Project Showcase

Spring 2024
NYC Design Factory

The NYC Design Factory serves as a collaborative hub where students, faculty, and industry professionals come together to address challenges in both industry and society. We promote passion-based learning and co-creation across disciplines and cultures, creating optimal conditions for solving complex real-world problems. Our problem-solving approach is technology-centered, design-inspired, and human-focused. We offer courses and activities that encourage students to engage in experimentation and collaboration across interdisciplinary and international boundaries. A unique aspect of the NYC Design Factory is its membership in the Design Factory Global Network, a global community of innovation hubs located in universities and research canters dedicated to fostering the next generation of innovators.

The NYC Design Factory is located within the Seidenberg School of Computer Science and Information Systems at Pace University.

“At the NYC Design Factory we harness design-tools and technology to creatively address real-world problems.”

Andreea Cotoranu, NYC Design Factory Director
The independent study course offers graduate students the opportunity to engage with specialized topics within information systems. This course section involved a collaboration with the Design Factory Global Network and participated in the Design Factory Global Challenge 2024.

In this challenge, students focused on inclusive mobility, tasked with going beyond enhancing transportation options to foster a more equitable, integrated, and prosperous society. Students could choose from three themes aimed at developing mobility solutions for individuals with cognitive distractions and attention span impairments, creating financially inclusive business models for a sustainable future of mobility, or designing societally inclusive experiences that leverage the benefits of next-generation transport and mobility infrastructure in urban areas, ensuring fair access for all.

Students employed the double diamond design process and incorporated diverse topics such as research methods, disability and society, and tools for ideation and prototyping.

The Design Factory Global Challenge is led by Brunel University’s Design Factory London and Hannam University’s Hannam Design Factory, in collaboration with Ford Design. This project attracts students and faculty from various disciplines across global design factories, fostering a rich interdisciplinary and global learning environment.

“Inclusive design doesn’t mean you’re designing one thing for all people. You’re designing a diversity of ways to participate so that everyone has a sense of belonging.”

Susan Goltsman - MIG
Ford AutomAlte is an innovative passenger experience in driverless shuttles, featuring personalized displays for every seat, inclusive safety controls, live location, a voice assistant, and a mobile app to enhance passenger trust and confidence in navigating driverless technology during their journey.

Over 2.5 million people commute to Manhattan everyday, facing challenges with existing transportation options. Corporate employees prefer private transport due to lifestyle and safety concerns in public transport. McKinsey Report 2016 indicates a future potential of autonomous vehicles promising safety and efficiency. It is critical to make people familiar with driverless transportation.

Ford AutomAlte is an interactive dashboard and mobile app designed for autonomous shuttle that encourages office commuters to travel through driverless shuttles in New York City. The dashboard in the shuttle is equipped with safety features including a real-time map for location tracking, and a pullover button for passengers to stop the shuttle if they feel uneasy. Visual and audio-based assistance in the shuttle provides a driver-like experience, ensuring ease and familiarity during the journey in a driverless shuttle.

This solution fosters trust and confidence among passengers by offering accessible safety controls through a dashboard in the shuttle and a mobile app, encouraging people to choose shared transportation and consequently reducing carbon footprint.
SafeCycle

SafeCycle is on a mission to revolutionize urban mobility by offering e-bike rentals that prioritize safety and focus. In bustling city environments where distractions are abundant, SafeCycle aims to provide a solution that not only reduces cognitive distractions but also enhances attention spans.

In 2023, 23 people were killed while riding an electric bike in New York City, making it the deadliest year for cyclists in NYC since 1999 (The New York Times, 2024.) Since riding e-bikes in the city is becoming more prevalent for commuters and tourists, there is a need for a safer product that can enable riders to have a pleasant, stress-free user experience.

SafeCycle, a collection of safety-focused components designed to enhance the security of electric bikes.

The bike is embedded with a user interface, displaying a GPS, safety tips and transit rules, and many more. An integrated navigation system reduces the need to stop and look for instructions on the phone. SafeCycle is a product where the riders’ safety is number one priority. Riders will have the option to wear a helmet that is rented with the bike to protect their head in case of an accident. Each rented e-bike comes with many more features to ensure the rider’s safety and also to protect the auto drivers.

Lastly, our solution is scalable and can be integrated to any public existing electric bikes. The city could benefit from deploying our solution as improving cyclist safety will lower the number of injured riders.
Introducing GaitEase, a wearable technology designed to empower individuals, particularly the aging population, and those with mobility issues, to regain control and independence over own bodies.

Imagine a life where you can't control your own movements. Now picture a future where age doesn't limit your mobility – even in your 80s. It's about regaining control, moving freely, and living life on your terms.

According to the United Nations, population aging is an irreversible global trend. By 2050, it's projected that one in six people globally will be in this age group, with the 80+ population expected to triple from 2021 to 2050.

GaitEase addresses this pressing societal challenge by providing unparalleled mobility support. Featuring a sleek design and advanced technology, it seamlessly integrates into users' lives. A discreet battery housing, conveniently placed under the seat, powers the device, enabling effortless driving capabilities. Additionally, a portable battery pack ensures independence while walking, eliminating the need for constant assistance from caretakers.

Beyond mere functionality, GaitEase prioritizes the preservation of individual autonomy and psychological well-being. By granting users control over their movements, it fosters a sense of empowerment and dignity, enhancing overall quality of life.
In this course, students learn to develop products, services or experiences using the design thinking process. They work in self-directed, interdisciplinary teams to create technology-based solutions for real-world industry or societal challenges. Throughout the course, students are introduced to a range of methodologies and tools, including user experience and research, prototyping, systems thinking, and futures thinking, to guide their development efforts. Additionally, interactions with a diverse range of stakeholders throughout the process, enhances their communication skills and deepens their understanding of different perspectives.

This course is supported by the NYC Design Factory and features several collaborative projects with the Design Factory Global Network, which includes innovation hubs at universities and research centers worldwide. Key collaborations in 2024 include:

Product Development Project (PdP): led by Aalto University's Design Factory, this project draws students from engineering, science, business, and design disciplines. They tackle real-world challenges posed by industry partners seeking innovative ideas. This year, the project is sponsored by the Saab Group, a Swedish aerospace and defense company.

Challenge Based Innovation A³ (CBI A³): a program from Swinburne Design Factory Melbourne (DFM) in partnership with IdeaSquare at CERN (European Organization for Nuclear Research), focusing on linking CERN’s advanced technology with societal needs. Aligned with the United Nations Sustainable Development Goals, this year's project emphasizes Goal #12: Responsible Consumption and Production, aiming for significant sustainable impact.

“Design thinking is a human-centered approach to innovation that draws from the designer’s toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success.”

Tim Brown, IDEO
GoFly

GoFly is set to transform the flight simulation industry with a portable and adaptable solution that leverages immersive technology.

GoFly offers a compact flight simulator that utilizes Extended Reality (XR) and motion simulation to highlight Saab’s military products, like the Gripen fighter jet, at trade shows. Traditional flight simulators are bulky and hard to transport, which limits Saab’s ability to effectively showcase their technology at various events. GoFly’s design is streamlined for easy transport, allowing product representatives to move it effortlessly from one event to another and set it up quickly.

Utilizing cutting-edge XR technology, GoFly delivers an immersive flying experience of piloting the Gripen fighter jet. Integrated motion simulation adds realism, replicating the sensations of a real flight. Customizable features enable tailored training programs and engaging demonstrations that appeal to potential clients and stakeholders.

This portable flight simulator delivers a compelling and authentic user experience, distinguishing Saab in the military defense industry and serving as a convenient tool for promotional activities.
For many New Yorkers, a fast-paced lifestyle often means sacrificing healthy meals for ultra processed, ready to eat foods. This high dependence stems from convenience, affordability, accessibility, and marketing influence, increasing health complications. Imagine a scenario in 2030 where consumption of ultra processed foods becomes more common, and its health implications are ignored. So, how might we encourage New York City residents to re-evaluate their relationship with food while also providing access to fresh and affordable options?

Our solution is a three-part system focusing on:

**Re-connection:** A Research and Food Experience Center featuring interactive installations, virtual reality journeys, cooking workshops, and pop-up locations across the city. These aim to educate visitors about the importance of fresh food and encourage healthier eating habits within their culinary heritage.

**Accessibility:** By partnering with government initiatives like "FRESH" and "SNAP", vertical farms in New York City will receive tax breaks, funds, and subsidies for low-income residents. This ensures fresh and healthy produce becomes more accessible, addressing food insecurity.

**Technology:** The city’s vertical farms will be equipped with HYLIGHT, a scanning technology that uses hyper-spectral analysis and AI to monitor crop health by assessing nutrient levels, water, and disease detection. By combining this technology with experienced farmers’ inputs, crop health monitoring becomes more accurate and efficient, enabling timely interventions and informed decision-making, leading to improved overall productivity.
ORRUS
Orbital Recovery Recycling and Utilization System

ORRUS is an innovative system for the Low Earth orbit that collects and stores small space debris. It is funded by a coalition of space programs, and supported by shared space infrastructure, an orbital depository, and immersive exhibitions on Earth. Its goal is to safe-keep resources that are already in our orbits, and reuse them in future space projects.

Due to the expanding investment in space exploration and affordable satellites, launches have grown significantly in the past 10 years. Without intervention, we risk space becoming a graveyard of defunct satellites and debris. To address this and ensure sustainable use of space, we propose the establishment of the International Coalition of Space Programs. This coalition brings together nations, space agencies, and private entities with a shared commitment to preserve space and use it responsibly. At its forefront is the orbital recovery recycling & utilization system, ORRUS, a component of the sustainability network tasked with the mission of collecting and tracking space debris.
Software Engineering Capstone (CS 491)
Christelle Scharff, PhD | Professor of Computer Science

CS 491 is an undergraduate level course. It introduces the concepts tools and techniques of software engineering. It emphasizes the development of reliable and maintainable software via system requirements and specifications, software design methodologies including object-oriented design, implementation, integration and testing, software project management, life-cycle documentation, software maintenance and consideration of social or human factors issues. Agile methodologies and Scrum are covered. Students, organized in teams, collaboratively define requirements, design, and implement a substantial project as a major part of the course.

The Spring 2024 sections of the course permitted teams of students to develop wellness and wellbeing applications. After an ideation phase, they created a product backlog containing the user stories describing their app. All teams developed React apps with a Firebase backend and leveraging different APIs. They used GitHub using the Pull Request, Review and Merge workflow. They followed the Scrum process augmented with Extreme Programming practices. They went through three sprints of fifteen days. This structured framework allowed students to explore different technologies, agile roles, and working as a team.

Teams appreciated working with different technologies, iterating on user interface options, and the importance of planning, reflection, feedback, and delivering value.

The developed apps are an entire part of students’ portfolio and showcase the skills they develop in the Computer Science Bachelor degree and in the course.

“Learn from yesterday, live for today, hope for tomorrow. The important thing is not to stop questioning.”

Albert Einstein
MoonFlo is an all-encompassing menstrual wellness tracker app designed to support women's overall physical and mental wellbeing. With unique features like daily diary entries, daily inspirational quotes, and customizable meditation sessions, MoonFlo goes beyond a traditional period tracker, prioritizing mental health while empowering women to understand their bodies better. Track menstrual symptoms, receive predictive insights, and access educational resources for comprehensive self-care during each phase of the cycle. With self-contained meditation instructions, feel guided from the very first meditation session to a state of mindfulness and inner balance. MoonFlo encourages a holistic approach for every individual to embrace and better understand their unique cycle.

Join The MoonFlo Community Today!
Scan QR Code to Sign Up
Use it on Desktop and Mobile
Prototyping and User Experience (IS 630)
Jonathan Williams, D.Des | Clinical Assistant Professor

Prototyping and User Experience (IS 630) is a graduate level course in which students explore the role of prototyping in the development lifecycle of technological systems. The course allows students to develop and communicate interactive design prototypes while honing their skillset in prototyping techniques and methodologies.

The Spring 2024 sections of the course were framed around Richard Buchanan’s framework of the “Four Orders of Design.” The framework allowed students to explore the role and function of prototypes across design domains and scales, uncovering the interconnectedness of the “orders of design” through their practice of iterative prototyping.

For the final course assignment, students applied their prototyping skills to an emerging area of museum and curatorial studies - digital museums.

Curatorial practice must now consider the collection of digitally-native artifacts that are uniquely displayed in custom museum environments. In teams of 2-3 students, groups were tasked with conceptualizing and designing a digital museum to house and display digitally-native design, art, or cultural artifacts.

Students made visits to local museums and other relevant sites to draw inspiration for their designs of a digital museum, as well as developing iterative prototypes for critique and discussion. As a way of articulating and activating their concept, groups staged a first digital exhibit of their museum to operationalize their prototypes for the public. The final prototypes were accessible to the public during an open, final critique.

“Instead of seeing prototypes as solutions-in-waiting, consider them as concepts in service of your curiosity.”

Scott Witthoft, *This Is a Prototype: The Curious Craft of Exploring New Ideas*, 2022
Imagine a space where the fascinating realm of apes intersects with the magic of cinema, bringing to life iconic characters from beloved movies but with a unique twist the protagonists are apes!

Our museum aims to redefine the traditional museum experience by blending artistry, technology, and imagination. Visitors can immerse themselves in a world where apes take center stage in famous film scenes, transforming into characters like Elsa from "Frozen" or the Genie from "Aladdin."

Each exhibit in our museum is meticulously designed and crafted, ensuring a seamless integration of ape characters into these cinematic masterpieces. From elaborate costumes and intricate facial expressions to stunning visual effects, every detail is curated to captivate and inspire.

As you journey through our virtual galleries, you'll not only witness the awe-inspiring transformations of these apes but also gain a deeper appreciation for the artistry and creativity that goes into filmmaking.

Whether you’re a film enthusiast, an animal lover, or simply curious about the intersection of art and technology, this Virtual museum promises an unforgettable experience unlike any other.
“Behind The Wheel” is a captivating online museum that takes users on a thrilling journey through the evolution of Porsche design. Delve into the rich history and innovation of Porsche models as you explore detailed information about their interior and exterior features.

Our museum is organized by decade, starting from 1955 leading all the way to 2024. For each decade we showcase the most notorious Porsche model of its year, giving us eight artifacts to showcase. For each artifact users have the ability to view the exterior and interior of the vehicle.

Specifically for the interior option, users are able to navigate through the screen giving them a panoramic view of what is inside, as well as interactive touchpoints to learn more about specific interior pieces.

For the exterior of the vehicle, users have the option to select from three different colors to view the car in. Once they make their selection they will be able to view the vehicle from all angles, as well as learning more about the exterior from the available touch points.

Once users navigates to the year 2024 of the timeline they will reach the end of the “Present”. If they keep scrolling horizontally, they will enter the “Future”. This section of the timeline showcases designs that Porsche is working on delivering for enthusiasts in the near future. The “Future” artifacts begin in the year 2035 and continue to the year 2065. Following the same concept as the “Present” timeline, we were able to deliver one artifact for each decade, giving us four in total.
Welcome to the Virtual Emotions Museum, an online space where we explore feelings through art and sound. Here, we invite you to join us on a journey to understand emotions better. Through colorful artwork and podcasts, we aim to help you explore and connect with your feelings.

Welcome to our Virtual Museum of Emotions! Where you can discover different feelings like happiness, sadness, anger, and more. As you explore our website, you’ll see colorful pictures representing each emotion. We’ve used special tools to design each part of the museum to make you feel what each emotion is like.

You can move around the museum and learn all about each feeling. We’ll have cool things like podcasts and pictures to help you understand them better. And guess what? Our website isn’t just for looking at – you can get involved! We’ve made sure every functionality works well where you can do stuff, not just watch.

Our main goal is to make you curious and help you understand your emotions better. As you go through the museum, we’ll even ask you how you’re feeling. This way, we can give you information that’s just right for you. It’s like having a personal tour guide through the world of emotions!

So come on in and explore at your own pace. Our museum is all about making emotions fun and interesting. Let’s dive in together!
Harmony

Harmony, our digital museum, offers an immersive experience connecting users with nature. Through the Virtual Safari, users explore diverse habitats, encountering wildlife like lions and elephants, while gaining insights into conservation needs.

Harmony, our digital museum initiative, offers an immersive experience through its Virtual Safari and Explore Wildlife Animal features. In the Virtual Safari, users have the freedom to choose different weather conditions, experience day and night cycles, and even interact with animals by feeding them or asking questions to a virtual safari guide. This dynamic experience allows users to explore diverse habitats, encounter various wildlife species, and deepen their understanding of the natural world in interactive ways. Complementing the Virtual Safari is Harmony’s Explore Wildlife Animal feature, providing users with additional opportunities for engagement and learning. Users can delve into animal timelines, exploring historical and behavioral insights, while also encountering AI-generated images that offer detailed depictions of wildlife. Additionally, interactive quizzes challenge users to test their knowledge and understanding of the animal kingdom, fostering a deeper connection to the wonders of nature. Through these innovative features, Harmony aims to inspire curiosity, educate, and promote conservation awareness among its users.
Our mind is the most powerful thing. Everything we see around was once a thought! This museum is a collection of thoughts, ideologies, or concepts that are left unrecognized... It is a virtual treasure trove of untapped potential, fostering creativity, inspiring innovation, and reminding us that every object around us began as a thought waiting to be realized.

The Museum of Raw Thoughts is a captivating virtual repository where the intangible becomes tangible, and the unspoken whispers find their voice. Within its digital halls, the seeds of imagination take root, waiting to bloom into reality. The goal is to bring together the unrealized thoughts that can potentially bring about a positive transformation and serve the curious minds. The key features of the museum are firstly the thoughts. These are selected and displayed based on their originality, transformative impact, and its explanation. The thought explanations can be read if the visitor decides to dive deeper into the box of that thought. Secondly, audience will be able to add on to a thought through the ‘I’magine feature which is similar to commenting but supervised and will have a similar evaluation process as an independent thought. The audience will be able to submit an independent thought based on the prompt of the ongoing theme. Additionally, we have added an unprecedented feature where all the audiences will have digital tickets issued every time they enter a theme. This feature is added to address the nostalgic bonding with tickets we realized during our museum visit. We started with a concept for the digital museum, but we weren’t sure of how to bring the abstract thoughts into a form that could be transcended into museum. As the concept is a fluid and raw, we experimented with our classmates and other acquaintances. To begin with prototype, we created physical prototype explaining the flow and interactions of our prototype. Then, we conducted the thought submission round in the class to be able to understand and explain the concepts of our museum. We also visited the MET unfinished thoughts exhibit to understand and observe the interactions of the audience with the artifacts. The ultimate results have seen a fully realized prototype with the intriguing thoughts of our people displayed in our museum! And now, the Museum of Raw Thoughts stands as a testament to the power of the human mind.
NYC2084

Imagine walking through the bustling streets of NYC, but with a twist – it's the year 2084. NYC2084 allows users to witness the potential evolution of the iconic metropolis. Users will have the possibility to visit the Brooklyn Bridge, Fifth Avenue and Times Square while comparing the present and the future.

What sets NYC2084 apart is its commitment to exploring alternative future possibilities. Through AI simulations, users can witness the power of climate change, technology, the arrival of new inhabitants, and more. From sustainable infrastructure to advanced transportation modes, NYC2084 presents a vision of a city that adapts to the challenges and opportunities of the 21st century.

But it is more than just a visual spectacle. Through storytelling and a scavenger hunt, users can actively participate.

By bridging the gap between reality and imagination, this virtual exhibit offers a glimpse into a future where innovation, creativity, and technology converge to redefine the essence of New York City.
Patterns of the Native

Vision Statement

We will build a museum experience that brings Native American patterns to life. Visitors will embark on a journey where they can explore patterns from Native American’s Lifestyle related to New Yorks culture, uncover the stories behind each symbol, and travel across different tribes. You will experience from the six native american patterns which also includes tribes from New York City. This immersive experience will connect visitors to the rich history and cultural heritage of Native American art, sparking inspiration and appreciation towards enduring culture.

The learning process, building this digital museum was an incredible journey that brought together the worlds of Native American history and digital patterns. We began by exploring Native American patterns and their stories, delving into their cultural significance. A visit to the National Museum of the American Indian in New York provided invaluable insights from various nations of tribes from New York, ensuring the project remained respectful and authentic in the digital landscape.

From Prototyping Design Process, we transformed physical artifacts into interactive 3D models, allowing visitors to explore these patterns in a whole new way by interacting with digital landscape. Visitors can learn about the patterns’ meanings and symbolism, and even choose to create a story of inspiration using authentic Native American motifs as note. It’s a powerful way to share and revive this cultural heritage with the world.
“I've Always Been ( )” is the museum's first exhibition, focusing on the theme of Home and Identity. The exhibition aims to explore how the artists' upbringing in diverse family environments across continents has influenced their identities. Visitors are immersed in an intimate experience, as if entering an artist’s home, through a selection of photographs that capture moments of closeness and vulnerability.

Upon entering the exhibition's home page, visitors will find unopened boxes symbolizing each continent. Each time one of the boxes is chosen, the photos are displayed resting on what looks like a table, evoking the nostalgic experience of revisiting familiar photographs. By clicking on each photo, visitors can see both the front and back of the image, interactively further exploring with the artist’s work and personal history. By allowing visitors to explore the photographic stories within, this interactive exhibit mimics the feeling of discovering old family photos.

The name of the exhibition includes an interactive phrase, “I have always been [_____].” This participatory element fosters personal engagement, inviting visitors to consider what word they would fill in the blank. By stimulating an introspective experience, we hope to create a space for meaningful dialogue and personal reflection on the universal themes of home and identity.
Shape Tomorrow’s Skyline Exhibit

Become an architect and design a building, skyscraper or new landmark and shape the New York City Skyline. Get creative and sketch directly into the skyline and see how you can contribute to something as complex and iconic as the New York City Skyline.

This exhibit is designed to empower users to unleash their creativity by designing buildings that can then be integrated into the New York City skyline. Our goal is to foster a collaborative and inclusive environment where participants can not only showcase their creations but also engage in meaningful exchange of ideas, and hopefully gain inspiration from others’ work. We want to showcase the profound impact minor alterations can have on urban landscapes. Drawing is an accessible art form which allows our users to engage with this exhibit with no prior art experience.

To prove our concept, we first developed a prototype of the exhibit in Figma, highlighting the user journey. This initial iteration incorporated Artificial Intelligence functionalities, including prompt boxes, and filters to add animals and flora into the selected image. The artifacts originally chosen were also photographs of the skyline and the user would be able to produce a photorealistic piece of art with their new creations.

While this prototype demonstrates the potential of AI technology, we felt it deterred from the user experience and clouded the purpose.

With the final iteration of the exhibit, we eliminated the use of AI and simplified the user interface to enhance the overall user experience. The user will also leave the experience with a sketch of the NYC skyline with their incorporated creation rather than a photorealistic rendering.
Welcome to The Genesis Museum, a digital space art transform into unique NFT collections. Here, fans can dive into the stories behind each artist’s NFT, symbols of their musical journey and future works. Discover what NFTs are all about and take home a piece of this innovative experience.

The Genesis Museum is a digital museum which will showcase world famous artists and their exclusive NFT collections. These collections are created as a symbol for their previous musical endeavors and upcoming albums. Limited number of fans will be part of the NFT collections, and the museum will take you through the journey of why each NFT was created. Most of the people don’t even know what an NFT is, and the museum will make sure the visitors will leave the museum knowing what’s the buzz about NFTs and the story behind each NFT. Our mission is to cherish the past achievements of the artist and pave way for their upcoming endeavors. And the best Part is fans can be a part of these NFTs too! This time we are showcasing world renowned artists Imagine Dragons and Taylor Swift.

Key Features include:

- **An introduction to NFTs:** We will include details about the history of NFTs, including how and when they became connected to digital art.

- **Display of Artist NFTs:** We will display a total of 6 NFTs created by 2 different artists, and the story behind each NFT. Users will also have an option to be part of the exclusive NFT collection.
“The Simpsons Effect” showcases how "The Simpsons" remarkably predicted over 10 real-life events. Each event is accompanied by a relevant snippet from the corresponding episode and includes a comparison to the real life occurrence.

Experience our museum seamlessly across laptops, tablets, or mobile devices as you explore our carefully curated exhibits. Dive into topics spanning from Donald Trump to Game of Thrones, where each exhibit shows you a snippet from an episode in the show and reveals insights into the real-life event that compares to it. Readers also get to learn more about the episodes’ writers, creators and other interesting facts.

Our digital museum, is built with Webflow, Custom CSS & Javascript, Figma, and Adobe Illustrator. We offer an immersive Springfield experience as you navigate through our exhibits. The iconic family television serves as your interactive portal, inviting you to explore Springfield’s vibrant world firsthand. Come explore and engage with our virtual museum for an authentic and captivating adventure.
Tiny Room

Tiny Room is a cutting-edge showcase of immersive and interactive experiences, merging innovative 3D technology with gamification to create a captivating journey for users.

Our digital exhibition is designed to transport users into meticulously crafted virtual rooms, each with its unique mood and tone. Utilizing the latest in 3D technology, users will explore every detail of these rooms with the eye of 180-360 degree view, from furniture arrangement to lighting nuances, fostering a sense of presence and immersion.

The exhibition showcases miniature rooms with subtle interactions, aiming to revolutionize how users interact with virtual content while using minimal financial resources.

Drawing inspiration from various cultural architectural styles, we offer something that resonates with everyone.

By incorporating engaging interactive elements and mini-games seamlessly into the website, this experience invites active participation and exploration, pushing the boundaries of digital storytelling. It blends art and technology to create an unforgettable exploration.

Our goal is for visitors to not only enjoy the experience but also take away practical ideas they can implement in real life, promoting sustainable and thoughtful design choices. We want visitors to leave with memorable experiences and actionable insights that are easily replicable.
Vincent Van Gogh’s Home Tour

Experience a Van Gogh-inspired home tour come to life through meticulously crafted AI-generated art that will transport you to 19th-century Netherlands. As you step into this journey, you'll find yourself surrounded by vibrant colors and intricate details reminiscent of Van Gogh's masterpieces.

Journey through a Van Gogh-inspired chamber, culinary space, bathing retreat, wardrobe sanctuary, and outdoor oasis. From the sunflowers adorning the walls to the swirling patterns evoking his iconic Starry Night, every aspect of the environment is thoughtfully designed to capture the essence of his artistry. If Van Gogh were to have painted more, this is the kind of beauty you would experience, an extension of his profound vision brought to life in every stroke and hue.

In order to build this experience, we first had to create AI-generated Van Gogh inspired art that would represent different rooms and spaces within his home. After the AI-generated rooms were created, we incorporated Van Gogh’s real paintings and pieces to every room, whether it be as the rooms’ paintings or decorative attributes.

As a next step, our goal was to give our users a captivating visual experience that transcends traditional art appreciation. We aimed to provide them with a unique opportunity to immerse themselves in the world of Vincent Van Gogh, allowing them to reimagine what his home might have looked like or how various rooms could have been painted by his hand.

Through this initiative, we aspire to foster a deeper connection between art enthusiasts and one of history’s most celebrated artists, inspiring them to see the world through Van Gogh's eyes and appreciate the profound beauty he saw in everyday surroundings.
What’s Your TYPE?

Introducing "What’s Your TYPE?" - a virtual museum showcasing six distinct fonts, each with captivating variations. Our website takes user engagement to the next level with gamified features, inviting visitors to interact with fonts in exciting ways.

Typography is the art of arranging typefaces to display information effectively. In a world flooded with fast-paced digital content like images, videos, and vibrant colors, we aimed to stand out by returning to basics. Focusing on types and words, highlighting the simple black and white palette.

By harnessing the power of innovative tools such as Figma and Framer, we have sculpted a platform that seamlessly integrates font previews, interactive elements, and user feedback mechanisms, ensuring a truly immersive journey for visitors.

As you step into our museum, simplicity surrounds you. The black and white aesthetic reflects the original state of the fonts, allowing visitors to appreciate their shapes and the messages they convey. Splashes of red draw attention to key elements, guiding users through the experience.

"What’s Your TYPE?" offers a fresh approach to exploring typography, providing an interactive platform for font enthusiasts. Our website allows users to engage with fonts in a playful and intuitive manner, leaving their mark in the live gallery for all to see.

We strive to foster a sense of community and creativity, inviting users to collaborate and submit their own typographic creations. By contributing to our gallery, you enrich our collection with your unique expression, further enhancing the experience for all.