

# Daniel Harris

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## About me

**I am a User Experience Architect, currently working with LBi in London.** One of our key clients is Orange whom I have worked with on a number of projects, including an experience design for their shop, care, and support sites across Europe. This project was heavily influenced by Orange Interaction Principles - a strategy project that I worked on in 2006. I was involved in researching and subsequently defining a number of brand interaction behaviors that were shared with designers to employ as part of their process. I have also successfully developed LBi's first mobile experience research group, the findings from which regularly feed into client work. The group is also responsible for developing a number of working mobile prototypes which constantly challenge how we design for mobility.

## Recent projects

**Multimap.com** I worked closely with the development team at Multimap following their acquisition by Microsoft, to design and prototype a new architecture and a number of new interactions for the UK's most popular mapping service.

**Orange Blog** was commissioned to LBi in 2006. I worked on the design and functional specification of the online blogging application, which is currently being implemented by a number of European Orange territories. The product features a number of unique rich interactions that allowed the user to write, edit, and personalise their blog in a simple to use manner.

**Orange Web Styleguide** is used by designers around the world to find best practice interaction behaviour and visual design guidelines for Orange websites. In 2006 I worked on the definition of a number of Rich Internet Application behaviour guidelines, and recommendations for how to implement a consistent navigation system throughout any Orange site or application.

**HMV** asked LBi in 2007 to design a community website for their customers to share music and film experiences, tastes, and recommendations on new material. I conducted interviews with potential users of the service to gather a sense of user behaviour and create a set of personas to design for. I also produced a report on potential avenues for expanding the service for use on mobile platforms

## Experience

### 2008 LBi, London • User Experience Architect (Senior Associate)

Drawing heavily on the practice of User Centred Design, I am responsible for gathering business and user requirements, defining the experience vision and producing the experience design of large budget digital projects. I have had significant experience with producing build-ready specification compendia which typically include user journeys, process flows, wireframes, and content type definitions. I have worked with clients including Orange, HMV, and TES.

### 2006 LBi, London • User Experience Architect (Associate)

### 2005 Freelance interactive project consultant and designer

### 2004 Form Design Group Architects • Design consultant

### 2001 University of Plymouth • Lecturer in Interactive Media

### 2000 limbomedia • Interactive producer and founding member

## Qualifications

**2006** MA (Distinction) Creative Practice in the Narrative Environment, University of the Arts, Central Saint Martins College, London

**2000** BSc MediaLab Arts (First Class Hons), University of Plymouth

## Publications

**2008** 'Facilitating the human to human interface' article on located media for LBiQ Mobile Edition. LBiQ is published quarterly by LBi

**2007** location based media poster presentation 'Everything in it's right place' at Euro IA 2007

**2007** Presentation for 'Designing the Mobile Experience' Nokia and Adaptive Path workshop at Ubicomp 2007

**2006** Presentation and demo of 'Frameburst' collaborative photography and animation project at Urban Screens conference, London

**2005** 'Wayfromhome' digital project featured in Performance Research 10 year reader & 'On the page' issue (no.20)

**2003** Poster presentation for digital video co-production 'Figures' at Infovis 2003 (data visualisation conference), Seattle.

## Past projects

### 2006 Play.orchestra public installation

Commissioned by the Royal Festival Hall in the summer of 2006, I designed the concept and architecture for the hugely popular Play. Orchestra project; an interactive public installation on London's South Bank, described by Time Out magazine as 'The best free fun in London'. The installation invited public members to compose unique versions of a number of classical pieces by sitting on specially adapted orchestra seats. Arranged in an orchestra circle, the seats would play the appropriate instrument part, so that the piece grew as participation increased.

### 2006 Stratford Circus interactive public screen

When I was asked to research and design a content scheme for a permanent outdoor screen at Stratford Circus, I decided to develop a piece of participatory architecture for the East London arts Centre. The animated material, reminiscent of a kaleidoscope, contains a multitude of shapes and colours, relating to the activity of the building within. Participants can change the content and colour of the shapes by 'bluetoothing' their camera phone pictures to the screen, which immediately adds them to the kaleidoscope pattern.

### 2005 Jamie Cullum

In 2005 worked on a series of stage animations for the jazz musician's latest world tour. Animated content included self-playing instruments inhabiting unusual spaces, alluring unearthly gardens, and an interactive piano forest that I programmed to flourish as the volume of Jamie's performance increased.

## Research

### 2006 Videowalks

Videowalks are self-documented walks, recorded and shared with others that are in the same space, so that they may experience new insights into the spaces that surround them. The Video recordings can be played back via a mobile device and allows users to simultaneously walk and experience alternative perspectives of a single journey. In this way, the traditional notions of what a viewfinder and what a playback screen are become blurred. Videowalks is an on-going project that I have worked on since 2006 which aims to build a transcribed and indexed archive of walks. Over time, it is expected that these walks will form a valuable resource of publicly accessible documents of space, authored from a diverse range of perspectives.

### 2006 Frameburst

Frameburst is a series of experiments that are designed to utilise the increasing number of networked viewfinders that exist in the world. The networked viewfinder has emerged from combining digital cameras with mobile communications. One of the experiments enables the spectacular bullet-time effect to be rendered in real time using a number of mobile camera phone operators.

### 2002/3 Spacelapse & Figures

In 2003, a collaboration with designer and theorist Chris Speed, resulted in a poster presentation for digital video production 'Figures' at Infovis 2003, the key data visualisation conference for emergent practice, held in Seattle. Figures is one of a series of three animated films which attempts to map the ways in which we occupy spaces on to the physical bodies of the inhabitants themselves. Spacelapse is another film in the series which was aired on HTV west in 2002 as part of the Brief Encounters Film festival.

## What I'm into

Cinematography Gadgets **Maps** Tools Learning Sketchbooks Painting Digital Analogue Leaves **Place** Space  
Architecture Psychology **Exploration** Experimentation Discovery **Speed** Gravity Self-propulsion