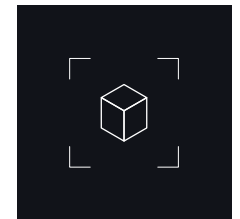
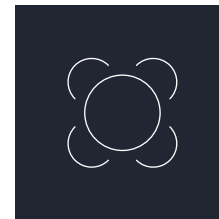
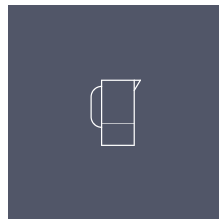
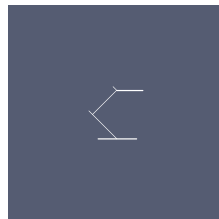


**D N**  
**Z V**

Daniel Vicente Lopez Trompo  
Industrial Designer



# MONSTERS

Augmented Reality Videogame for Children on the Autism Spectrum  
Emotion recognition & Interaction



Videogame developed using Augmented Reality as interaction tool in order to engage children on the Autism Spectrum to learn about basics emotions and at the same time to interact with the game through the recognition of themselves and the use of the physical cards.  
Research + Development + User Testing

Daniel, V., Ting, H., Photchara, R., & Haruo, T. (2019). An AR Puzzle Application for Improving Emotion Recognition for AS Children. ICDTE 2019 <https://doi.org/10.1145/3369199.3369212>

# FANYOU 饭友

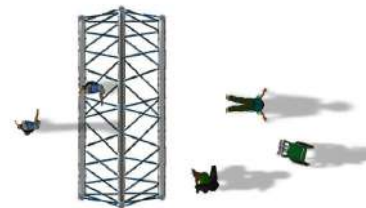
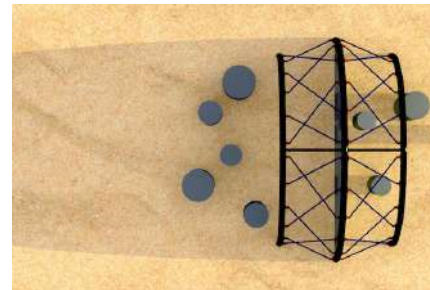
Meet friends and share meals  
Social App Concept



In order to engage the student community in an average Chinese university campus into increasing the interaction with fellow students we developed a conceptual app responding to the insights obtained from surveys and prototype testing. The final idea was a matching software that would revolve around the meals and the food, making the most of the lunch and dinner breaks to encourage the students to meet new people and socialize. The app would include different settings as finding meal date, organizing group meals or discovering food around with others.

# SHADE

Polivalent Playground:  
Climbing game & Shadow Theater

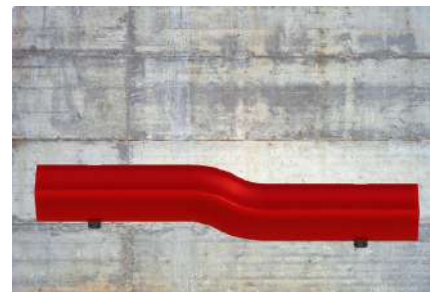
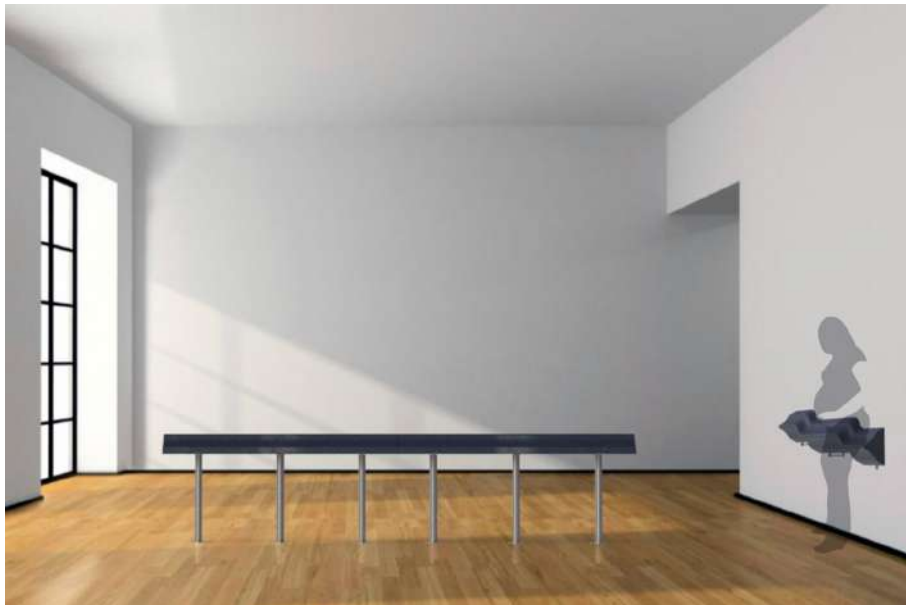


A space for sharing. An inclusive conception of a playground where children of diverse capabilities can get together and share together their passion and love for art and sport. All together can experience mind and body development mixing the ancient art of shadow theatre with a climbing structure.

Merging different minds with different interests and skills sets up a nurturing atmosphere for all of those interacting in it.

# FIUME

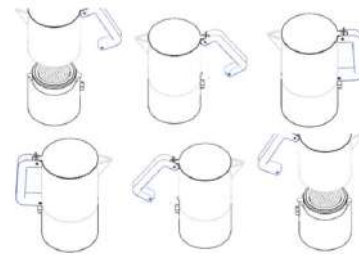
Design for everyone,  
design for everywhere.



Coming up from an impersonal bar for people to lean on. Jacobo Abascal and I redesigned these ischiatic support with a more organic and human conception. Letting those who need a little rest get some comfort in a posture between standing and sitting. Aiming for universality and functionality, it presents different elevations when hanged allowing different height people to rest on Fiume. Also comes with another presentation, with the addition of legs it can stand alone in the middle of a room and be combined creating a modular pattern, also useful as a space divider for a queue, for example.

# DRITTO

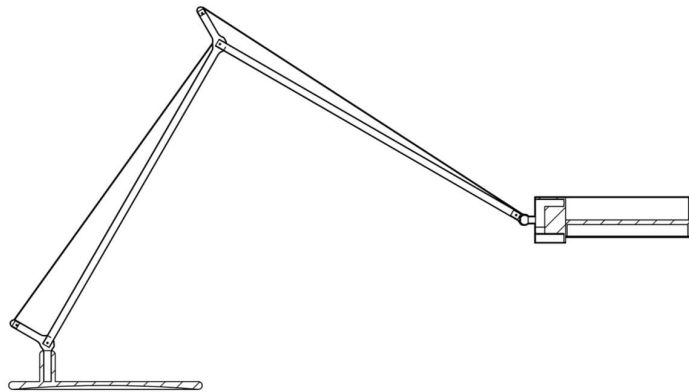
Rethinking a Classic



When presented with the challenge of redesigning a classic like a moka pot I decided to go for simplifying the user experience. My conception intended to avoid the inconvenient need of screwing and unscrewing the pot and took the handle lock concept put into a simple and clean cylinder shape.

# CYLO

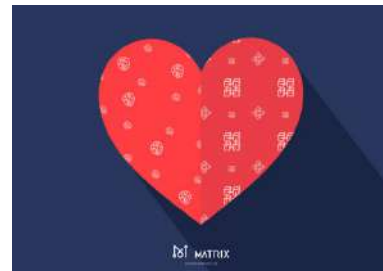
Lining the light



With the intention of adapting a flexo lamp to the LED technology I respected the simplicity and minimalism of the concept from the sketching to the final renderings. Providing light where needed and not bothering the user with annoying glares is what Cylo tries to do.



# GRAPHIC DESIGN



[danyztov.com](http://danyztov.com)

