

# 01



## INTRODUCTION

This design project highlights the value of collecting and preserving plants to help young people connect with nature. It encourages curiosity and appreciation through hands-on, creative exploration.

The project also supports quality family time by offering shared activities between children and parents, and provides easy access to educational materials across books, apps, and toolkits.

# OVERVIEW

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## PROJECT OBJECTIVES

Our goal is to create an engaging, easy to understand, and enjoyable learning experience that captivates individuals aged 12 to 50, sparking their interest in the art of herbarium-making. Through this project, we aim to guide participants not only to gain knowledge about plants but also to experience the hands-on process of creating herbariums, fostering a deeper, more personal connection with botany.

## DESIGN PURPOSE

The design’s ultimate purpose is to offer young individuals an accessible and innovative way to deepen their understanding of the wonders of plants through active participation in herbarium-making. Furthermore, the design encourages the development of practical skills through creative, hands-on activities. We hope that the design will not only educate but also inspire curiosity and imagination.







**WHERE THE PROBLEM?**

Plant science, especially herbarium-making, is often inaccessible to beginners. Through user surveys and academic review, we found that teenagers (12–18) struggle to engage with traditional botanical books and lack exposure to plant preservation techniques.

**PROJECT BACKGROUND**

In the digital age, people's understanding of plants has become increasingly reliant on virtual information, resulting in a growing disconnect from nature. This project seeks to rekindle curiosity and a love for plants in younger generations by reintroducing the traditional art of herbarium making, creating a bridge between the digital era and the natural world.

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GAPS AND OPPORTUNITIES

Plant rubbing with flowers, stems, and leaves though simple in technique—is underutilized in the world of botanical art and science education. This method, rooted in the tradition of flower pressing, preserves ephemeral beauty through color stains and natural textures.

The emotional and sensory value of rubbing—its ability to retain not just form but fragrance and memory makes it ideal for engaging users in tactile, creative plant interaction. However, there is currently a lack of resources that translate this into accessible learning formats for families, children, or schools.

TWO INSIGHTS FROM READING

Books such as The Complete Language of Flowers and Flowerpaedia reveal the emotional resonance of floriculture. Their popularity shows that audiences are drawn to plants not only for scientific knowledge but also for poetic symbolism, aesthetics, and personal meaning. This insight supports combining scientific content with expressive storytelling.

TWO INSIGHTS FROM CONNECTIONS

Observing professional herbarium practices, such as those in major herbaria and plant collecting institutions, highlights the importance of systematization and preservation. The scientific rigor in collecting, labeling, and documenting specimens demonstrates how plant engagement can serve both educational and archival purposes—an approach that can be translated into simplified formats for home or classroom use.

TWO INSIGHTS FROM COMPETITIVE ANALYSIS

Botanic gardens are proven to influence visitors’ environmental awareness and plant literacy. Institutions like the Royal Botanic Gardens and online initiatives such as Botanic Gardens Conservation International provide engaging public-facing programs that combine science with interaction. These models suggest the value of immersive and visual learning tools that link real-world nature with structured learning.

TWO INSIGHTS FROM THOUGHT LEADERS

Experts like Steve Perlman stress the urgency of biodiversity conservation. Popular creators such as Enid Offolter show that visual, personal plant content resonates widely—highlighting the need to balance science with accessible storytelling.

TWO INSIGHTS FROM QUANTITATIVE DATA

Over 70% of consumers under 50 prefer visual, beginner-friendly plant content (Greenhouse Grower). The rise of houseplant interest (A Natural Curiosity) suggests people engage more when resources are simple and inviting.

TWO INSIGHTS FROM WILDCARDS

Craft-based plant videos (e.g., pressing, rubbing) consistently outperform academic content in views. Specimen books show value in detail, but today’s users seek visual, interactive, and narrative formats.

SIX INSIGHTS FROM QUESTIONS

- 1. Aesthetics in Herbarium Possible?
- 2. How can the planarization of plants be compared to an art painting?
- 3. Plant-related book recommendations?
- 4. Plant rubbing method?
- 5. How to effectively combine plants with children’s activities?
- 6. What are some websites about plant data?

INSIGHTS FROM THE FOCUS GROUP

Plant literature websites  
Design clarity of specimen displays  
Use of 3D modeling or holographic technology  
Perceived educational value of physical specimens

SUMMARY OF PARTICIPANT INTERVIEWS AND KEY QUESTIONS ASKED

- 1. Do you garden at home?
- 2. How can we get children more involved in protecting plants?
- 3. Why do you think it’s important to teach kids to have awareness of protecting plants?
- 4. Would you like to see more handicraft books and tools available and easily accessible for kids?
- 5. Would you be happy if the school incorporate more handicraft activities in the classroom?

INSIGHTS FROM WHAT’S WORKING

Books combining illustrations and text are popular  
Flower language and beautiful visuals attract readers

INSIGHTS FROM WHAT ISN’T WORKING

Illustration-based books lack real texture  
Retro-style illustrations seen as less professional  
Covers and layout often unattractive



# DS CHART

## INSIGHT

The average book is boring due to its unattractive layout and lack of innovation with the limited amount of realistic photos.

## STRATEGY

It introduces simple, accessible methods for botanical exploration, making it educational and enjoyable for readers of all ages.

Botany-related literature is too obscure and not applicable to the general public. Especially for teenagers in modern society, where everything is digitalized.

A versatile tool designed for flexible learning and inter-active engagement. It combines educational content, creative sharing, and community building to bring the wonders of plants closer to its users.

The traditional herbarium is a long and complicated process. The drying and plant pressing step is a time-consuming process. Nonetheless, it requires professional tools and precise techniques.

Designed to complement the book series, providing all the tools and instructions needed to create your own herbarium and botanical art pieces at home.

Online shopping has become a cornerstone of modern convenience, catering to both entertainment and informational needs. This trend continues to grow, driven by the demand for accessibility, efficiency, and a seamless user experience.

Serves as a one-stop platform for botanical enthusiasts. It combines education, e-commerce, and community engagement, for purchasing products, accessing resources.

# BOOK SERIES

# APP

# TOOLKIT

# WEBSITE

## DELIVERABLES

### GUIDEBOOK *(Adults 35-50)*

Clear, step-by-step instructions for plant-based activities and experiments.QR codes that allow readers to access corresponding instructional videos on the MY HERBARIUM app, making it easy to follow along at any pace.

### ENCYCLOPEDIA *(Adults 35-50, Teenagers 12-18)*

Stunning images of beautifully processed pressed flowers, demonstrating pressing techniques introduced in the Guidebook.In-depth botanical knowledge about plant species, their life stages, ecological phenomena, and the secrets behind their beauty.

### ART & EXPLORATION BOOK *(Teenagers 12-18)*

Encouraging readers to use botanical elements to create unique works of art.Offering project ideas that combine plants with different materials, such as bookmarks, pop-up designs, and decorative crafts.

### STEP-BY-STEP TUTORIALS

A library of how-to videos demonstrating various herbarium-related projects in an easy-to-follow format.

### PLANT RECOGNITION TOOL

AI-powered plant recognition tool for identifying unknown plants.Users can simply scan a plant to automatically discover its name and key information—perfect for outdoor exploration and nature walks.

### COMMUNITY ENGAGEMENT

Enables users to upload photos of their herbarium projects, plant art, and creations directly to the app. Offers like and comment functionalities, fostering a sense of community and allowing users to share feedback, ideas, and inspiration.

### HERBARIUM ENCYCLOPEDIA

The app serves as a comprehensive digital herbarium encyclopedia, offering detailed descriptions and visual presentations of herbarium specimens.

### A PHYSICAL KIT

Durable and portable, designed to store and organize all tools neatly for easy access.

### BEGINNER-FRIENDLY

Designed with simple steps and fewer tools to ensure an accessible experience for all users.

### ALL-IN-ONE SOLUTION

The toolkit includes everything needed to get started, eliminating the need for additional tools or materials.

### INTERACTIVE LEARNING

Hands-on activities promote creativity and understanding of plant science.

### ONLINE STORE

The website includes an optimized shopping feature for customers to purchase books, toolkits, and merchandise with fast service, seamless checkout, and trustworthy payment options.

### ONLINE ENCYCLOPEDIA

Combines education, exploration, and creativity in an accessible, user-friendly format.

### STEP-BY-STEP TUTORIALS

Encourage hands-on engagement with plants and promote creativity. Makes herbarium projects and plant exploration fun, interactive, and inclusive.

### FAQ AND CUSTOMER SUPPORT

FAQ section covers any general questions people may ask about online privacy, security, payments, shipping, returns, and other common concerns.

# MATERIALS MATRIX

## THESIS GOAL

This project reflects a family-focused approach where parents can guide and collaborate with their teenagers, making it an educational and bonding experience for both generations, in order to appreciate the beauty of and science behind plants.

## AUDIENCE

Teenagers (12-18),Adults (35-50)

## BOOK SERIES

### GUIDEBOOK *(Adults 35-50)*

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## TOOLKIT

### A PHYSICAL KIT

Durable and portable, designed to store and organize all tools neatly for easy access.

### QR CODE

Add a QR code linking to myherbarium.com for easy access to tutorials, app downloads, and community features.

### INSTRUCTION MANUAL

Includes detailed flowcharts and step-by-step images to guide users through every stage of the process, making it simple and intuitive.

## WEBSITE

### ONLINE STORE

Book series, DIY herbarium toolkits, botanical-themed merchandise (shirts, hats, tote bags, etc.).Customers can share feedback on products.

### ONLINE ENCYCLOPEDIA

Detailed descriptions and visual presentations of herbarium. Articles and videos detailing plant species, ecological phenomena, seasonal patterns, and tips for building your herbarium.

### STEP-BY-STEP TUTORIALS

Step-by-step guides for herbarium projects, plant pressing, and botanical art creation.Articles and videos detailing plant species, ecological phenomena, and tips for building your herbarium.

### FAQ AND CUSTOMER SUPPORT

Online privacy and security, shipping timelines and fees, returns and refunds, a contact form for inquiries. Live chat for real-time assistance, email and phone support details listed prominently.



02



## RESEARCH AND INSIGHTS

This chapter covers the foundational research that shaped the project vision, including qualitative user interviews, quantitative survey data from parents and teenagers, and an audit of existing educational botanical tools. Visual documentation includes survey results, key pain points, and user behavior patterns. Sketches and rough diagrams helped frame the challenge and visualize opportunity areas.

The insights extracted here—such as the need for multi-generational accessibility, minimal technical barriers, and tactile interaction—directly informed later design strategies and content hierarchy.



# RESEARCH

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To better understand the needs of the intended users, we conducted targeted interviews with teenagers (12–18) and parents (35–50).

Many teenagers shared that traditional botanical content felt too academic, overly text-heavy, and visually unengaging. Meanwhile, parents expressed a desire for activities that could strengthen family interaction while also being educational.

## SURVEY RESULTS

87% of teenagers were interested in “craftable” science experiences, and 92% of parents considered creative nature based activities to be valuable bonding tools. These statistics underscored the need for a more hands-on, visual, and accessible platform that could meet both educational and emotional needs across generations.





MY HERBARIUM USER RESEARCH SURVEY

Thank you for helping us design a better botanical learning experience.  
This short survey will take about 3 minutes.

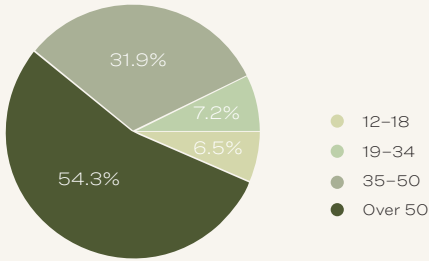
- What is your age group?  
12–18  
19–34  
35–50  
Over 50
- Which of the following best describes you? (Select all that apply)  
Teenager / Student  
Parent  
Educator  
Creative professional  
Other
- How interested are you in hands-on activities related to plants (e.g. pressing flowers, nature crafting)?  
Very interested  
Somewhat interested  
Not very interested  
Not interested at all
- Which types of learning formats do you prefer for science-related topics? (Select all that apply)  
Hands-on projects or making things  
Step-by-step video tutorials  
Outdoor exploration / collecting  
Reading books or articles  
Interactive discussions or community forums
- If you had to learn about plants, which format would you prefer most?  
Mobile app  
Video-based lessons  
DIY toolkit  
Educational website
- Which features sound most appealing to you? (Select all that apply)  
AI plant identification tool  
Interactive tutorials  
Upload and share plant creations  
Parent-child collaboration activities  
Botanical encyclopedia with visuals

- (If you are parents) Would you be interested in doing plant-related creative projects with your child?  
Yes, often  
Sometimes  
Rarely
- Do you think activities like pressing flowers or plant-based art help with creativity or relaxation?  
Definitely  
Somewhat  
Not really  
Unsure
- What matters most to you in an educational platform like My Herbarium? (Select two)  
Easy-to-understand content  
Clear and guided hands-on projects  
Scientifically accurate information  
Beautiful and inspiring design  
A way to enjoy it together with family or friends
- If we offered a platform that combines an app, printed books, DIY toolkits, and a website, how likely are you to use or recommend it?  
Very likely  
Somewhat interested  
Not sure  
Unlikely

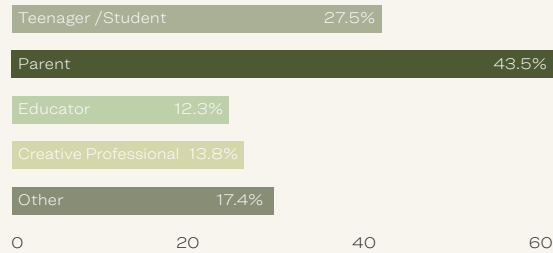
MY HERBARIUM USER RESEARCH SURVEY INFOGRAPHICS

A collection of survey-based data visualizations showing user preferences and behaviors.

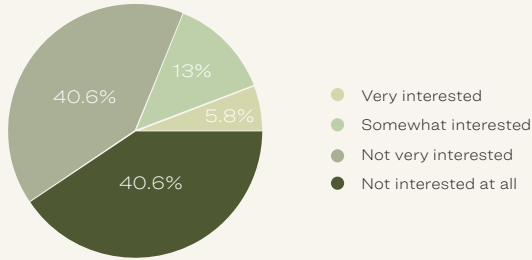
- What is your age group?



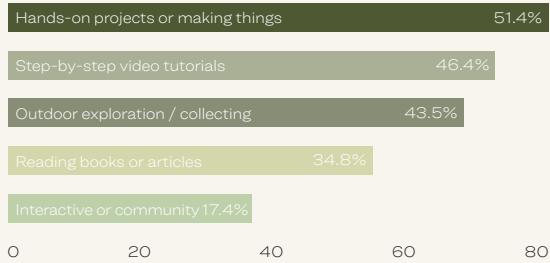
- Which of the following best describes you? (Select all that apply)



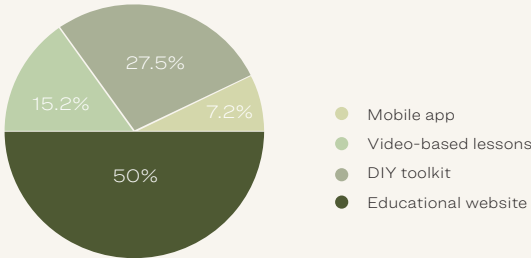
- How interested are you in hands-on activities related to plants (e.g., pressing flowers, nature crafting, or outdoor exploration)?



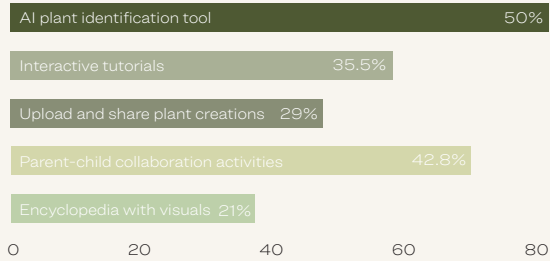
- Which types of learning formats do you prefer for science-related topics? (Select all that apply)



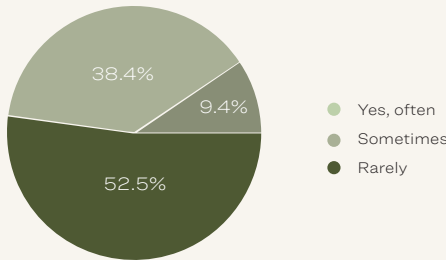
- If you had to learn about plants, which format would you prefer most?



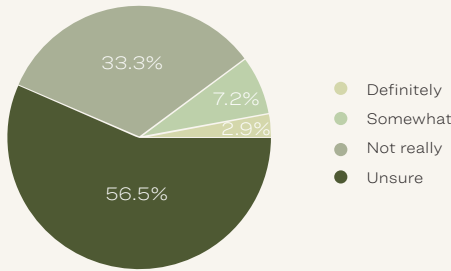
- Which features sound most appealing to you? (Select all that apply)



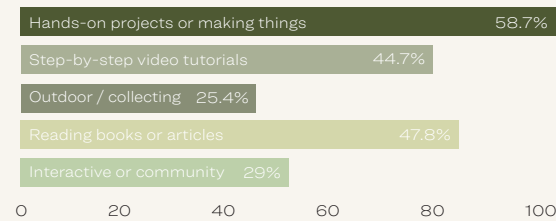
- (If you are parents) Would you be interested in doing plant-related creative projects with your child?



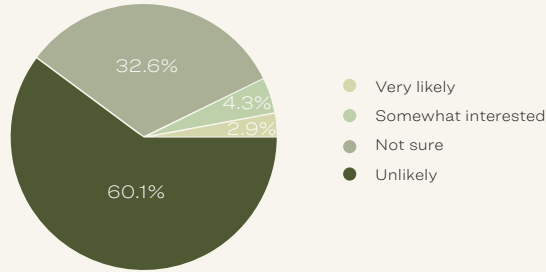
- Do you think activities like pressing flowers or plant-based art help with creativity or relaxation?



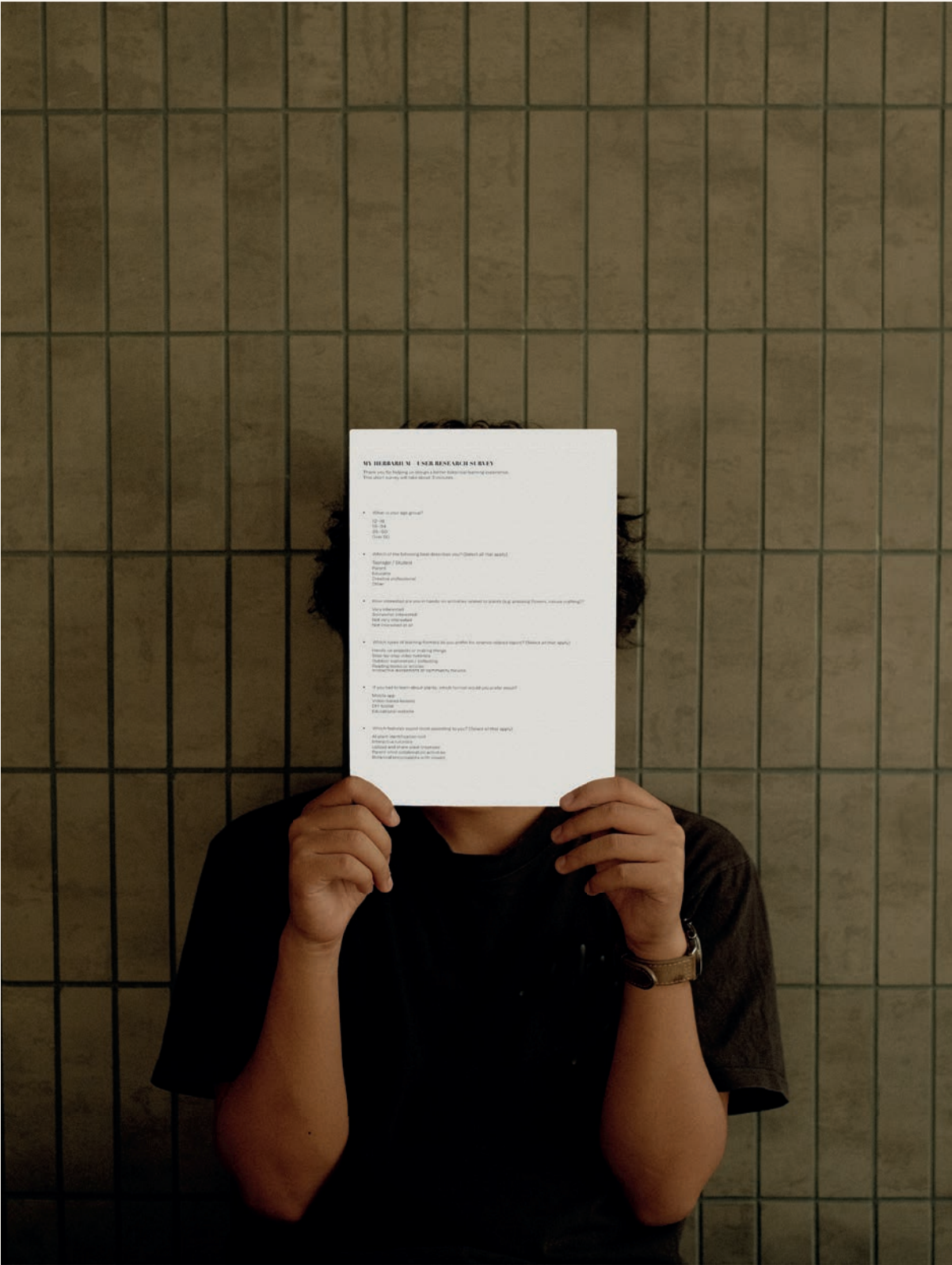
- What matters most to you in an educational platform like My Herbarium? (Select two)



- If we offered a platform that combines an app, printed books, DIY toolkits, and a website, how likely are you to use or recommend it?







## USER SURVEY INSIGHTS SUMMARY

The survey gathered 138 responses and provided strong validation for the design direction of My Herbarium.

### DEMOGRAPHICS

- 54.3% of respondents are aged 19–34, with 31.9% in the 35–50 range.
- 43.5% identified as parents, and 27.5% as teenagers or students.

This confirms that the platform needs to engage both teenagers and adults,that supporting my multi generational design focus.

### ENGAGEMENT & INTEREST

- 81.2% of users expressed interest in hands-on plant-related activities.
- 52.2% of parents would often do creative plant based projects with their child.
- 89.8% believe pressing flowers or plant-based art helps with creativity or relaxation.

This supports my decision to include the DIY toolkit and the Art & Exploration Book, reinforcing therapeutic and family-friendly aspects of the project.

### PREFERRED LEARNING FORMATS

Most preferred mobile apps (50%), followed by video based lessons (27.5%) and DIY toolkits (15.2%).

Top content formats:

1. Hands-on projects (51.4%)
2. Video tutorials (46.4%)
3. Outdoor exploration (43.5%)

This confirms the relevance of my multi-format ecosystem, especially the app’s tutorials and outdoor inspired activities in the books and website.

### MOST DESIRED FEATURES

Top features users selected:

1. AI plant ID tool (50%)
2. Interactive tutorials (35.5%)
3. Parent-child activities (42.8%)

These responses justify the inclusion of features like plant recognition, guided tutorials, and community driven sharing in both the app and website.

### PLATFORM VALUE PERCEPTION

60.1% would be very likely to use or recommend a platform that combines app, books, toolkit, and website.

Top priorities include:

1. Easy-to-understand content (58.7%)
2. Beautiful and inspiring design (47.8%)
3. Clear project guidance (44.9%)

This validates my project’s visual clarity, content simplicity, and cross-platform cohesion as user-aligned strengths.

### CONCLUSION

The survey data confirms that My Herbarium effectively responds to users’ needs by offering:

- A platform that fosters creative learning across generations,
- A combination of physical and digital tools,
- Visually driven and easy-to-follow content.

These insights directly guided the development of each deliverable and helped prioritize features that matter most to my target users.





### MULTIMEDIA LEARNING

By integrating books, an app, and toolkits, this project offers a comprehensive and immersive learning experience. This multi-platform approach accommodates the diverse preferences of the target audience, allowing each individual to engage with the medium that best aligns with their own learning style.

### PARENTAL INVOLVEMENT

Understanding the pivotal role that parents play in their children's education, the design actively promotes parental involvement. A user-friendly interface within the app facilitates easy navigation, empowering parents to guide and support their teenagers throughout the herbarium-making process, fostering shared learning and bonding experiences.



# AUDIENCE ANALYSIS

## ANALYSIS OF TARGET AUDIENCE NEEDS

The primary target audience for this design project consists of teenagers aged 13 to 50, as well as their parents. Teenagers require educational content that is both engaging and relatable, seeking interactive experiences that fit their digital lifestyles while fostering an appreciation for nature and science. Parents, on the other hand, tend to prioritize educational tools that are informative, safe, and nurture their children’s curiosity and love for learning.

## MEETING AUDIENCE INTERESTS AND NEEDS

Through Design Choices: Acknowledging teenagers’ affinity for digital platforms, the interactive app is designed to provide step-by-step tutorials and engaging content. This approach appeals to their interest in the technology while imparting valuable knowledge about how to make herbariums.

Hands-On Experience:Both teenagers and parents share an interest in educational activities that promote the development of practical skills. The herbarium toolkit, with its physical components and easy-to-follow instructions, fulfills this need by offering a hands-on crafting experience, making learning both tangible and enjoyable.



# AUDIENCE STATEMENT

## TEENAGERS & PARENTS

The main audience is teenagers and parents. As a popular science book and reference book, the main purpose is to let more people participate in a simple way and lower the learning threshold.

01.



### Lauren

Status : Teenager

Age : 14

She likes to make things by herself, such as sewing clothes for her dolls, and she also likes to decorate her own room with her handmade products

02.



### Abner

Status : Parents

Age : 42

He and his son will study all kinds of children's interests, because he does not want to miss any important moment in his son's development.



Both teenagers and parents share an interest in educational activities that promote practical skills.



Lauren

Status : Teenager  
Age : 14



David

Status : Biology Student  
Age : 26



Galetti

Status : Science Teacher  
Age : 34



Susannah

Status : Florist  
Age : 61



Abner

Status : Parents  
Age : 42



Farrell

Status : Farmer  
Age : 72

There are so many interesting things in the world waiting for me to discover.

Lauren

Plants have always fascinated me because I'm better at dealing with plants than people .

David

The core of educational resources is people and the most important thing is ideas.

Galetti

When I see a client holding a plant that I grow ,the sense of accomplishment and happiness.

Susannah

I learned awkwardly to be a good fathe play an all-knowing scholar in my son's childhood.

Abner

To inspire people by educating and caring for all living things in the nature.

Farrell

PERSONAS

If people have no motivation to discover the beauty of flowers and plants because the learning difficulty is too high, they will not achieve the original intention of popular science to let people enjoy the beauty of nature.



## DESIGN DEVELOPMENT

The conceptual direction is translated into form. This section documents the iterative design process, from early wireframes and page compositions to material selection and system design across the four deliverables. Each round of development was tested, adjusted, and refined based on real-world user feedback that I gathered.

Includes the visual evolution of the books, UI/UX refinements for the app and website, and physical prototype iterations for the toolkit. The narrative focuses on how insights from research were interpreted into design decisions and how each component was shaped to remain cohesive yet modular and visual language.







# LOGO SKETCHES

## LEAF ICON

The central leaf icon is a direct reference to plant life, representing growth, life, and the beauty of nature. It anchors the logo in its botanical theme and serves as a recognizable symbol of the project.

## CURVED LINES

The curved lines framing the leaf add a sense of elegance and continuity, suggesting the seamless integration of traditional botanical knowledge with the modern of educational methods.

## TYPOGRAPHY

The rounded, clean font used for “My Herbarium” and the accompanying text (“Art and ”“Science”) reflects modernity and accessibility, ensuring the logo is approachable for the intended audience.





**PRIMARY LEAF ICON**  
Positioned centrally within an oval frame, the leaf icon follows the golden ratio for optimal placement, ensuring it draws the viewer’s attention immediately.

**OVAL FRAME**  
The overall shape of the logo is an oval, proportioned according to the golden ratio, creating a pleasing and balanced visual flow.

THE FULL LOGOTYPE



**THE LOGO SYMBOL**  
A clean horizontal logotype featuring the name and tagline. Ideal for headers, packaging, and general brand visibility.

THE FULL LOGO TITLE



**THE LOGO TITLE**  
A vertical emblem combining text and botanical icon. Inspired by traditional stamps and seals, it works well for covers and labels.

LOGO DARK VERSION



**THE LOGO DARK VERSION**  
For use on light backgrounds. Maintains strong contrast while preserving the brand’s green identity.

LOGO LIGHT VERSION



**THE LOGO LIGHT VERSION**  
For use on light backgrounds. Maintains strong contrast while preserving the brand’s green identity.



MINIMUM LOGO SIZES

Full Logo  
Minimum Size: 10 mm × 12 mm

LOGO SYMBOL

Minimum Size: 5 mm × 5 mm

DEFINITION

Whenever you use the logo, it should be surrounded with clear space to ensure its visibility and impact. No graphic elements of any kind should invade this zone.

COMPUTATION

To work out the clearspace take the height of the logo and divide it in half. (Clearspace = Height / 2).



# COLOR PALETTE

## COLOR PALETTE

The green tones used in the logo are inspired by the natural colors found in plants. Green symbolizes growth, freshness, and a strong connection to nature, perfectly aligning with the botanical theme of the project.

## ECOLOGICAL RELEVANCE

Green is closely associated with nature and botany, reinforcing the project’s focus on ecological and environmental themes. As the dominant color in the plant world, it visually emphasizes the botanical and ecological elements central to the project.

## ATTRACTING A YOUNG AUDIENCE

Given that the target audience ranges from teenagers to adults aged 13 to 50, green is an appealing color for youth and education. It conveys a fresh, positive energy that helps capture the attention of younger viewers, making the project more engaging.

## HEALTH AND SUSTAINABILITY

Green is also strongly associated with health and long-term sustainability, both of which are essential themes in botany and modern ecology. This connection adds emotional depth to the project’s environmental message, resonating with audiences interested in sustainability.

		
		
		
HEX #6b7552 C:58 M:37 Y:69 K:25 R:107 G:117 B:82  pantone 371 U	HEX #91957d C:45 M:30 Y:50 K:13 R:145 G:149 B:125  pantone PQ-8340C	HEX #c8c8b9 C:25 M:17 Y:28 K:2 R:200 G:200 B:185  pantone 413 UP
		
HEX #dadada C:0 M:0 Y:0 K:20 R:218 G:218 B:218  pantone Cool Gray 2 C Cool Gray 2 U 179-4C	HEX #878787 C:0 M:0 Y:0 K:60 R:153 G:153 B:153  pantone Cool Gray 8 C Cool Gray 8 U 179-9C	HEX #3c3c3b C:0 M:0 Y:0 K:90 R:60 G:60 B:59  pantone Cool Gray 11 C Cool Gray 11 U 179-14C



# TYPOGRAPHY

The Didot is a neoclassical serif typeface known for its sharp contrast, high vertical stress, and elegant detailing. Originating in the late 18th century, it evokes a sense of refinement and authority. In this project, Didot underscores the academic tone by anchoring the visual language in tradition and precision—qualities essential to scientific and botanical presentation. Its delicate serifs and rhythmic spacing create a sense of clarity and sophistication.

Ringside Wide is a contemporary sans-serif typeface characterized by generous letter spacing and a strong, geometric structure. Its wide proportions and open forms offer exceptional legibility across screen and print. Paired with Didot, Ringside Wide brings modernity and balance to the visual system grounding formal elegance with accessibility and approachability, while maintaining a confident, editorial presence.

## Didot

AaBbCcDd EeFfGgHhIi  
JjKkLlMmNnOoPpQqRr  
SsTtUuVvWwXxYyZz

0123456789 (&!/,,:- \_+;%@\*’)

*The Quick Fox Jump Over The Lazy Dog.*  
**The Quick Fox Jump Over The Lazy Dog.**

## Ringside Wide

AaBbCcDd EeFfGgHhIi  
JjKkLlMmNnOoPpQqRr  
SsTtUuVvWwXxYyZz

0123456789 (&!/,,:- \_+;%@\*’)

The Quick Fox Jump Over The Lazy Dog.



# VISUAL DESIGN INSPIRATION

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## SOURCE OF DESIGN INSPIRATION

The inspiration for this project stems from a desire to bridge the gap between traditional botanical knowledge and the modern, digitally-driven world. Several key sources have influenced the design:

## SCIENTIFIC ILLUSTRATIONS

Inspired by classic botanical photo, the design incorporates detailed images of plants, connecting the project to the rich tradition of botanical science. This adds an educational and timeless dimension, enhancing the visual and informative aspects of project.

## NATURE'S AESTHETICS

This natural beauty is translated into visually appealing content that resonates with both the scientific and aesthetic facets of botany.

## EDUCATIONAL CONSIDERATIONS

The design is also influenced by the need to create educational materials that are not only informative but enjoyable. By drawing from pedagogical principles, the project ensures that the learning experience is engaging, accessible, and effective for users of all ages.



PLANTS, SCIENCE, AND EDUCATION

The detailed depiction of plants within the design reflects a strong commitment to scientific accuracy. This approach aims to cultivate an appreciation for the diversity and intricate beauty of plant life.

SCIENTIFIC DISCOVERY

Inspired by the spirit of unveiling ecological secrets, the design evokes a sense of scientific discovery. It encourages curiosity and exploration, inviting the audience to delve deeper into the wonders of nature.

EDUCATIONAL EMPOWERMENT

The educational focus of the design is rooted in the belief that knowledge empowers. By presenting botanical information in a clear, accessible, and engaging way, the project aims to equip both teenagers and parents with the knowledge and skills to explore the world of plants confidently.







# BOOK SERIES

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## INTRODUCTION

This book cover design aims to evoke a sense of science while showcasing the simplicity and beauty of plant structures. The content is designed to be clear and easy to understand, blending images with text to provide a seamless learning experience.

## STRATEGY

The strategy focuses on creating an interactive and engaging reading experience. By encouraging interaction between the book and its readers, the design seeks to enhance student engagement and foster a deeper connection with the material.













# TOOLKIT

**INTRODUCTION**

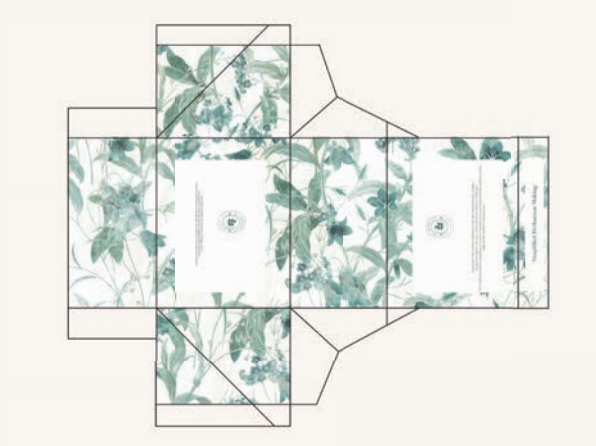
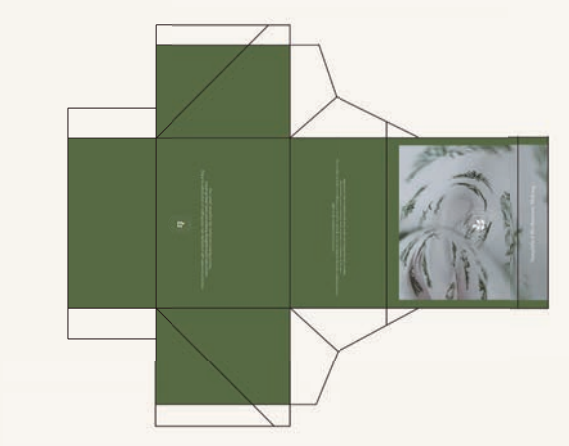
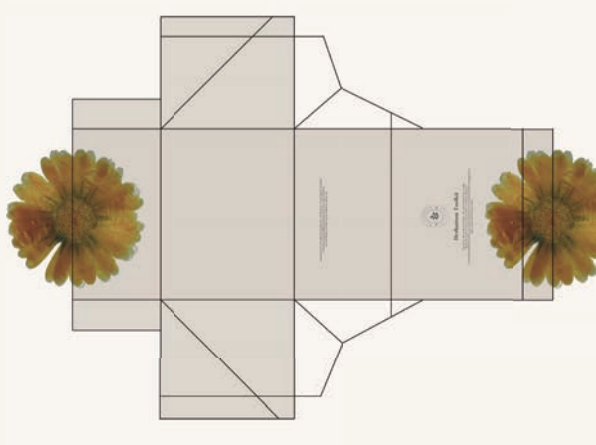
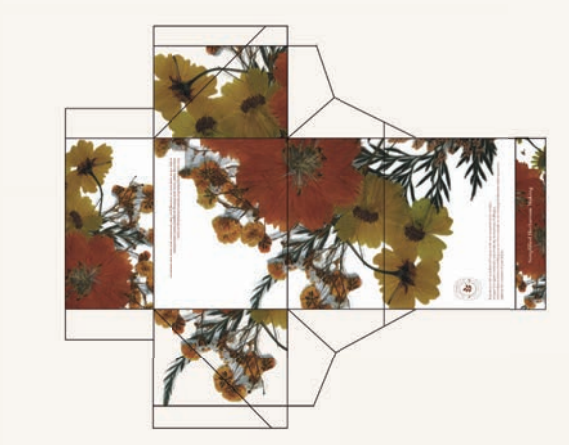
This physical kit is designed to be easy to use, offering clear, simple steps that require minimal tools. It allows users to create their own simplified version of a herbarium at home, making the process accessible and straightforward.

**STRATEGY**

The goal is to offer a handicraft activity that is both simple and innovative, providing an engaging way for students to participate in herbarium-making while learning about plants in a hands-on manner.























# Herbarium Toolkit

Experience the wonders of botany with our comprehensive toolkit, designed to ignite curiosity and creativity in students of all ages. Our toolkit includes everything you need to embark on an exciting herbarium-making journey, right in the comfort of your home.

**Safety Information**  
Please handle the tools with care.  
Adult supervision is recommended for younger children

**Contact Us**  
MyHerbarium  
www.herbarium4.godaddysites.com  
2020 Barranca St, Los Angeles, CA90031,USA  
925-922-7607



*Thank you for choosing our Herbarium Toolkit. We hope you enjoy creating your herbarium and discovering the beauty of plants.*



QR code linking to a detailed video tutorial or website for additional resources.

2.



Choose a smooth and thin paper to use for the rubbing. You may also want to tape or clip the paper to the surface to prevent it from moving during the process.

1.



Collect a variety of plants with interesting shapes

5.



Rub over the entire surface of the plant, including the stem and veins if desired.

3.



Place a leaf or flower face down on the paper.

4.



Hold the paper firmly in place and use a pencil or crayon to rub over the plant. Apply firm but gentle pressure to transfer the texture and shape of the plant onto the paper.





# APP

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## INTRODUCTION

The app functions as a virtual herbarium museum, showcasing a collection of herbarium displays and popular science videos. Each video features a step-by-step tutorial explaining the project procedures, along with an information section detailing the tools needed for completion. The app also includes a comment section where users can ask questions, share their experiences or results, and provide feedback.

## STRATEGY

The video tutorials serve as visual aids, enhancing students' understanding of the material. By allowing users to work on projects at their own pace, the app promotes deeper learning and engagement with herbarium-making skill.





quizzes and  
questions to  
test the knowledge  
of users

consolidate  
where they  
learned

rewards  
privilege

interactivity  
better understand

adding a plant  
identification  
feature to the  
app that allow  
users to take  
photos of plants

community  
interaction  
among users

social sharing  
feature

sharing &  
discoverise

introduce a  
reward system

encourage users  
to complete  
learning

learning  
plans

emphasizing the  
ease of app

clear icons  
and labels

badges  
or points

specific  
plants

adapting  
content  
according to  
their interest

app can work  
with school  
to provide  
support for  
school

plant  
challenge

upload photos  
to earn  
rewards

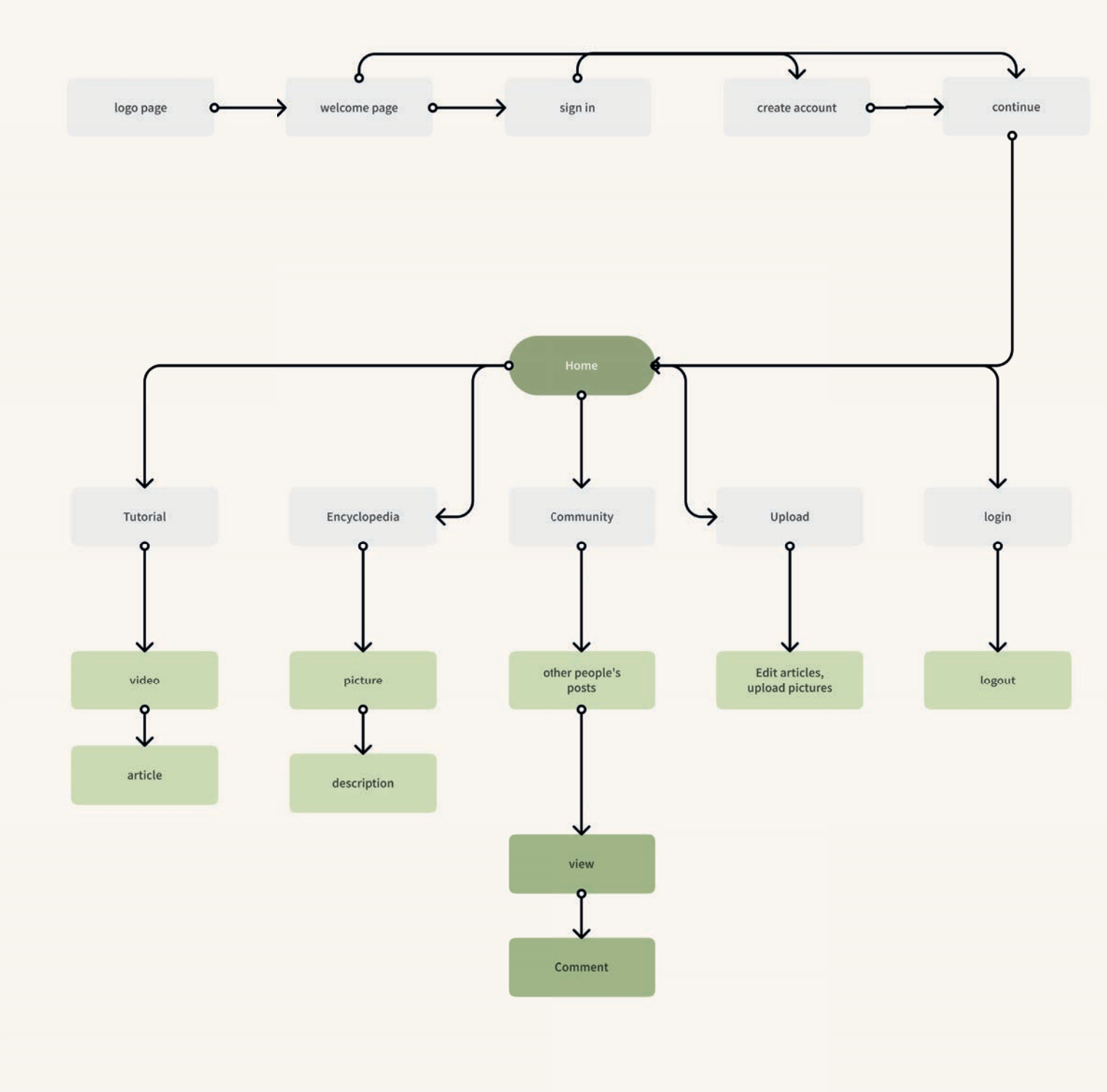
voice search  
feature  
easily find



# UX DOCUMENTATION

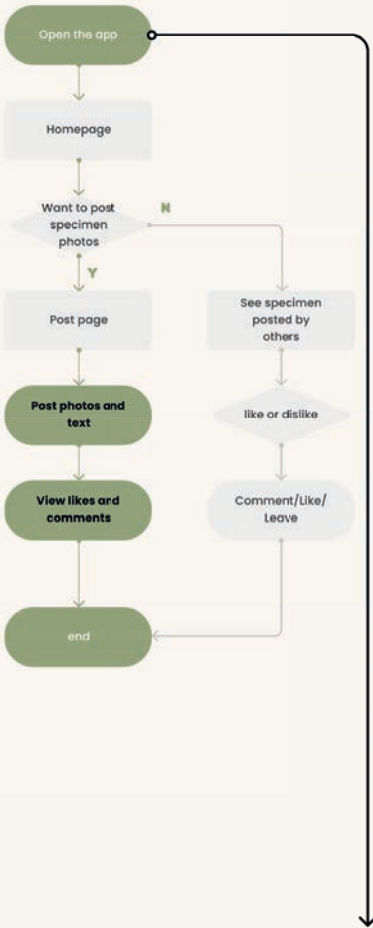
## TOP-LEVEL ARCHITECTURE

The top-level architecture outlines the user flow and structure of the My Herbarium application. It details the main pages and features available to users, organized in a hierarchical format.



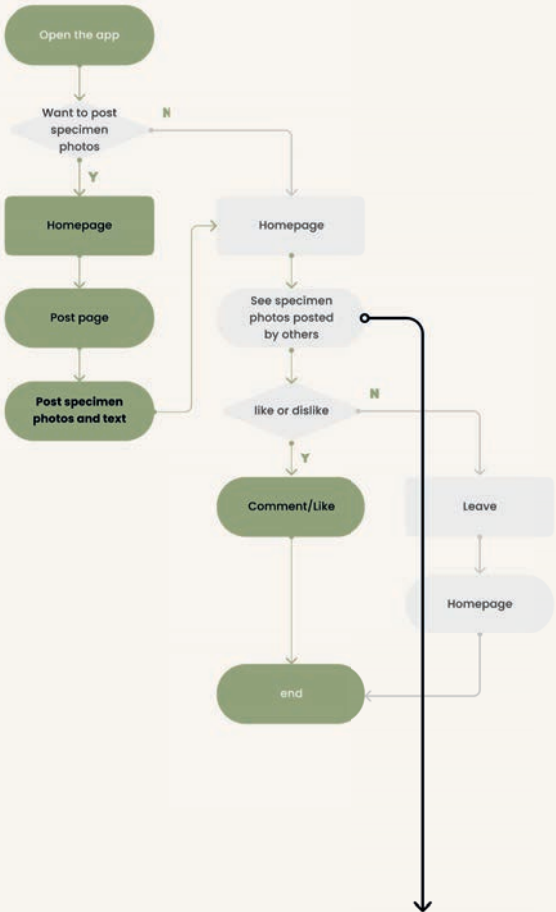
# USER FLOW

User Role A - Process 1



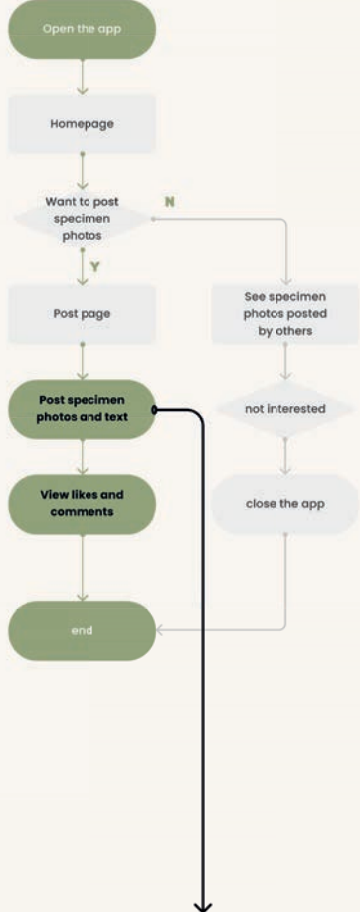
Cultivate interest in plant specimens through various channels such as schools, museum exhibitions, and the nature trips.

User Role B - Process 2



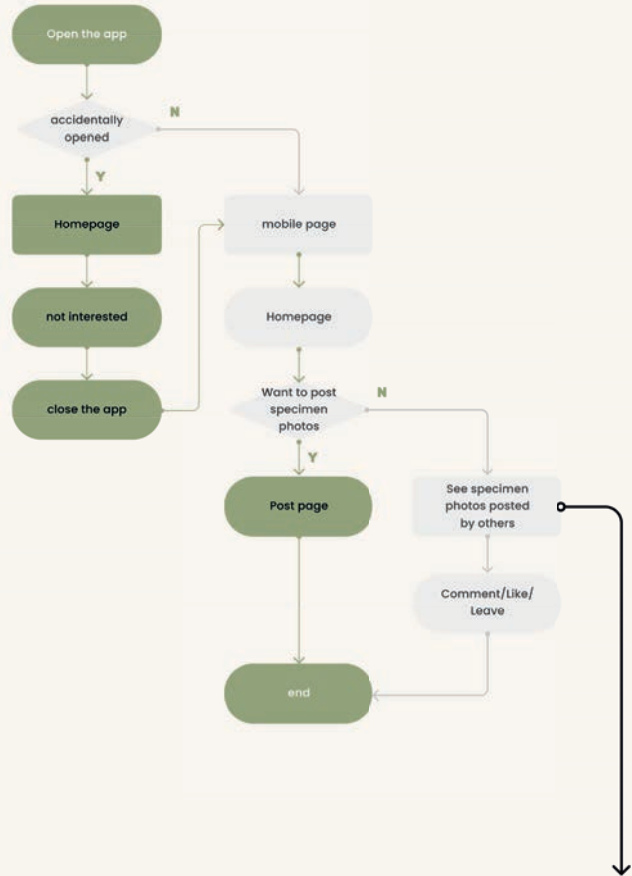
Learn about the importance of herbaria and discover more through websites, social media platforms and the online workshops.

User Role C - Process 3



Follow detailed step-by-step instructions for herbarium preparation and learn about plants' scientific names and ecological importance.

User Role D - Process 4



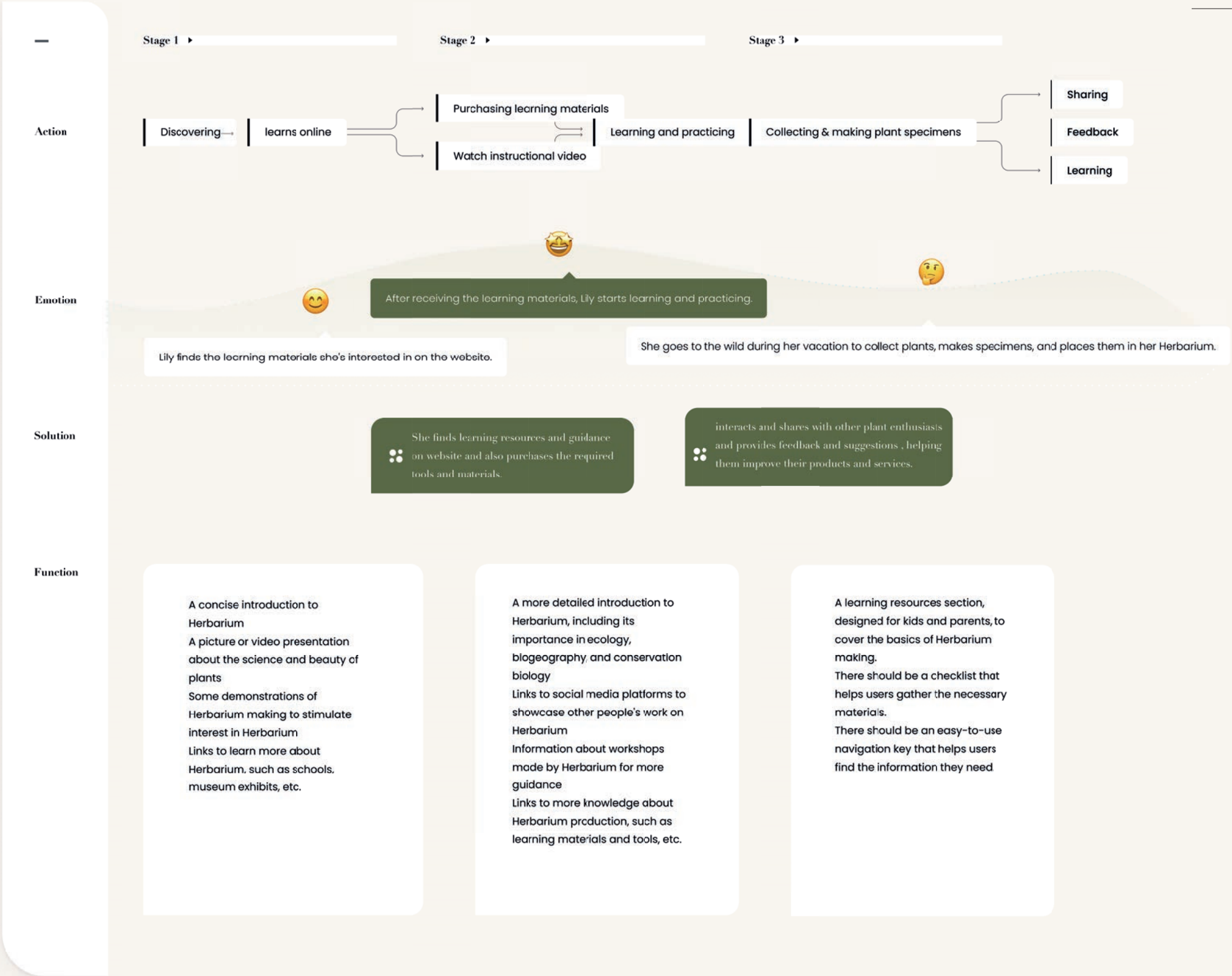
Share your own herbarium work, participate in exhibitions or competitions, and continue to learn and learn more about herbaria.

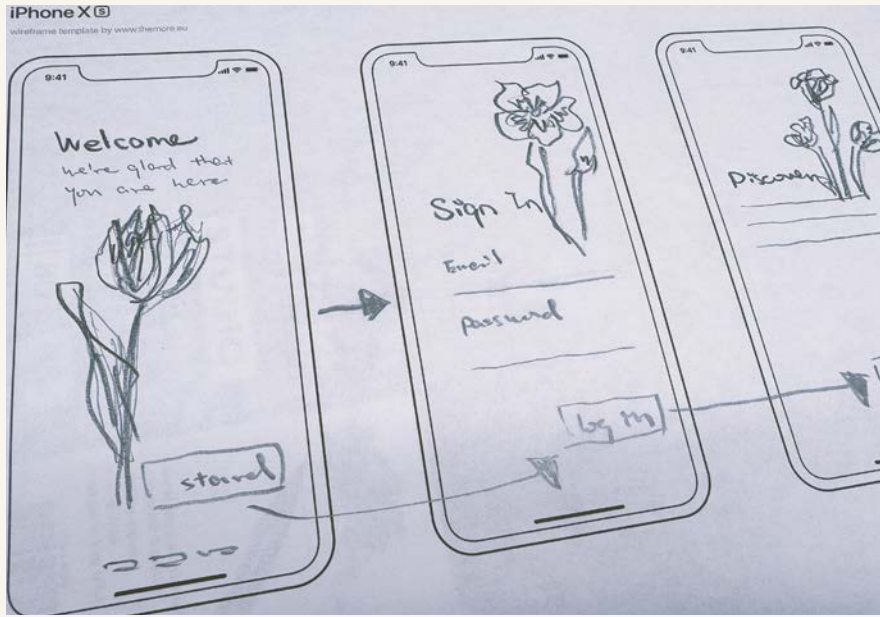




Lily

# USER FLOW



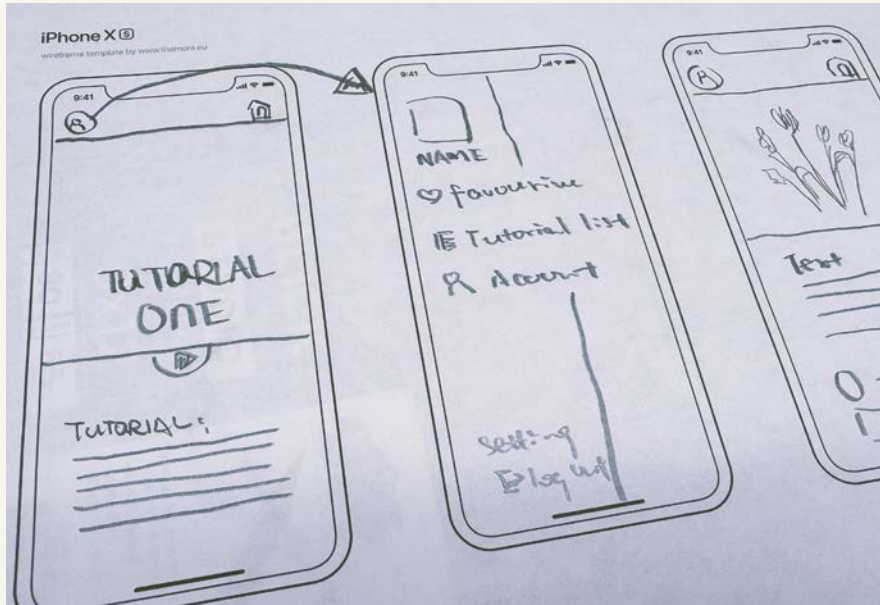
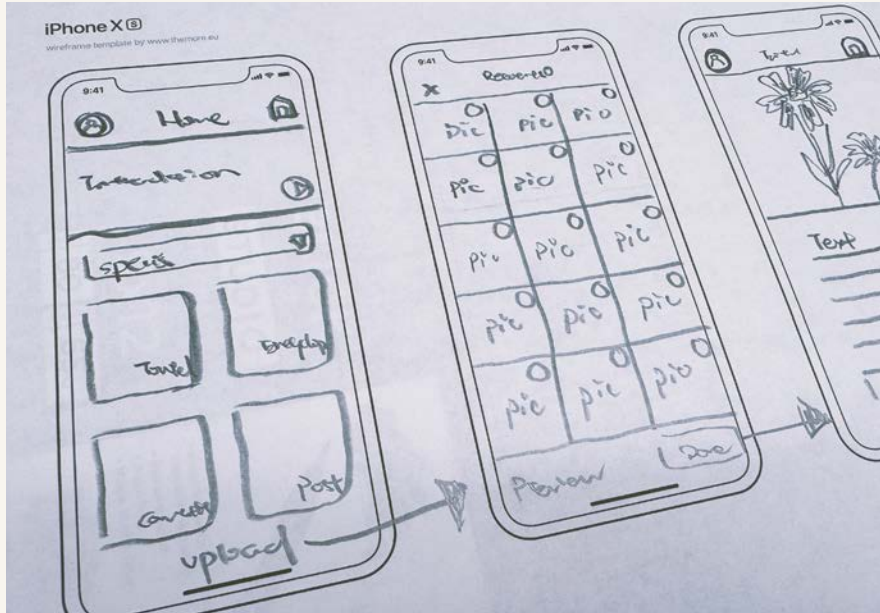


### DESIGN THINKING AND FLOW PLANNING

The goal was to map out a user journey that feels intuitive, calm, and hands-on. Starting from a welcoming screen, users are guided through sign-in, discovery, and interaction with plant-related content. The main dashboard features access to tutorials, a plant encyclopedia, a creative community area, and a personalized upload function.

The second row of sketches visualizes how users browse plant entries, preview details, and view individual specimens. The final row focuses on tutorials and profile interaction, ensuring users can save favorites and track learning progress.

This sketching stage helped define information architecture, prioritize features, and establish a seamless flow between learning, creating, and sharing.





# USER TESTING

1. Provide the testers with the required device, such as a smartphone or tablet, and let them open the figama simulation application prototype.
2. Observe the tester’s operation process, record their steps and reactions when clicking on the application.
3. Testers to select the "upload" section of the app,see if they have trouble with the flow when posting content.
4. Ask testers if they found the tutorial section location, and observe if they get confused or have problems choosing to click on the section.
5. Have testers look for the tutorial tiles and observe their reactions and interactions as they look.
6. After clicking Encyclopedia, testers are asked to try to conduct relevant user habit click tests, and observe their understanding and effects when performing steps.





**EMILY ZHAO**  
15, High School Student

Emily is a curious and creative teenager who enjoys journaling and art. She joined the test group after discovering an interest in plant pressing during a school biology class. With no prior experience, she provided valuable feedback on the clarity of instructions and app usability from a true beginner’s perspective.



**DAVID NGUYEN**  
38, Landscape Designer and Father of Two

David is a working parent passionate about getting his children involved in nature-based activities. As someone familiar with plant species but new to DIY herbariums, he tested the toolkit with his 7-year-old daughter and shared insights on intergenerational interaction and usability for kids.



**SOFIA MARTINEZ**  
27, Museum Educator

Sofia specializes in public science programming and hands-on workshops. Her background in educational outreach gave her a critical eye on how the content aligned with STEM learning goals. She offered strategic suggestions on the pacing of tutorials and how to better scaffold learning moments.



**RAYMOND LEE**  
62, Retired Botanist

Raymond spent decades in academic plant research before retirement. With a deep appreciation for both scientific accuracy and public accessibility, he tested the encyclopedia and provided expert-level feedback on botanical terminology, classification clarity, and content authenticity.







# USER TESTING PROCESS

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- 7. Watch to see if testers are able to find and use the “Encyclopedia” section of the app to get the plant information they need.
- 8. Encourage testers to use the “post” section, ask questions, share experiences or results, and observe their comfort level and engagement in communicating.
- 9. Provide specific questions to find out what testers say about the app’s overall experience and functionality.
- 10. Based on testers’ feedback and observations, note what they like and don’t like about the app, and suggest improvements.

# USER FEEDBACK

The tester successfully opened the application and quickly found the “upload” section.

In the homepage list, testers can easily find the tutorial and find the tutorial page.

Testers encountered no confusion or problems when looking for the tutorial section.

When viewing the plant profile, the testers showed concentration and interest, and switched by clicking the left arrow in the plant profile.

Testers were able to easily find the “Encyclopedia” section of the app and view plant information of interest.

In the “Comment” section, testers actively participate by asking questions, sharing experiences and results, and interacting with other users.

Testers were satisfied with the overall experience of the app and found the video content to be entertaining and easy to understand, helping them learn and execute home projects.





BEFOR



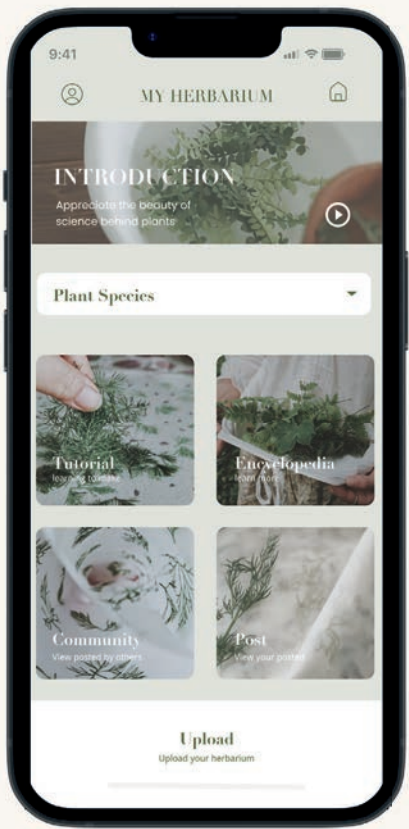
AFTER



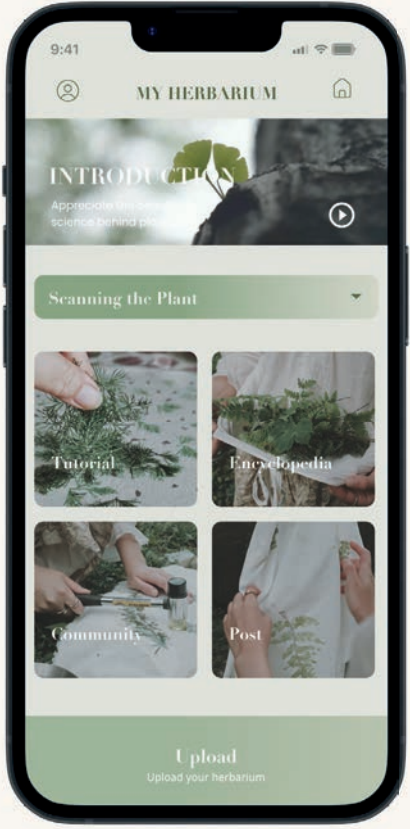
GOAL

Refine visual hierarchy and contrast on the splash screen to enhance logo visibility. Based on feedback, the original logo competed visually with the botanical background. The updated version reduces visual weight and improves legibility by using a lighter logo treatment that integrates more subtly with the imagery.

BEFOR



AFTER



## VERSION 1 GR 810 THESIS\_1

## USER FEEDBACK

Several users reported that the overall font size in the app was difficult to read, especially on smaller screens. Based on this feedback, the body text size throughout the app was increased from 10pt to 14pt to improve legibility and accessibility.





BEFOR



AFTER

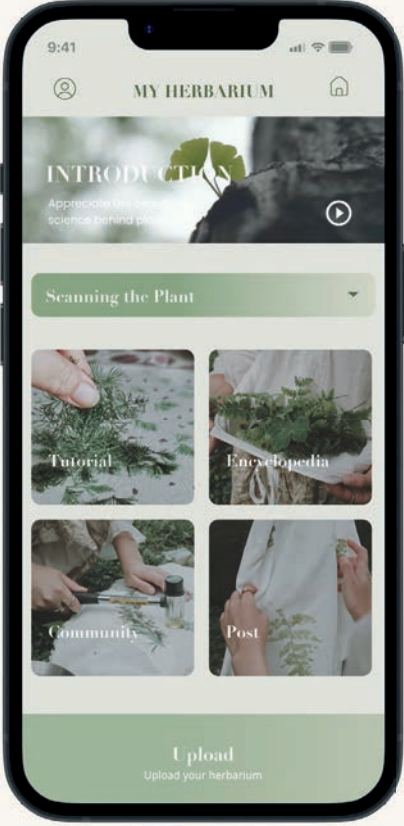
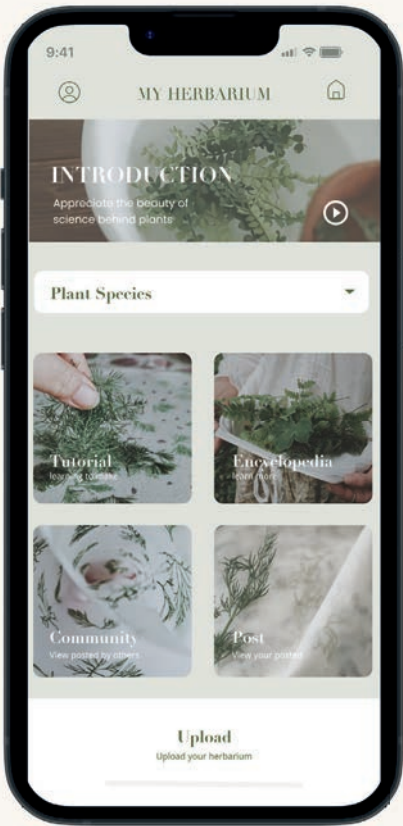


GOAL

Refine visual hierarchy and contrast on the splash screen to enhance logo visibility. Based on feedback, the original logo competed visually with the botanical background. The updated version reduces visual weight and improves legibility by using a lighter logo treatment that integrates more subtly with the imagery.

DESIGN ADJUSTMENT

The original fixed-layout single page was redesigned into a swipeable interface. Users can now slide the left green panel to hide or reveal plant navigation, enabling a more immersive reading experience. This interaction also helps declutter the interface and prioritize content visibility.

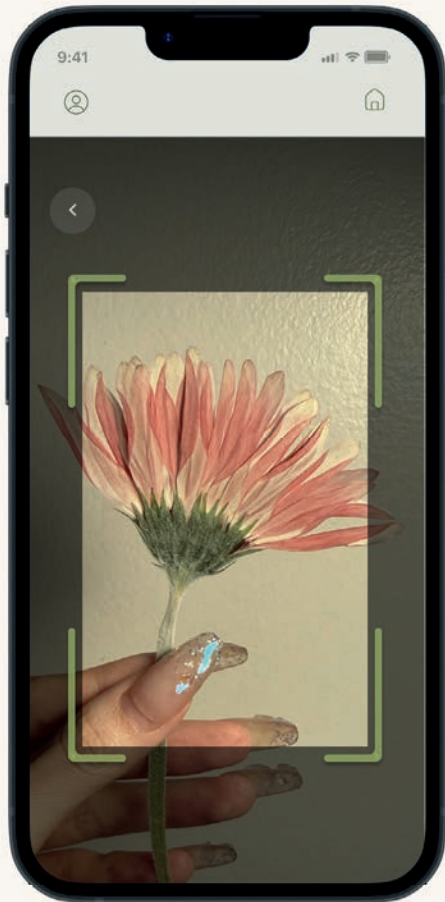
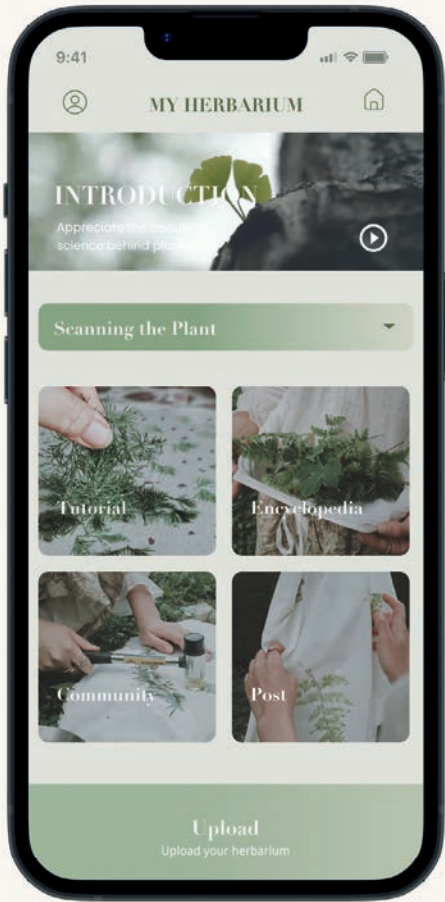


USER FEEDBACK

Parents shared concerns that younger children might struggle with reading and locating the correct plant in the encyclopedia. They also described scenarios where a child sees a plant outdoors but forgets its name, making it hard to look up.

DESIGN ADJUSTMENT

We added an AI-powered plant recognition feature. Users can scan a plant with their camera, and the system will automatically identify it and pull up the corresponding encyclopedia entry for easier and faster access.







# WEBSITE

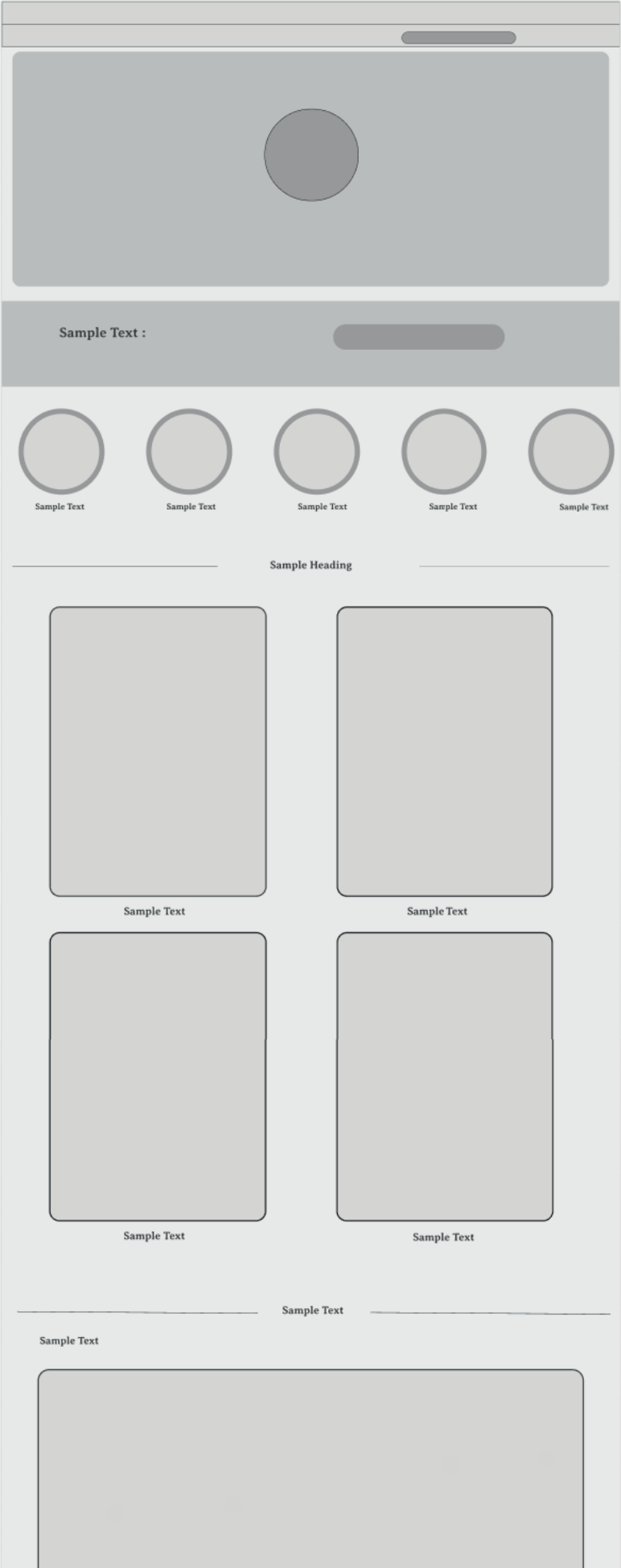
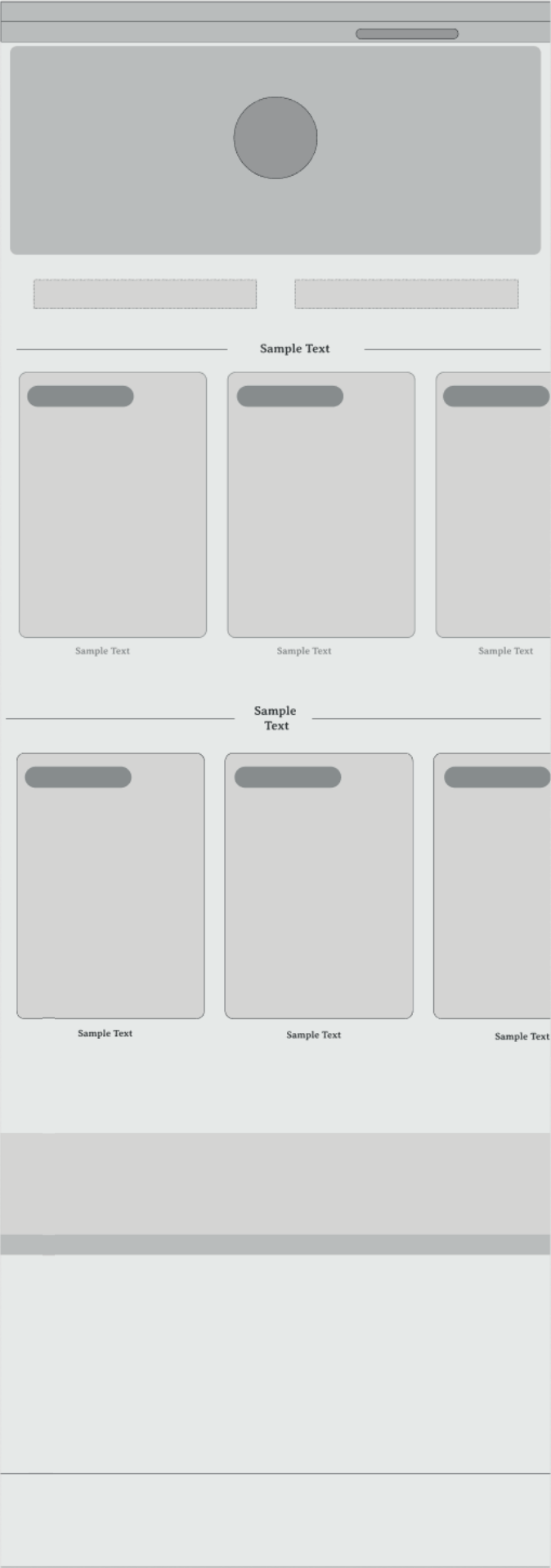
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**INTRODUCTION**

An online library that provides easy access for students to purchase various books about plants and DIY herbarium toolkits, and other merchandise such as shirts, hats, etc

**STRATEGY**

Create a user-friendly way for teenagers to access numerous plant-related books, toolkits, and merchandise.



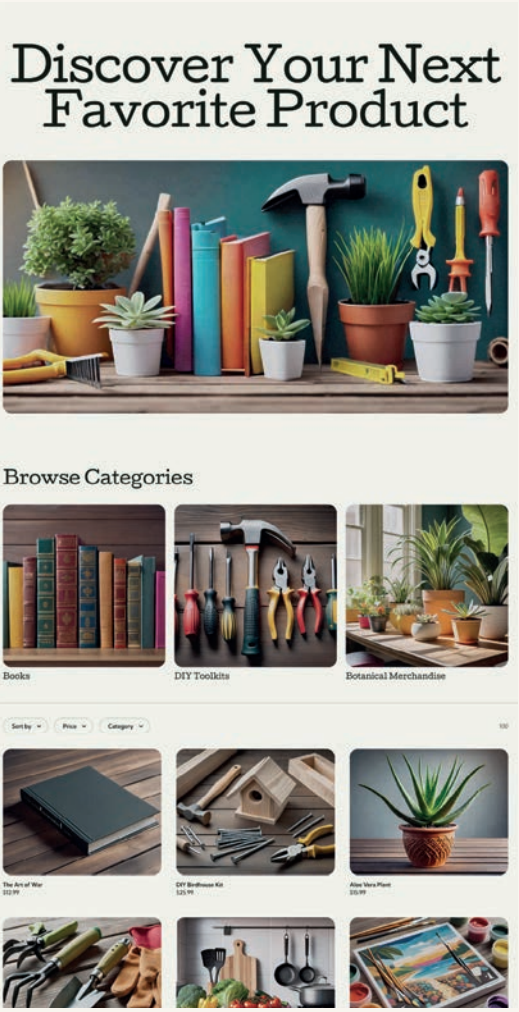
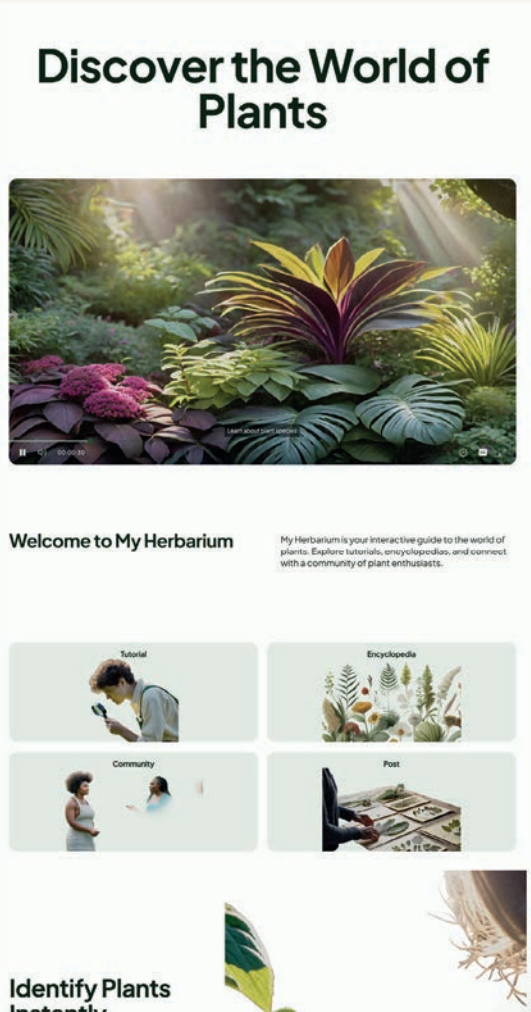
## ONLINE STORE USER FLOW

The Online Store user flow begins with entry points from the homepage's featured product grid or the top navigation menu under "Shop." Users are directed to a store landing page where they can browse categories such as Books, DIY Toolkits, and Botanical Merchandise. Filters like category, price, or product type help refine the selection.

Clicking a product card opens a detail page showing descriptions, images, pricing, and customer reviews. Users then choose product variants, add items to their cart, and proceed to checkout.

After filling in shipping and payment information, they submit the order and receive a confirmation message, with follow-up prompts to leave a review or continue shopping. Key features include filter and search tools, a visible customer review section, and a responsive cart preview in the top-right corner.





USER FEEDBACK

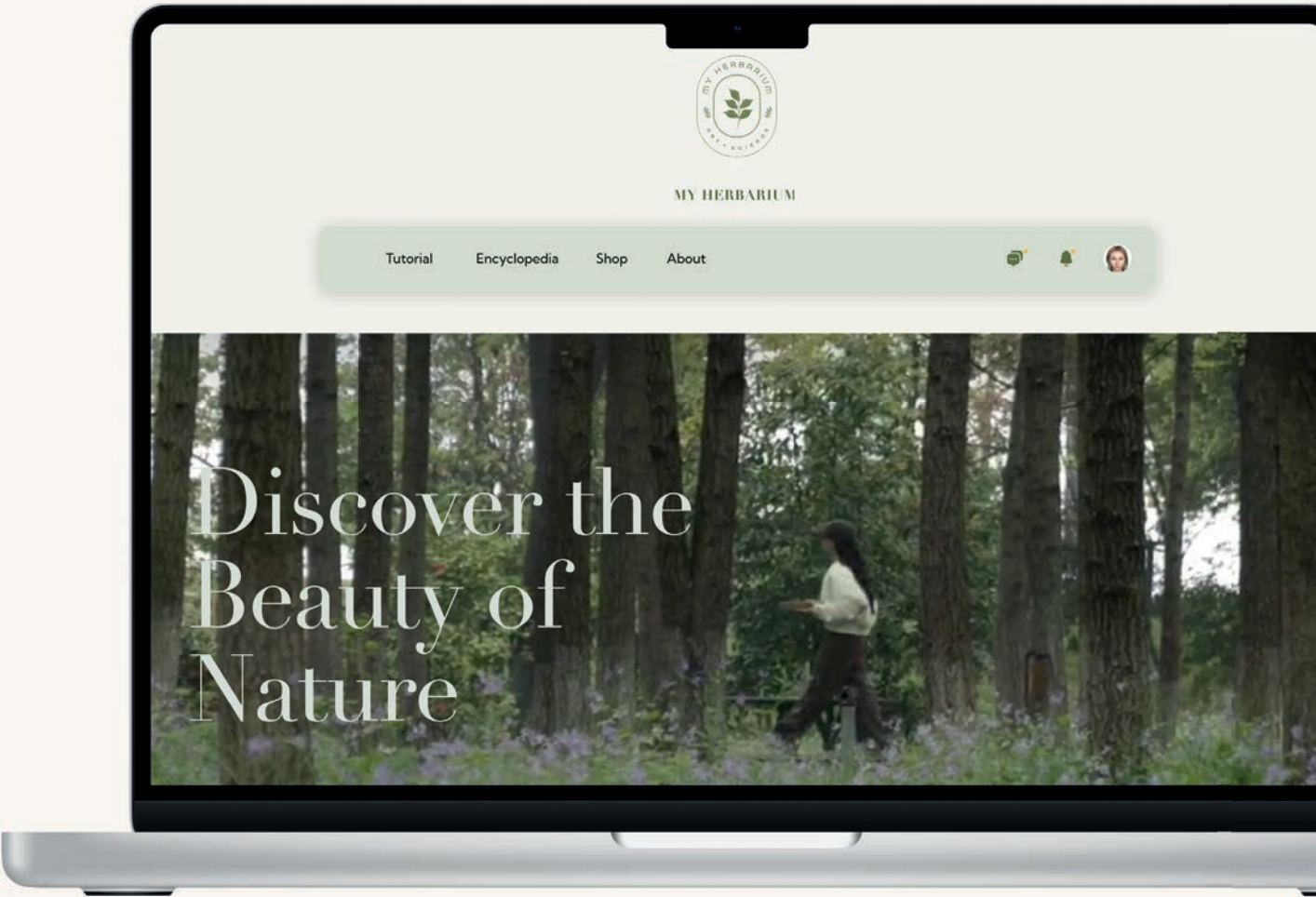
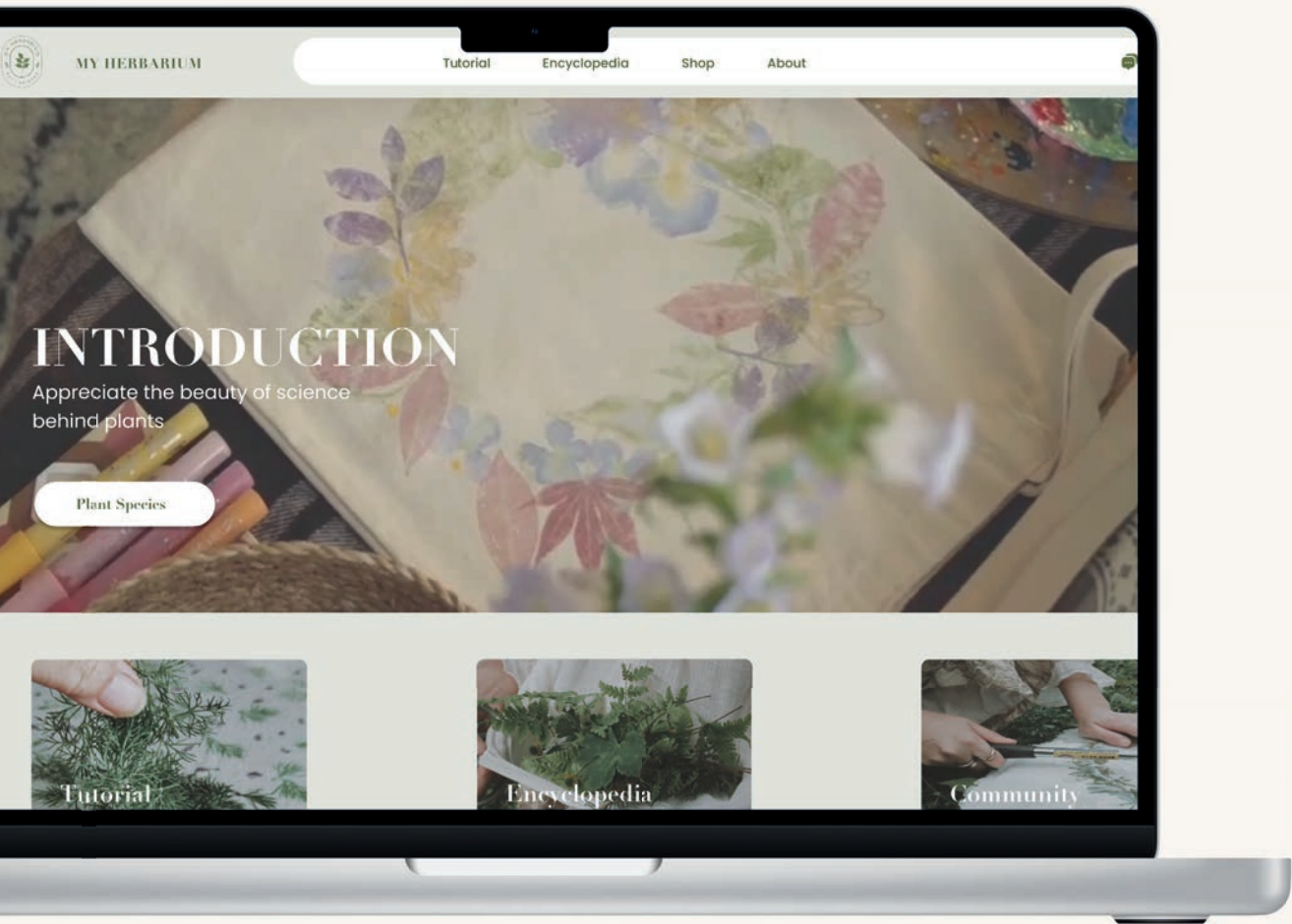
Some users found the homepage on the left more visually immersive and emotionally engaging due to its large plant imagery and thematic storytelling. It felt more like an educational gateway. Others preferred the homepage on the right for its directness—clear product categories and quick access to items made it feel more practical and shop-focused. A few mentioned that the right layout felt “e-commerce first” while the left was better for discovery and learning.

DESIGN GOAL

Test two homepage directions: one emphasizing narrative-driven plant education (left), and one prioritizing straightforward shopping access (right). The objective is to balance emotional engagement with functional clarity—so users can either explore the plant world or easily find tools and products.

USER FEEDBACK

Users noted that in the original design (left), the navigation bar was too tightly packed and partially hidden due to the dominant hero image and lack of spacing at the top. A few commented that it felt like “the website started mid-page,” with no clear hierarchy guiding the user flow. In contrast, the revised design (right) was seen as more breathable and organized. The increased top margin and clearer navbar layout improved orientation.



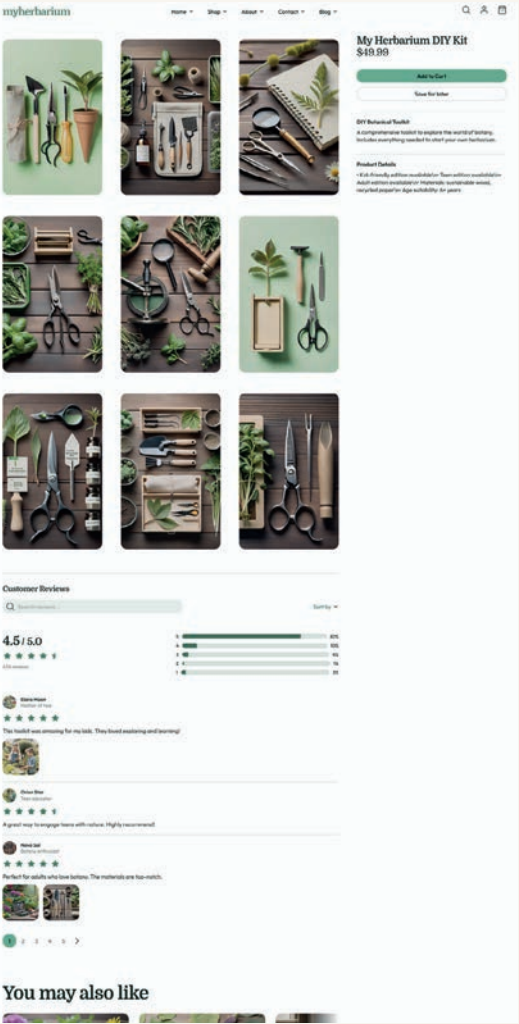
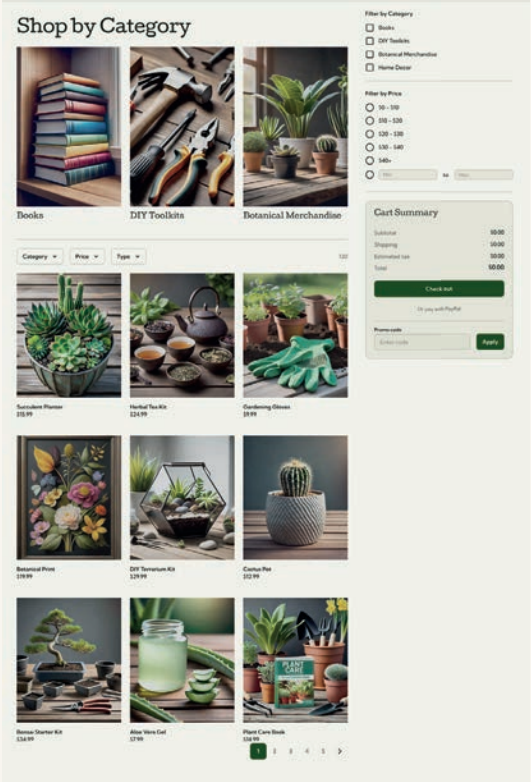


USER FEEDBACK

Users appreciated the left layout for its structured grid, filters, and visible cart summary—saying it felt like a standard e-commerce experience that made comparing items easy. However, a few mentioned it lacked emotional warmth and brand personality. The right layout, on the other hand, was praised for its aesthetic presentation and cohesive storytelling. The large photo grid and simplified layout were seen as visually pleasing but slightly harder to scan quickly when looking for specific product details.

DESIGN GOAL

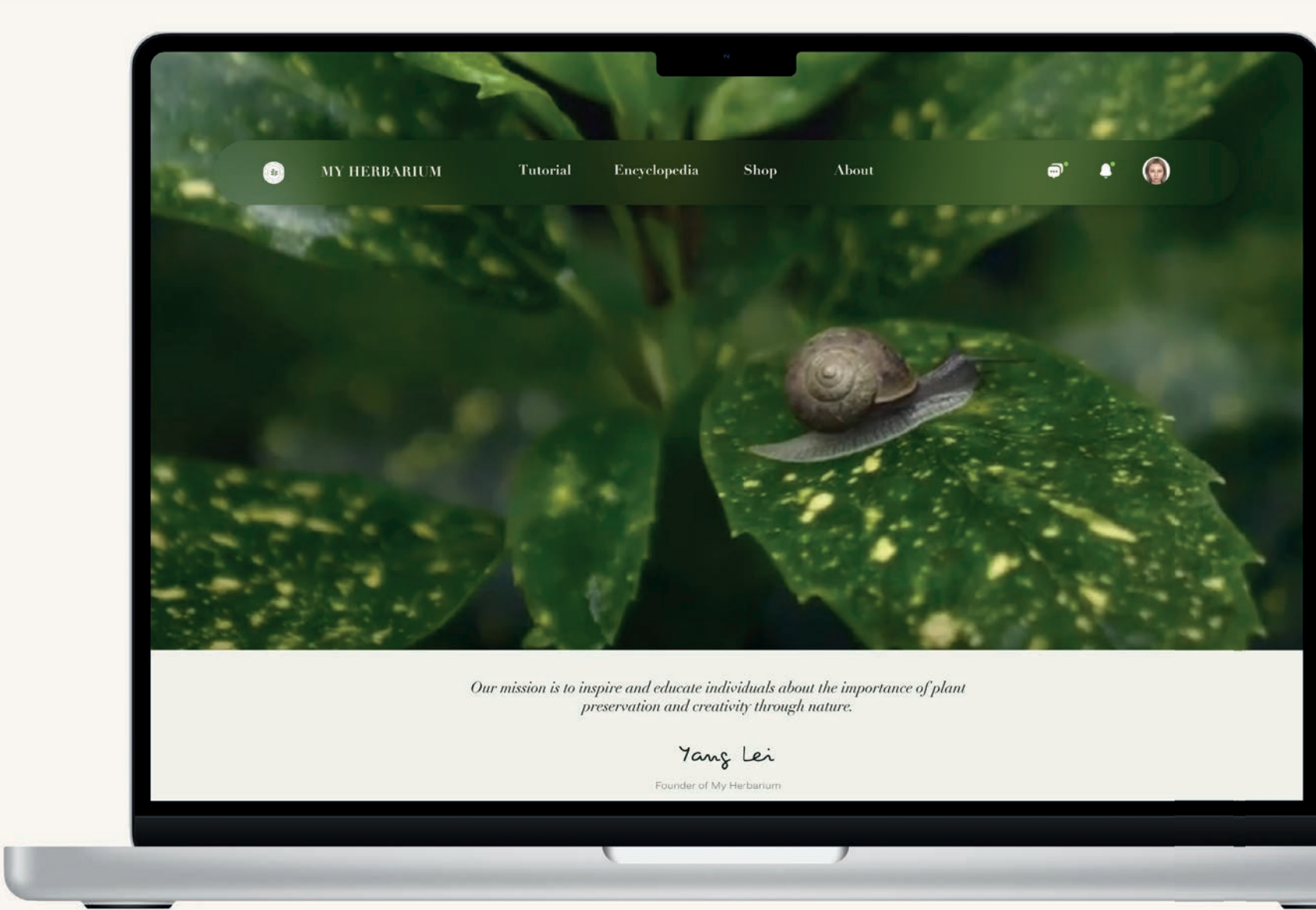
Compare a marketplace-style catalog layout (left) with a more branded, lifestyle-driven product experience (right). The goal is to merge efficiency with personality: maintain navigability and filtering from the catalog view while adopting the visual storytelling and customer engagement strengths from the lifestyle version. Final direction will prioritize both utility and visual connection with the product.



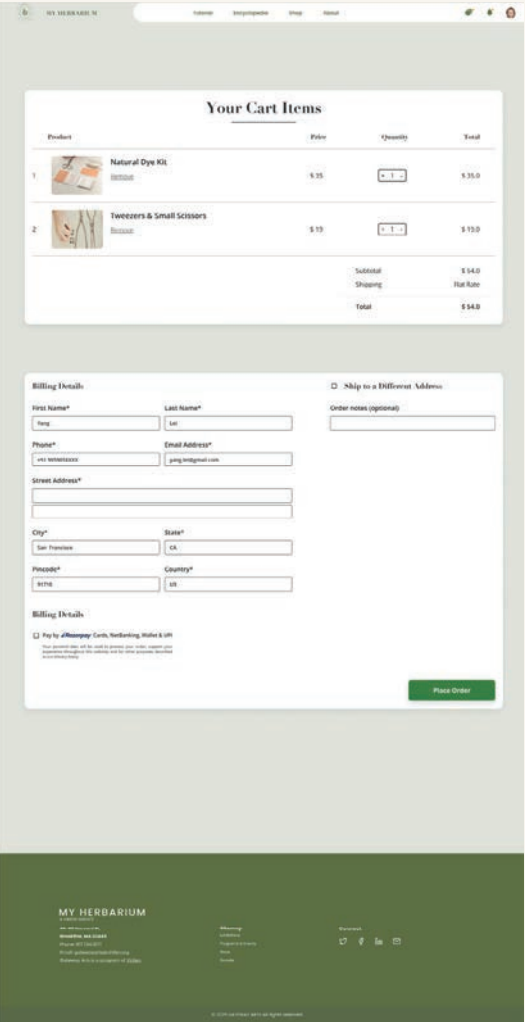
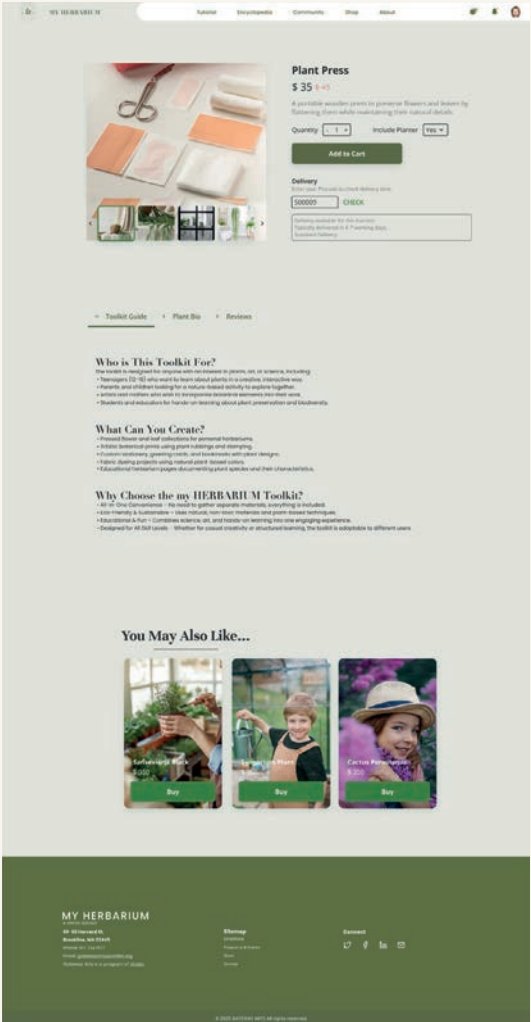
DESIGN GOAL

The goal of this iteration was to resolve usability issues related to the visibility of the top navigation bar. By adjusting the vertical spacing and giving the header its own presence, the design prioritizes navigational clarity without compromising visual storytelling. The update ensures that whether users arrive for learning or shopping, they can instantly find their way into the site's core functions.

VERSION 3 GR 850 THESIS\_3











## FINAL DELIVERABLES

This chapter introduces the four main deliverables and how they work together to solve the original problem. The Book Series includes a Guidebook, Encyclopedia, and Art & Exploration Book, offering step-by-step guidance, scientific context, and creative activities. The Mobile App adds interactive learning with tutorials, plant ID, and a sharing space. The Toolkit provides physical tools for pressing and preserving plants, making the process accessible. The Website acts as a central hub for learning, shopping, and support. Together, these components create a complete and engaging user experience.



# BOOK SERIES

**GUIDEBOOK** *(Adults 35-50)*

Clear, step-by-step instructions for plant-based activities and experiments.QR codes that allow readers to access corresponding instructional videos on the MY HERBARIUM app, making it easy to follow along at any pace.

**ENCYCLOPEDIA** *(Adults 35-50, Teenagers 12-18)*

Stunning images of beautifully processed pressed flowers, demonstrating pressing techniques introduced in the Guidebook.In-depth botanical knowledge about plant species, their life stages, ecological phenomena, and the secrets behind their beauty.

**ART & EXPLORATION BOOK** *(Teenagers 12-18)*

Encouraging readers to use botanical elements to create unique works of art.Offering project ideas that combine plants with different materials, such as bookmarks, pop-up designs, and decorative crafts.

















## MATERIALS

*Having the right tools on hand simplifies the process of collecting and preparing plant materials.*



### HAMMER

They can be used to directly imprint plant patterns on fabric and rough paper by gently pounding the plant material.



### SCISSORS

Scissors are used to cut plant leaves or other parts for pressing. Sharp scissors are preferred to ensure accurate cutting.



### TWEEZERS

Used to manipulate and adjust the position and posture of the plant, ensuring stability during the pressing process. It can be used to gently grasp the stems or leaves of the plant for placement on the paper.



### CRAFT KNIFE

Used to trim slender plant parts, such as stems or small leaves. The sharp blade of the craft knife allows for precise cutting of the plant to achieve the desired shape and size. It can also be used to trim paper and fabric, ensuring clean, the smooth edges.

### NOTE

These tools play an important role in botanical pressing, helping artists capture the details and form of plants and create accurate and realistic pressed specimens.





STEP 1: LAYER SETUP

The drying plate can be reused after pressing, and there are three ways to restore its hardness:

- Microwave: Heat on medium power for 2-3 minutes to restore hardness.
- Oven: Bake at 80°C (176°F) for 1-3 minutes until the plate regains firmness.
- Hair Dryer: Use a hair dryer with a narrow nozzle to apply heat. Avoid using too high a temperature.



**ACCELERATED DRYING**  
Use a craft knife to slice the back of thick stems, making them thinner and easier to press flat, especially for flowers with thicker stems.  
Use the seven-needle tool to poke holes around the stem or leaves to speed up the drying process.



1. SELECTING SUITABLE PLANTS

- Opt for materials with distinctive textures, such as rough bark, veined leaves, or petals with raised edges. These features enhance the visual quality of the rubbing.
- Ensure the plants are fresh and vibrant. Wilted or decayed plant materials may lack structural integrity and fail to produce clear impressions.
- Experiment with a variety of materials, including leaves, flowers, stems, bark, and even seeds, to explore different textures and patterns.

**PREPARING**  
The foundation of any successful plant rubbing lies in the careful preparation of the plant materials. Without proper preparation, the results may be unclear or ideal.



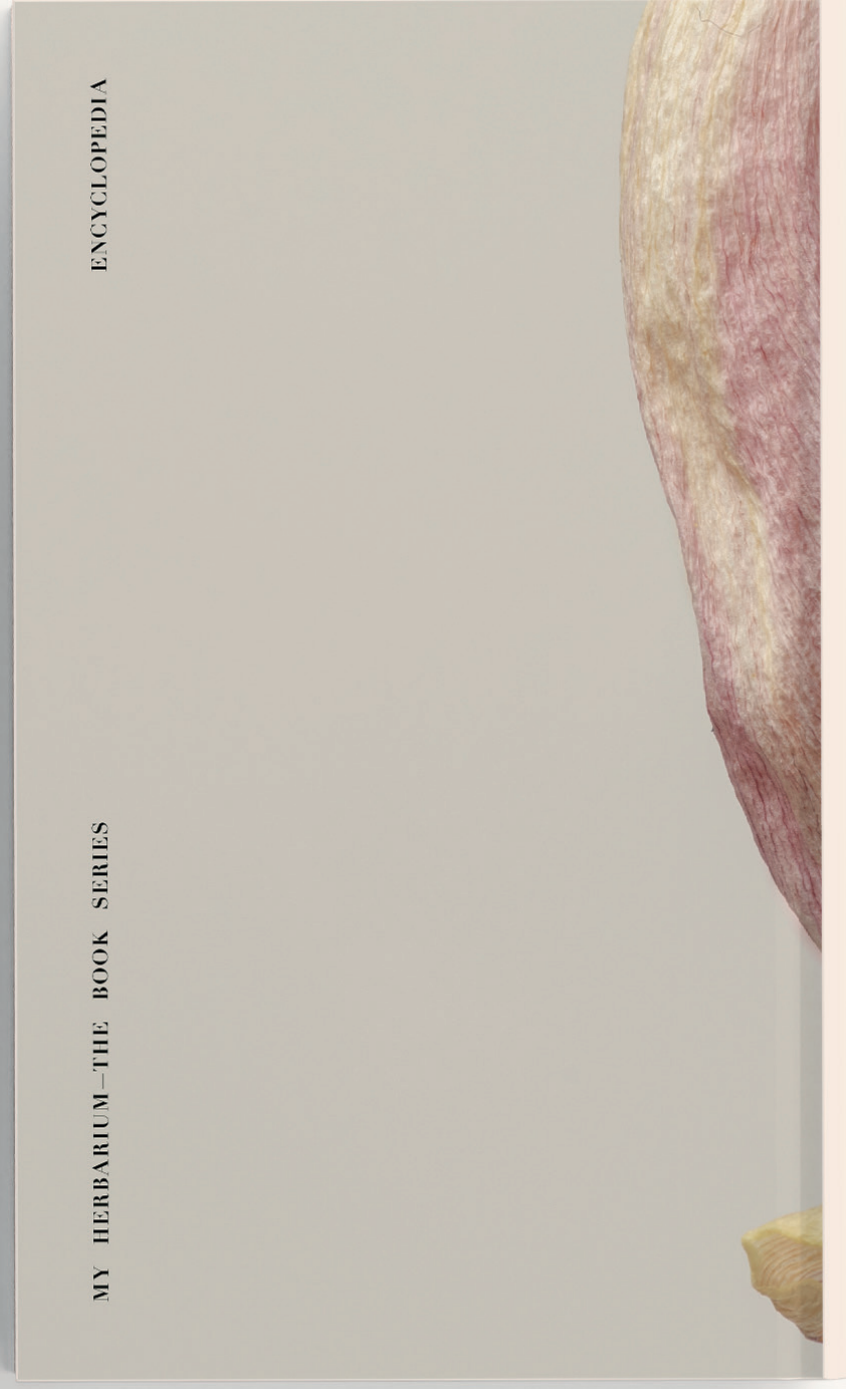
2. FLATTENING PLANT MATERIALS

**Tools Needed:** Two sheets of clean, absorbent paper (e.g., blotting paper or newsprint) and a heavy, flat object like a book or a plant press.

- Sandwich the plant material between the two sheets.
- Place the stack inside a heavy book or plant press.
- Leave the materials for 2-3 days to allow proper flattening and dehydration. For thicker items like bark, leave them under pressure for a week or more.

**TREATING**  
Flattening ensures that the plant lies evenly on the paper, allowing for a seamless transfer of its texture.

















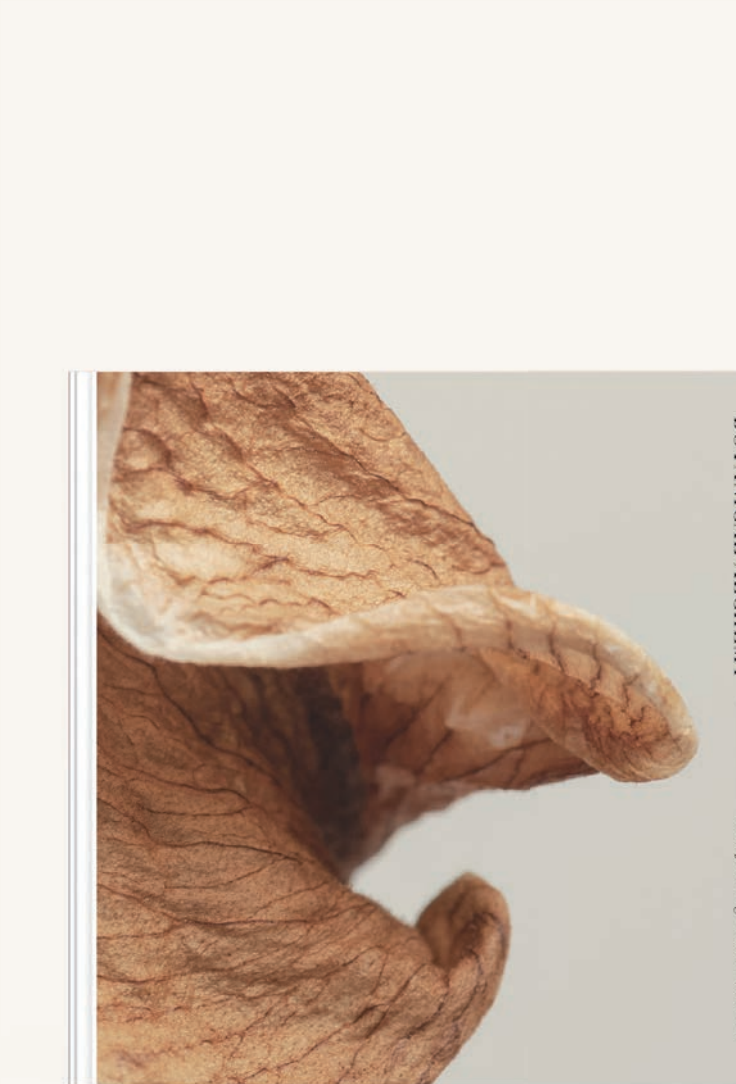
















## NATURAL

### OBJECTIVE

Learn how to extract natural pigments from plants and create colorful artwork.

### WHAT YOU'LL NEED

- Fruits, flowers, or leaves
- Small bowls for crushing
- Warm water
- A brush or sponge
- Cotton fabric or watercolor paper

### HOW TO PLAY

1. Select colorful plant materials like beets, or red cabbage.
2. Crush the plant materials in water to extract the pigments.
3. Dip a brush or sponge into the water to extract the pigments.
4. Observe how the colors change with layering colors to create depth.



# SUNPRINT CYANOTYPE

## OBJECTIVE

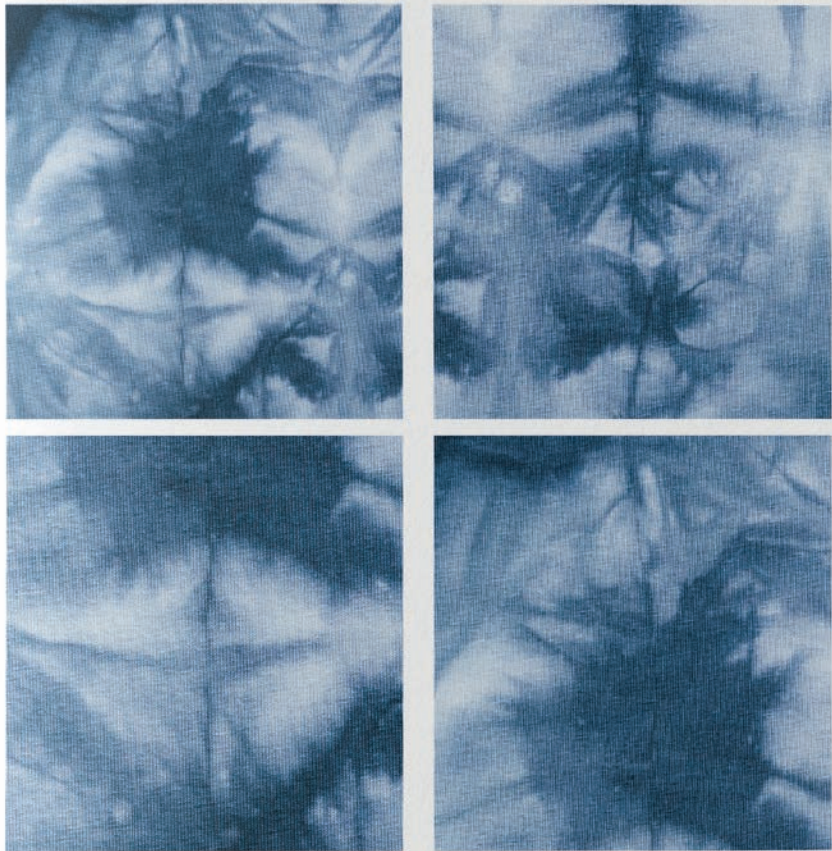
Create unique botanical blueprints using the power of sunlight and light-sensitive paper. This activity teaches about the chemical reaction between UV light and the photosensitive materials.

## WHAT YOU'LL NEED

- Sunprint or cyanotype paper
- Transparent acrylic sheet
- Leaves, flowers, or small objects
- A tray of water
- A sunny outdoor spot or a UV light source

## HOW TO PLAY

1. Arrange leaves or objects on a piece of Sunprint paper.
2. Cover with an acrylic sheet to keep them in place.
3. Leave the setup under sunlight for 2–5 minutes until the exposed paper turns almost white.
4. Rinse the paper in water for 1 minute. The blue background will darken while the covered areas remain light.
5. Dry the paper flat and admire your nature-inspired print.



# TOOLKIT

## A PHYSICAL KIT

Durable and portable, designed to store and organize all tools neatly for easy access.

## QR CODE

Add a QR code linking to website for easy access to tutorials, app downloads, and community features.

## INSTRUCTION MANUAL

Includes detailed flowcharts and step-by-step images to guide users through every stage of the process, making it simple and intuitive.







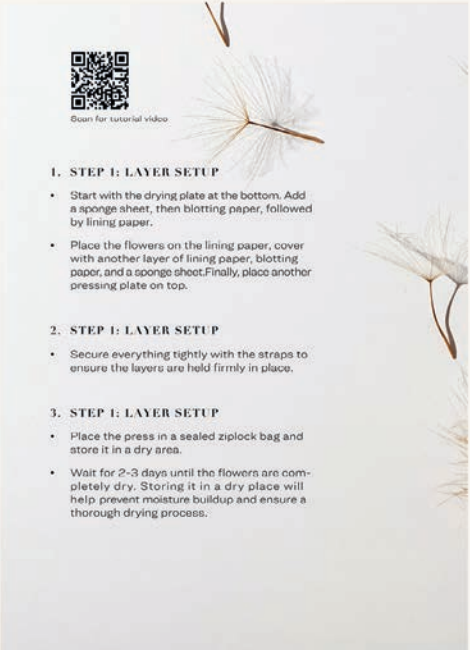




PHYSICAL KIT



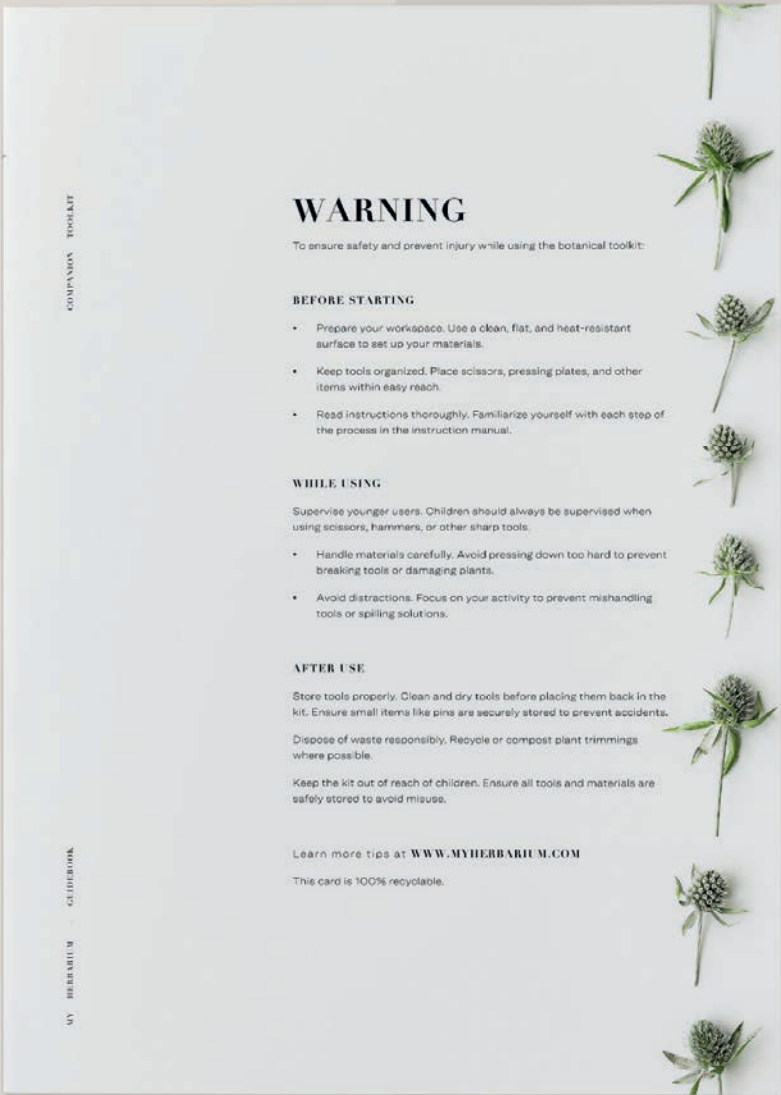




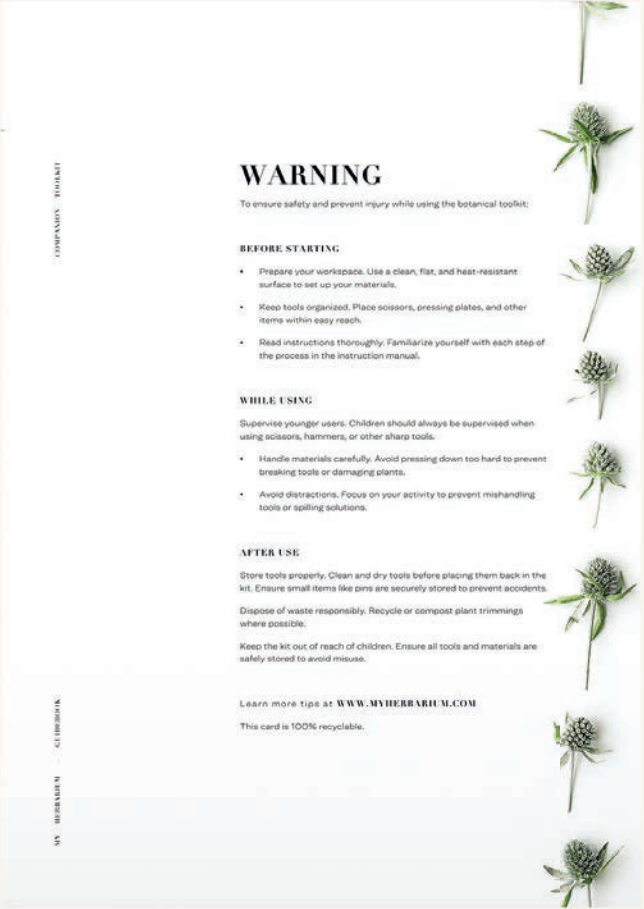
WIDE SHOPPING BAG







WARNING



TAPE







**CONTACT US**

180 New Montgomery St, San Francisco, CA 94105  
925-922-7607  
www.herbarium4.godaddysites.com

SQUARE STICKER



# APP

## STEP-BY-STEP TUTORIALS

A library of how-to videos demonstrating various herbarium-related projects in an easy-to-follow format.

## PLANT RECOGNITION TOOL

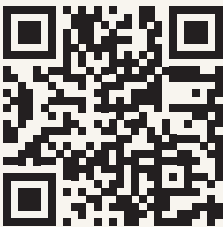
AI-powered plant recognition tool for identifying unknown plants. Users can simply scan a plant to automatically discover its name and key information—perfect for outdoor exploration and nature walks.

## COMMUNITY ENGAGEMENT

Enables users to upload photos of their herbarium projects, plant art, and creations directly to the app. Offers like and comment functionalities, fostering a sense of community and allowing users to share feedback, ideas, and inspiration.

## HERBARIUM ENCYCLOPEDIA

The app serves as a comprehensive digital herbarium encyclopedia, offering detailed descriptions and visual presentations of herbarium specimens.



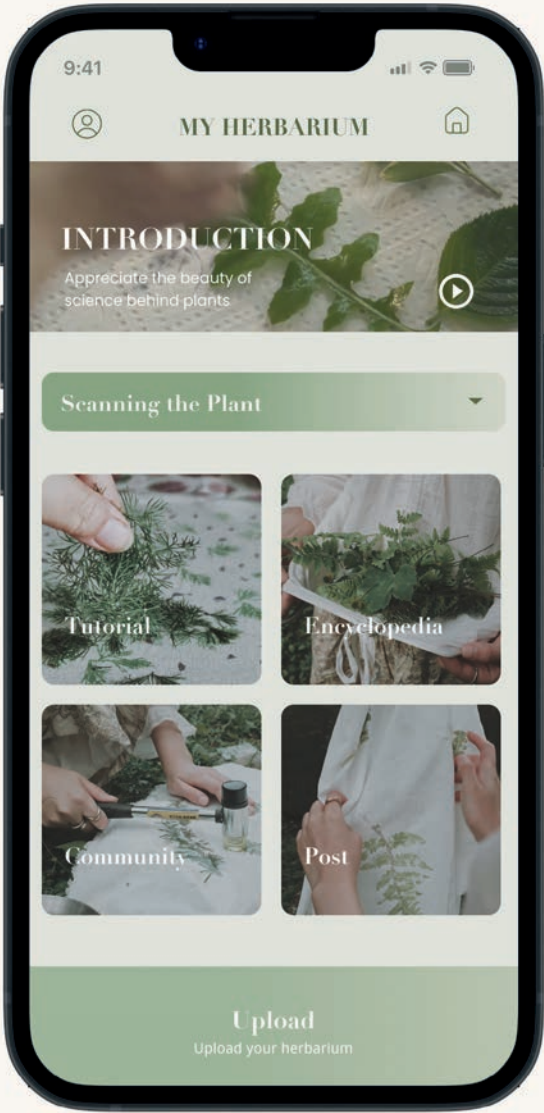
### APP PROTOTYPE DEMONSTRATION

Scan the QR code to view on Vimeo

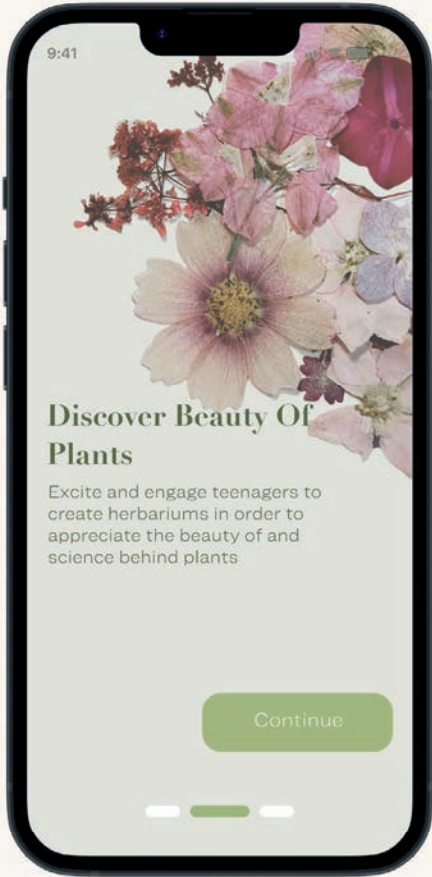


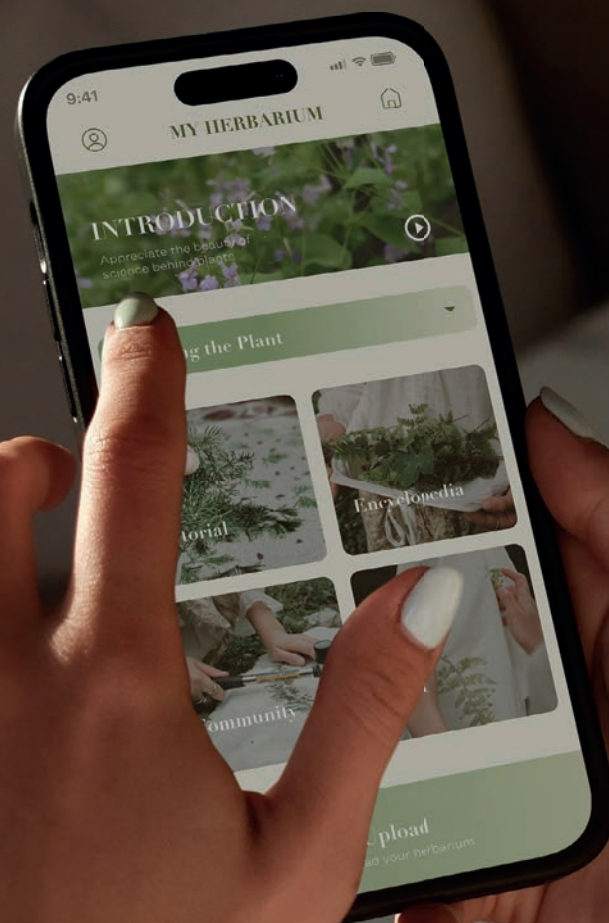
### INTERACTION DESIGN

Scan the QR code to interact on Figma

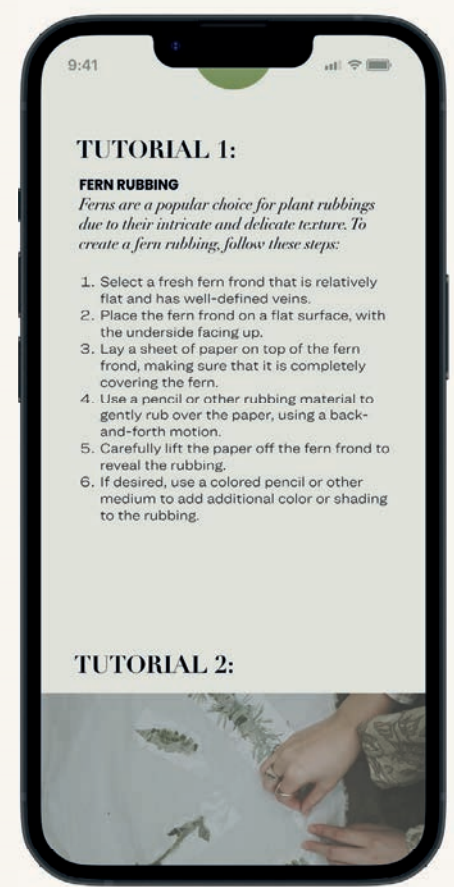








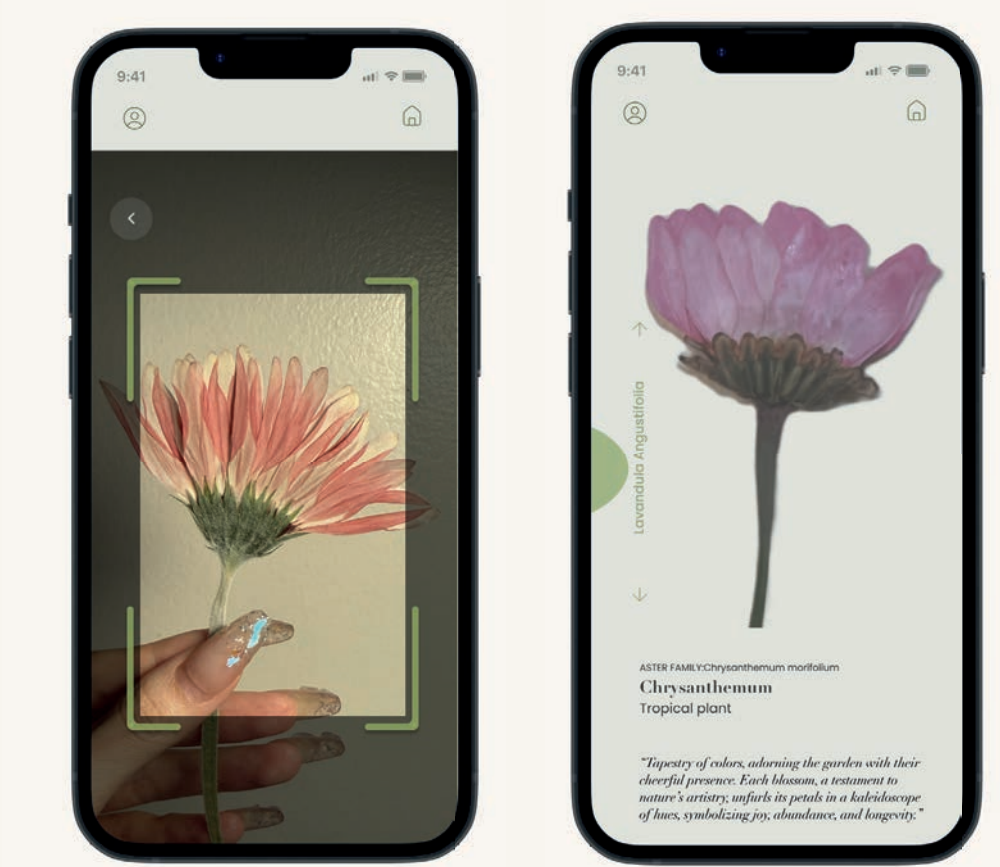




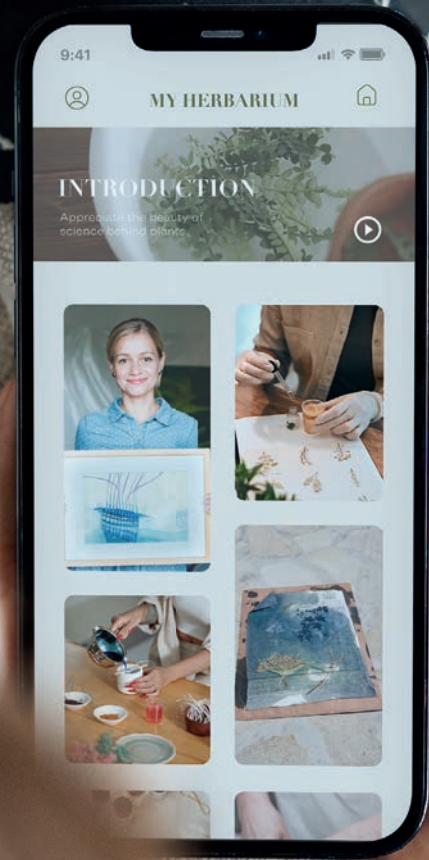
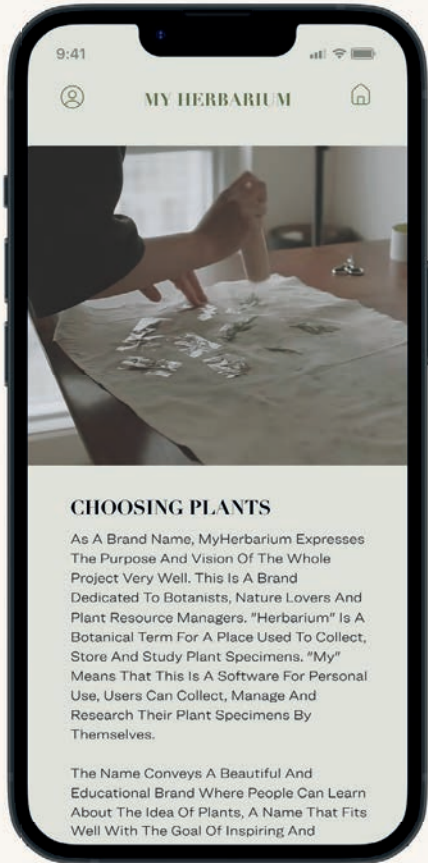














# WEBSITE

## ONLINE STORE

The website includes an optimized shopping feature for customers to purchase books, toolkits, and merchandise with fast service, seamless checkout, and trustworthy payment options.

## ONLINE ENCYCLOPEDIA

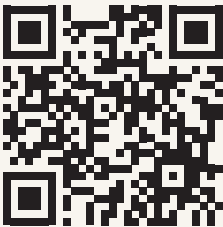
Combines education, exploration, and creativity in an accessible, user-friendly format.

## STEP-BY-STEP TUTORIALS

Encourage hands-on engagement with plants and promote creativity. Makes herbarium projects and plant exploration fun, interactive, and inclusive.

## FAQ AND CUSTOMER SUPPORT

FAQ section covers any general questions people may ask about online privacy, security, payments, shipping, returns, and other common concerns.



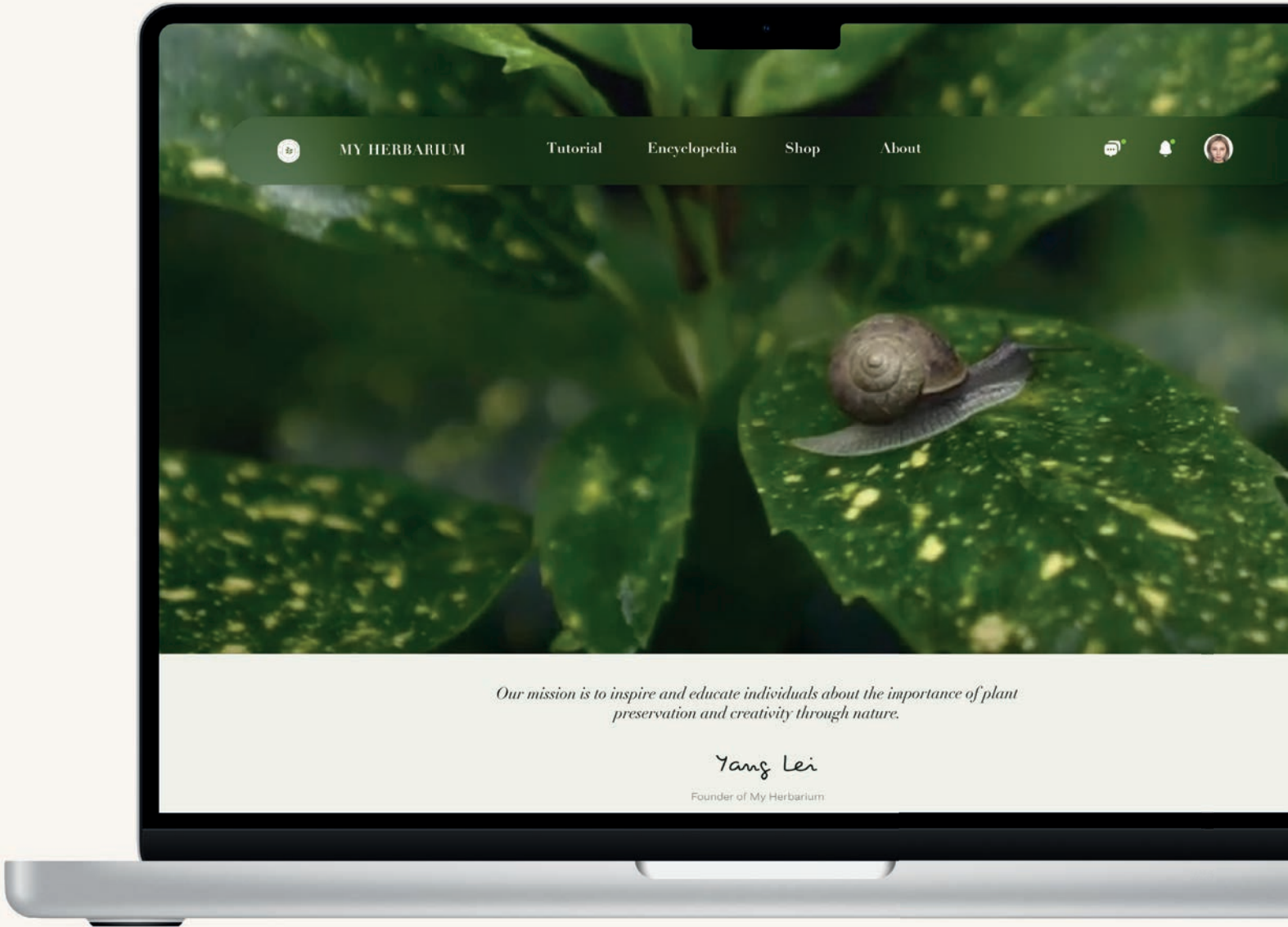
## WEBSITE PROTOYPE DEMONSTRATION

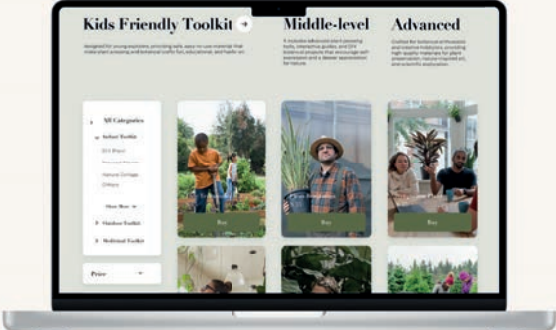
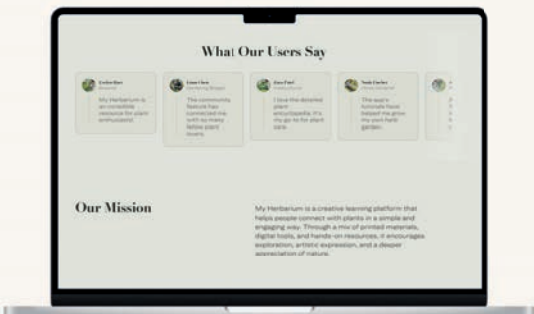
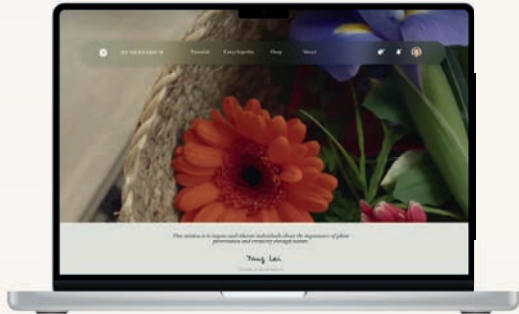
Scan the QR code to view on Vimeo



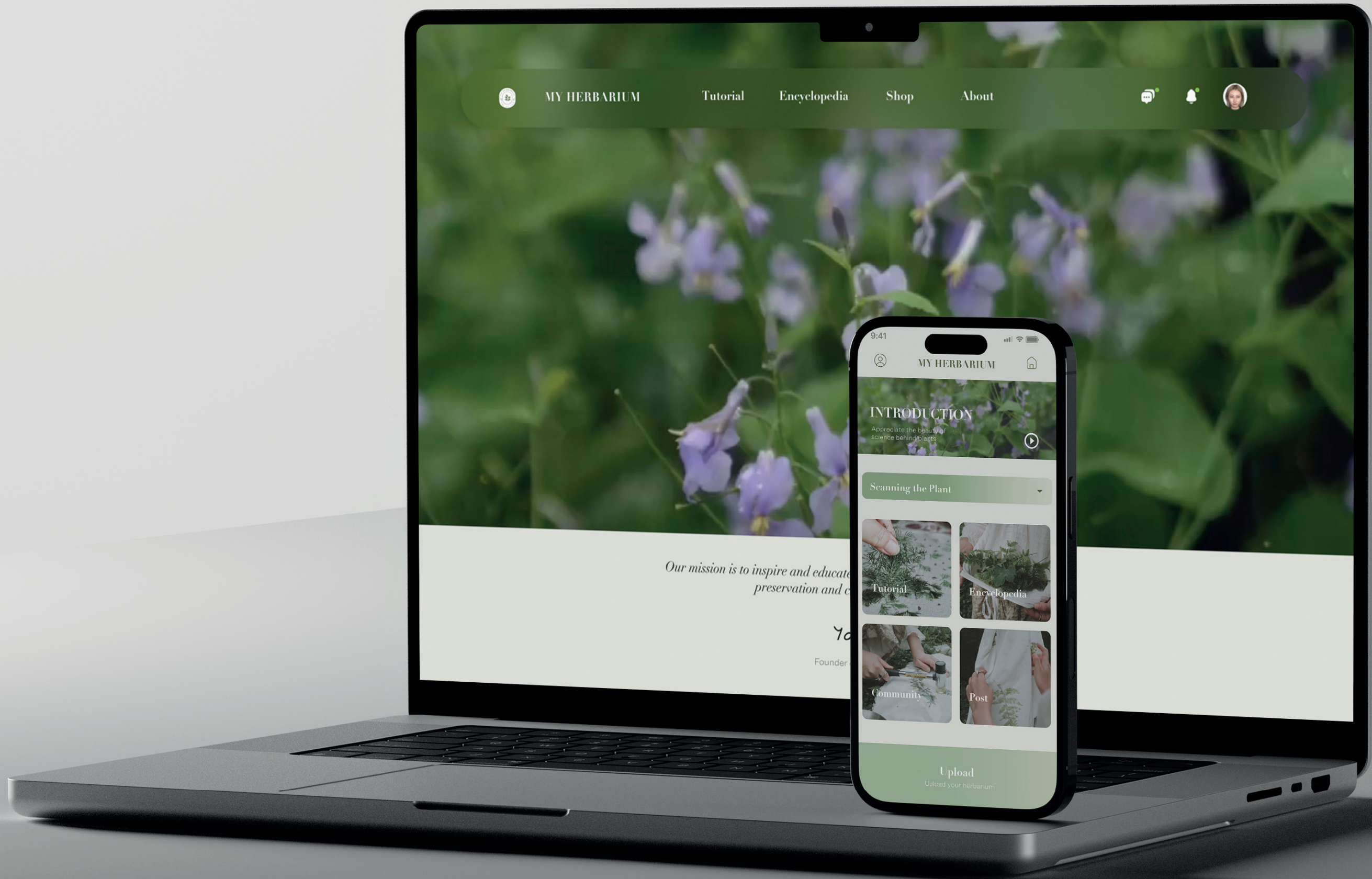
## INTERACTION DESIGN

Scan the QR code to interact on Figma

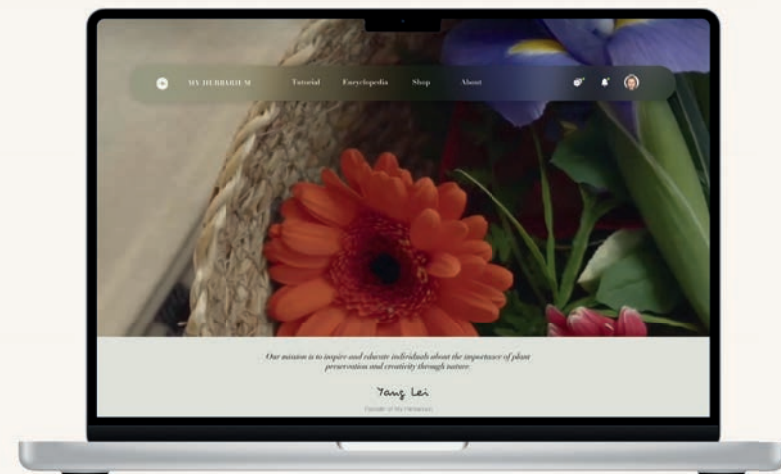




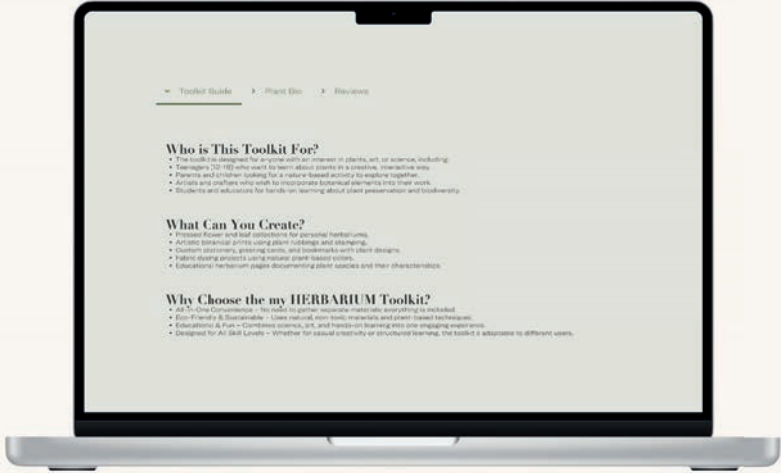












Who is This Toolkit For?

- The toolkit is designed for anyone with an interest in plants, art, or science, including:
- Teachers (20-100 who want to bring about plants in a creative, interactive way)
- Parents and children looking for a nature-based activity to explore together.
- Artists and crafters who wish to incorporate botanical elements into their work.
- Students and educators for hands-on learning about plant preservation and biodiversity.

What Can You Create?

- Pressed flower and leaf collections for personal herbariums.
- Artistic botanical prints using plant rubbings and stamping.
- Custom elements, greeting cards, and bookmarks with plant designs.
- Planting projects using native plant-based colors.
- Educational herbarium pages documenting plant species and their characteristics.

Why Choose the my HERBARIUM Toolkit?

- All-in-One Convenience - No need to gather separate materials; everything is included.
- Eco-Friendly & Sustainable - Uses natural, eco-friendly materials and plant-based inks.
- Educational & Fun - Combines science, art, and hands-on learning into one engaging experience.
- Designed for All Skill Levels - Whether for casual creativity or structured learning, the toolkit is adaptable to different users.

## Friendly Toolkit →

Young explorers, providing safe, easy-to-use materials that pressing and botanical crafts fun, educational, and hands-on.

## Middle-level

It includes advanced plant pressing tools, interactive guides, and DIY botanical projects that encourage self-expression and a deeper appreciation for nature.

## Advanced

Crafted for botanical enthusiasts and creative hobbyists, providing high-quality materials for plant preservation, nature-inspired art, and scientific exploration.

### Categories

For Toolkit

Plant

Pressed Flower

Culture Collage

Pressers

How More ▾

Outdoor Toolkit

Medicinal Toolkit



Jade Terrarium  
\$15  
Buy



Ficus Benjaminia  
\$35  
Buy



Syngonium Plant  
\$25  
Buy



MacBook Pro





MY HERBARIUM

Tutorial

Encyclopedia

Shop

About



## Plant Press

\$ 35 ~~\$ 45~~

A portable wooden press to preserve flowers and leaves by flattening them while maintaining their natural details.

Quantity

Include Planter

Add to Cart

### Delivery

Enter your Pincode to check delivery time.

[CHECK](#)

Delivery available for this location.  
Typically delivered in 5-7 working days.  
Standard Delivery.





05



## REFLECTION AND FUTURE

It reflects on the challenges of designing for multiple age groups, carefully balancing educational rigor with creative freedom, and integrating physical and digital formats. Lessons learned include the importance of consistent user testing and adapting visual language for clarity and engagement.



## DESIGNING ACROSS GENERATIONS

This project highlights the complexity and reward of designing for a cross-generational audience. Developing My Herbarium required balancing educational depth with creative accessibility—ensuring teenagers feel inspired and curious, while adults find structure and clarity.

## VISUAL LANGUAGE AND FORMAT INTEGRATION

A key insight was that different age groups respond to different design cues. This required a flexible yet cohesive visual language across both physical and digital formats. Seamlessly combining books, toolkit, app, and website demanded careful transitions and user-centered design decisions.

## USER TESTING AND ITERATION

Consistent user testing was essential for identifying usability issues—especially in navigation, tutorial clarity, and onboarding. Refinements were made to ensure both novice and experienced users could access and enjoy the content without friction.

## FUTURE IMPROVEMENTS

Looking ahead, the focus will be on enhancing app-based community interaction, expanding the encyclopedia's content, and localizing plant data for diverse regions. There is also potential for incorporating seasonal activities and personalized learning paths to sustain user engagement.

## SCALABILITY AND PARTNERSHIPS

My Herbarium establishes a strong foundation for a scalable, interdisciplinary platform. Future possibilities include partnerships with schools, museums, and environmental organizations—broadening the project's impact and inspiring more people to connect with nature through creativity, science, and play.

