

HANNAH PORTER
INTERIOR DESIGN PORTFOLIO

WHY I DESIGN

I design to make people comfortable and to make their lives easier. I am passionate about green design and sustainable design to improve quality of life for all living organisms. We spend 90% of our time indoors, so where better to have a direct effect on people? Ultimately, I want the spaces I design to help people perform the tasks they need to do while subtly influencing their mood, productivity, and health. I also enjoy including interactive elements and aesthetics that make people stop and stare and see something a little different every time they come into the space, which is why I enjoy visual complexity. I design to make people the best people they can be.

TABLE OF CONTENTS

- | | | | |
|----|--|----|--|
| 01 | COMMERCIAL
<i>middle school thesis</i> | 07 | OUTDOOR
<i>urban park</i> |
| 02 | COMMERCIAL
<i>willow chapel</i> | 08 | OUTDOOR
<i>STEM playground</i> |
| 03 | COMMERCIAL
<i>magnolia at robbins sanford</i> | 09 | HUMAN CENTERED DESIGN
<i>Yendi, Ghana</i> |
| 04 | COMMERCIAL
<i>digestive health clinic</i> | 10 | PROFESSIONAL WORK
<i>2019 - 2023</i> |
| 05 | RESIDENTIAL
<i>loft renderings</i> | 11 | GRADUATE WORK
<i>research paper abstracts</i> |
| 06 | RESIDENTIAL
<i>wellness house</i> | 12 | PERSONAL WORK
<i>and resume</i> |

01 MIDDLE SCHOOL THESIS

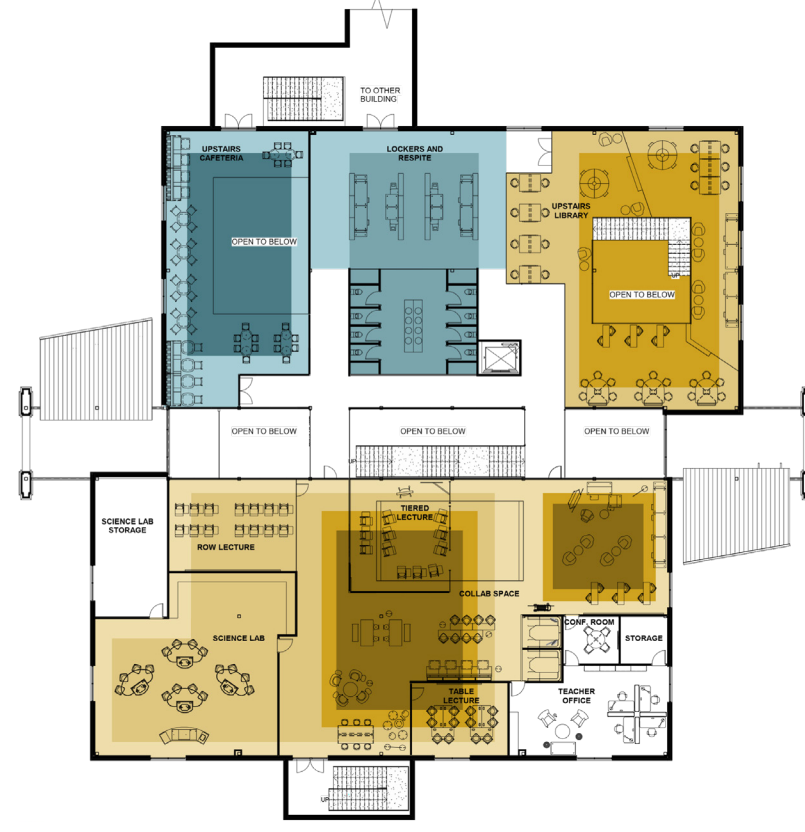
4TH YEAR - INDV. PROJECT - CORPORATE
 ENSCAPE - CONCEPT DEVELOPMENT - ARCHITECTURAL FEATURES

This middle school is a charter school with a **STEAM-based curriculum** that emphasizes personal development through **autonomous** and **collaborative** education and an environment that promotes **flexibility** and **ownership**. The floor plan design was heavily influenced by research done of **Maslow's Motivation Model**.

FIRST FLOOR

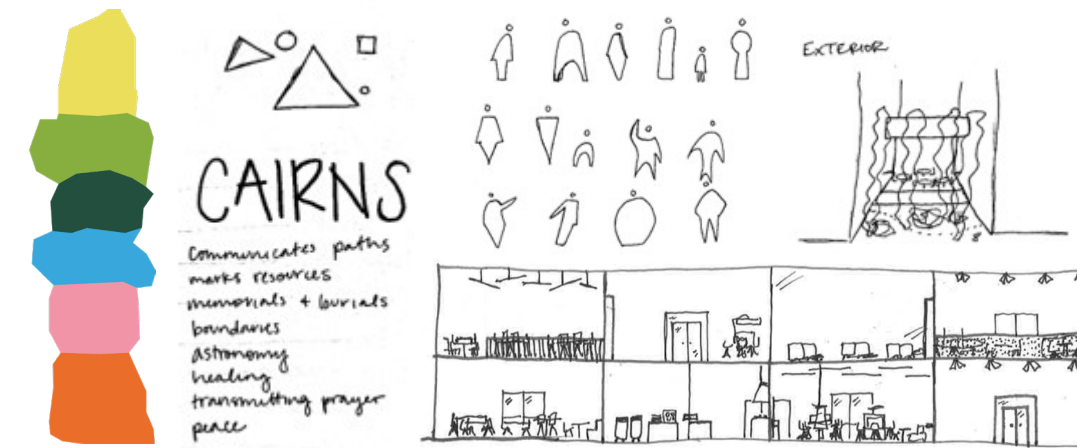


SECOND FLOOR



- Physiological Needs
- Belonging Needs
- Cognitive Needs
- Self Actualization
- Safety Needs
- Esteem Needs
- Aesthetic Needs
- Transcendence

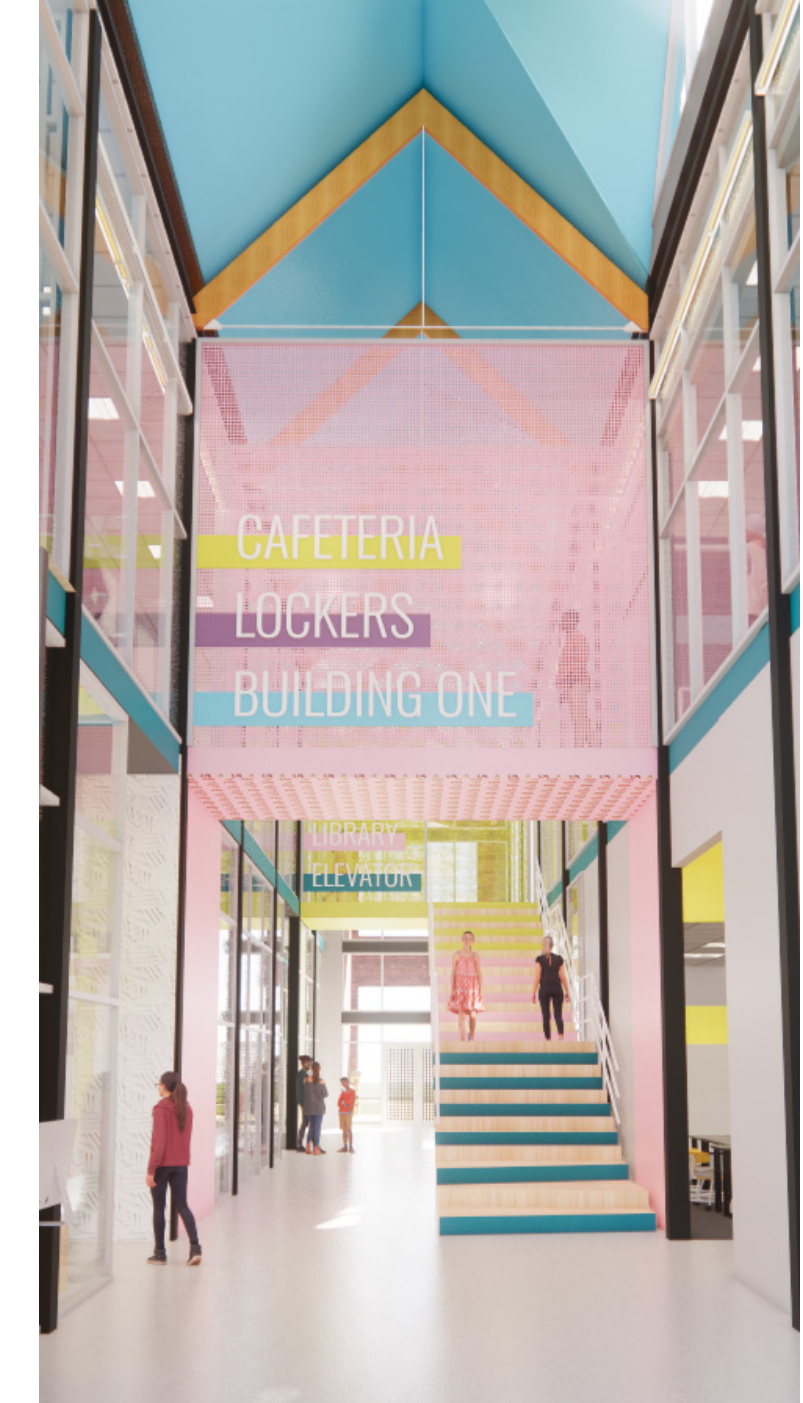
CONCEPT EXPLORATION



UPSTAIRS LIBRARY



BUILDING ENTRANCE



DOWNSTAIRS LIBRARY



Classzones consist of lecture rooms, labs, and a collaboration space broken down for the **different types of learners**. Each serve a **different classroom need**. Each furniture area is designed to fit the needs of different types of learners. The **learner groups** are visual, kinesthetic, auditory, stress, ease, scribble, teach, and copy learners.

CLASSZONE AXONS



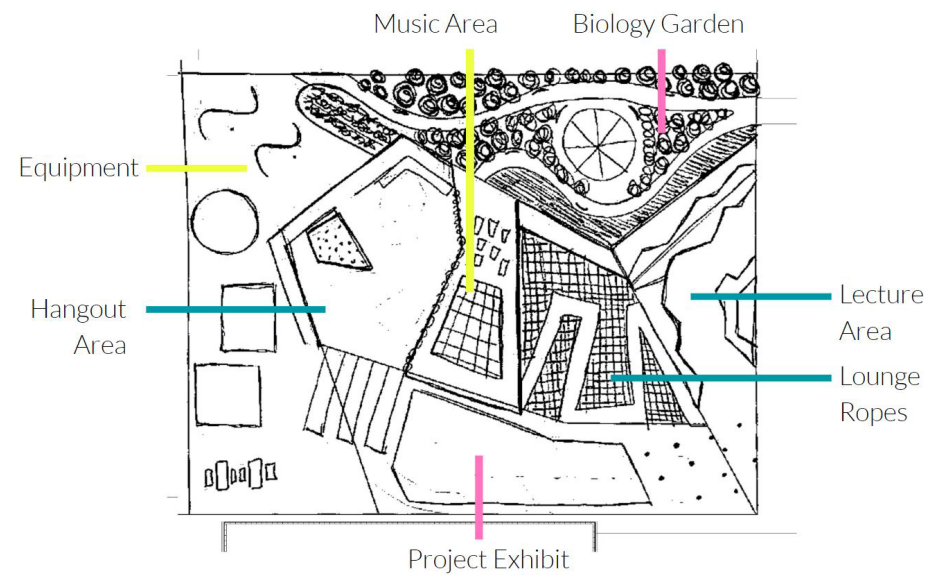
STEAM CLASSZONE



MATH CLASSZONE



PLAYGROUND CONCEPT DEVELOPMENT

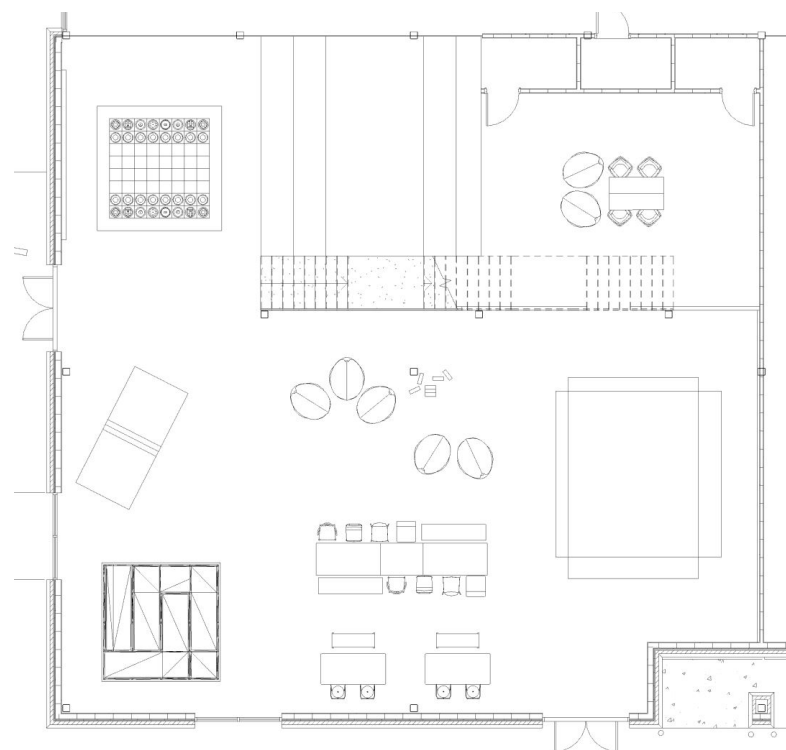


This is an outdoor learning center for students to explore in an innovative and inclusive environment that promotes curiosity, failure, and discovery in a sophisticated way. This system promotes holistic health and can be used by teachers to further the learning experience, especially for STEAM related subjects. Students are the main focus, making sure that Maslow's Motivation Model needs have been met throughout the area. There are spaces for students to display their own work, and community involvement is encouraged through the vegetable garden and the exhibition area. Overall, the outdoor learning center is focused on humans and especially the students on the grounds.

PLAYGROUND



INDOOR PLAYGROUND



INDOOR PLAYGROUND



WILLOW CHAPEL

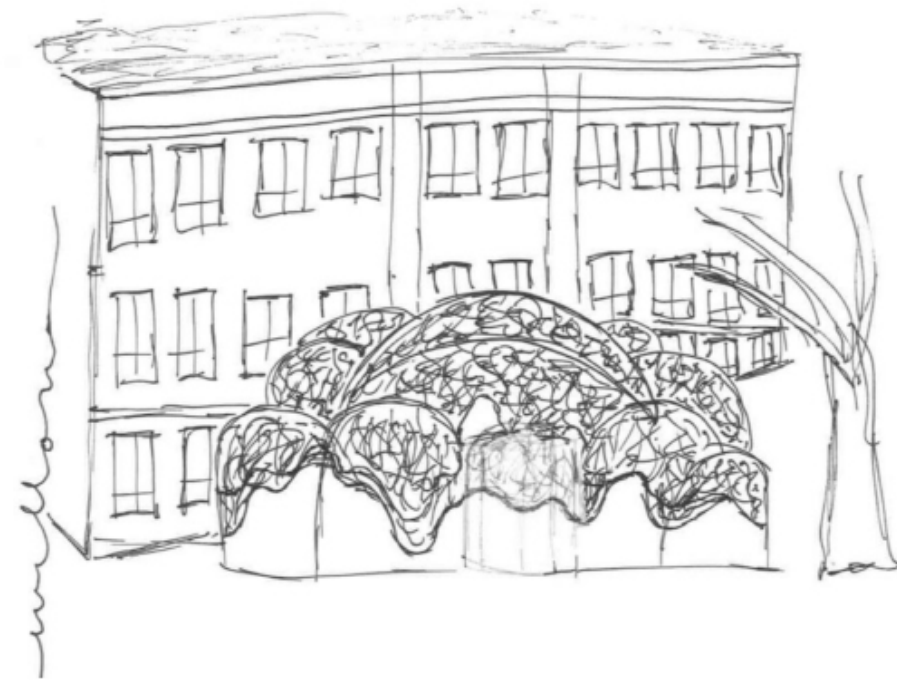
1ST YEAR SPRING - INDV. PROJECT - SPIRITUAL
 SKETCHUP - CONCEPT DEVELOPMENT - SPACE PLANNING

A university is creating a new chapel. It is designed to be a comforting space for students. The chapel will provide a space of **solace** to those in need of **self-reflection, comfort** or **peace**. The chapel is inspired by a **willow tree**.

FLOOR PLAN



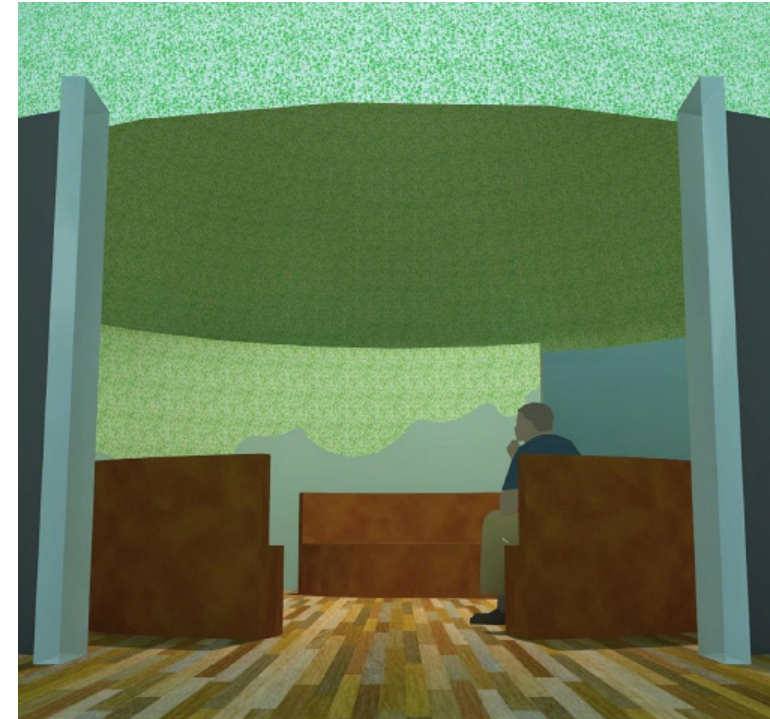
EXTERIOR SKETCH



CONCEPT EXPLORATION



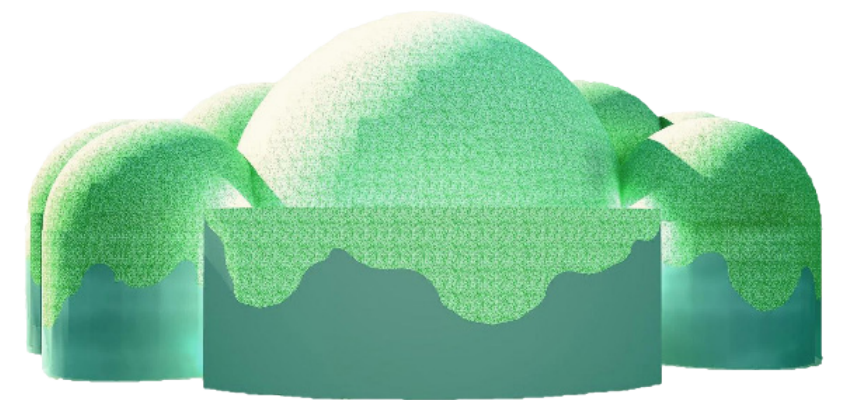
COMMON ROOM



PRIVATE ROOM



EXTERIOR VIEW

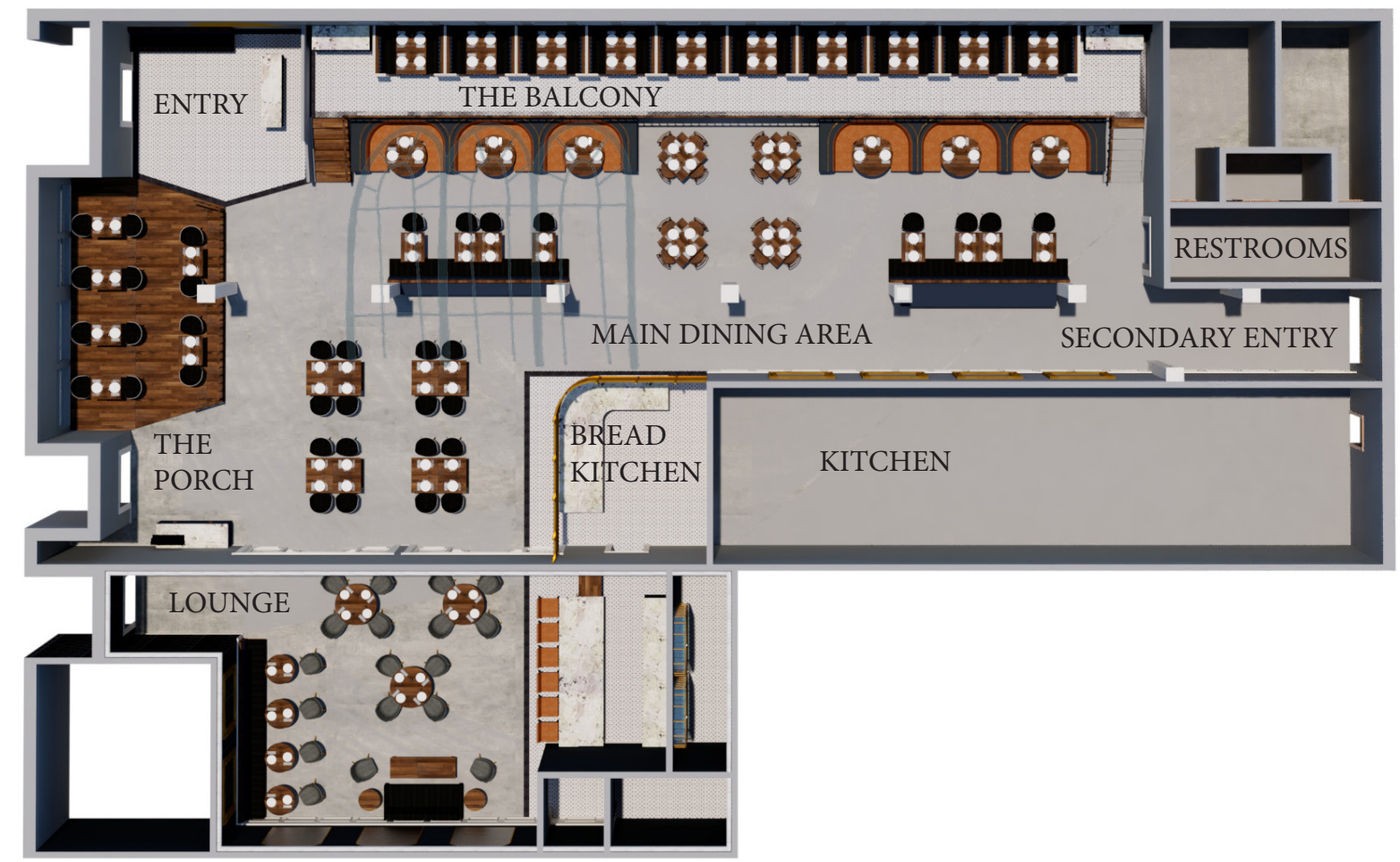


03 MAGNOLIA @ ROBBINS SANFORD

3RD YEAR SPRING - TEAM PROJECT - FINE DINING RESTAURANT
INTERDISCIPLINARY COLLABORATION - REVIT - PHOTOSHOP

This restaurant creates a **fine dining experience** that feels **authentic** and **refined**. Traditional design and magnolias portray a sense of **elegance** with strong lines and unique textures that create **natural** and **simplistic beauty**.

FLOOR PLAN



ENTRY



BOOTH SEATING



THE LOUNGE



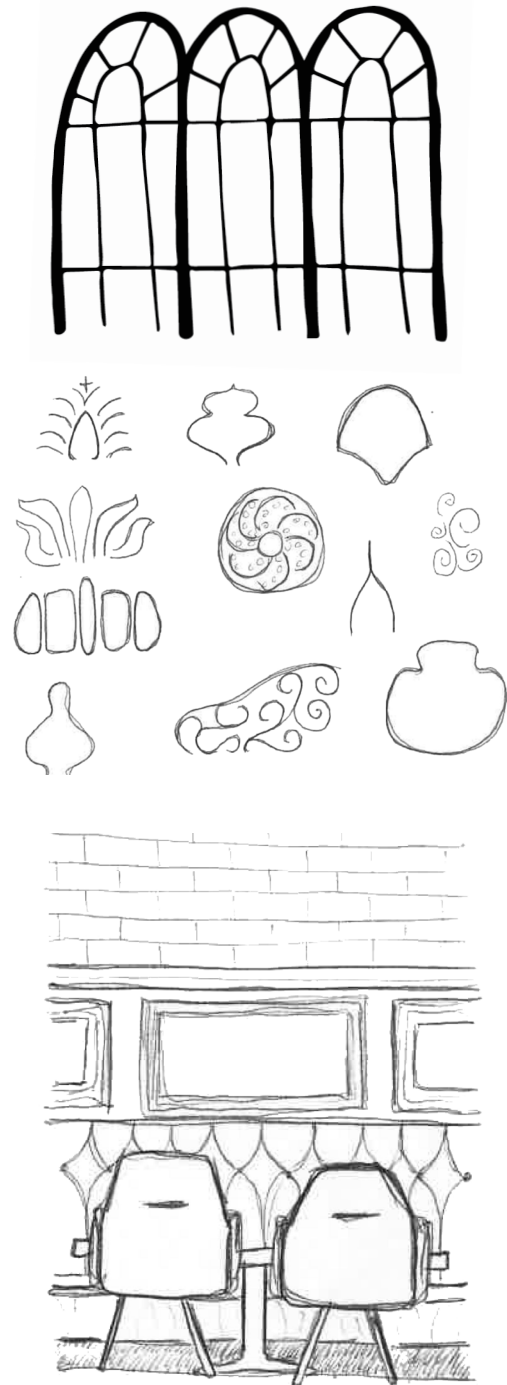
THE BREAD KITCHEN



MAIN SEATING AREA



CONCEPT EXPLORATION



GALLERY PRESENTATION

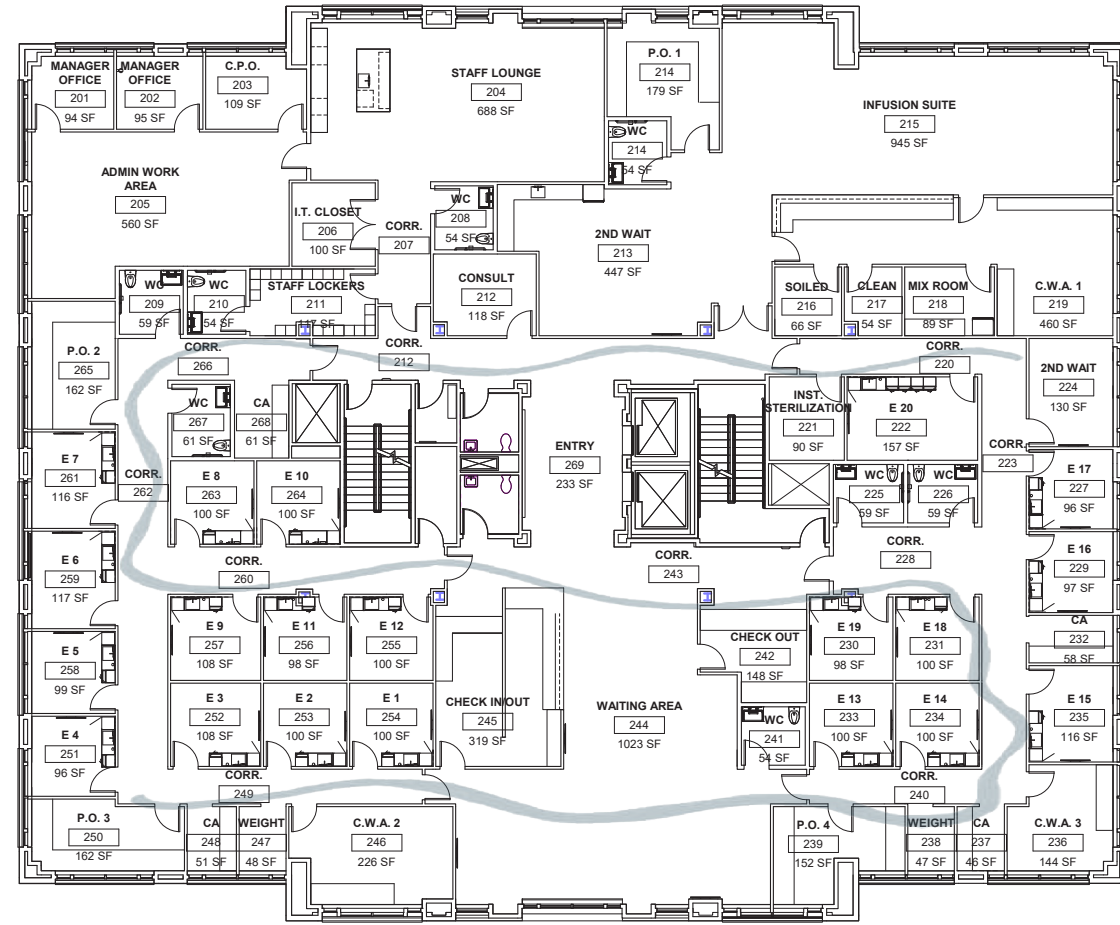


DIGESTIVE HEALTH CLINIC

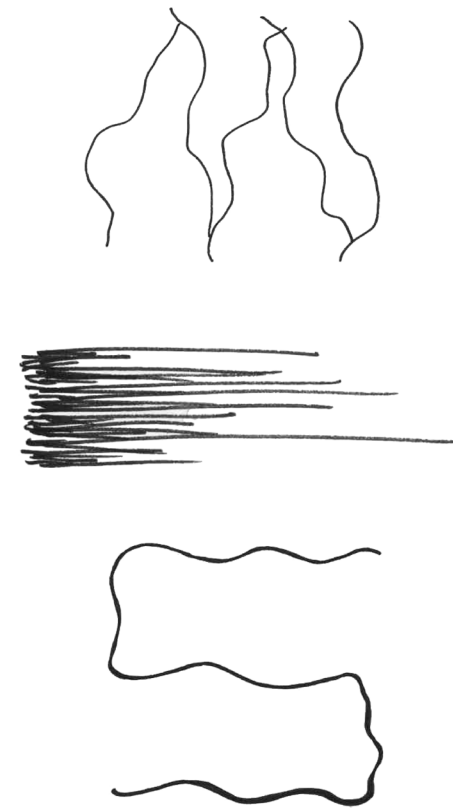
4TH YEAR FALL - INDV. PROJECT - CLINIC
SPACE PLANNING - REVIT - WORKING DRAWINGS

The clinic provides users with a sense of **tranquility** and relaxation. It is **easy to navigate** and allows users to get in and out quickly and efficiently. It is inspired by canyon **flow, forms, and colors** found in them. Included in the space is the latest healthcare furniture and technology to be sure the patient experiences is **Innovative** and **seamless**.

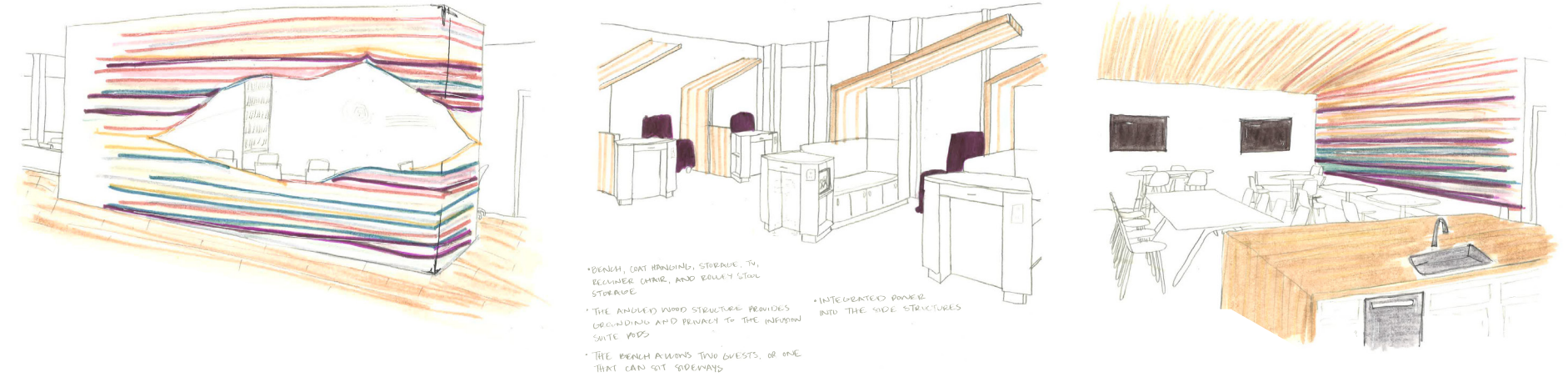
FLOOR PLAN



CONCEPT EXPLORATION



SCHEMATIC RENDERINGS



WAITING ROOM



EXAM ROOM



RECEPTION



HALLWAY



INFUSION SUITE



STAFF LOUNGE



LOFT RENDERINGS

2ND YEAR FALL - INDV PROJECT - HIGH END RESIDENTIAL
 HAND RENDERING - CONCEPT DEVELOPMENT - COLOR THEORY

The loft was inspired by the **forms, colors, and patterns** of tagines, which is Moroccan cookware that uses a marginal amount of water. These elements combine to create a **lively, detailed** space.

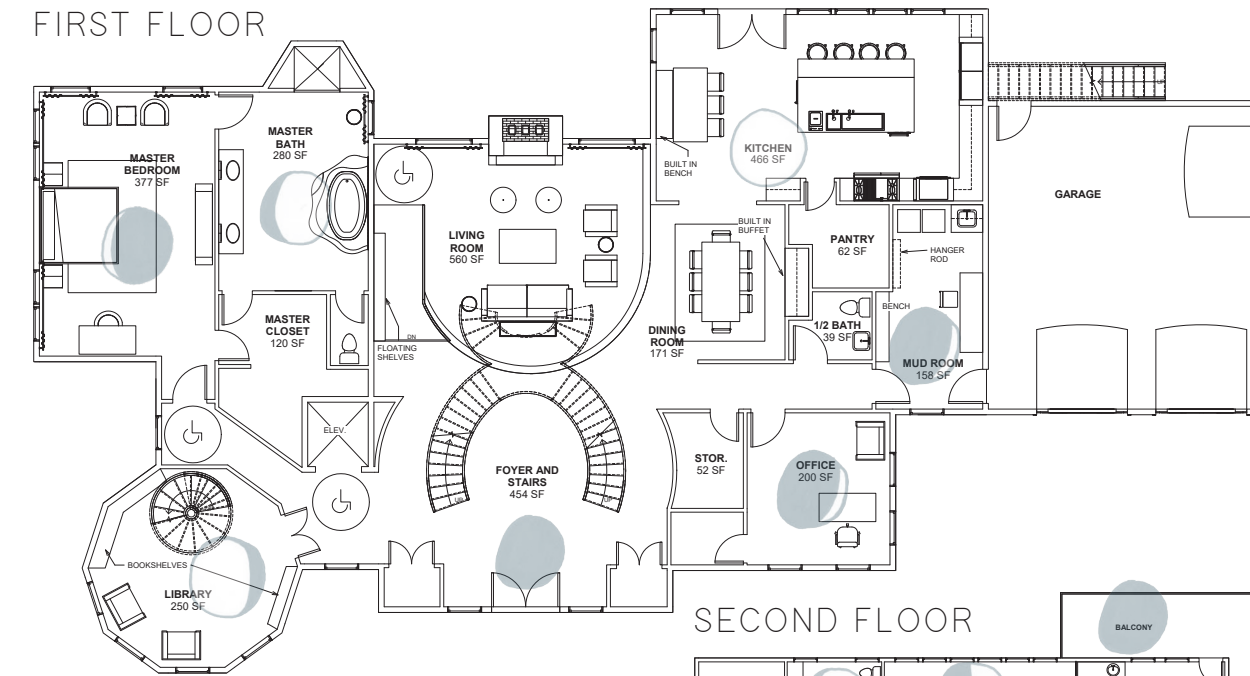


WELLNESS HOUSE

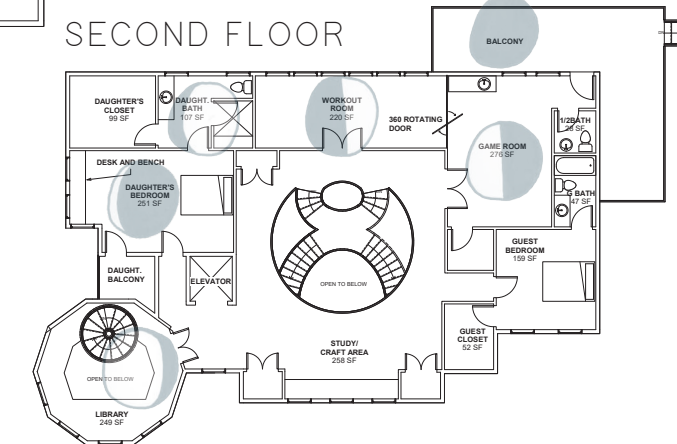
2ND YEAR SPRING - INDV. PROJECT - HIGH END RESIDENTIAL
 REVIT - SPACE PLANNING - CONCEPT INTEGRATION

This wellness house, from **evidence-based** design research, promotes **healthy behaviors**, exercise, and sustainability. Inspiration from the moon and tides can be seen in **movement** and **calm** curves to promote relaxation and **rejuvenation**.

FIRST FLOOR



SECOND FLOOR



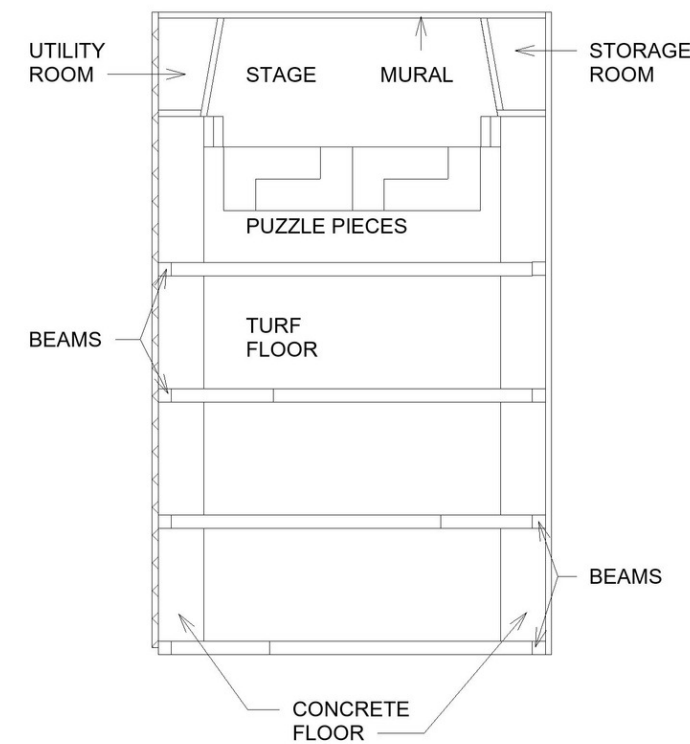
- NEW MOON
new beginnings
- ◐ WAXING CRESCENT
set intentions
- ◑ FIRST QUARTER
take action
- ◒ WAXING GIBBOUS
refine and hone
- FULL MOON
harvest endeavors
- ◑ WANING GIBBOUS
introspect
- ◐ THIRD QUARTER
release and let go
- ◒ WANING CRESCENT
surrender
- NEW MOON
new beginnings

URBAN PARK

3RD YEAR FALL/SPRING - TEAM PROJECT - OUTDOOR
COMMUNITY INVOLVEMENT - CLIENT MEETINGS - CONSTRUCTION OBSERVATION

The urban park provides a space for people to gather as a **community**, **fellowship**, play **games**, or hold **concerts**. The park is designed to be **flexible** and **reconfigurable** for a variety of performances.

FLOOR PLAN



In 2019, Searcy won "My Small Town Revolution", a Hulu competition where people come and renovate the downtown area. This project was chosen and they **brought our vision to life**.

RENDERING



PHOTO OF THE NEW PARK



STEM PLAYGROUND

3RD YEAR FALL-PRESENT - MULTIDISCIPLINARY PROJECT - OUTDOOR
TEAM COLLABORATION - IDEATION - CONSTRUCTION

The proposed playground design will encourage students to **collaborate** on **problem solving**, **interact** with forces and simple machines, and give students a more **hands-on** experience to STEM objectives.

PLAYGROUND RENDERING



The forces we will incorporate include ropes, pulleys, slides, swings, rotating disks, balancing structures, fulcrums, and other **simple machines**. All the forces and interactions directly correlate to the **Arkansas K-4 science standards**, so teachers can use it for **application lessons** in their **curriculum**. The octagonal pods are **modular** with changeable panels, and all equipment is **intuitive** in use for younger K-3 students.

PULLEY EXAMPLE



Lesson plan with: Musical Pulleys

Kindergarten: take turns pulling on the pulleys slow and fast (or a bigger pull) and observe by listening to the sound differences in the different pulley options

First Grade: Observe how the pulleys work and ask questions about the functions. Do this for each different type of instrument.

Second Grade: Analyze the materials used for the pulley systems and why the designers chose those materials.

Third Grade: Compare the different pulley systems and number of pulleys and how hard or easy it is to move the object the pulley is attached to. Make predictions if you added or took away other pulleys. Observe how the pulleys move the object attached to it and predict what would happen if different objects were attached to the pulleys. After observing, create and test small pulley systems.

HUMAN CENTERED DESIGN

3RD YEAR SUMMER - DESIGN GROUP TRIP

In the summer of 2019, I had the opportunity to travel to Ghana with three other interior designers, two engineers, and one of our professors. We worked with a local group to solve a common issue called "Sakawa". Sakawa is a gang of young men (15-25 year olds) that try to scam people over the Internet. There is a lot of money in this business, and for desperate families, this seemed like the best option for the young men. Our design group facilitated a conference with the leaders and community members of Yendi, Ghana. The design process we led them through consisted of four question: **What is the problem? What if we tried "fill in the blank"? What solutions are impressive? Does this solution work and how can it be improved?** The first day was mainly talking to the people. This group consisted of head chiefs, community leaders, government officials, community members, and the young men themselves. From this meeting, we learned the men didn't want to be part of Sakawa, they just felt it was their only option. **Our design goal was to develop empathy among the youth and the chief leaders.**



Once a problem had properly been identified, group worked together to come up with solutions to lack of viable jobs with their skill sets. Final ideas ranged from the youth learning new skills to do the available jobs, to developing computer companies, to creating an entire business that will help place the youth so they can get good jobs. Ultimately, a non profit was created that I got to name **SPICY: Sakawa Prevention and Intervention Council for Youth**. This non profit will assist in getting the men out of Sakawa and into productive jobs in the society.

PROFESSIONAL WORK

2019-PRESENT - MULTIPLE PROJECTS - EDUCATION RELATED

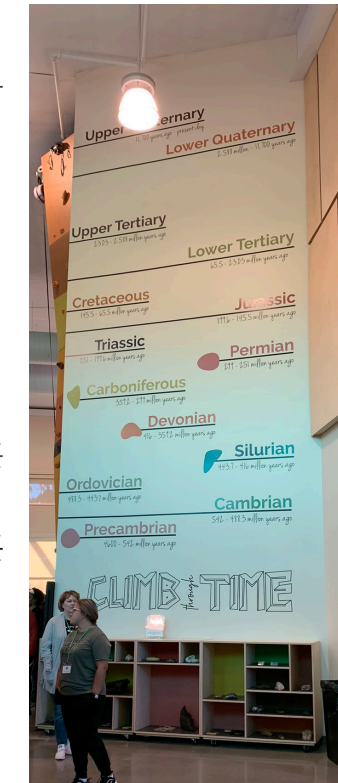
The two projects seen below represent work I have done at REES and LWPB. The rock wall signage was done in 2020 and 2021. Each line **represents a layer of the Earth** based on what year it was believes to be formed. The millwork below holds pieces discovered from those layers. I used **color coordination** to note what object came from which layer. The **"Climb through Time"** was **handrawn and digitally created by me**.

The **sensory hallway** was created for an early childhood addition. The students would walk through the hall and perform different objectives. The flooring is representative of an aerial shot of a river. Student can balance along the light blue flooring and jump along the dark blue flooring. Each set of cardinals leads the students through different exercises to **practice mental, physical, and emotional health**.

SENSORY HALL



ROCK WALL SIGNAGE



GRADUATE WORK

2020-2021 - RESEARCH - APPLYING RESEARCH

I attended OU from 2020 to 2021 and got a Master of Science in Interior Design. This program is research-based, so I wrote many papers and finished by writing a thesis. Below are the abstracts for these papers. Links to each paper can be found at <https://www.middleschooldesignthesis.com/about-me>.

MASTER THESIS - SUPPORTING AND ENCOURAGING MOTIVATION THROUGH INCLUSIVE ENVIRONMENTS AND INCLUSIVE PEDAGOGY IN GIFTED AND TALENTED K-12 STUDENTS IN THE CENTRAL OKLAHOMA REGION

Georgetown University defines inclusive pedagogy as a student-centered approach to teaching that pays attention to the varied background, learning styles, and abilities of all the learners in front of you. This includes gifted and talented students. Inclusive pedagogy must be paired with inclusive environments to be effective. The hypothesis for this study is that inclusive environments, when paired with inclusive pedagogy, will create a sense of belonging and motivate gifted and talented students. Three types of gifted and talented students will be analyzed and will be referred to as gifted underachievers, autonomous learners, and twice-exceptional students. Gifted underachievers have a fixed mindset, autonomous learners have a growth mindset, and twice-exceptional students have some sort of learning, physical, or emotional disability in addition to being gifted. A qualitative survey was conducted to analyze the motivation in students, pedagogy of teachers, and the environmental state of the school building. Questions were based in a new theoretical framework based on the intersection of inclusive environments, inclusive pedagogy, and motivation. These three areas overlap in a triple circle Venn diagram with autonomy at the center. This Venn diagram is named the Autonomy Venn Diagram. The inclusive environment circle will be rooted in the Six Dimensions of Wellbeing theory from Steelcase. The inclusive pedagogy circle will be rooted in the Inclusive Pedagogical Approach in Action (IPAA) framework. The motivation circle will be rooted in Self-Determination theory from Ryan and Deci. The research found that combining inclusive environments and inclusive pedagogy can increase gifted and talented student wellbeing and motivation through targeted approaches that do not marginalize any students in the process. External factors will always be present, so it is all the more important to cultivate positive and inclusive environments, physically, mentally, and emotionally, for the students that occupy them.

ENVIRONMENT & HUMAN BEHAVIOR - INTERACTIVE EXHIBITION DESIGN IN THE POST-2020 WORLD

As everyone is aware, 2020 was hit with a virus, called COVID-19, that brought the world to a halt. Places like museums and exhibits were closed mid-March and remained closed through the summer and some are still closed (Vankin, 2020). Now, as the world starts to reemerge, there will be many changes, and not just to our physical health. Interactive design must adapt to post 2020 order with new philosophies of social interaction and health standards that affect immersion in exhibitions. How can interactive design in exhibits remain mentally, physically, and environmentally immersive in the post 2020 world when contaminants and the spread of viruses are major social and health issues?

INDOOR ENVIRONMENTAL QUALITY - THE EFFECTS OF CORRELATED COLOR TEMPERATURE AND ILLUMINANCE ON STUDENT PERFORMANCE AND WELLBEING

Interior lighting can have a positive or negative affect on student performance and wellbeing. In this paper, the effects of correlated color temperature (CCT) levels and illuminance levels are explored in depth. Could optimal balance of CCT levels and illuminance levels reduce negative physical effects and improve k-12 student performance and wellbeing?

LEARNING & MOTIVATION - COGNITION AND MOTIVATION IN INTERACTIVE MUSEUM EXHIBITS

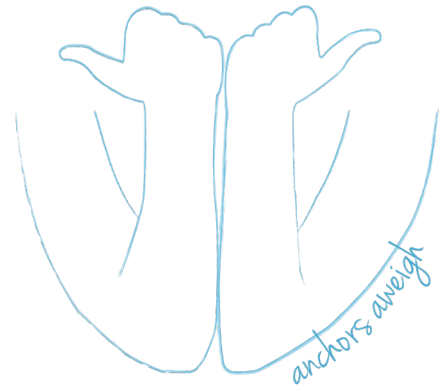
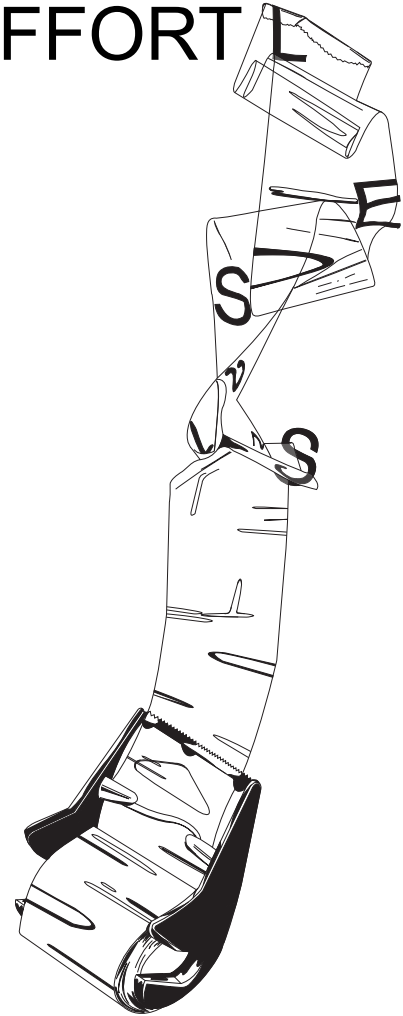
Many of the exhibits at the Science Museum of Oklahoma are engaging, educational, and exciting for the people who come and visit. However, the museum staff and administration recently noticed that the light and color exhibit is vacant more often than not. To bring people back to the exhibit, the museum administration asked design firms to brainstorm ideas on how to make the exhibit more engaging, educational, and exciting to any visitors of the museum. As a designer, I am qualified to assess the situation and provide my opinion on plausible changes to reengage the users. To meet the museum's goals of engagement, education, and excitement, cognition and motivation perspectives will be thoroughly explored. Cognition will support education goals while motivation will support engagement and excitement.

GIS - RETHINKING THE PUBLIC SCHOOL SYSTEM: THROUGH THE LENS OF NORMAN PUBLIC SCHOOLS

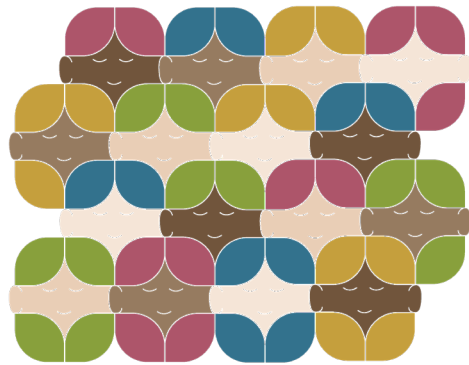
Students spend a lot of time inside their school communities, up to 11,700 hours from kindergarten to 12th grade (Hull & Newport, 2011, in Cheryan et al., 2014). These spaces should be ones that connect students to their community and encourage positive learning. Many schools in Oklahoma are overcrowded and are not easily accessible when it comes to parking and safe walking routes (LaVictoire, 2019; Carter, 2021). The issues listed apply to many schools in the Norman Public School district. An analysis of the current school locations and populations was conducted to measure diversity and community. The goal of this analysis is to identify potential satellite and nucleus school locations. Satellite schools are defined in this study as small school locations that feed into larger nucleus locations.

PERSONAL WORK

EFFORT



1 - Social club sticker (2019), 2 - Friend's house postcard (2020), 3 - VBS tshirt design (2022); all done in Adobe Illustrator

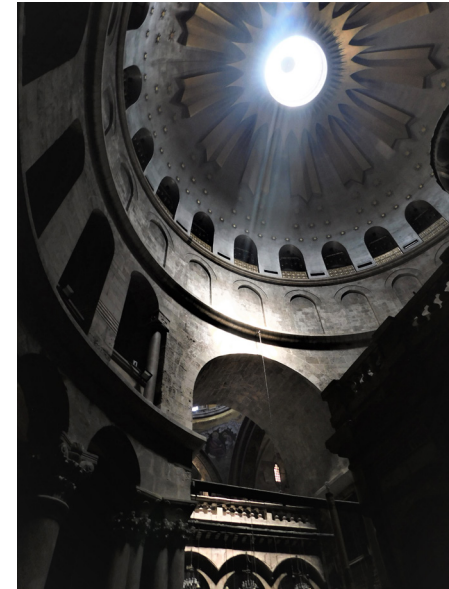


1 - EWES camp tshirt (2022), 2 - Social club tshirt (2019), 3 - Architecture History bookmark (2019); all done in Adobe Illustrator

Graphic design project
Spring 2018
Adobe Illustrator



Cyprus - amphitheater steps



Jerusalem - Holy Sepulchre



Lisbon - top of the elevator



DC - Lincoln Memorial



Rome- Coliseum



Greece - Delphi music



Spain - Sagrada Familia



DC - Natl Building Museum

I have had the opportunity to travel many places in my life including Greece, Israel, Cyprus, Italy, Spain, Portugal, France, Ireland, Ghana, the United Kingdom, and Washing D.C. These pictures represent some of my favorite places I've been.

Hannah Porter

LEED Green Associate, WELL AP

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SKILLS

Revit	●●●●●●
SketchUp	●●○○○○
Enscape	●●●○○○
Adobe Photoshop	●●●●○○
Adobe InDesign	●●●●●○
Adobe Illustrator	●●●●●○
Microsoft Word	●●●●●●
Microsoft PowerPoint	●●●●●●
Bluebeam	●●●○○○

EDUCATION

University of Oklahoma

Norman, OK - December 2021 - 4.00 GPA

Master of Science in Interior Design
CIDA Accredited

Harding University

Searcy, AR - May 2020 - 3.94 GPA

BFA Interior Design, CIDA Accredited
Minor in Mathematics

Harding University in Greece

Porto Rafti, Greece - May-August 2018

Traveled throughout Greece, Cyprus, Israel, Italy, Spain, Portugal, the UK, and France

WORK EXPERIENCE

Interior Design Associate at LWPB | an LDG Company

Norman, OK - December 2021-Present (full-time)

May 2021-Decemeber 2021 (intern)

Experiences

- developed finish schemes for various Oklahoma schools
- performed facility assessments
- space planned new gyms, libraries, and ancillary school spaces
- designed an interactive sensory hallway for elementary students
- conducted multiple client meetings
- created construction document sets for large scale projects
- performed construction administration for interiors
- attended A4LE conference in 2022
- organized and scheduled office events and rep meetings

Adjunct Professor for Harding University

Remote - August 2021-Present

Experiences

- taught 2 semesters of Revit where students learned how to use Revit from basic functions to creating renderings and a set of construction documents
- taught 1 semester of Building Systems and Codes where students learned the IBC, NFPA, ADA, and IEQ guidelines
- created all curriculum for each class
- met with classes through Zoom
- assisted students outside of class time
- graded all assignments and projects

Interior Design Intern at REES Associates

Oklahoma City, OK - May 2019-July 2019, July 2020-May 2021

Experiences

- ordered and organized materials library
- created interiors template for projects
- designed themed bunk rooms solo
- attended and presented at meetings
- completed small scale projects
- assisted designers as needed

AWARDS

Girl Scout Gold Award- 2016

LEED Green Associate certification - 2018

WELL AP certification - 2019

NCIDQ certification - 2023

Developed Skills

- graphic design
- computer rendering
- facility assessments
- specialty space planning
- interactive design
- presenting to clients
- large scale construction documents
- construction administration process
- promoting positive office culture

Developed Skills

- verbal communication
- academic guiding
- interactions with students
- developing curriculum
- assessing student abilities and skill development
- deeper understanding of Revit and Codes
- refining curriculum to meet student needs

Developed Skills

- organization
- Revit
- schematic design
- presenting to clients
- becoming familiar with the full design process

ACTIVITIES

Plan, execute, and coordinate VBS

Coordinate a young adults group

Volunteer at many local schools for

various needs

THANK YOU

