



Farshad Saffari

Industrial Designer

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- saffari.farshad@gmail.com
- Milan (Open to relocate/IT/NL/UK)

Industrial Designer specializing in human-centred product development, manufacturable multi-part assemblies, and thoughtful technology integration. I blend consultancy experience with independent research (FS kynd), delivering clear, intentional solutions grounded in user needs, simplicity, and robust engineering.



KEY SKILLS

- Industrial Design
- Product Development
- Prototyping & CNC
- CAD & 3D Modeling
- User Research
- Ergonomics & Safety
- Rendering & Visualization
- Technical Drawings
- Design for Manufacturing
- Sustainable Design
- Materials & Processes
- Project Management

EXPERIENCE

- 08/2022 – Present **Industrial Designer Innovation Specialist**
Eco Step Italia S.R.L., Morbegno, Italy
 - Developing innovative products and improving existing ones through market research, user testing, and customer feedback.
 - Managing end-to-end projects, securing 18+ products, increasing revenue by 30%+.
 - Enhancing product safety, ergonomics, and sustainability.
 - Leading technical documentation, manuals, and presentations.
 - Producing technical drawings, BOMs, and managing suppliers.
- 02/2021 – Present **Freelance Industrial & UX Designer**
Remote, Milan, Italy
 - Designing consumer products and preparing 3D models for prototyping and production.
 - UX/UI design for digital products and mobile applications.
 - Clients: Accessory Power, Dream Nest AS, InnoBrain, Zymio, AVIBOT s.r.l.
- 03/2020 – 06/2020 **Product & Experience Design Intern**
TINKER DESIGN LIMITED, London, UK
 - Conducted 3D modeling, rendering, and animation.
 - Designed UX/UI for digital platforms and landing pages.
 - Created marketing visuals and motion graphics.
 - Tools: Rhino 3D, Blender, Fusion 360, Figma, Keyshot, Adobe XD.
- 02/2019 – 02/2020 **Student Designer**
Politecnico di Milano, Milan, Italy

Client Projects:
Braun – SAES Group – Ferrero – European Space Agency

Skills: Ideation, teamwork, sketching, prototyping, 3D modeling, rendering, technical drawing.

EDUCATION

- 02/2019 – 04/2022 **M.Sc. Integrated Product Design**
Politecnico di Milano, Milan, Italy

Thesis: Tactile Navigation Product System to improve urban life experience

Grade: 110/110
- 09/2013 – 09/2018 **B.Sc. Industrial Design**
Art University of Isfahan, Isfahan, Iran

Thesis: Smart product design to improve the everyday life of design students

Grade: 18,71/20

LANGUAGES

- Italian**
Upper intermediate – B2
- English**
Advanced – C1 – TOEFL iBT 99
- German**
Pre-intermediate – A2

SOFT SKILLS

- Creativity & Innovation
- Adaptation
- Decision Making
- Teamwork
- Research & Problem Solving

ACHIEVEMENTS

- 2020 – Hack The Crisis Winner
Canary Biometrix for diagnosing COVID-19
- 2020 – Finalist Global Grad Show for COVID-19 – LifeLine
- 2020 – A'Design Award Winner
- 2019 – Finalist Vodafone 5G smart city and smart campus challenge
- 2018 – Featured in Global Grad Show (Dubai Design Week) – NAJ

CERTIFICATES

- 2022 – A Simple Framework for Designing IoT Products – PTC
- 2022 – New Business Markets in the Internet of Things (IoT) – PTC
- 2022 – Introduction to User Experience Design – Georgia Institute of Technology
- 2022 – Introduction to Haptics – Stanford University
- 2022 – SOLIDWORKS Sheet Metal – LinkedIn Learning
- 2021 – Smart Product and City Design Certificate – INSA Lyon Spring School



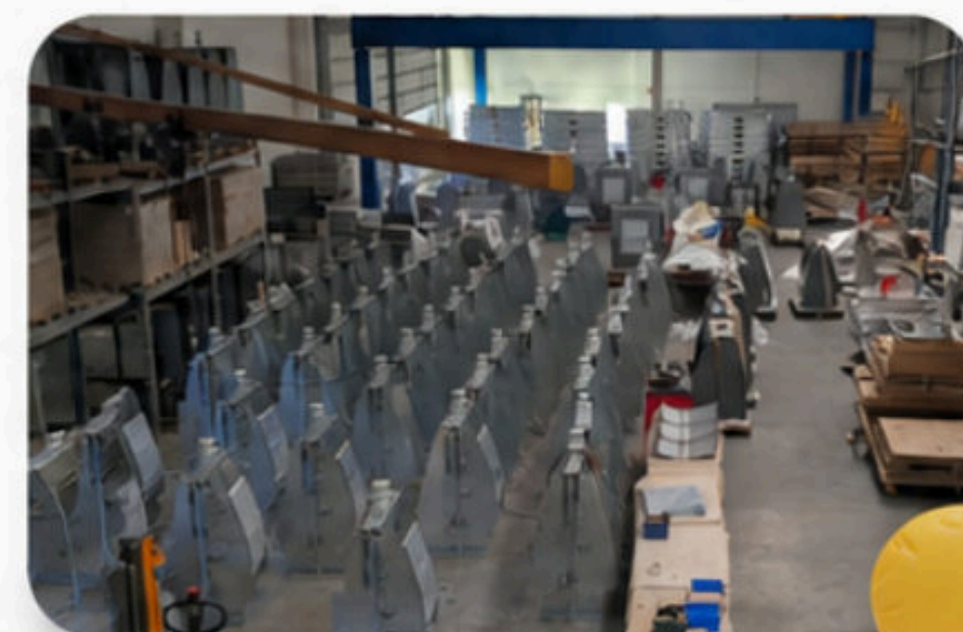
I'm Farshad!
Nice to see you!

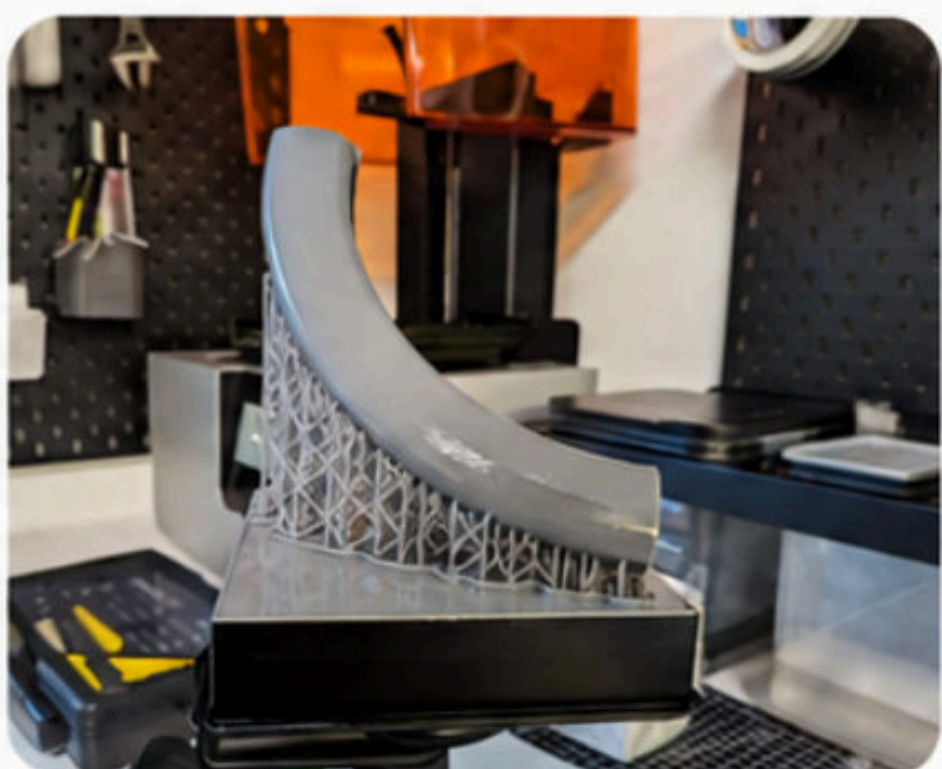
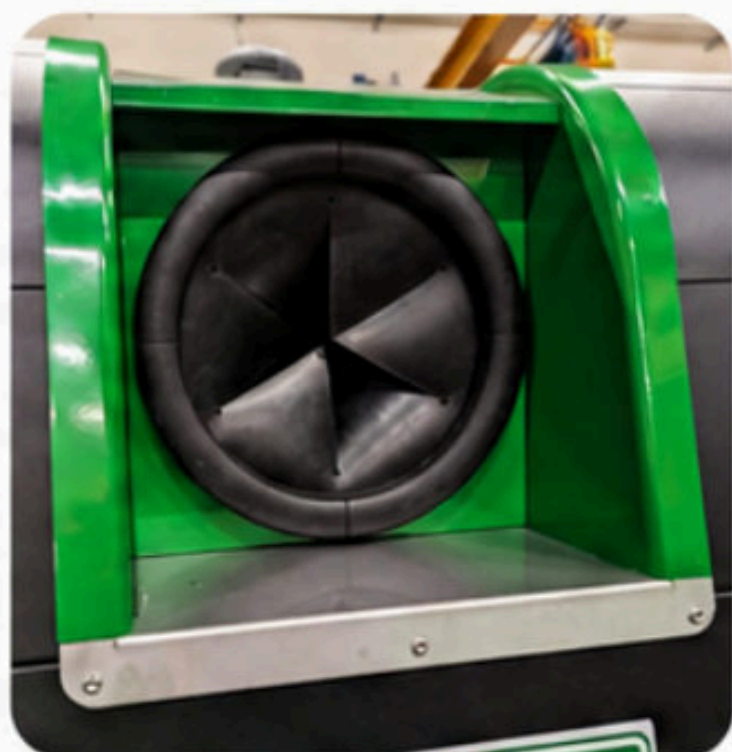
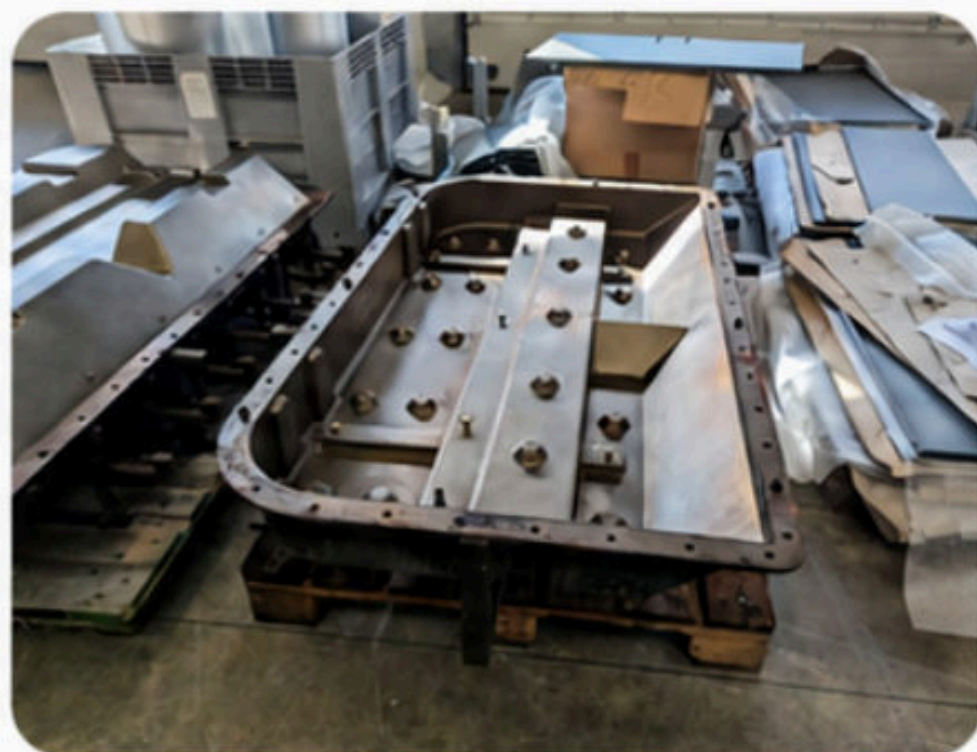
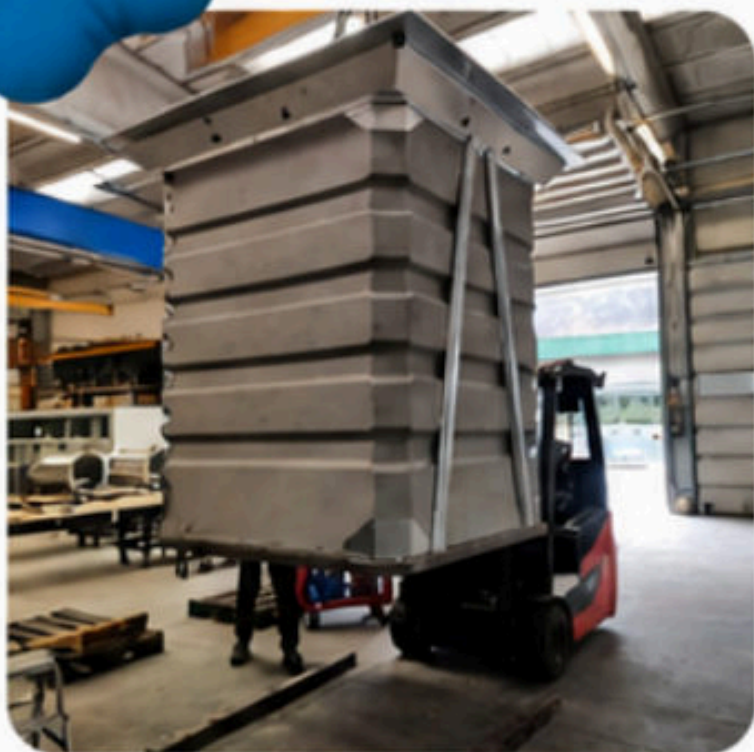
Present



Industrial Designer / Design Engineer

Environmental Technologies R&D
Mechanised & Smart Waste Containers





Design • Test • Build

From concept to production.
Sheet metal, aluminium and polymer
solutions with testing and assembly
expertise.



Design &
Engineering



Testing &
Validation



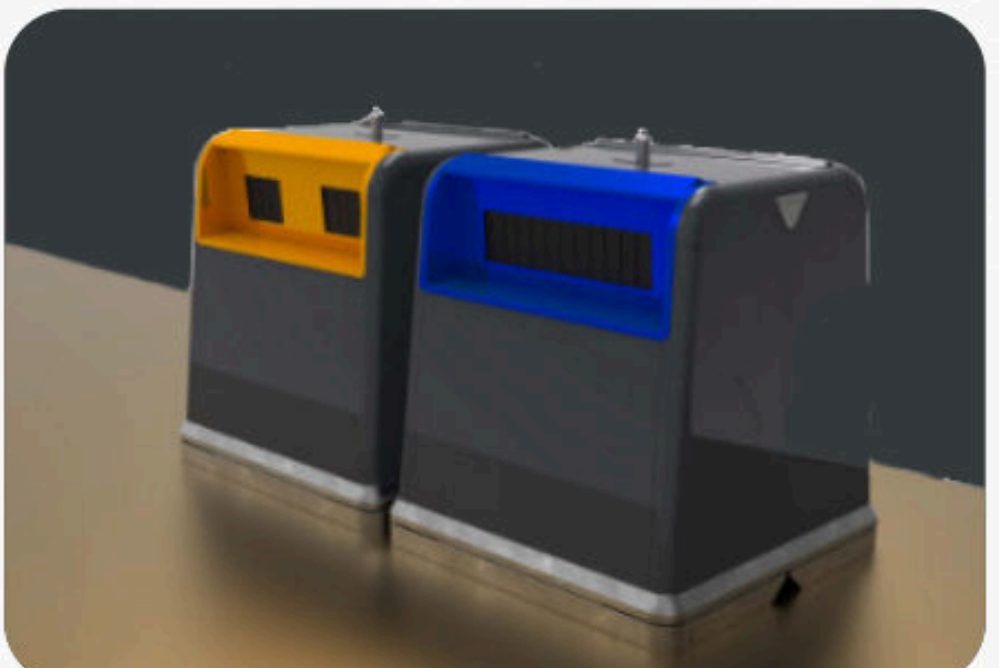
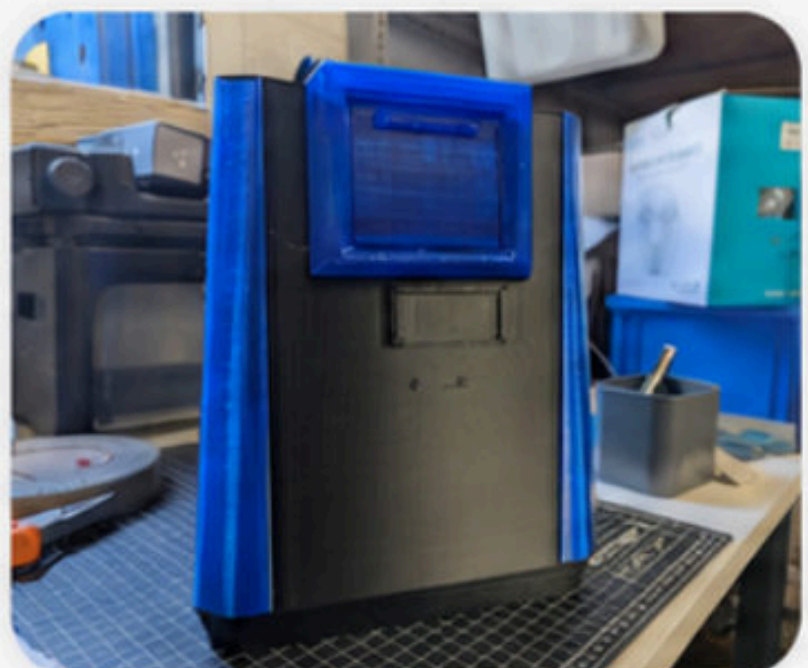
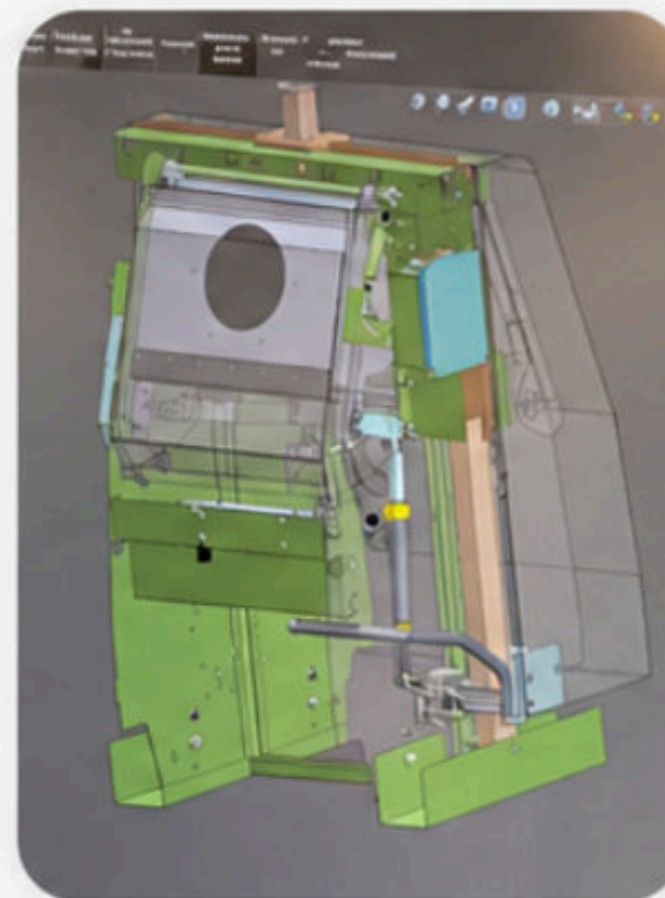
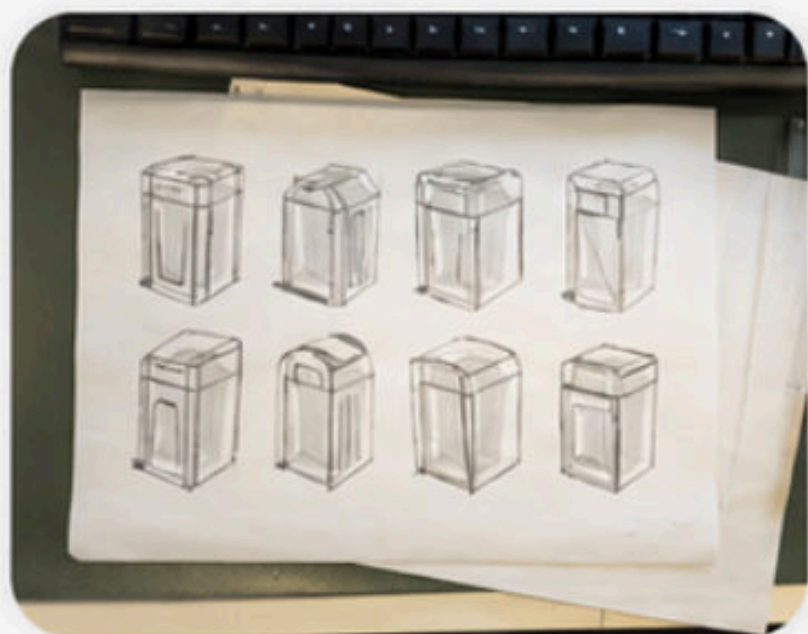
Production &
Assembly



Across
Europe

My Contribution:

Research • Ideation • 3D Modeling • Prototyping • Production Support



Full-Process Development

As a core member of the R&D team, I guide projects from initial research and concept sketching through full CAD development, prototyping and refinement. I design assemblies exceeding 100 components, introduce ergonomic and structural improvements, integrate modular and IoT-ready features, and collaborate directly with mechanical engineers, suppliers and operators.

My work spans CNC programming, rapid prototyping, functional tests and preparing manuals, bill of materials and complete technical documentation for production and tenders.





IoT Integration, Embedded Systems & Mechanical Complexity

Alongside mechanical design, I introduce embedded capabilities into new product lines using Raspberry Pi and microcontroller-based systems to support remote control, diagnostics and data collection.

I prototype sensing modules, test communication workflows and design housings and interfaces that integrate electronics cleanly within heavy-duty public hardware.

I also develop complex mechanical mechanisms—linkages, locking systems, adaptive lids, safety features—ensuring smooth motion, durability and easy maintenance.

This combination of electronics integration and mechanical reasoning allows me to push the product range towards smarter, modular, service-friendly systems that reduce operational costs and improve reliability in the field.



2024



Freelance Industrial Designer

LED Desk Lamp – Geometric Light Diffusion & Cost-Efficient Tooling

For Accessory Power's ENHANCE brand, I designed the Crystal Light Lamp: an LED desk light with a faceted, prismatic outer shell and an internal light-diffusion structure that produces a sharp, crystal-like glow.

The design balances expressive form with cost-efficient manufacturing using a simple two-part enclosure, snap-fit features and a streamlined internal LED mounting system.

The result is a lightweight, durable lamp that fits the performance-oriented aesthetic of the brand while staying optimised for mass production.



link to website:

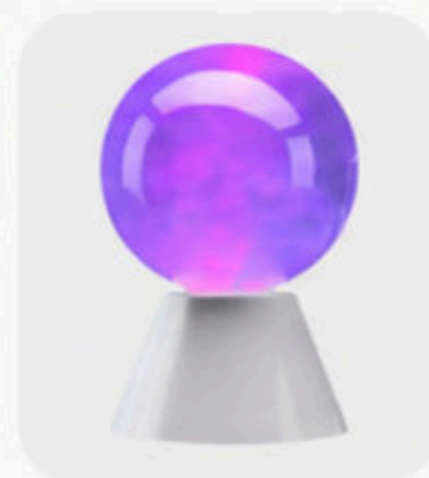
[ENHANCE Tabletop Crystal Lamp - Crystal Light with Swirling RGB Lighting](#)



● Ideation



● Inspiration



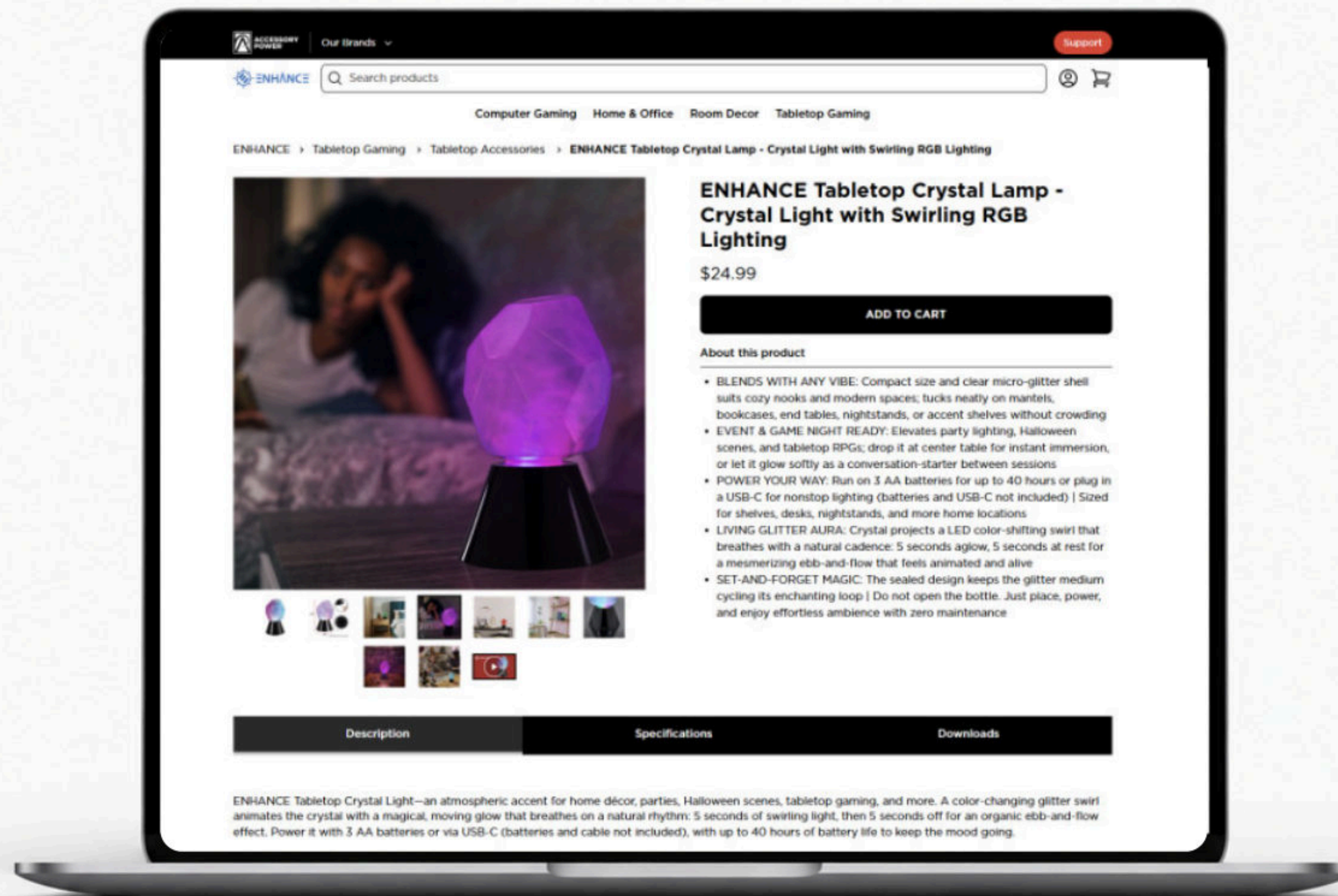
● Geometry & Diffusion



● Final Product



● Concept Sketches



Present



Industrial Designer / Maker / Technologist

Independent Design Research —
Simple, Kind, Human-Centred Technology



Design with purpose

Exploring how small, quiet technologies can support people in a more human, gentle way.



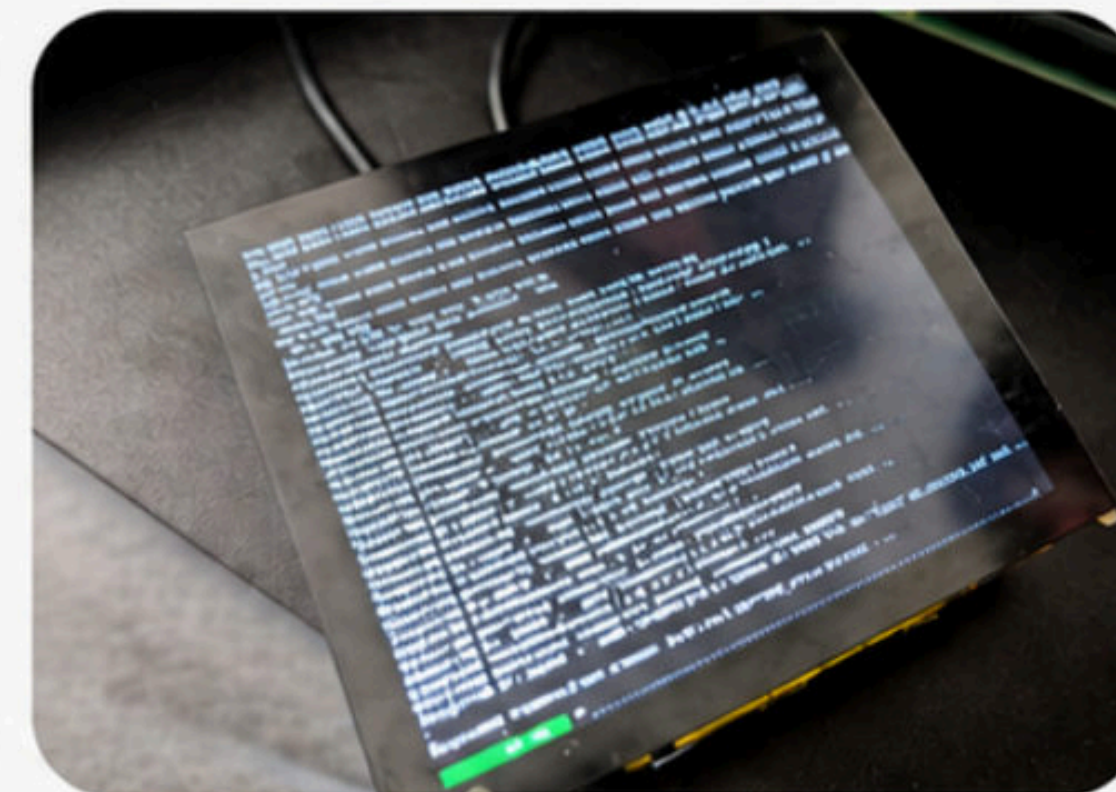
From concept to object

Research through sketching, prototyping and experimentation.



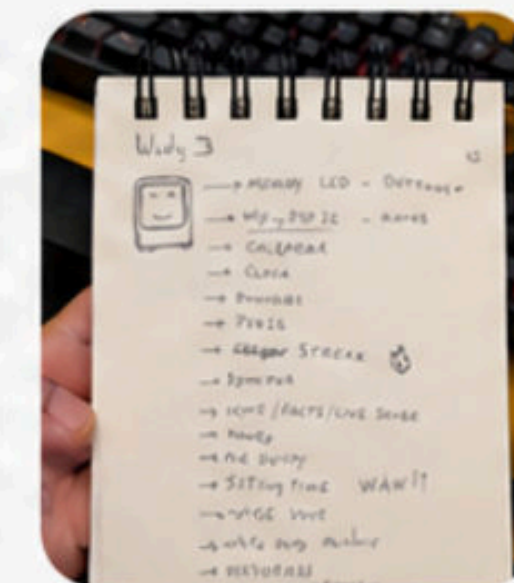
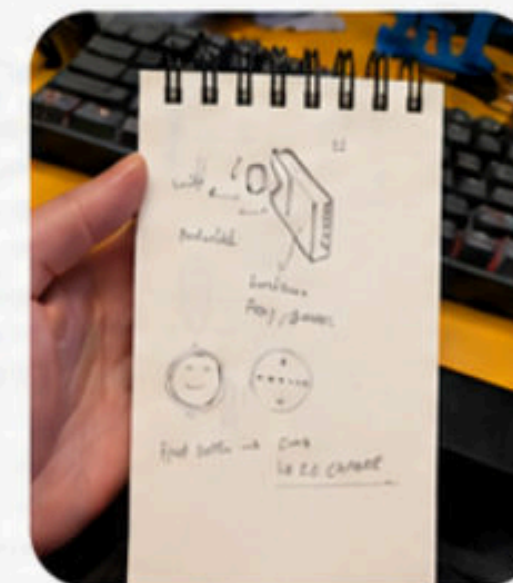
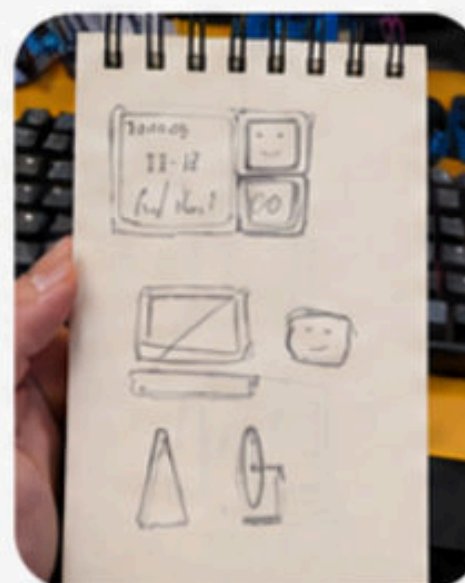
Technology that feels good

Creating subtle, kind and genuinely useful products people want to live with.



Wuddy is your compact, always-on productivity companion built on Raspberry Pi. It runs a clean, minimal interface showing time, date, quotes, and your synced Google Calendar. The device stays idle-aware, updating itself quietly in the background with low resource use. Its design blends hardware, UI and IoT control into one coherent object.

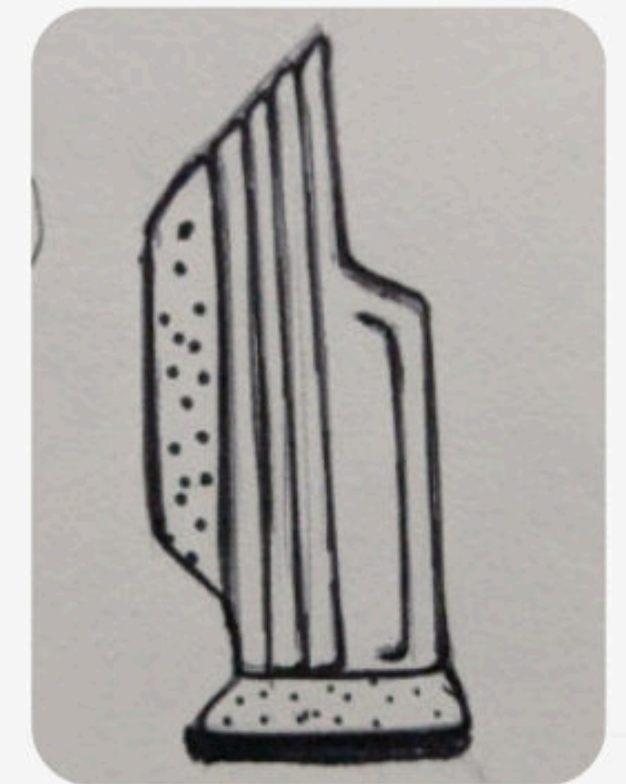
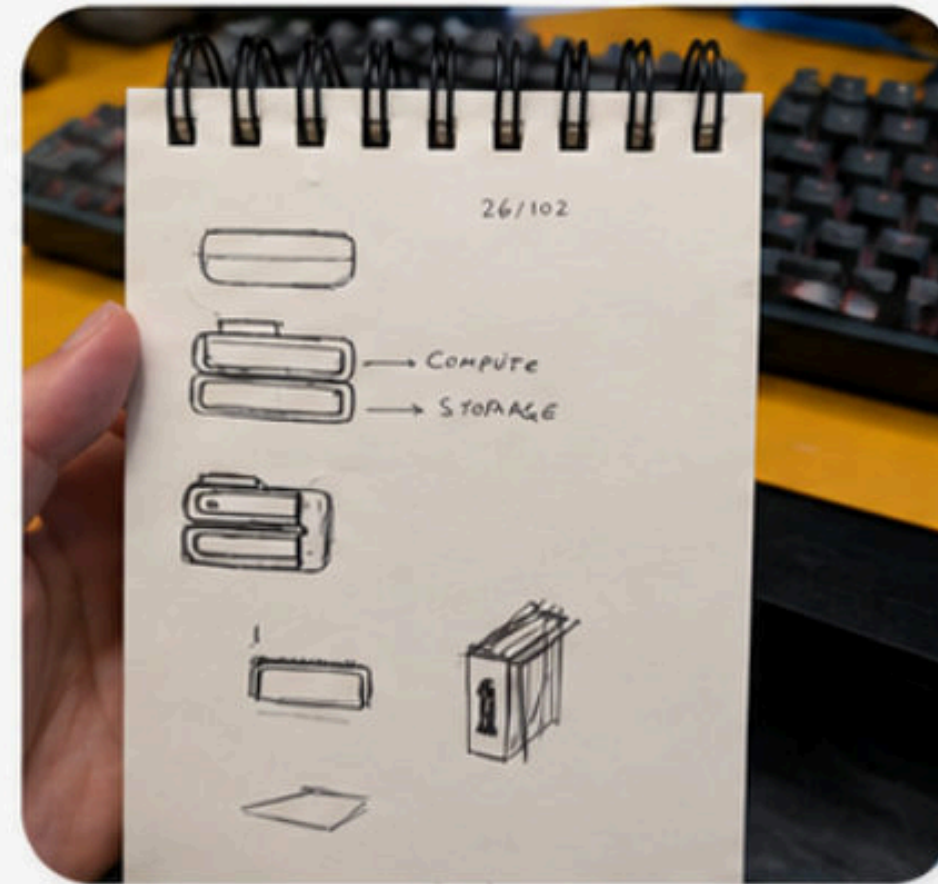
Access online [Wuddy](#) →





A self-hosted, privacy-focused NAS
built on Proxmox with TrueNAS SCALE.

NAS000 is a modular home server designed to ditch
expensive cloud services and take back control of your
data. Built for privacy, performance and flexibility.



Why

The technology in our homes
should serve us – quietly, clearly,
and on our terms – not the other
way around.



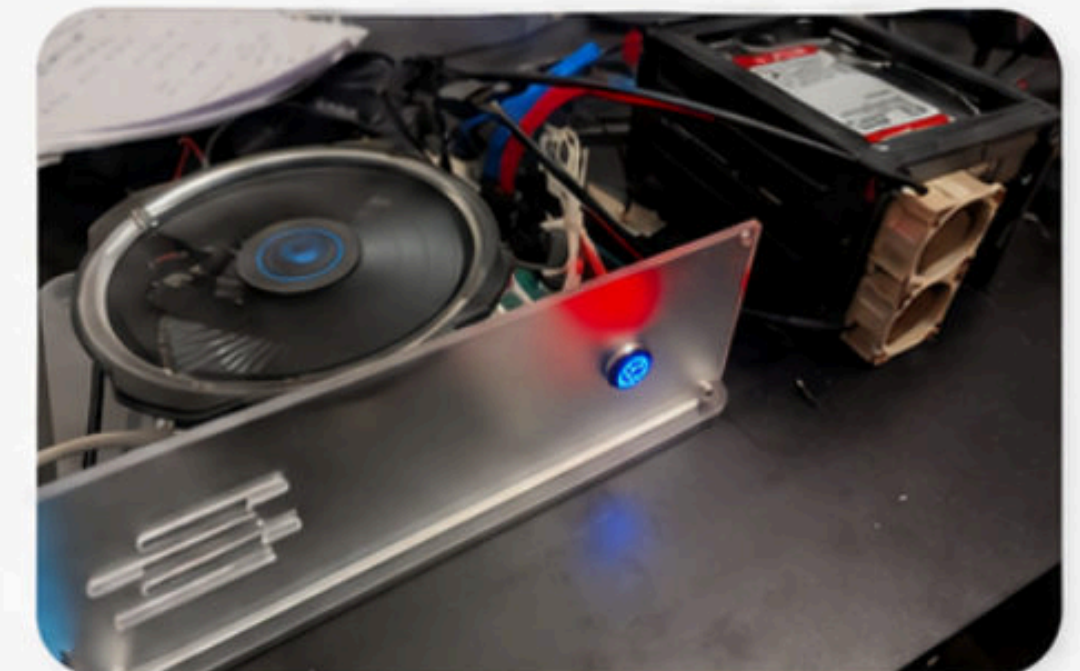
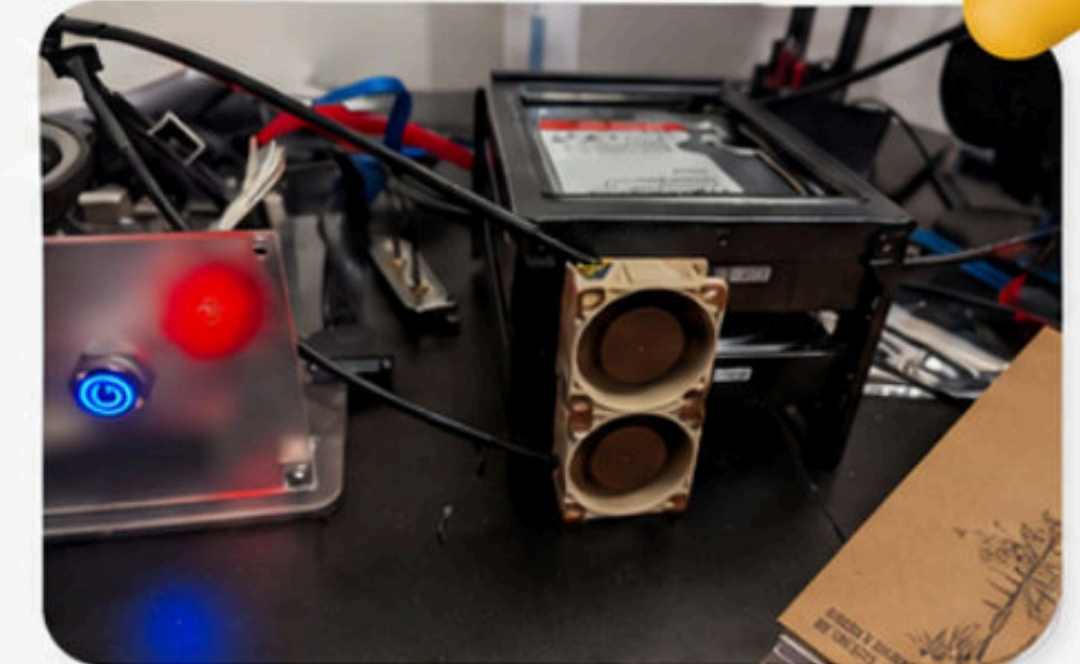
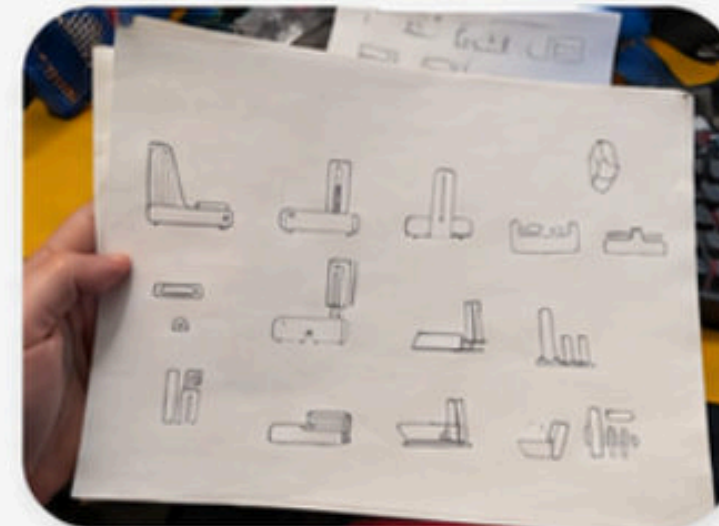
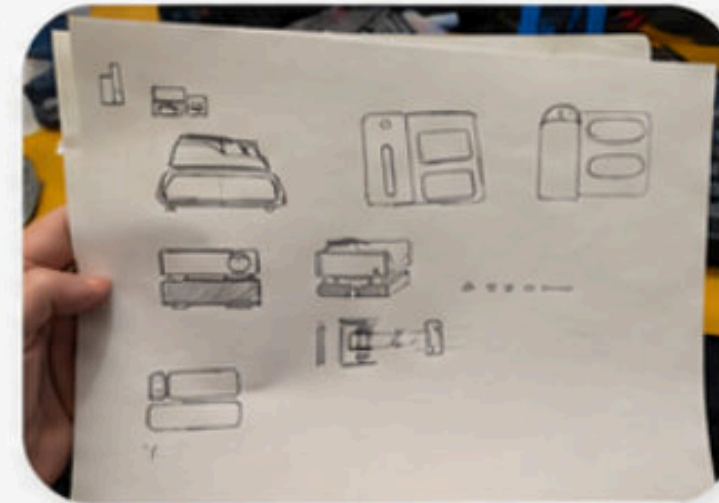
How

Assembled mid-range hardware with
16GB RAM, 4TB HDDs, and virtualized
apps. Integrated ESP32-S3 for custom
LED/E-Paper dashboard via MQTT.



Features

- Nextcloud for sync & collaboration
- Jellyfin / Nvidrome for media
- Immich for photo backups
- Tailscale for secure remote access
- Energy & UX: 25W idle, LED bars, E-Paper stats



25W
Low power idle



100%
Your data, your control



Modular
Built to grow



IoT + Open
ESP32-S3, MQTT,
open source stack

2022



Tactile Navigation Product System

Farshad Saffari

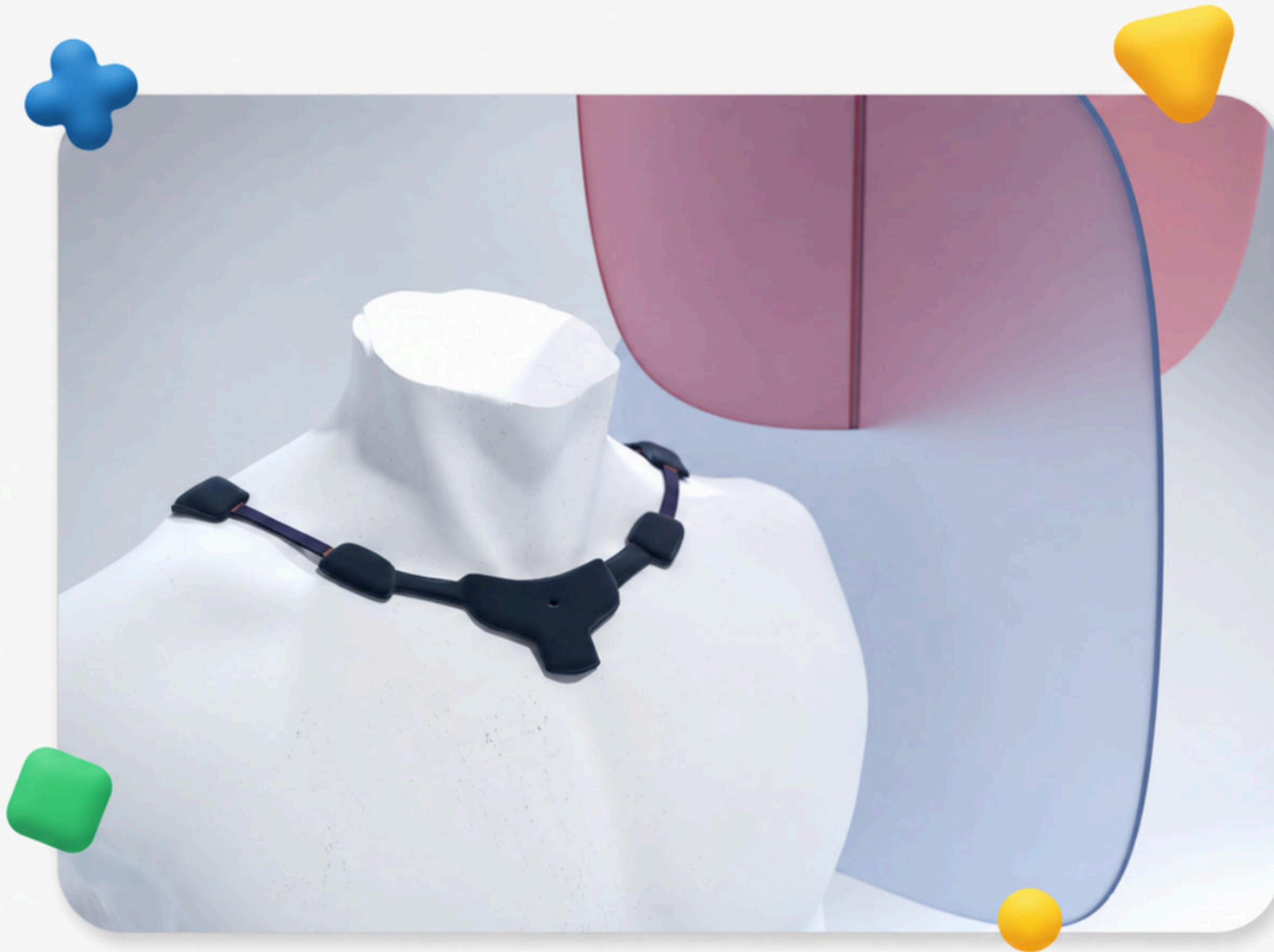
As a talent in residence at Polifactory

Supervisor:

Stefano Maffei

POLIFACTORY
POLITECNICO MILANO 1863





What is Navitle?

Navitle is a wearable **tactile navigation** product system that utilizes **haptic technologies** to improve the **navigation experience** in and out of cities.

As a result, this project became a **platform** for **development** of other haptic devices in different environments.



Reduced sensory overload



Improved Navigation Experience



Easy to learn



Intuitive



Directional Information



Opportunities to be used as a platform, in navigation, fitness, healthcare, and as an open-source platform for makers and researchers.

My Contribution:

Research • Ideation • 3D Modeling (Rhino, Fusion 360, Blender) • Prototyping (Arduino, KiCAD)

The project started with a deep research and study about haptics and use cases of it.

Haptics is about anything related to the sense of touch and divided into:

- Kinesthetic
- Tactile

There are several different situations to use the haptics and I have decided to focus on:

- Guidance
- Abstract Communication
- Background Awareness

Research Question:

How could we **improve the urban life experience** by using **haptic technologies**?
I wanted to use haptics to **reduce sensory overload** on eyes and ears and improve the **urban life experience** by **removing distractions** and **concerns** related to navigation.

	Lightweight	Compact	Reliability	Low energy	Affordability	Durability	Easy to control	Response time	Comfortability time	Easy to perceive
 Normal Indentation Sharp • Shape • Memory Allow • Piezoelectric • Micro Fluid for Pockets	●	●	●	●	●	●	●	●	●	●
 Skin Stretch Servo	●	●	●	●	●	●	●	●	●	●
 Vibration Linear Resonant Actuator (LRA) Eccentric Rotating Mass (ERM)	●	●	●	●	●	●	●	●	●	●
 Heat Peltier Elements	●	●	●	●	●	●	●	●	●	●
 Electrocutaneous Electro Stimulation	●	●	●	●	●	●	●	●	●	●

Haptic wearable for



Urban Navigation

- Around city
- Tourism
- Micro Mobility



Closed Space

- Campus
- Hospital
- Warehouse
- Office

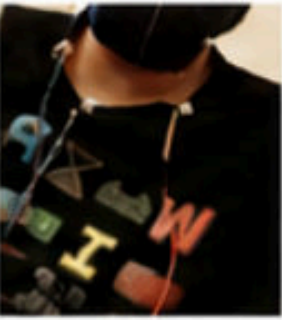


Nature/Open Space

- Nature
- Hiking
- Mountain climbing
- Running

Using vibration and using ERM motors was the best choice for the Navitle according to my analysis.

To understand the best motor type and location I have conducted some **user test** and also considering the **durability** of the product, the **user experience** and **anthropometrics** we I have chosen to use neck and shoulders for our use.



User test with 3 motors - 3 location - 3 user

Neck

11.5

Wrist

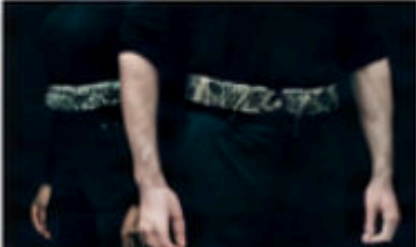
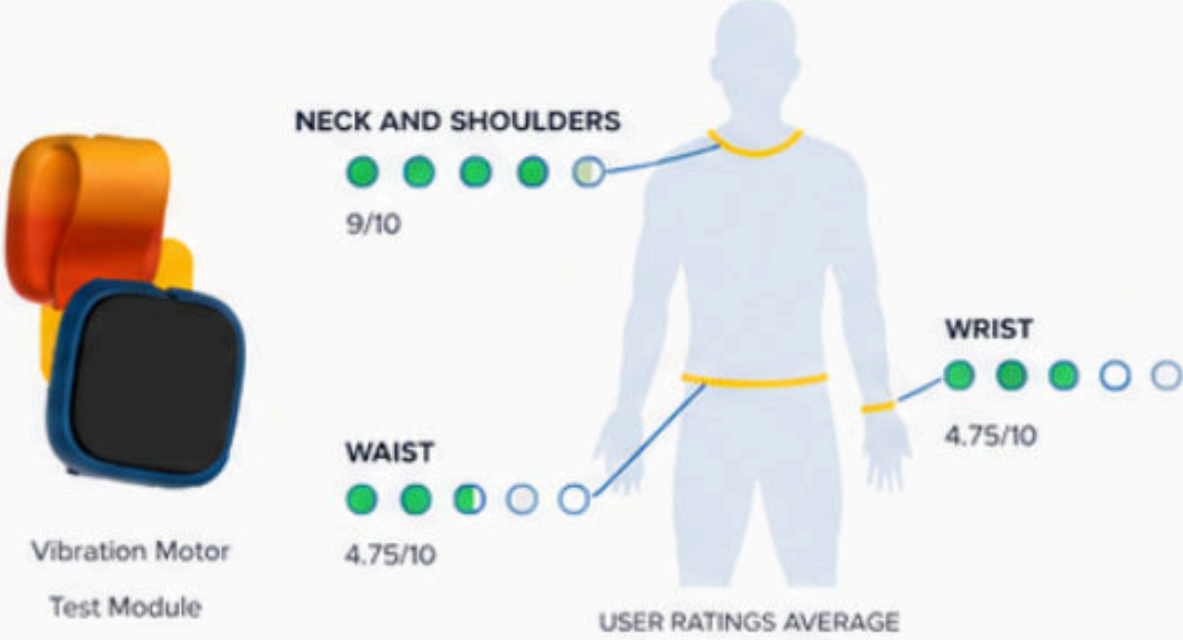
25

Waist

51

Size Variation (mm)
(50% men and women)

(R. Tilley and Dreyfuss, 2001)



Previous work by others are:

- Very specific use cases
- Only Academic research
- Focus on technology and mechanics not design or the user.
- Low attention to the experience or product design



I wanted to focus more on:

- Production considerations
- Durability
- User experience

The number of **tactile patterns** that human brain can handle and remember are **limited** to around 20.

According to different situations that this device could be used I have created two lists of patterns.

- **Level 1** patterns have **higher** priority and need to be simpler and easier to learn.
- **Level 2** patterns can use more abstract vibration patterns.

8 motors every 45° as more motors doesn't improve the quality of navigation.

3 motors vibrate at the same time for simple navigation tasks to give the user differentiation points, and possibly to create haptic illusions of degrees between each 45 degrees.



Information to provide



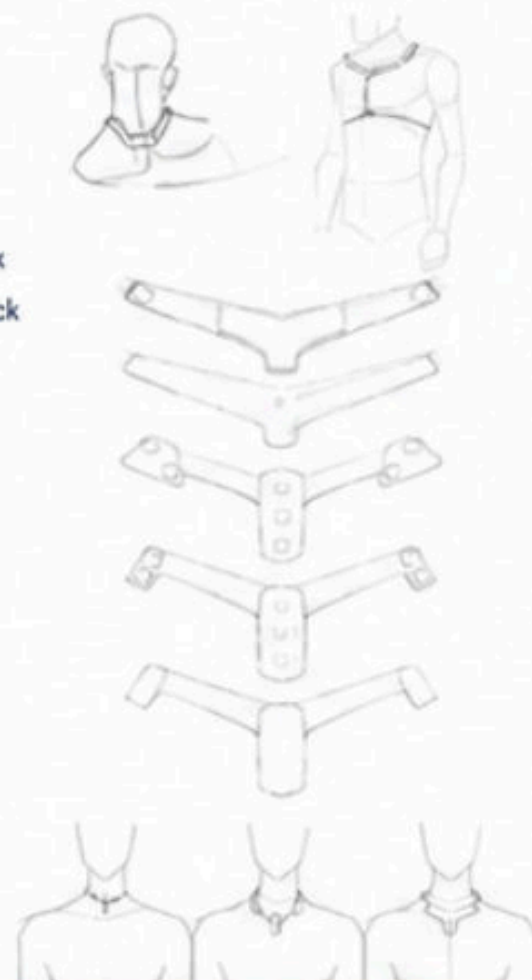
Level 1 Communication

- Turn Left
- Turn 45° Left
- Turn Right
- Turn 45° Right
- Go Straight
- Turn Back
- Turn 45° Left Back
- Turn 45° Right Back
- Go Up
- Go Down
- Wrong Way
- Compass Mode

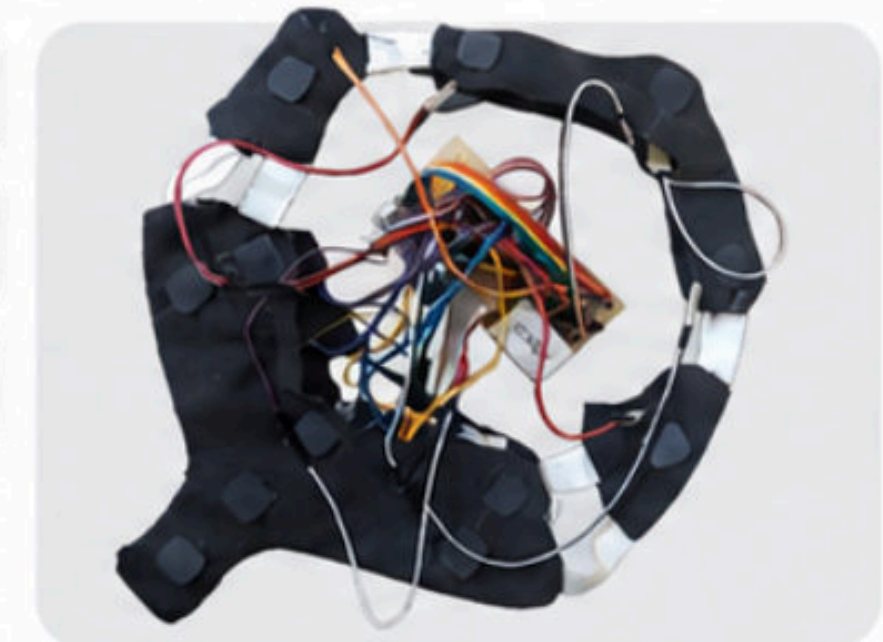
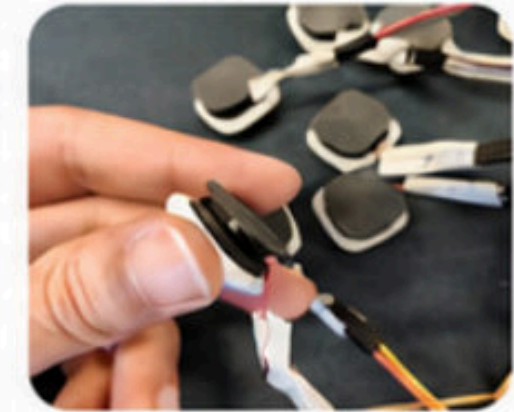
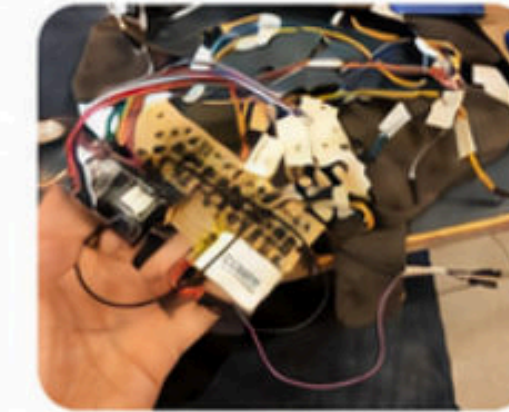


Level 2 Communication

- Remaining >20 min
- 5<<20 min
- 5> min
- Continue
- Arrival
- Started
- On/Off
- Stop
- Low Battery
- Connected



Ideation



1st prototype, made of fabric, rigid resin 3D printed housings for motors, and flexible resin 3D printed to be in contact with body, have better grip and feels soft to touch.

Implementation



1st prototype's Weaknesses:

- Motors need support
- The product needs to be smaller
- Electronics need better ways to be implemented

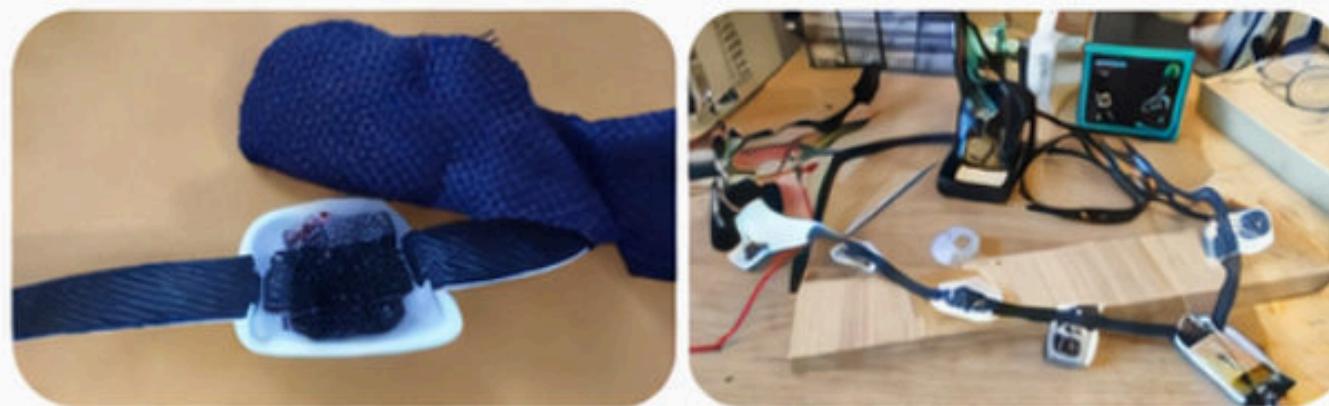
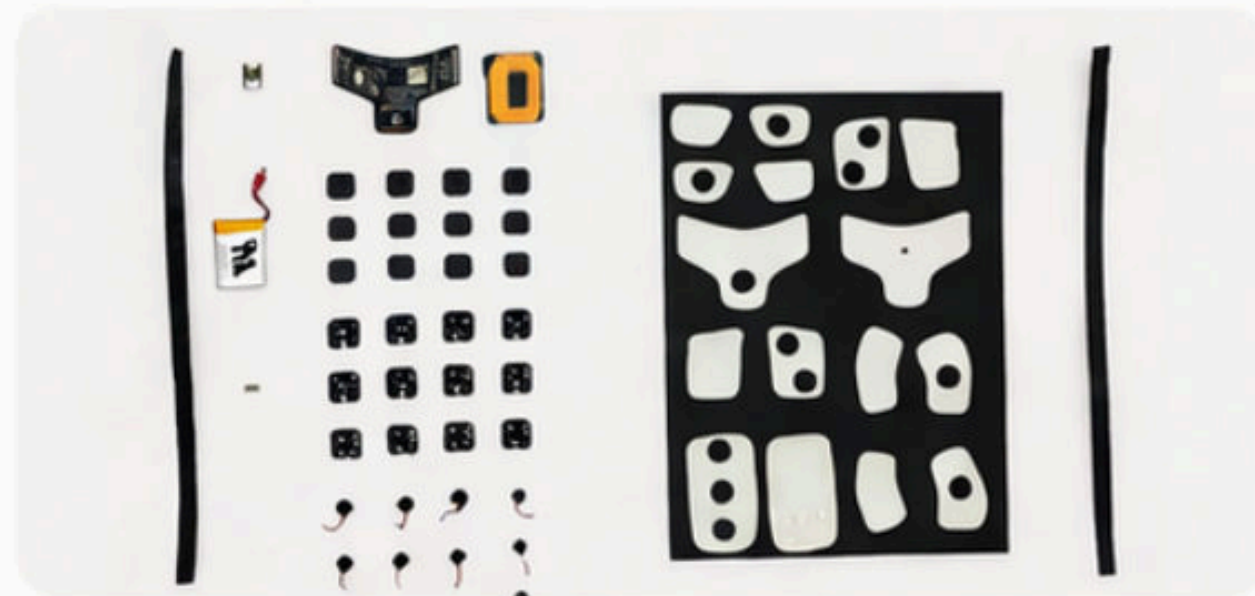


2nd Prototype had to be:

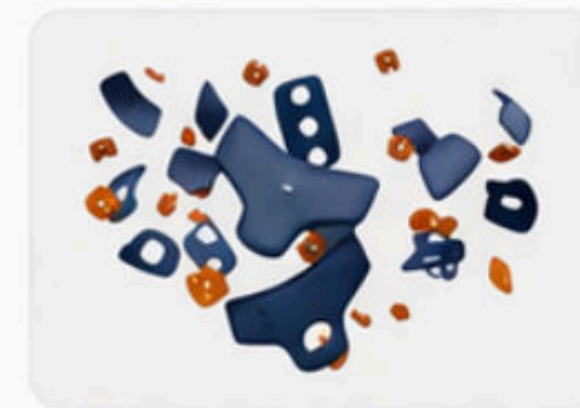
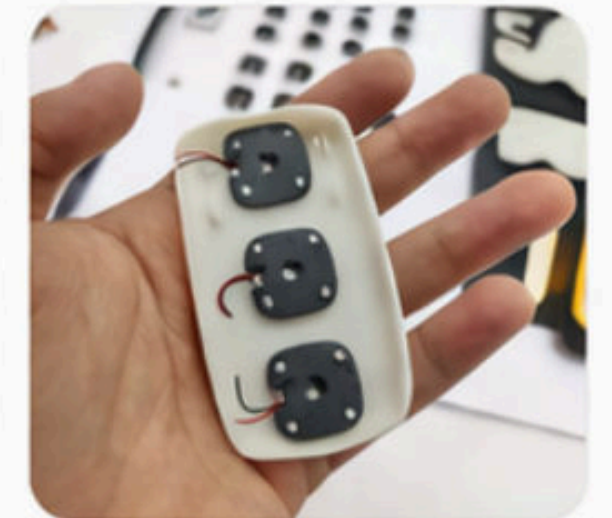
- Minimal
- Discreet
- Representing Urban Life
- Easy to use
- Comfortable



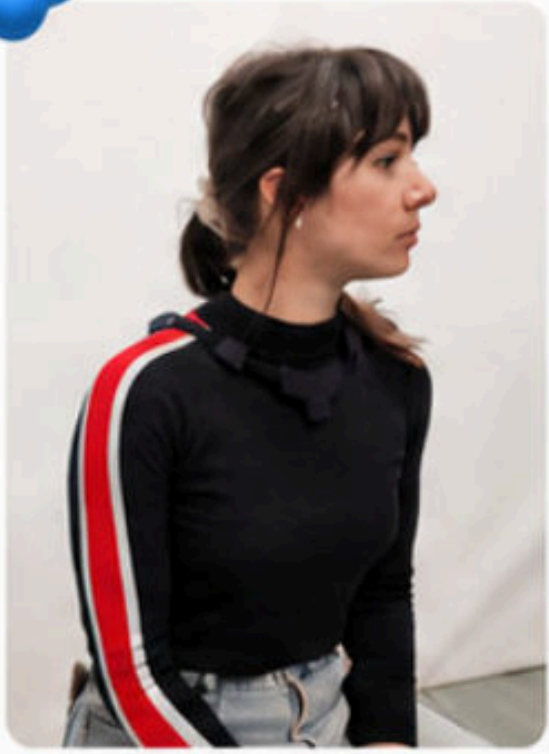
8 rigid parts that are connected with a flat cable and fabric. It contains **12 motors**, 8 each 45 degrees and 4 more on the back to create a haptic display. Each motor has its own flexible mounting case with a pad to be in contact with the body.



I have used **KiCad** to design a custom PCB for it and mounted an **Arduino Nano 33 BLE sense**. With this model of Arduino, I could also get the directional information and relative position of the user, in addition it could give us the possibility to use the gesture sensor on it to control the device.



Implementation



Questions:

- I think that I would like to use this system. **3.33/5**
- The product is comfortable to wear for a short period of time. **2.67/5**
- The product is comfortable to wear for a long period of time. **4.67/5**
- The clues are easy to follow. **4.67/5**
- I would imagine that most people would learn to use this system very quickly. **4/5**



User test:

- 3 users
- In campus



21 functions

- 11 primary
- 10 secondary

4 situation

- Walking, sitting, navigation, single motor test



Correct readings

85%

Sample navigation
Consisting primary and
secondary functions

79%(Sitting)

Identifying each
single motor

82%(Walking)

Identifying each
single motor

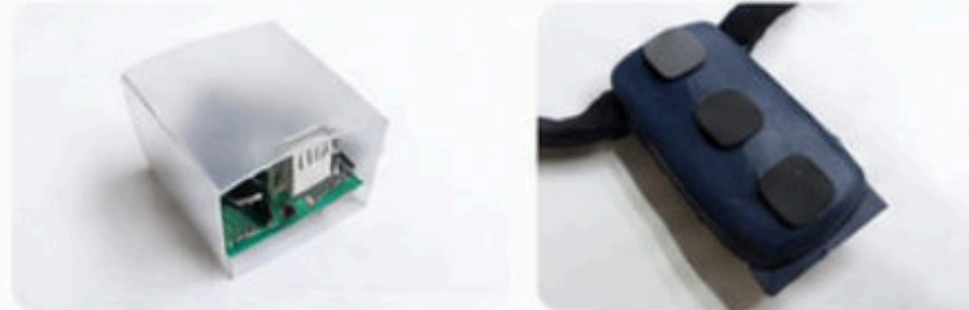


Primary Commands

- Front
- Right
- Right back
- Back
- Left Back
- Left
- Go Up
- Go Down
- Wrong Way

Secondary Commands

- Turned on
- Continue
- Stop
- Arrived
- Low Battery
- Started
- More than 20 minutes
- 5 to 20 minutes
- Less than 5 minutes



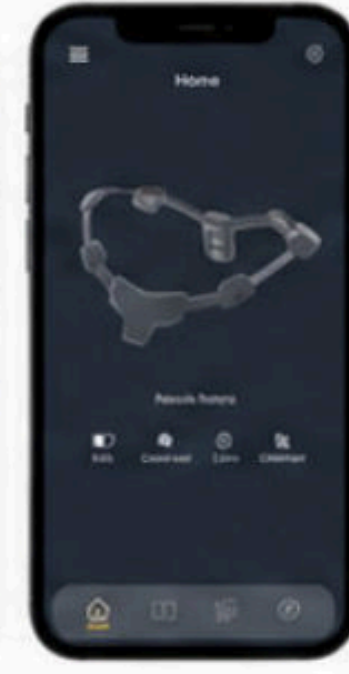
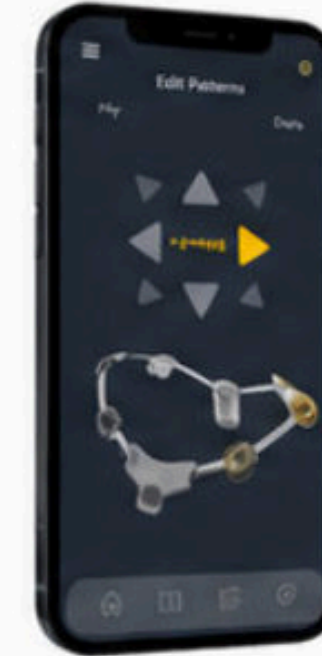
Lightweight
fully functional
prototype

125 gr

Implementation



Phone App:



Training



Select navigation mode



Choosing destination



Edit patterns



Device statuses



Integration with other apps



Scale up opportunities



• Navigation



• Fitness



• Healthcare



• Open-Source
Platform

- Navigation
- Tourism
- Urban Safety

- Personal trainer
- Adjusting training form
- Fitness tracking

- Correct posture
- Fall detection
- Body balance

- Makers & researchers
- Materials to build
- APIs

Further development

2021

nale.

New sanitization system
for circular fashion

Farshad Saffari
Ana Maria Gonzalez
Gloria Diaz
Oriane Rainero
Sebastian Gonzalez



POLITECNICO
MILANO 1863



What is Nale?

Nale system aims at changing the sanitization system in order to extend the lifetime of our garments and save resources and time for the consumer.



Time Saving



Water and Energy saving



Better care for sustainability



Money Saving



Necessary laundry only



Reduction of Toxic agents

My Contribution:

Ideation • 3D Modeling (Rhino + Fusion 360) • Rendering • Drafting • Prototyping • UX/UI Design



Check out the descriptive video
<https://youtu.be/2-39UY3Yfvs>



90%



60ltr



6,7

The need for this solution comes from the identification of the following big issue: the damage of garments and excessive resources consumption due to the overuse of washing machines.



Nale system aims at extending the time between each necessary laundry by tackling the two main problems:

stains and odours

With Nale you can prolong the time between laundry washes to avoid overwashing while still feeling fresh, extending the lifetime of your clothes and helping the environment.

Design Challenge



PRE. is a small portable and analogue product to pre-treat garments when stained and facilitate the posterior removal. Afterwards, at home, the S.T automatic stain remover can be used to take care of stains in around five minutes.



D.O. is a simple deodorizer based on electroised water that will refresh and sanitize your clothes fast and comfortably.



All of the products are fed with efficient natural solutions to care for the environment and leave garments ready to be back in the closet or to be worn without needing to use the washing machine that often.



The full system is supported with an app that helps to correctly manage the products and makes the user aware of his/her impact.

D.onale

Clothes freshener and deodorizer



Electrolysis

Water + Salts + Electricity
Antimicrobial Solution With
Sanitizing Effect



Control Interface

ON/OFF Button
Electrolyzing Button



Design For Disassembly

Snapfit And
Hidden Screws



Spraying button

Continuous press
for spraying

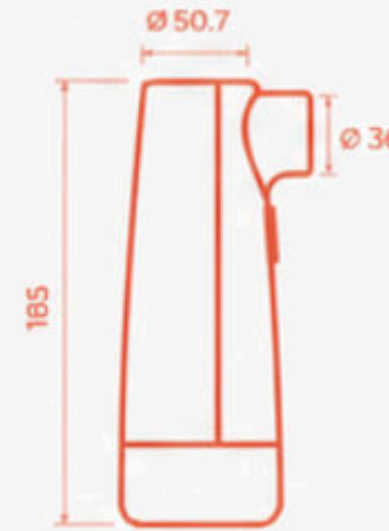


Easy Maintenance

Screwable Electrodes
Battery Access
(USB-C Charge)

D.O Nale

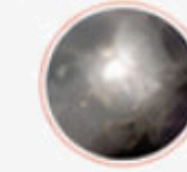
600
grams



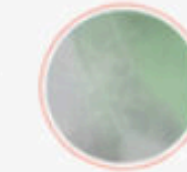
Circular/Resistant Materials



Encasing
PHA



Electrolysis Module
Anode/Catode
Fe/Al



Solution Container
Recycled Clear
Polypropylene

D.O. is one of the most relevant products of the family since it will be used on a daily basis to refresh, sanitize and deodorize garments before putting them back into the wardrobe and being able to wear them for more occasions before washing them.

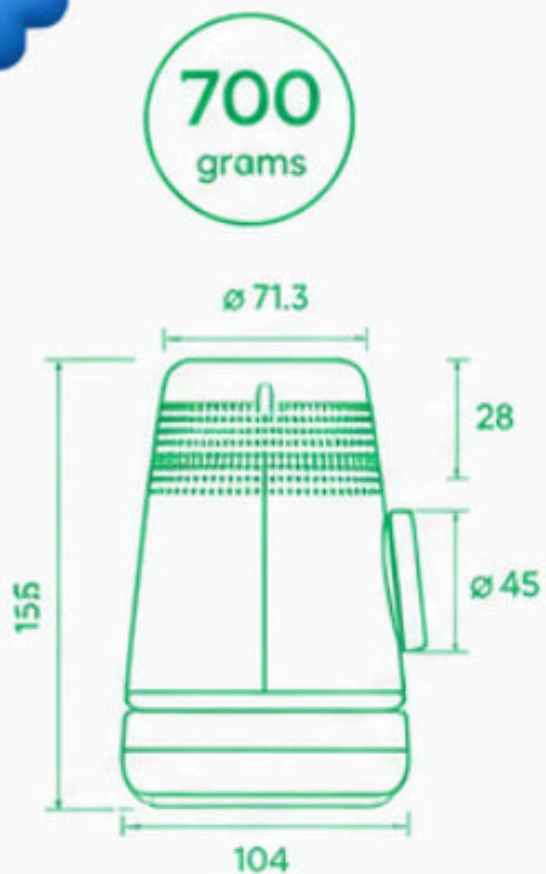
It is a completely safe product that quickly sanitizes and refresh your clothes spraying electrolyzed water, without needing to achieve high temperatures. It is divided into two parts, the body and the water deposit.

From the deposit, the electrodes, electrolyze the water and the pump drives it up the body to the spray nozzle.



D.O works with effervescent pills that are based on sodium chloride to create the hypochlorite sodium when electrolyzed. They come in a package of 90 pills, which in daily use basis means 3 months. Each of the deposit loads can be used for up to eight garments.

Circular/Resistant Materials



Encasing
PHA



Brush
Bamboo



Lower Restrain System
& Solution Container
Recycled Clear
Polypropylene

S.T. nale mechanically and automatically gets rid of stains in about 3 minutes. It includes 4 different programs and pills and 3 different brushes to adapt to garments in the best way.



It has two deposits, one to add the pill and prepare the cleaning solution and one for rinsing water. On the bottom, the brushes can be attached and replaced to eliminate the stain by an eccentric rotation without damaging the fabric. It also includes a Restrain System to hold clothes in place centering the stain and collect the water released.

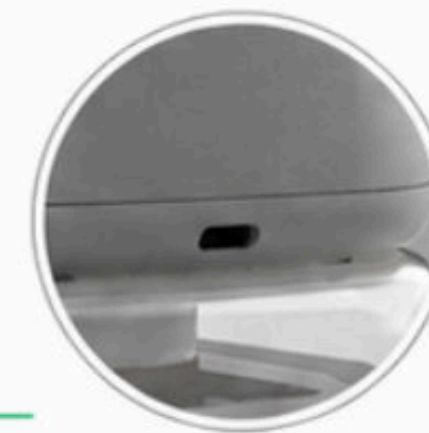
The interface provides setup instructions and allows to easily select the program using the rotational knob.

The product works with thanks to the solenoid valve that will open the solution or rinsing deposit depending on the process step, the pump will drive the water to be sprayed and the motor will turn the brush.

s.t nale.

Clothes Stain Remover

- Windows**
To Check The Remining Water
- Solution Container**
30ML Capacity
Nozzle 0,05Lpm
- Rinsing Water Container**
80ML Capacity
Nozzle 0,05Lpm Spraying For 1,5min
- OLED Screen**
- Body**
- Brush**
- Top Restrain System**
- Lower Restrain System**
Contains Drained Water



Charging System



Assembly System

S.T Nale

PRE·nale

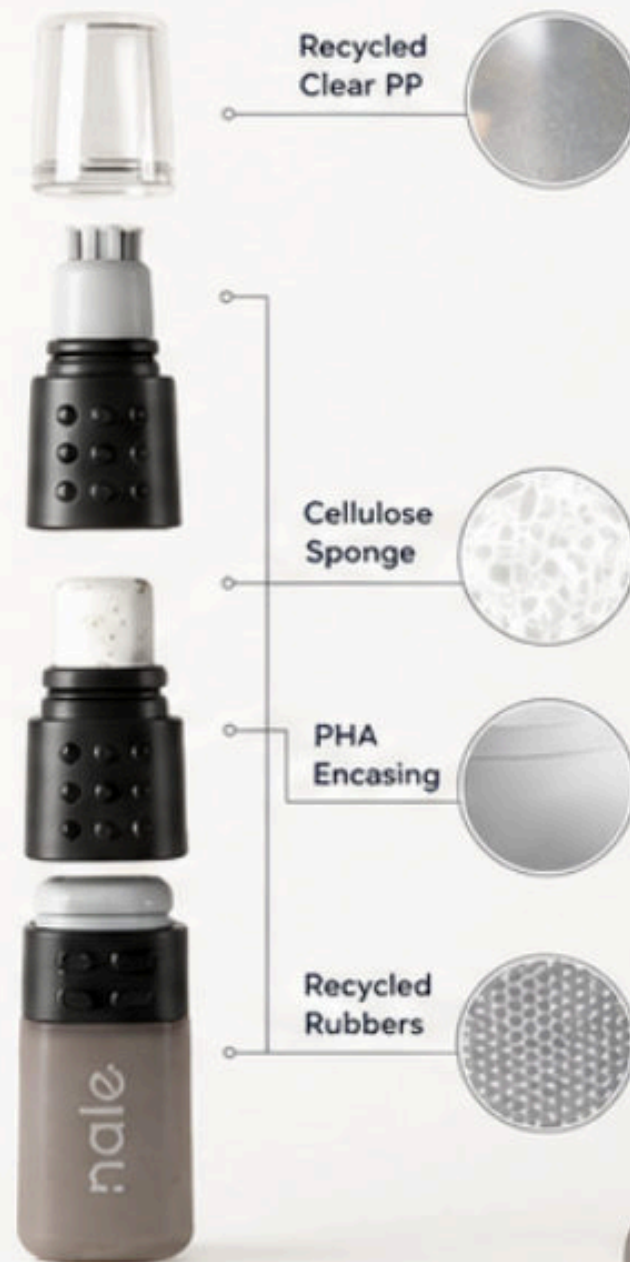
On-the-go Stain Remover

3-PART PROCESS

Brush
Remover Debris/
Crust From Stains

Absorb
Reduce Excess Fluid
And Help Dry

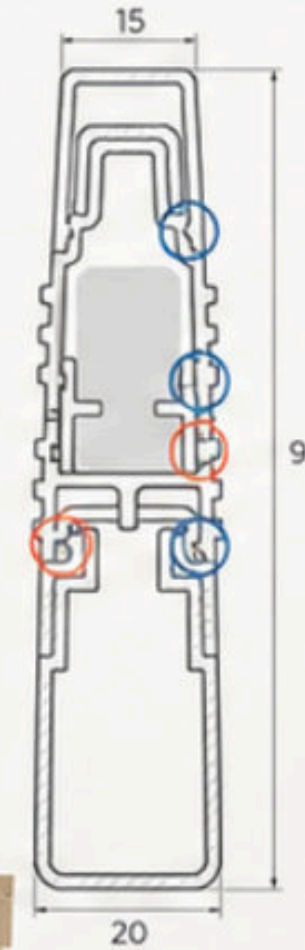
Clean
Release Cleaning
Solution



The first step to remove a stain is to pre-treat them on the moment they happen to facilitate the cleaning later. That is the purpose of PRE, a simple, analog, and portable product.

The products uses removable joints such as twist bottle necks, annular snap fits and tight fits that make it easy to disassemble and replace its components, and drive the user through the pre-treatment process.

The solution in this case is sodium bicarbonate based powder, to facilitate the filling and mixing with water due to the small size of the product.



PRE. Nale

LESS POLUTANTS



47,99%
Microplastic
4727771

Millions of particles



47,75%
Detergents
886 T



46,72%
Energy
25855 MW



47,70%
Water
4432 ML



We have compared the S.T and D.O performance with a general washing machine cycle to see the impact it can have if the 15% (early adopters) of people who live alone in Italy uses Nale. D.O is using less than 2% than a washing machine. We would not be releasing any microplastics and we would be reducing the detergent use and time to less than half.

Impact

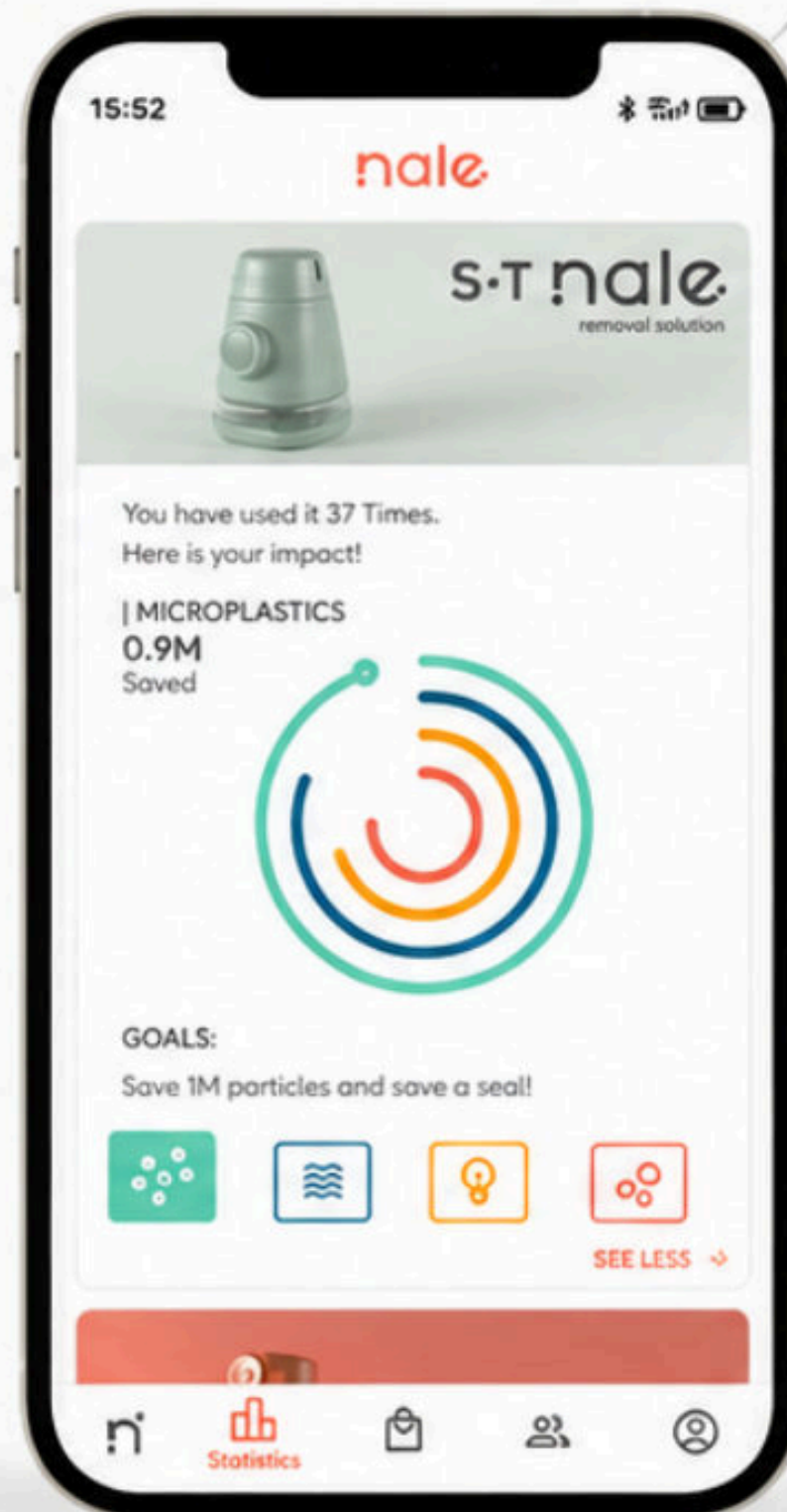
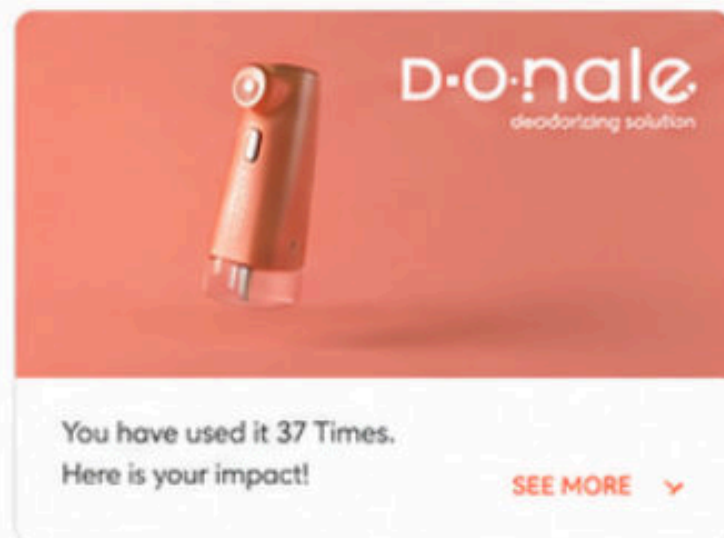
APP·nale

Connecting the system

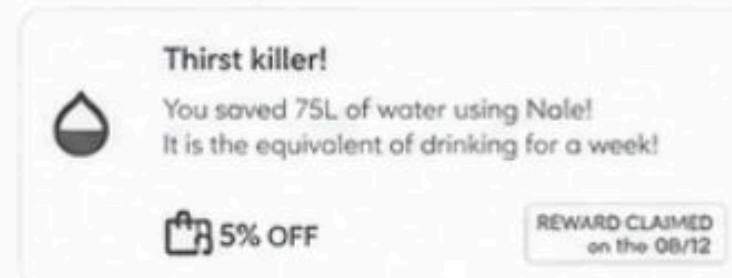
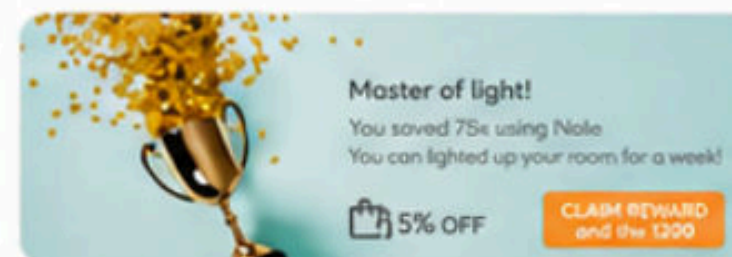
Connectivity

Nale APP

TRACK SAVINGS



EARN REWARDS



An important point on the system is the Nale App. It was created with the following key points and goals in mind:

- Establishing a connection** between the user and the products in order to make them aware of the impact they can have by changing their cleaning habits.
- Gathering information** about the cleaning and sanitization habits to provide it to third parties.
- Providing access** to all the information about the products in order to solve all the possible questions or issues and ensure the correct use of them.
- Facilitate the purchase** of the devices, the maintenance, and the hiring of subscription models to increase the revenue and make the system use smooth.
- Encourage the relationship** between the users creating a user community where to exchange information and experiences about the system.
- Give access to complementary information** about sustainability and clothes care aiming to raise curiosity and awareness.
- To make the user aware** of his/her impact and encourage the use of Nale we have set an achievement/reward system. By using the products, you can see the resources you saved compared to a washing machine, the things you could achieve with that savings, like lighting up your room for a week, and receive discounts and promotions when accomplishing the achievements.



Clean it, save it, nale. it.

APP Nale

WAW

5G Well-being Monitor

—
Farshad Saffari
Ilaria Tarozzi
Fabrizio Tropea





What is WAW?

WAW is a service to let people be healthier in all workplaces, which has a 5G connected device to monitor their well-being. This project developed during the Vodafone 5G Challenge for Smart City and Smart Campus in 2019. The aim of this hackathon was exploring the design potential of the 5G network.



5G

Smart 5G connected product service



Productivity

Improve work experience and productivity



Well-being

Physical and mental wellness



Satisfaction

Improve personal satisfaction and efficiency

My Contribution:

Ideation • 3D Modeling (Rhino + Grasshopper) • Rendering • Programming (Python + C++)(RaspberryPi + Arduino)

Standby



Bad Posture

Image Processing and
Machine Learning



Break Reminder



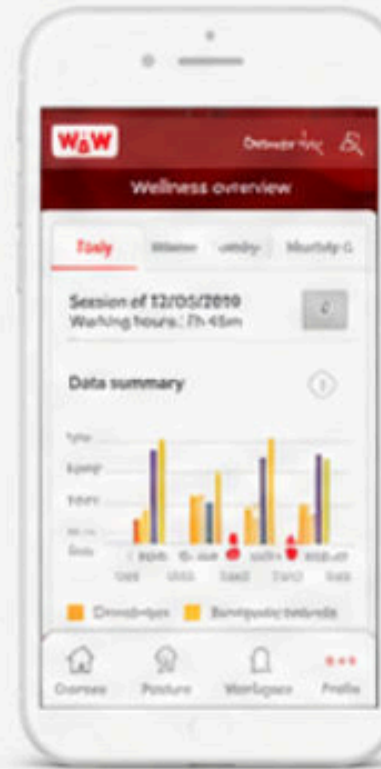
Noise Level



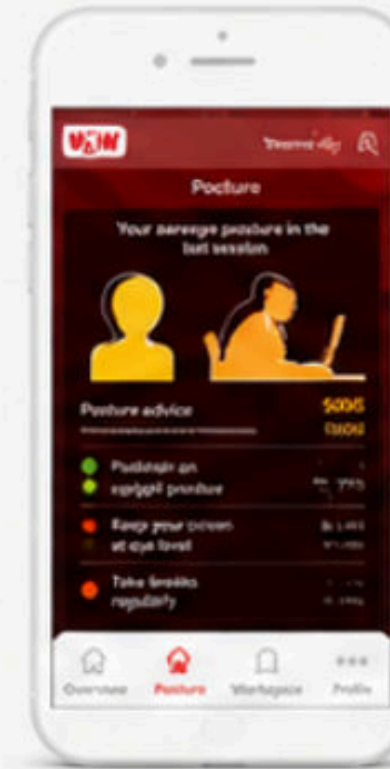
Light Level and
Temperature



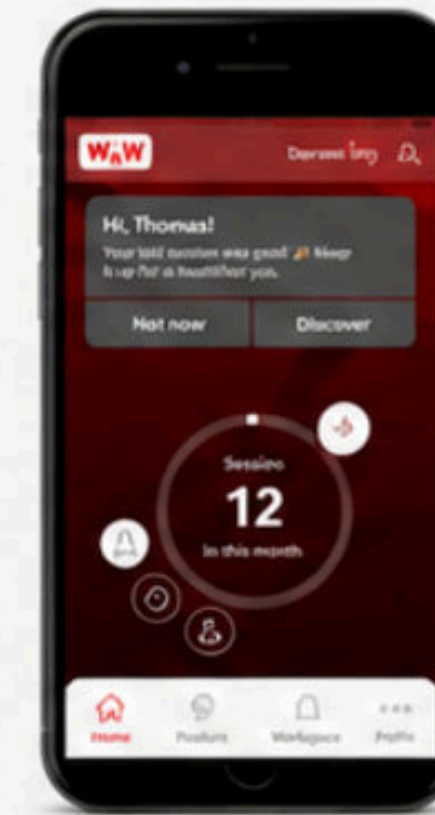
Functions



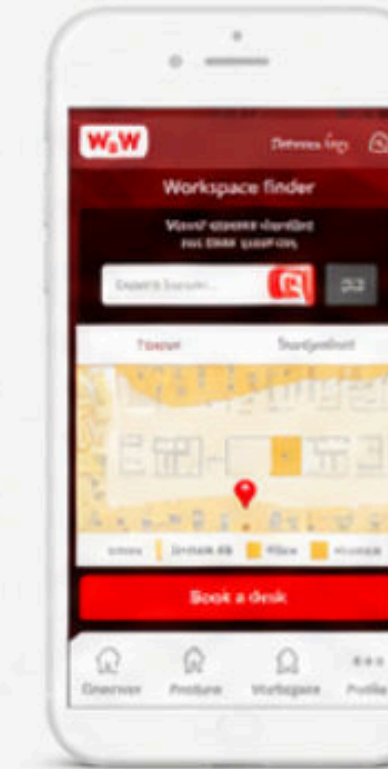
Wellness
overview



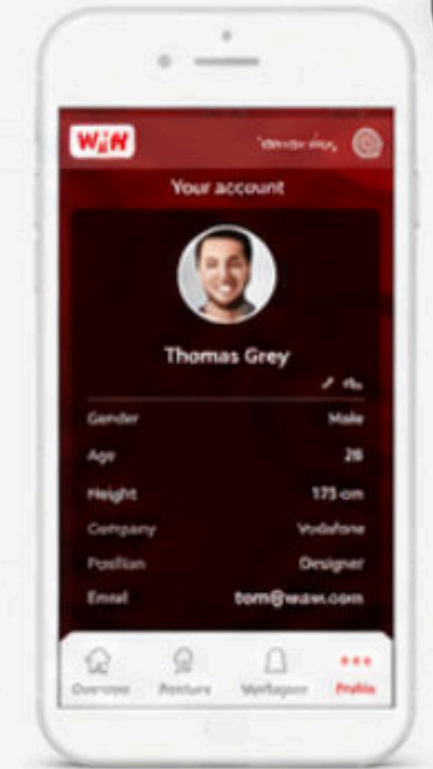
Posture



Homepage



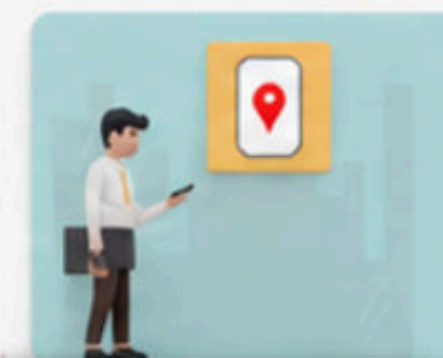
Workspace
finder



Private
profile



01 The employee
goes to work



02 He searches a free desk,
suited to his needs



03 He turns on WAW, connects
his APP and starts the
work session



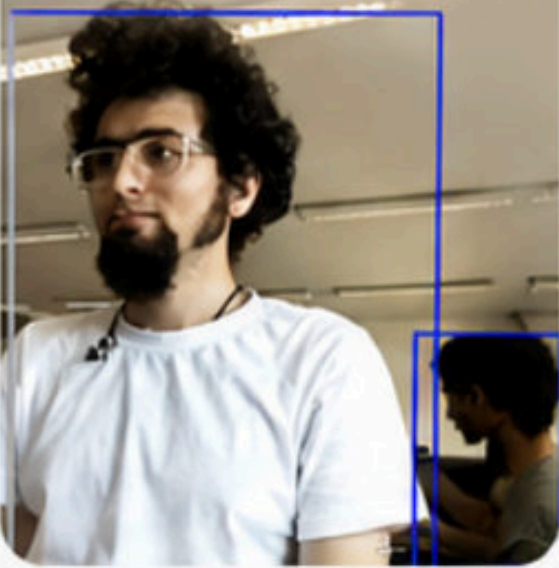
04 He can see his data collected
in the APP at the end of
the session



In the meanwhile, the company
can see the average data
collected by all the devices,
useful to avoid wasting the
energy and to guarantee the
employees wellness.

Mobile App and User Journey

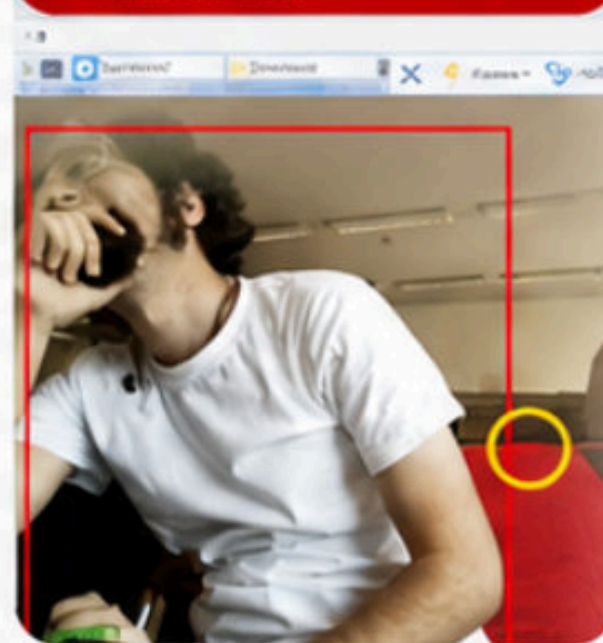
1A. THE CAMERA DOESN'T
DETECT RED COLOR



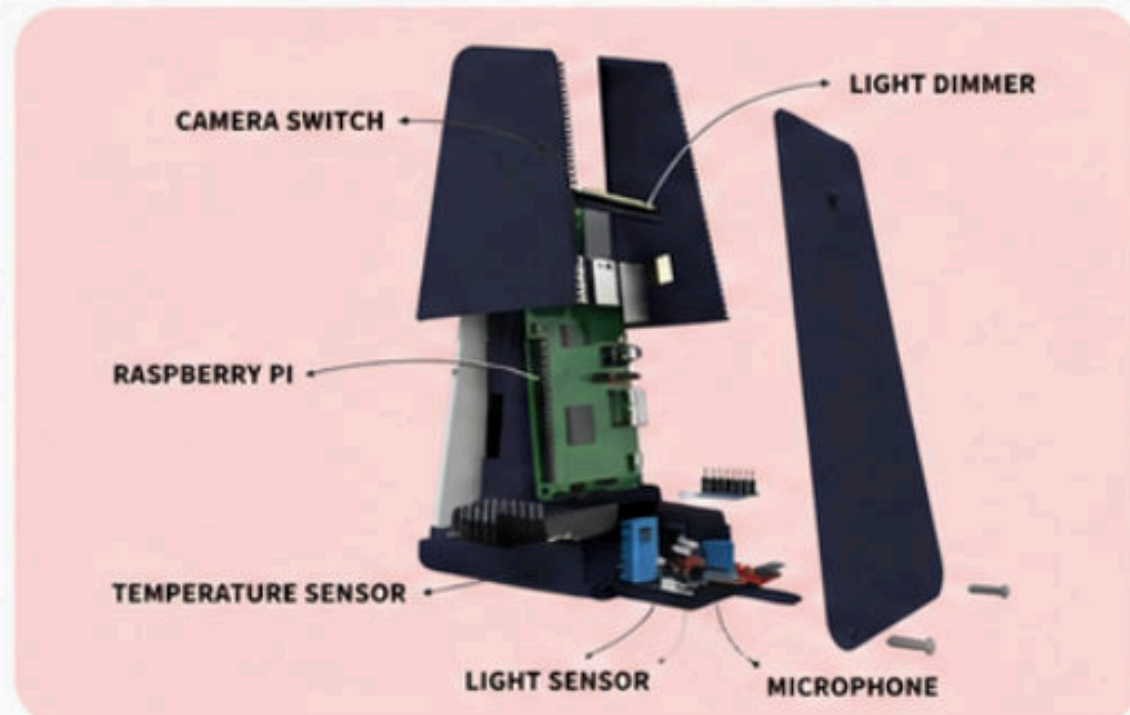
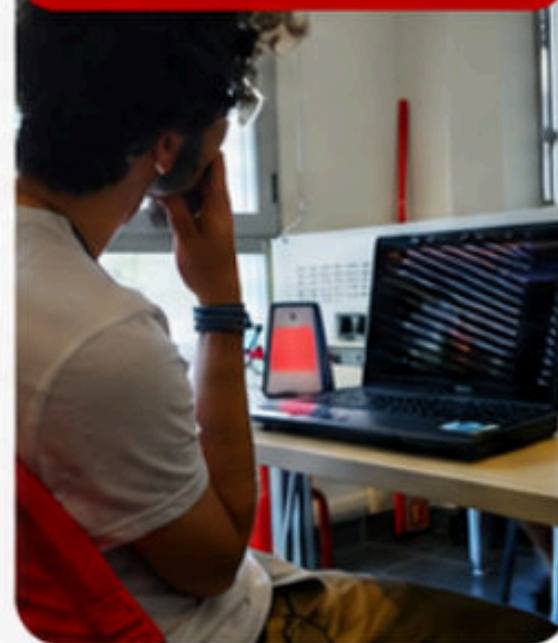
1B. THE LIGHT IS BLUE



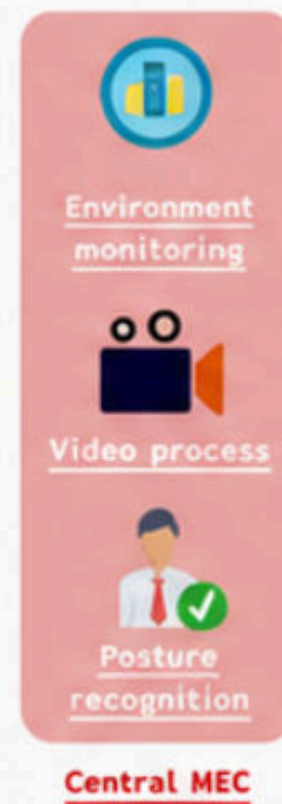
2A. THE CAMERA DETECTS
RED COLOR



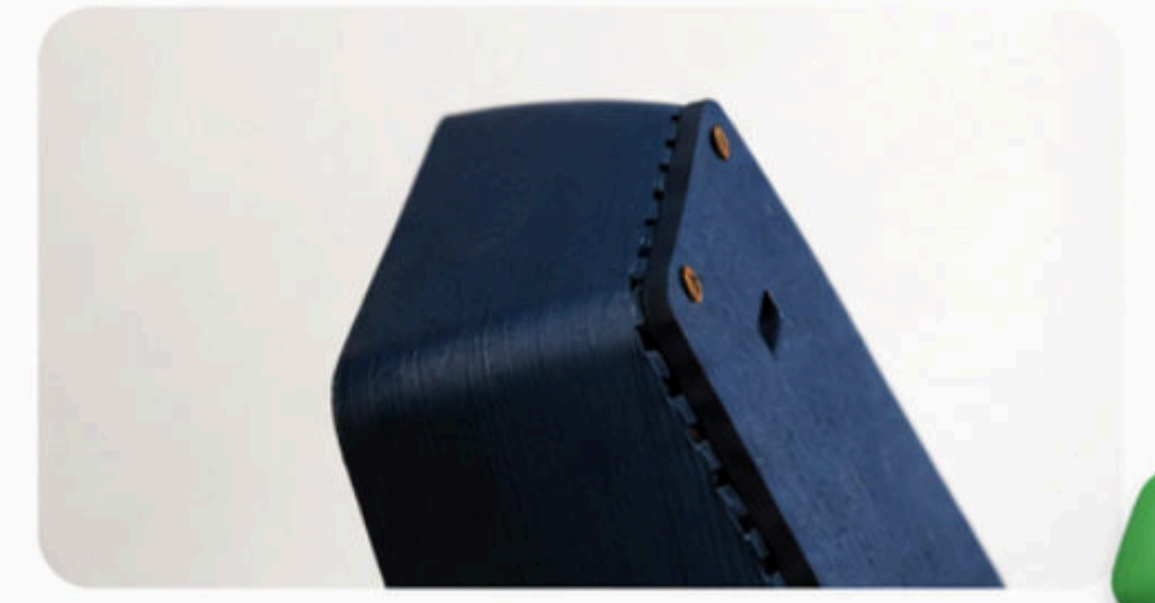
2B. THE LIGHT IS RED



For prototype and testing the idea we used a RaspberryPi and Image Processing with Python to recognize a color behind user as sign of bad posture.



Prototype and Architecture



Photoshoot

PinTheTime

Planner Clock

Farshad Saffari
Zahra Ghiasi
Hossein Farsi





What is PinTheTime?

We do not look at the clock just to know the time; by looking at a clock we review the tasks that we have to do in a day at specific times in a day. All of us had experience of using a piece of paper to write down the obligations we have to do in a day, but many times we fail to do all of them; moreover, we forget to do them. It is a soft round clock covered with felt, with the use of pins and paper you can pin your tasks on it on the desired time of day. With PinTheTime you will never miss an appointment or task to be done again.



Analog not Digital

Using analog methods to reduce distraction with digital devices.



Planning

Having a plan and knowing what is your next task today makes you confident.

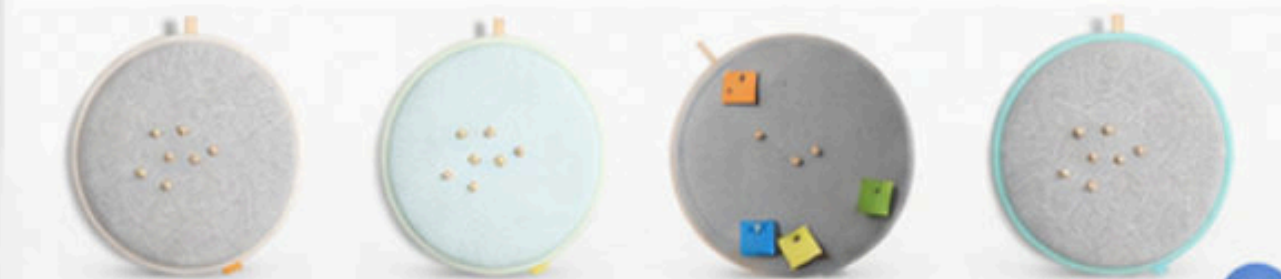
My Contribution:

Trend Research • Ideation • Mechanical Design • Prototype



PinTheTime developed through trend haunting and market researches to be presented in galleries. We tried to approach the meaning of time and the feeling about time and hours more than the number that we just read and we look through the meaning behind time and to-do lists.

Ideation



Development



Prototype and Feedback

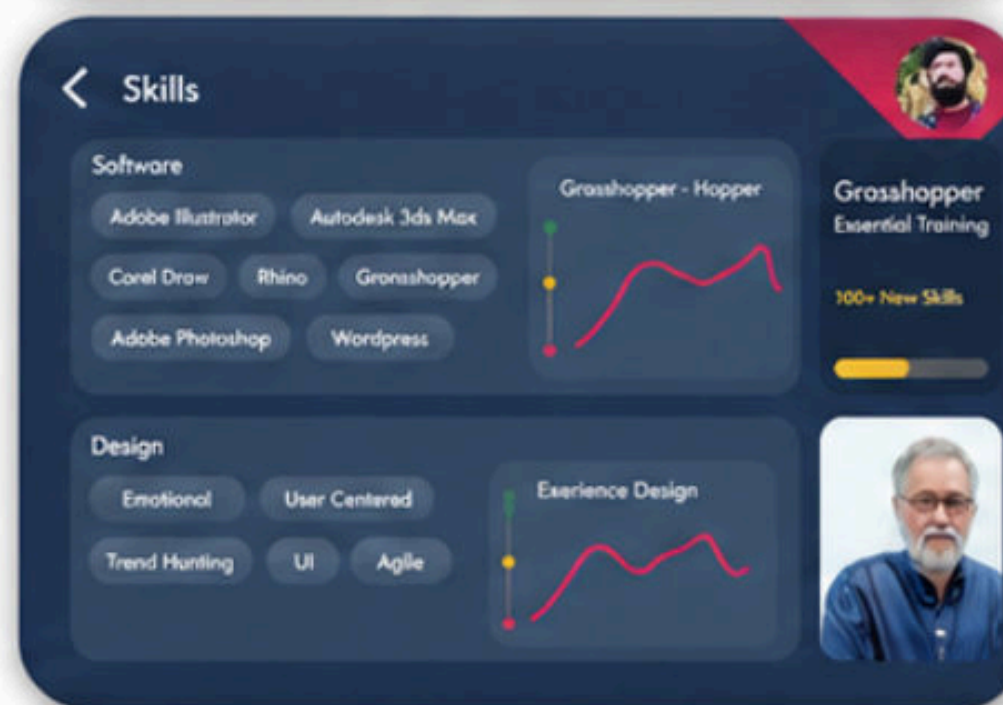
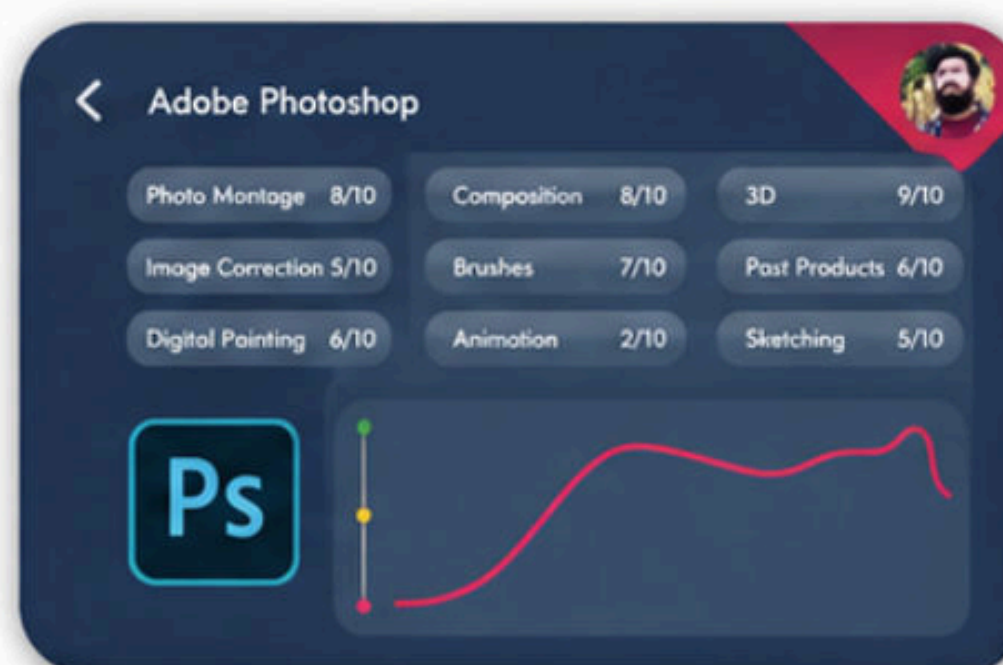
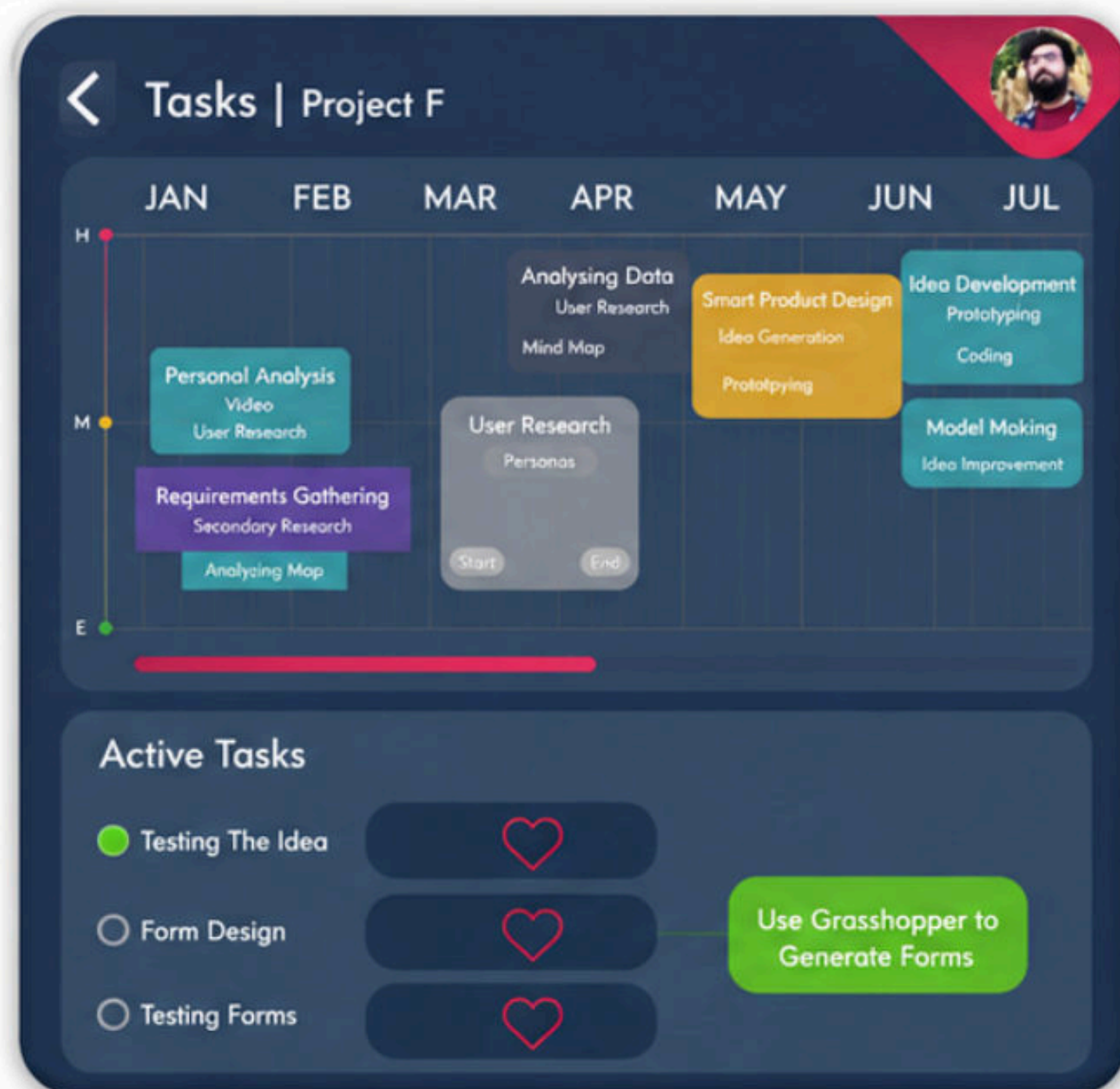


NoGoMo

Personal Development
AI Enabled SCP

Farshad Saffari





What is NoGoMo?

NoGoMo is about to help students to learn better and more, help them to plan their life and reach their goals and help them to be motivated and concentrated on the tasks they are about to do. It is designed after various iterations. About 40 different students participated in participatory design sessions, interviews, brain type tests and voted for the best ideas.

Knowledge

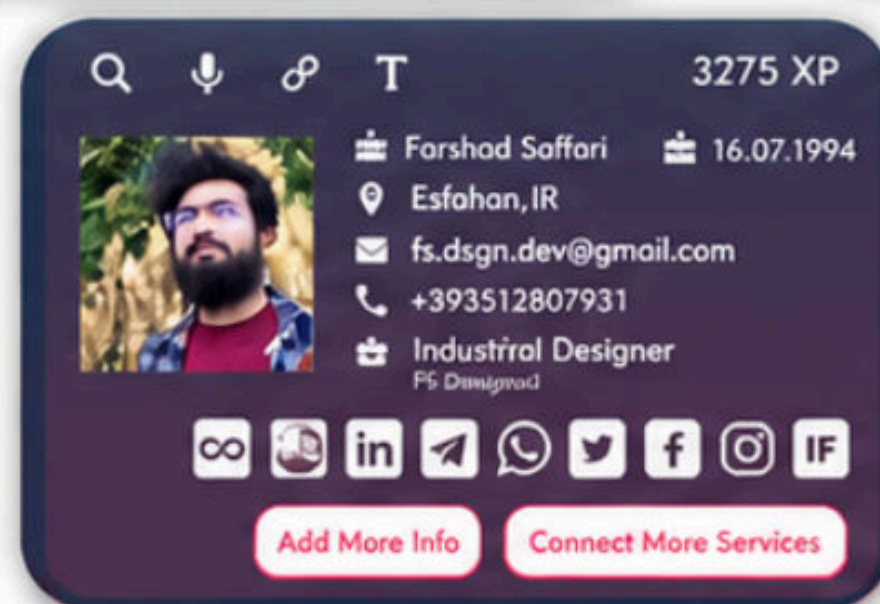
Keep track of what you learn and yourself up to date with NoGoMo's suggestions and training. Tell, type, or select what you learned to NoGoMo to let him know more about your knowledge.

Goal

Set goals, and with the help of AI understand what the steps are you should take to reach your short term and long-term goals. Moreover, schedule your life based on your skills and the future you want to have.

Mood

By taking advantage of IoT, we can enhance the user's learning experience and also break time. NoGoMo can optimize the environment according to the user's mood to help him achieve the most he can.



My Contribution:

Research • Interview • Ideation • 3D Modeling • Rendering • UX and UI • Team Management



Modules and Interactions

Device	Channels	Modules/ Sensors/ Interfaces	Inputs	Outputs	Functions	Tools	Processes	Database	Artificial Intelligence
Goals/Tasks Schedule	Speech NoGoMo App/Phone PC	Microphone Touch Screen Keyboard/Mouse Visual (Text, Icon)	Voice Input Selection Text Text/Icon		User's Knowledge Daily Tasks Goals Suggestions	Sub Tasks Skills & Tools Deadlines ...	Language Processing Analytics	Personal Info Friends List Skills Path	
Knowledge	Touch Vision NoGoMo App/Phone PC	Microphone Keyboard/Mouse Touch Screen Speech	Text Input Link Inserting Notification Question Training		User's Knowledge Suggestions Practice Learning New To Learn	Skill Center	Language Processing Image Processing	Content Personal Info Friends List Skills Path Sorting Data Skill Center	Pattern Recognition
Mood	Vision Device App/Phone In-Use Devices IoT Devices	Camera/ Screen Capture Microphone Location Light Speaker	User Input Sensors Now Playing Streaming Services	Asking User	What's Happening? What's the Mood?	...	Language Processing Image Processing	Preferences	Face Recognition Decision Making Pattern Recognition

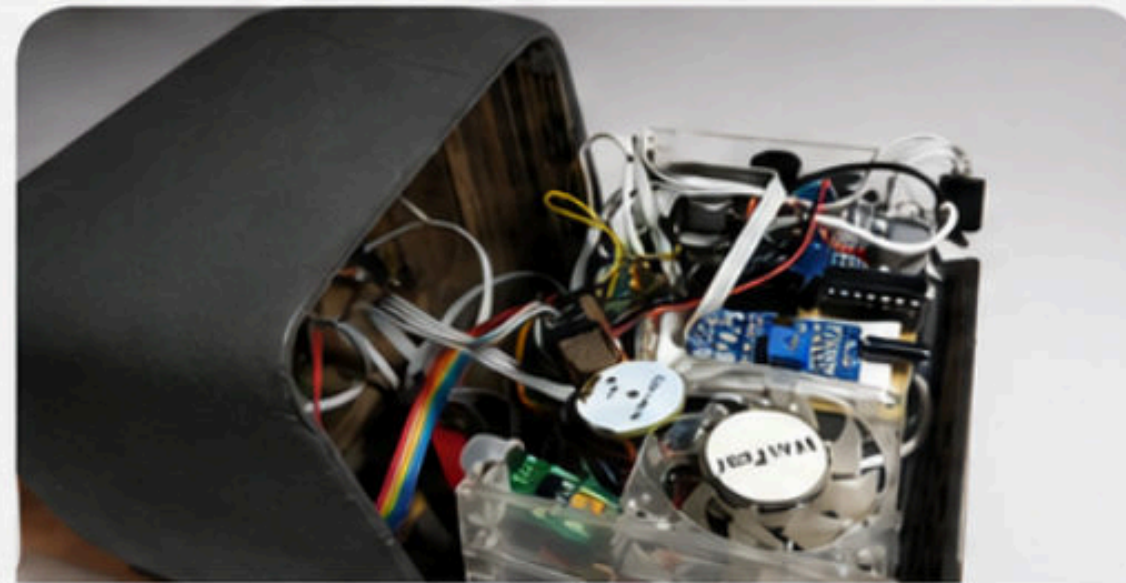
NoGoMo integrates different services and creates a system for **better learning**. It gets info from users by speech, type and selecting predefined info, user can shake the Wuddy to learn new things, or press Wuddy if he is tired, or caress it to input new learning or ask questions with speech. With using different AI technologies NoGoMo can **keep track** of user's learning and the sources and also come up with **training and suggestion** to help the user to improve skills over time. More than that create the **best environment** for learning for each user.

Workflow



Participatory Design

Users at the center of the design process.



MYCROFT AI



Raspberry Pi



ARDUINO



Prototype

Built, integrated, and iterated for real impact.



NoGoMo senses the user and provides **touch, vibration, and pressure feedback** to enhance focus and support better learning through real-time interaction.



Test

Prototyped, evaluated, and user approved.

Bye!

Hope to hear from you soon.

For more projects and info visit
my [website](#) and [Instagram](#)!



farshad-saffari.com



[@fs.kynd](https://www.instagram.com/fs.kynd)



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