents
- The ability to track the mental state of the user with Tone detection technology, which causes the user to engage in effective activities and restore vitality when the user's mental state drops
- Suggest activities that help the user remember information from the environment and those around him



Scan to check the [Prototype](#)



DEMENTIA SUFFERS THEM

WERGO -2023

Wergo means the sense of curiosity bloomed in a child and no adult experiences it with this quality.

Wergo is a cultural recovery and redesign of a brilliant method: Community-based education. The joy of learning through accessible technologies comes true in Wergo and its projects.



Service, Game & UX Design

As a Co-funder & Design Owner of the team, I did:

- Strategy developing
- User research
- Branding
- Service design
- Team organizing
- Social media management

Keywords:

Anthropological approach, Free education, Community based education, Mathematics, Soft skills, Adolescents, Story telling

Associated with

 [ARVIN-VAZIRY-63299A110](#)



Pain

Due to the defects of virtual education during the COVID-19 years, children are now suffering from academic weakness, lack of motivation, academic failure and in higher grades, they become academic burnout and confused about choosing a major.

Based on Observations and Statistics

A series of activities started simultaneously from January 2023

Jan 2023

1- Research on related terms

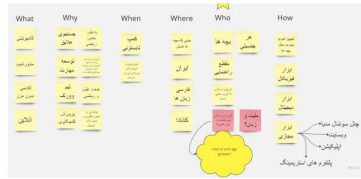
- child and adolescent development and education,
- Educational toy design,
- General mathematics and its teaching methods in the world,
- Social innovation



Feb 2023

2- Market Study

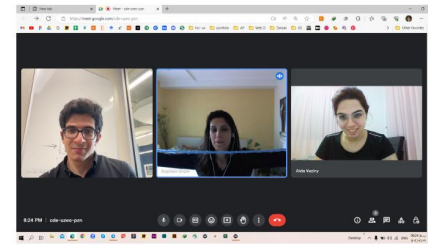
successful and unsuccessful example study on educational events and workshops for children and teenagers in Iran and abroad



Feb 2023

3- Interview

with experts and activists in the field of child and adolescent education

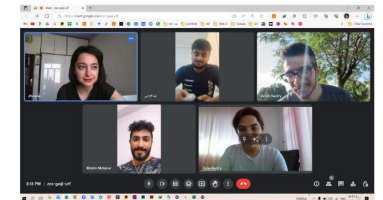


seed

Apr 2023

4- Co-creation and ideations

with the help of successful teams in implementing similar projects



Aug 2023

7- Implementation of MVP

- Team building
- Onboarding and team training
- Financial planning
- Executive and logistic works
- production
- Recording and technical setup
- Social media accounts management



Jul 2023

6-MVP Design, Prototype, Test

- Games & group activities
- educational activities
- Brand identity
- Service Design



Apr 2023

5-Strategy Definition

- Goals and vision
- Guidelines
- partnerships
- Public relations



Ongoing

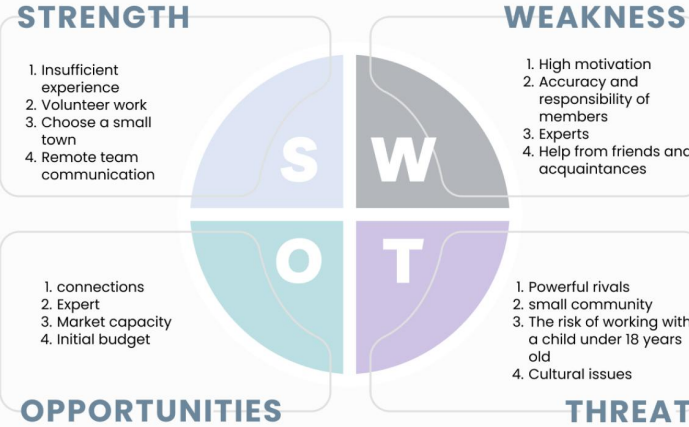
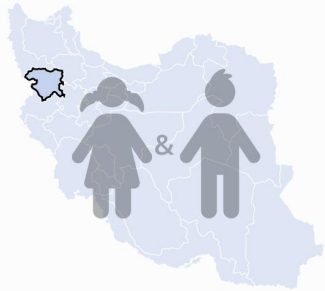
8- MVP review sessions

After the implementation of the MVP, meetings to review the obtained results are held and R&D is conducted.

Ideation

Who are the users?

Boys and Girls of Iran- Grade 6 & 7
Pilot: Kurdistan province, Sanandaj



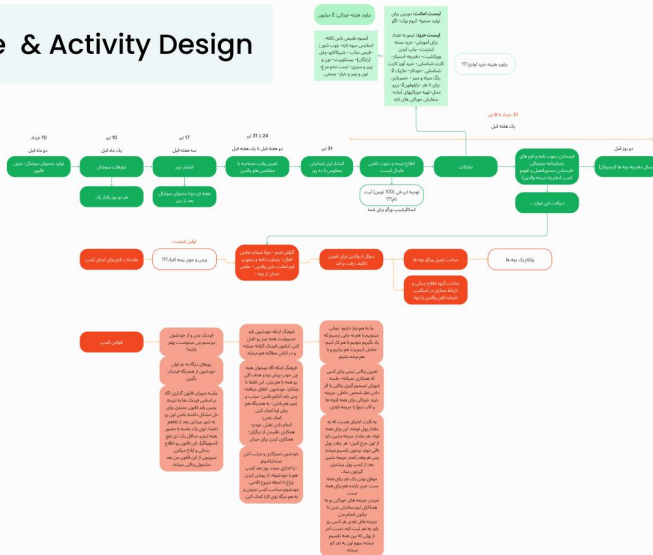
What is the MVP brief?

MVP of Wergo's first project:

WERGO SUMMER CAMP

- Teaching science to 6th and 7th grade children. in **Sanandaj**
- **Math** educational and entertainment program
- 4 days
- The educational program combination of educational games designed by Vargo and Oxford University researcher **Dr. Joe Buller**.
- Presentation by online instructor, **Arvin Vaziry** (applied mathematics PhD candidate) from Dalhousie University, Canada
- 3 educational **facilitators** to complete the educational experience for children

Game & Activity Design



Service Design - User Journey map



Conductor & Work shits

برنامه یادآزمایی گروه و سبک تئاتر

تاریخ	موضوع	توضیحات	ملاحظات
1403/08/01	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/02	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/03	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/04	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/05	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/06	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/07	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/08	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/09	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/10	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/11	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر
1403/08/12	آموزش سبک تئاتر	آموزش سبک تئاتر و کارهای عملی آن	آموزش سبک تئاتر

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Wergo | وردگو
Product/service

Followed by maral4_a, zhoana.sharqi and 2 others

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Message
+👤

Day 4 - The La...

Day 3

Day 2

Day 1

📅
📺
📷

کتابخانه یوم
روزانه یک کتاب

روزهای که همه میگردانند در جهت نظریه های
تئاتر حرکت می کنند -

ما همگتون در وردگو هستیم
گرمیهای ایمنی رو ببینید

Wergo

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Social media announcement

Through social media announcement, Wergo summer camp was published along with a teaser in August 2023, and a manual for participation in the camp was sent to parents of applicants along with **consents to publish children's visual content on the Internet**.

Wergo-Team

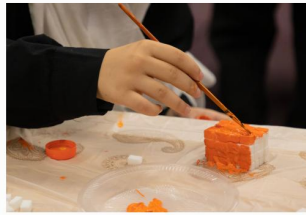
The joy of learning through accessible technologies comes true in Wergo and its projects

Education · sanandaj, Kurdistan · 1 follower

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THE SUMMER CAMP



Some Shots



Cooking snacks by participants



The Last Day

Back Scene



By Studio AM

Two-way online live audio and video communication between Wergo Camp and the teacher: Sanandaj - Canada
Accurate recording of the entire program.

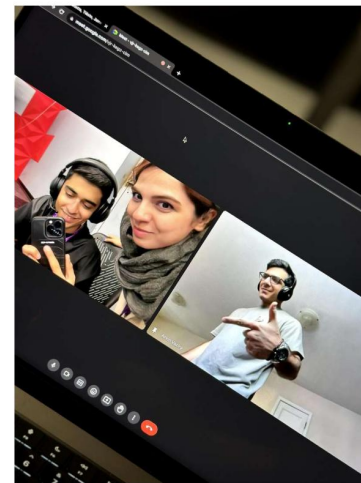
Analyzing the video recorded the previous day to correct errors and analyze children's behavior to improve teaming for group work

Facilitators

Impacts

After the 4-day camp, a **survey** was conducted with children and parents:

- The parents announced that the children prepared for the program with more enthusiasm every day than the previous day
- More self-confidence to face issues that they don't know and don't know
- They express their opinions without fear



Cheers with the Teacher.



Me! Working.

NOT KNOT -2024

“Not Knot” is an educational toy designed to aid in understanding mathematical knots. This toy, developed to address the needs outlined in the curriculum of the **WERGO project**, features a base with three axes (X, Y, and Z) that allows users to construct various knots from 2D diagrams using ropes. The shadow of the knot, created by a light source and a screen below the toy’s structure, represents the corresponding 2D diagram of the knot. Users can observe live changes in the shadow (2D) as they manipulate the rope (3D), enhancing their spatial visualization skills and understanding of topology.

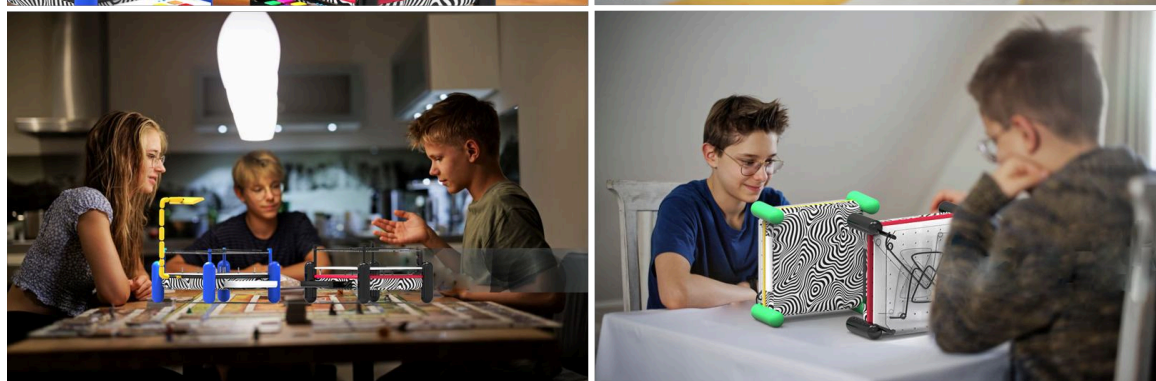
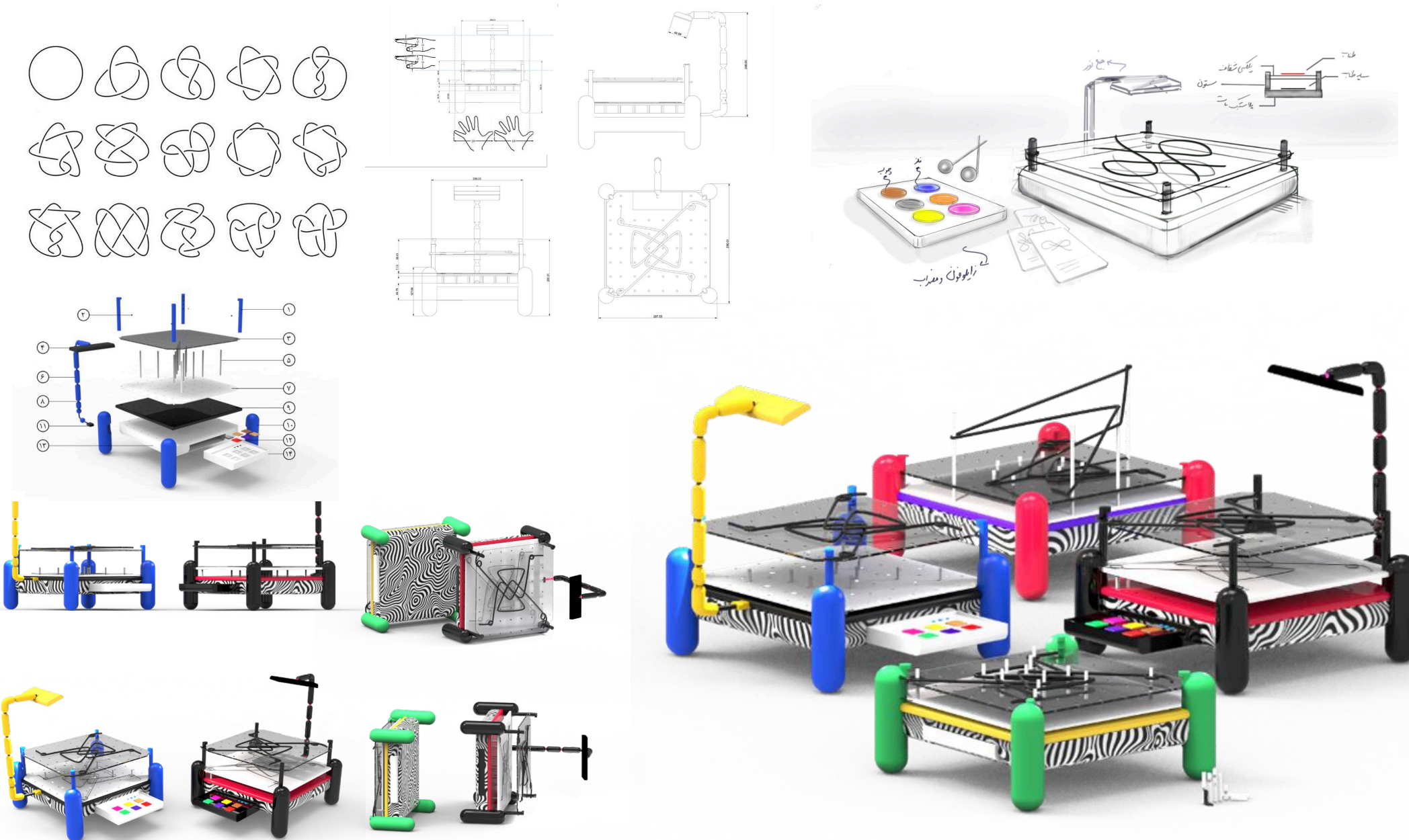
Additionally, through a gamified process, knots are encoded with sounds (using a xylophone), which strengthens the gameplay mechanism and integrates the five senses to create a deeper and more enjoyable connection between the player and the learning material.



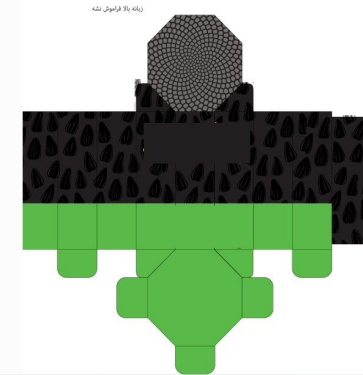
As s member of team, I participated in:

- Research
- Ideation
- Sketching & 3D-Model making

Team:



"A Award" Competition Shortlist



BLOOMY -2023

Bloomy is a paper sunflower that you can reach to the sunflower seeds by crushing the petals; no worries about the husk.

Bloomy is a conceptual and form inspiration from the sunflower that connects the user to nature as well as their favorite food source.



As a member of team, I participated in:

- Ideation
- UX writing
- Prototype

Team:

HANIYE ADHAM-AMIRHOSSEIN
KESHAVARZ-REZA AHMADI-OMID ZANDI



let the
flower
bloom

Because this package is completely environmentally friendly. It is not made of any material except recyclable food grade cardboard.



The seeds container is actually a representation of the green stem of the sunflower.



Because this package is completely environmentally friendly. It is not made of any material except recyclable cardboard.



The lid of the package is a representation of the beautiful yellow petals of the sunflower.



1st place in the national packaging competition

TIKAN & GILLA -2020

Kilim is one of the valuable traditional handicrafts of Iran. Packaging for this product is of commercial and cultural importance. Tikan and Gila are two concepts with a cultural and sustainable approach.



Kilim packaging

Gilla

Designed by Aida Vaziry
Industrial design student at Tehran University

"Gilla" is a beautiful and easy to carry package that is made of thick cardboard and woven strands of recycled plastic fibers with hemp and is designed in two sizes for small and medium kilims.



values
sustainability in the production of materials and manufacturing methods
Use less variety of materials, which reduces the economic costs of production as well as environmental costs.
Lower cost for customers
The weight of the package is much less
Reduce the risk of theft to the low cost of materials used



KILIM PACKAGING

Tikan

Designed by Aida Vaziry
Industrial design student at Tehran University

"The kilim is one of the valuable handicrafts of Iran, which is one of the 10 most popular Iranian historical monuments for foreign tourists. This valuable product deserves beautiful packaging."



"Tikan" is a beautiful and easy to carry package that is made of metal, plywood with Tika wood veneer, recycled plastic fibers with hemp veneer.

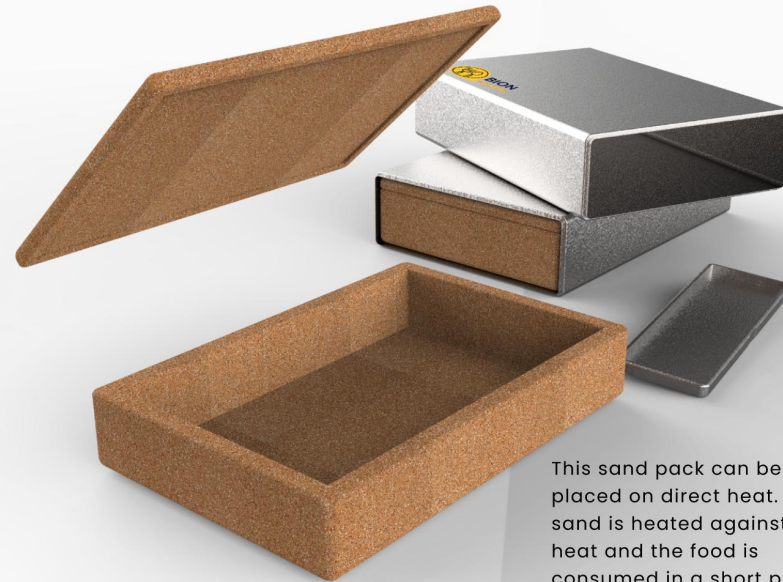


Hot sand cooking without oil is a method of coffee preparation and street food in India that inspired this design.



BION -2020

Semi-prepared foods available in stores. With a limited use-by date, with a sustainable and waste-free supply and cooking method, in a sand packaging molded with edible vegetable glue, in an anodized aluminum box.



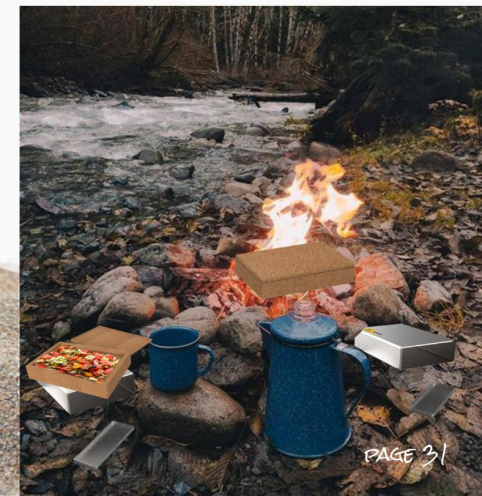
This sand pack can be placed on direct heat. The sand is heated against the heat and the food is consumed in a short period of time.

Anodized aluminum box



By scanning the QR code on the metal box, the user is taught how to prepare food and other tips.

After using the sand container, the contents can be turned into powder in an aluminum container and returned to the factory by delivering it to the store. Or if there is no access in the environment, it is not recommended due to the loss of sand and the possible incompatibility of sand with the environment.



THANKS FOR YOUR ATTENTION

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