## TESIA KOSMALSKI **PORTFOLIO**

## HELLO AN INTRO

As both a User Experience (UX) professional and a trained artist, I enjoy the creative challenges of digital design and artistic expression. In response to these challenges, I regularly use a solid User Experience process that involves essential methodologies. But, three themes continually emerge form my work, whether in my work history or personal studio practice. These themes have turned into treasured techniques and can act as a lens through which to view my experience. I've included four professional projects along with one personal to illustrate the range of applications for these techniques.

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## CIRCUITY, PACE & SYNTHESIS THEMES

#### Circuity

Considered 'a roundabout or devious quality.' Contrary to how it may seem, an innocent sense of this is crucial to staying open and avoiding paralysis. The universe of 'Information Architecture' is still expanding and in the end, there may be no fastest way. So, circuity can enable some faith in adventure, for which you must bring your UX tool belt of facilitation, inquiry and diagramming.

#### Pace

The measurement of a rate of movement. It is used to describe a walking speed or even close to development velocity. I use the idea of pace as a conduit to sustain the momentum of tasks and insights. It is a perfect metaphor to help visualize what it looks like to just 'keep going.'

#### **Synthesis**

Cohering various pieces of information into value and meaning. In creative environments, it is a key focus for product enrichment as well as project plan survival. But at its essence, it is the tool most responsible for bringing clarity to complication and illumination to complexity.

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## **CIRCUITY SOTHEBY'S PREFERRED**

### **Project Objective**

Expand digital service offerings on current website and begin developing an iPhone application to meet the needs of new types of technologically savvy customers.

#### Role

User Experience Designer

### **UX Challenge**

Founded in 1744, Sotheby's had a legacy business culture that was based mostly on direct client interaction for their top-tier clients. Extending that relationship digitally was daunting for them and called for all strategic UX tools.



## **CIRCUITY SOTHEBY'S PREFERRED**

User profiles were created first, using knowledge from every part of the team. Even though this exercise was foreign, the entire group understood how they were represented in the context of a 'user.'



Lily Safra Level 1 & 2 No. of People: 3500 43% of total users

#### Technology

- iPhone's for phone calls and communications
- Occasional iPad use
- Uses the internet to stay connected to content



#### User Goals

- · Maintain close contact with Sotheby's specialists
- · Learn what is special about being Preferred
- Be informed about upcoming events
- Access lot details

### Asian Client

Wei Ling Level 2 No. of People: 1000 10% of total users

#### Lifestyle

- 55 years old +>
- Self-made
- · From mainland China
- Women make most buying decisions
- Men build business contacts
- Part of burgeoning upper class



Interests & Motivations

- Has family focus & hopes for social mobility
- Desires to build Western connections
- Purchases art to promote new social status
- · Primarily interested in Asian-based design objects

### **Newly Arrived**

Enrique Hernandez Level 3 No. of People: 2000 31% of total users

model of direct client interaction.

High-level tech use was identified to help them get context.

Getting granular about their behavior helped them focus on different part of the customer life cycle.



#### The Sotheby's Relationship

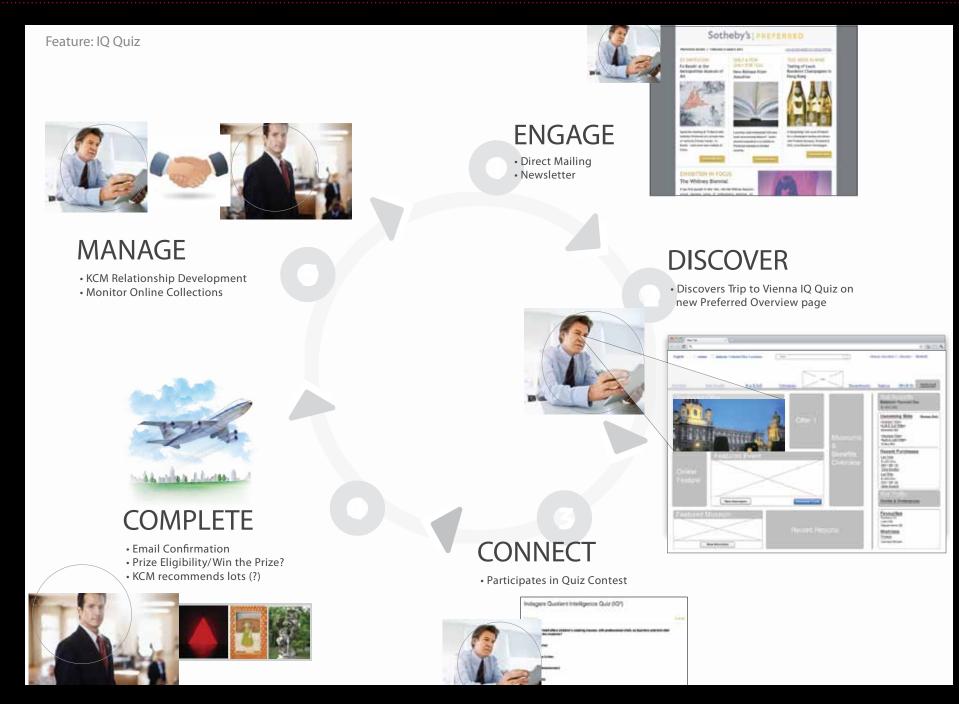
- More buyers than sellers
- Easier to please than other clients
- Often overlooked by Sotheby's specialists
- Motivated to invest in art for social reasons
- Not integrated into the Preferred fold

## 'The Sotheby's relationshiop' promoted the historical

## **CIRCUITY SOTHEBY'S PREFERRED**

Circuity was immensely valuable in order to dextrously pull from all corners of the business to create a holistic proposal.

Based on their current product language, a customer cycle was transformed to include digital's potential.



#### **Project Objective**

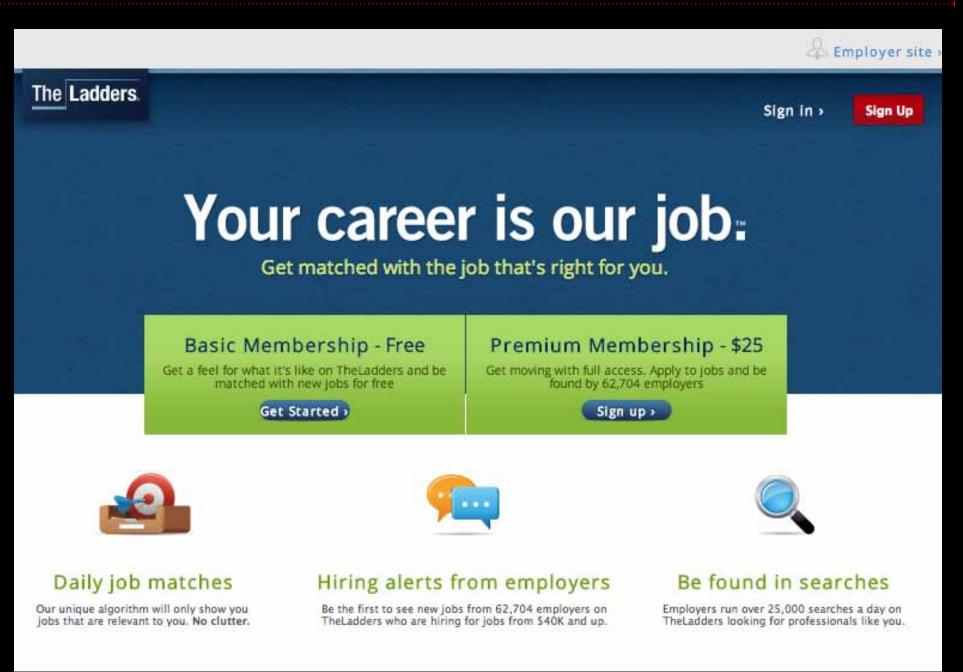
Complete the migration of all new and old users to the newly designed site, ensure user relevancy of new features and address any pain points.

#### Role

User Experience Designer

#### **UX Challenge**

TheLadders had just released its first redesign after 5 years of Lean UX and Agile methodologies. The intended minimally viable product was released but quickly needed additional features. And as the UX and product teams were in complete flux, pace was the only thing the UX team had to rely on in the first weeks.



### Week 1

Our challenge was that users were not finding relevant job information via the 'Job Matches' feature.

### **Objectives**

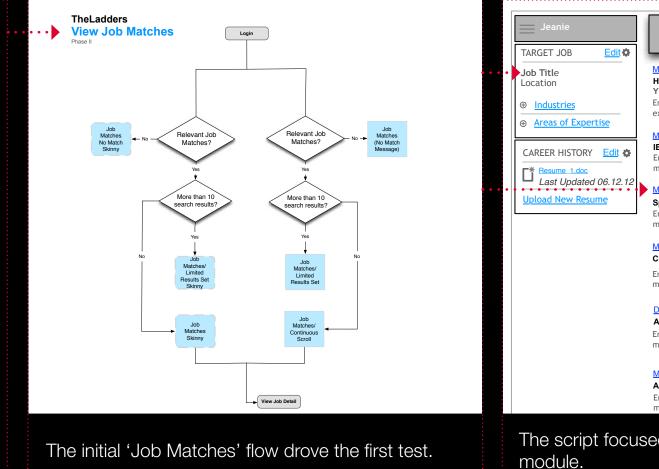
Determine if users find relevant jobs based on their goals and experience on the 'Job Matches' screen.

#### Methodology

Use five scenario-driven in person tests on the production site.

Call recruiter to find employed Job Seekers.

Use GoToMeeting to stream for team viewing.



#### Best Job Matches based on your job goals!

Marketing Director HT Entertainment Limited   Media & Entertainment   New York, NY Ensure that all plans and execution are best in class and make excellent user of global assets.	Nov 5
Manager of Marketing BM   Technology   New York, NY Ensure that all plans and execution are best in class and nake excellent user of global assets.	Nov 3
Marketing Director Spotify   Technology   Brooklyn, NY Ensure that all plans and execution are best in class and nake excellent user of global assets.	Oct 25
Marketing Manager CBS   Media & Entertainment   New York, NY Ensure that all plans and execution are best in class and nake excellent user of global assets.	Oct 25
Director Agency   Marketing   New York, NY Ensure that all plans and execution are best in class and nake excellent user of global assets.	Oct 15
Marketing Analytics Agency   Marketing   New York, NY Ensure that all plans and execution are best in class and	

#### The script focused on Job Details & Target Job

#### Week 2

The first week's findings showed that users assumed the Matches were a displaced results screen. The team then prototyped out ideas at controlling the list and driving users toward their profile.

#### **Objectives**

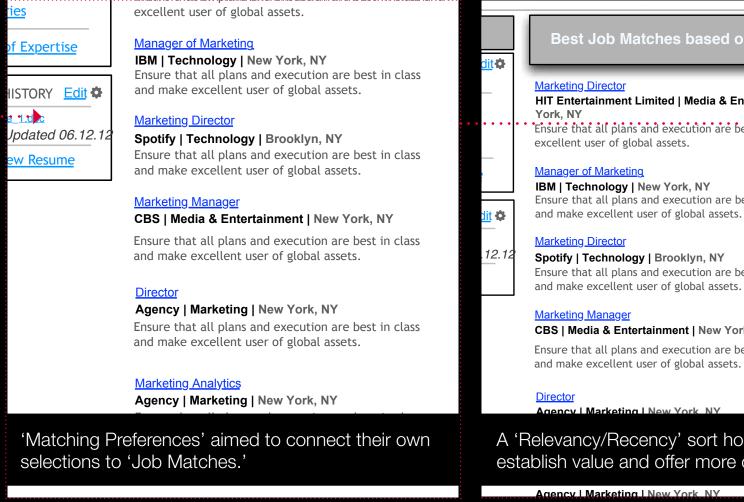
Determine if users see and can manipulate relevant job information.

### Methodology

Build test accounts to simulate a site experience for five in-person tests.

Update key wireframes and upload to Invision for prototyping

Use UserTesting.com for quick usability feedback.



### Best Job Matches based on your job goals!

Nov 3

Oct 25

Oct 25

#### HIT Entertainment Limited | Media & Entertainment | New Nov 5

Ensure that all plans and execution are best in class and make

Ensure that all plans and execution are best in class

Ensure that all plans and execution are best in class

#### CBS | Media & Entertainment | New York, NY

Ensure that all plans and execution are best in class

A 'Relevancy/Recency' sort hoped to clearly establish value and offer more control.

#### Week 3

User stories were created for the naming and sort features, even though users responded most to 'recency' sort option. Next, testing and analytics showed users failing to complete their Career History.

### **Objectives**

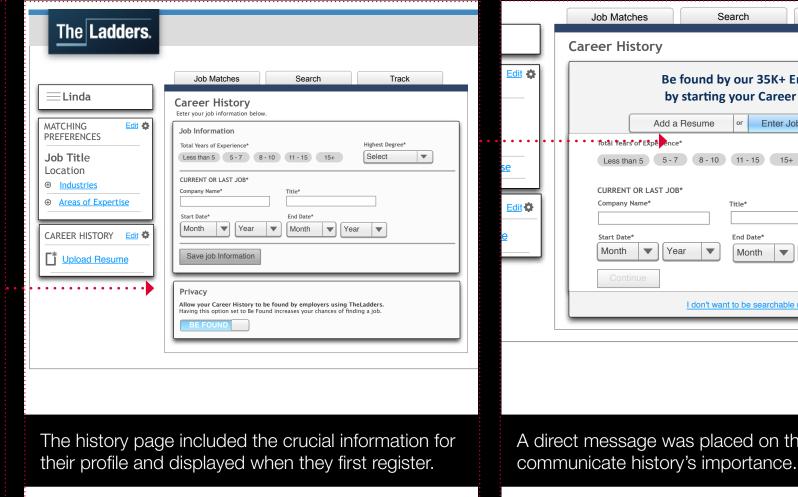
Determine why users are not completing their 'Career History.'

### Methodology

Recruit users for five in-person tests.

Test site in production.

Include small prototype trying a different layout for the first page visit.



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A direct message was placed on the prototype to

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#### Week 4

A user story was created immediately for bugs found when saving. But, users were not connecting the idea of searchability, potential employment opportunities and their entered history.

#### **Objectives**

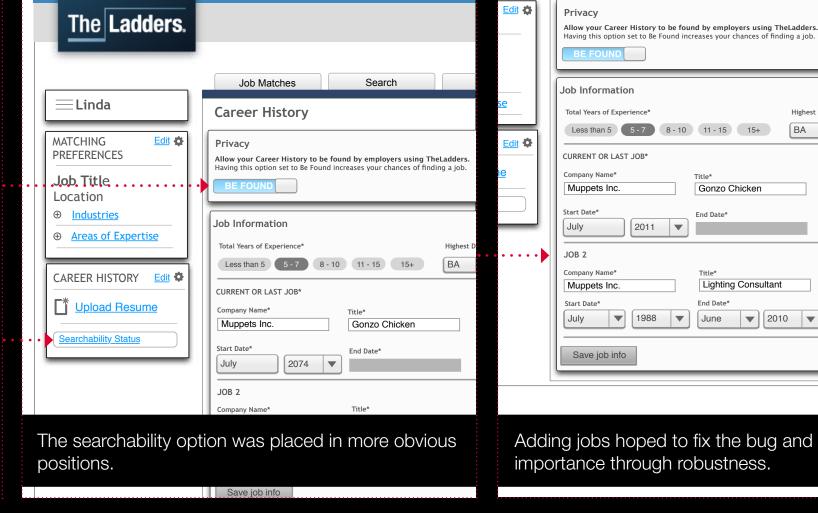
Enable users to complete their 'Career History' so they can be 'Searchable' by potential employers and recruiters.

#### Methodology

Recruit for five in-person tests.

Test site in production.

Include small prototype using yet another layout for first page visit.



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**Highest Degree**<sup>4</sup>

 $\checkmark$ Present

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BA

Title

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End Date<sup>4</sup>

Gonzo Chicken

### **Project Objective**

Bosch & Razorfish partnered to create a web application, 'Parts Service On Line,' to service those that repair Bosch consumer tools and purchase tool parts.

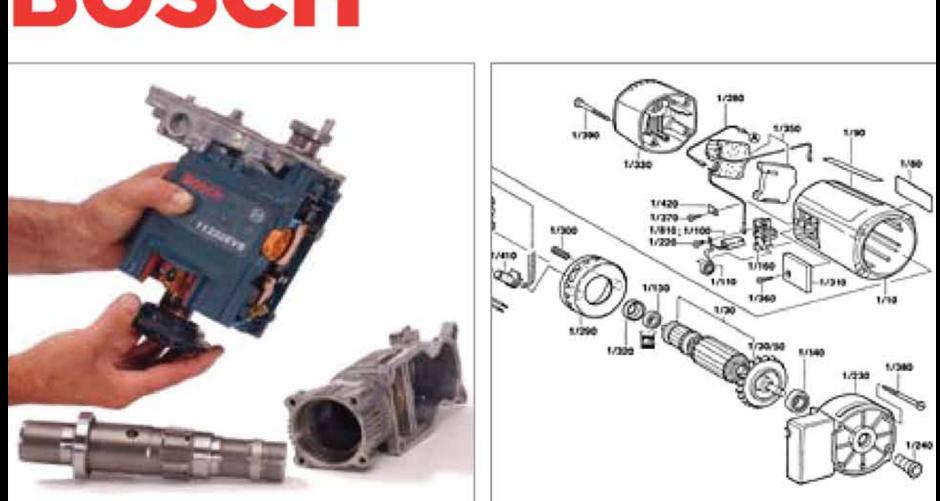
### Role

Information Architect

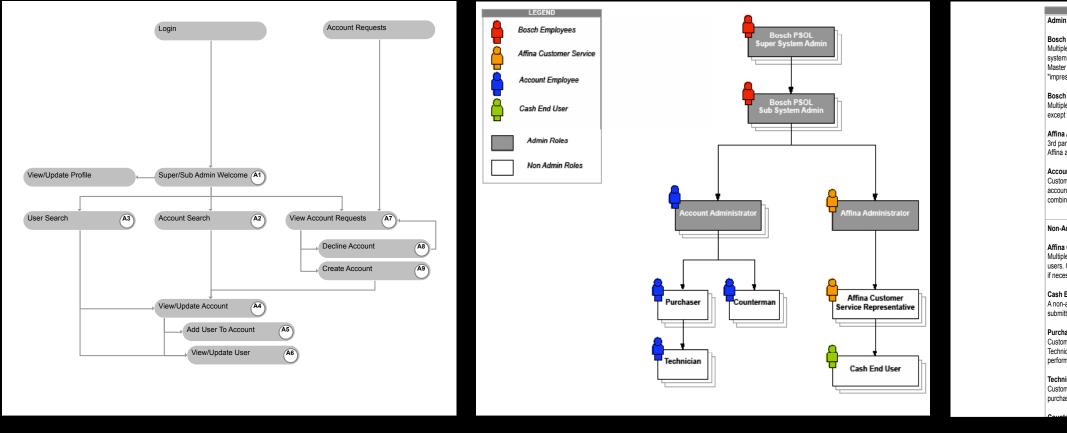
### **UX Challenge**

To make a clear and usable online tool that can integrate into a complicated system of actions, behaviors and user groups.

# BOSCH



The team found 9 different user groups that had to be accommodated and designed for.



High-level work flows isolated the main actions and tasks.

A visualization of the user hierarchy helped outline the initial user matrix.

#### Admin Roles

Bosch PSOL -Super System Administrator Multiple Bosch employees responsible for the administration of the entire PSOL system. Can create and update Sub System Admins from within the Bosch Master Account. Has the ability to create accounts, edit accounts and "impresonates" users within accounts.

Affina Administrator 3rd party customer service employee responsible for the Administration of the Affina account only. This role can also be combined with the Affina CSR role.

Account Administrators

Non-Admin Roles

if necessary

Cash End User A non-account customer accessing the PSOL website and purchasing parts or submitting repairs using a credit card.

Purchasers

Technician purchaser in the form of parts lists.

standard.

#### Role Hierarchy Description

#### Bosch PSOL -Sub System Administrator

Multiple Bosch employees who have the same abilities as the Super Admin except for creating and updating Sub System Administrators.

Customer account employee who is responsible for the Administration of their accounts. There is one Admin per account. This role can be combined with any combination of Counterman, Purchaser & Technician,

#### Affina Customer Service Representative (CSR)

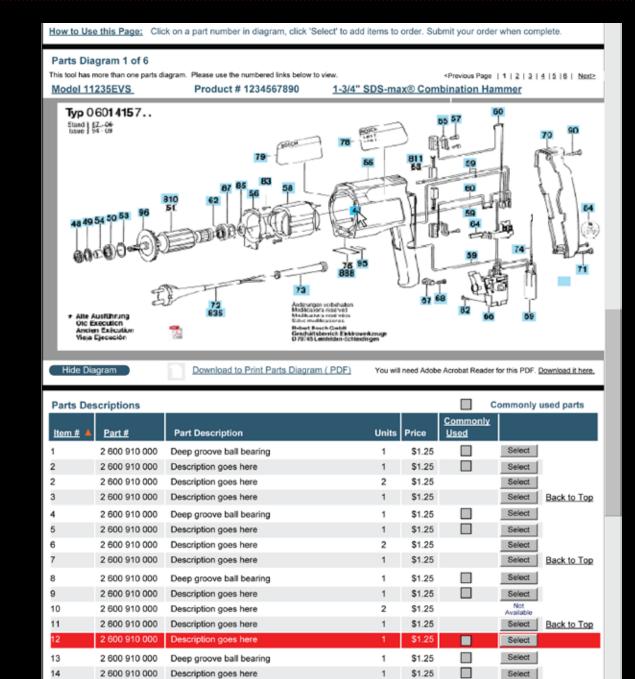
Multiple 3rd party customer service employees responsible for assisting end users. CSR's may order parts or complete repair requests on behalf of customers

Customer account employee who is responsible for receiving parts lists from Technicians, maintaining a stock list and purchasing parts. This role can also perform basic repair requests (like a cash end user) but with account billing.

Customer account employee who is responsible for requesting parts from a

#### Related user specifications set the document

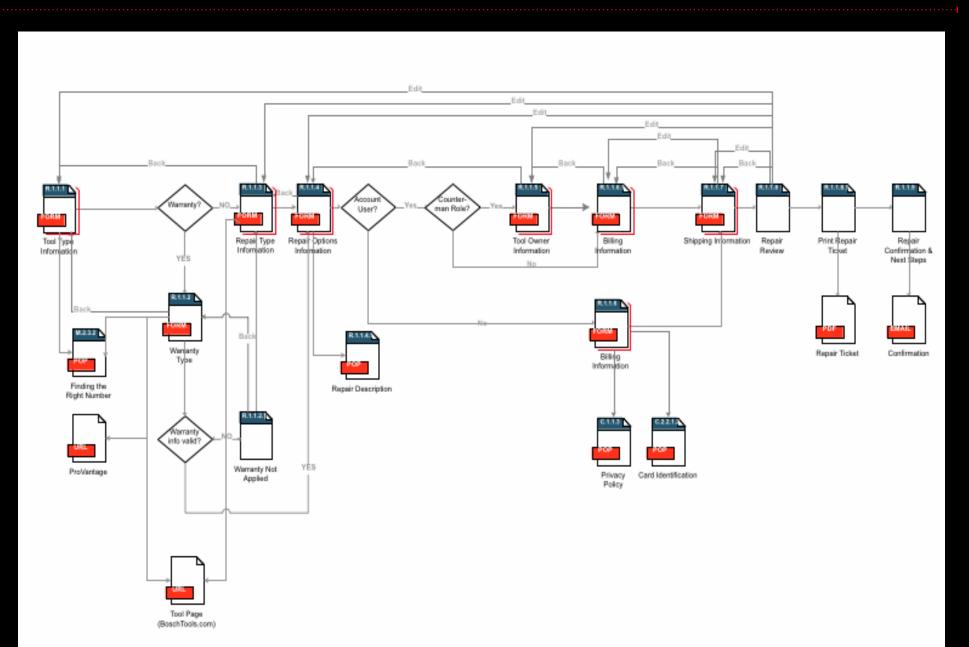
Each available tool in itself was a sophisticated and complicated set of elements. This diagram had to make 40+ parts accessible for discovery and purchasing.



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It is work-flow diagrams that mostly represent our synthesis and its ability to help make the complicated clear for our users.



## PACE THE ANDANTE COAT

### **Project Objective**

Explore pace as an expressive tool for the story of a wearable technology garment.

#### Role

Artist and Creative Director

### Challenge

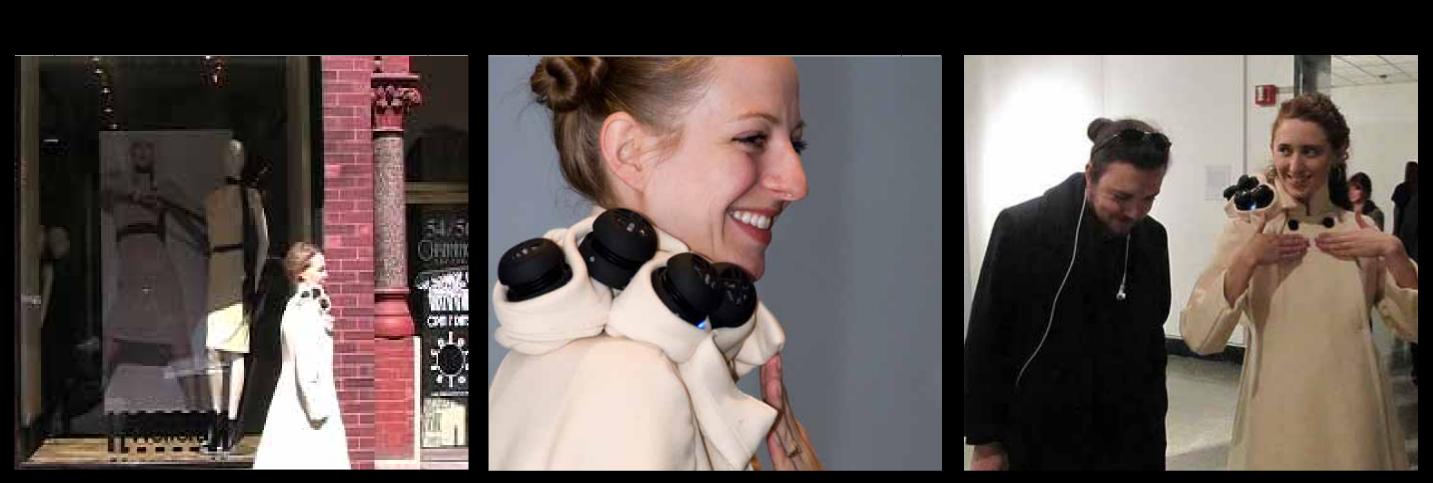
To coordinate the technologies, skills and collaborators that could contribute to the entire idea as well as the complete the MFA thesis series, 'The Echo Coats.'





## PACE THE ANDANTE COAT

The pace of 'Andante', also known musically as the 'the walking speed', acts as her centering tool while walking through different environments.



When she sees a desired item or person, she touches her heart.

flirt through her speakers.

Her leisurely pace guides her.

Randomly generated, sensual cosmetic titles then

## PACE THE ANDANTE COAT

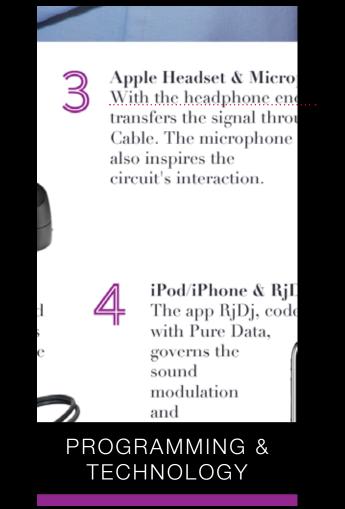
For this project, Pace not only acted symbolically. It was also crucial to cultivate the relationship of the collaborators and the essential elements and the momentum necessary to reach the final product.



FILMMAKING



#### PERFORMANCE



#### PERFORMANCE



## SYNTHESIS THE STACCATO COAT

### **Project Objective**

Consolidate all art and research interests into expressive wearable technologies that empower women within public spaces.

### Role

Artist and Creative Director

### Challenge

Build a successful story supporting this coat as well as the greater MFA thesis series, 'The Echo Coats.'





## SYNTHESIS THE STACCATO COAT

The Staccato Coat is an expressive tool that empowers the wearer to move through public places.



The 'staccato' click of the boot heel is the source of the interaction via a small microphone.



The click triggers an iPod to musically emit random industrial sounds.

The counde ther

The sounds then force people to get out of her way.

## SYNTHESIS THE STACCATO COAT

It was synthesis that provided the illumination needed to resolve the complexity of all these ideas.



WEARABLE TECHNOLOGIES



HISTORY OF NOISE & SOUND



WOMEN & PUBLIC SPACE

### FREEDOM & THE IPOD



## THANKS LET'S GET ICE CREAM