



Interactive 4 Project

# The ABC's of Empowerment.

**Duration**  
12 Weeks

**Role**  
Visual Designer

## Concept

Create a physical and digital book that teaches kids their ABC's which makes them feel empowered.



## Requirements

Each student gets 2~3 letters and pairs them with a word that is related to empowerment. After pairing a word with a letter, we have to illustrate that word in a children's book.

## My Letters

L

is for leadership

U

is for unique.

# U is for Unique

I decided to pair the letter “U” with unique to **help embrace their differences**. At this age, it might be hard for kids to embrace their differences among each other.

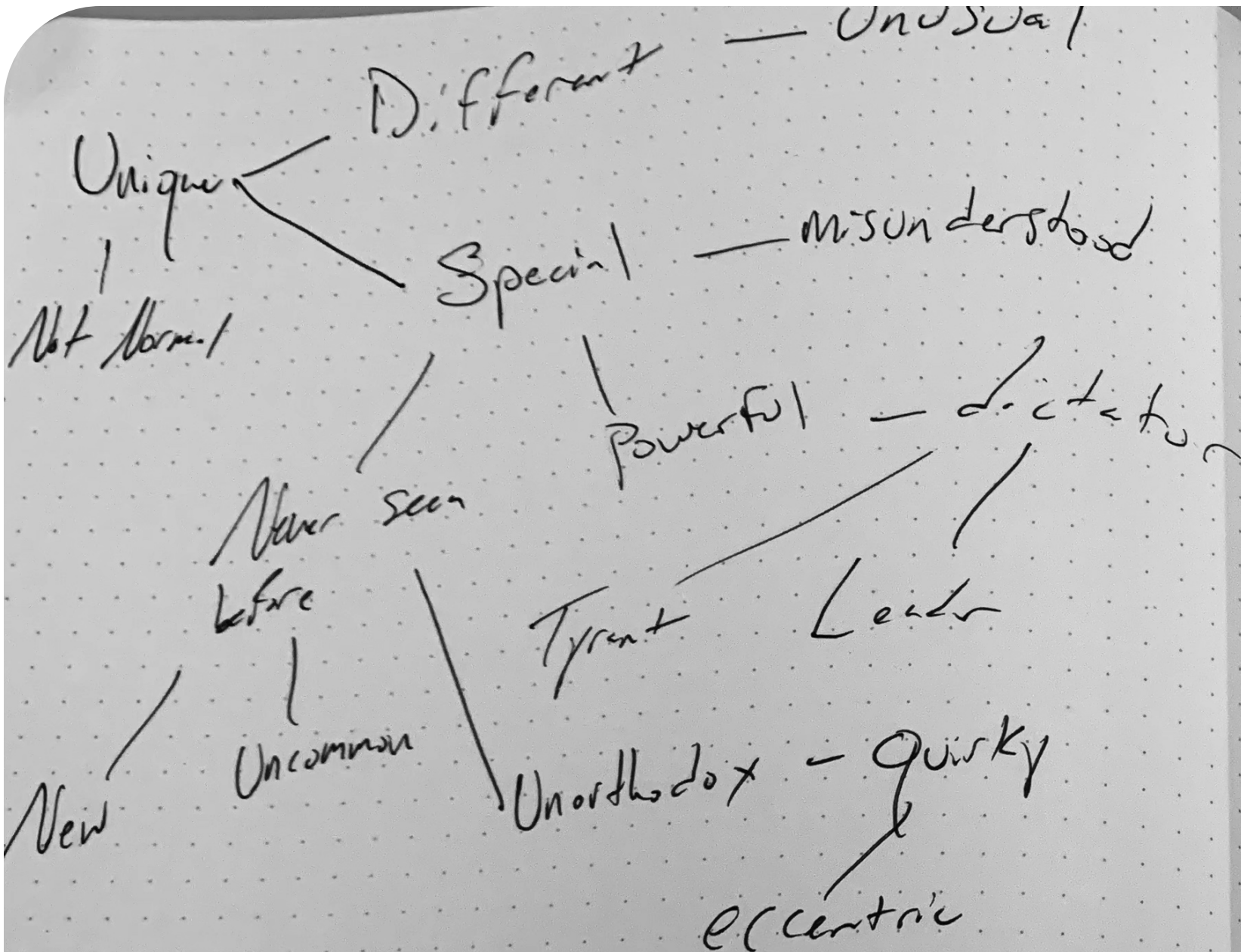


# Unique Brainstorm

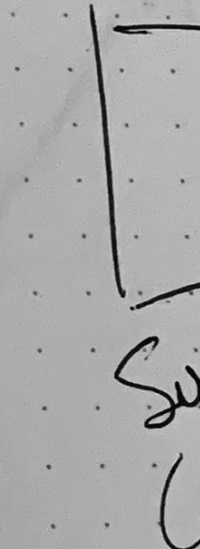
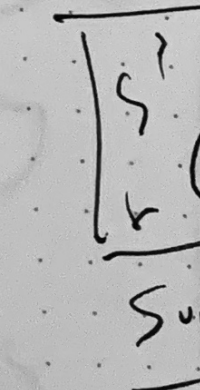
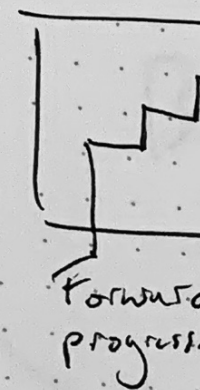
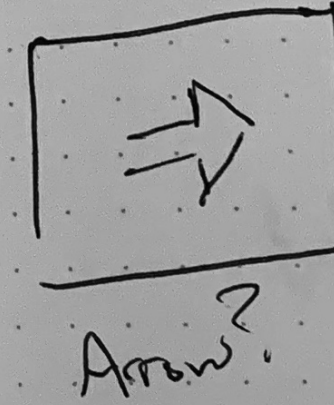
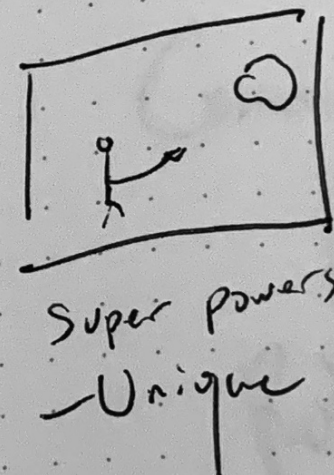
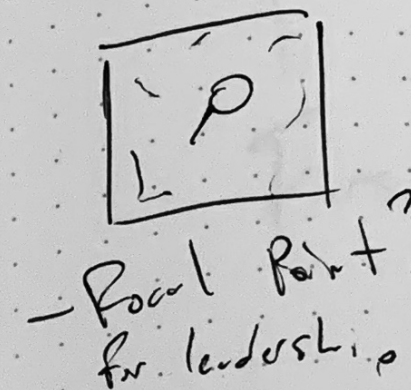
Making a mind map of unique helped wrap my head around where I could take this idea. I also sketched out a lot of ideas that directly mapped to the words.

**Keywords**

Special | Different | Uncommon

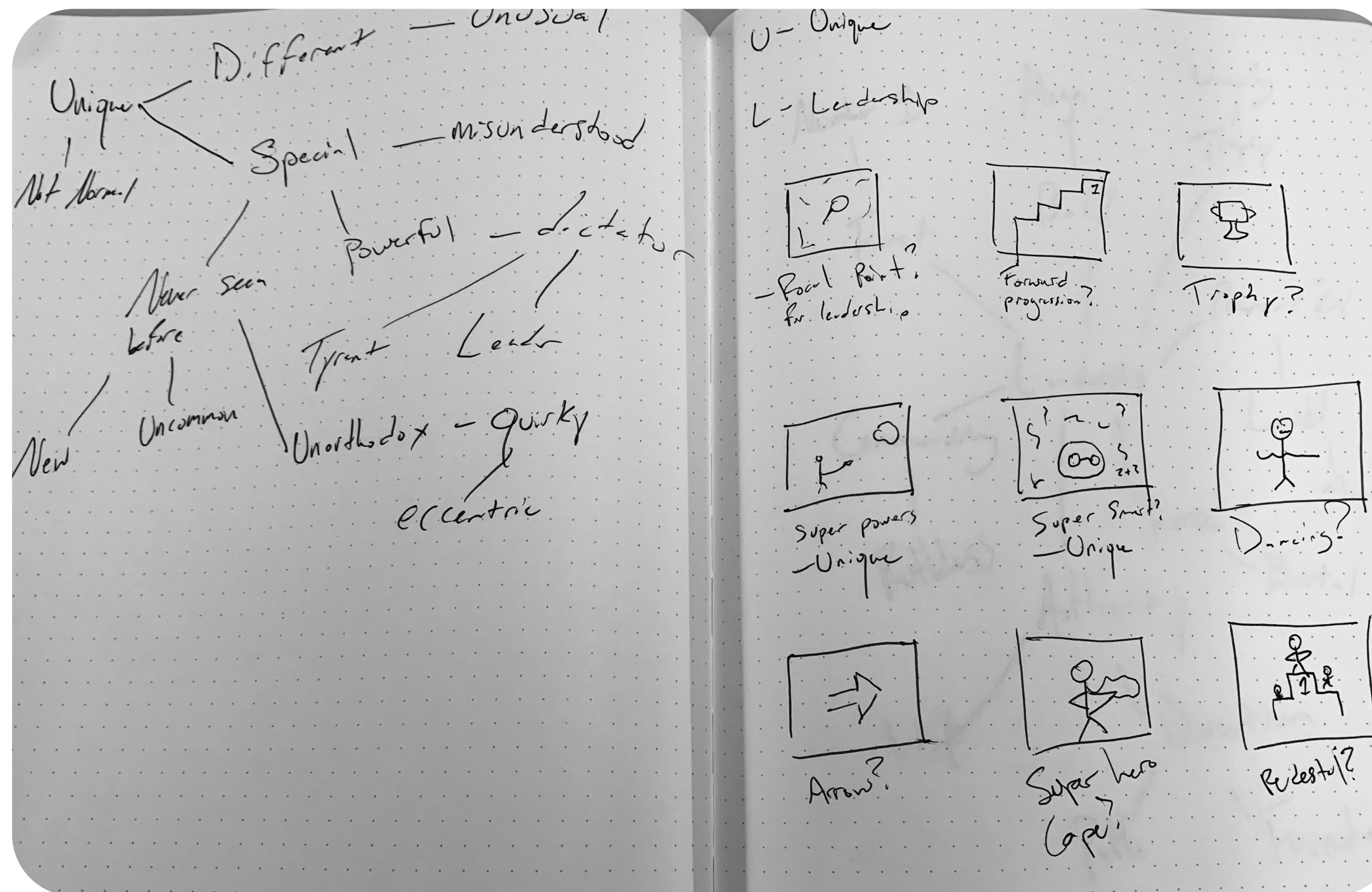


U - Unique  
L - Leadership





# Unique Brainstorm





A thick yellow circle is centered on a textured purple background. The background has a fibrous, paper-like texture with various shades of purple and some darker spots. The yellow circle is solid and has a consistent thickness.

# Mood Board



## Unique Mood board

I really was trying to get inside a child's mindset, so that led me to start looking at a lot of children toys. Something that stuck out were the bright red, yellow, and blue colors of building blocks.

### Keywords

Shapes | Simple Colors | Direction | Help





## Unique Mood board





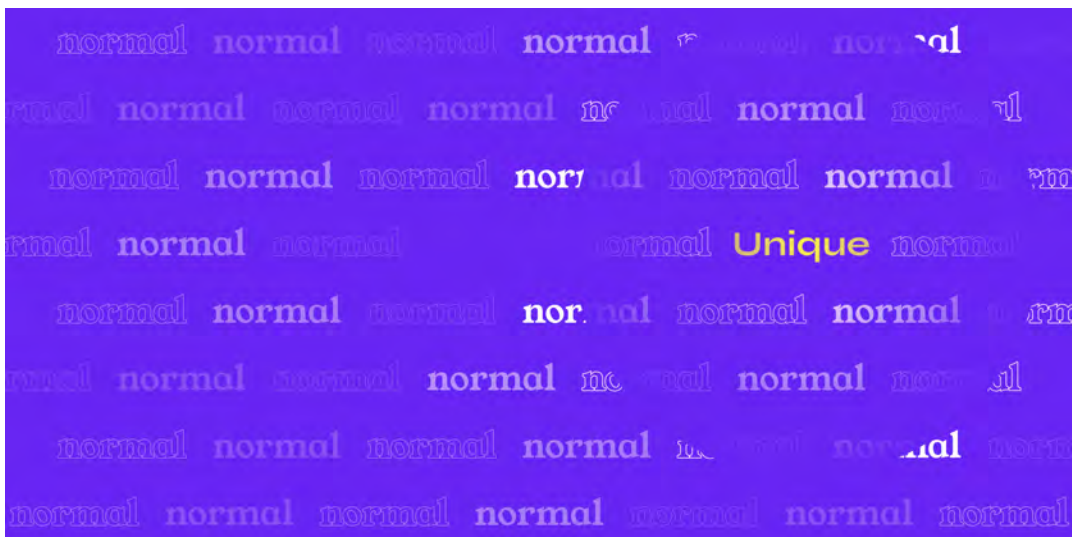
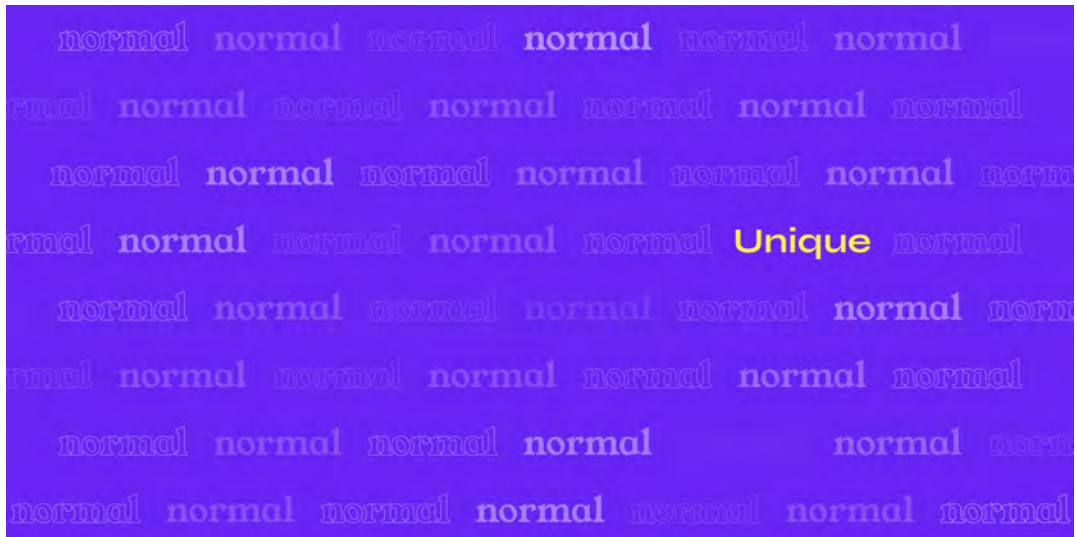
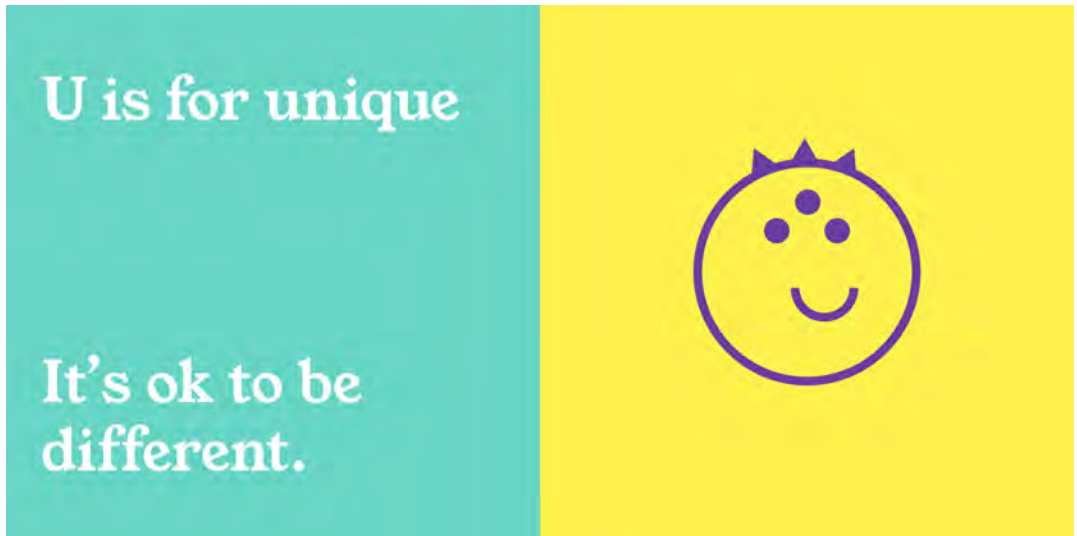
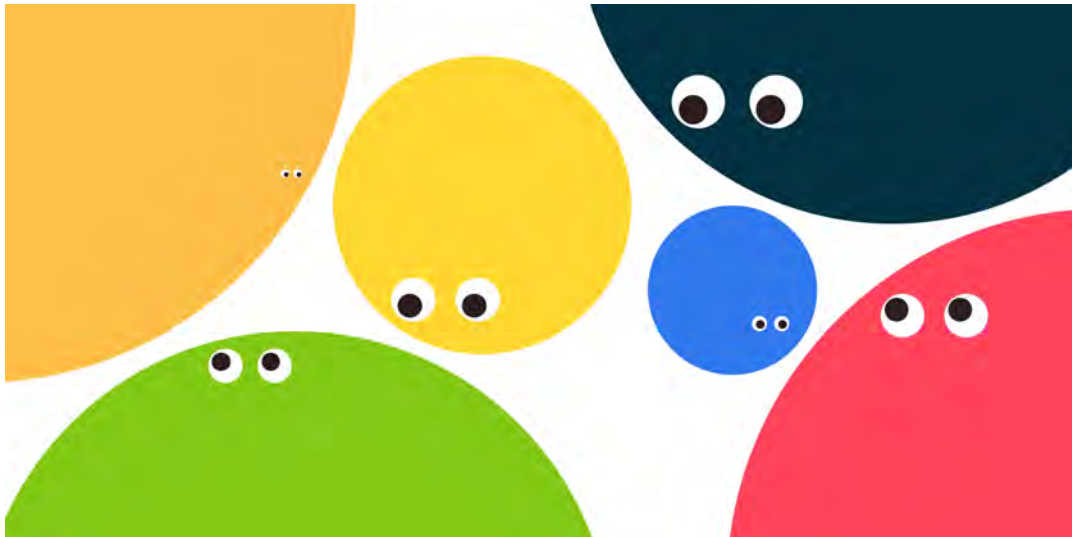
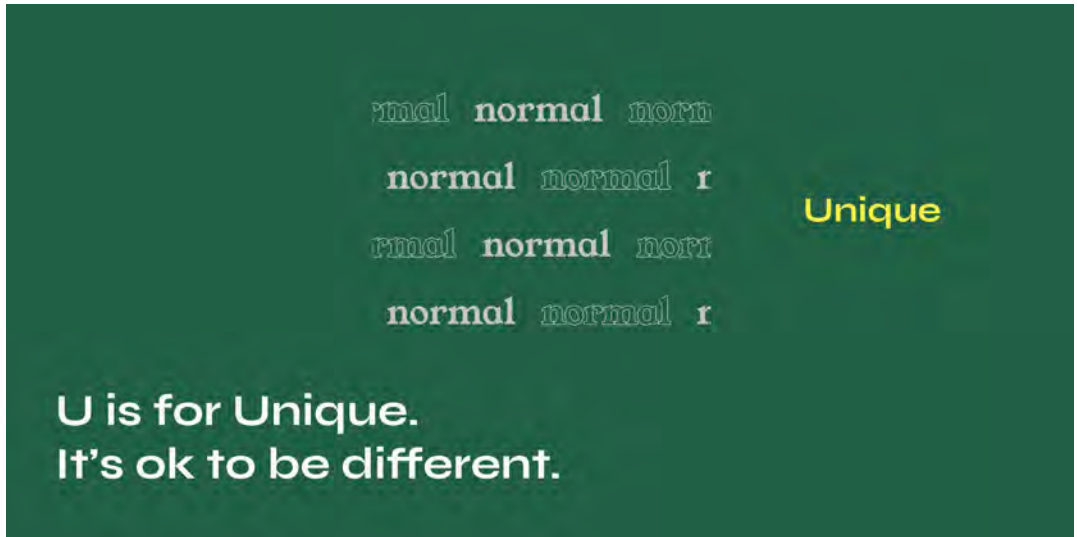
A large, thick orange circle is centered on a green background with a visible paper-like texture. Inside the circle, the text "Book Explorations" is written in a white, serif font.

# Book Explorations



# Book Explorations

Here are some early explorations that eventually lead me to the finished book spread. Originally I was exploring brutalist typography because of its expressive nature, but I quickly learned that children might not gravitate towards that kind of visual.

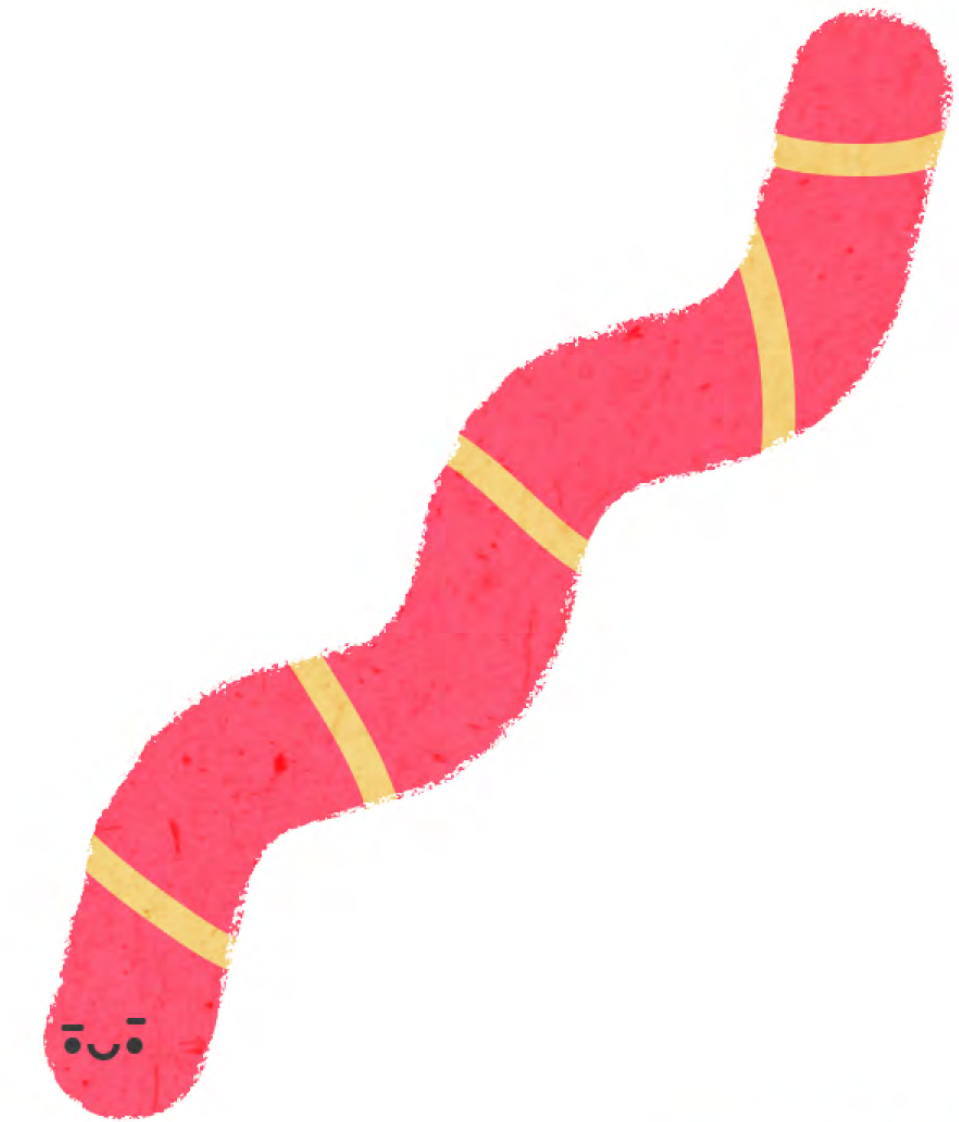
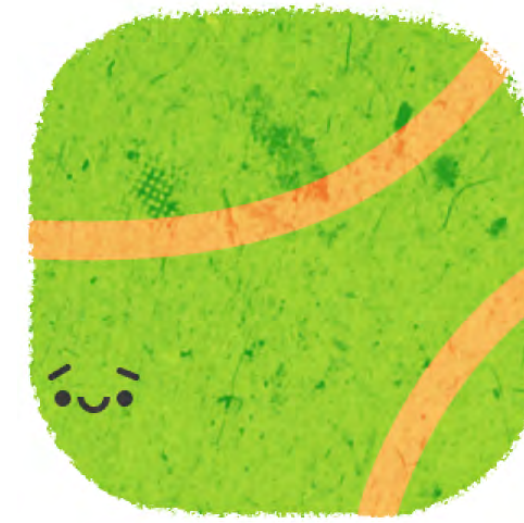
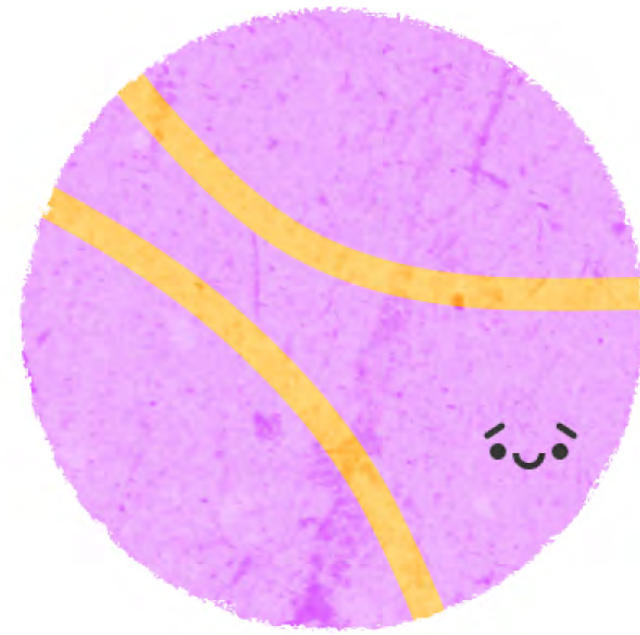






Final Design





# U is for unique

Don't be afraid to let your differences speak.  
Everyone has different physique.





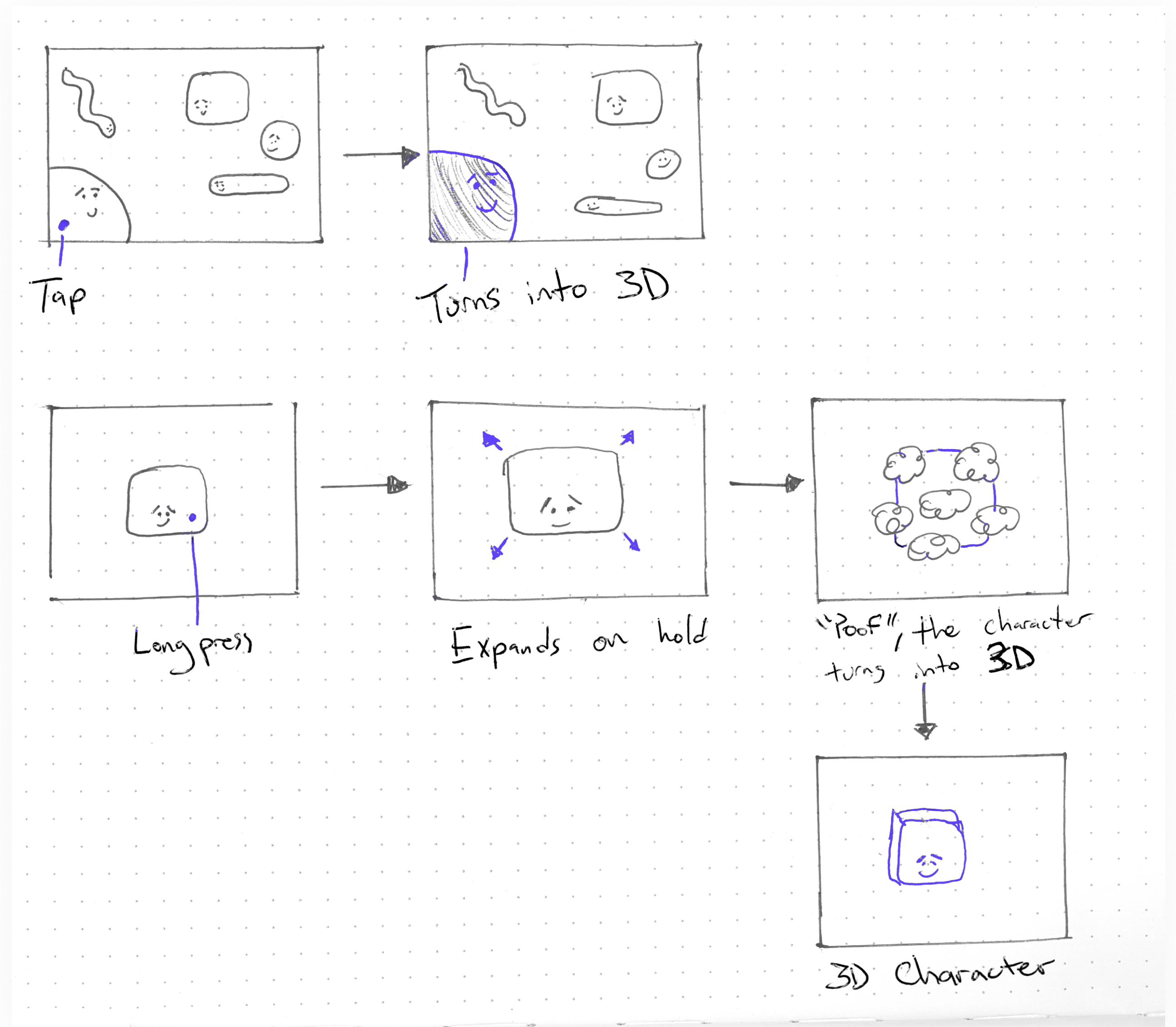
Digital Book



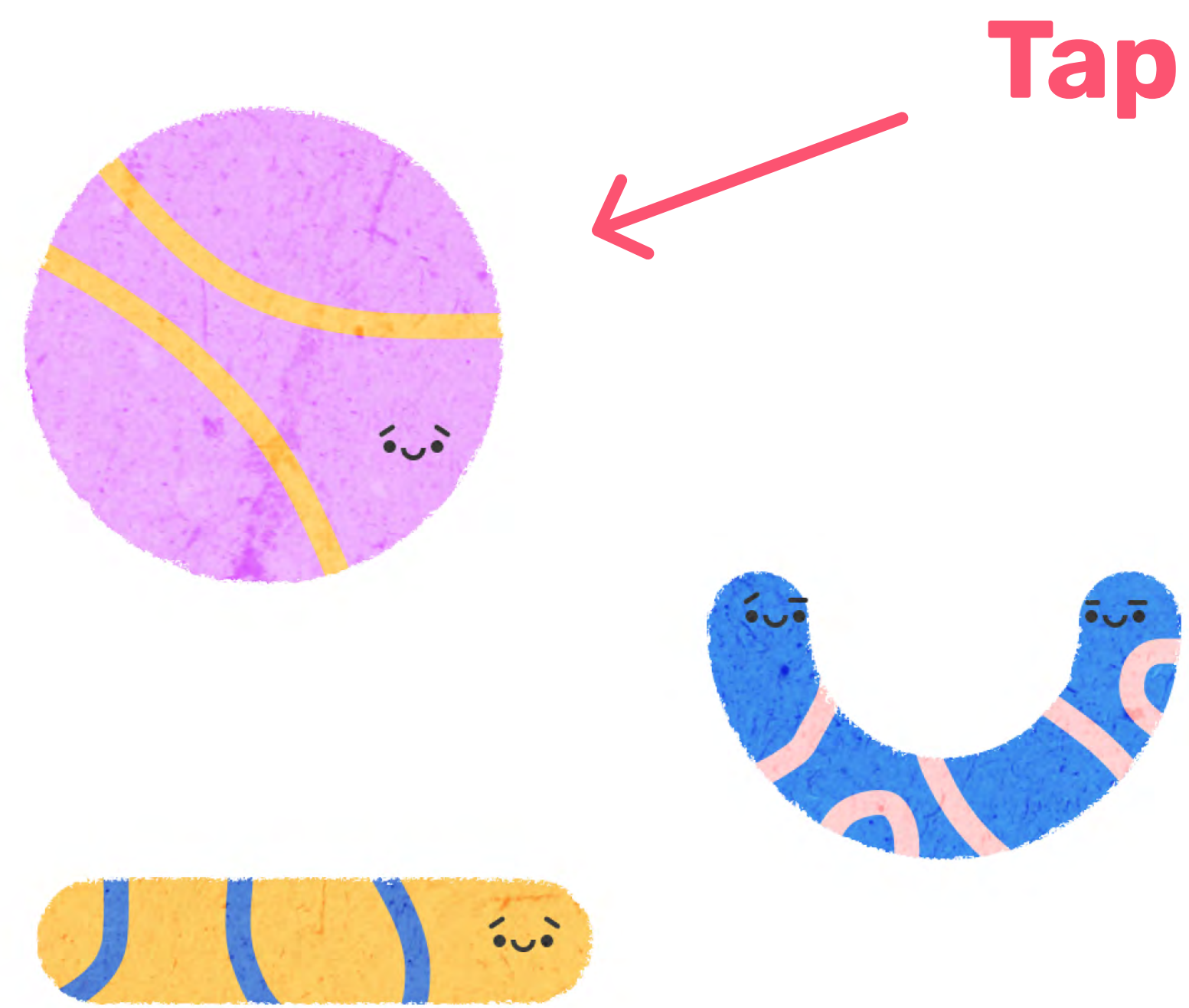
## Tap to turn 3D

Tap any character to turn them into 3D. They stay 3D until you tap to turn them back.

The purpose of this interaction was to push the narrative of being unique by adding another dimension to the page.

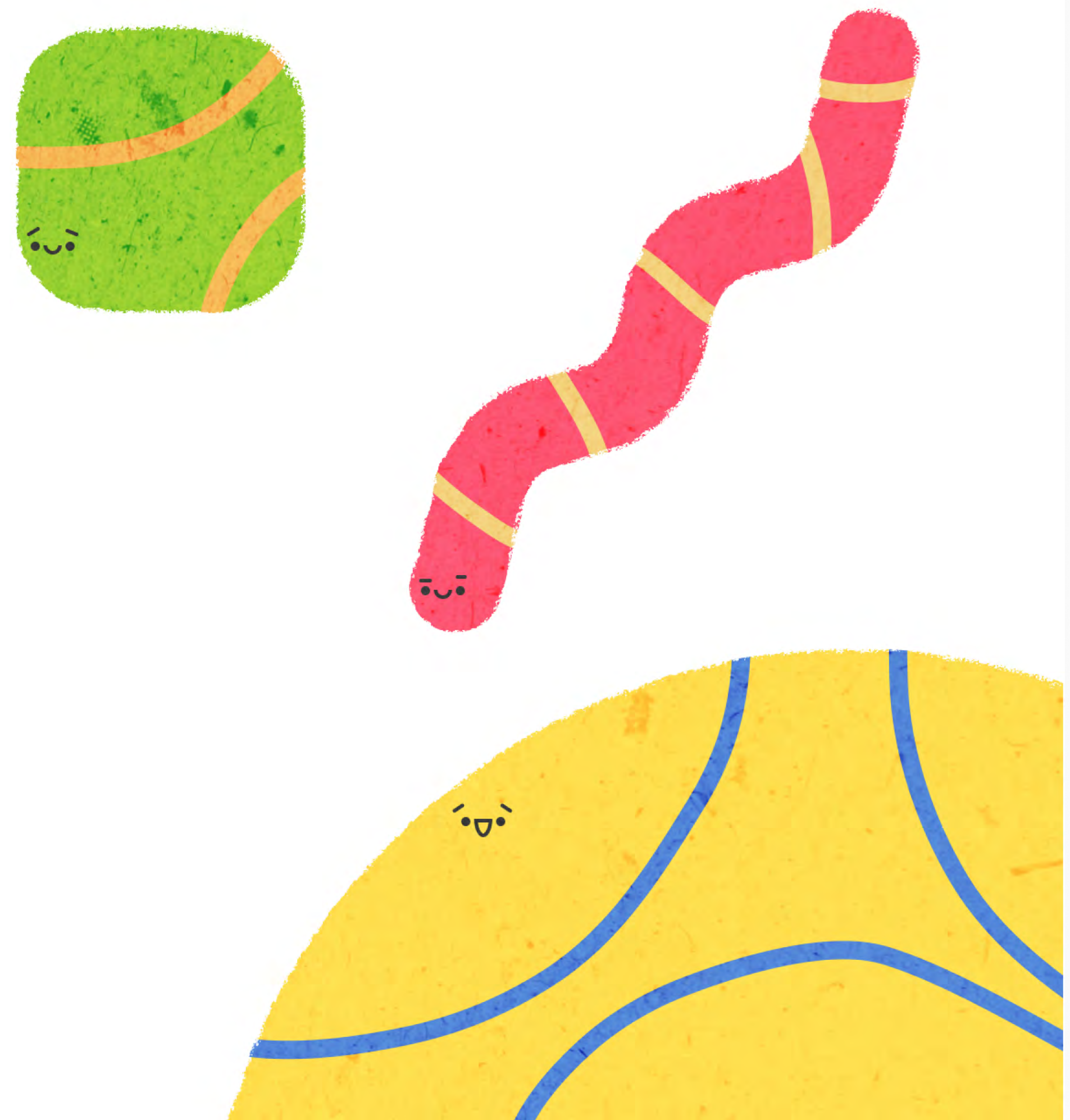




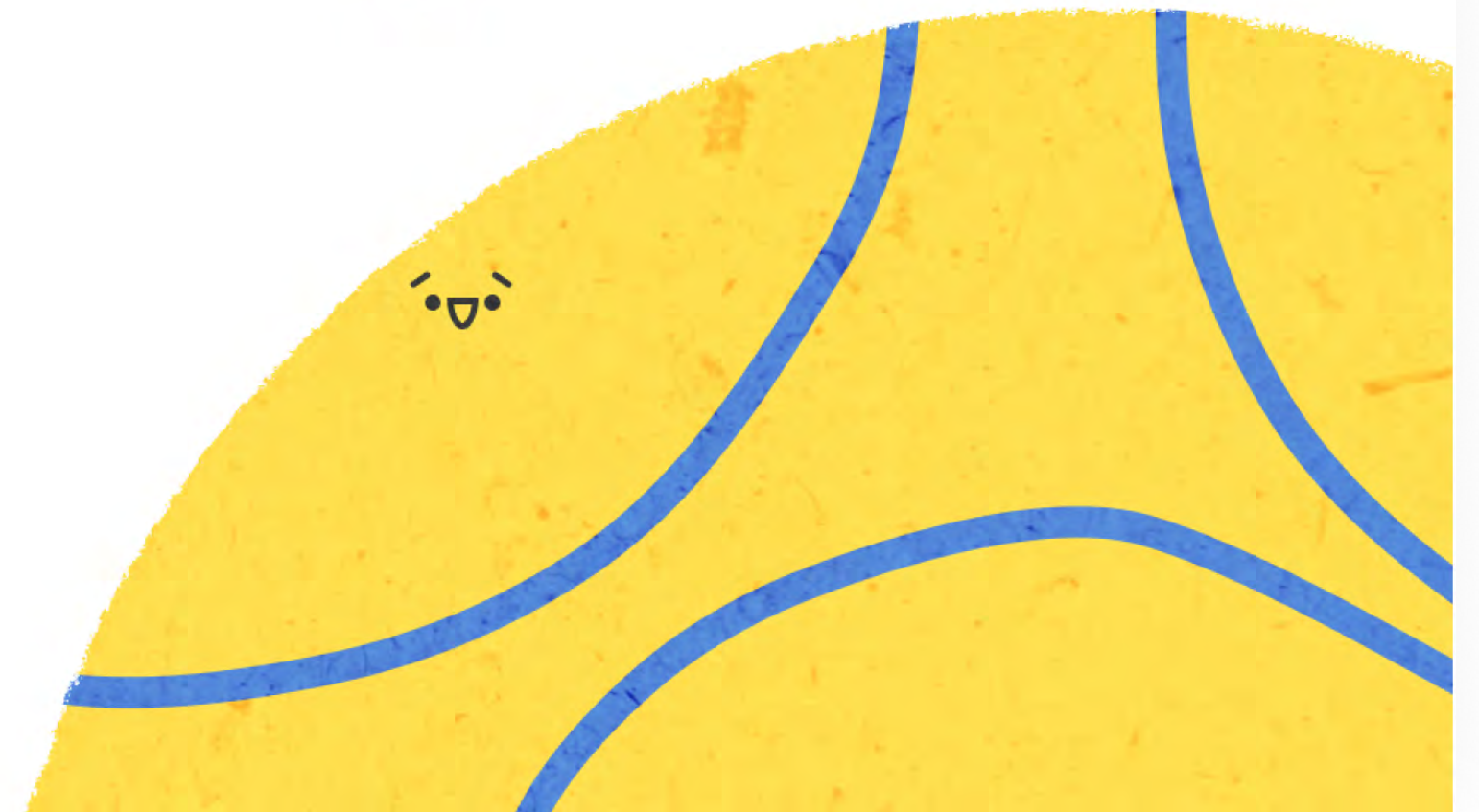
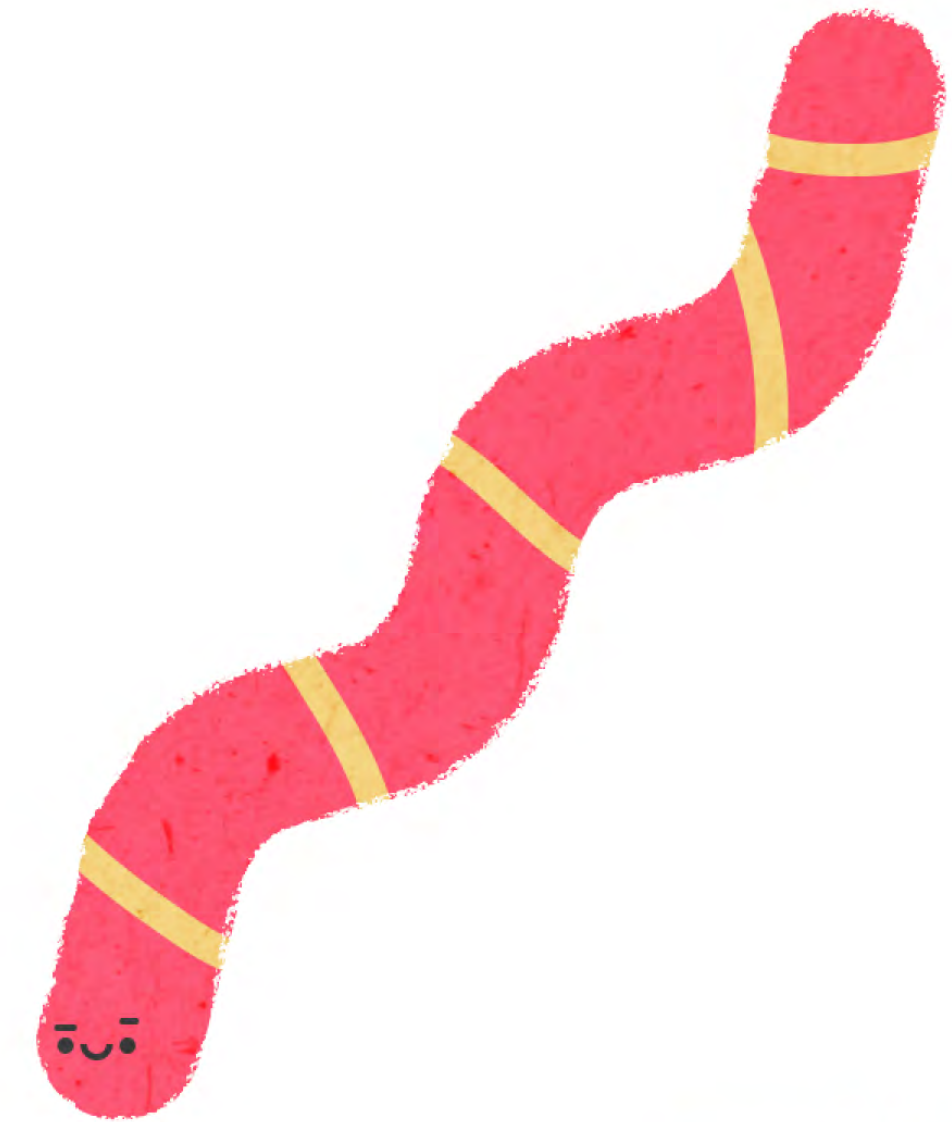


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# L is for Leadership

The reason I chose to assign Leadership to “L” was to focus on the children that are introverted and shy. I wanted to empower them to speak up and gain the confidence to lead.

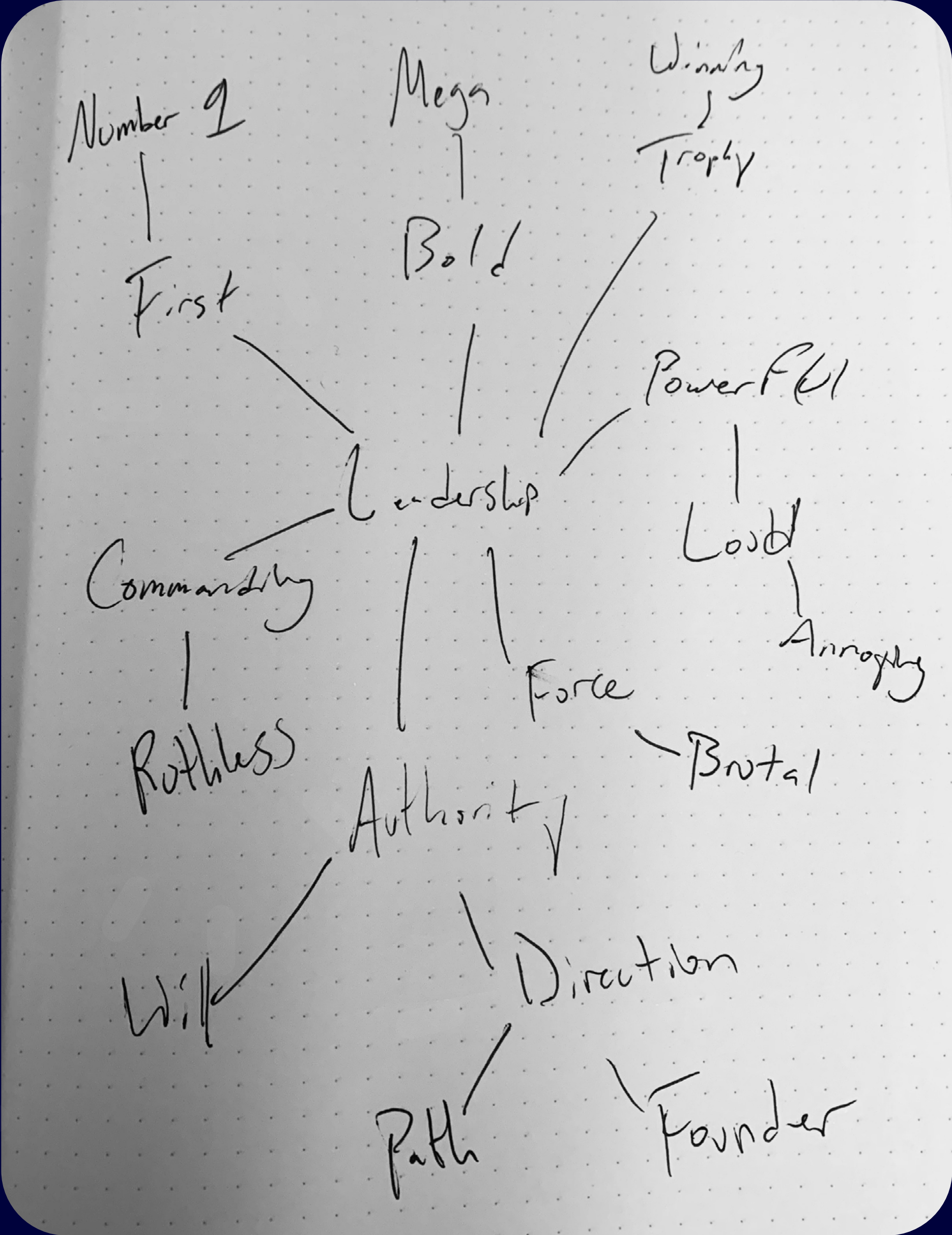


# Leadership Brainstorming

Here are the initial thoughts I had when thinking about how to illustrate leadership. This helped me ideate on how to communicate this effectively.

**Keywords**

Path | Follow | Direction | Help



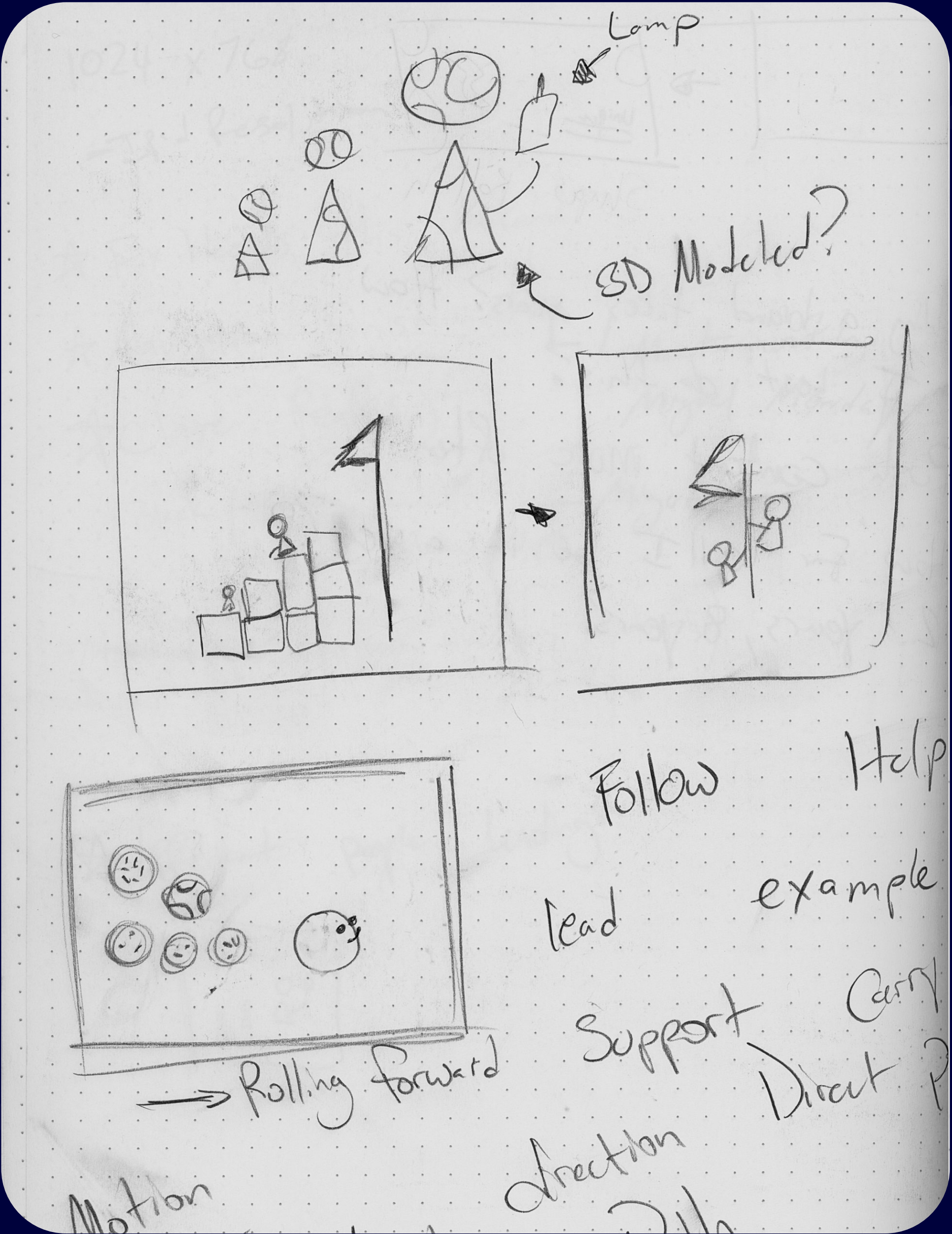


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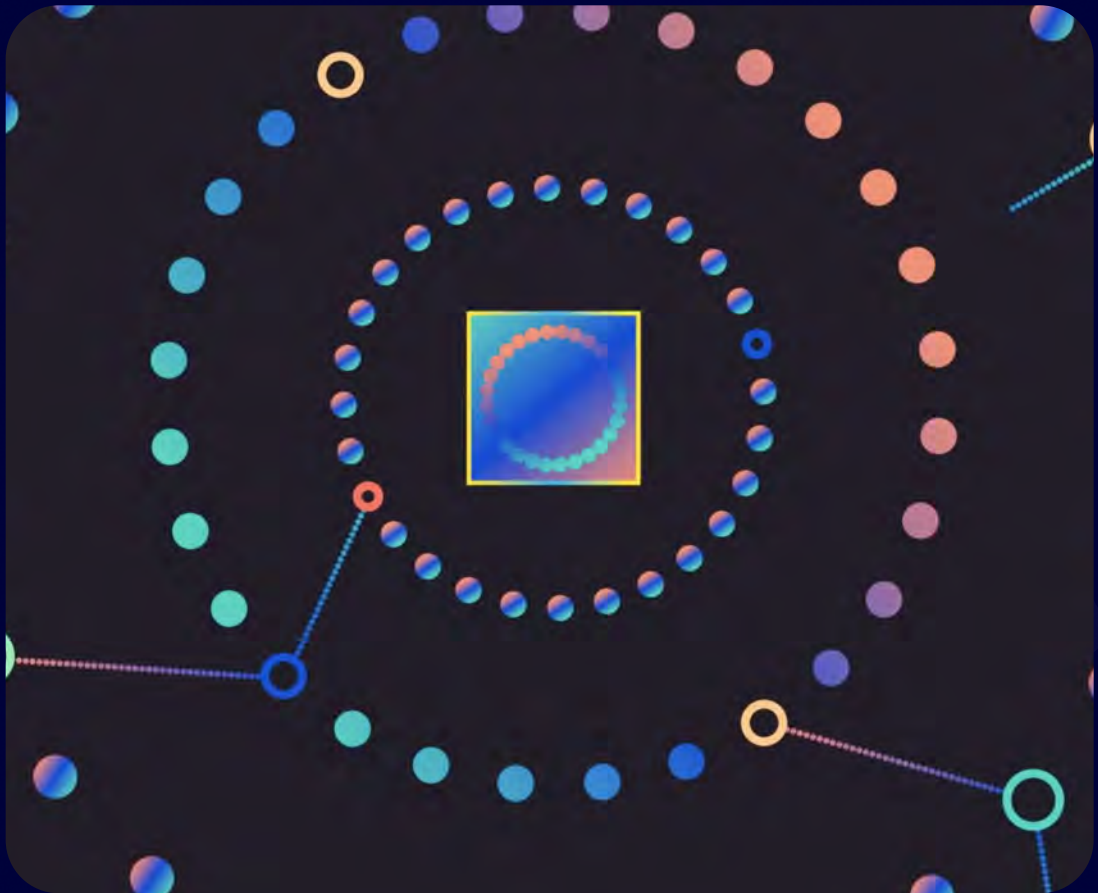


# Mood board



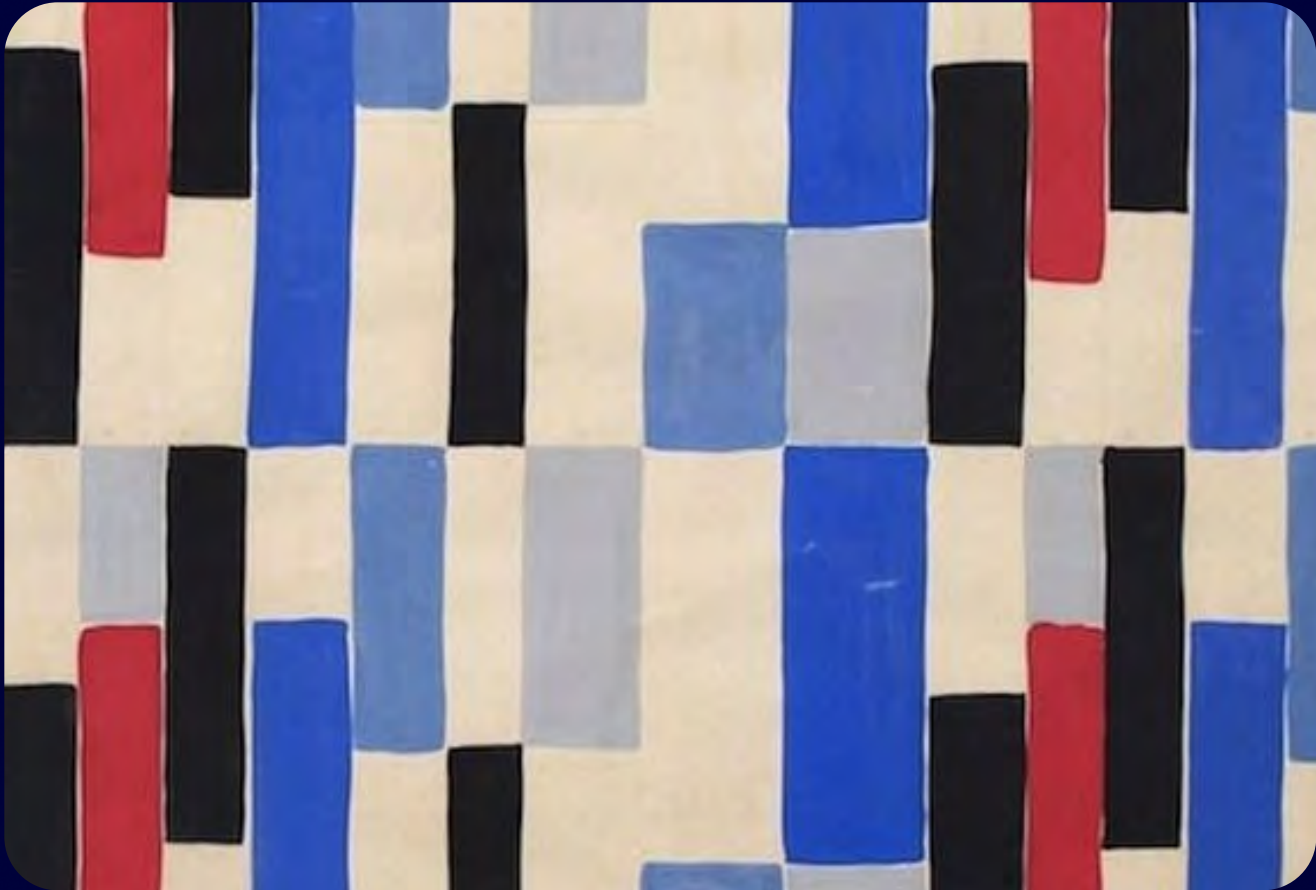
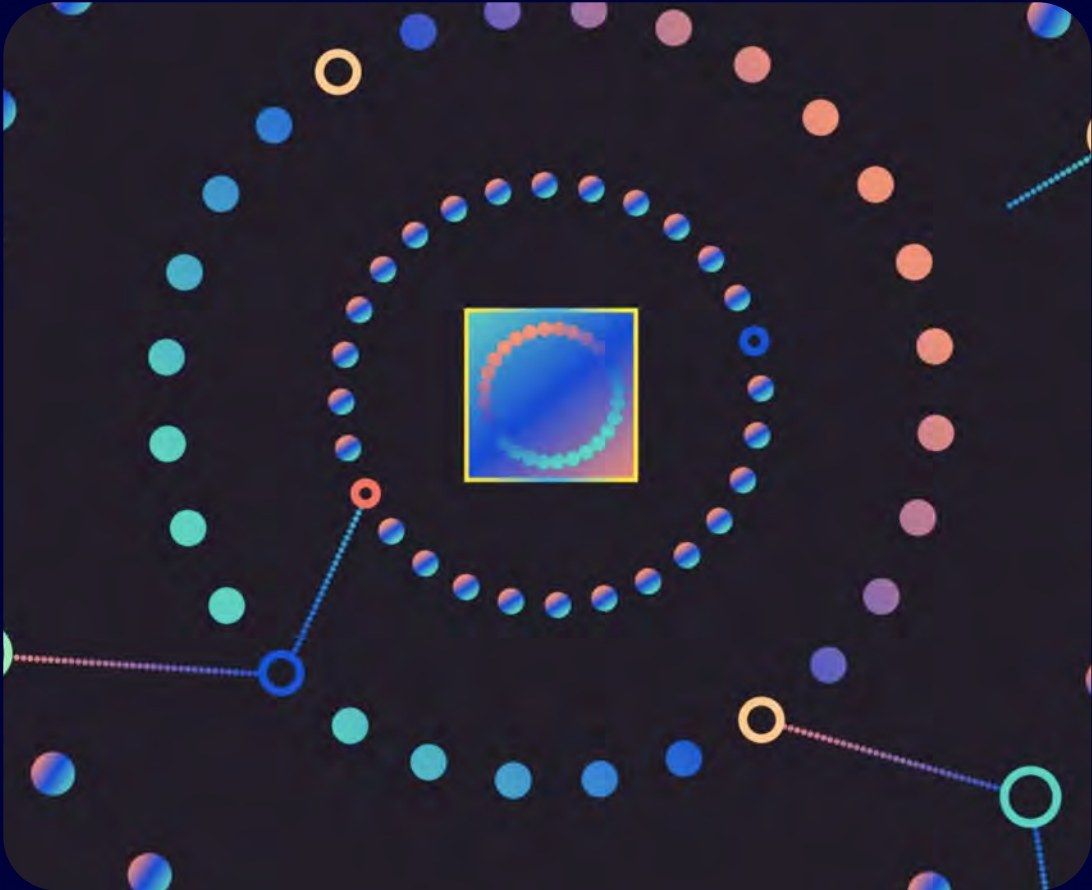
# Leadership Mood board

After brainstorming and sketching out a lot of ideas, I started to look at children books. I came to the conclusion that the message might be more effective if I this spread feel almost as if it was a bed time story.





Leadership Mood board



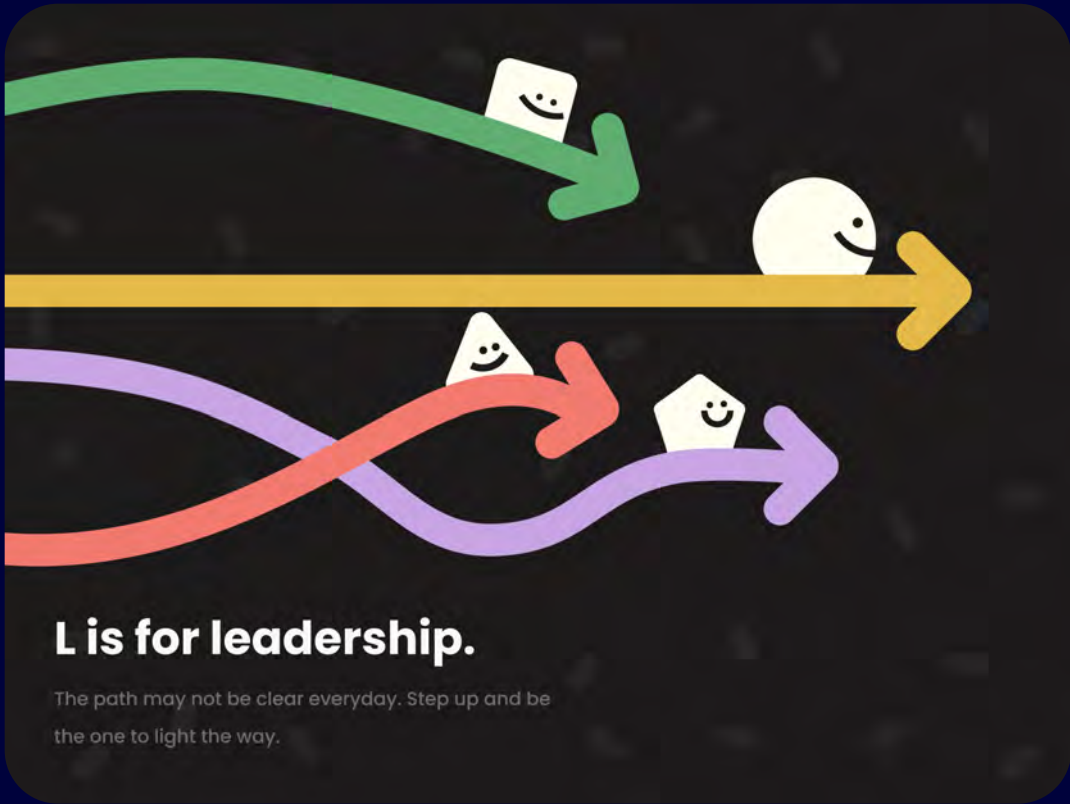


# Book Explorations



# Book Explorations

I really had to dig deep to find a solution for this one. I explored a lot of different directions that all had some element of leading/direction to them. I was trying to deviate from the typical leadership image of a human leading people to something. This is why the characters are cartoons instead of real people.





# Final Design



# **L is for leadership.**

The path may not be clear everyday  
step up and be the one to lead the way.





# Digital Book

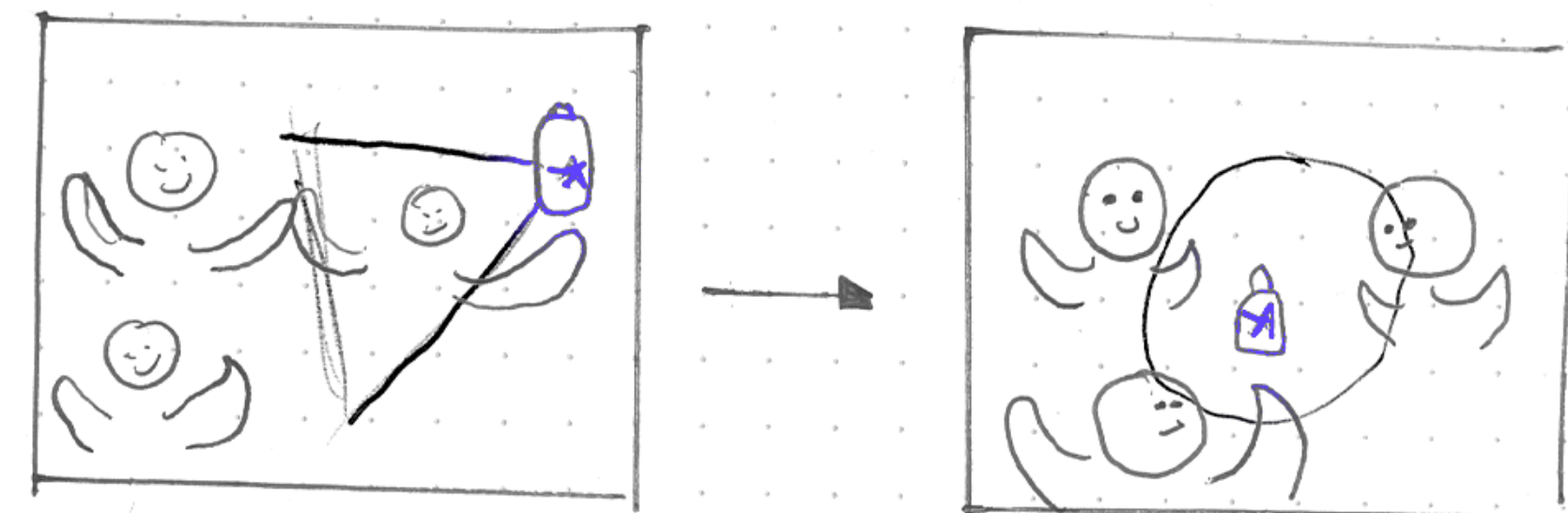


# Leadership Interactions

## Tap to switch the leader.

Tapping the 3 different characters switches who is holding the lantern. The lantern holder is the leader.

The aim for this interaction to show that any person can be a leader.



tapping a different  
hand switches the  
lantern "the leader"

Focus shifts to  
the leader

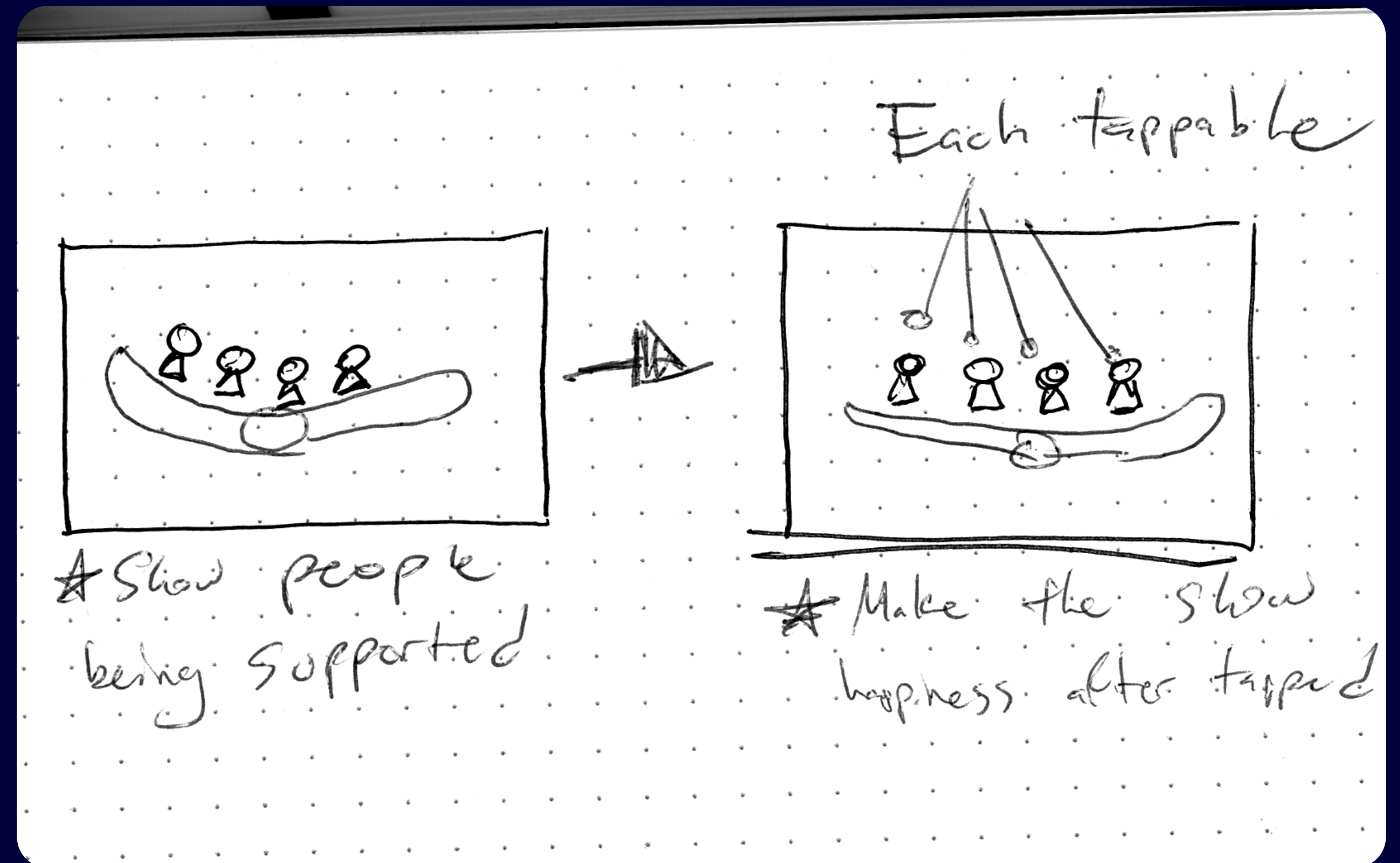


# Leadership Interactions

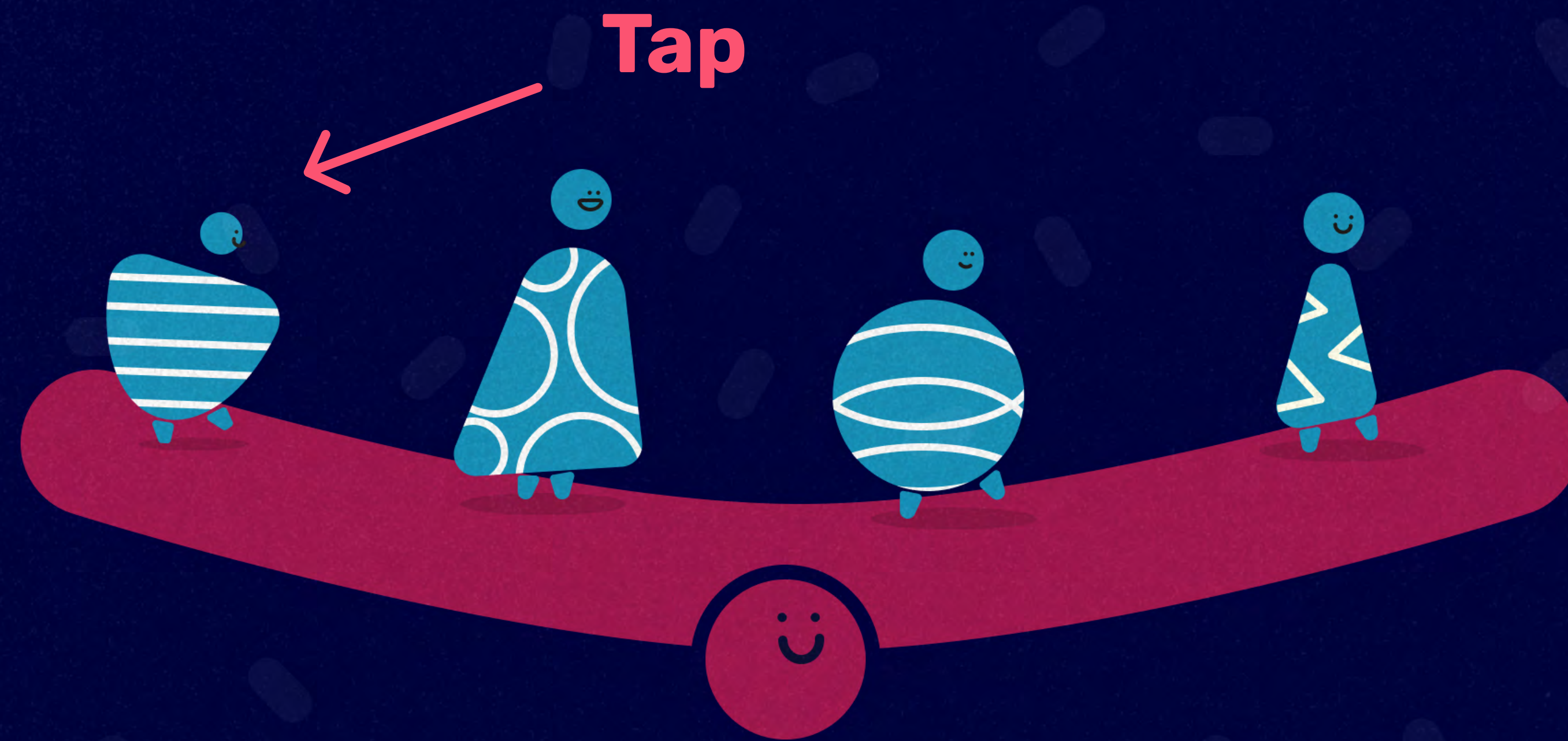
## Support Your Friends

The child can toggle to another example of leadership which allows them to interact with the characters on the leader.

I wanted to show that a great leader doesn't just lead, they also support their teammates.



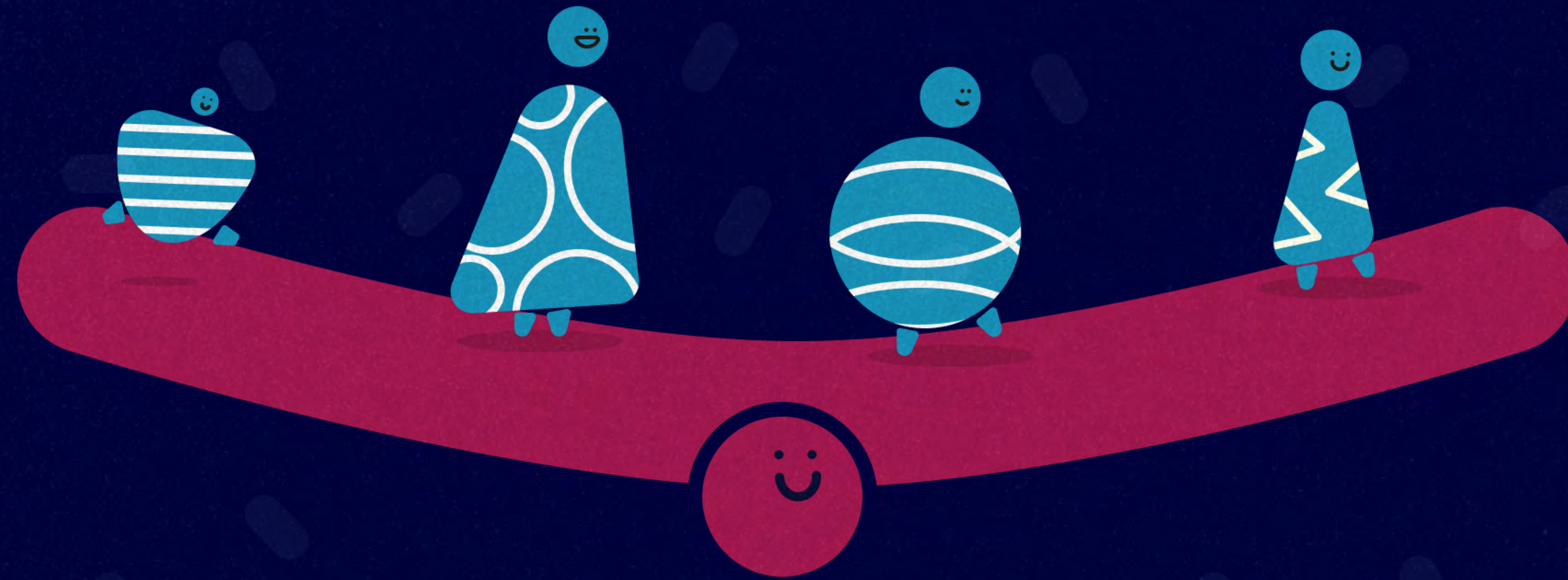




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# The End