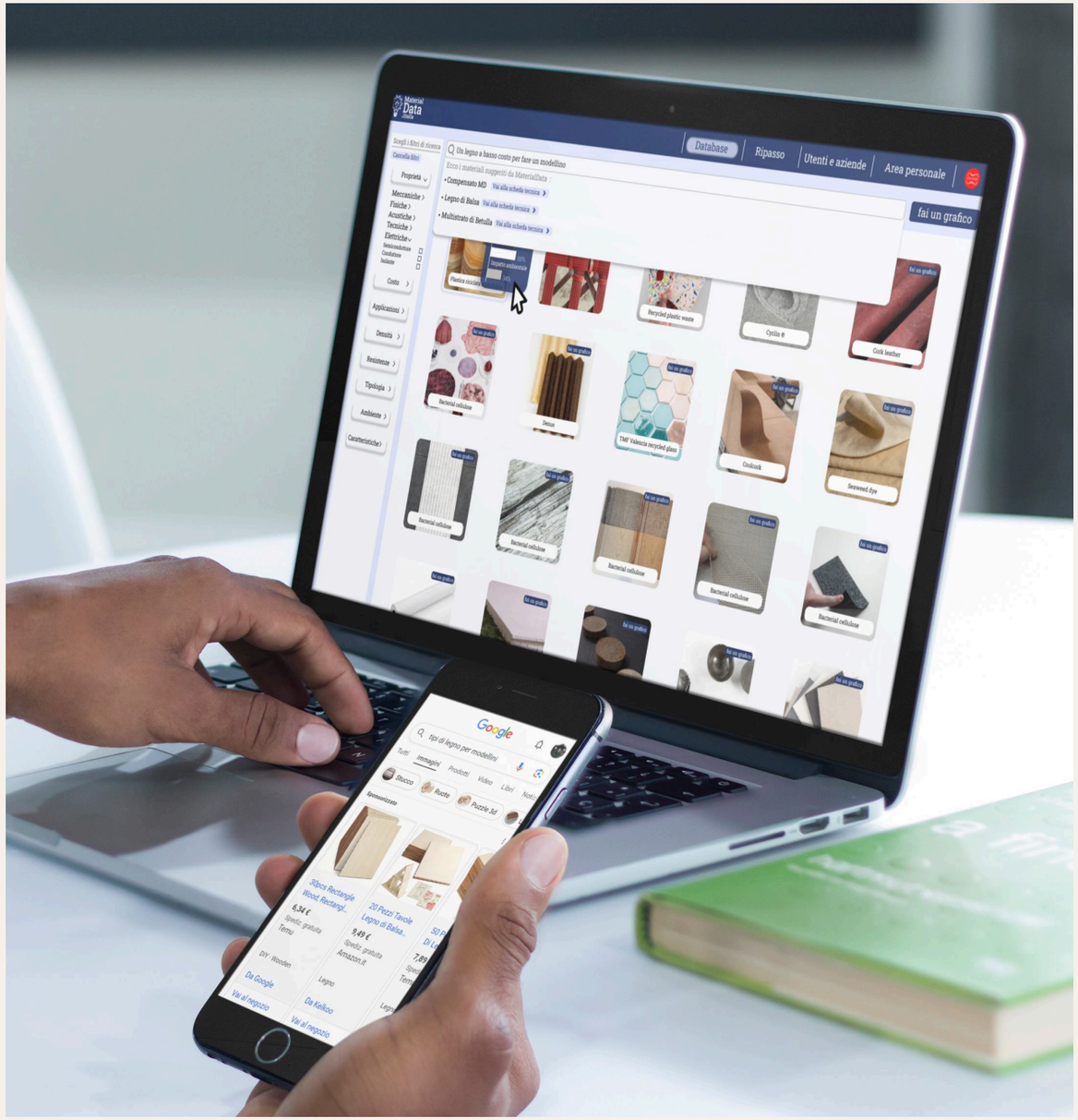
01

2024

MaterialData

A digital material library and learning tool for university students and teachers



MY ROLE

Individual bachelor's thesis: research, user flows, wireframes, visual identity

METHODS & TOOLS

Desk research · Benchmark analysis · Semi-structured interviews · Figma · Sketching

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Why a material library?

The early stages



What is a material library?

A material library is a collection of material samples. It works as **a technical archive that shares knowledge and data**, and it can also teach: it helps university students understand materials in **construction, architecture and design**.



The idea

The starting point: **universities should give every student the right tools to study, focus and create.** That raised a question: does the University of Genoa give its students everything they need?

A material library could be **a reference tool that helps designers choose the right materials** for their projects.

Material Data .UniGe

The outcome

With so many materials on the market and in development, from plant-based materials to bioplastics, the archive needed **an interface that makes a large database easy to navigate**.

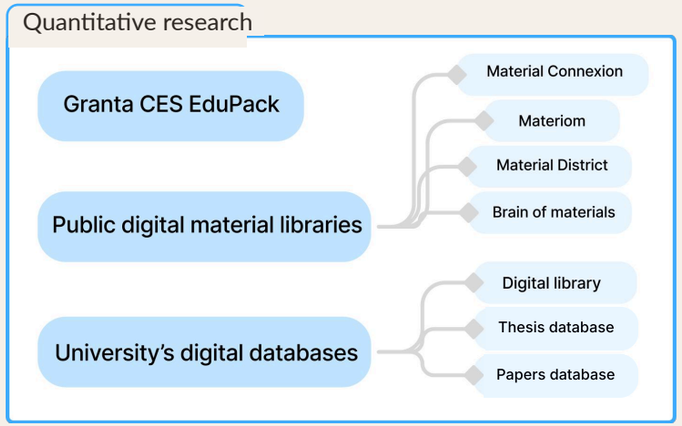
So the idea became a digital (and possibly physical) material library for the **Department of Architecture and Design**.

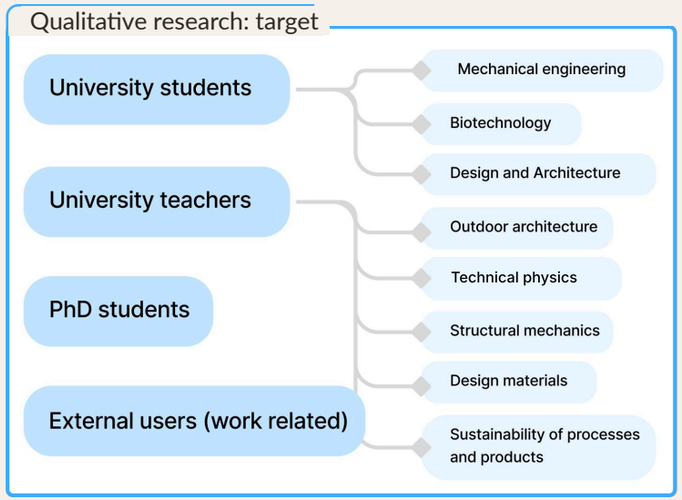
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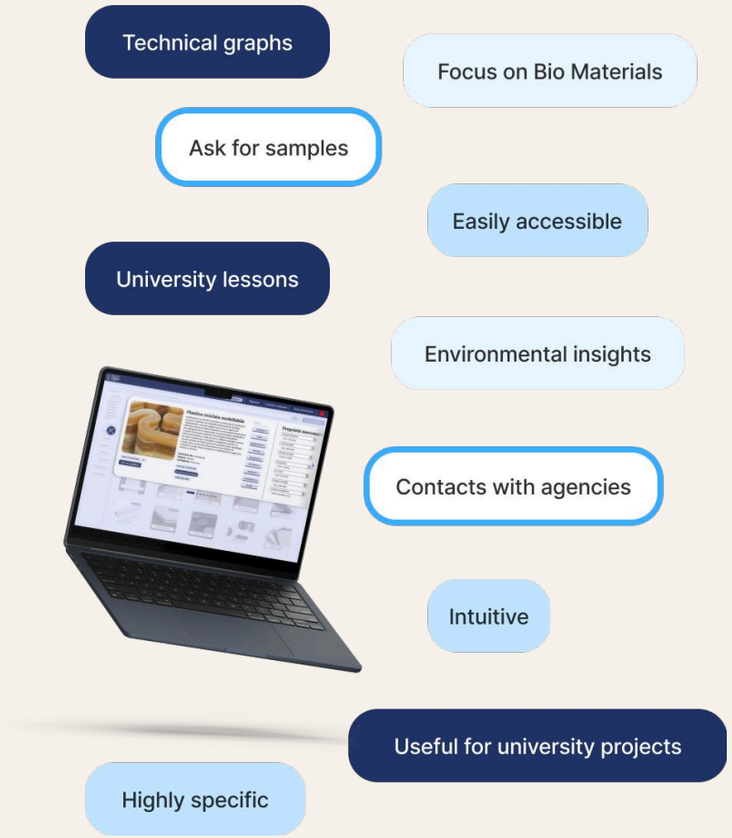
Building the platform

The research and the main features

I combined three research methods: **a review of existing online material libraries**, **an evaluation of the university's online services** and **targeted interviews** with potential users.

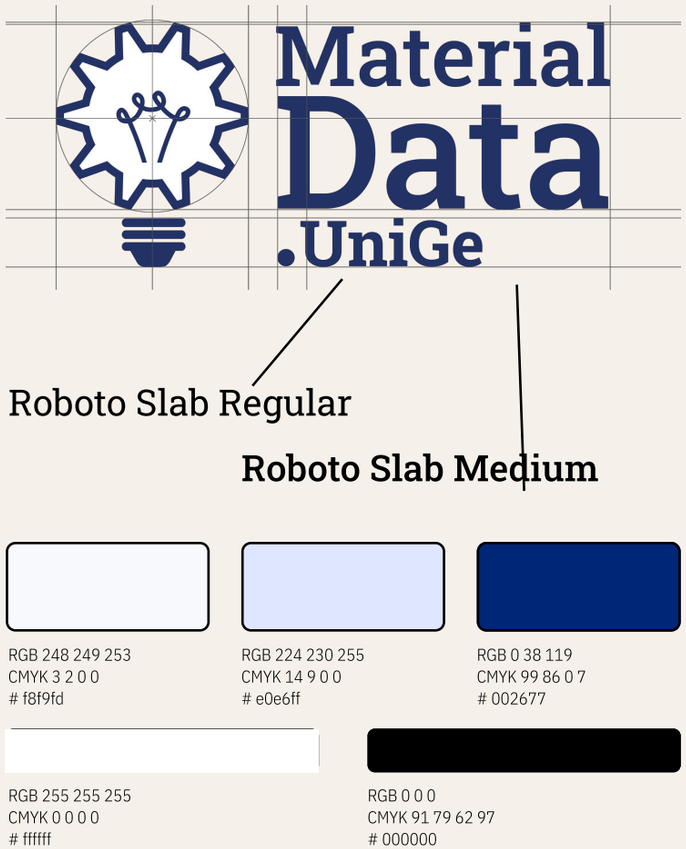






What the research showed

The results shaped both the interface and the features. One need kept coming up: **a student-friendly, accessible and easy-to-navigate tool.** Students first meet the platform in a dedicated course, where its features are explained step by step.



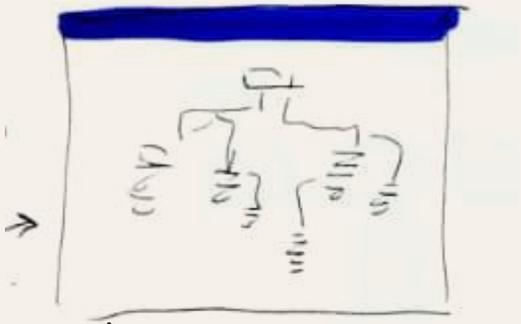
Visual identity

The colour comes from the identity of the **Department of Architecture and Design at the University of Genoa: blue #002677**. The typeface is the one the university uses.

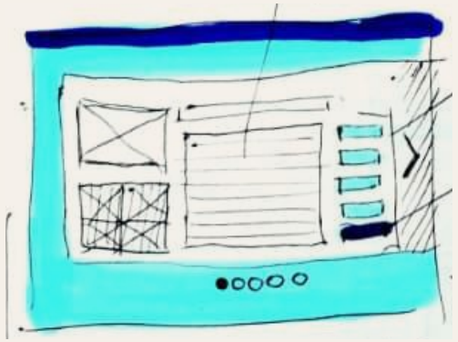
The logo is a **lightbulb-gear monogram, joining work and ideas**: a tool for turning ideas into projects.

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The user flow: a study



Main page

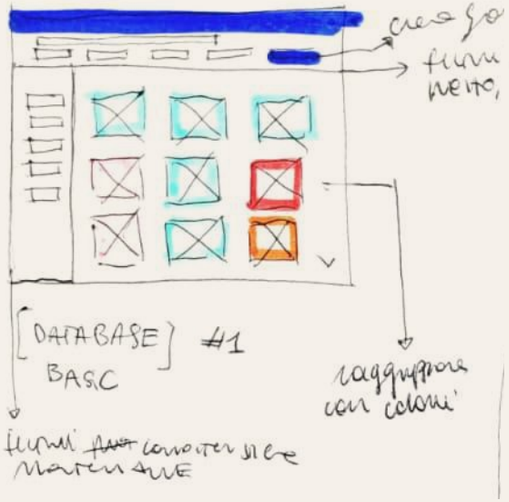


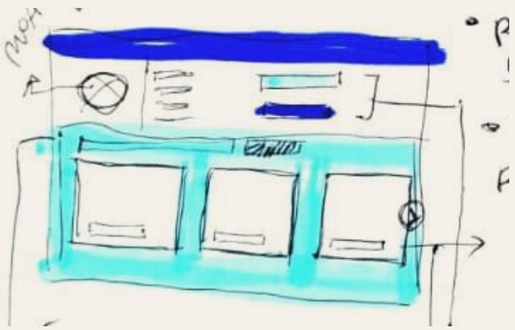
Material sheet

Sketching wireframes

I sketched the user flow in detail, from the opening screen to every feature, to make the platform as easy to use as possible. These are a few of those studies, with the thinking behind them.

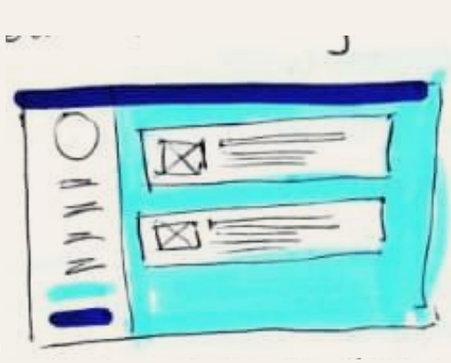
Material selection

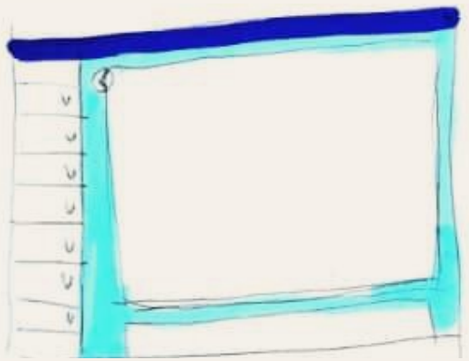




Material selection study

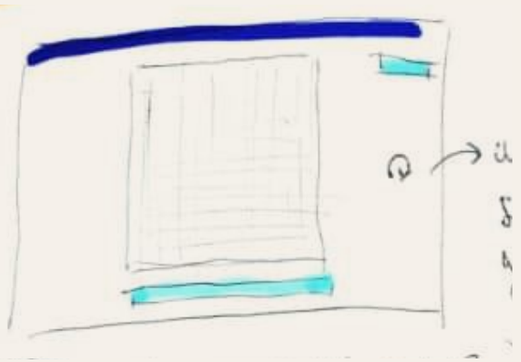
Personal page

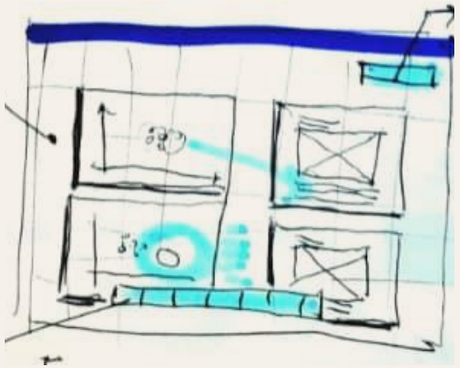




Study section

Adding a project



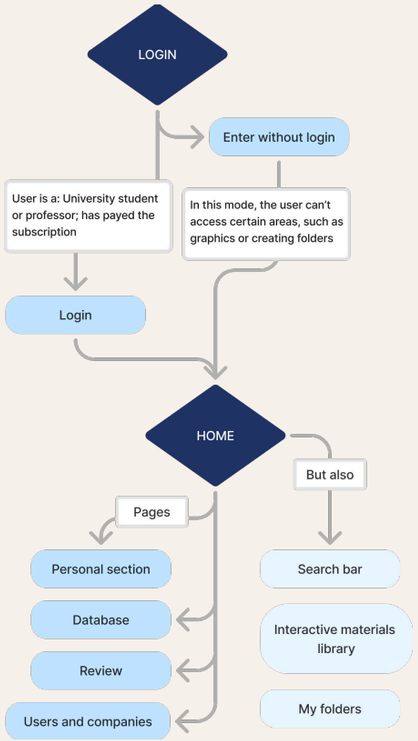


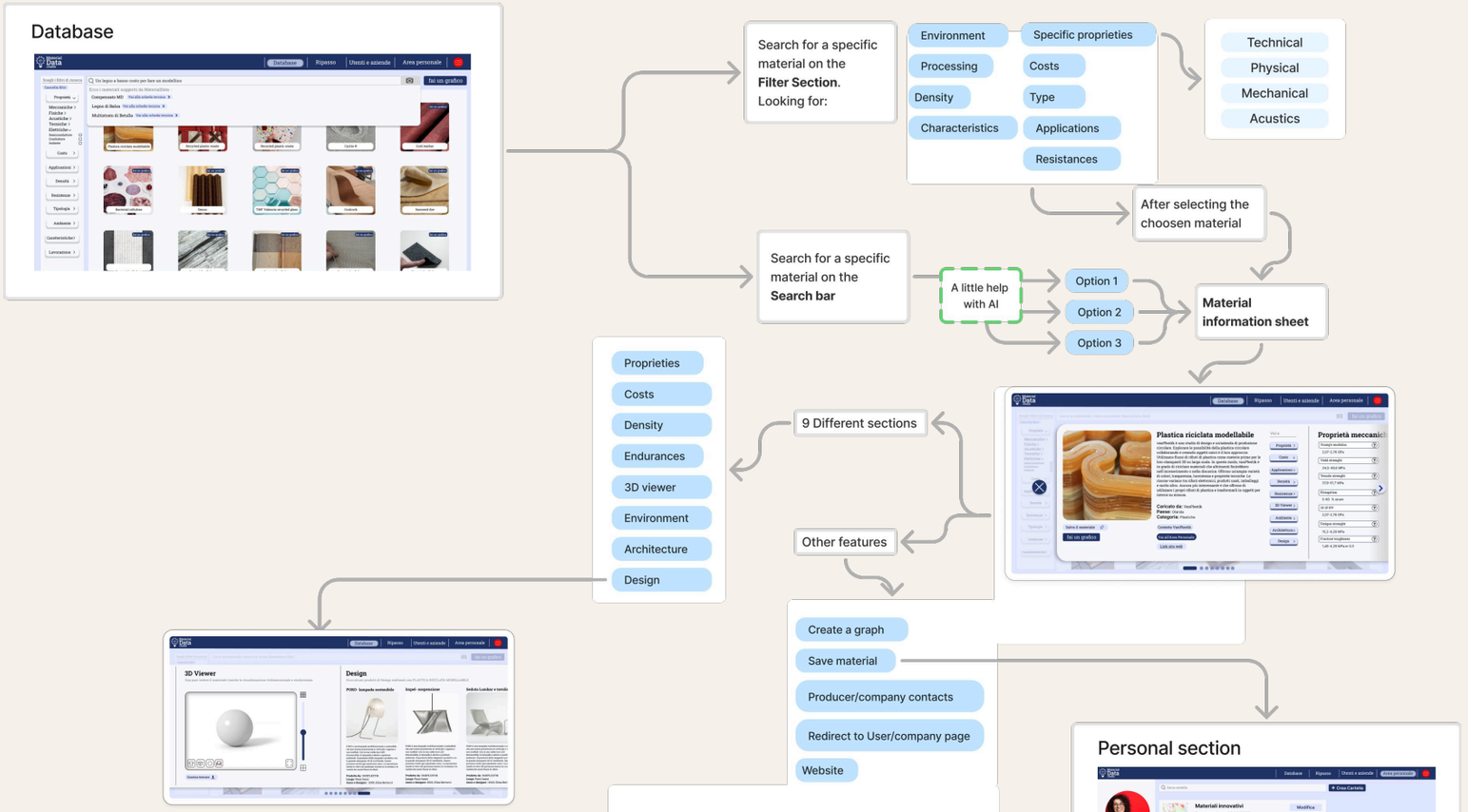
Workspace

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The user flow

The main sections of the platform





Platform access

The platform is **free for all students, staff and researchers at the University of Genoa** (funded through tuition fees) and open to external users for a fee.

Why? Product and Communication Design students already had part of this resource through Granta EduPack. This opens it up to the whole university.

Main features

The flow covers the database, material search, technical sheets and the personal area. Two more sections:

- **Review area:** theory and formulas for physics, maths and analysis.
- **Users & companies:** an A–Z list to browse their projects and materials.

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