Hi, I'm

I'm a Product Designer

My expertise is UI/UX, interaction design and VR simulations.
Sometimes on books, sometimes on movies, but everyday on my pets. ☺
Click each button to see my projects.

Design Systems

Interaction Design

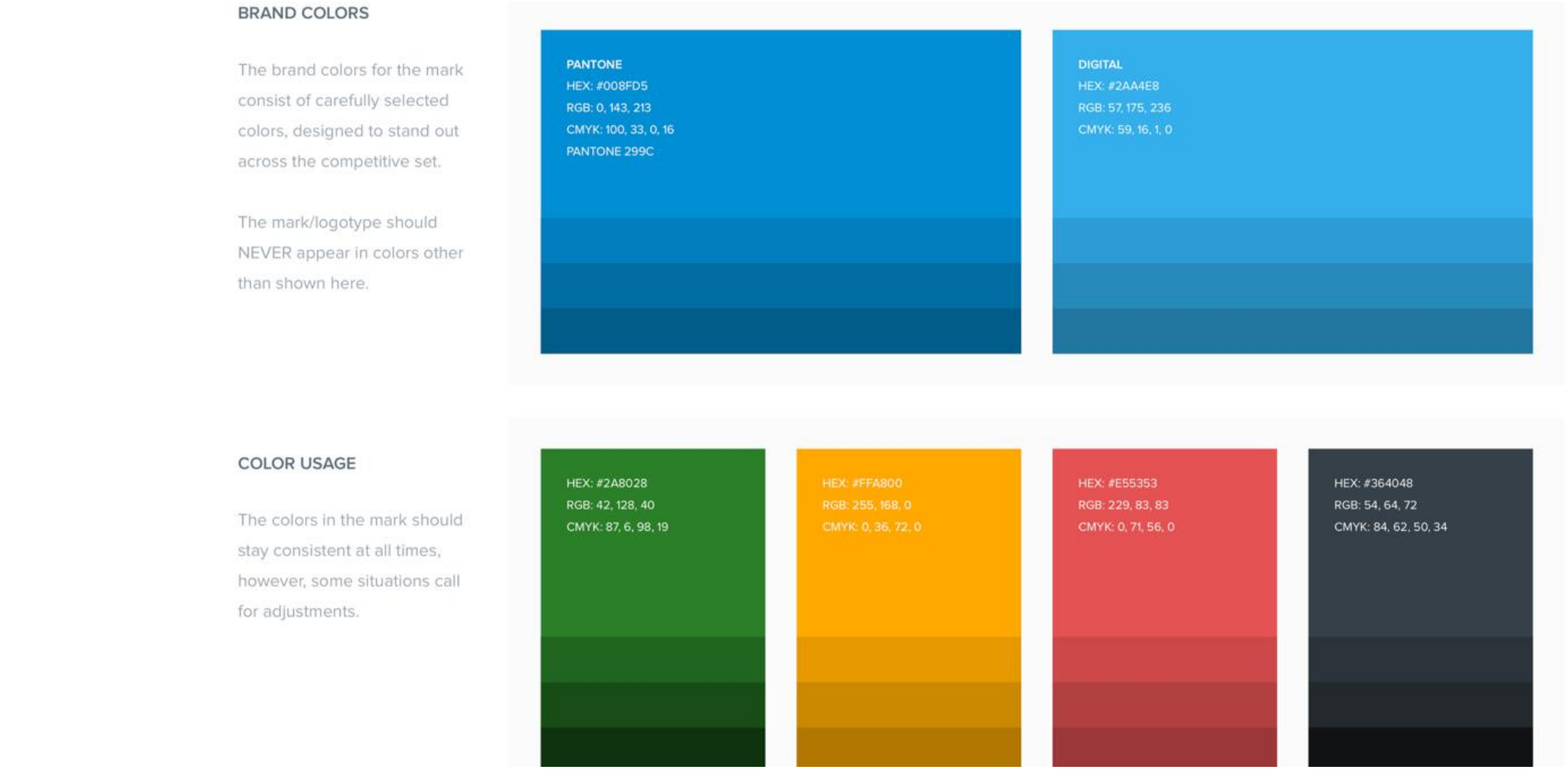
Web Design & Dev't

UI/UX Design

UX Research and Prototyping

eLearning Design & Dev't

Learning Platform (2020-2022)



Design System Project

Product

We are developing a new LMS from scratch, so we have to work with stakeholders for UX research, marketing team for the brand guidelines, and IT team for the development.

My Role

As the product manager and product designer, I worked with Brand to develop a design system following the existing brand guidelines and product UI. Then, I designed mockups and prototypes on a per module basis.

VR Website (2019)

Logos

DIWA

DIWA VIRTUAL FIELD TRIPS

DIWA Innovation in Education

GENYO e-Learning

Text Styles

	Font Family	*Font Color*
Header	**Source Sans Pro Bold, 44pt**	**#0000**
Subheader	Source Sans Pro Regular, 30pt	#5555
Navigational links	Source Sans Pro Regular, 30pt	#5555
Footer	Source Sans Pro Regular, 20pt	#5555
Buttons	Source Sans Pro Regular, 30pt	#FFFFFF
Blurb	Source Sans Pro Regular, 30pt	#5555

Buttons

Height: 165 px
Width: 538 px
Curve: 175 px

Image Thumbnail Size

Height: 302 px
Width: 302 px

Design System Project

Product

Once the VR tours were developed, we needed a website to easily access all the tours in one place. This responsive website showcases more than 50 VR tours in the Philippines and abroad.

My Role

As the product manager and product designer, I used the design system for the VR tours to develop the VR website and still follow the Brand guidelines.

VR Tours (2017-2019)

Color styles

RGB: 22,18,71
HSL: (244.53,59.55%,17.45%)
Hex: #161247

RGB: 255,255,255
HSL: (0,0%,100%)
Hex: #FFFFFF

Text Styles

Destination Icon	**Myriad Pro Bold, 28pt**
Info Text	Tahoma Regular, 45pt
Question Text	**Tahoma Bold, 45pt**
Assessment Text	**Tahoma Bold, 30pt**
Reference Text	Tahoma Regular, 25pt

Cards

Info Cards
Height: 640 px
Width: 720 px
X: 360 px
Y: 324 px

History Cards
Height: 640 px
Width: 1500 px
X: 360 px
Y: 324 px

Reference Cards
Height: 640 px
Width: 1355 px
X: 360 px
Y: 324 px

Navigational Icons

Viewing and audio icons

Info icons

Homepage

Design System Project

Product

As we are looking to innovate our eLearning modules, we developed 2D VR tours to enhance the student's engagement on our learning platform.

My Role

As the product manager and product designer, I prioritized features that would enhance student engagement, designed the UI and UX , and developed the design system and 2D VR tours.

eLearning Module (2014-2015)

TYPOGRAPHY

Font Family

Lato (Body)

Lato Light (Headers / Sub-Headers)

Lato Black (Headers / Sub-Headers)

Bullet Lists

- List 1
- List 2
- List 3
- List 4

COLORS

COMMON

Body Text	R:68 G:64 B:54
Sub-Topic Headers / Concept Emphasis	R:0 G:112 B:192
Topic Header	R:122 G:114 B:97

THEME (POWERPOINT)

Text/Background – Dark 1	R:68 G:64 B:54	Accent 3	R:111 G:125 B:155
Text/Background – Light 1	R:255 G:255 B:255	Accent 4	R:255 G:192 B:0
Text/Background – Dark 2	R:40 G:86 B:136	Accent 5	R:212 G:218 B:232

ICONOGRAPHY

Navigation

- Play Audio
- Unused (Video)
- No. of pages *(use for texts that span more than one page)*
- Unused (Previous Page)
- Unused (Next Page)
- Unused (Save)
- Unused (Browser/Web?)

Notifications

- Unused (Do not do this!)
- Unused (Before you attempt!)
- Unused (Reminder!)
- Unused (Time based)
- Unused (Warning!)
- Unused (No Access yet)

Symbols

- Unused (Browser)
- Unused (Reading)
- Unused (Activity - PC)
- Unused (MCQ / Survey)
- Unused (Activity – Mobile Device)
- Unused (Text Based – Input?)
- Unused (Idea / Did you know?)

Design System Project

Product

We have developed various eLearning modules that engages interactivity online for grades 1-10.

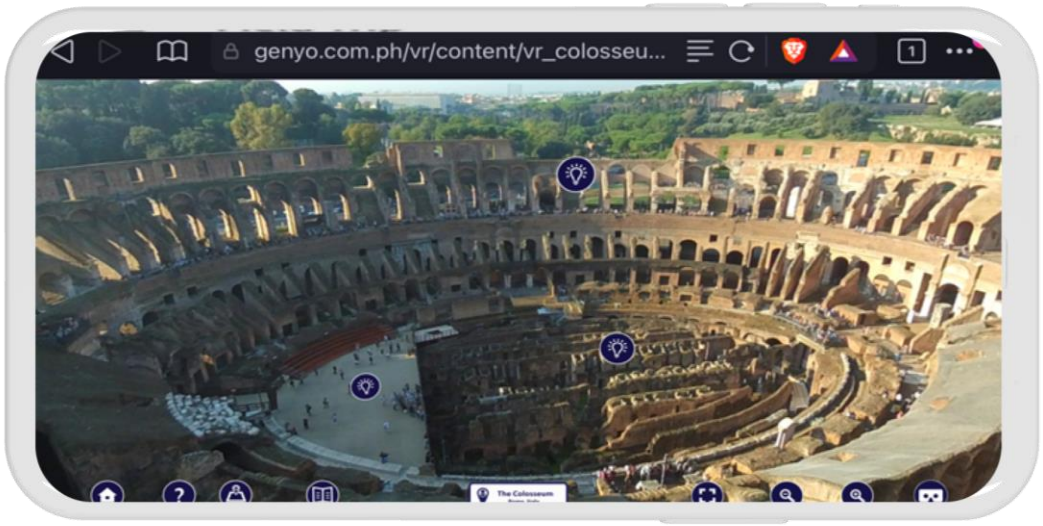
My Role

As the instructional designer, I worked with the eLearning team to develop the content style guide. This style guide served as the reference for all designers and developers for prototyping and development.

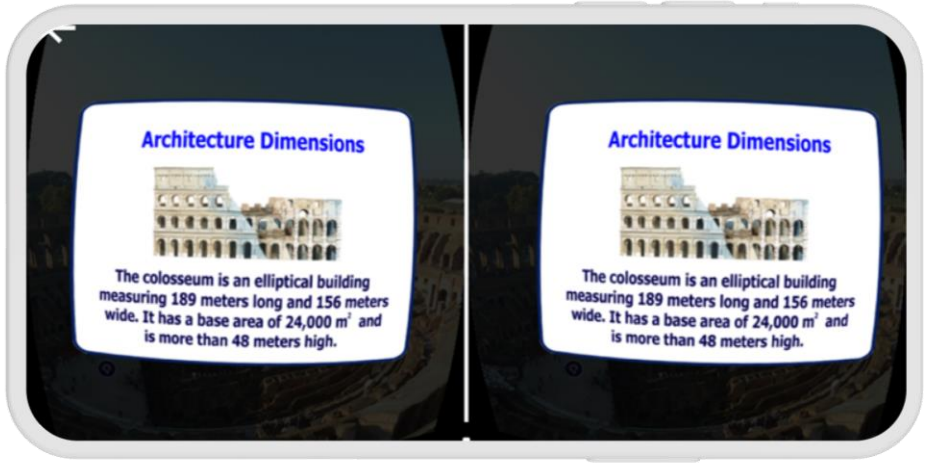
Virtual Tours

VR Colosseum (genyo.com.ph)

Desktop view



Mobile View and VR view



Interaction Design Project

Problem

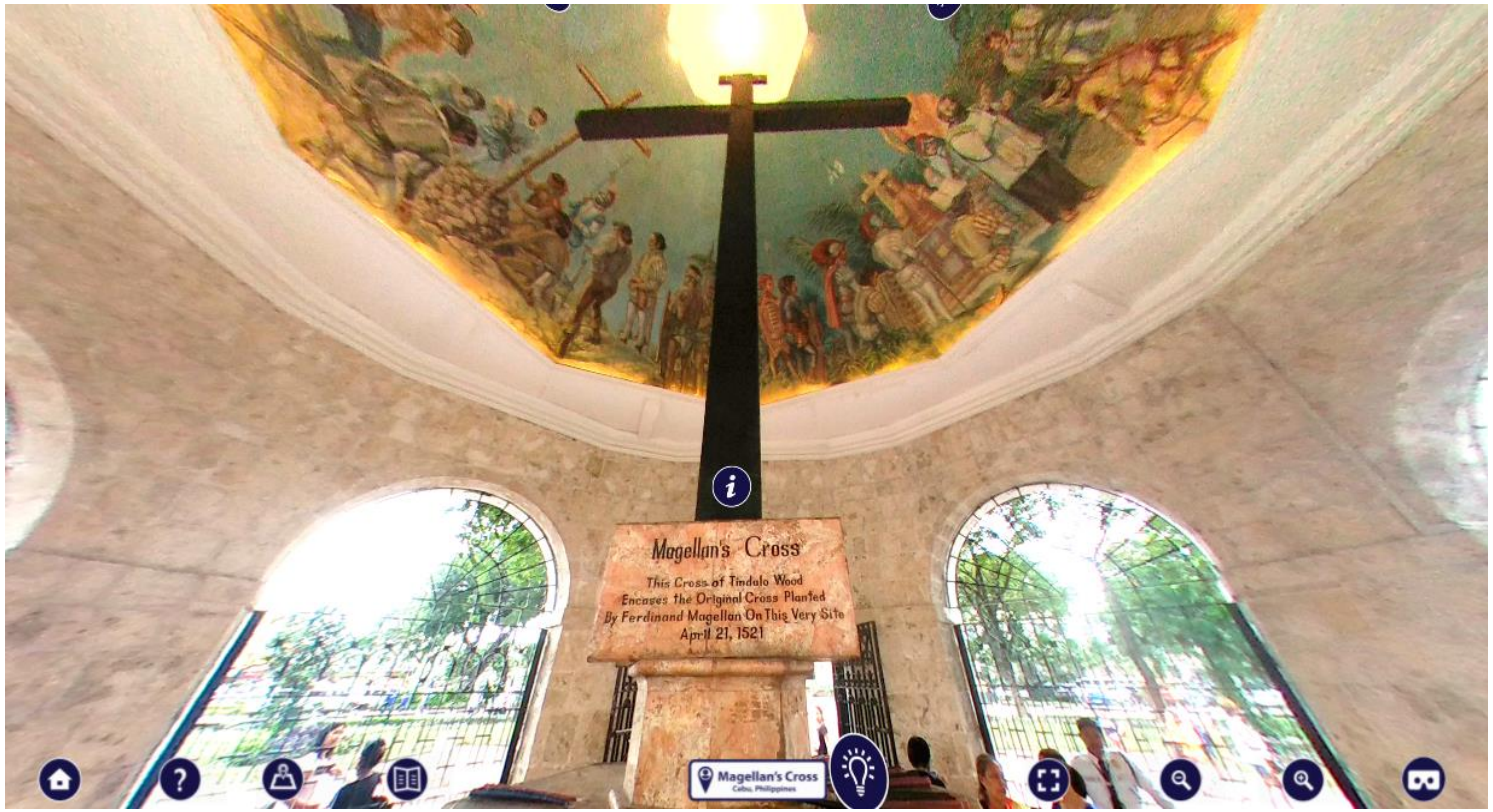
Our stakeholders wanted contents that are interactive to give them immersive experience while using our platform.

Solution

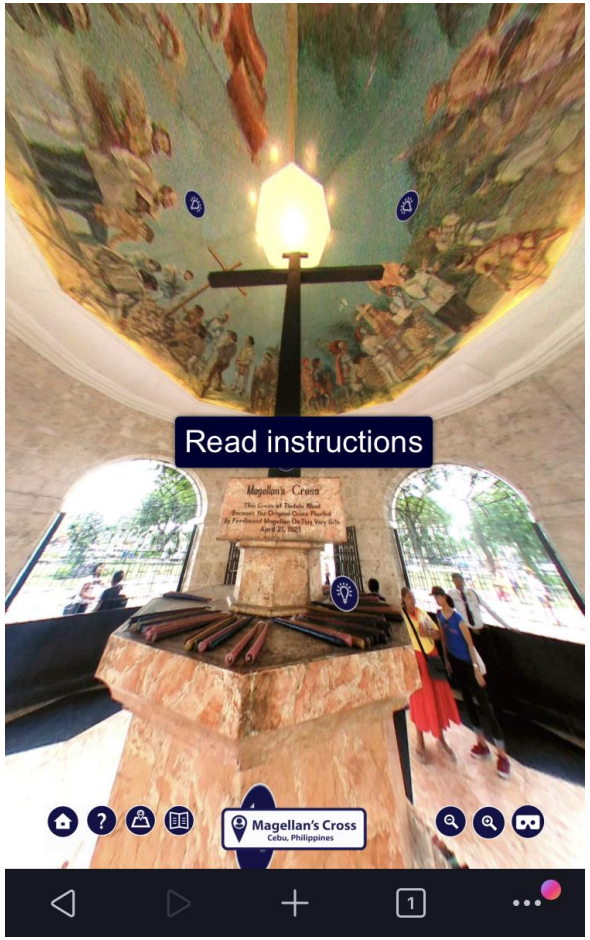
Developed virtual reality (VR) tours for immersive experience via cross-platform, with contents that allow learners to implement performance tasks using the information nuggets within the tour.

Virtual Tours

Desktop view



Mobile View



[VR Magellan Cross (genyo.com.ph)]

Interaction Design Scope

My goal was to use new technology in education sector. The challenge was to implement the VR tour as a teaching aid, with contents that can be used for discussion in Math, History, Science and etc.

After user research, I worked on the guidelines for developing the VR tours, then prepared the UI assets for the VR tour design. I was provided with 360 photos then I developed these into VR tours.

Virtual Tours

VR Rizal Park (genyo.com.ph)

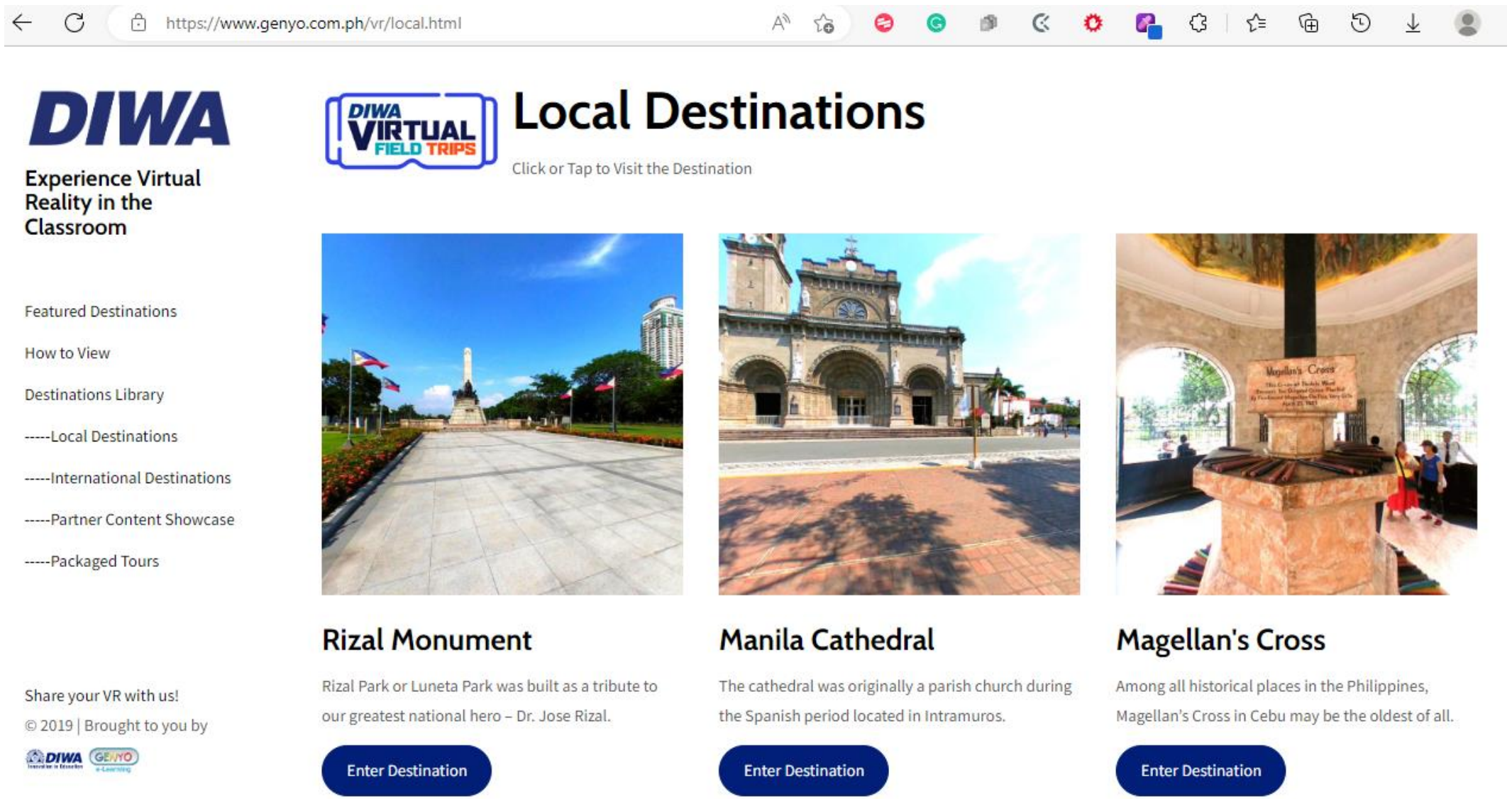
Interaction Design Process

Evaluate 360 photos » Research content and create storyboard » Develop a design system for buttons, info points and learning nuggets » Develop all resources into a virtual tour

Responsive Website

[Field Trip: VR Library (genyo.com.ph)](https://www.genyo.com.ph/vr/local.html)

*logo not mine



Web Design & Dev't

Problem

With more than 50 VR tours and linking each tour inside the learning platform takes time, management wants a seamless user experience for accessing all VR tours in one place.

Solution

Develop a responsive website that will house all VR tours created. This website should have easy navigation and put the focus on the tours available.

Responsive Website

How to View Destinations

CLICK AND DRAG

On your computer, use your mouse to click on the icons and drag anywhere on the screen to guide your point of view. You can watch a video, read the information icons or just explore. Make sure to use Google Chrome or Mozilla Firefox to maximize your exploration.

TAP AND ROTATE

If your device is gyroscope-enabled, tilt your device to change your point of view and rotate to move around the whole scene. But if not, don't worry! You can still tap one part of the scene and slide anywhere to explore. Double tap on the info icons to know more about the place. You can also pinch in or out to zoom your vision.

LOOK AROUND

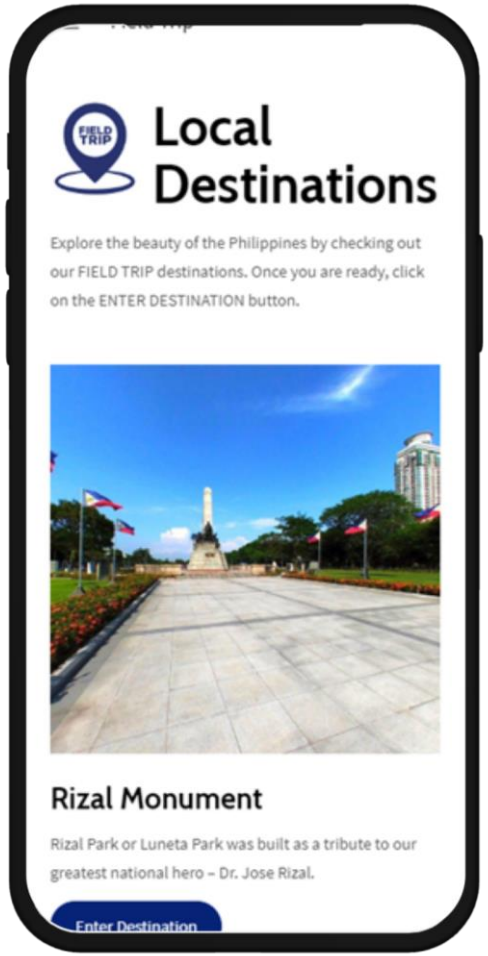
Immerse in virtual reality the best way -- using your VR headset or pocket VR with your smartphone. Tap on the VR icon, wear your VR headset, look around the area and immerse in the beauty of the Philippines. Want to check the info icons? Just stare on the icons located anywhere on the scene until the loading screen appears.

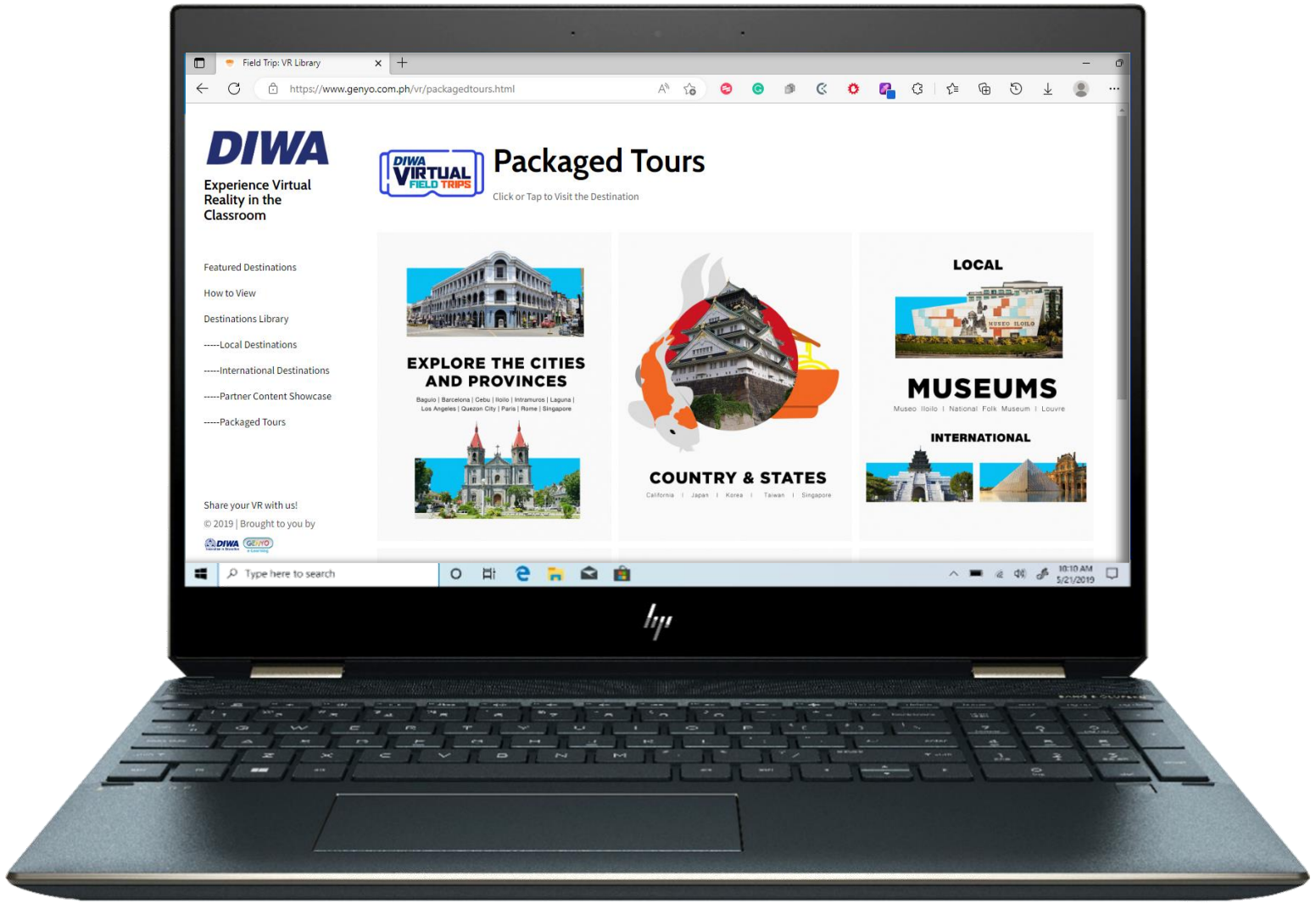
UX Design Scope

My design is to make the website easy to navigate, with the user's experience to focus on all the available tours they can choose from. Hence, I worked on a minimalistic, left menu website, where users can scroll indefinitely for tours they go into.

The challenge is to make this website available in desktop, laptop, mobile and VR mode. Hence, prototyping includes cross-browser and device testing before working on the codes with developers.

Responsive Website





UX Design Process

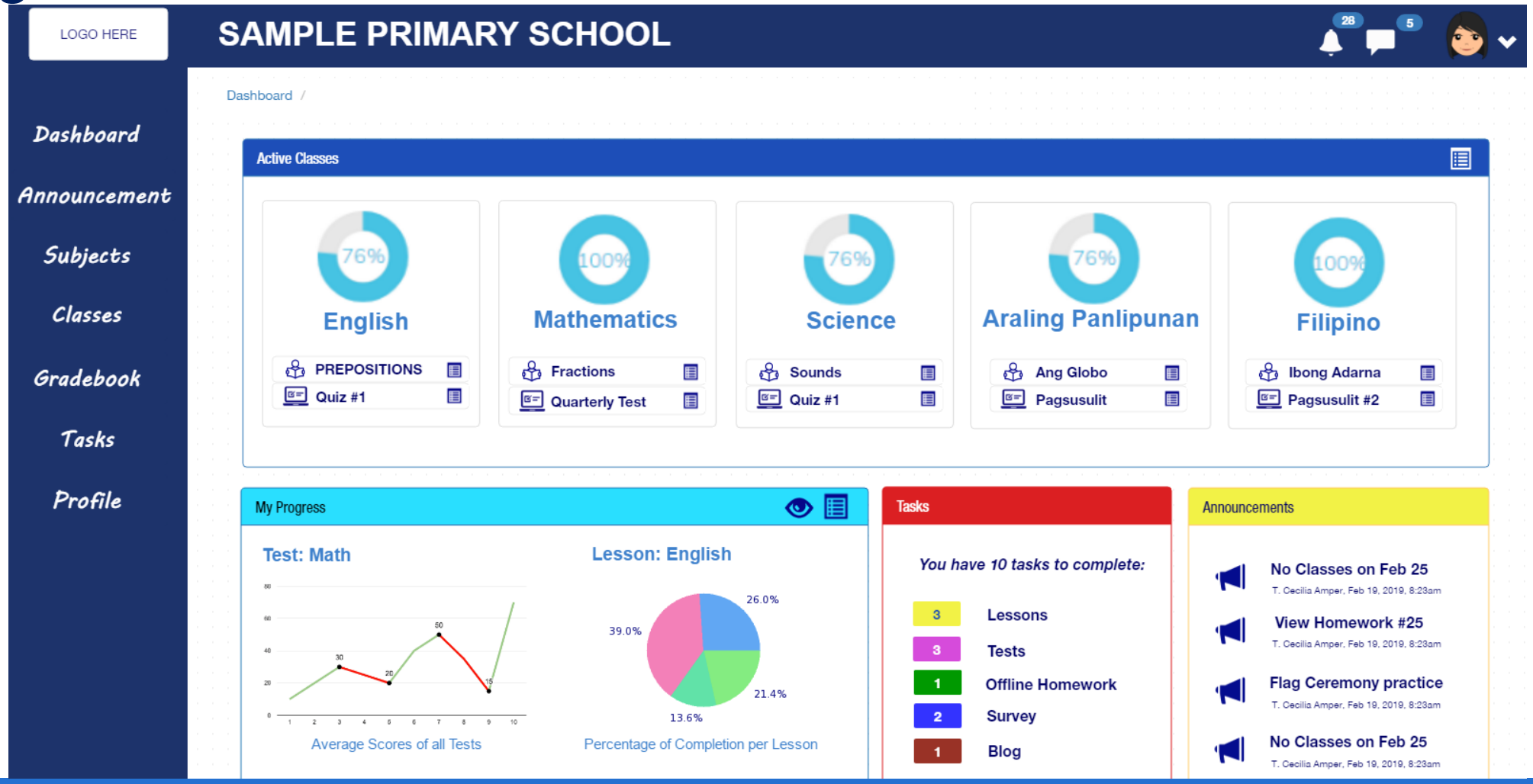
Brainstorm design based on user needs, coming up with a new sub-product: VR Tours and VR Tour website

Gather resources to execute design to house all virtual tours

Create wireframe and prototype of the homepage

Develop the webpages and link to the main website

Learning Platform - Dashboard



UI/UX Design Project

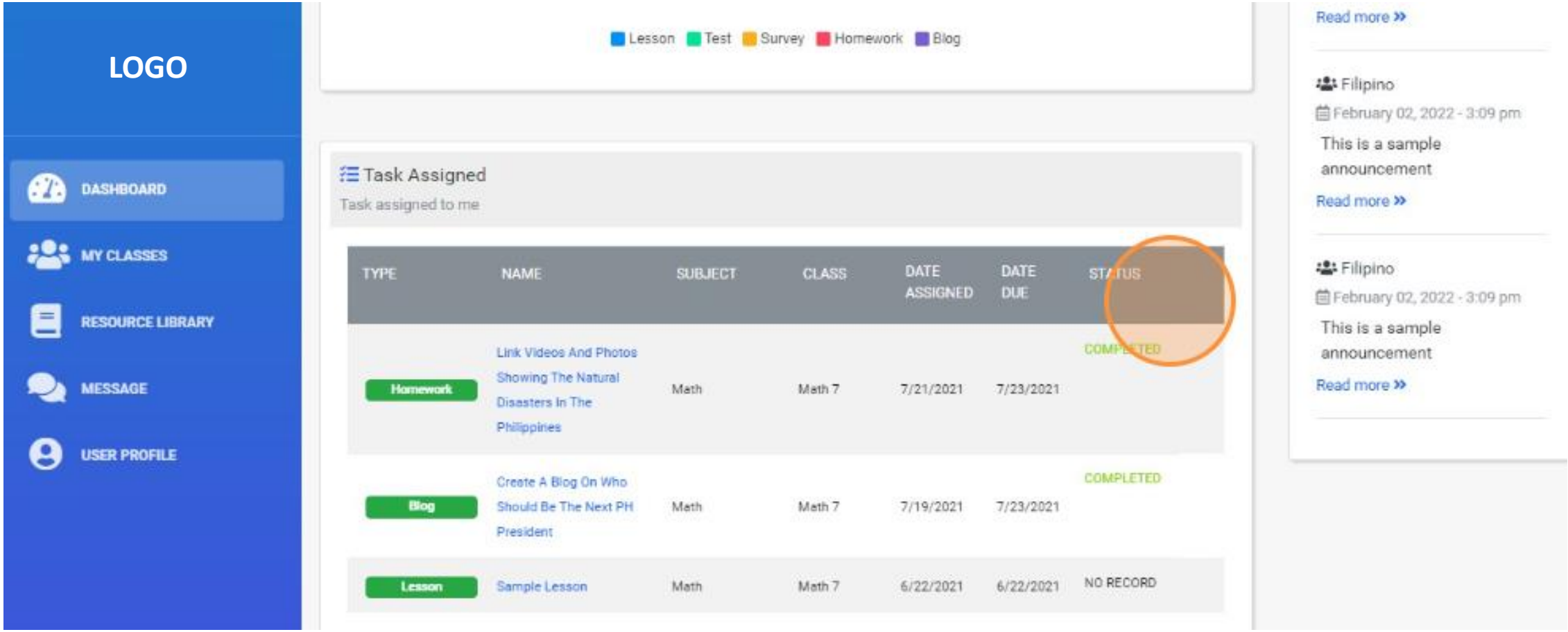
Problem

Our company has an existing LMS and we have multiple requests on improved user experience. In business perspective, updating the existing LMS is costly.

Solution

Based on user feedback, the management and the product team worked on the priority features to implement. Once approved, I worked with brand team to develop a design system, designed mockups and managed the product development cycle.

Learning Platform - Dashboard



UI/UX Design Process

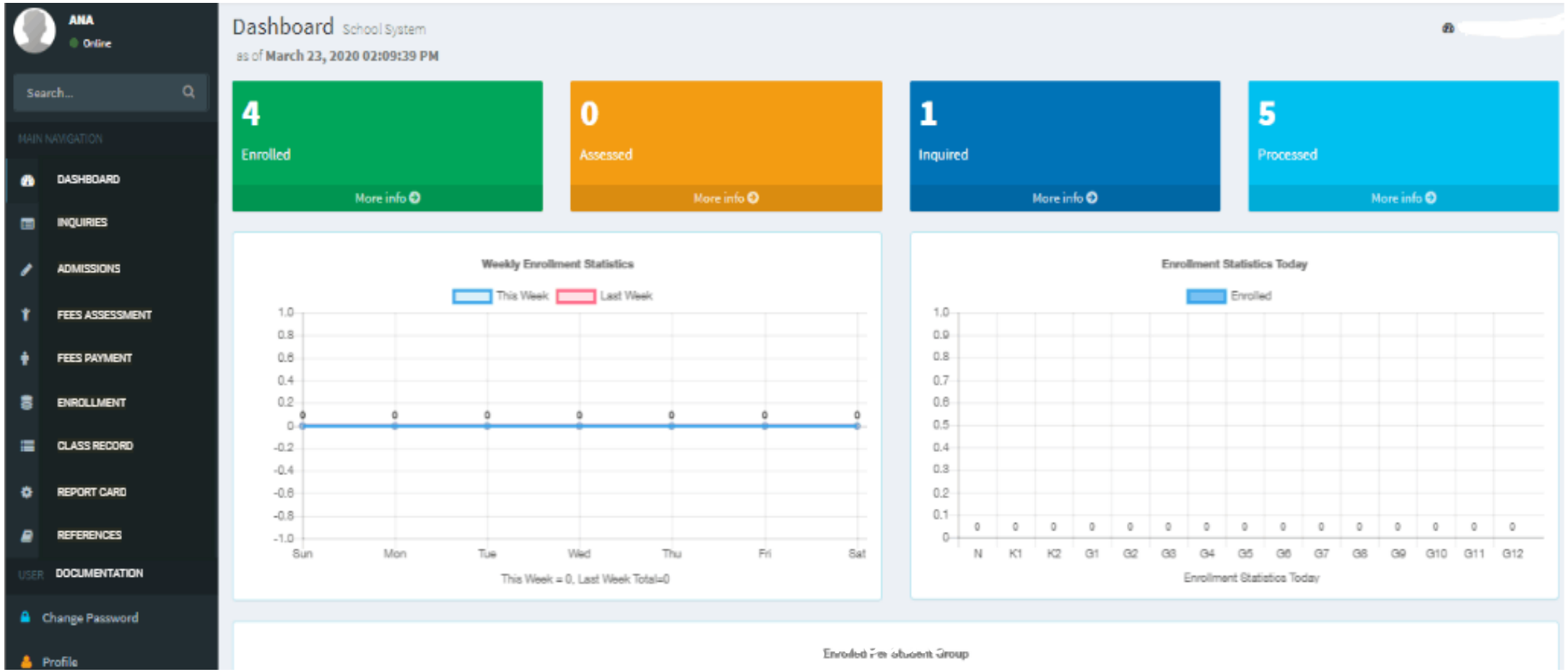
Ideate design solution for LMS based UI/UX research »

Create wireframe and coordinate with developers »

Develop design system, icons and color palette. Prototype the designs on a per module basis »

Conduct functional and usability testing to be ready for production

Enrollment Platform



UX Design Project

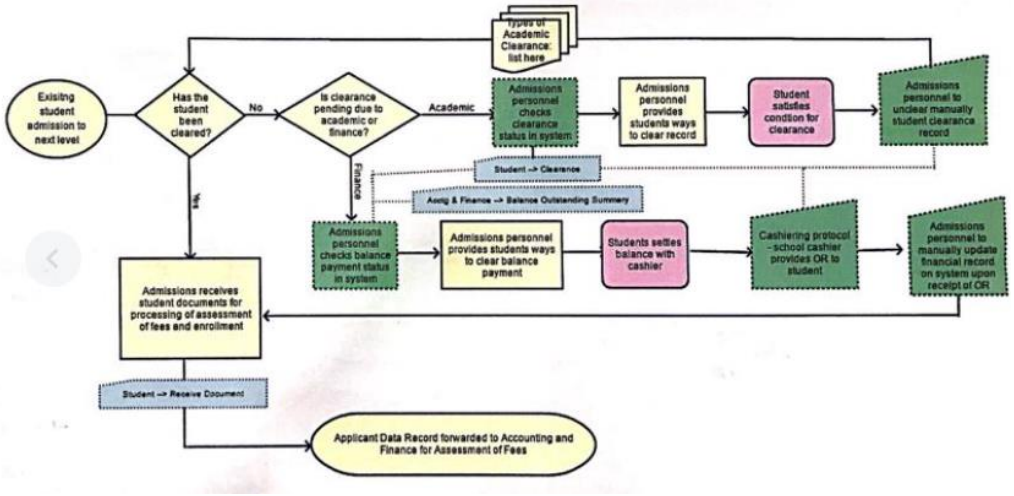
Problem

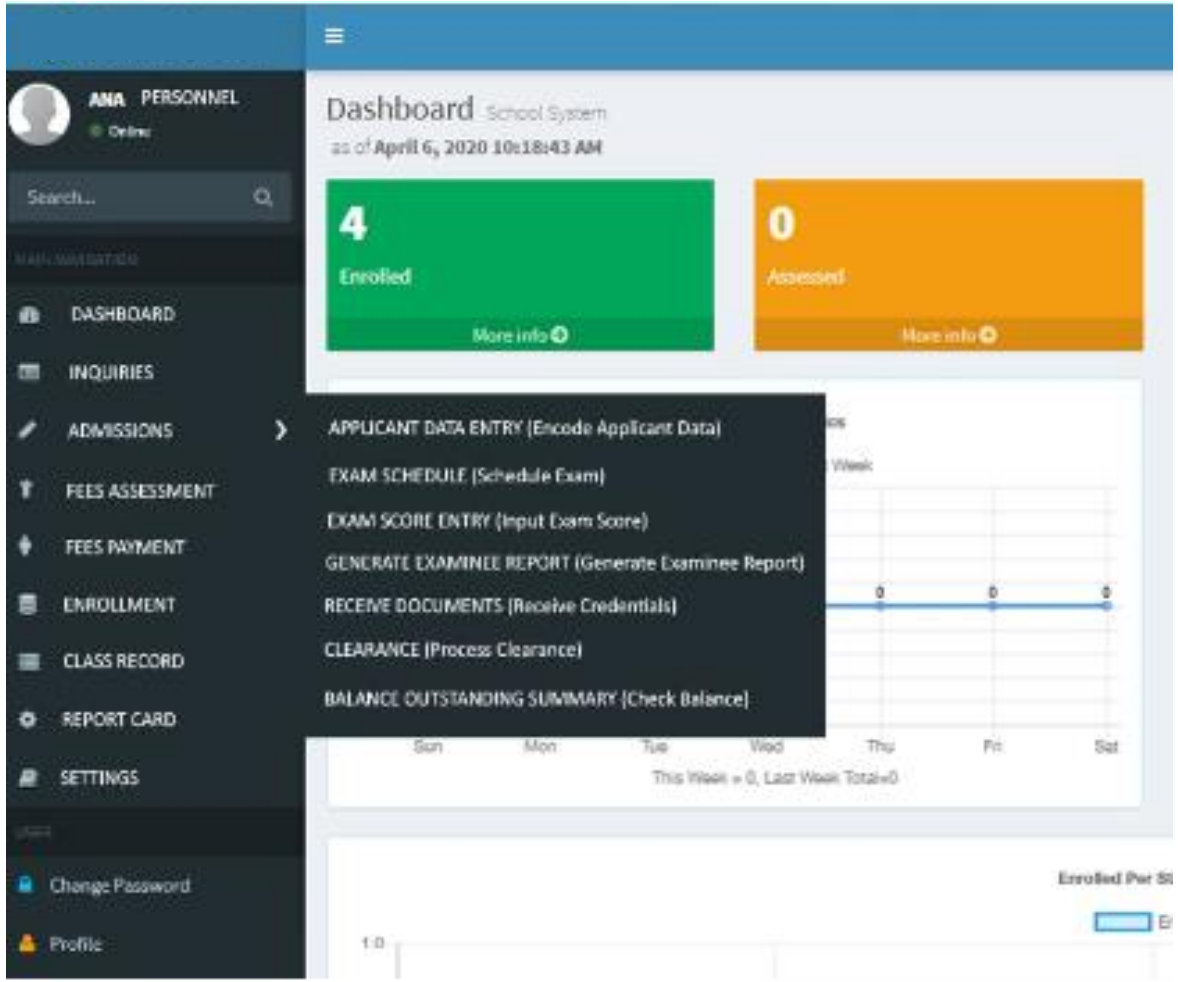
We already have an enrollment system that is used by schools, but users have difficulty using the system due to organization of modules. Users want an improved user experience.

Solution

To improve UX, we started with analyzing the UI, and user flow and the information architecture. Once these are clear, we coordinated with the developers to implement our improved UX design.

Enrollment Platform





UX Design Process

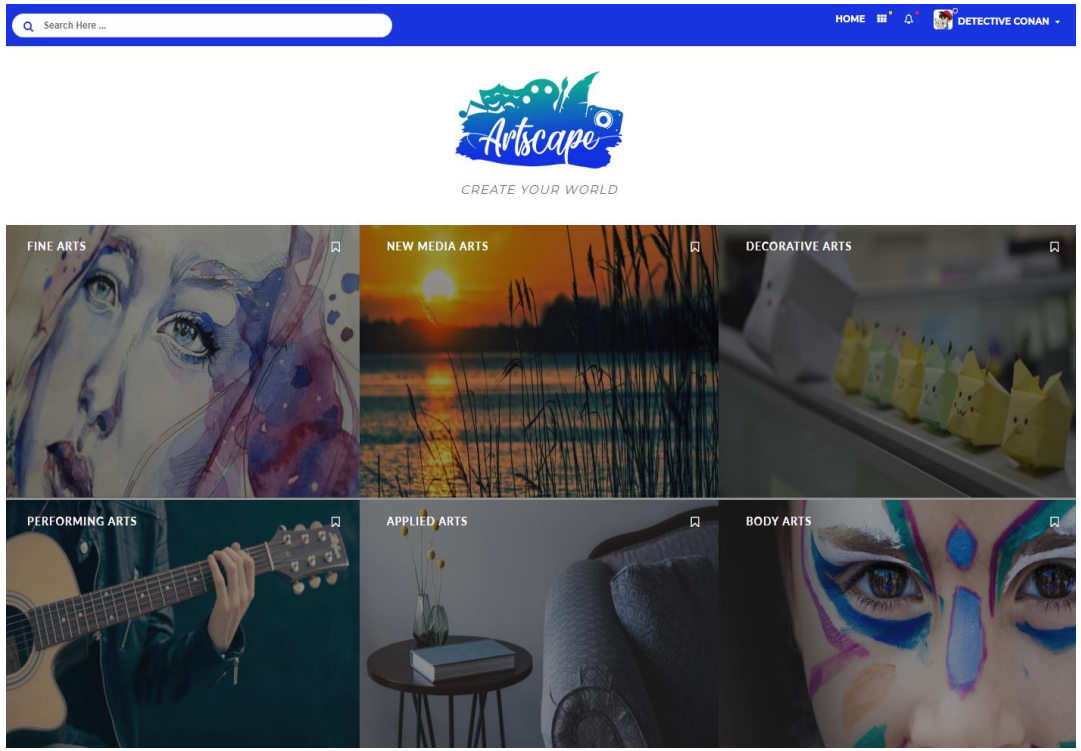
Analyze user needs and problems encountered due to UX issues

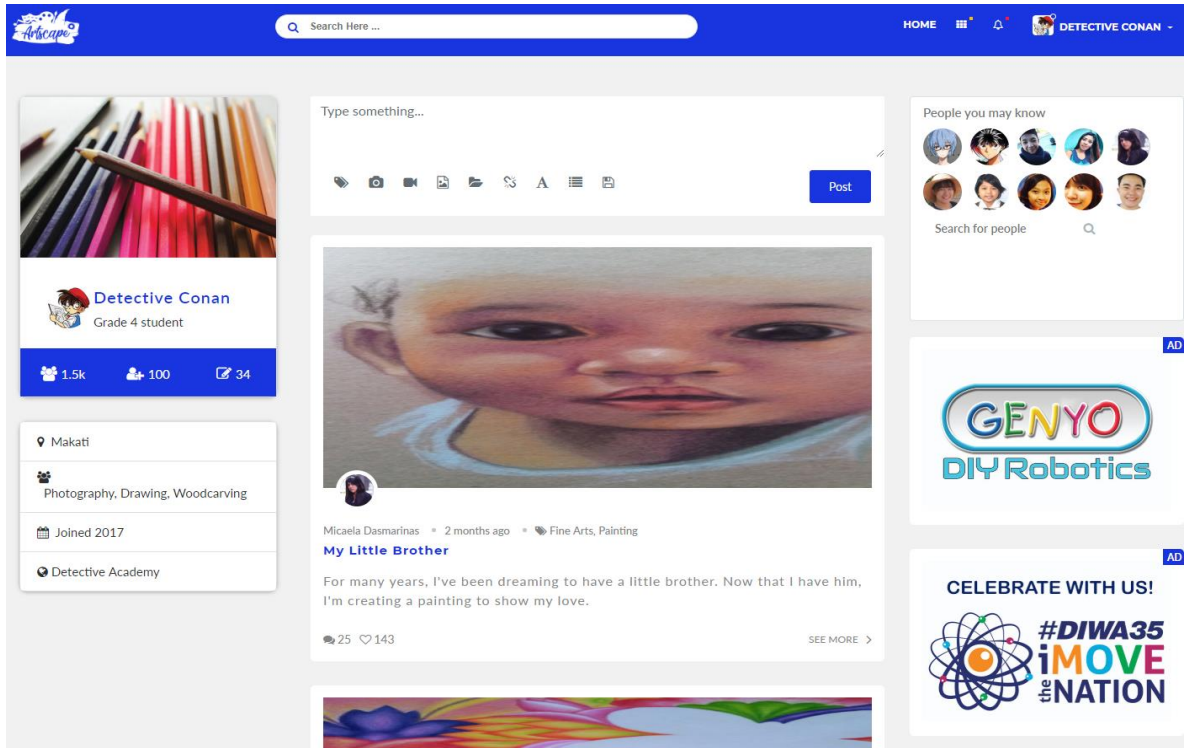
Design user flows and wireframes for revised UX design

Prototype wireframes based on revised design

Coordinate with software developers for final implementation

Social Media Prototype





[Artscape (itswyza.com)]

UX Design Project

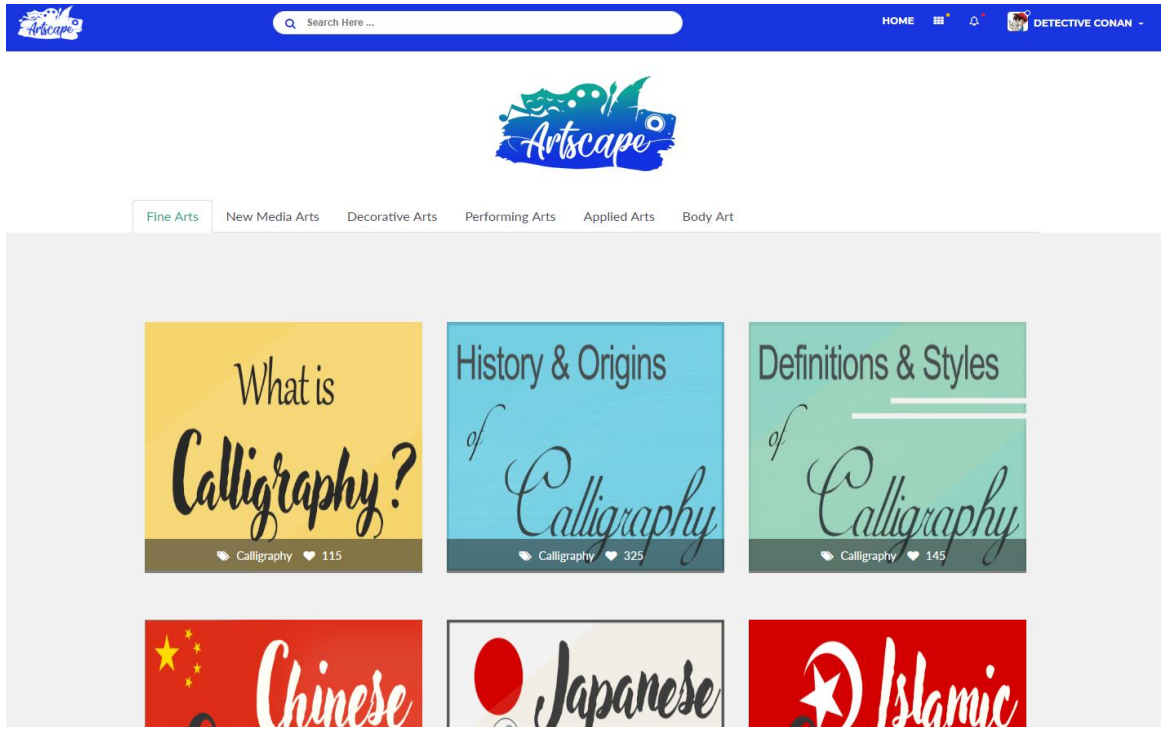
Problem

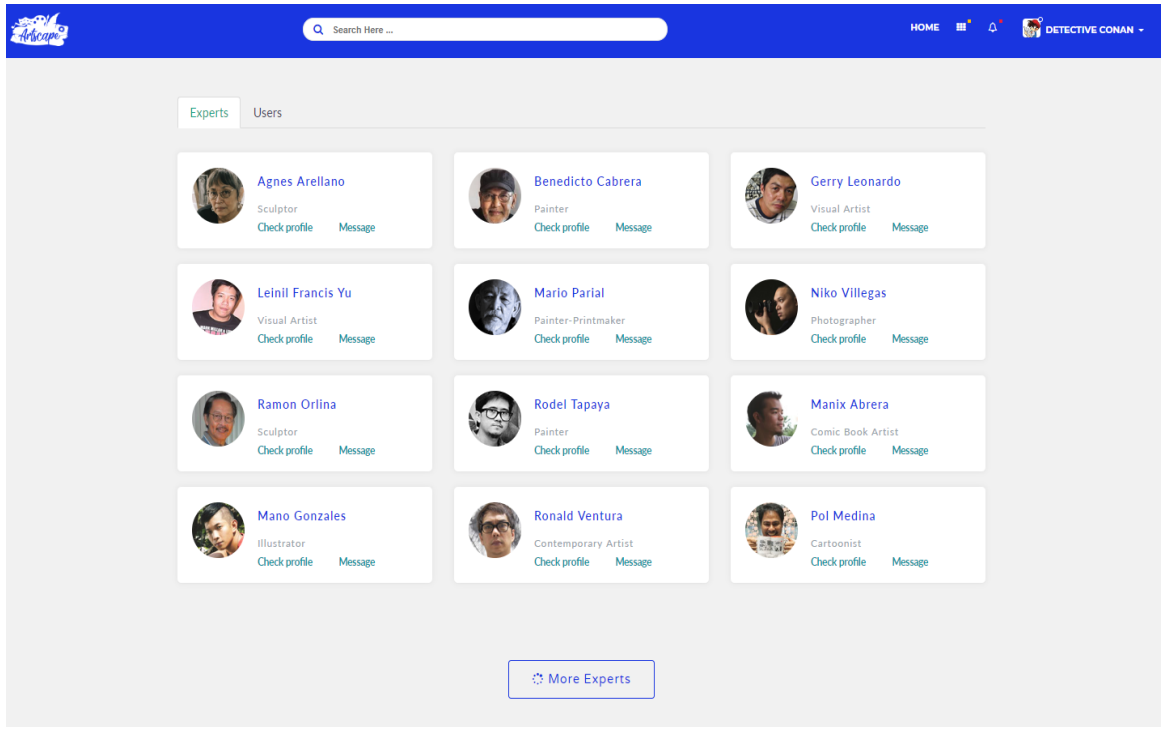
For our hackathon project, our team wants to develop a social media platform that offers courses for art students. This allows the users to learn and express their thoughts and creativity in a safe platform.

Solution

Since Facebook is very popular among students, we decided to use the Facebook template and then add several pages for showcasing the student's creativity.

Social Media Prototype





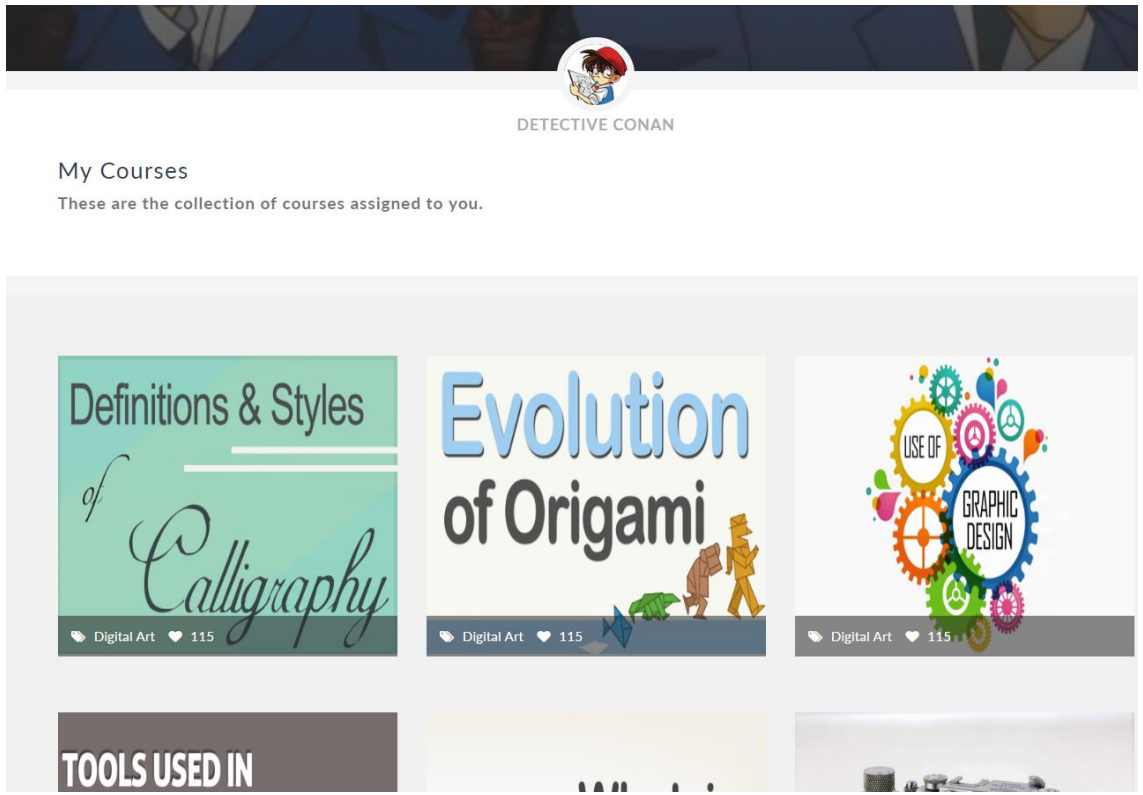
[Artscape (itswyza.com)]

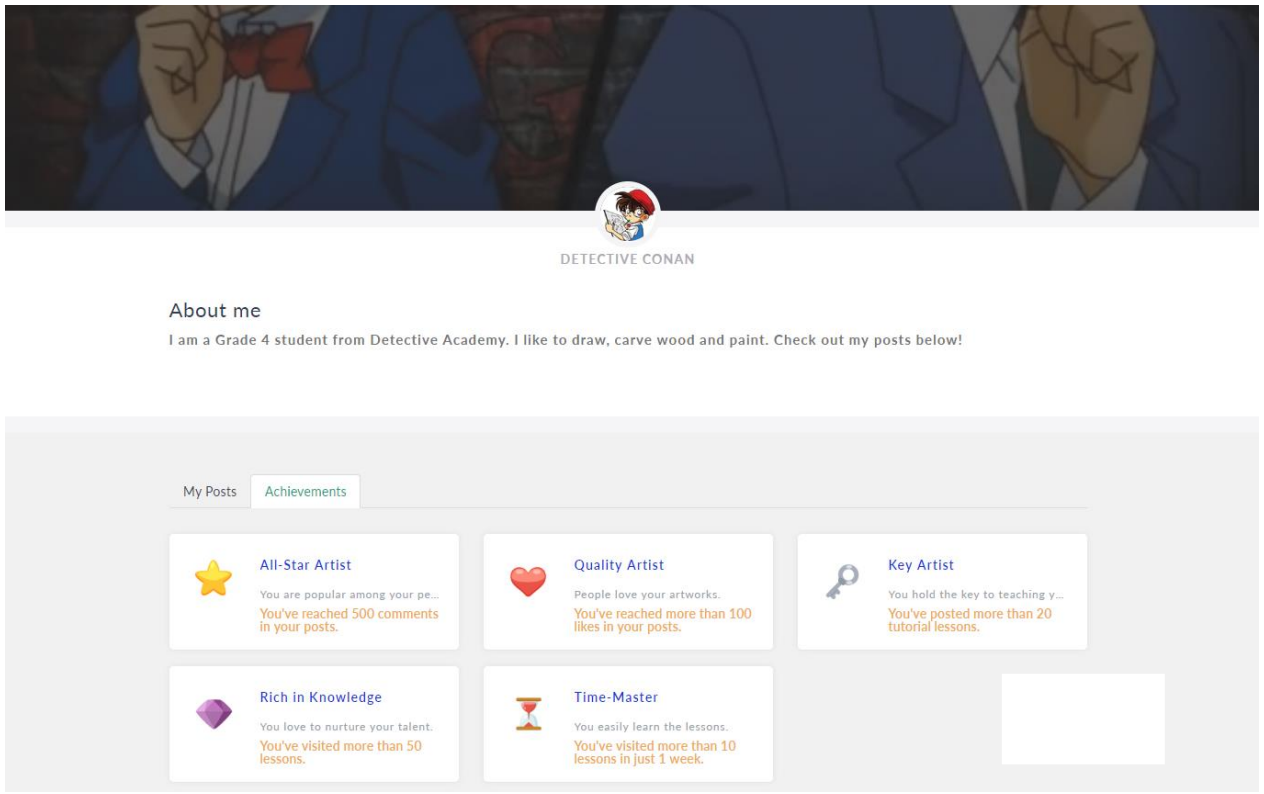
UX Design Scope

The social media platform has these main features: Art Courses, Feeds, Trending Courses, Portfolio and Message Experts. These features came out as a result of product validation from user research.

The platform is only a prototype for our Diwa Hackathon training, and we implemented the design thinking approach to arrive with our prototype features and design.

Social Media Prototype





[Artscape (itswyza.com)]

UX Design Process

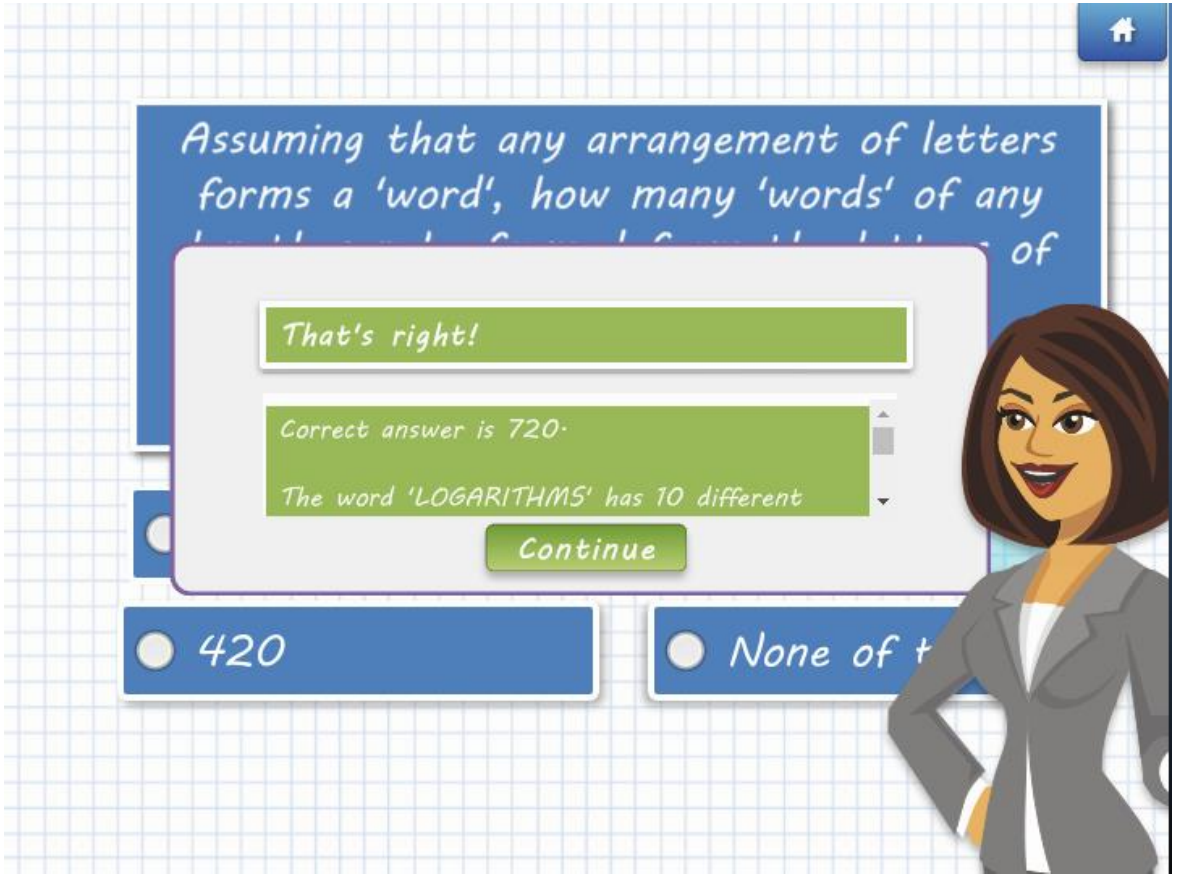
Ideate the need to create a product using validation board.

Prototype a social media type website that would allow users to share their creative output and learn from experts.

Pivot and revise design based on user feedback.

Fully develop and add interaction to prototype.

Interactive Learning Module – K12



Instructional Design Project

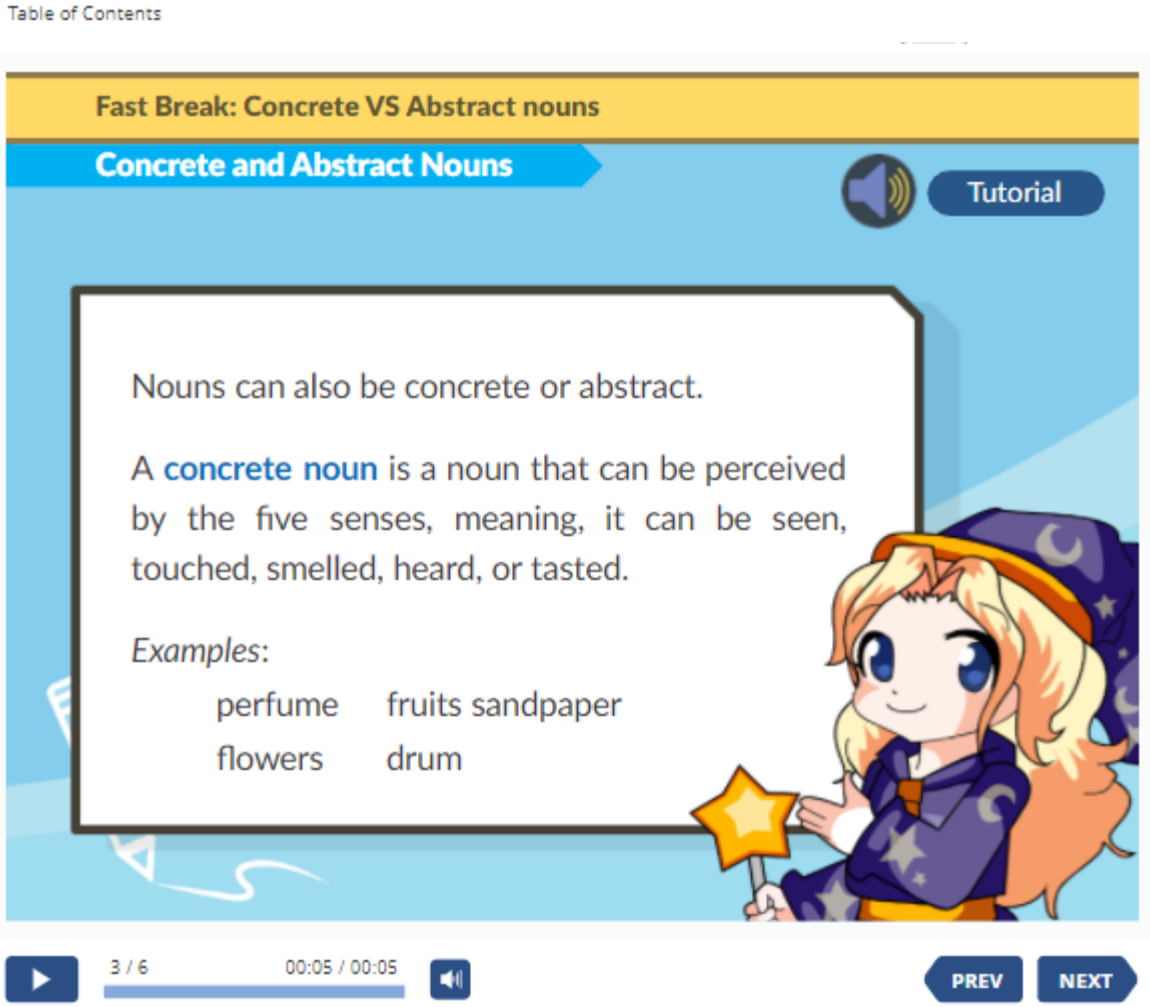
Problem

K-12 teachers and students are looking for interactive contents that they can access in the eLearning platform

Solution

Deliver original and interactive contents in K-12 core subjects. The project started with content creation, then review, storyboard design, e-learning module development and lastly, publishing these modules.

Interactive Learning Module – K12

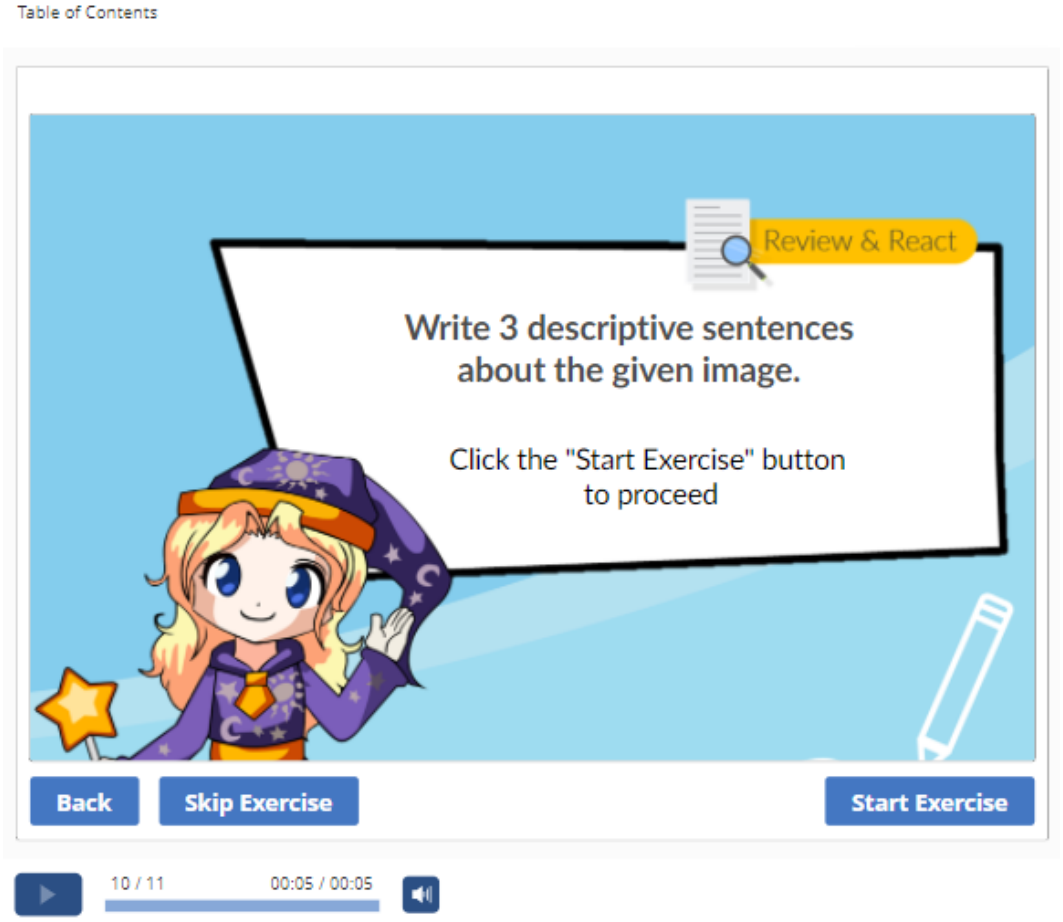


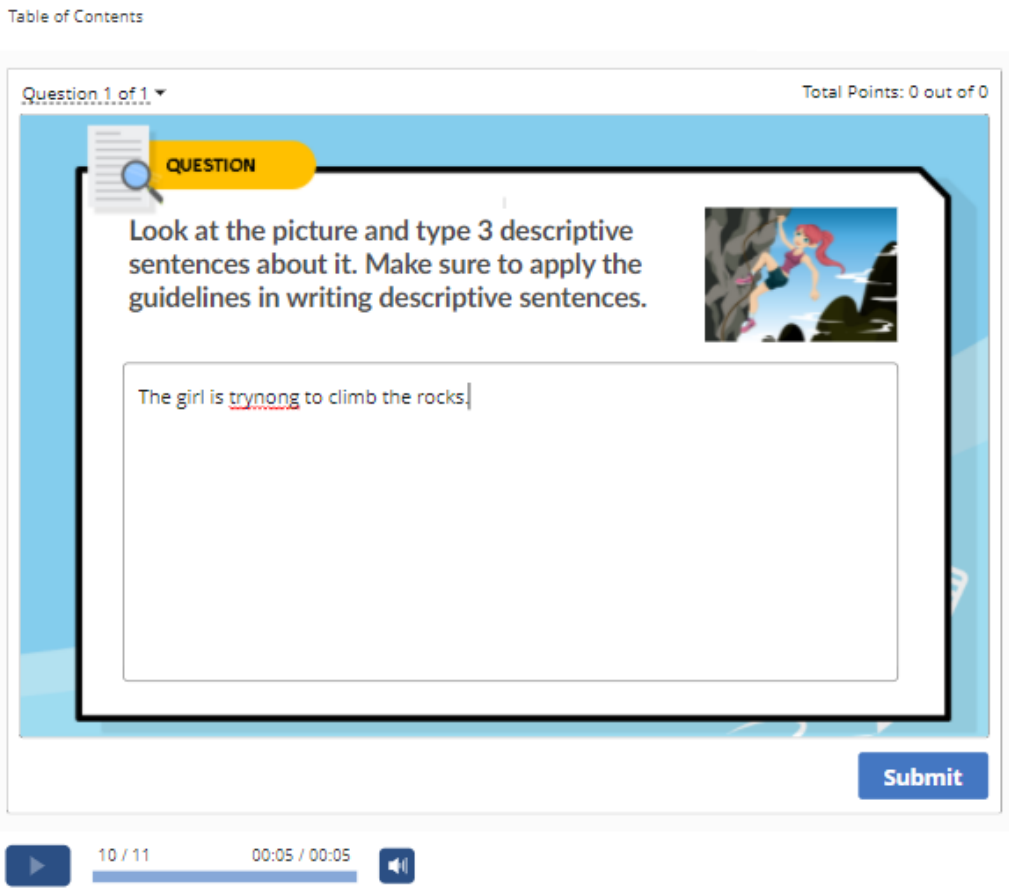
Instructional Design Scope

Our goal was to develop 500++ interactive modules for Grades 7-10 in Science, Math, English, Social Studies and Filipino.

As project manager and instructional designer, I manage the project, set the direction of the content design, visual layout, and content style guide. I also developed prototypes of modules and quality checked modules before publishing to the platform.

Interactive Learning Module – K12





Instructional Design Process

Write Content using ADDIE and Bloom's Taxonomy

Develop the storyboard

Design module based on storyboard

Add interaction to create interactive learning module

Like my Portfolio?

Connect with me
and maybe we can
work together

Yza Santiago
@itswyza
itswyza

Design Systems

Interaction Design

Web Design & Dev't

UI/UX Design

UX Research and Prototyping

eLearning Design & Dev't