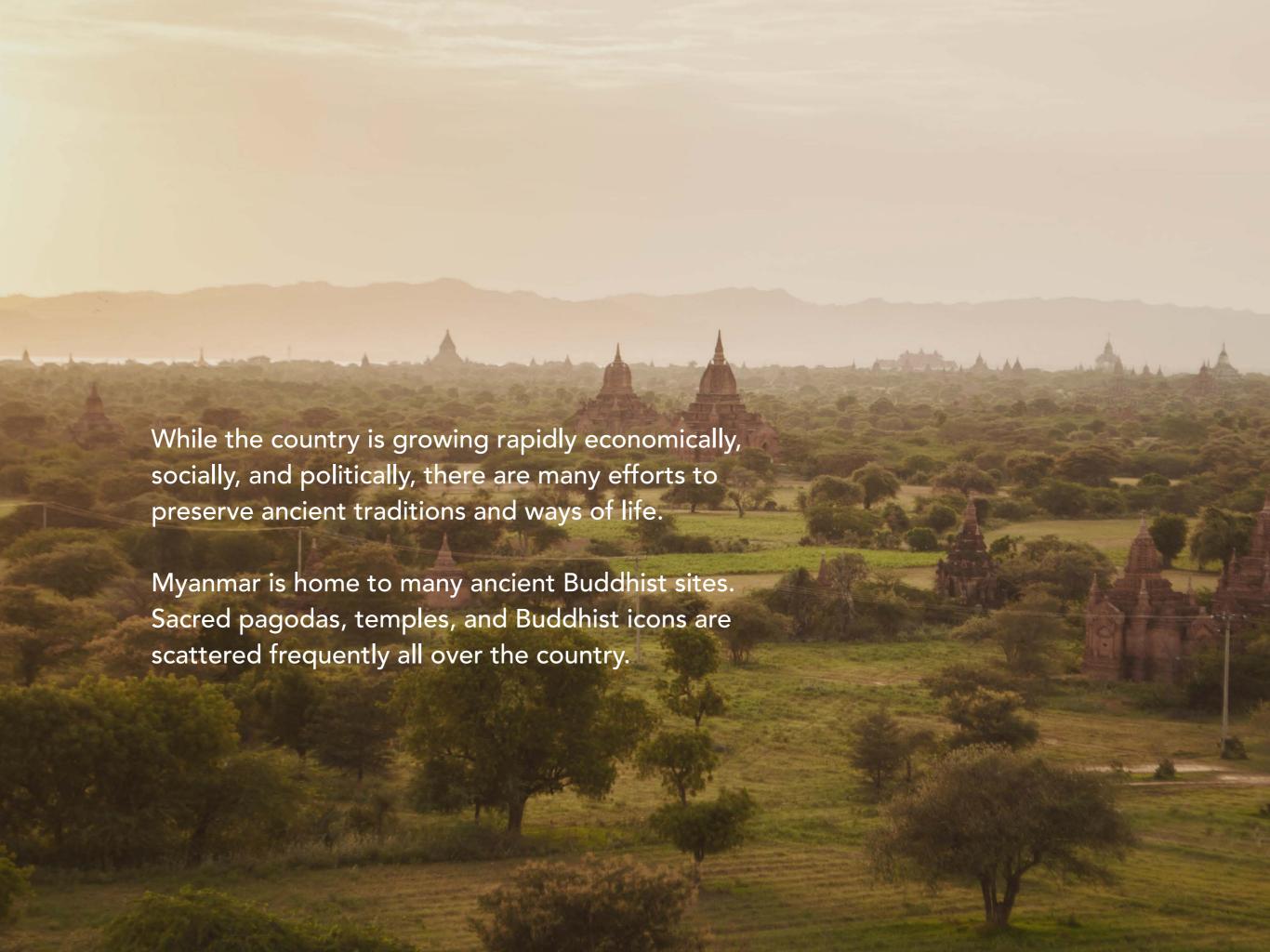


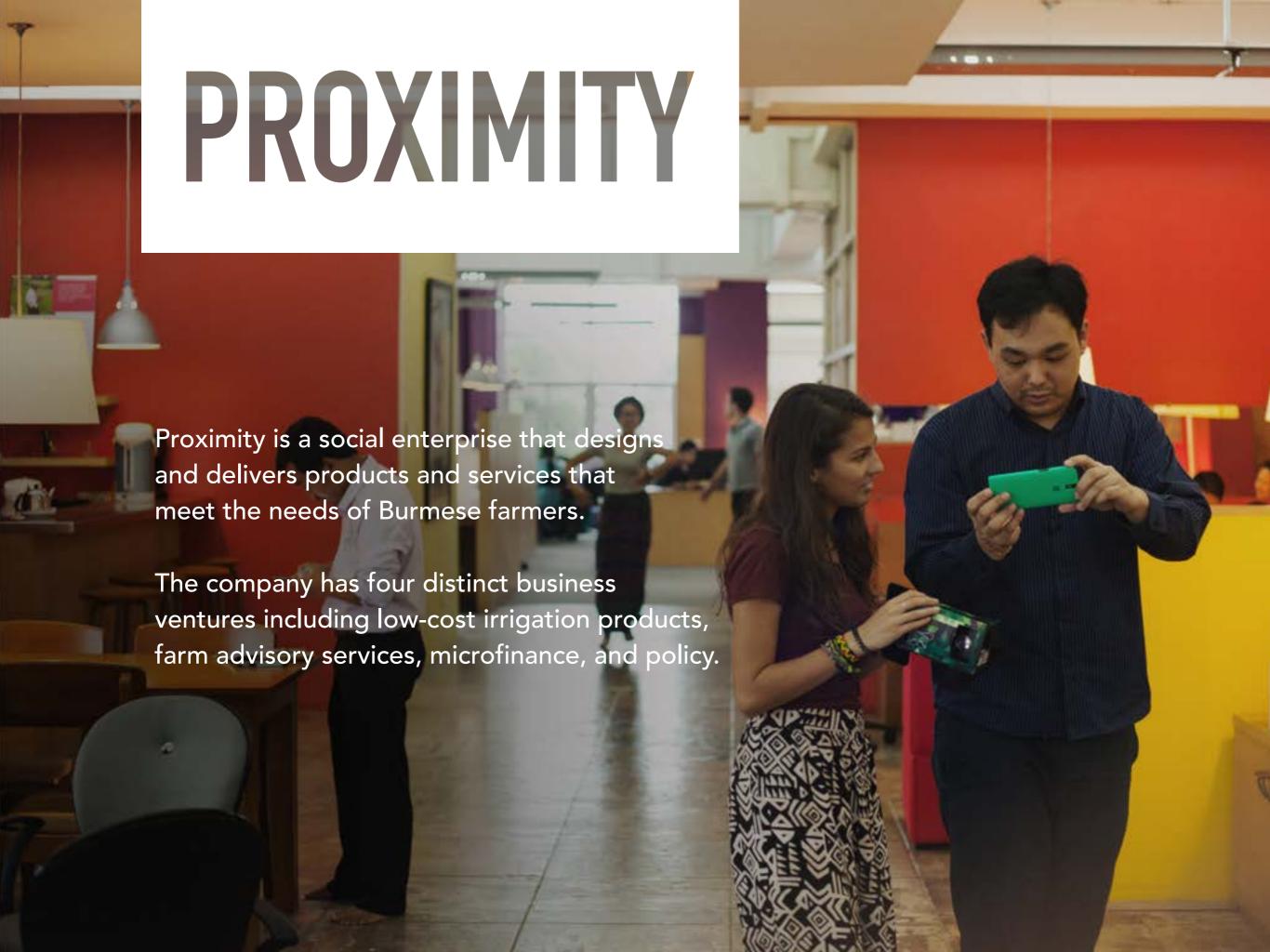
MYANMAR

Myanmar is a country in Southeast Asia bordered by Thailand, Laos, Bangladesh, India and China. For over half a century, Myanmar was under a military regime and therefore isolated from the rest of the world. In 2015 they had their first democratic election, and sanctions that previously hindered growth and development were lifted.









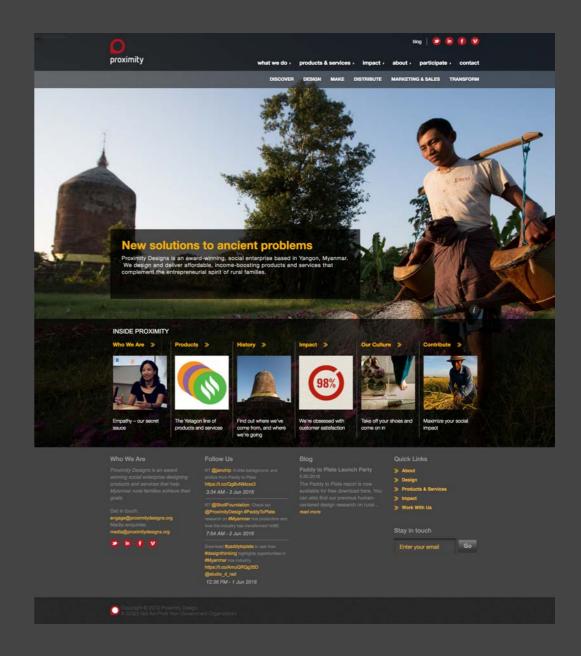


PROJECT

My main task was to redesign Proximity's dated website. As a MDP/Field student, I know how incredibly difficult it is to authentically and responsibly depict impactful design, especially to an audience who might not even know where Myanmar is.

There are so many preconceived notions about what design for development looks like.

Typically, NGO's present themselves in a way that involves images of western ideas being used to solve issues in a developing context. It is difficult to break that mold, even if the company is doing something different.





DOERS & MAKERS

Very Dark

Waste Of Mobile Data

Intimidating

Overwhelming

Doesn't Stand Out

All Over The Place

No Clear Flow

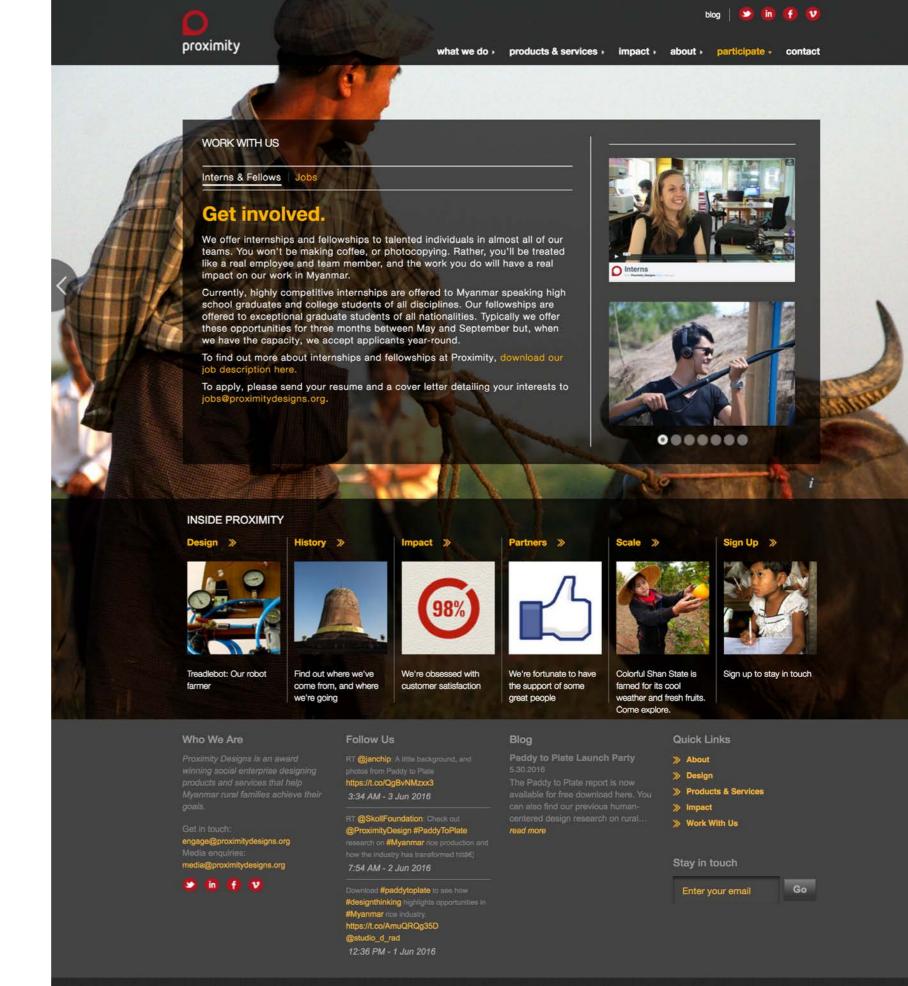
Doesn't Represent Experience

Inconsistent Imagery

Confusing Verbiage

Cluttered

Redundant



INVESTORS

No Clear Path or Flow

Confusing

Info Spread Out Across Site

Harsh Contrast

Generic

Hard to read

Too Much Copy

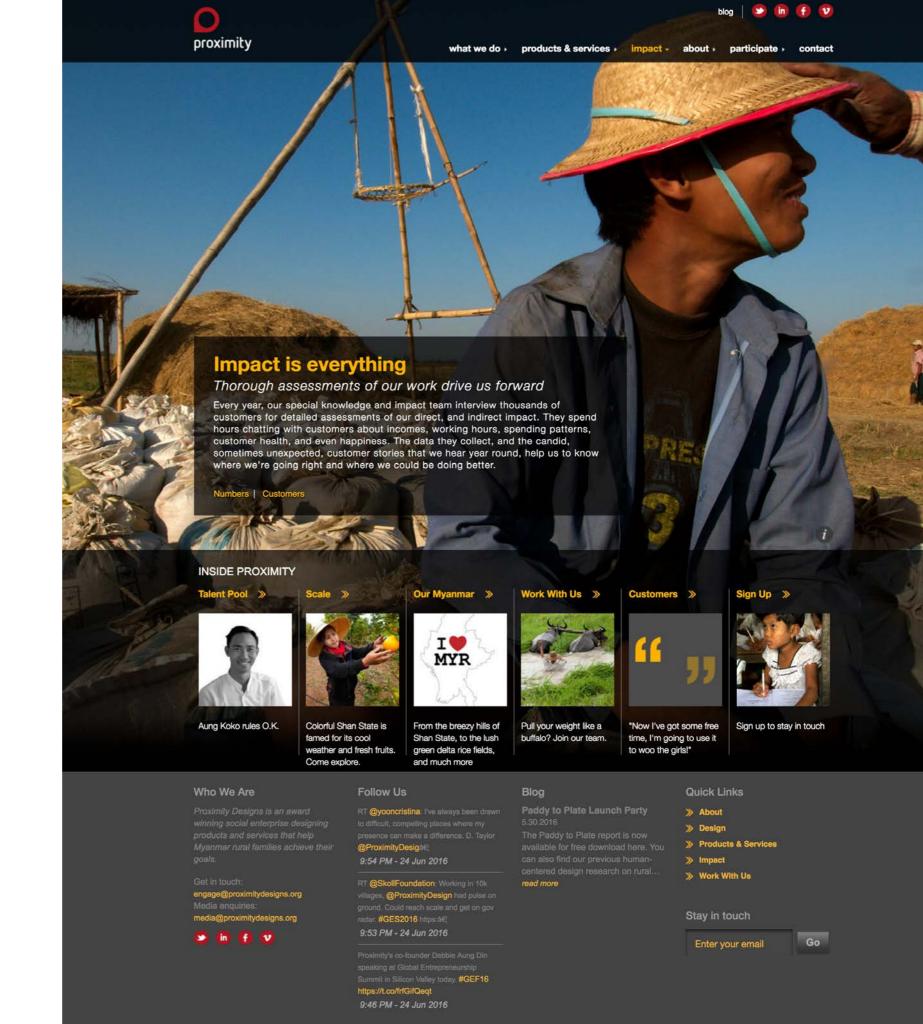
Not Communicative of Ventures

Redundant

Donate Button Is Not Useful

Numbers Are Outdated

Doesn't Show Process



DO GOODERS

Unclear

Navigation is cluttered

Hard to find information

Busy

No focal point

Job listings are confusing

Too many links

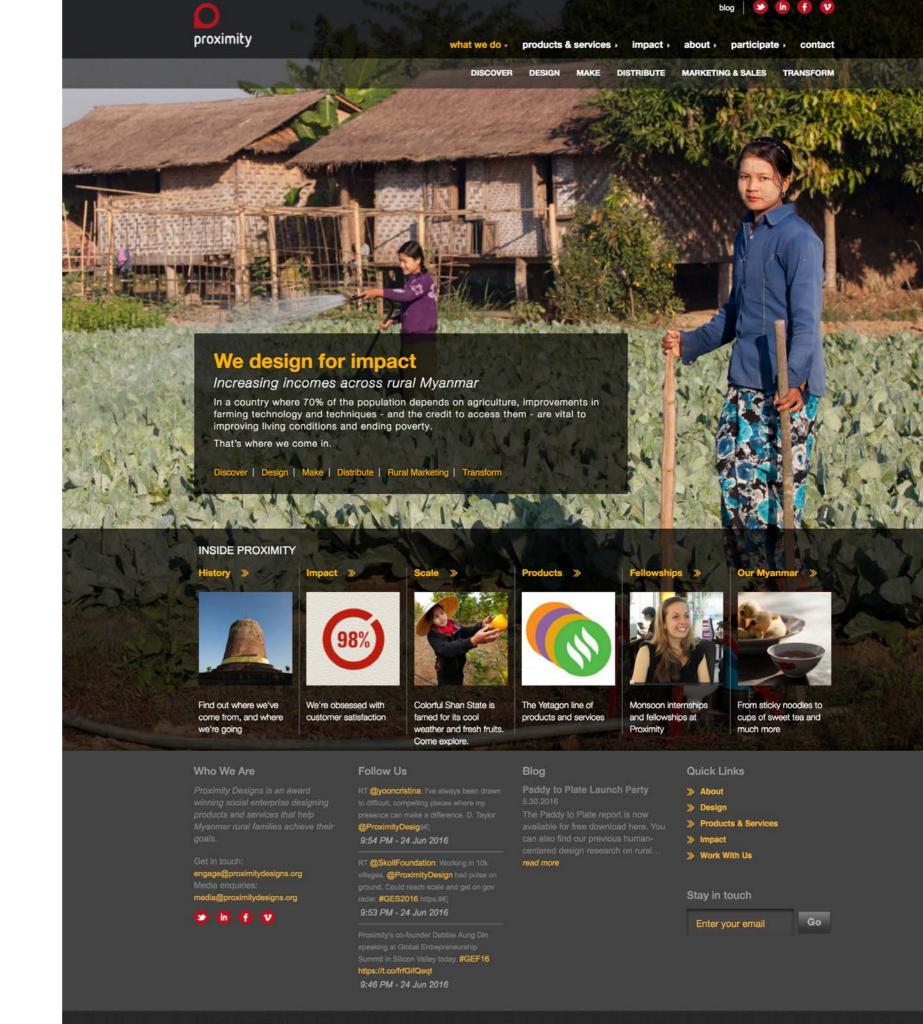
Dated

No CTA

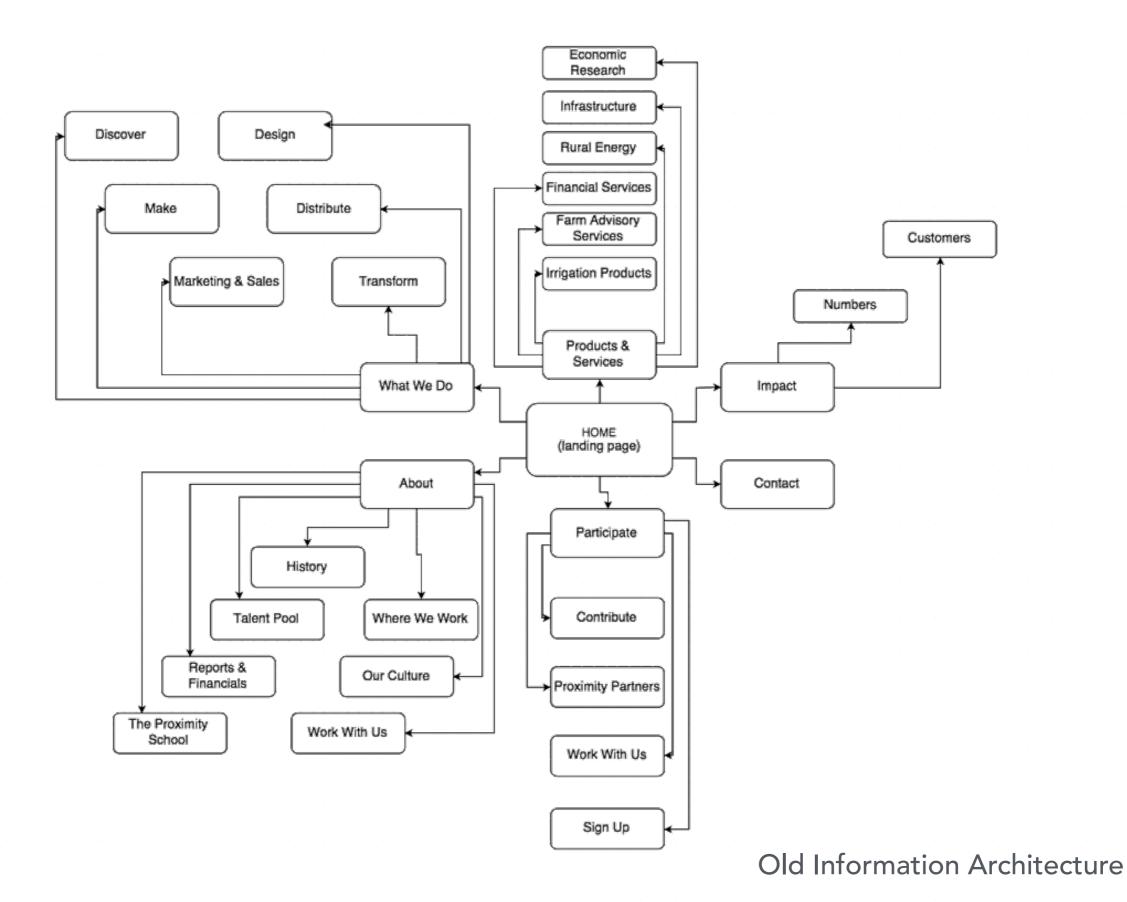
Uninteresting images

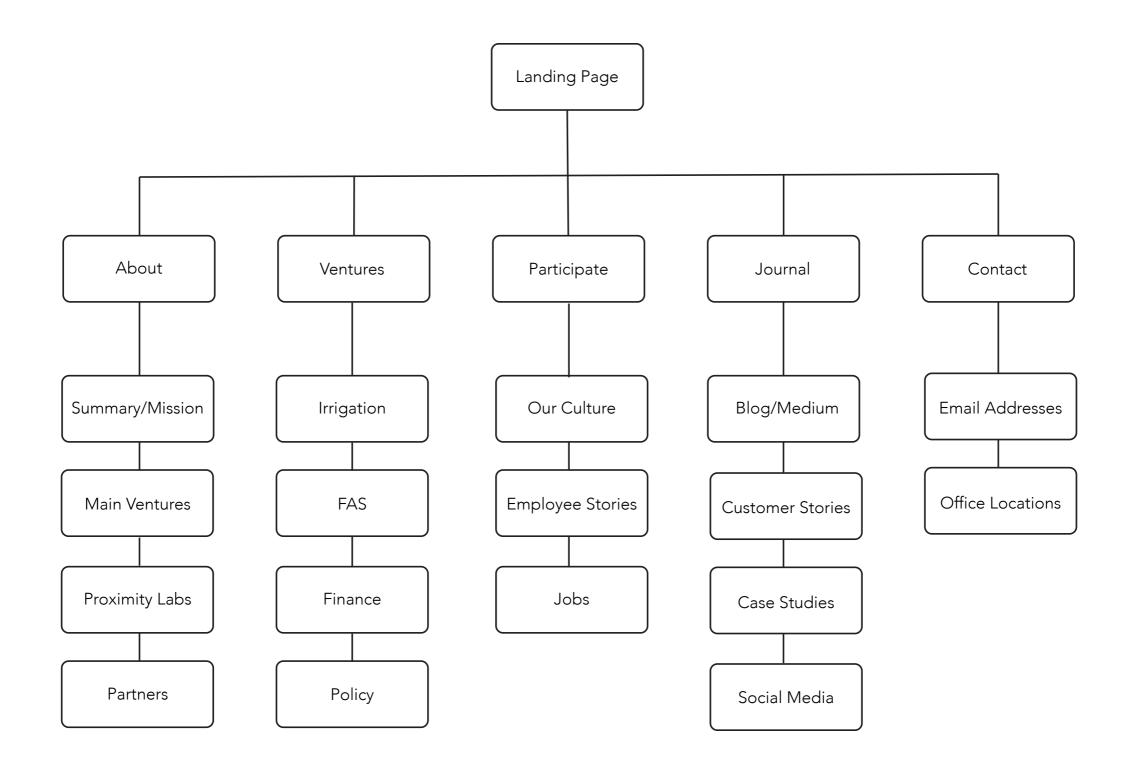
Repetition

Many un-needed elements











Current images convey "results", products and techniques, but no process











It is difficult for an outside audience to differentiate between the Staff and the Customers

Images show Proximity products used by farmers without any evidence that it is what they want, what they need, or that they were involved heavily in the process



Images only tell one part of the Proximity story. Don't at all convey experience at Yangon office





Images should portray and reflect authentic interactions









Process emphasized

Updated product images with new logo



Large images
to create
immersive
experience

















Images by Ko Than Naing, Hinthada, Myanmar

Usually, it was us coming in with the big cameras and fancy equipment, and I wanted to flip that dynamic. I wanted to give agency to the farmer and encourage them to capture images of things they thought an international audience would be interested in. These are some images captured by Ko Than Naing as he gave us a tour of his property.

THANK YOU

From working in the office with Burmese natives, repats, and expats, to hopping on the back of motorcycles to visit remote farms, the fellowship at Proximity was truly an incredible experience. Getting the opportunity to engage with methods that prioritize immersion, field work, and design research was worthwhile and something I will definitely take forward with me in my practice as a designer. In my work, I always look forward to the exchange of knowledge, and I hope I left the team with as many valuable insights about design for development as they left me.

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Khine Min Tun

