

Big Class

Big Class emerged with the need to adapt the tools used by teachers from elementary education institutions to the digital age. After identifying the main users of the application, I made some sketches for the MVP based on a list of priority features.

The 5 basic features for the MVP were focused on improving and facilitating communication between teacher, student, institution and parents.

Another important focus is a complete student profile with consistent information. We managed to make this profile built by both parties, generating interactivity and engagement.

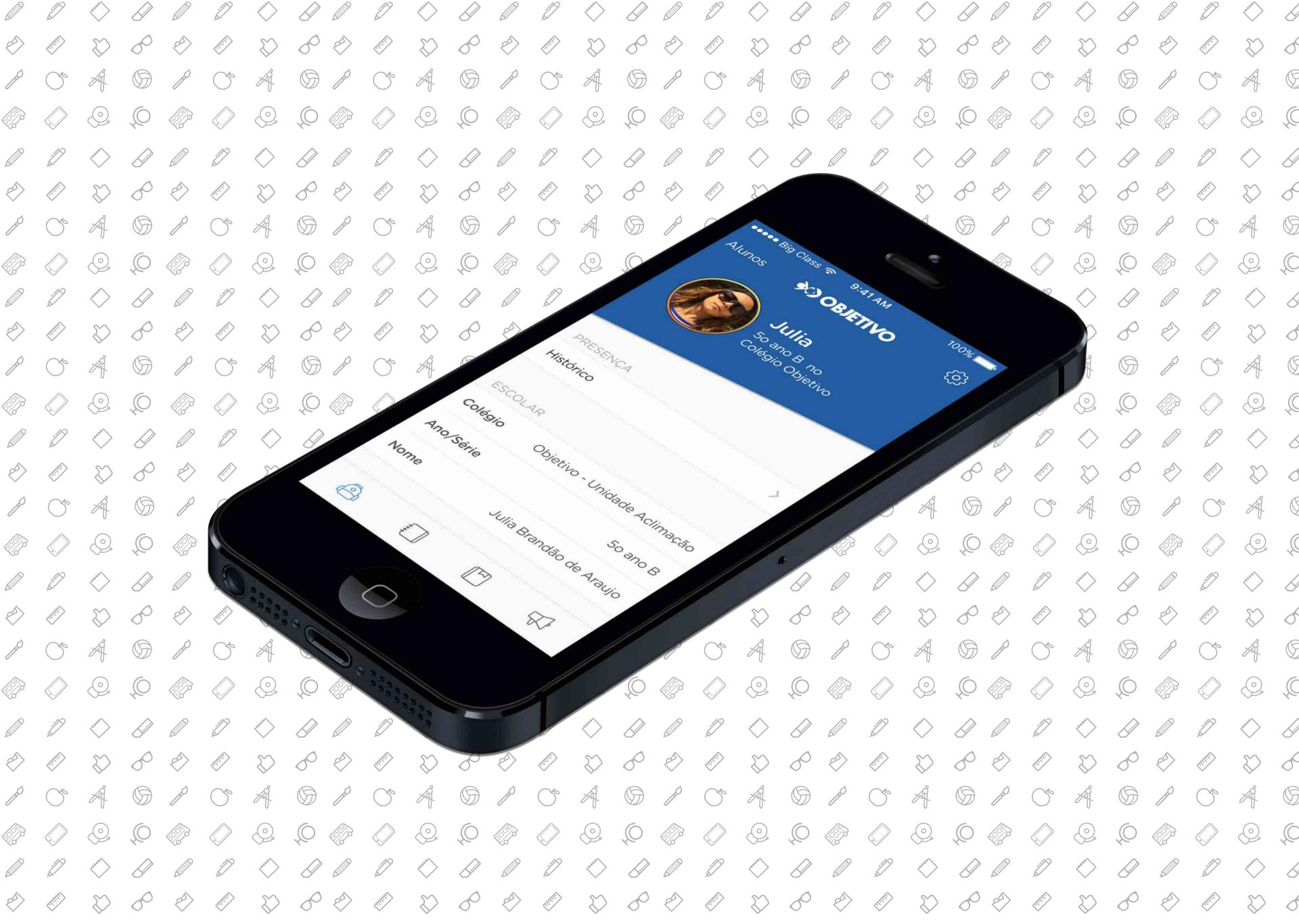
Thinking of the agility that a teacher needs every day, I defined that all interactivity related to the student would be focused in one screen, allowing the teacher, in a few touches, easily interact with the students on a tablet.

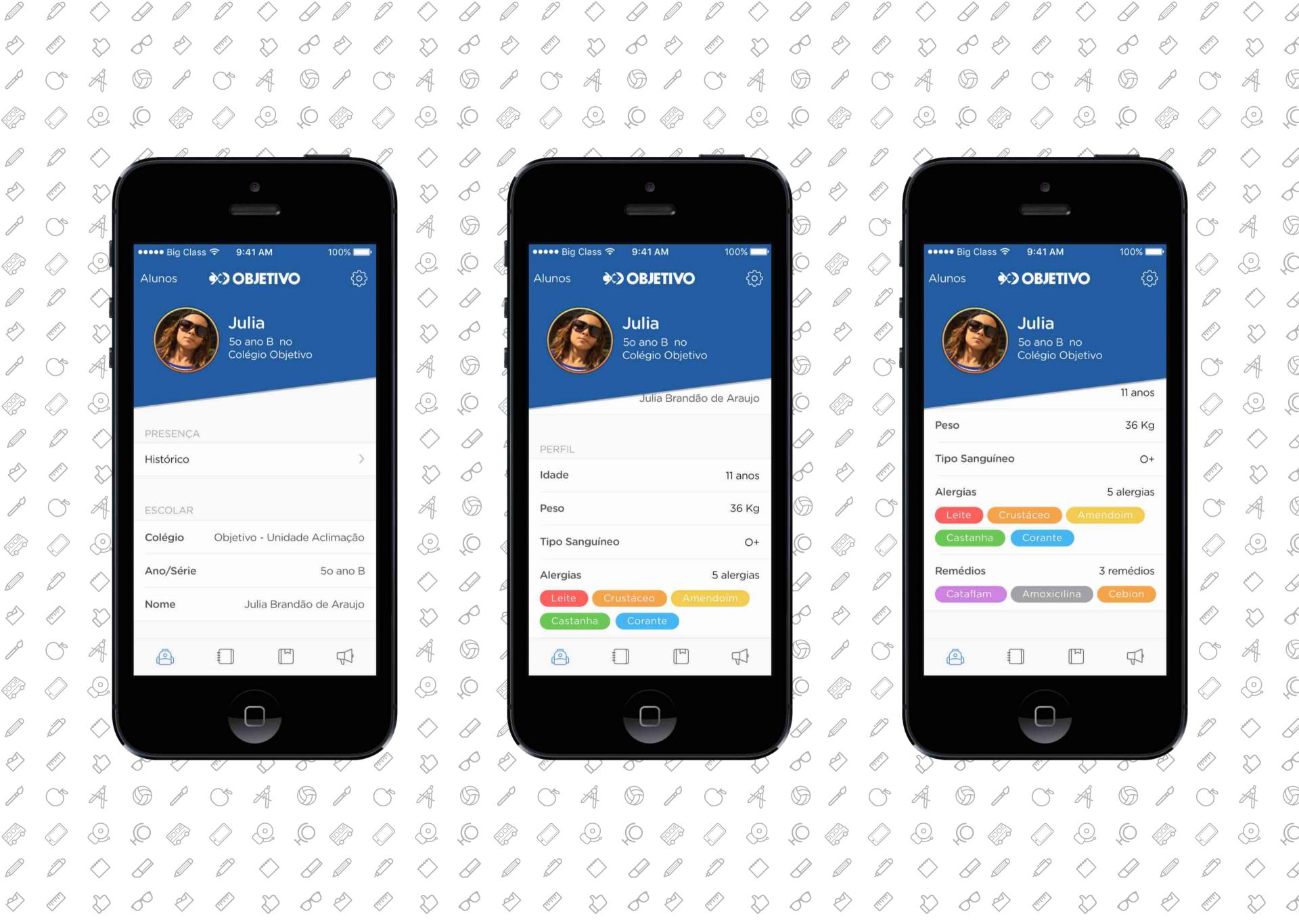
PERSONAS, SCENARIO MAPPING, FEATURE SET, WIREFRAME, PROTOTYPE, UI, ICONOGRAPHY

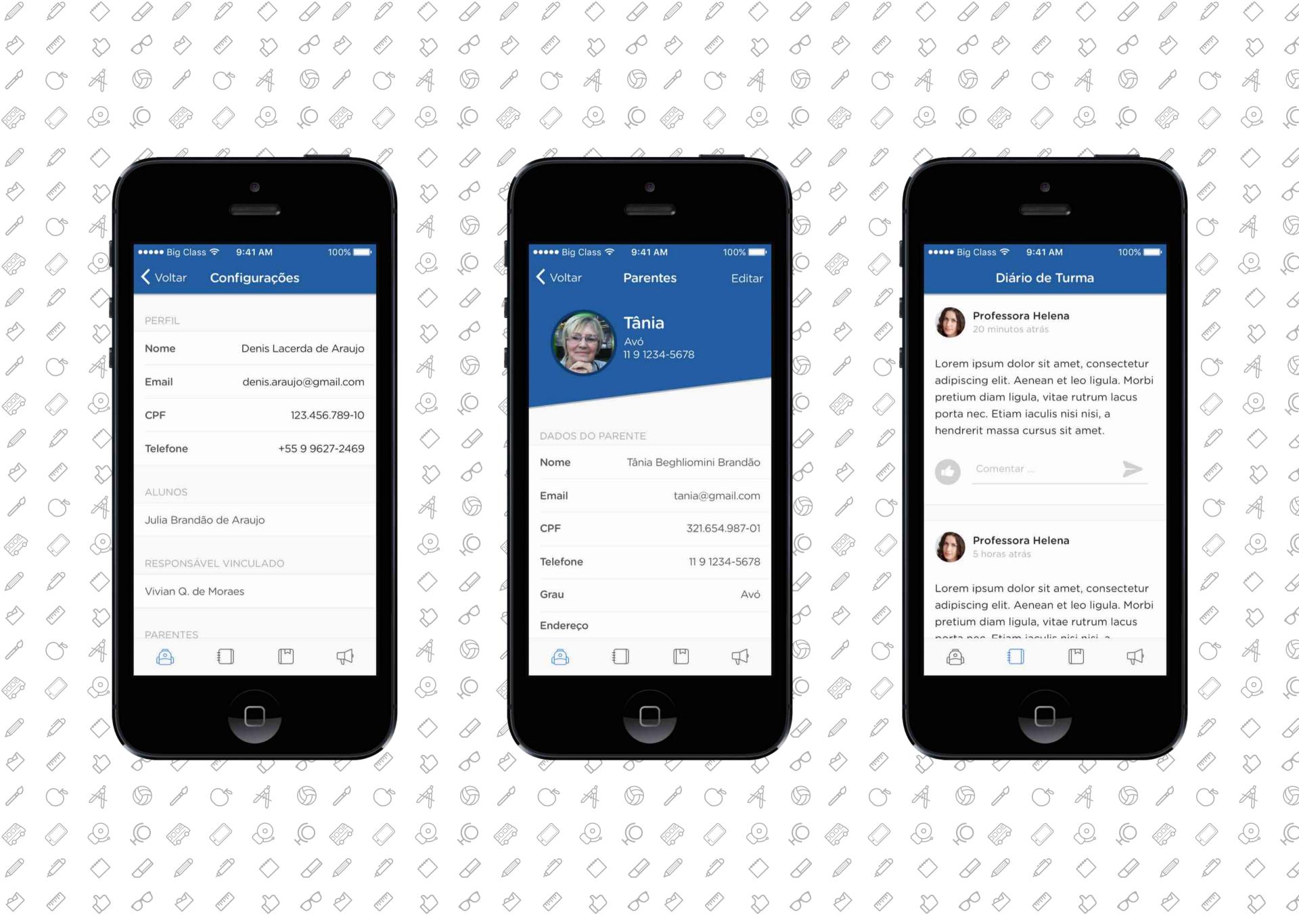


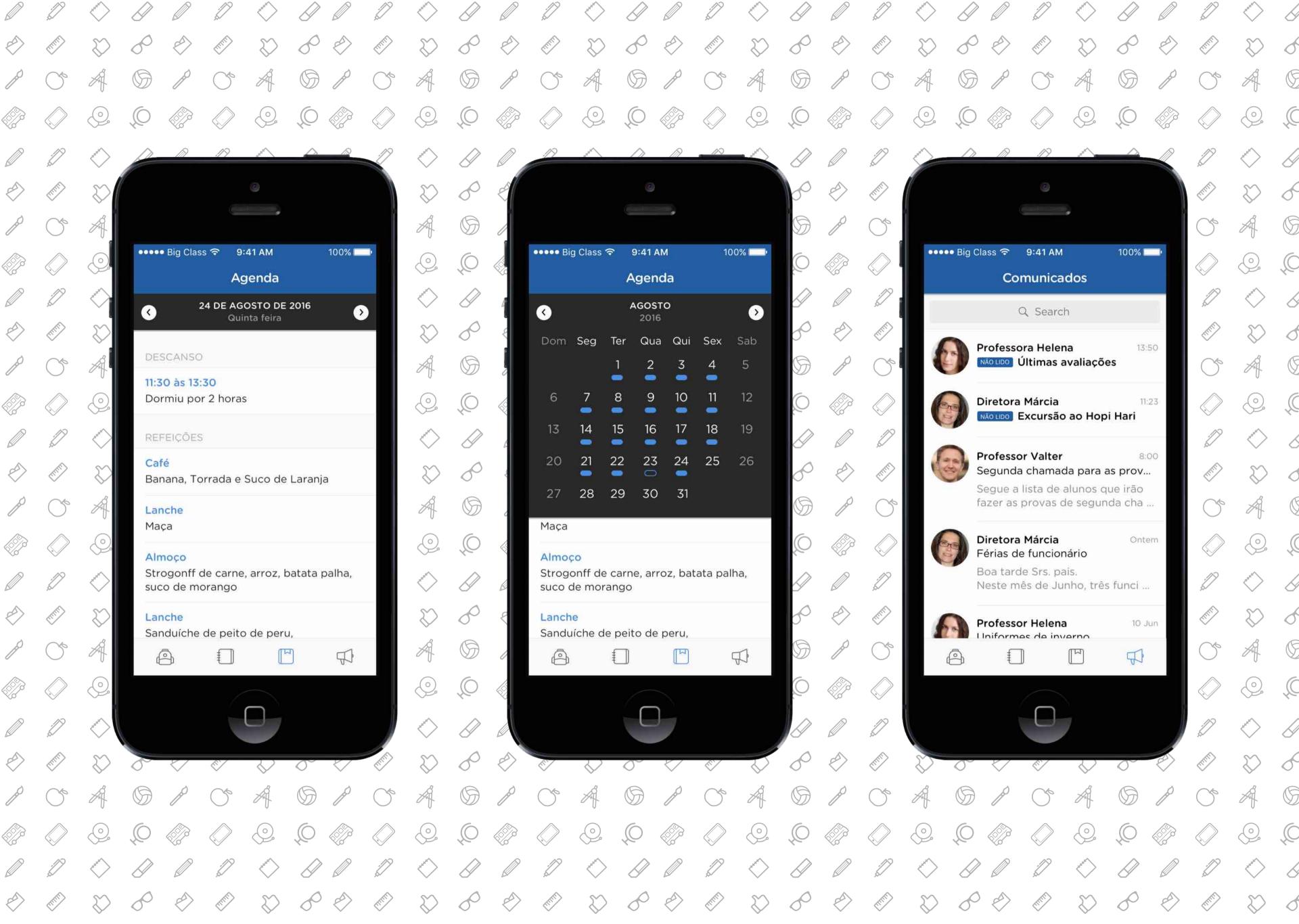


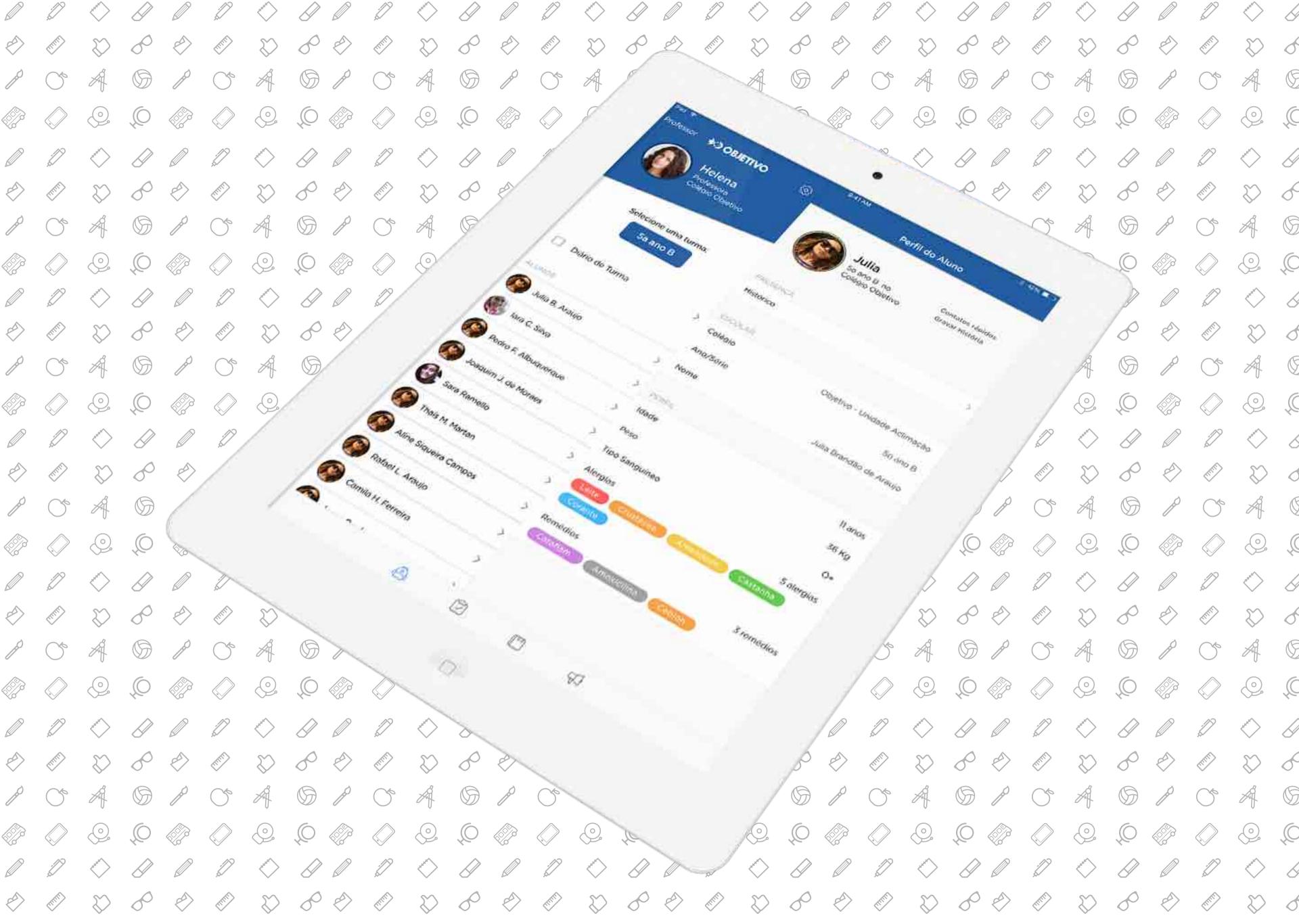


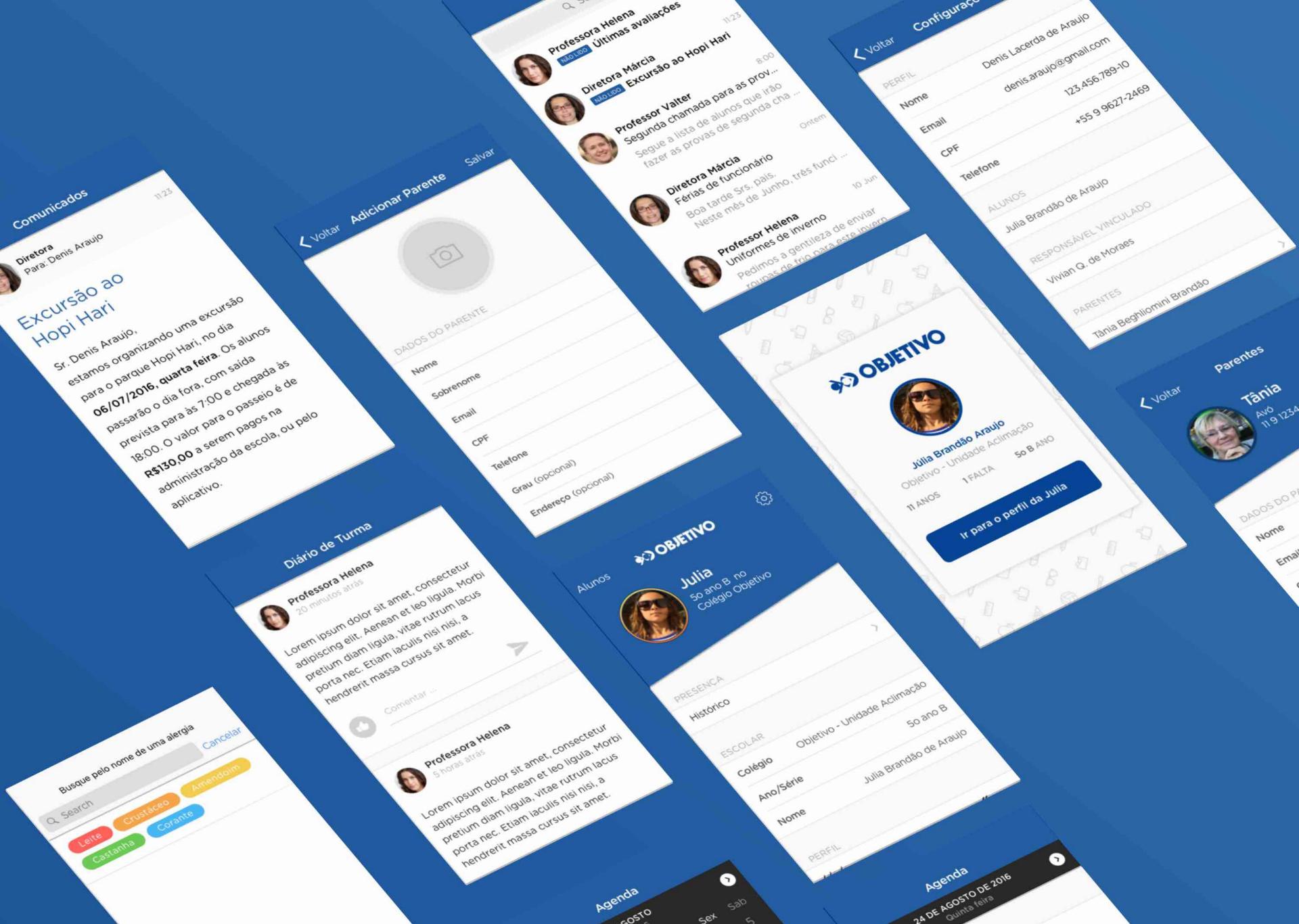












brands U

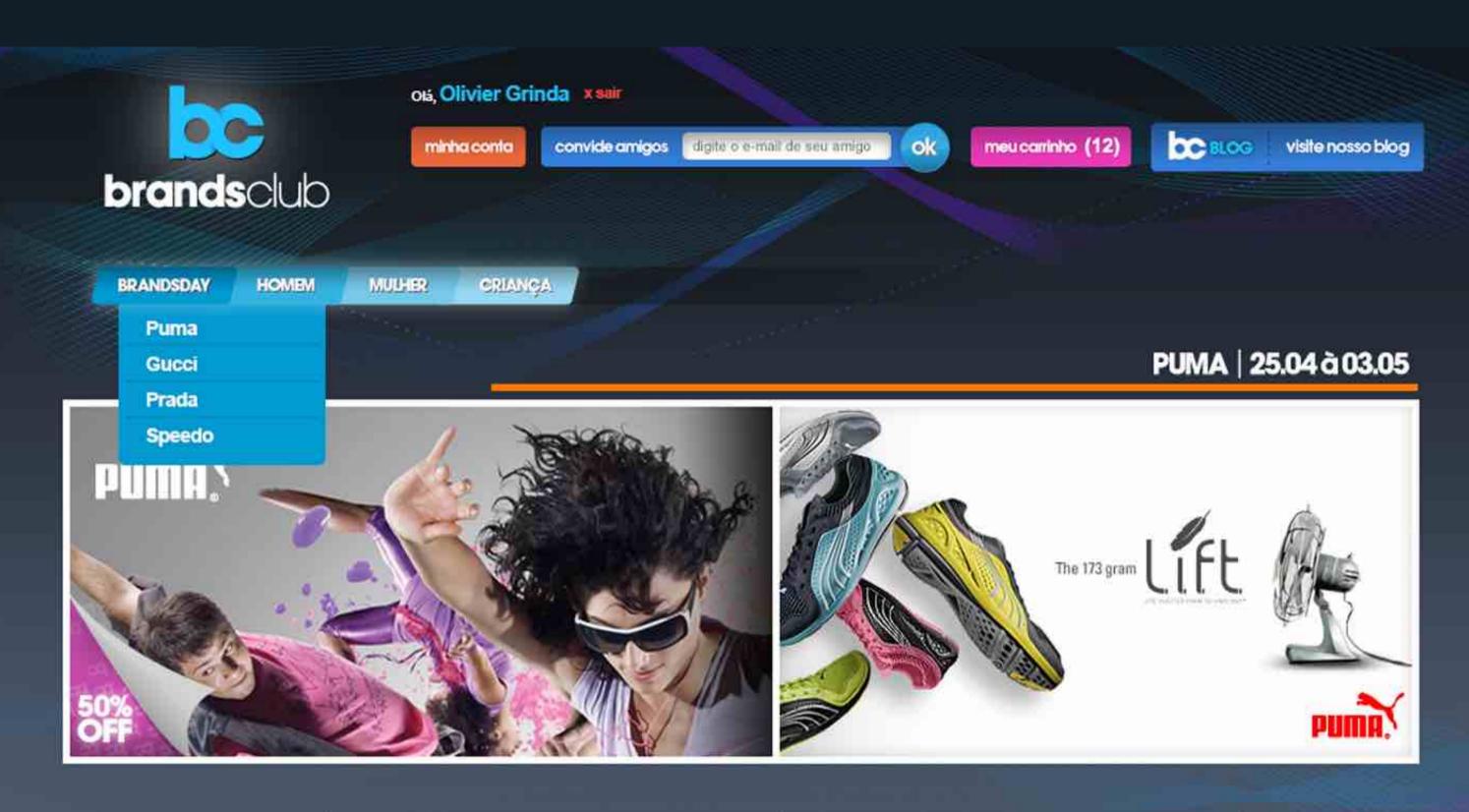
The proposal of Brandsclub was to be a shopping club for luxury brands with prices below the market. I went through several evolutions of e-commerce, but the last jobs were the most exciting for involving statistics.

I built the tests focusing on increasing new users registration, increasing the number of campaigns viewed on a page, since the campaigns were mixed and did not always serve the same audience. Other micro interactions were inserted, as the timer in the cart.

WIREFRAME, DATA ANALYSIS, PROTOTYPE, UI, ART DIRECTION







GUCCI 25.04 à 03.05

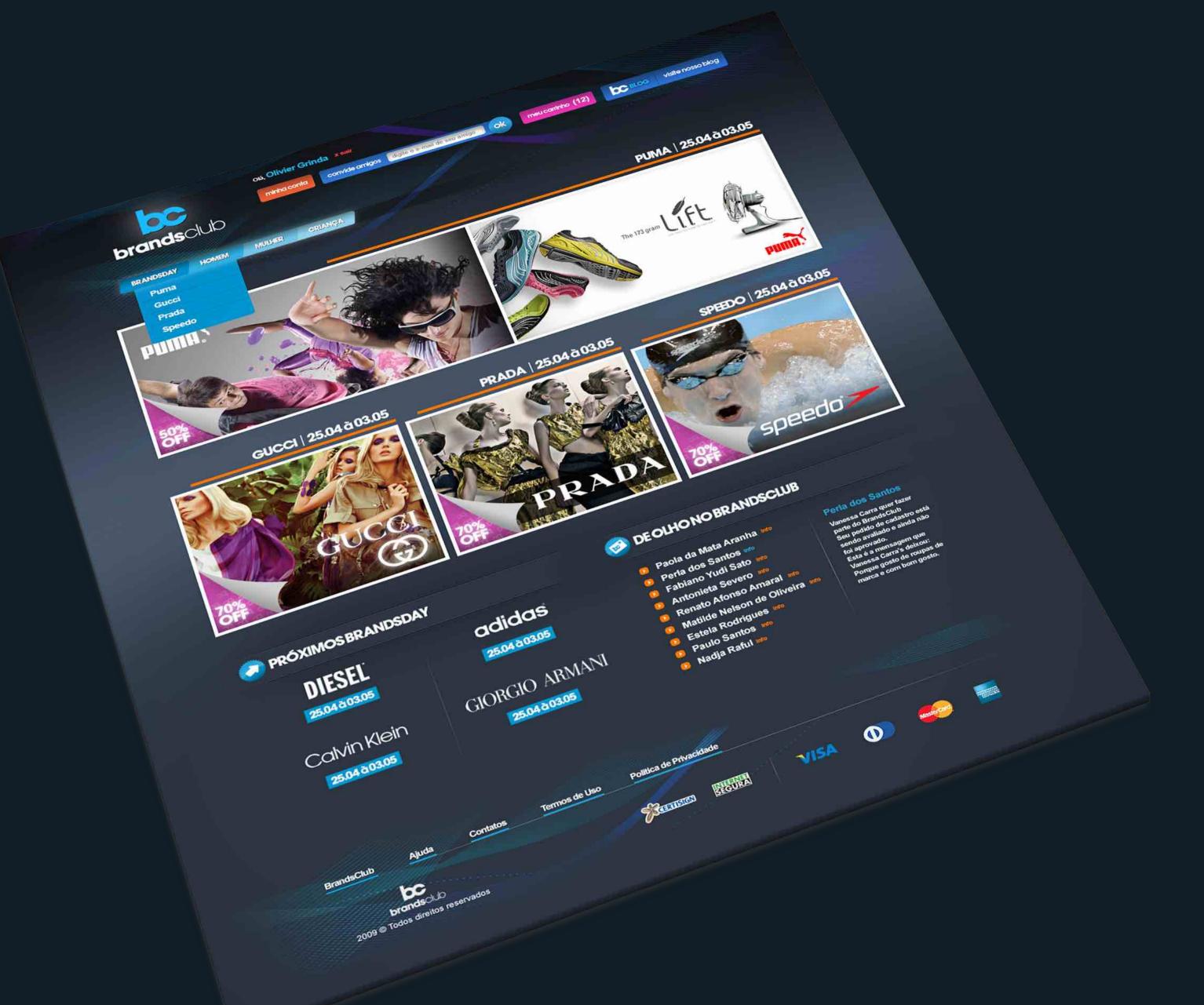
PRADA | 25.04 à 03.05

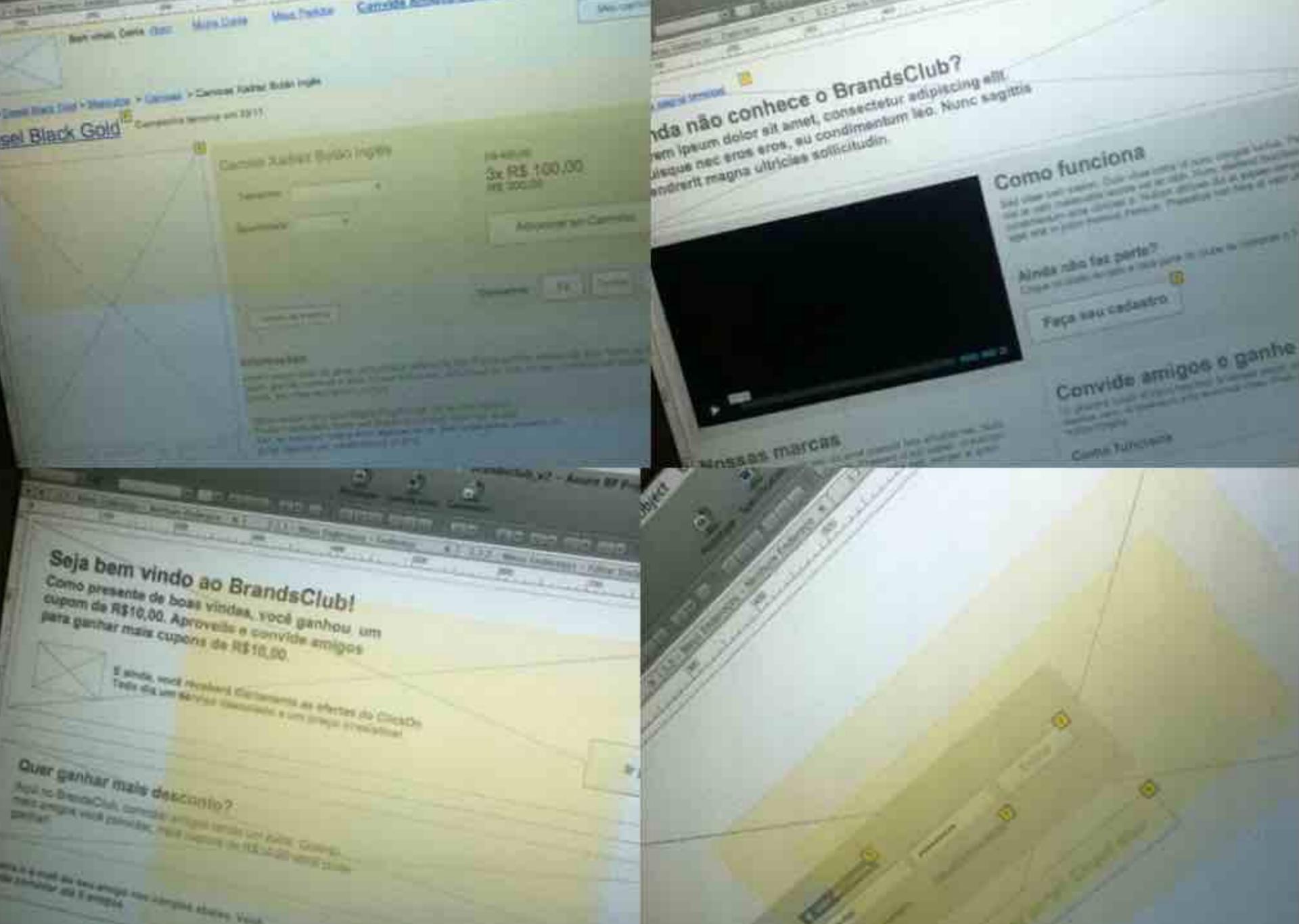
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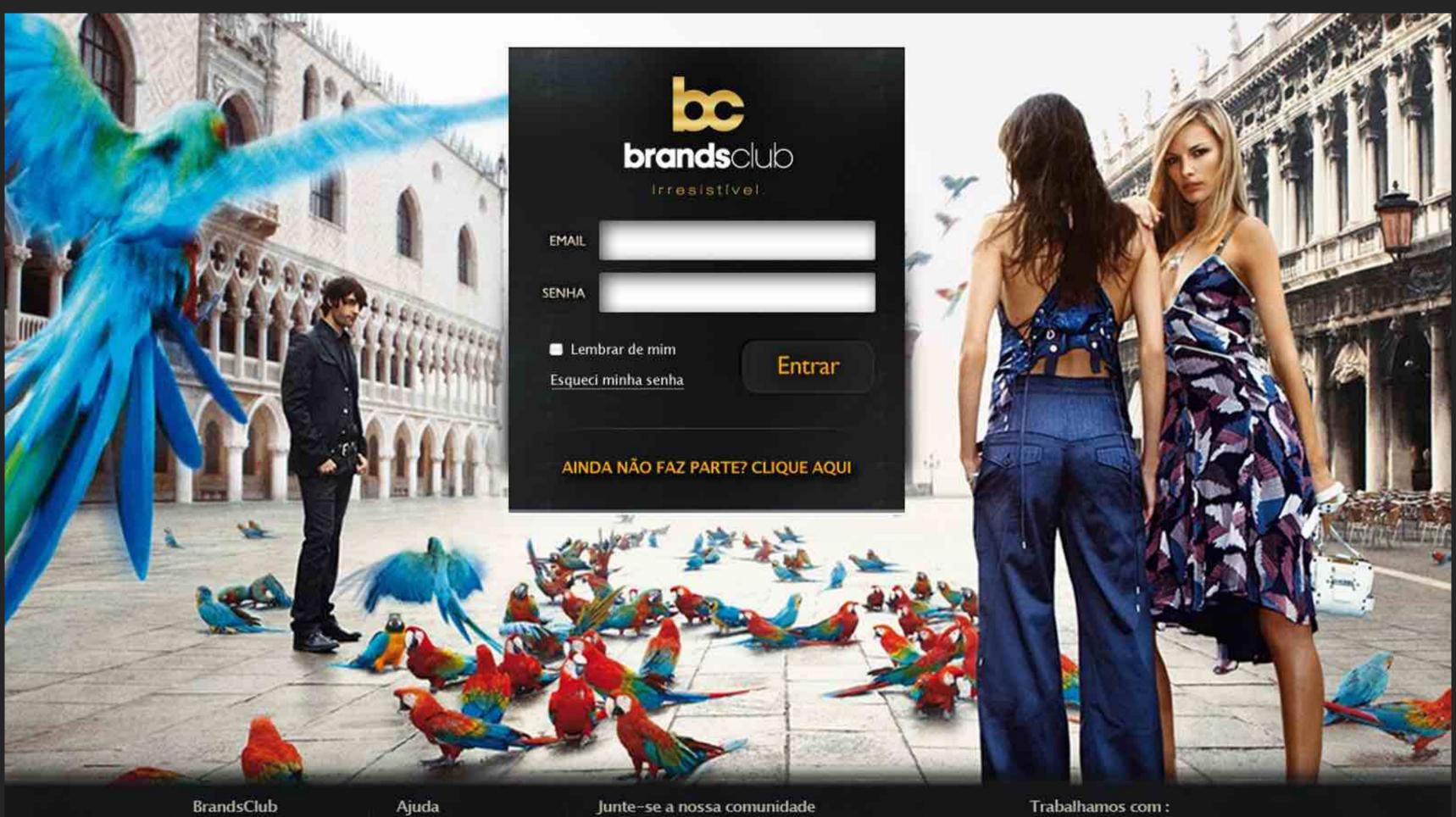












Sobre o Brandsclub Termos e condições Política de privacidade

Perguntas frequentes Entre em Contato

- 🜃 Seja nosso fã no Facebook
- Siga-nos no Twitter
- 🚺 Fique por dentro no nosso blog
- Assista nossos vídeos nos Youtube

Trabalhamos com:













Bern vindo, Fernando (sair)

Minha Conta

Meus Pedidos

Ajuda

Você não possui cupons. Convide amigos.

CONVIDE UM AMIGO E GANIHE R\$10*

Convidar

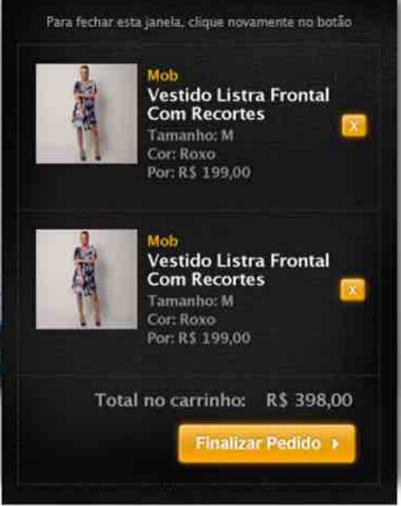
Quer convidar mais amigos? Clique aqui

(2) 20 min 34 seg





ATÉ 75% - SÓ ATÉ QUI







BECOOL Dross Kitty Cat H.

ATÉ 75% - SÓ ATÉ QUINTA-FEIRA

Visitar >









Zapalla Votar neste smart

Oevento

O BIPC é uma iniciativa do BrandsClub e do Instituto Brasileiro do Controle do Câncer (IBCC) com o apoio da Smart Jardins, para ajudar a instituição que, desde 1968 se dedica à prevenção, diagnóstico precoce e tratamento dos diversos tipos de câncer: uma das doenças que mais mata em nosso país.

conheça o projeto

Marcas Participantes



BrandsDay para IBCC

As marcas parceiras do BrandsClub doaram, cada uma, 50 peças a serem vendidas no BrandsClub com lucros revertidos para o IBCC. Compre e participe. 8 C, participe desta causa.



smart Jardins

A smart participa do evento fornecendo os onze carros a serem customizados. A smart também sabe que é unindo forças que conseguiremos combater uma das doenças que mais mata no país. B&C, participe você também desta causa.

M. Selection School Selection

veja como ando a vatação



Antecipe seu verão com a Santik, biquinis, maiôs, saias de praia, sungas e mais até 70% OFF http://bit.ly/kn4nuC

about 14 hours ago

sign-nos e fique por dentro

PÁGINA PRINCIPAL

O EVENTO

AS MARCAS

OS SMARTS

BRANDSDAY



Os smarts :



8

IO DE MER

Criada pela editora de moda Amália Spinardi, a Jo de Mer faz peças com inspiração no "savoire vivre" das mulheres chiques que gostam da vida ao mar. A Jo de Mer também participa do B ♥ C. Participe você também.



Luitter

Carregando Twitter ou acesse: http://twitter.com/brand

sign-nos e fique por dentro

Asmarcas

As marcas participantes do B • C são parceiras de longa data do Brandsclub e do IBCC, e já descobriram que fazer o bem é sempre um bom negócio: alimenta a esperança, a alma e os olhos de quem direta ou indiretamente faz parte do B • C. Participe você também desta causa.

salba mais sobre as marcas

Oevento

O 8 C é uma iniciativa do BrandsClub e do IBCC com o apoio da smart Jardins, para ajudar a instituição que, desde 1968 ajuda os brasileiros na prevenção e combate a uma das doenças que mais mata em nosso país. Participe desta causa.

contrepo melho

Brandsday

Estas peças terão o lucro de suas vendas revertido para o IBCC (Instituto Brasileiro de Controle do Câncer), Assim, a cada compra que você fizer no site, estará, automaticamente, contribuindo para a prevenção e o controle de uma das doenças que mais mata em nosso país. Comprando, você ajuda a quem se dedica ao

Comprando, você ajuda a quem se dedica ao controle do câncer e è referência internacional no tratamento do câncer de mama.

conflega o dia das marcos



Relationship app that went through several stages before getting out of the oven. We made several benchmarks, and different prototypes, that ultimately led to a game of "Like" and "Don't Like", based on photos that users had on their Facebook. Subsequently, features such as location events near the user were implemented.

After using wireframes and validating concepts, the first proposal was introduced. The final version has brought more clarity to the user's perception of what he can do within the application. The labels for the icons tell you what the user will find.

SCENARIO MAPPING, WIREFRAME, PROTOTYPE, UI, ART DIRECTION

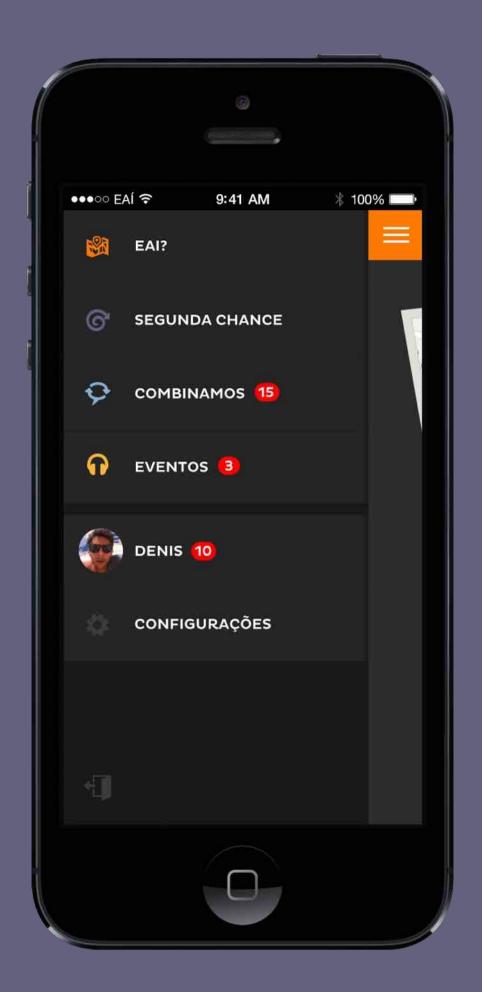




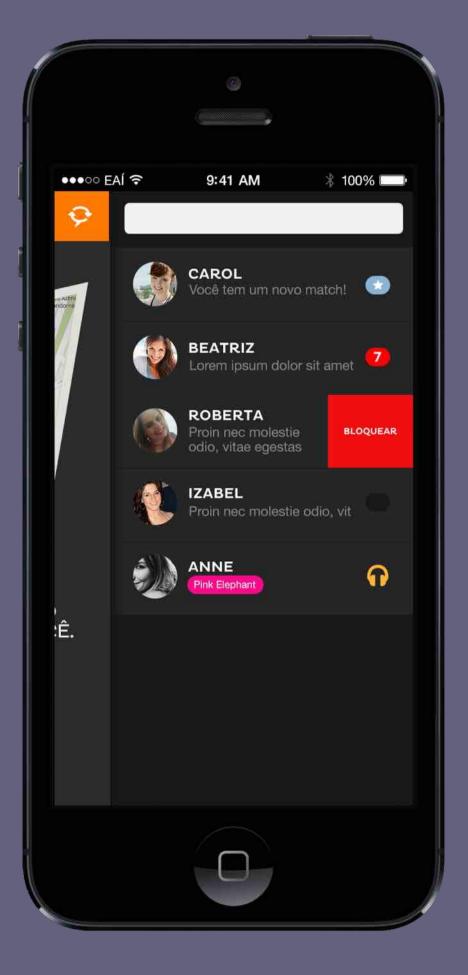


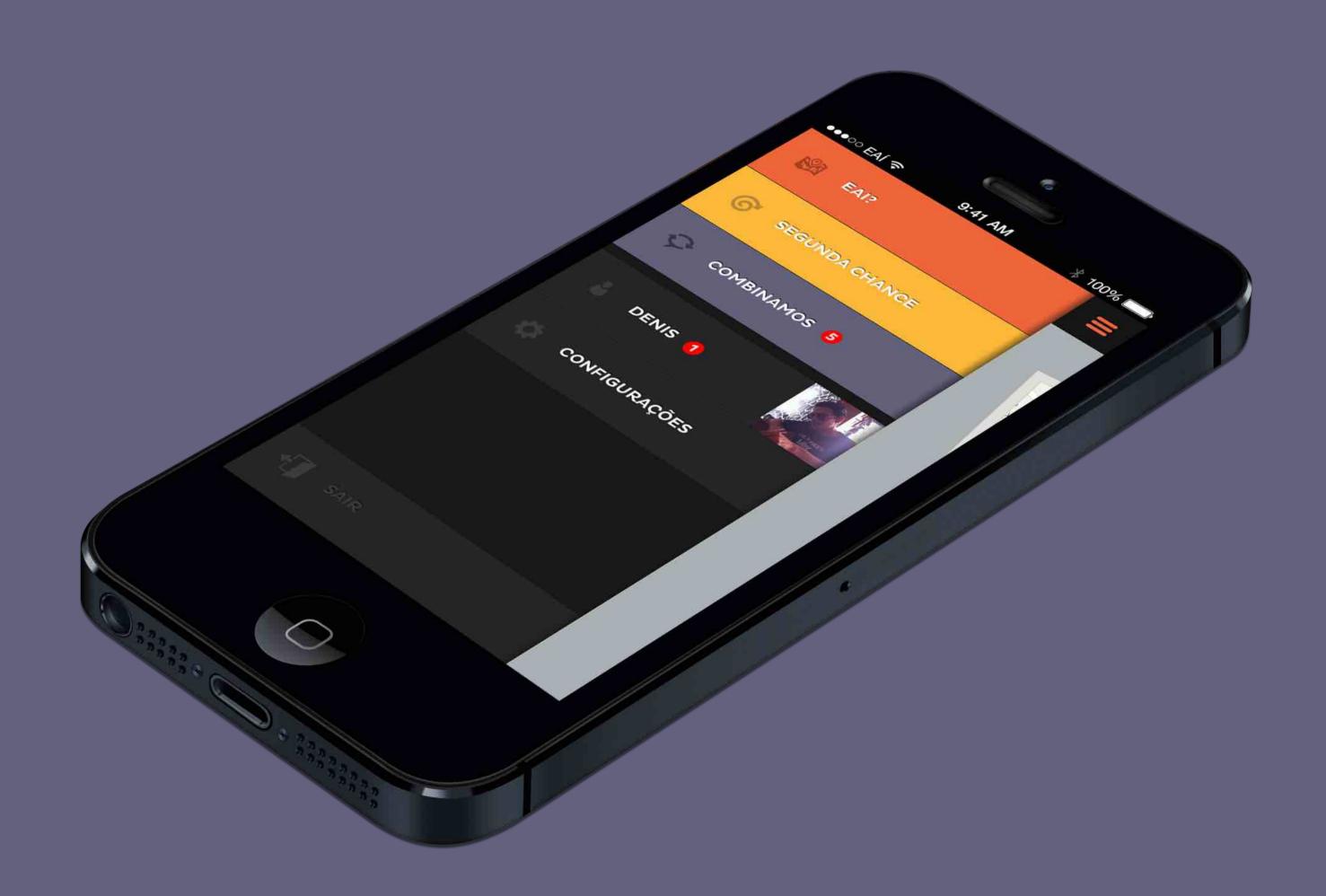












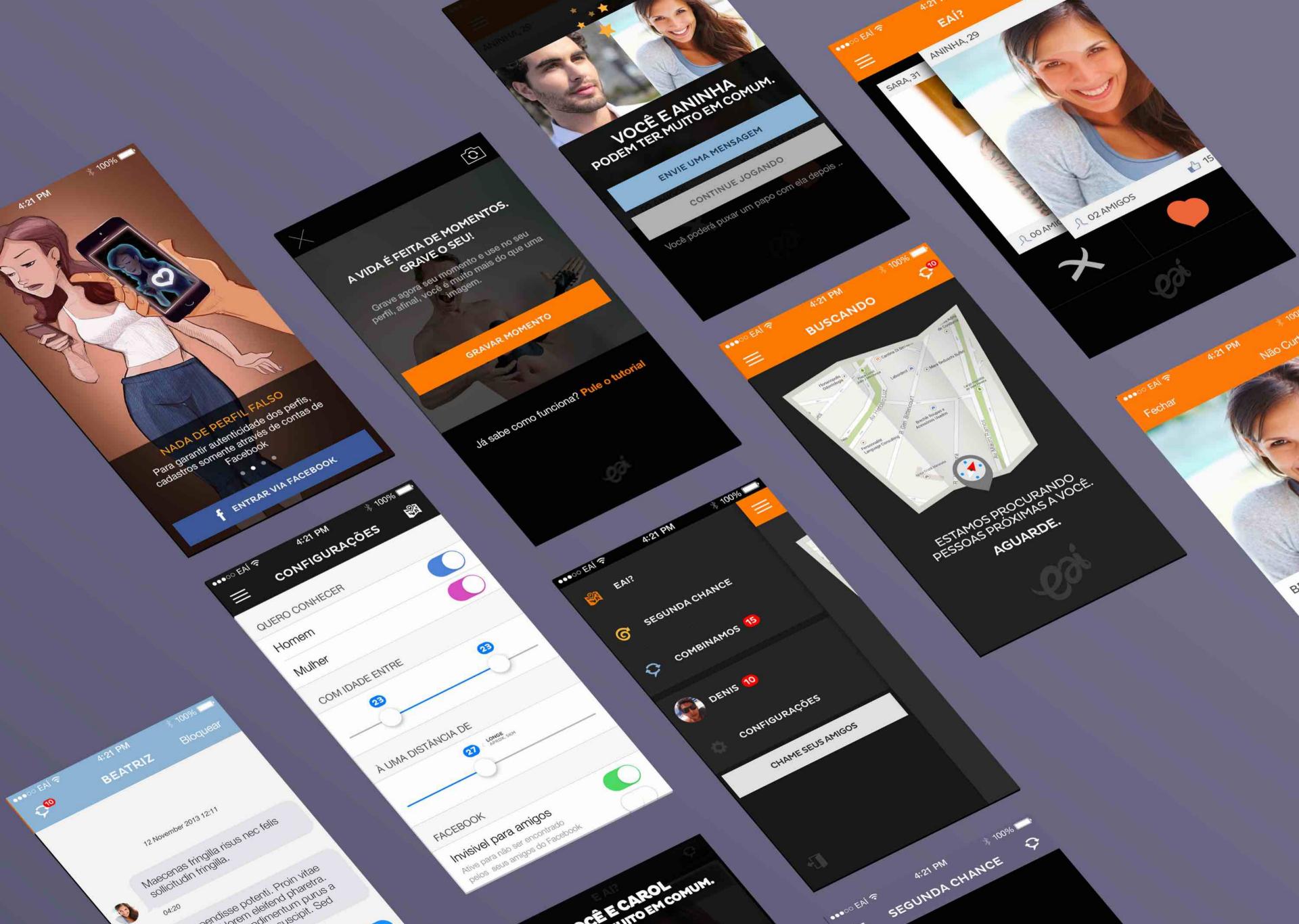












fawna

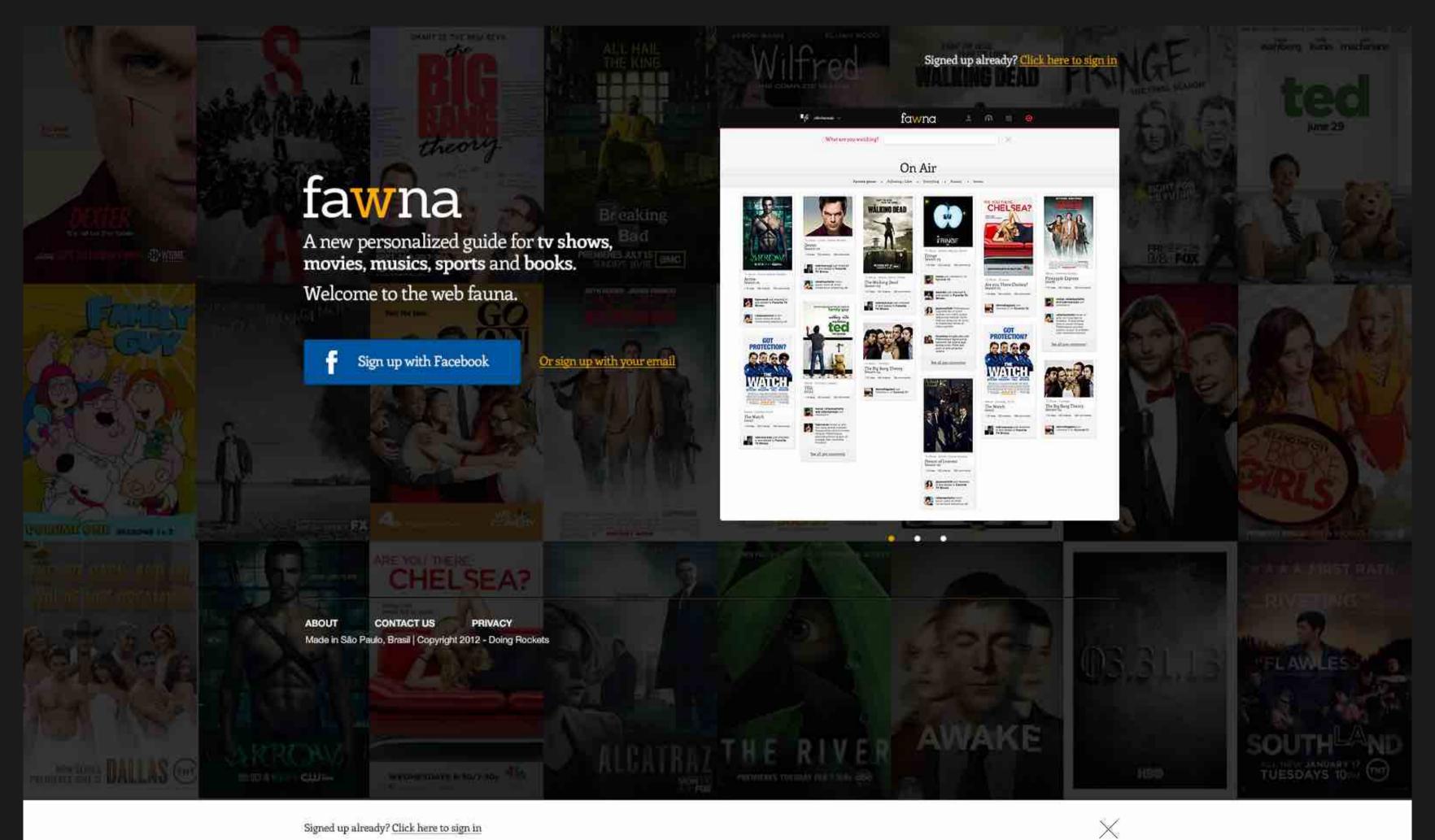
A personal project, where the basic concept was to create a community based on users music taste, books and movies/series. After a small questionnaire in the registration phase, the system, with the help of votes and user evaluations, and with the user's own interaction, would make recommendations.

The mobile version allowed you to check in what you were watching, and suggestion based on user's mood.

FEATURE SET, WIREFRAME, PROTOTYPE, UI

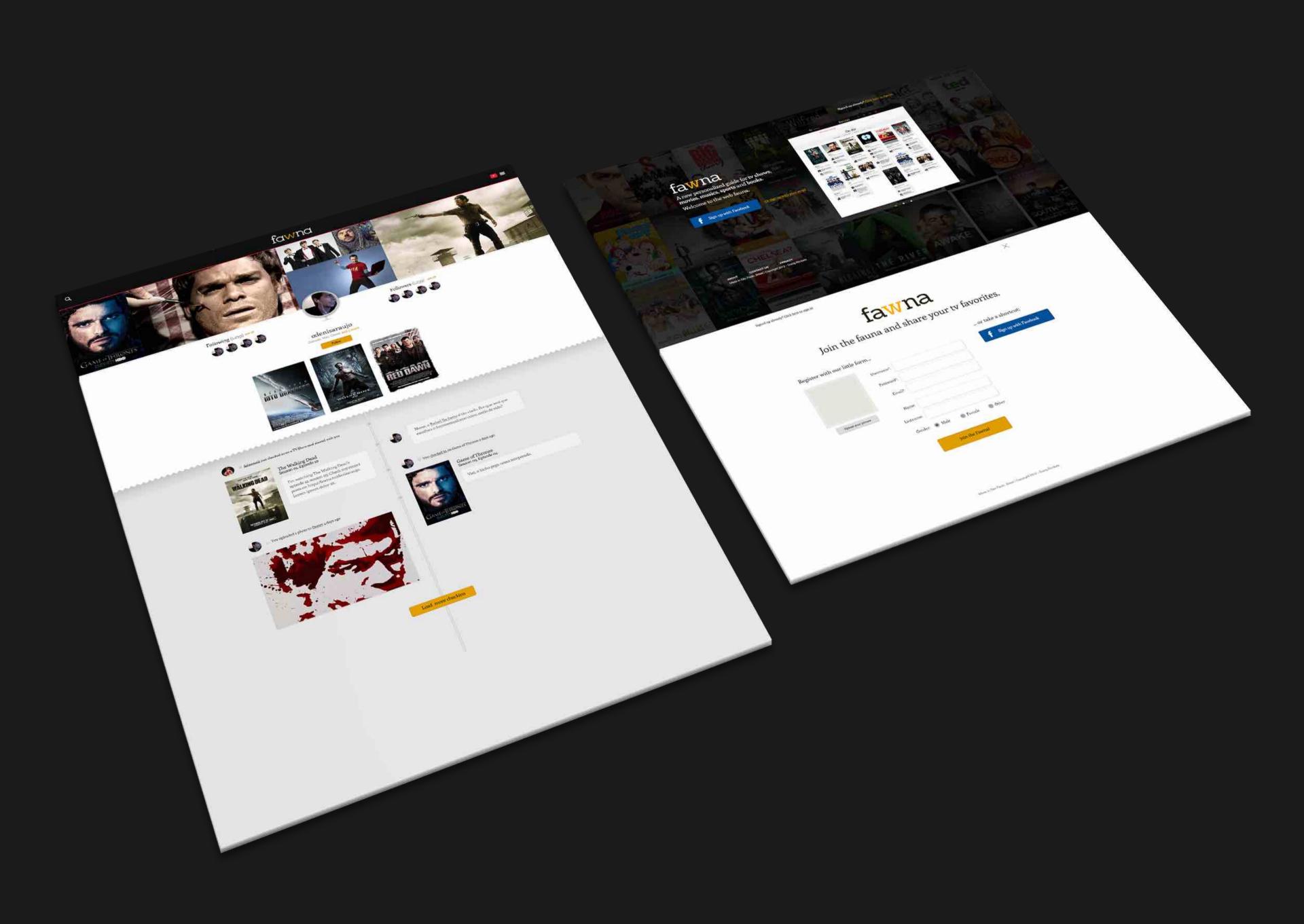


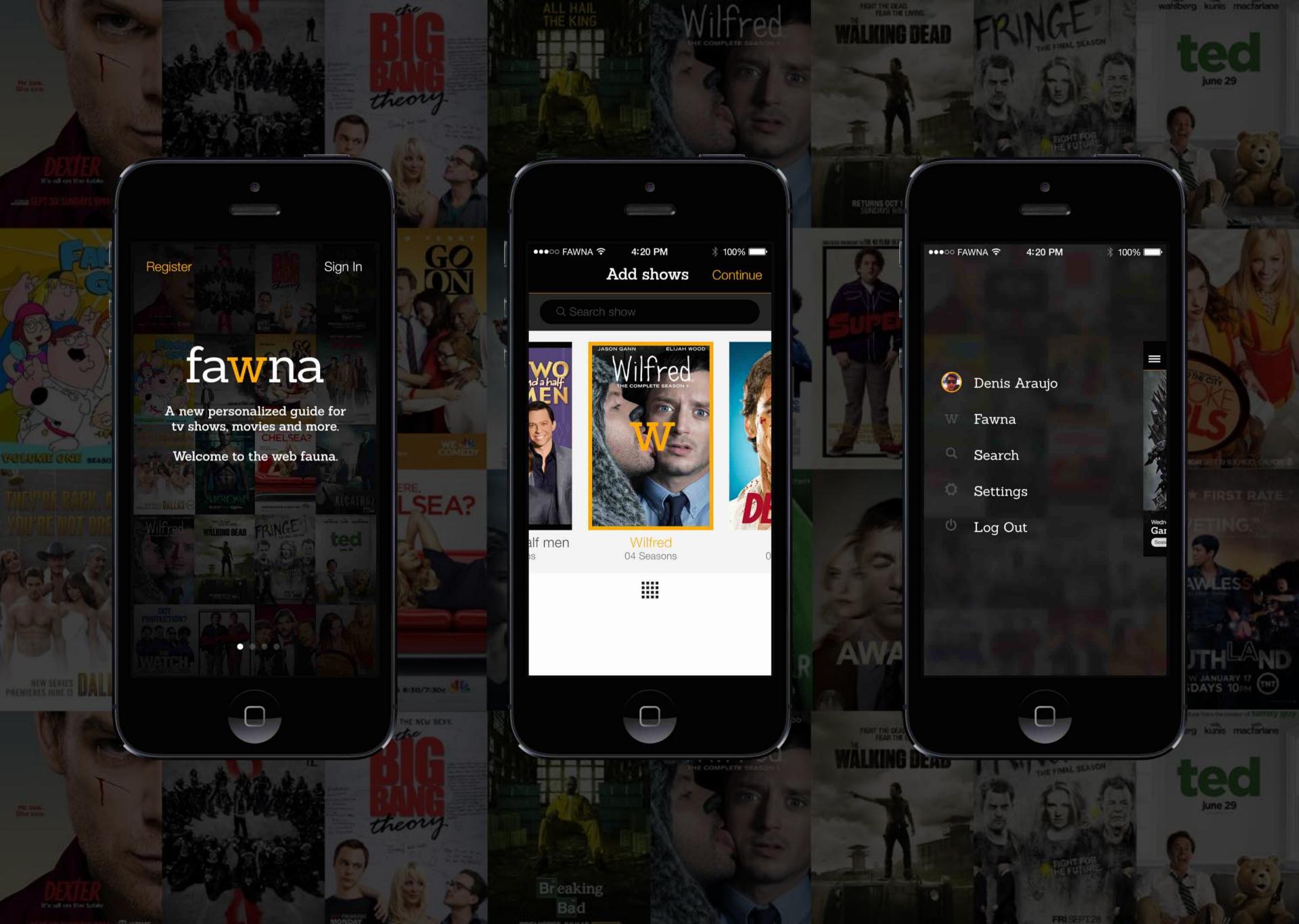




Signed up already? Click here to sign in









RDP Learning

RPD Learning is the LMS platform of Digital Pages. In this project, I had the opportunity to continue a work that had already been developed, but I chose to approach a different path from what had already been worked on.

A Learning Management System is a system that may encompass many dependent features that work together. In order to streamline the development process, we define 3 personas for the project and came to a list of features. The teacher's view, allowed the creation of courses, proofreading, real-time interactivity with students, management of learning objects, recommending excerpts from books, etc..

Some institutions already have their books scanned, and they only needed a way of integrate the activities that teachers passed in the classroom. The result was a tablet application, whereby teacher and student begin to interact with each other.

PERSONAS, SCENARIO MAPPING, WIREFRAME, PROTOTYPE, UI











Ivan Pagnossir



Conteúdo



Correções



Mensagens



Referências



Forum



Estatísticas

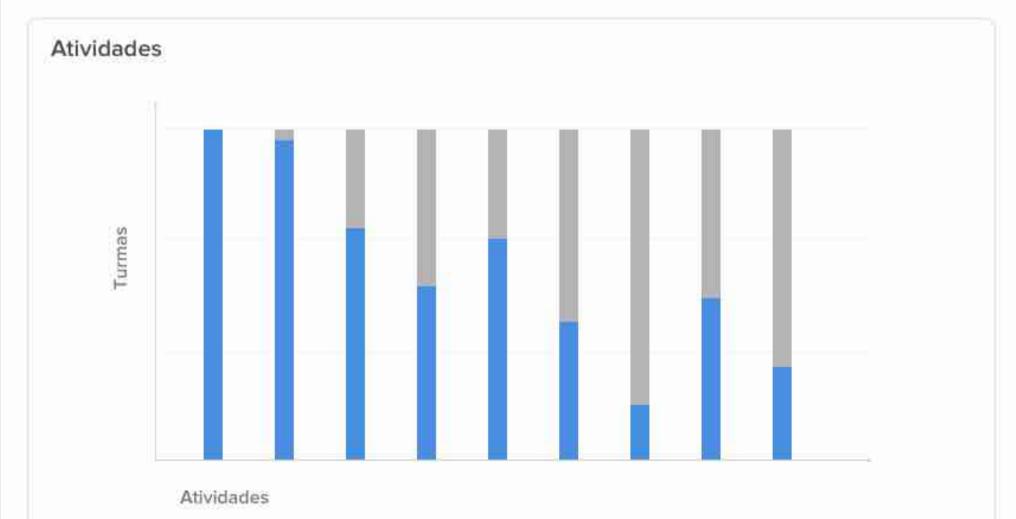


Central do Professor



Conteúdo dos Cursos











Ivan Pagnossin



Conteúdo



Correções



Mensagens



Referências



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Estatísticas



Central do Professor

Crie e gerencia suas aulas

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MODULOT

Ambientes Empresariais e Competitivos

Adicionar contexto

Adicionar objeto de aprendizagem

MODULOII

Processos

Adicionar contexto

Adicionar objeto de aprendizagem

MODULO III

Finanças como Instrumento de Gestão

Adicionar contexto

Adicionar objeto de aprendizagem

MODULO IV

Marketing & Comercialização

Adicionar contexto

Adicionar objeto de aprendizagem

