

Hi, I’m Lujia

Designing for *Heart-Beating* Moments.

Crafting Intuitive UI/UX And Graphic Designs That Connect, Inspire, And Enhance experience

EVERTASTY

We are a socially-driven innovation, dedicated to redefining **elderly nutrition** by turning healthy eating into an engaging and rewarding journey.





Sense & Sync







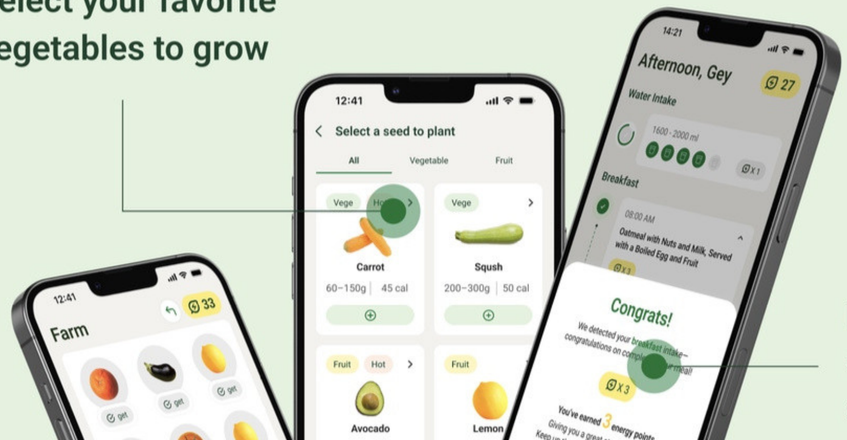
Check dietary recommendations for each meal

Share report to families and friends

Integrating sensors into everyday items for seniors enables seamless monitoring of health indicators influenced by diet. These smart sensors track hydration, glucose, and nutrient intake, providing real-time feedback and personalized recommendations to support well-being and informed dietary choices.

Grow & Glow

Select your favorite vegetables to grow



Earn corresponding energy points









Grow & Glow

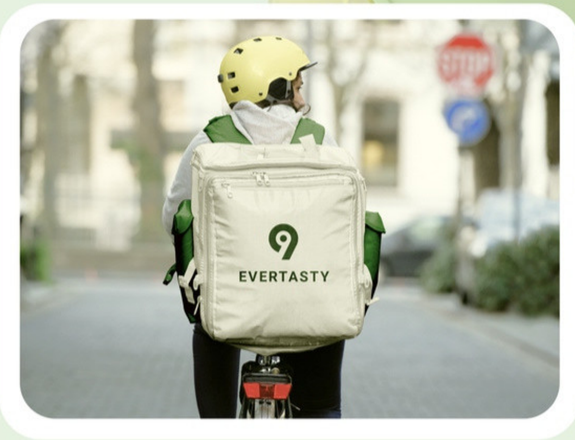
Select your favorite vegetables to grow

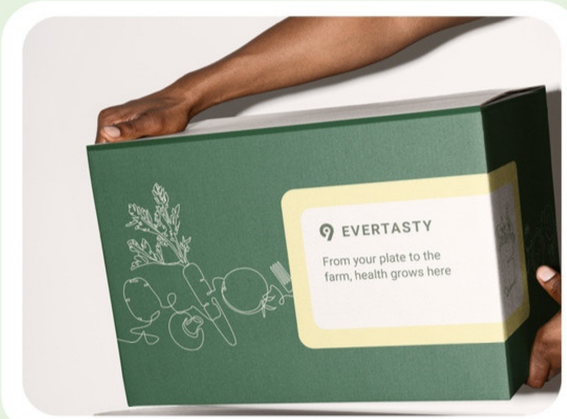


Earn corresponding energy points

Use energy points to plant and deliver to your home









EVERTASTY allows elderly users to earn energy points through healthy eating, use the points to plant their favorite vegetables, and observe their growth in a holographic projection. Once nine plants are grown, real farm produce will be delivered to their home, creating a positive cycle of health and reward.


Crops
Delivered
00
Delivering
00
Report
Profile
Crops
Delivered
10
Total Crops / Package
Meal
Farm
Report
Profile
Delivering
00
get
7 / 9
Vege
Meal
Farm
Report
Profile
Avocado
150~200g | 260 cal
Fruit
Lemon
100~120g | 30 cal
Vege
50 cal
21:23
Evening, Gey
Water Intake
1600 - 2000 ml
40
Breakfast
08:00 AM
Oatmeal with Nuts and Milk, Served with a Boiled Egg and Fruit
X 3
X 1
Lunch
12:30 AM
Salmon, Vegetables & Whole Grains
X 3
Dinner
07:00 PM
Steamed Cod with Quinoa & Sautéed Vegetables
Farm
Report
Profile
12:41
Morning, Gey
Water Intake
1600 - 2000 ml
24
Breakfast
08:00 AM
Oatmeal with Nuts and Milk, Served with a Boiled Egg and Fruit
X 1
150 - 300 cal
4 Steps
X 3
Lunch
12:30 AM
Salmon, Vegetables & Whole Grains
X 3
Dinner
Meal
Farm
Report
Profile
12:41
Breakfast
Oats
50g
Milk
200ml
Nuts
10g
Boiled Egg
1pic
Difficulty: Easy | 15min
Oatmeal with Nuts and Milk, Served with a Boiled Egg and Fruit
150 - 300 cal
4 Steps
X 2
Preparation Steps
X 1
Avoid processed foods high in sugar and salt, such as
Dietary Tips X 1
Meal
Farm
Report
Profile
Create Accou
12:41
Thursday, 2
80
Daily Sco
Looks like yo
nutrition today!
Body Metrics
Weight
65 kg ↓ 0.3 kg
BMI
30 ↓ 1 %
Core Health Metrics
Blood Pressure
132 / 80 mmHg ↑
Blood Sugar
130 kg
Digestive Health
Oral Health
Blood
Wate
12:41
Address
Find A Address
My Home
1234 Career Way, Unit 318 A,
Savannah, GA, 31401
+5126661288
12:41
Carrot
60 - 150g
Vege
Diabete
High

Cup

Blood Sugar
Blood Lipid Levels
Blood Pressure
Water intake

Toothbrush

Oral Health
Consumption of Unhealthy Food

Toilet-mounted sensor

Gut Health
Uric acid Levels
Consumption of Unhealthy Food

Bowl

Food Intake
Nutritional Composition

Plate

Food Intake
Nutritional Composition

Rug

Blood Sugar
Body Weight













EVERTASTY

EVERTASTY

Roboto

Aa

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
123456789











Re-design Google Nest
Thermostat for office space



It is an **Eco-friendly Office Thermostat** addresses the challenge of shared office temperatures, where comfort and energy efficiency often conflict. Traditional thermostats are rigid and impersonal, causing discomfort and unnecessary energy use. ThermoPal reimagines this experience through personalization, smart automation, and a friendly, cheerful tone. By encouraging playful, mindful energy-saving interactions instead of forced control, it creates a more comfortable, sustainable, and enjoyable office environment.

Feature

- Personalized Comfort Setup
- Smart Auto-Balance
- Eco Gamification
- Room Match Indicator
- Team Reward System



Key Features

Eco Gamification

The app encourages users to stay within the eco-friendly temperature range, rewarding energy-saving behavior through playful competition. Everyone can create a pet within the app according to their preferences.



Establish a friendly companionship

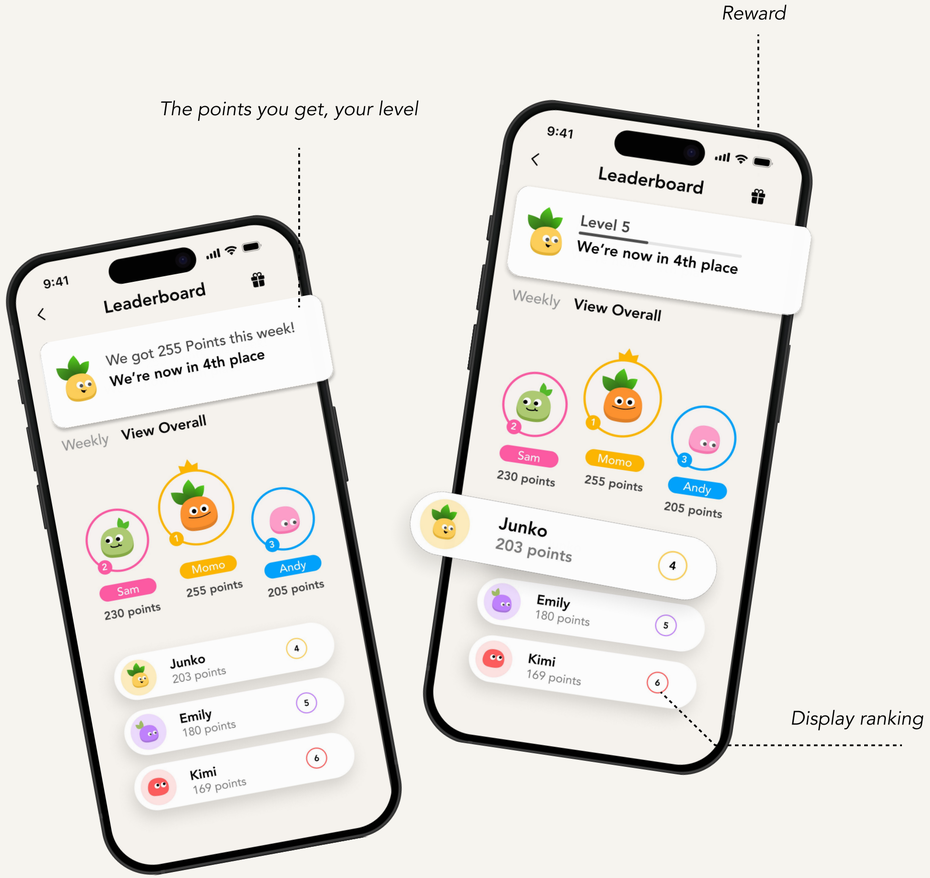
This shared journey turns temperature adjustment into a warm, ongoing relationship—one where users feel supported, acknowledged, and emotionally connected to the experience. Through caring for their pet, users build a subtle but meaningful bond that brings joy to everyday interactions with the thermostat.



Key Features

Eco Gamification

Teams compete with each other, earn points, and unlock small rewards as they save more energy.



Smart Auto-Balance

When multiple people book a room, the system automatically calculates the average of everyone's preferred temperatures and adjusts the room accordingly.



Key Features

Room Match Indicator

Before booking, the app shows whether the conference room matches the user's desired temperature, using clear color cues



On the device

Personalized Comfort Setup

Easily set your preferred temperature for each season and keep your comfort just the way you like it.

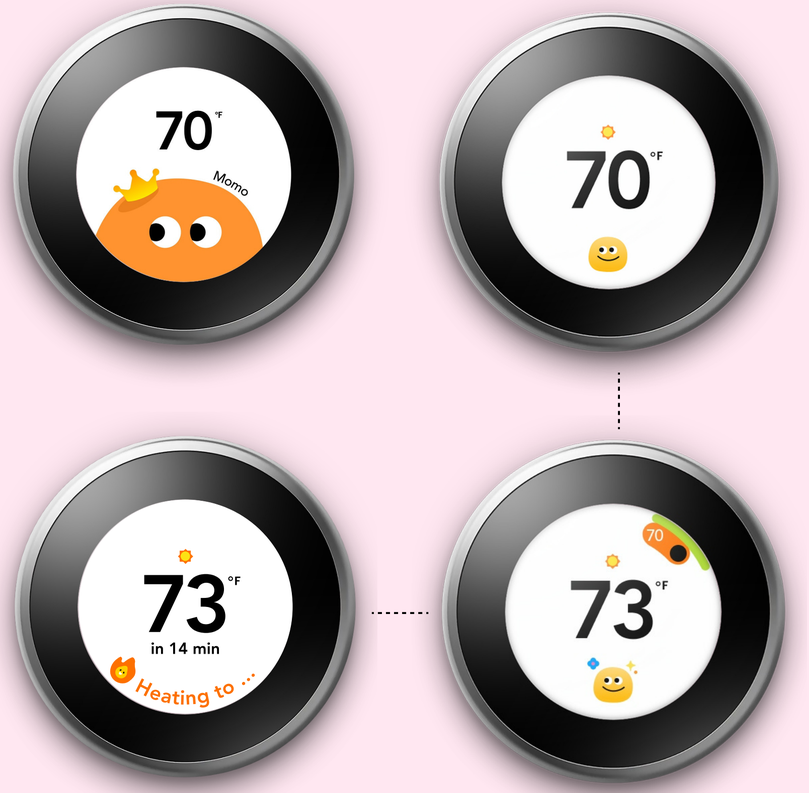


Key Features

Nest Home

Far sight

Closer



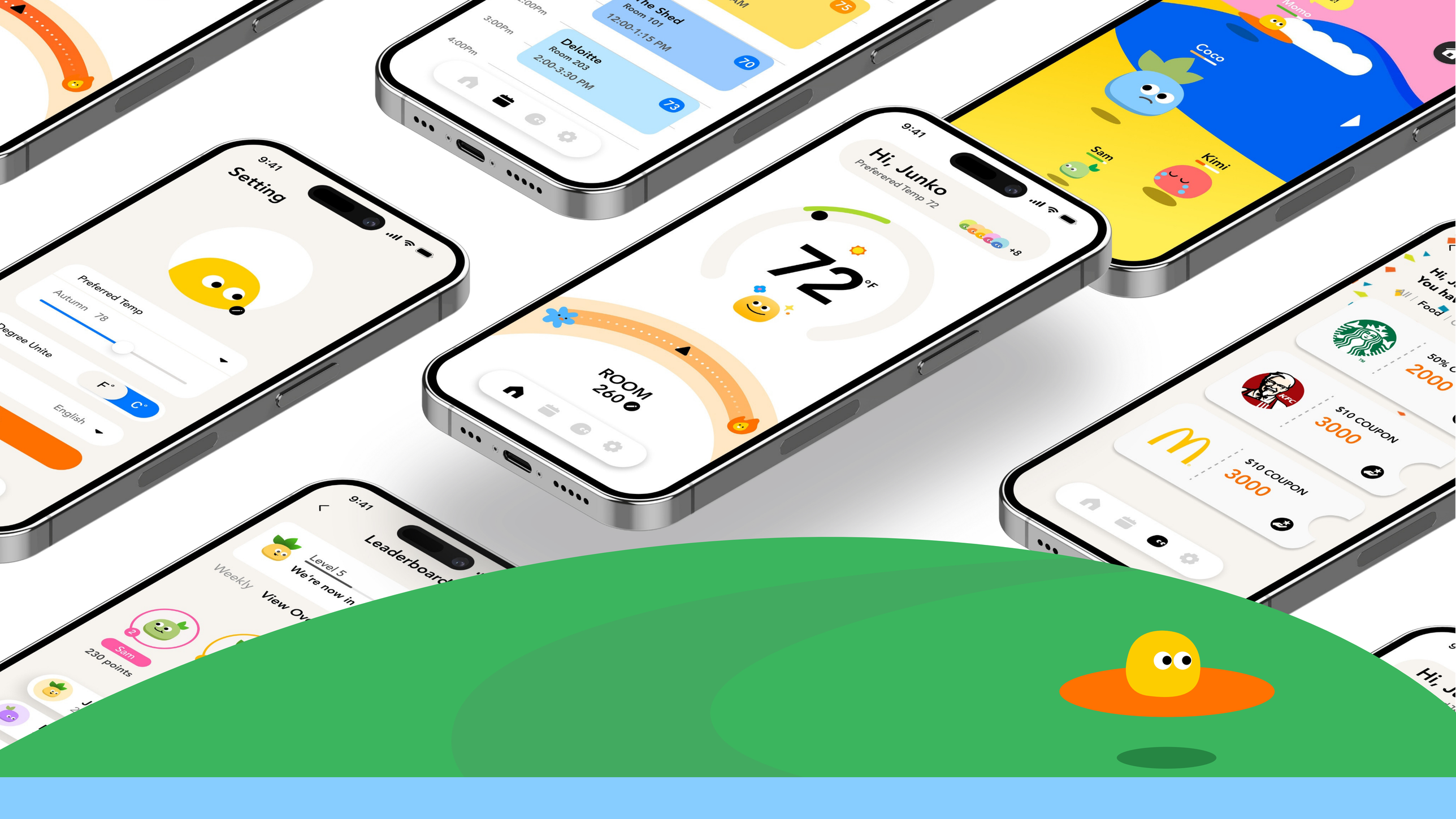
Heating

Changing

Nest Menu

Main menu




9:41
Setting
Preferred Temp
Autumn 78
F°
C°
English
Degree Unite
9:41
Hi, Junko
Preferred Temp 72
+8
72 °F
ROOM
260
9:41
Leaderboard
Level 5
We're now in
Weekly
View Ov
Sam
230 points
Coco
Sam
Kimi
Momo
3:00Pm
4:00Pm
The Shed
Room 101
12:00-1:15 PM
70
Deloitte
Room 203
2:00-3:30 PM
73
75
$10 COUPON
3000
$10 COUPON
3000
50% C
2000
Food

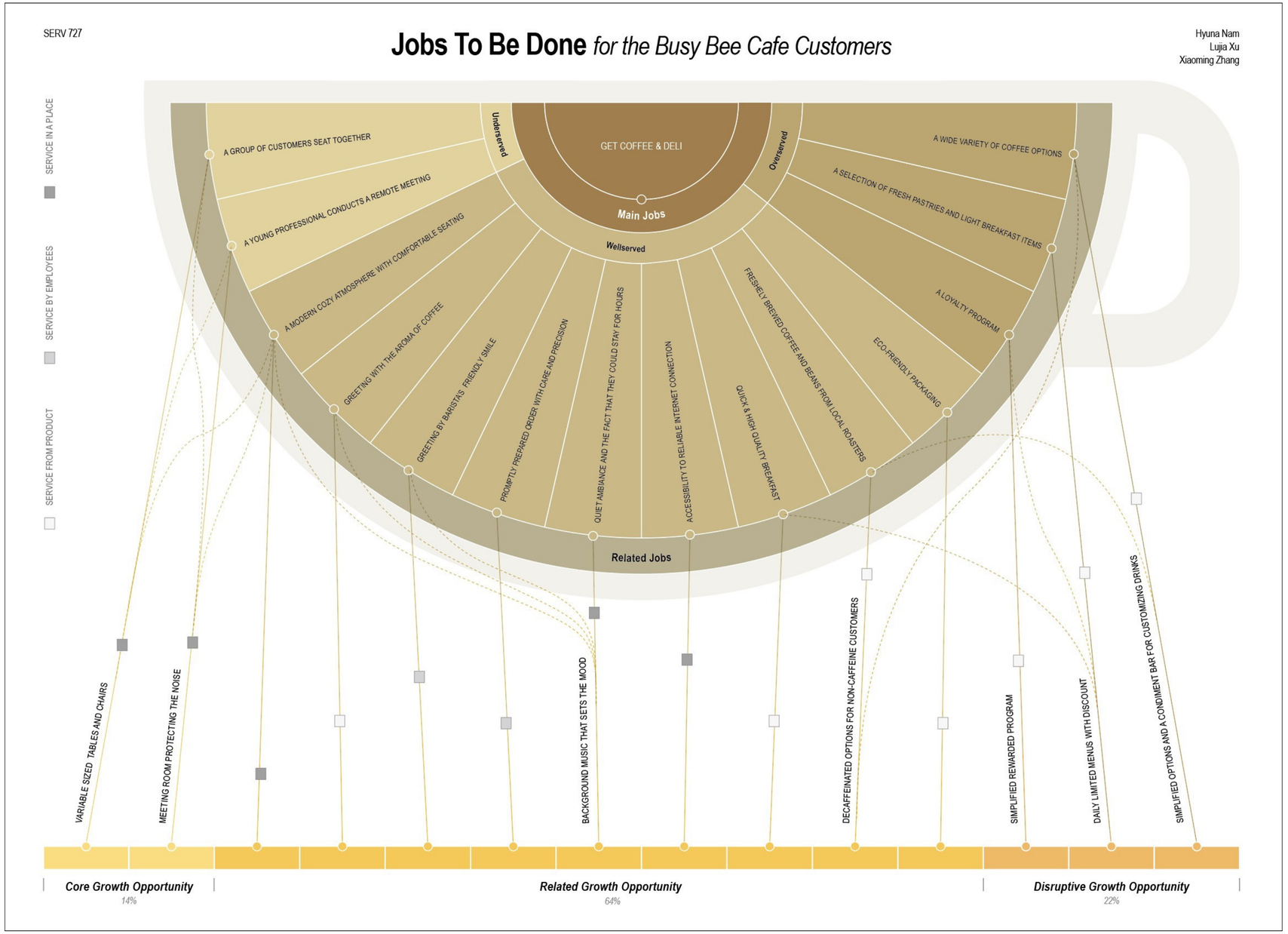
Data Visualization

The Busy Bee Cafe – JTBD Spatial & Growth Strategy Poster

This project applies the **Jobs To Be Done (JTBD)** framework to analyze and redesign the service model of The Busy Bee Cafe.

Instead of focusing only on products like coffee or deli items, we examined the deeper "jobs" customers are trying to accomplish when they visit the cafe. Based on JTBD theory technique - Job to be Done, we identified:

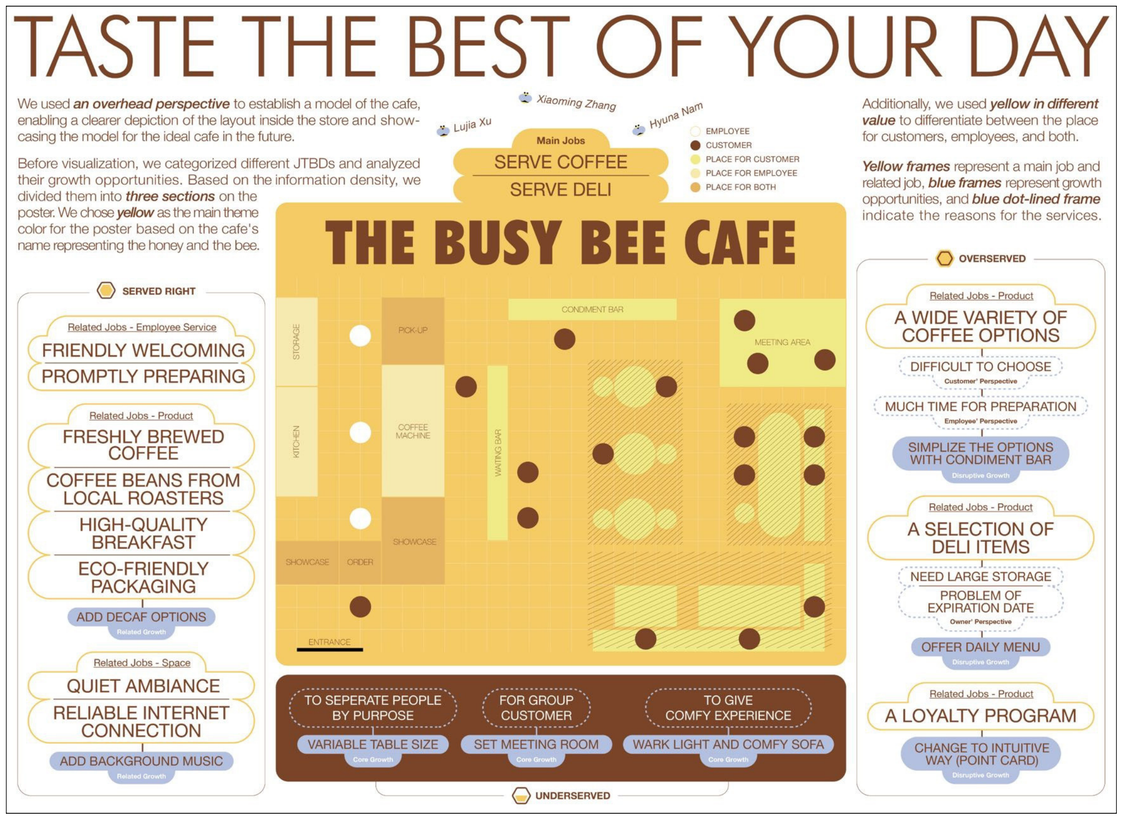
- **Main Job**: Get coffee and deli
- **Related Jobs:** Work remotely, socialize, relax, hold meetings, etc.
- Functional and emotional aspects of each job
- Under-served, well-served, and over-served opportunities

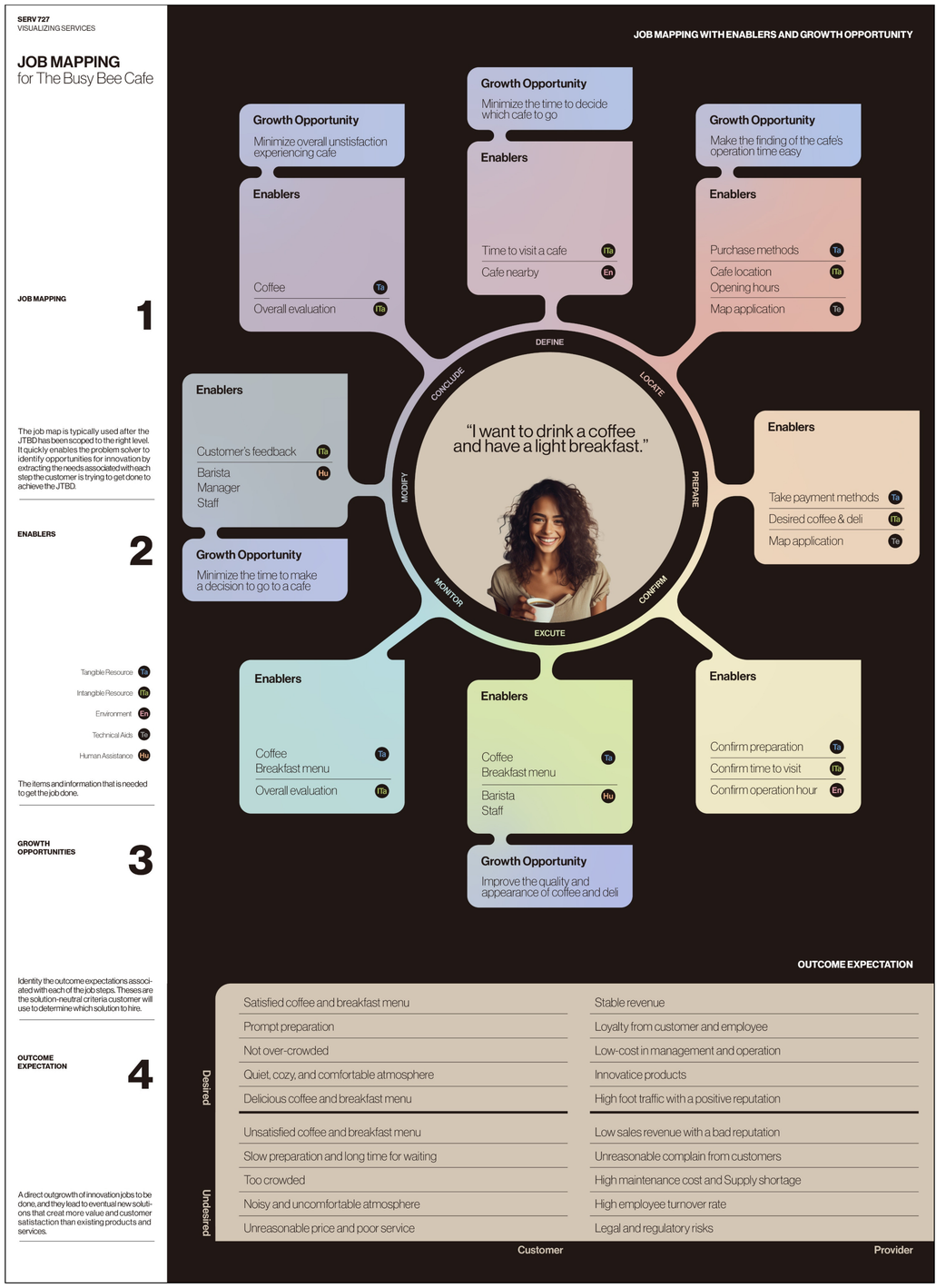


✳ Data Visualization

The Busy Bee Cafe –
JTBD Spatial & Growth Strategy Poster

Iteration:





✳ Data Visualization

Heuristic Evaluation & Opportunity Prioritization

The “Children Hospital” project uses Heuristic Evaluation combined with a Prioritization Matrix to assess service quality and identify improvement areas.

Through structured problem statements and importance-satisfaction scoring, the analysis highlights:

- Under-served experiences
- Over-served features
- Strategic innovation opportunities

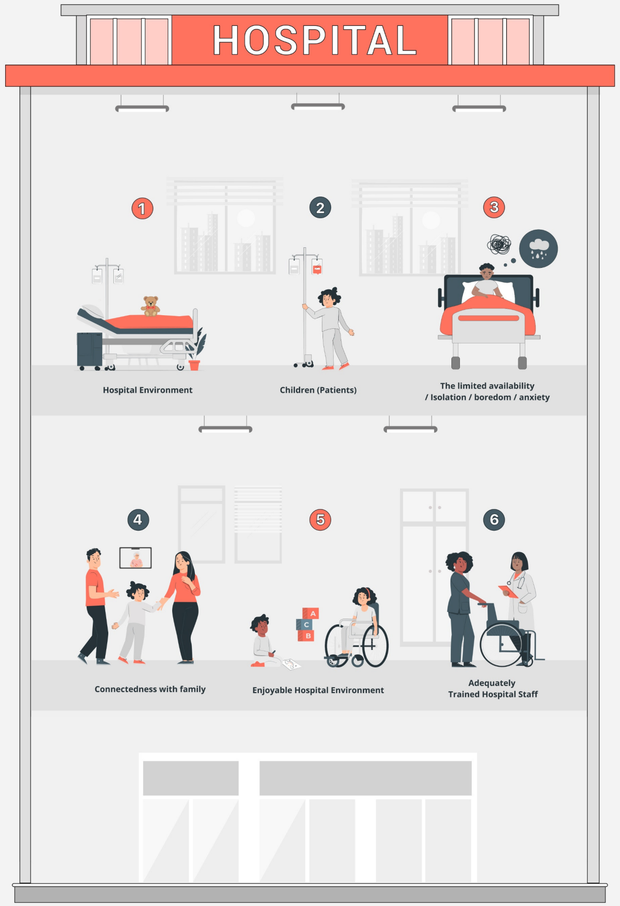
This framework translates qualitative observations into measurable design decisions, bridging evaluation and action

Children Hospital

Heuristic Redefinition

A visual method to understand hospital system and its parts to focus ideation and identify innovation opportunities





Problem Statement Prioritization Matrix

To help entertain long-term hospitalized children, it's important to create engaging and appropriate activities that can be adapted to the hospital environment.

	Good/high	3
	Average/Medium	2
	Poor/Low	1

Problem Statment “How can we ensure that...”	Likelihood of solving the problem statement	Ease of Implementation	Expected impact on JTBD	Total
children have access to **a variety of entertainment options?**	3	3	3	**9**
children **feel connected** to their family and outside world?	2	2	1	**5**
children have opportunities for **physical activity?**	2	1	3	**6**
children’s **educational needs** are met?	1	1	1	**3**
children have **a voice in choosing their activities?**	1	1	3	**5**
activities are suitable and adaptable for children with **various medical conditions?**	1	1	3	**5**
children’s **mental health** is supported through entertainment?	3	2	3	**8**
children feel comfortable through **the hospital environment?**	1	1	3	**5**
staff and children’s relationship helps improve hospitalization experience?	1	2	2	**5**
staff have adequate resources and training to personalize and deliver entertainment to each child’s needs?	3	1	3	**7**

Innovation Opportunities

- **Implementing virtual reality (VR) experiences** tailored to pediatric patients offers a novel approach to entertainment and therapy.
- Use **games and craft activities** designed to manage stress and anxiety, enhance mood, and promote emotional resilience.
- **Specialized training programs** on a platform to educate staff on how to effectively use entertainment as a tool for emotional support and therapy.

SCAD SERV 727 / Professor Ricardo Martins

Bingqing Li / Hardik Kumawat / Jungah Lim / Lujia Xu / Periyuan Yu

✳ Data Visualization

9 Windows (System Thinking Framework)

The “Plan a Family Vacation” project applies the 9 Windows method, a systems-thinking tool that analyzes a challenge across:

- Past, Present, and Future
- Super-system, System, and Sub-system

By mapping how vacation planning evolved over time and across system levels, the visualization reveals shifts in user behavior, technology integration, and service touchpoints. This method helps identify emerging opportunities, such as AI-assisted trip planning and immersive VR travel experiences.

The 9 Windows framework allows us to:

- Understand contextual evolution
- Detect patterns of change
- Anticipate future innovation directions



Project Link is here:

HomeDepot Smooth Shopping Upgrade Plan

Home Depot Smooth Shopping Upgrade Plan redefines the retail experience through a service design lens. Rather than optimizing isolated touchpoints, I deconstructed the entire end-to-end shopping system—mapping tasks, friction points, and cross-channel interactions—to uncover structural inefficiencies and strategic opportunity areas. By translating complex user behavior into clear, system-level solutions, I positioned design not as surface enhancement, but as a driver of operational clarity, customer efficiency, and scalable service innovation.