HEY!

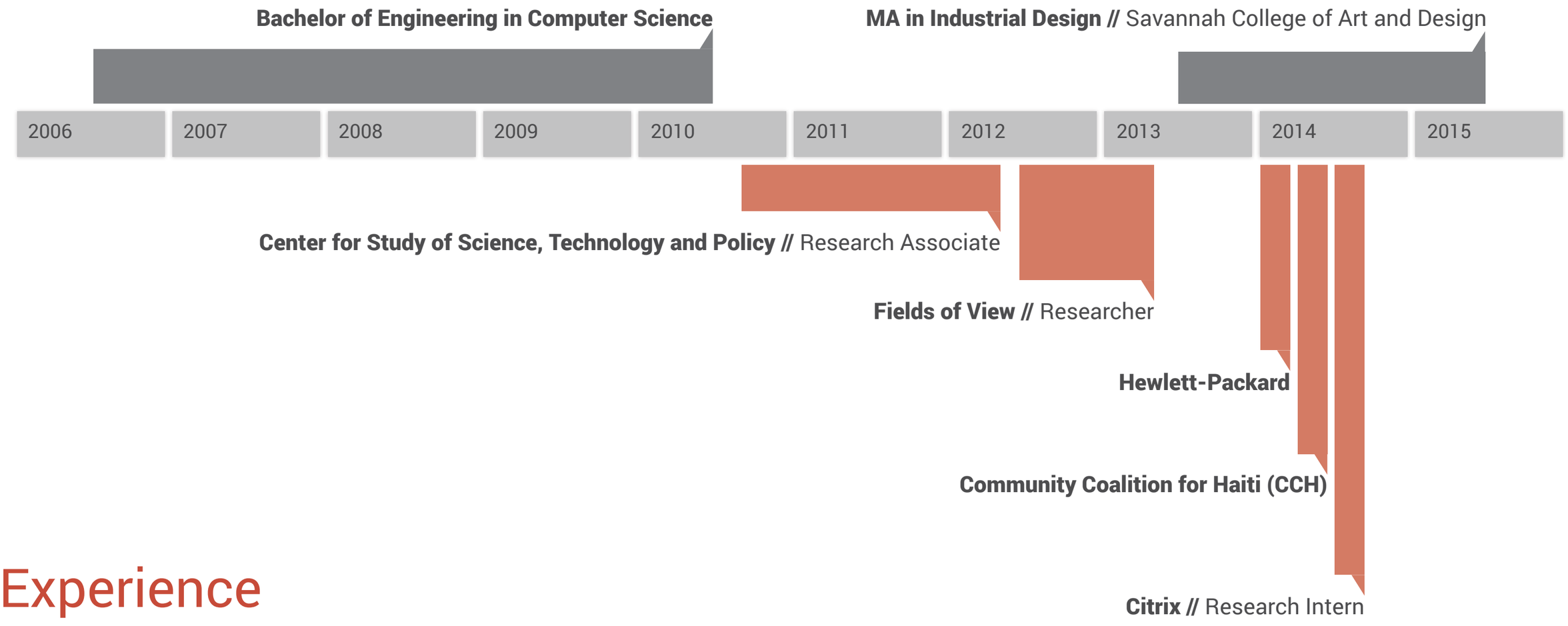
I’m Amar Chadgar, an Interaction Designer who makes tools for helping people- individuals or organizations- do what they do in a better and enjoyable way.

This is a brief journey through three of my projects. **Let’s go.**

Amar Chadgar

I’m currently an Industrial Design graduate student at Savannah College of Art and Design **(set to graduate in May 2015)** with three years of work experience and an undergraduate Computer Science Engineering degree.

Education



Experience

01.

Unforget

A platform to report crimes against women.

02.

Fields of View

Branding a not-for-profit research organization.

03.

Watch Eleven

A fresh take on smart-watch interaction.

01.

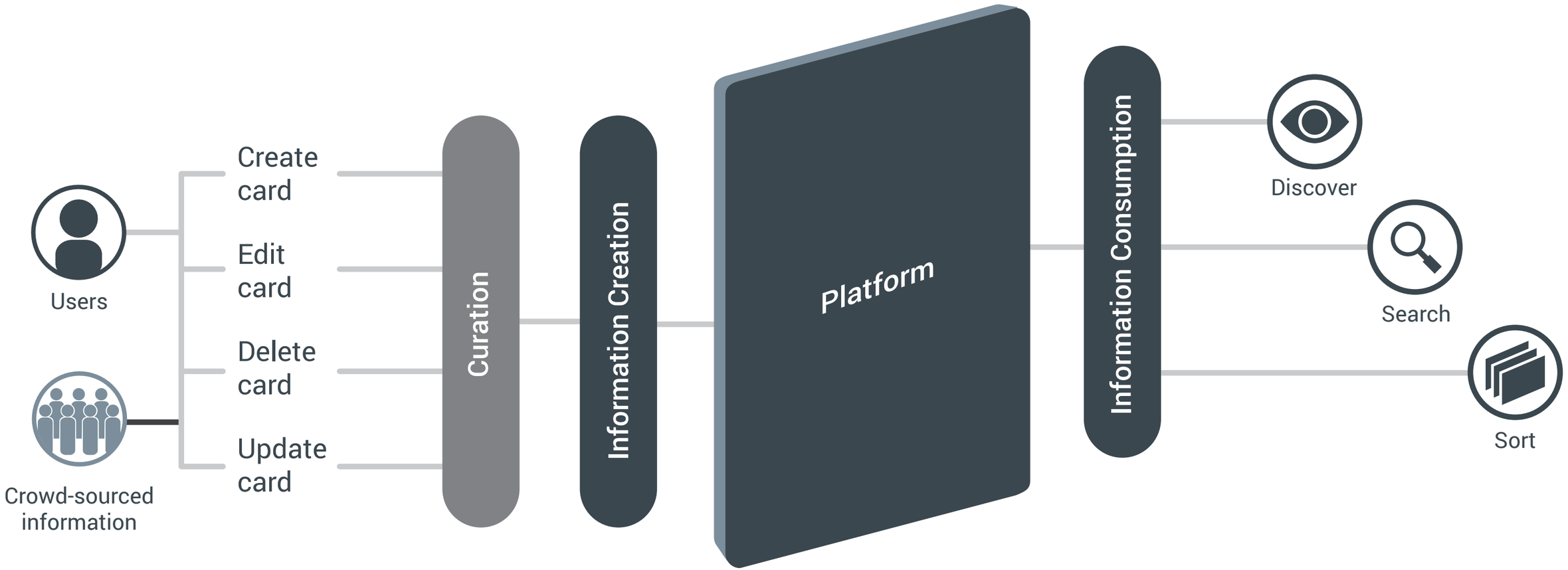
Unforget

A platform to report and receive updates on the aftermath of crimes against women.

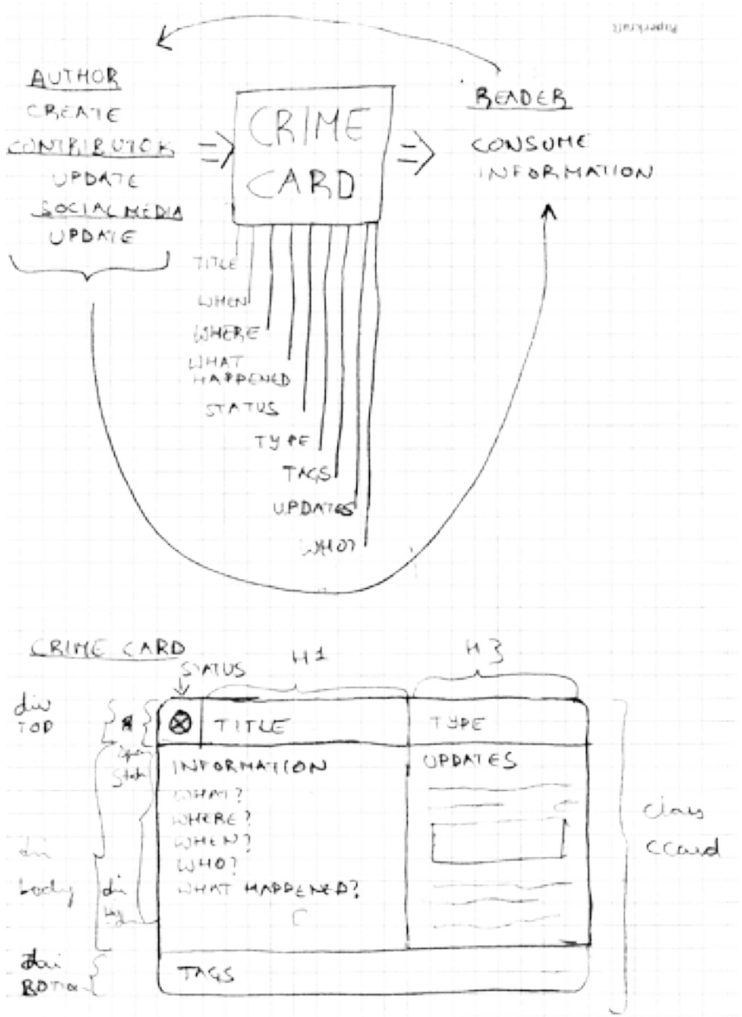
at Fields of View, Bangalore with Onkar Hoysala, Harsha K, Murali Krishna and Bharath Palavalli

Purpose of the platform

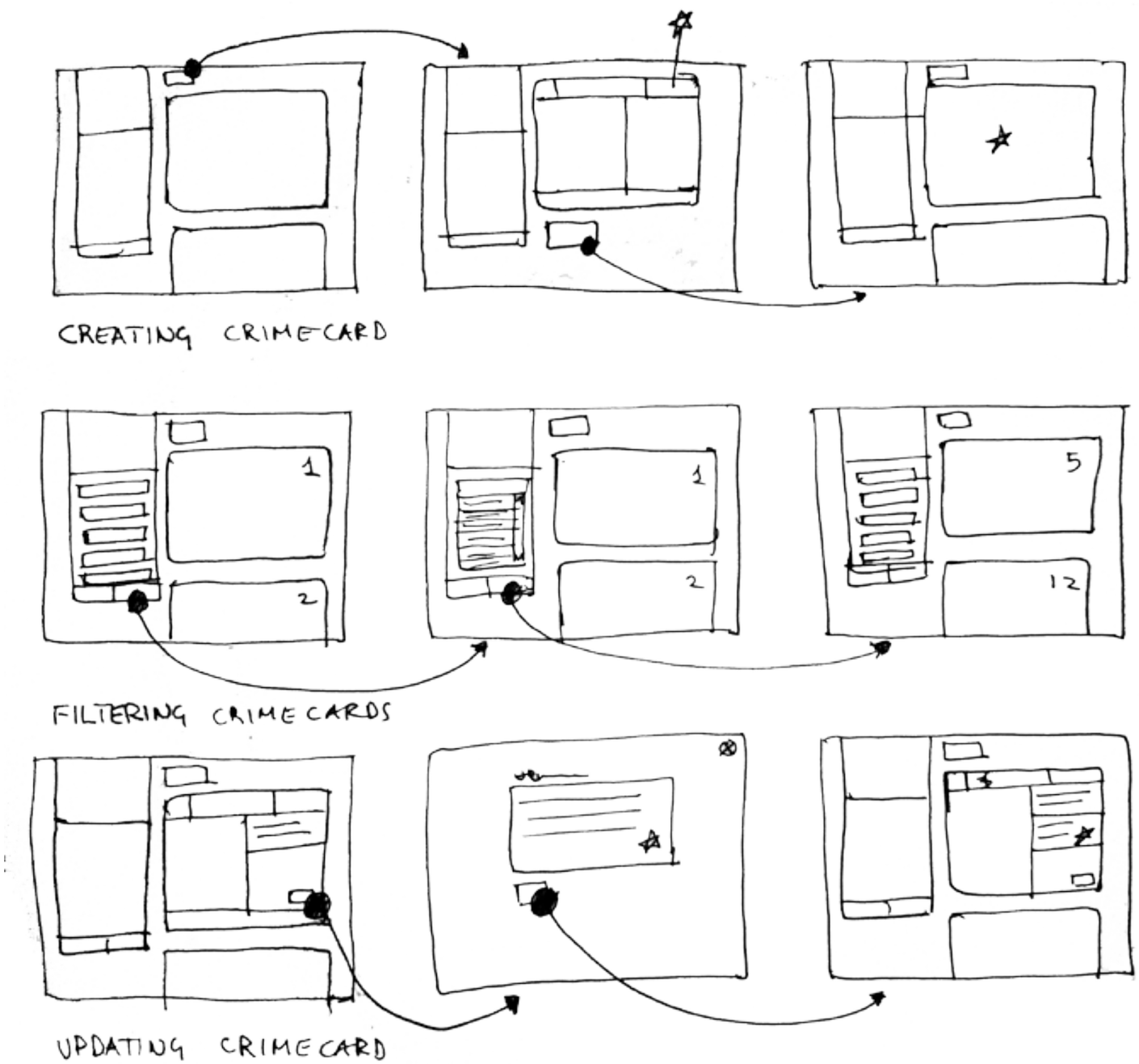
Unforget is a platform to report updates on the aftermath of crimes against women. It is an effort to help track the process of the aftermath of a crime.



Conceptualisation

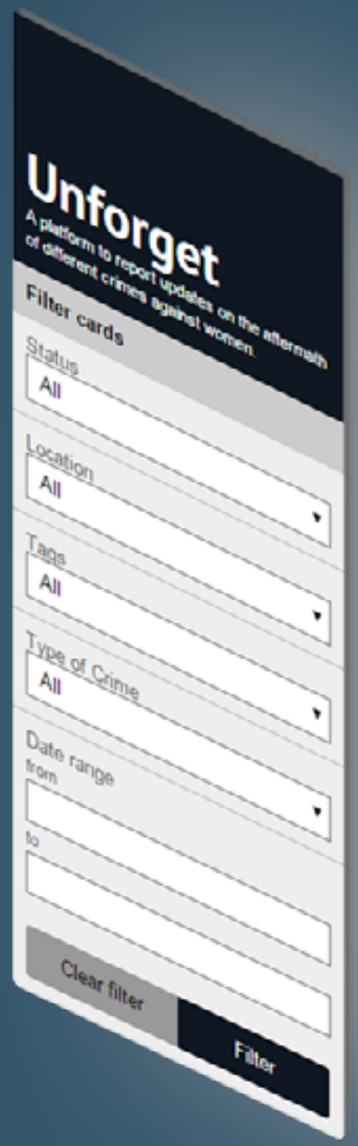


Cognitive walk-through sketches



Anatomy of a Crime Card

Unforget aims keep records of crimes through crime cards. Crime cards are records of crimes that receive updates. Each of these cards contains information on the crime, status of the crime, type of the crime and an update section.



View controller

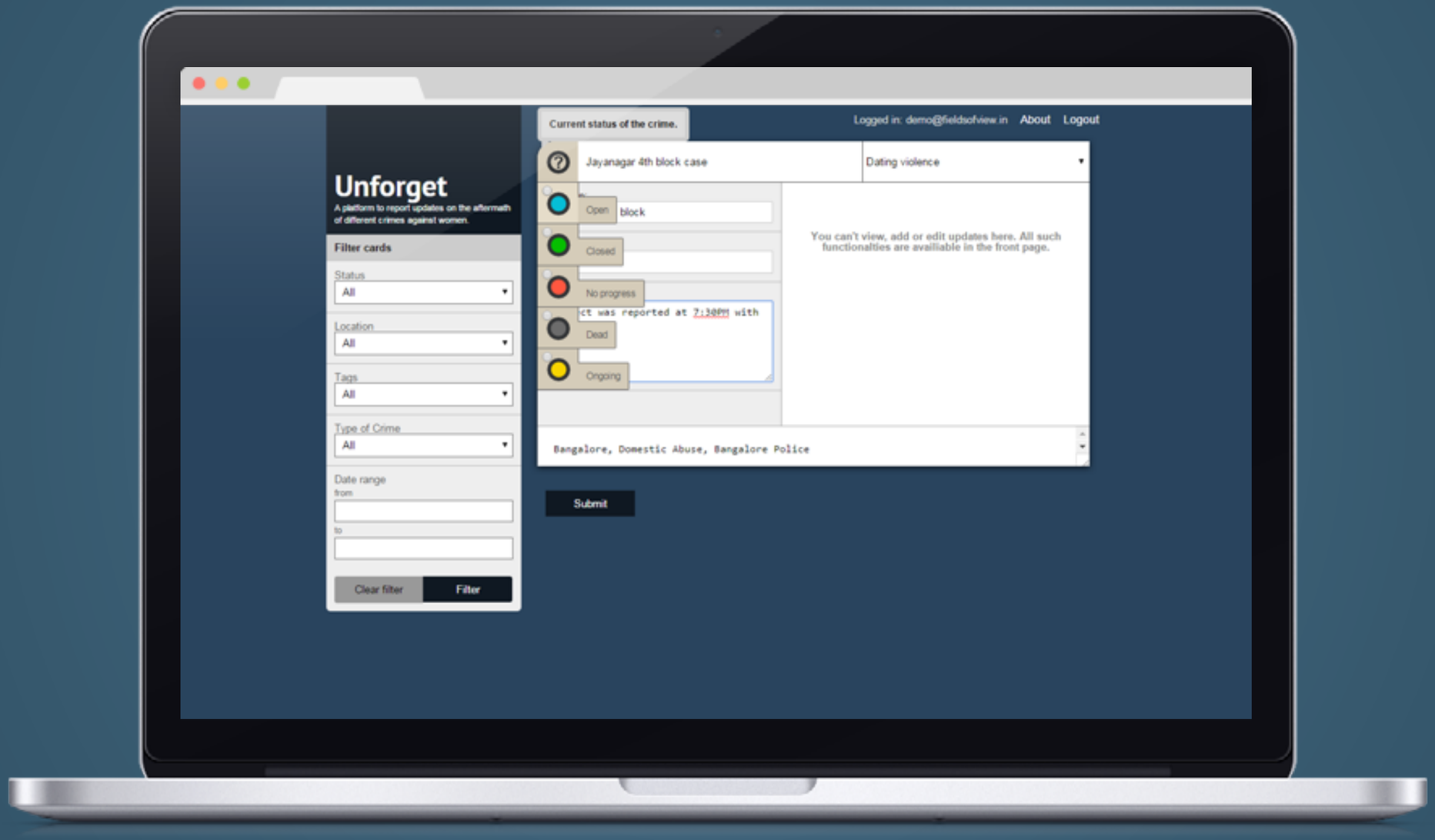
As a way to search/sort/filter through the cards, the access controller provides parameters that can be chosen or changed to change the way cards are displayed.

Cards

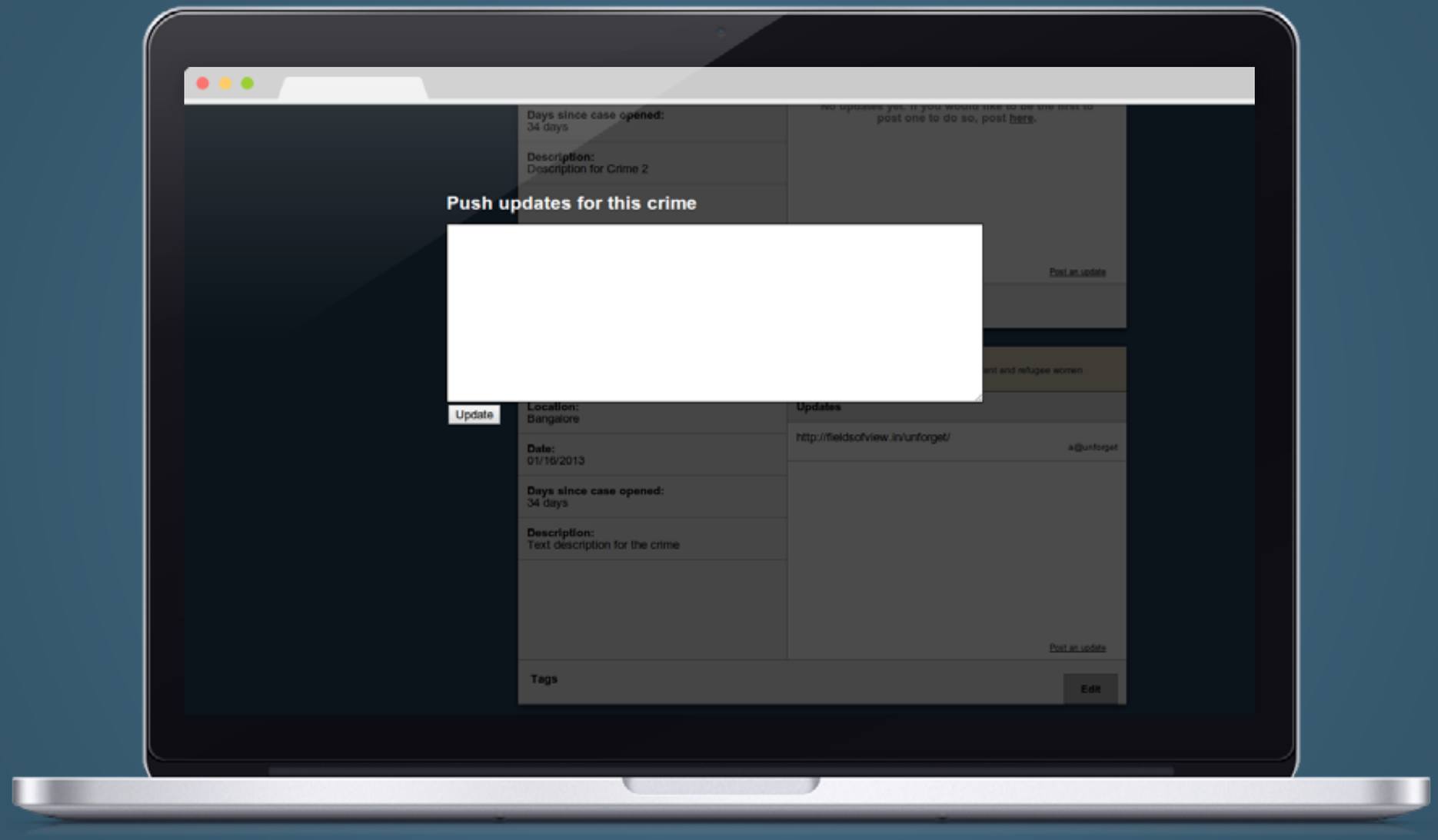
The most recent crime card is displayed on top as a default but using the view controller, the card display can be altered.

Platform view

Creating crime card

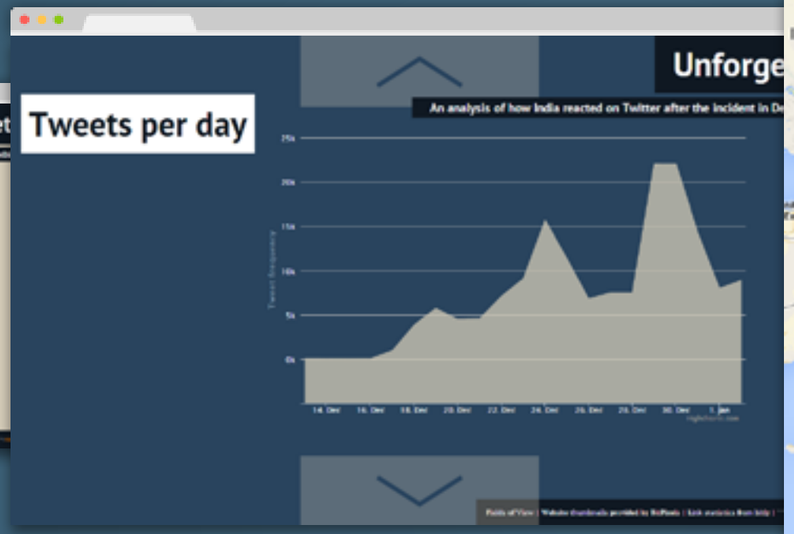


Updating crime card



Interactive infographic

An interactive infographic to explain the need for the platform.



02.

Fields of View

Branding for a not-for-profit research organization

at Fields of View, Bangalore

Logo

Satellite

Fields of View

Logo by Tejas Pande

Typography

PT Sans

Titles

First level Headings

Droid Serif

Body level Headings

First Level Body text

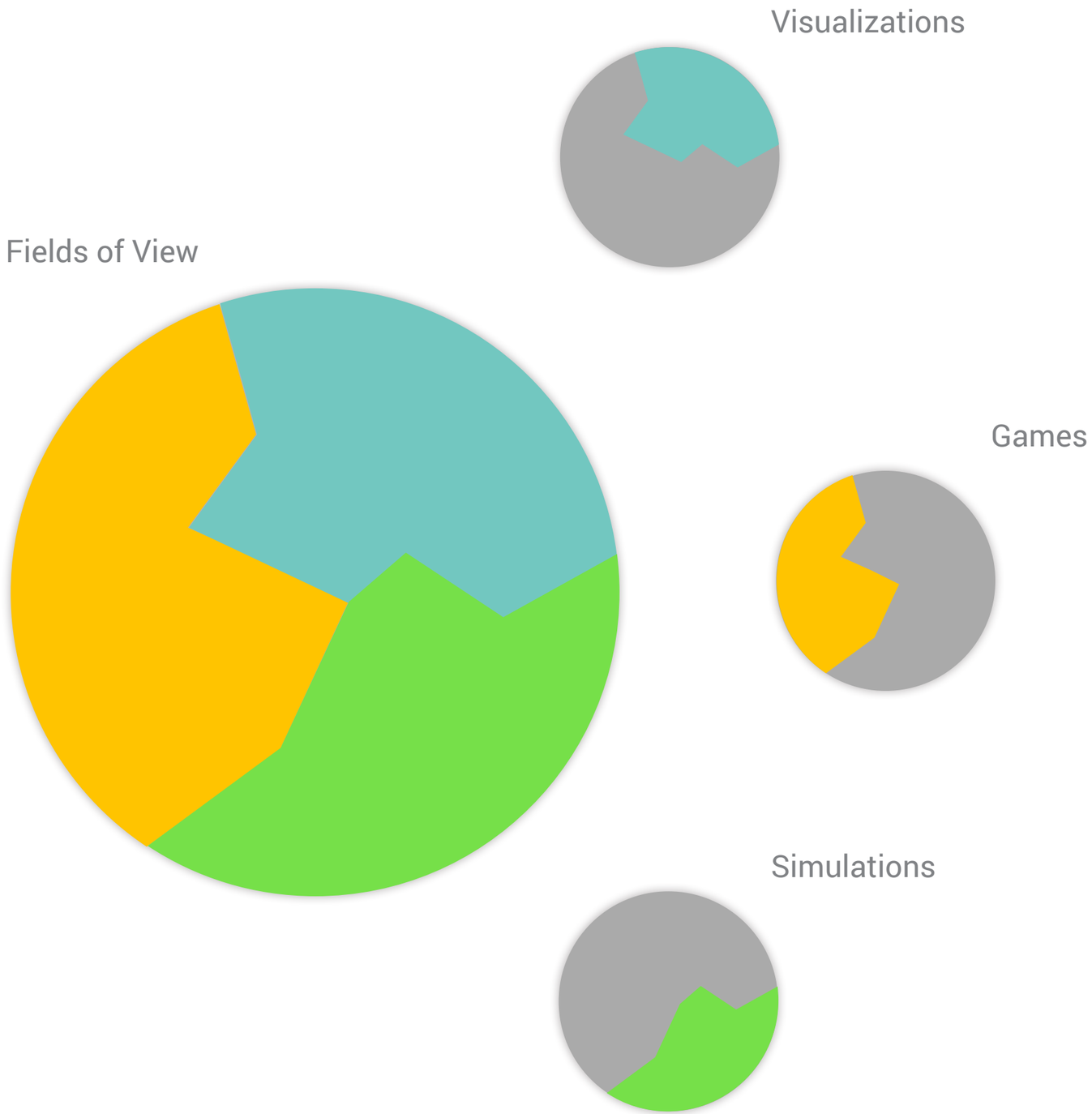
Second level Body text

Free Sans

Side Notes

Legs

Fields of View's three focuses, Games, Simulations and Visualizations are represented as three parts of a sphere that fit together to form a cohesive organizational focus.



Icons

Fields of view uses an array of tools to enhance certain capabilities in specific areas. These icons and color codes help Fields of View communicate them across their projects.

Learning & Education

Decision Making

Participatory Processes

Capabilities

Games

Visualizations

Simulations

Tools

Urban Systems

Public Safety & Security

Areas

Business Cards

Embracing the disparate disciplines and perspectives that Fields of View houses, each member of the organization is provided with a set of color options for their business cards.

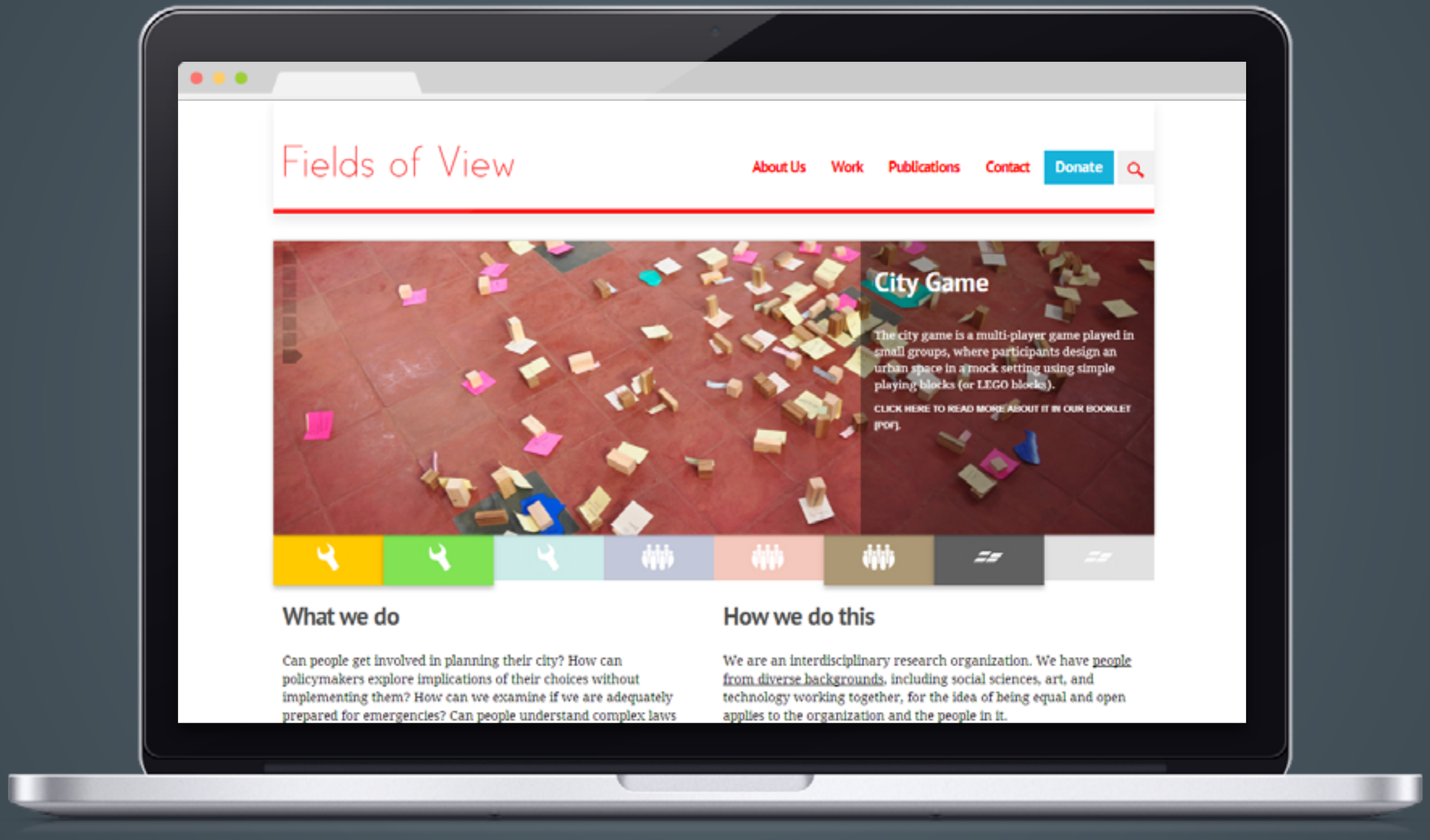
Promotional Brochure Pack

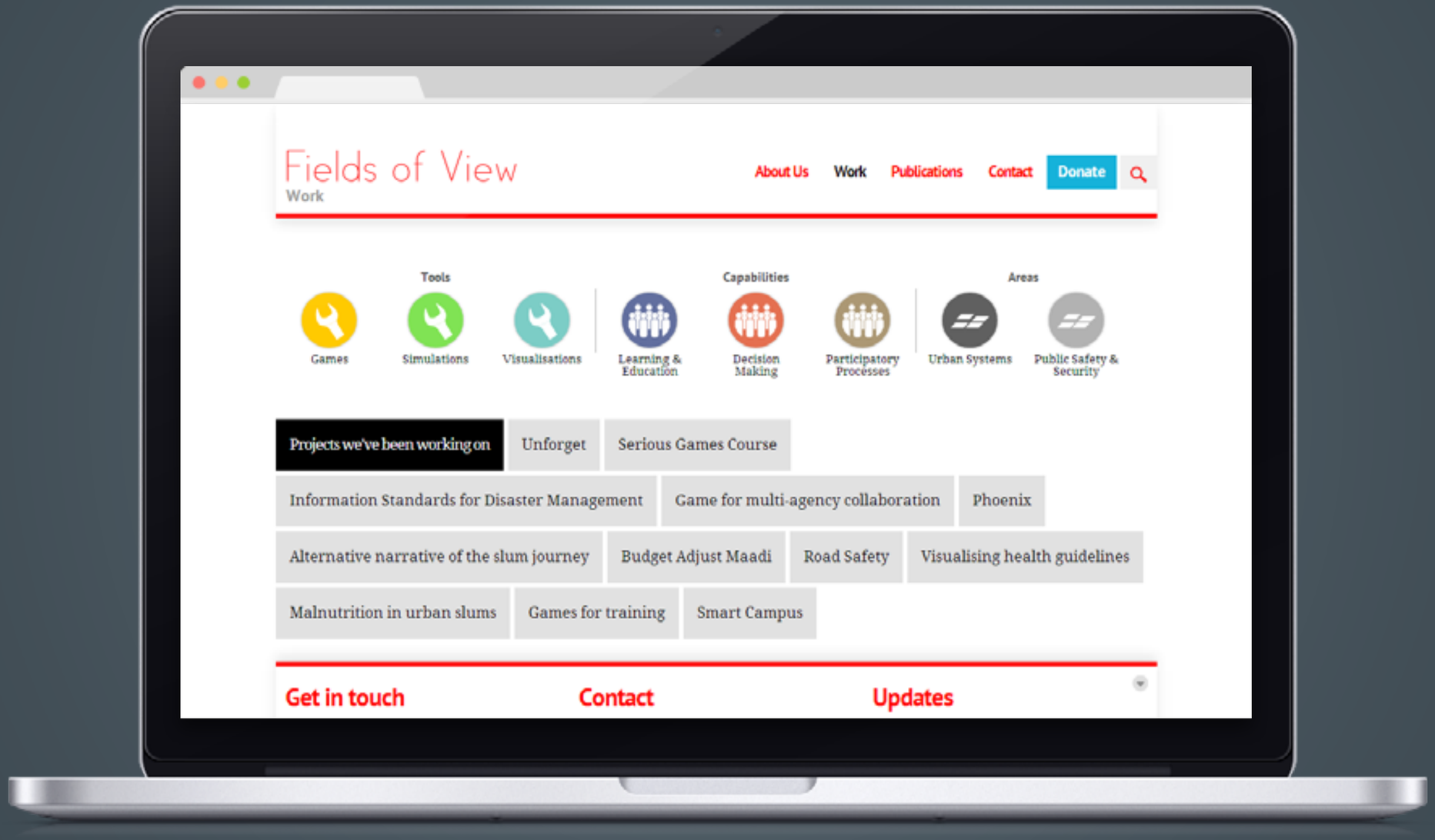
Designing the website

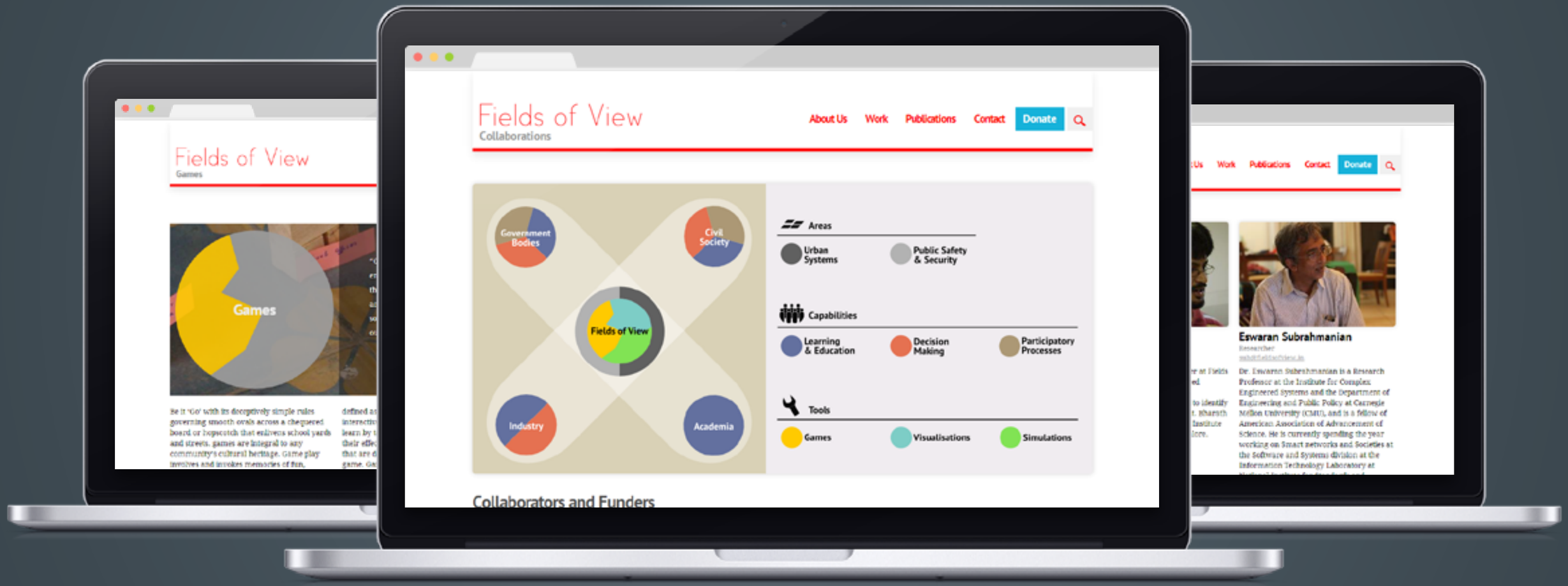
Pen and paper wire-frames

Digital mock-up options

Final design and deployment




Fields of View
Work
About Us
Work
Publications
Contact
Donate
Tools
Capabilities
Areas
Games
Simulations
Visualisations
Learning & Education
Decision Making
Participatory Processes
Urban Systems
Public Safety & Security
Projects we've been working on
Unforget
Serious Games Course
Information Standards for Disaster Management
Game for multi-agency collaboration
Phoenix
Alternative narrative of the slum journey
Budget Adjust Maadi
Road Safety
Visualising health guidelines
Malnutrition in urban slums
Games for training
Smart Campus
Get in touch
Contact
Updates


Fields of View
Games
Be it 'Go' with its deceptively simple rules governing smooth orbits across a chequered board or hopscotch that enlivens school yards and streets, games are integral to any community's cultural heritage. Game play involves and invokes memories of fun,
Fields of View
Collaborations
About Us
Work
Publications
Contact
Donate
Government Bodies
Civil Society
Industry
Academia
Fields of View
Areas
Urban Systems
Public Safety & Security
Capabilities
Learning & Education
Decision Making
Participatory Processes
Tools
Games
Visualisations
Simulations
Collaborators and Funders
Work
Publications
Contact
Donate
Eswaran Subrahmanian
Researcher
Dr. Eswaran Subrahmanian is a Research Professor at the Institute for Complex Engineered Systems and the Department of Engineering and Public Policy at Carnegie Mellon University (CMU), and is a fellow of American Association of Advancement of Science. He is currently spending the year working on Smart networks and Societies at the Software and Systems division at the Information Technology Laboratory at

03.

Watch Eleven

Watch Eleven is a fresh take on the concept of a smart watch. It abandons the treatment of a smart watch as a shrunken smart-phone and views it not as a replacement to the phone but a seamless and practical extension to it. Watch Eleven is primarily a watch that has rich capabilities. This project explores the interaction language of Watch Eleven.

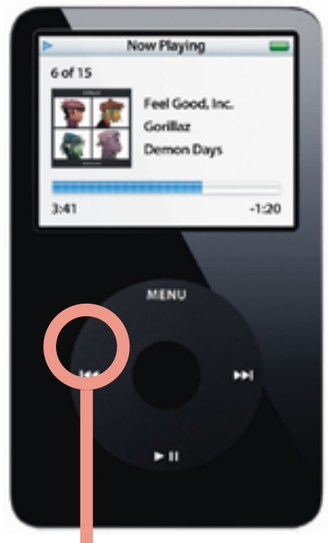
Inspirations

The design of Watch Eleven was inspired by the low energy backlit display on the Kindle Paperwhite, the Jogwheel navigation on the iPod and the case and strap design from the Braun watch.

Amazon Kindle Paperwhite

Backlit E Ink 212 PPI Display

Apple iPod Video

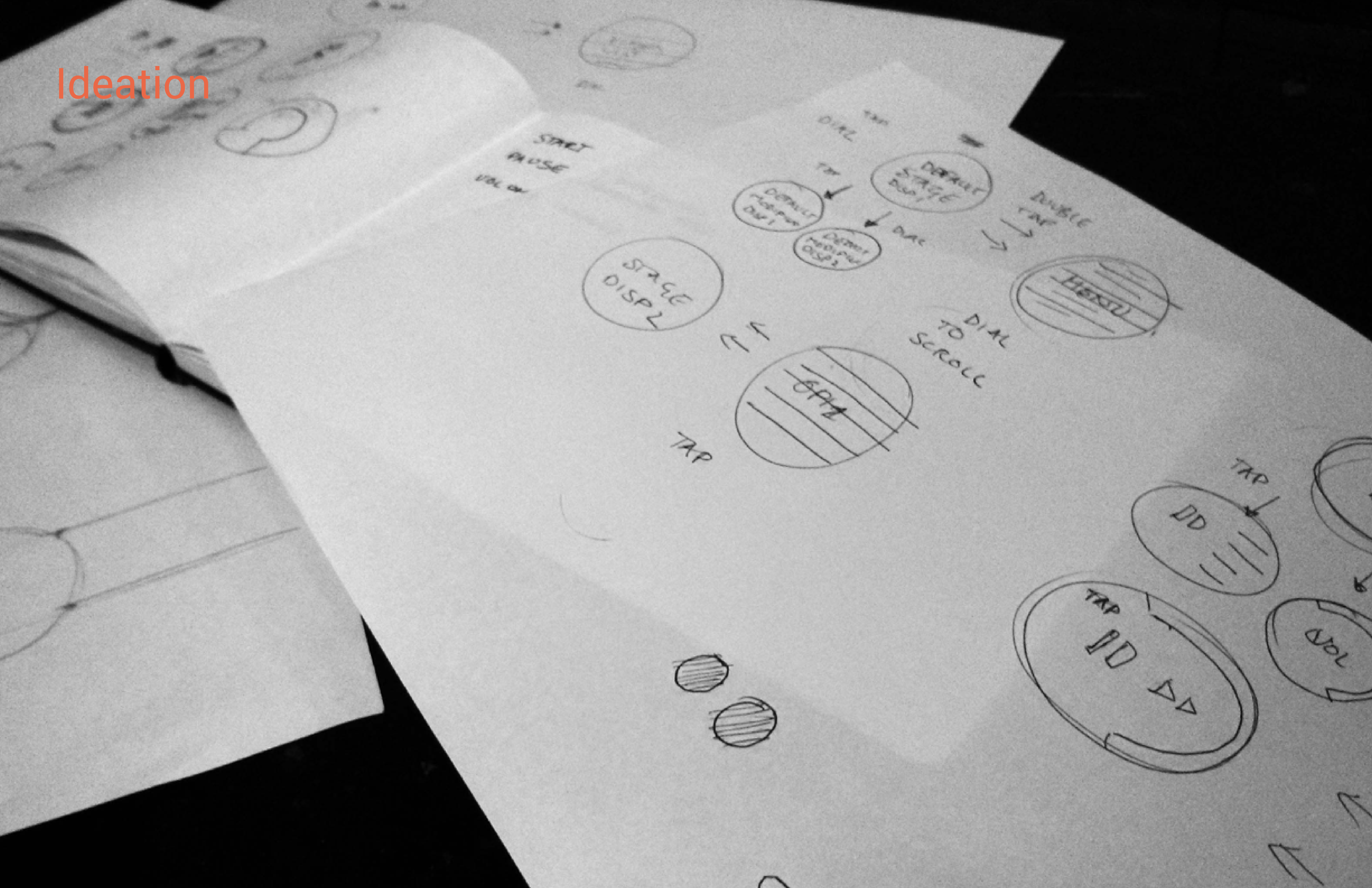


Jogwheel for navigation

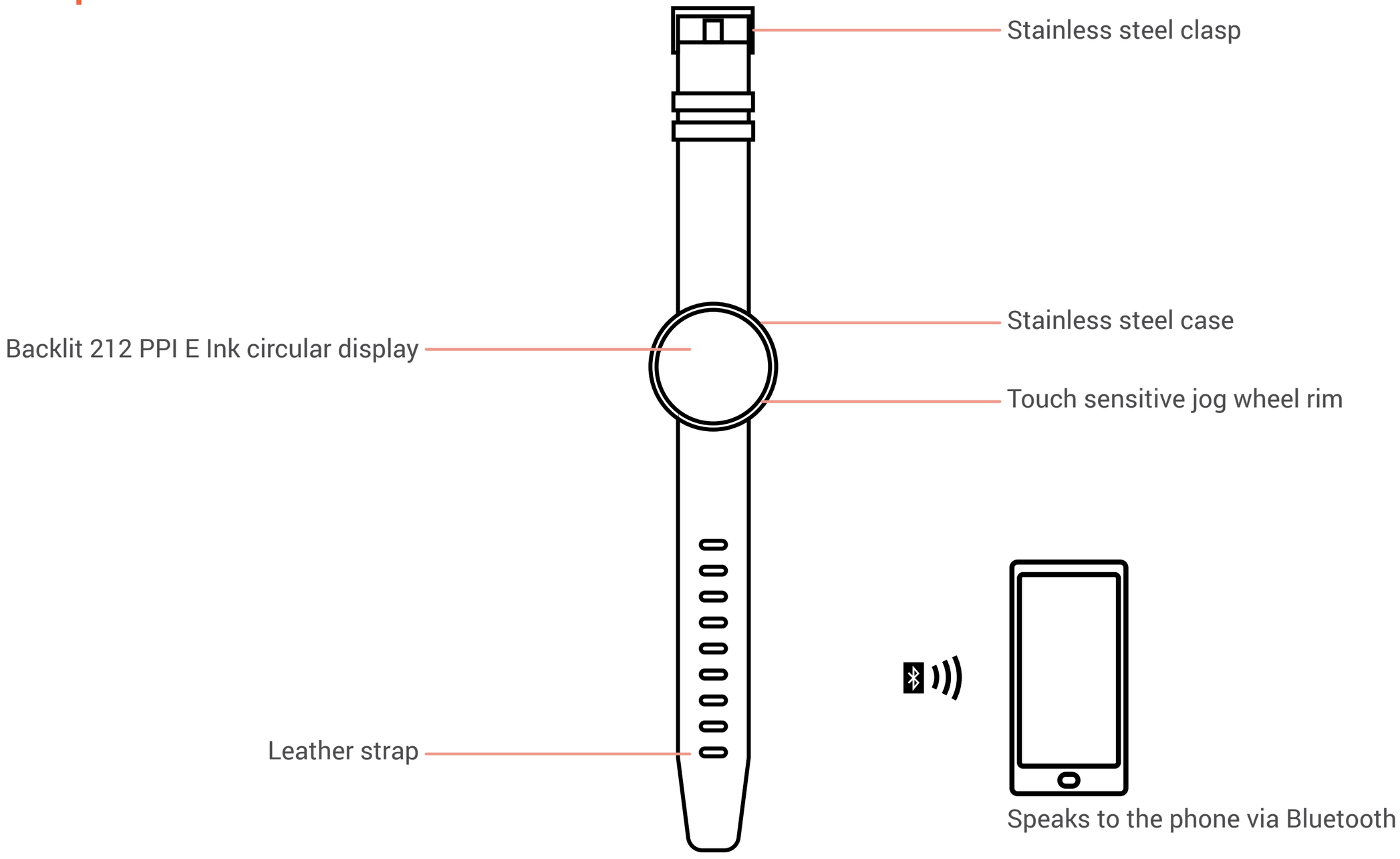
Braun BN0021

Minimalist case design

Ideation


START
PAUSE
STAGE DISPL
DIAL TO SCROLL
DOUBLE TAP
TAP
DIAL
MENU

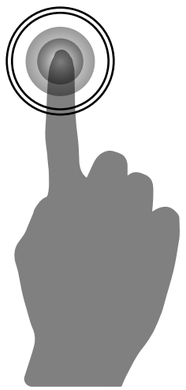
Concept


Stainless steel clasp
Stainless steel case
Touch sensitive jog wheel rim
Backlit 212 PPI E Ink circular display
Leather strap
Speaks to the phone via Bluetooth

Hardware Interaction Language

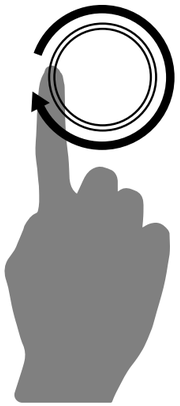
Tapping

Single tap

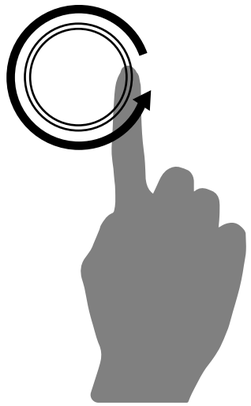


Double tap

Dialing

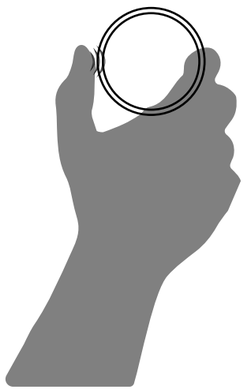


Dial forward



Dial back

Pressing

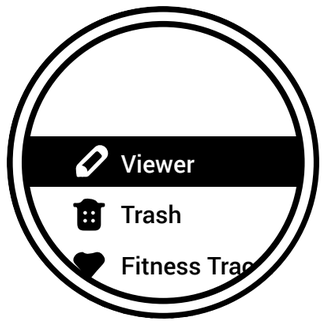


Go back

Software Interaction Language: Modes

The watch exists in one of three modes. Context change among these modes happen using tapping, dialing and pressing.

Base mode

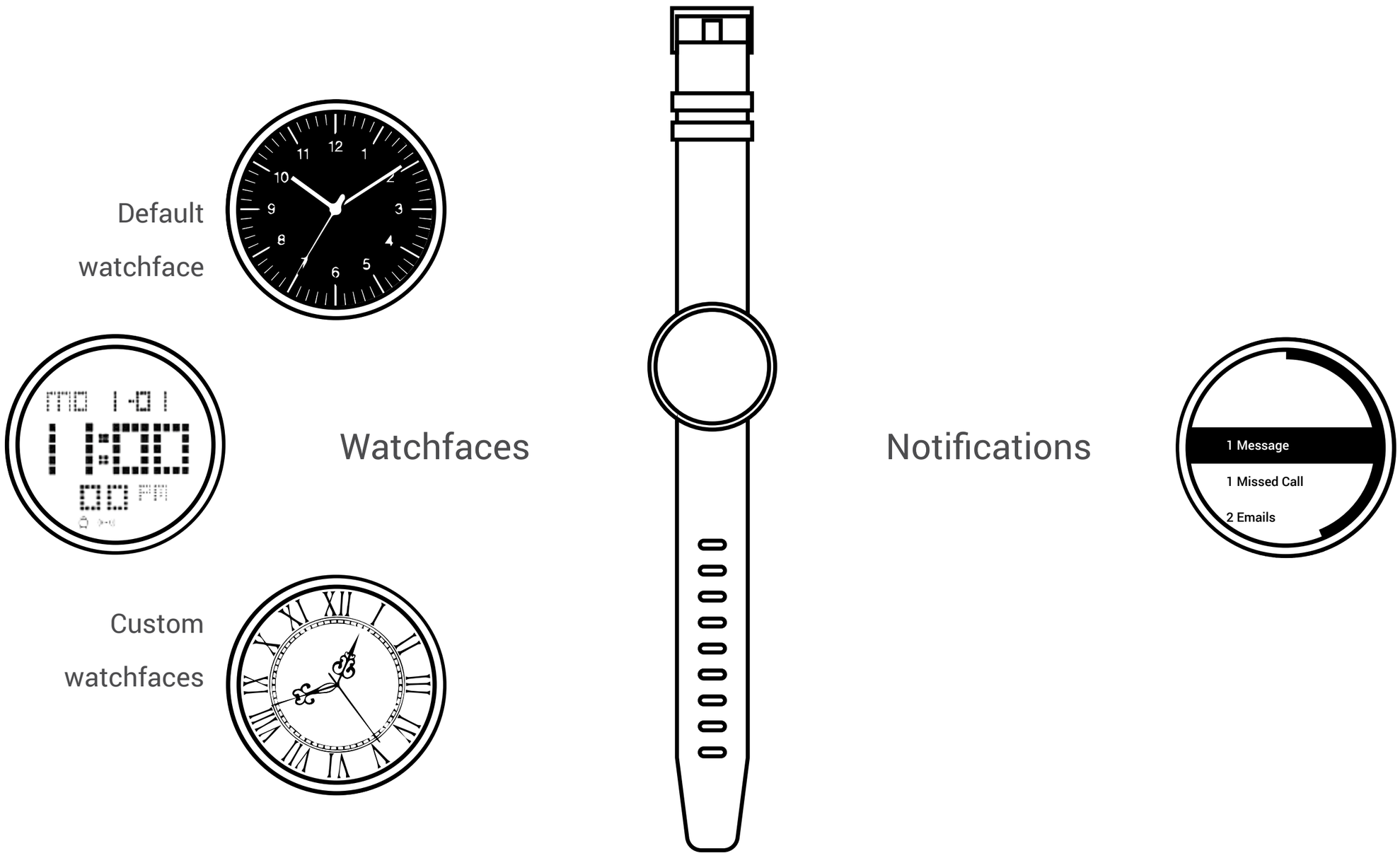


Navigation mode

App mode

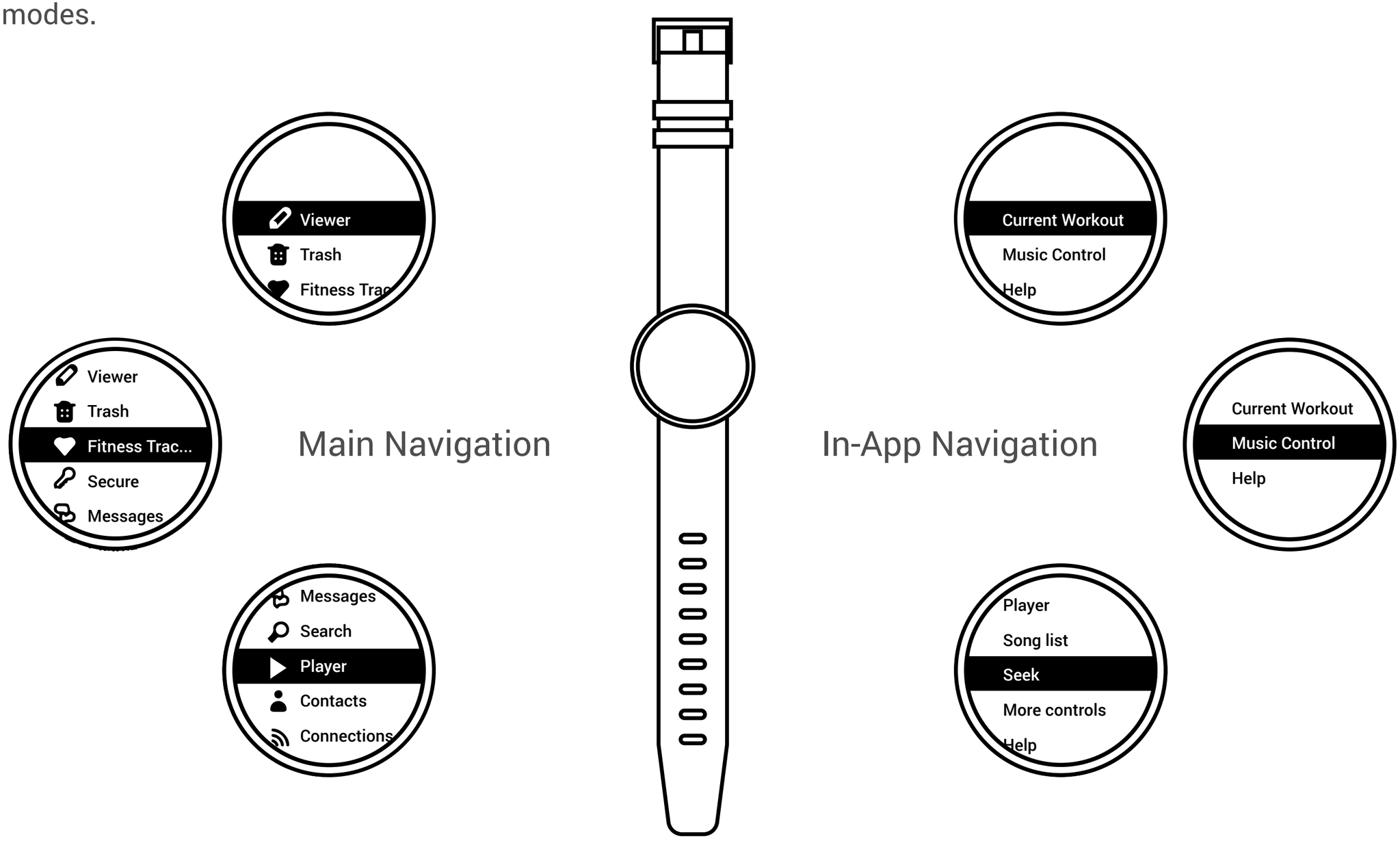
Base mode

Base mode consists of a watch face and a notification center



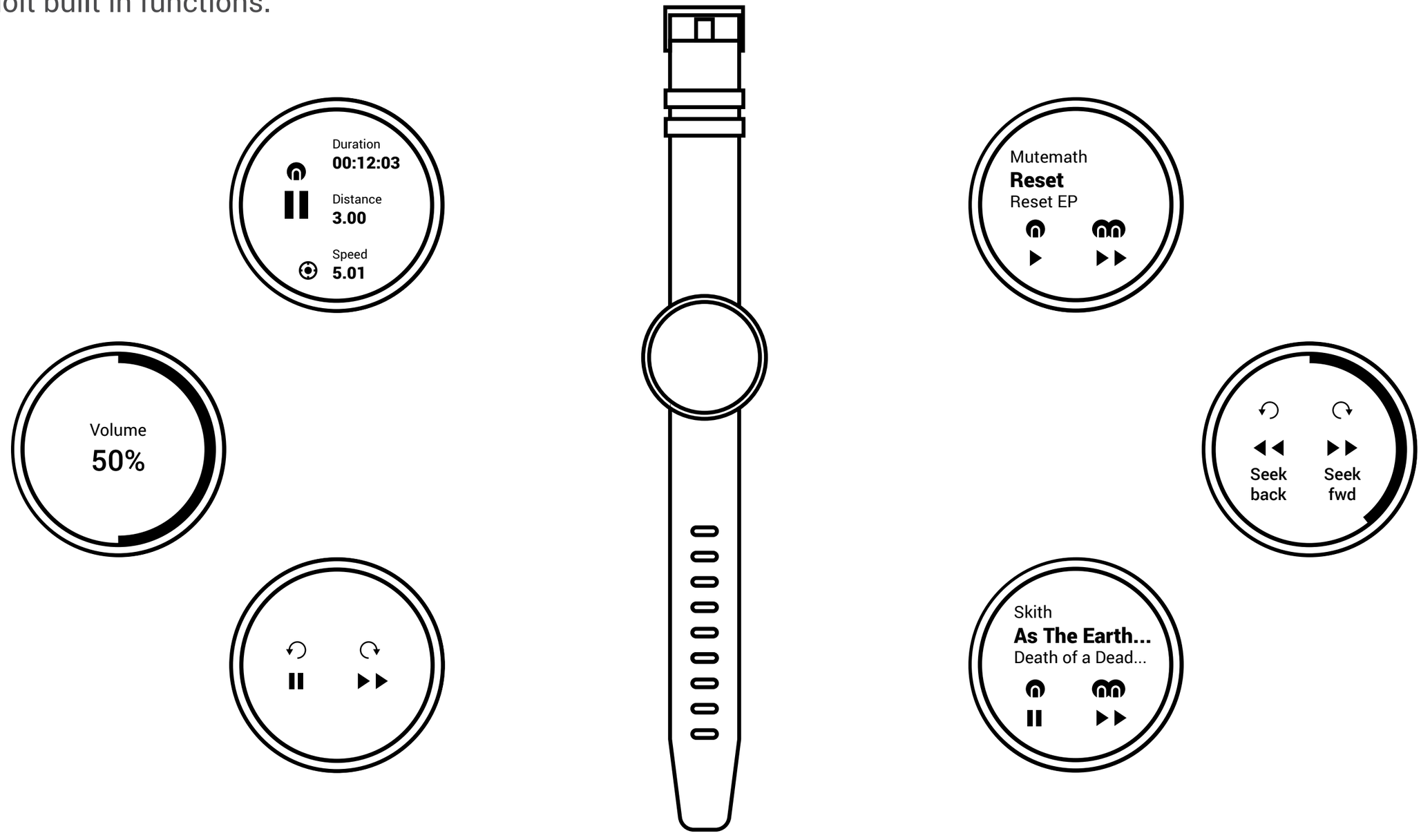
Navigation mode

The navigation mode is a transitionary mode that transfers the user across different modes.



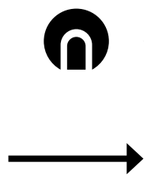
App mode

The App mode allows access to controls on the smart-phone and also a features that exploit built in functions.

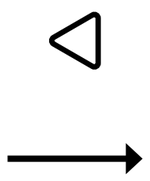


Interaction walk-through: Notifications

Base: Watch

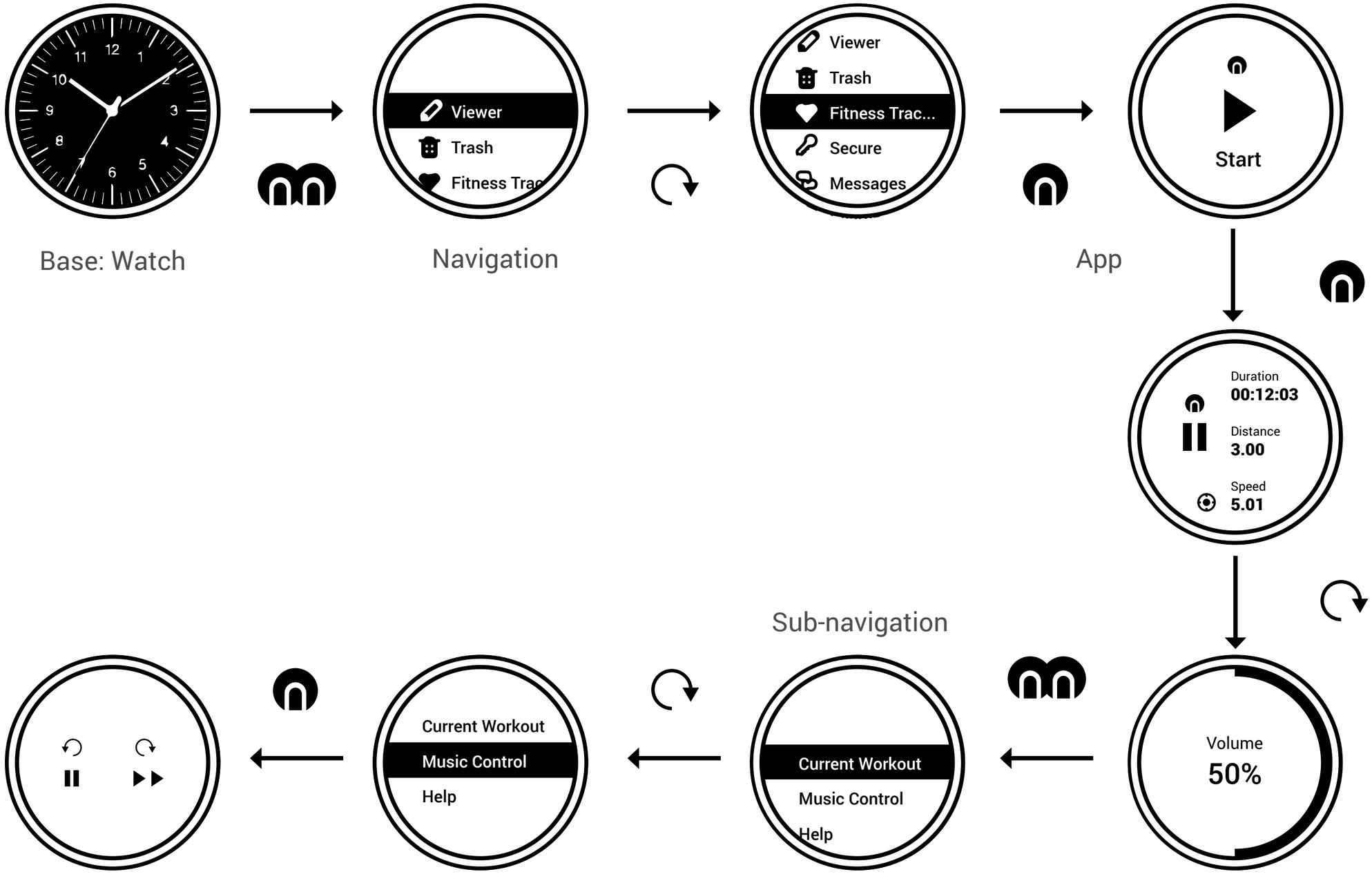


Base: Notifications



Base: Watch

Interaction walk-through: Fitness Tracker Control



Thanks for watching.

That was a journey through three of my projects.

I’ve also worked on

Redesign of the modern drive-thru system that focuses on perceived speed, usability and customers experience more than speed and efficiency.

Interface for a game to model the power exchange part of electricity market.

A simple time logging web application that allows you to track time while you work.

Find other projects at

http://behance.net/amarchadgar or http://amarchadgar.com

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Amar Chadgar