

CYBERNINJAZ

Branding and Web design

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PROBELM AND CONCEPT

Cyberninjaz

2014

Cybernnjaz, has gone over many changes and a number of visuals edits sense its debut in 2014. In this portion of documentation you'll see just how the UI and brand became one.

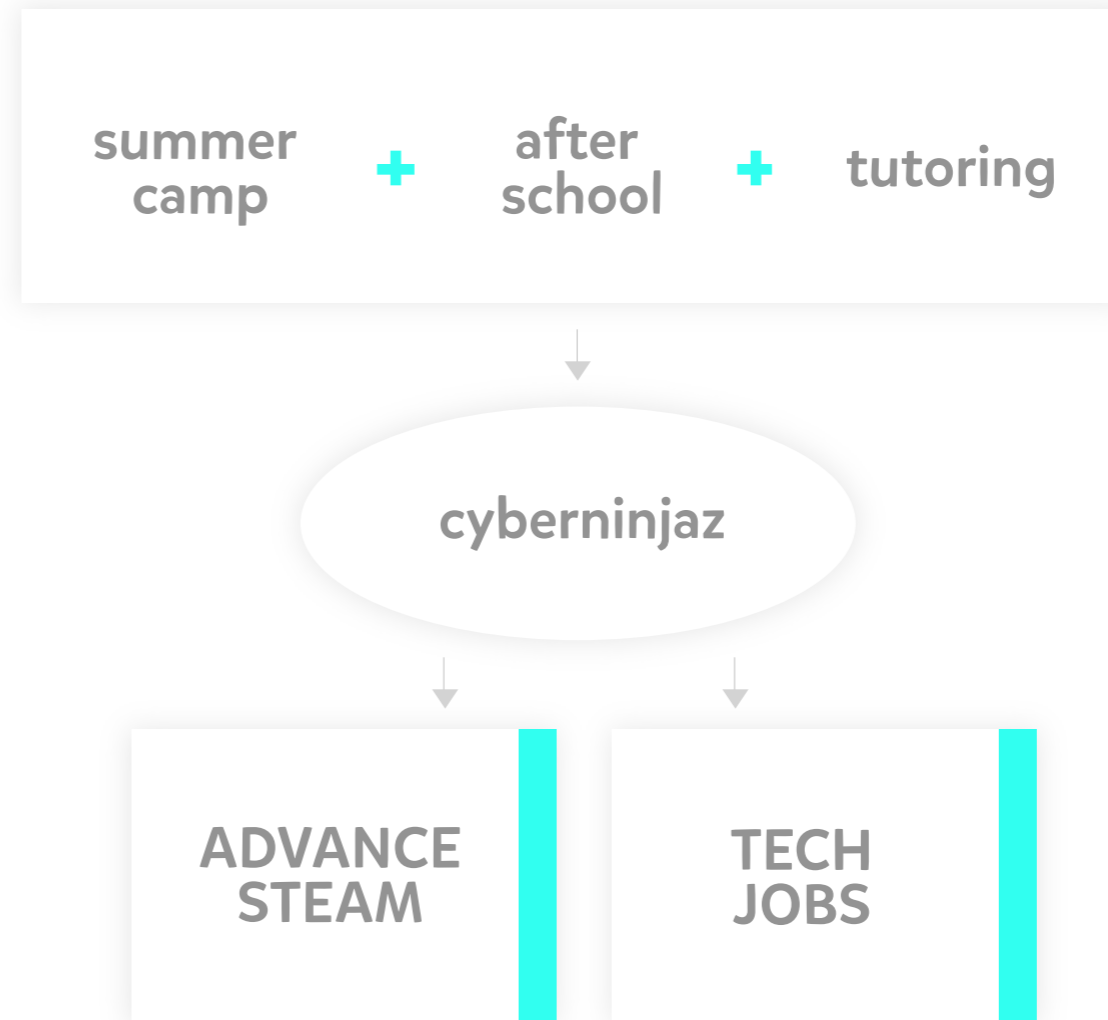


PROBLEM AND CONCEPT - “LETS GET STARTED”

What are we looking for? Cyberninjaz focus on 3 subjects: **Summer Camp, After school, and Tutoring.** Cyberninjaz goal is to merge all three concepts with STEAM education, giving students the tools for various competitive tech fields.

Notes

- 1 Family friendly, educational, and creative.
- 2 Secondary source of educations.



PROBLEM AND CONCEPT - “THESIS”

Cyberninjaz is a summer camp and technology company founded in 2014 by a group of educators and professionals with a passion for education and workforce development. Our goal is to help kids and young adults develop into more educated, disciplined, empowered, and well rounded individuals with the skills needed to work in the modern digital era.



Notes

- 1 The goal is to introduce new and exciting tech projects.



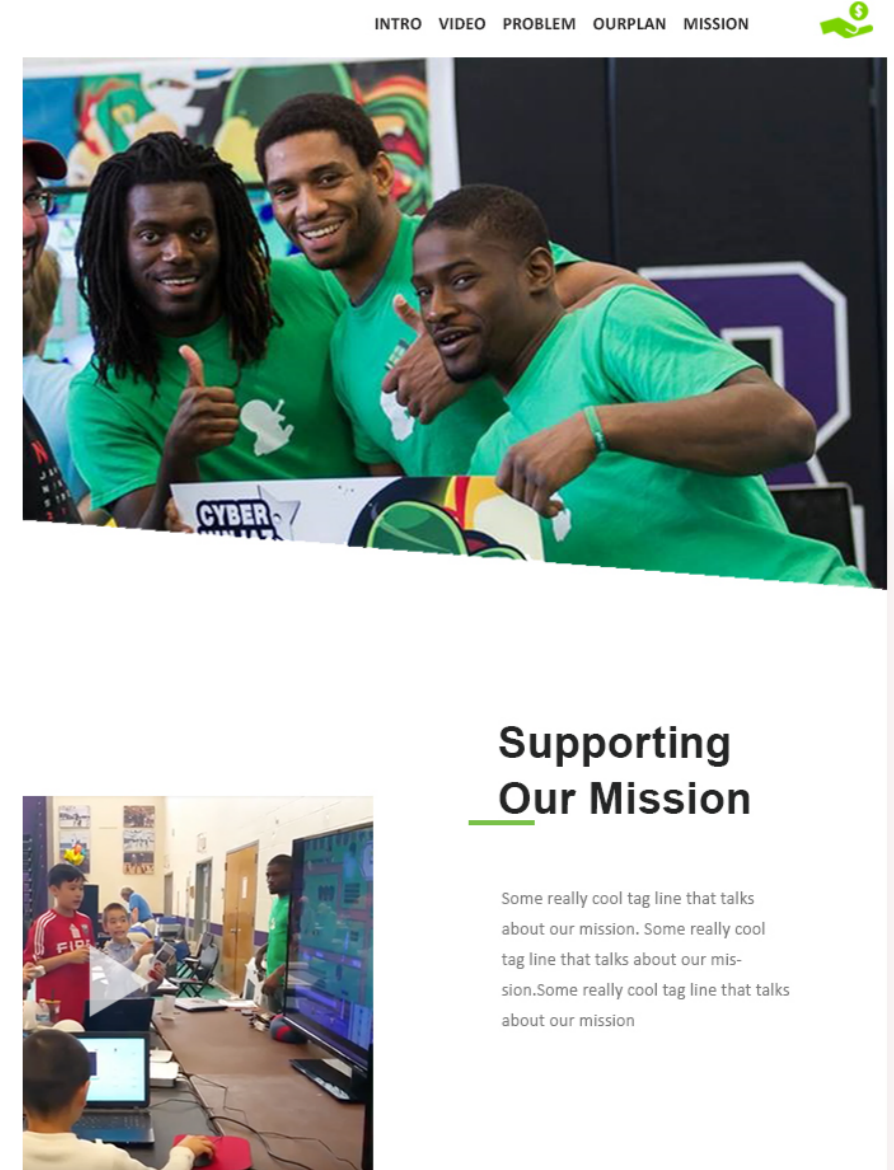
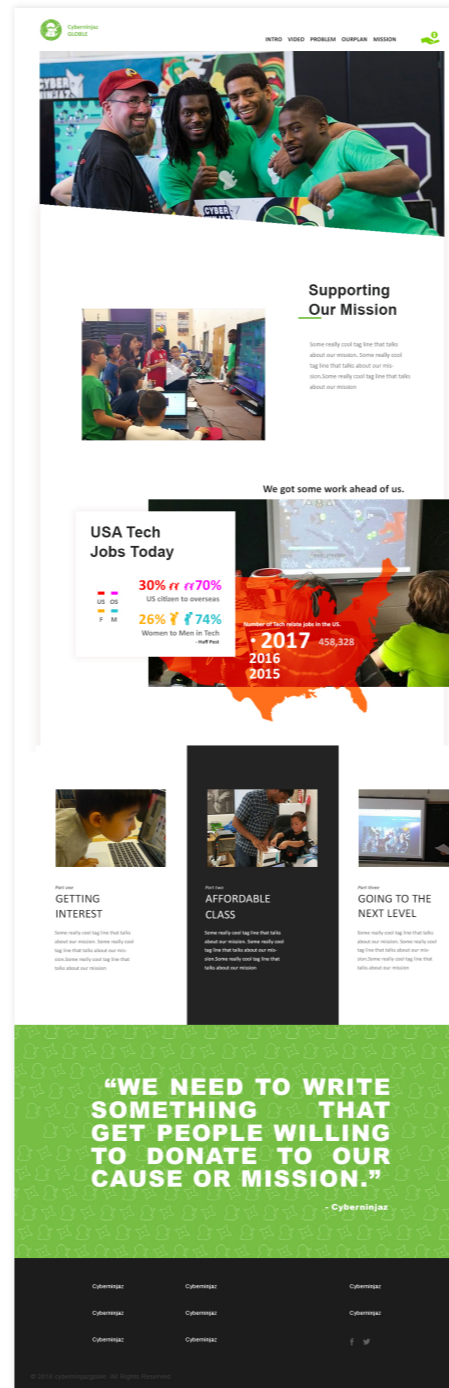
PROBLEM AND CONCEPT - “Concerns”

Not every child has access to what we offer and what we do. Some of Cyberninjaz biggest concerns are getting more low-income earning families and more female students engaged in our classes. This problem can stem for cost, distance, and lack of intrest.

Notes

1

Cyberninjaz Global, a non profit with the goal to combat Cyberninjaz concerns and problem



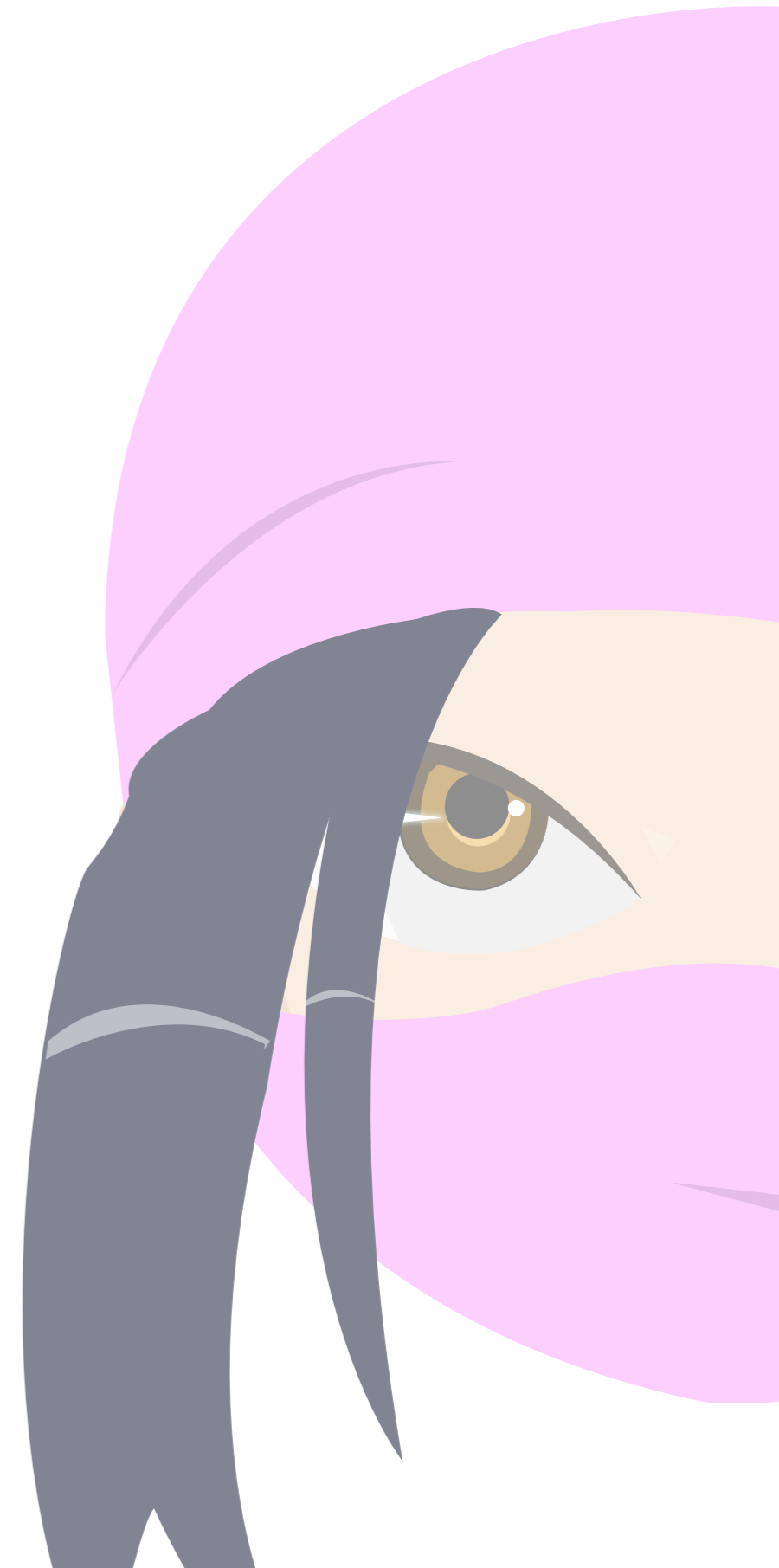
RESEARCH

Cyberninjaz

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RESEARCH - “COMPETITIVE ANALYSIS”

Cyberninjaz design reflects it's target audience with bright colors and visuals of pop art and cartoons. With this in mind the logo designs conveys a student working on their laptop in ninja attire. As Cyberninjaz is a Summer Fitness and Tech camp.



Notes

- 1 Green represent cyber and nature connection.
- 2 Computer to convey concepts of what's been taught.
- 3 Logo must have the main ninja design.

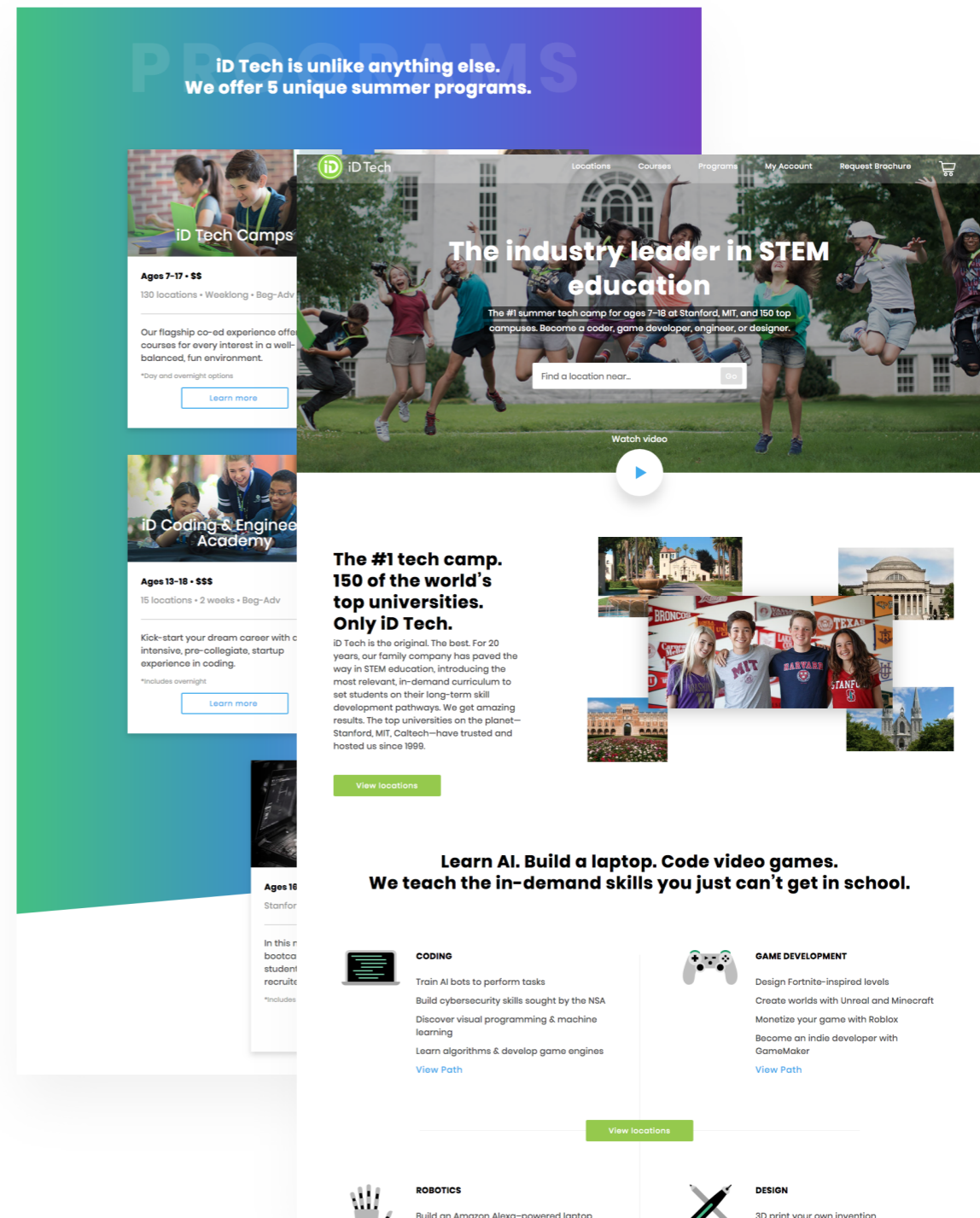


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RESEARCH - “USER EXPERINCE”

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Early bird special available for Spring & Summer Cancell

DC WAY

HOME ABOUT PROGRAMS ONE DAY CAMP 2018 SUMMER SOCCER CAMP

You can choose between a regular camp day, or a camp day plus after care.
Camp schedule goes from 9am-3pm and Camp day + aftercare from 9am till 6pm

One Day Soccer Camp - April 16th
If you have any questions please send us email at contact@dcway.net

OUR SPRING BREAK CAMP WAS A HUGE SUCCESS AND BECAUSE OF POPULAR DEMAND WE HAVE DECIDED TO DO CAMP ALL YEAR LONG!

We offer One Day Camps on most Teacher Work Days when your children do not have school!

Upcoming Dates include April 16th, and 27th, May 24th, 25th, and 28th

At our camps, our philosophy is that players learn best when they are having fun. We use simple and engaging games to challenge players and teach them essential skills. Our program is for any kid at any level. Even without ever playing soccer before, we guarantee your child will enjoy our camp.

BEST SOCCER CAMP IN WASH DC

First Name Last Name

BEST SOCCER CAMP IN WASH DC

Next ONE DAY CAMP - April 16th
Camp location - [Tyler Elementary school](#)
You can choose between either a regular camp day, or a camp day plus after care.
Camp schedule goes from 9am-3pm and Camp day + aftercare from 9am till 6pm
Campers: boys and girls 5-14 years old

CAMP SCHEDULE:
8:40-9:00 Registration and drop off
9:15-10:00 First Morning Session

BRANDING AND UI

Cyberninjaz

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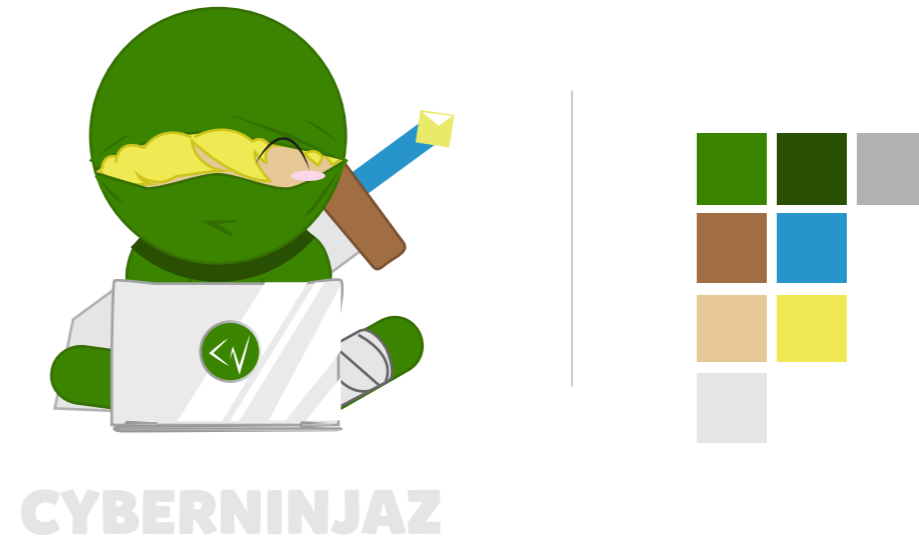


BRANDING AND UI - “LOGO”

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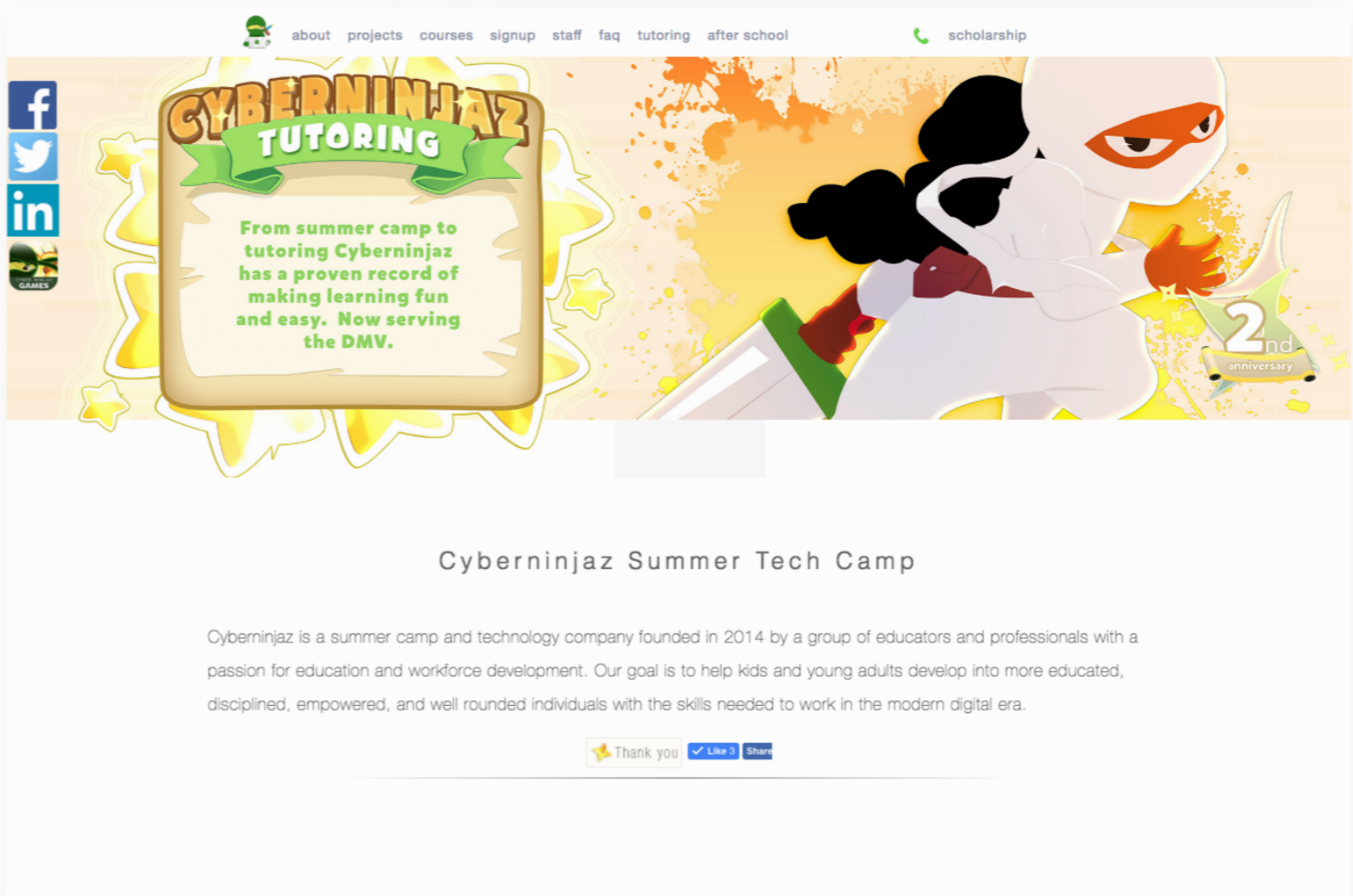
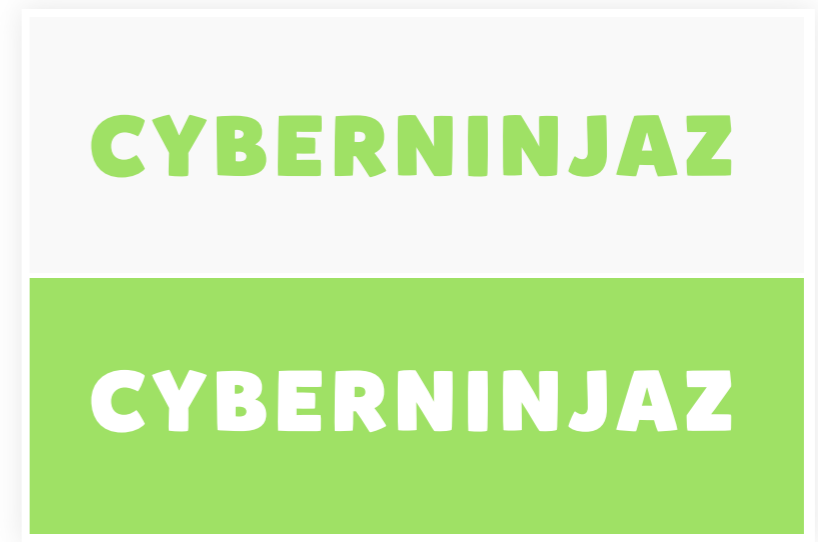


BRANDING AND UI - “WEB UI”

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Notes

- 1 For the title font we use MIKADO.
- 2 Cyberninjaz written logo can be seen with green or white.
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SUMMER PROMO ... MEMORIES FROM LAST YEAR

Cyberninjaz 2015 Summer Promo

BRANDING AND UI - “GRAPHICS”

The graphics of Cyberninjaz changes based on the current project.

Here you'll see various art styles of characters and assets related to games, advertisement, and comics.

Notes

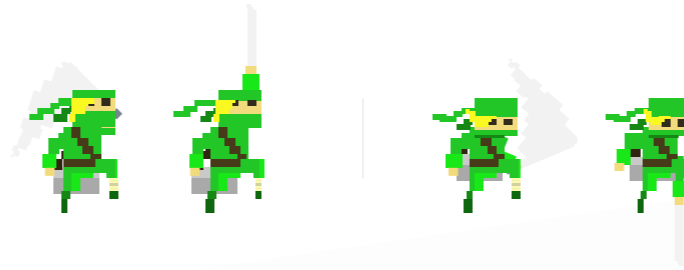
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BRANDING AND UI - “GAMES”

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Here you'll see various art styles of characters and assets related to games, advertisement, and comics.



CyberRun - 2018

Notes

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BRANDING AND UI - “MOODBOARD UI”

The graphics of Cyberninjaz changes based on the current project.

Here you'll see various art styles of characters and assets related to games, advertisement, and comics.

What are we looking for?

Notes

1 For the title font we use MIKADO.

2 Cyberninjaz written logo can be seen with green or white.

3 Logo must have the main ninja design.

WIREFRAME - UX

Cyberninjaz

2014

Let's build this website. Using information from the Research section we can begin to put together Lo-Fi wireframes and start user testing with various prototype. They span from paper prototypes to quick html mockups with small groups and full design comps.



WIREFRAME - UX - “Target Audience”

We are looking for kids whom have a drive and passion for STEAM education. Kids with these qualities have proven to produce creative and awesome projects. We also look for students whom have no experience with the material as they tend to create more unique projects.

Notes

- 1 Great for adults with disposable income to ensure company sustainability.
- 2 Adults without kids can donate so less fortunate students can participate.
- 3 All is welcome....



IDEAL STUDENT

Name: Emmit Johnson

Age: 12 -17

Interest: STEAM, Fitness, and any other extra curricular activities.

IDEAL PARENT

Name: Julie Johnson

Age: 30 - ?

Interest: Helping students reach their full potential through support and encouragement.

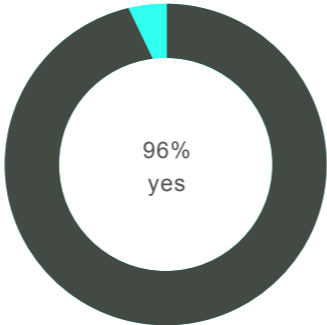
WIREFRAME - UX - "Survey, Study"

"Survey says", Yes to more STEAM affordable education. We have being in operation for 4 years and here are our findings.

Notes

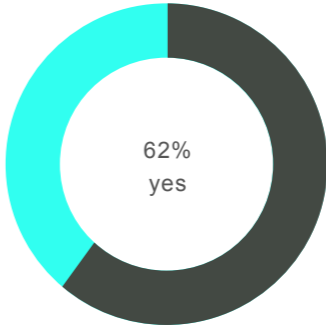
1 Percentages and study

2 Study comes from Cyberninjaz and various sources



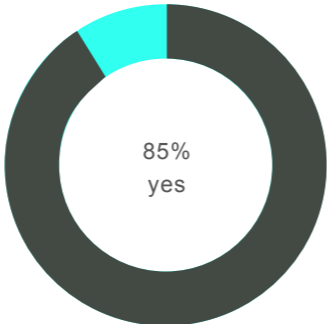
Did you find Cyberninjaz helpful to your child STEAM edu:

- affordable
- helpful
- repeatability
- fun
- creative

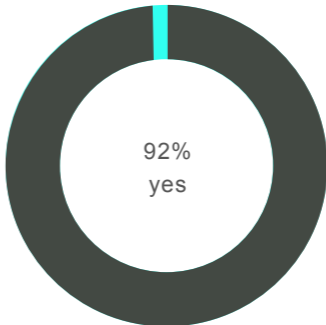


Are your children in STEAM programs: 62%, yes

- helpful
- fun



Kids who are introduce to STEAM early has a better chance to get tech jobs: 85%,



Should parents play a bigger role in students STEAM edu?: 92%, yes

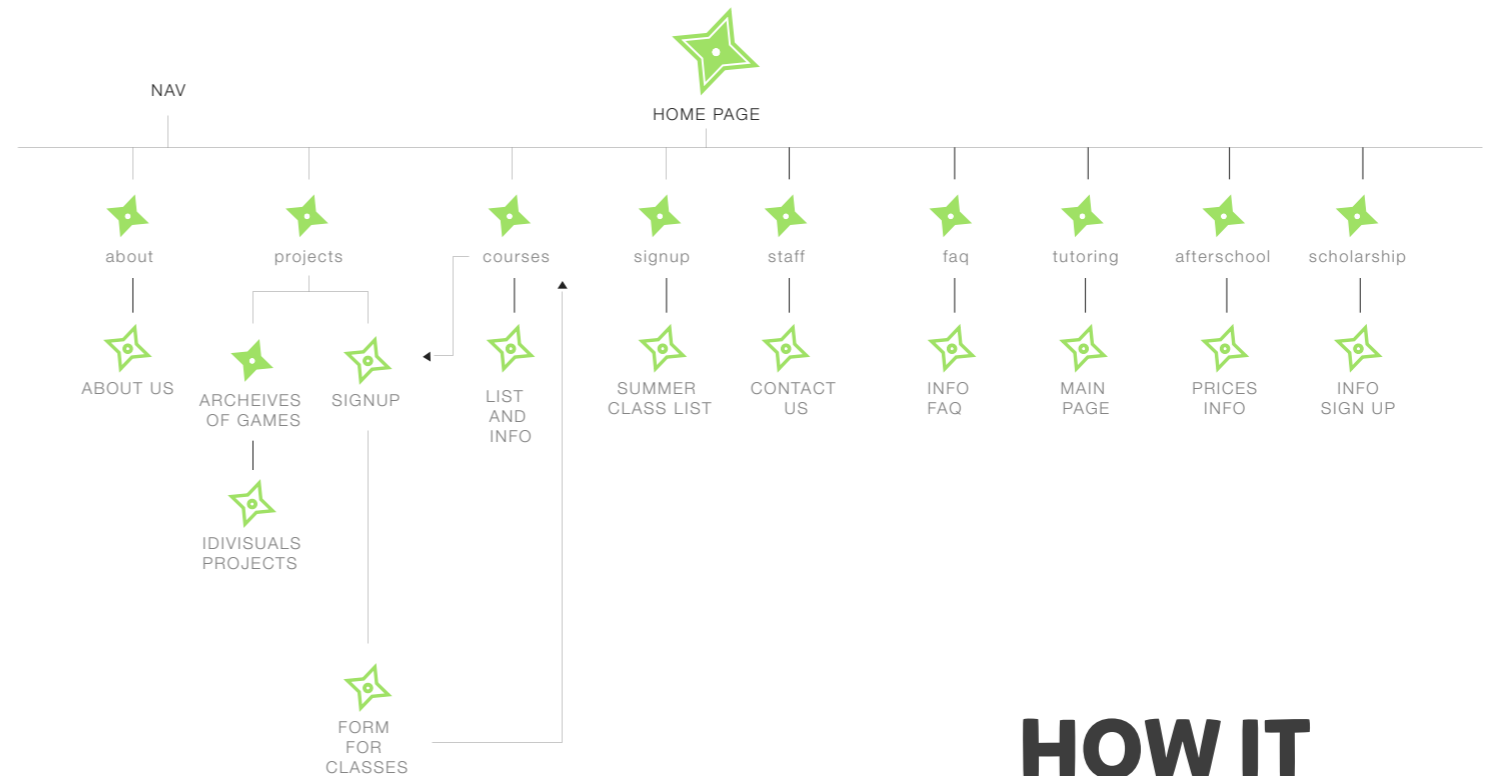
- Aware
- Impactful

WIREFRAME - UX - “Taxonomy and Content”

Time to put everything together before web building. The graph you see here is the inner linking of the website know as the **TAXONOMY CHART**.

Notes

- 1 Show inner linking of website
- 2 Show basic content concepts



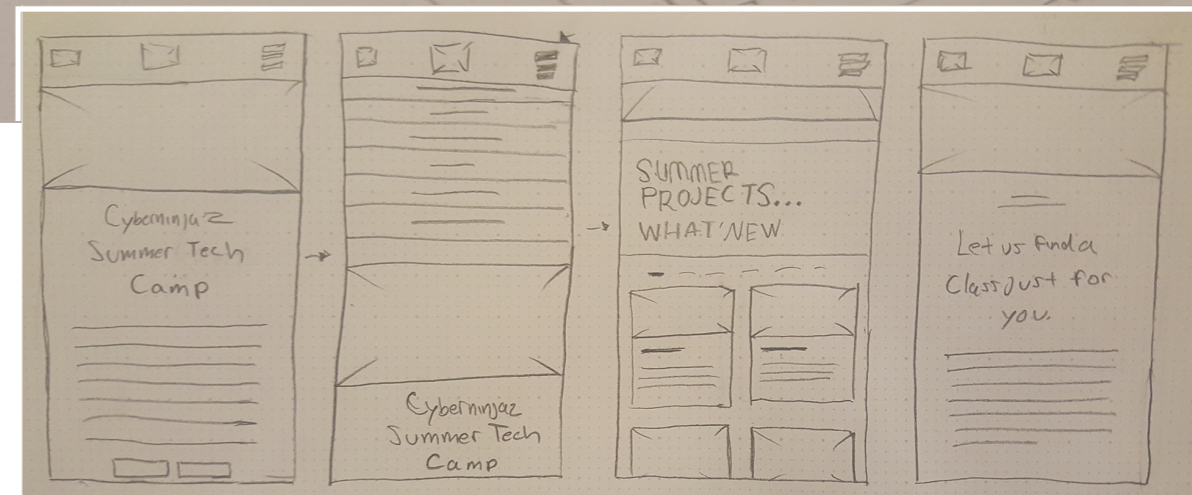
HOW IT WORKS

WIREFRAME - UX - "Wireframe 1"

Every

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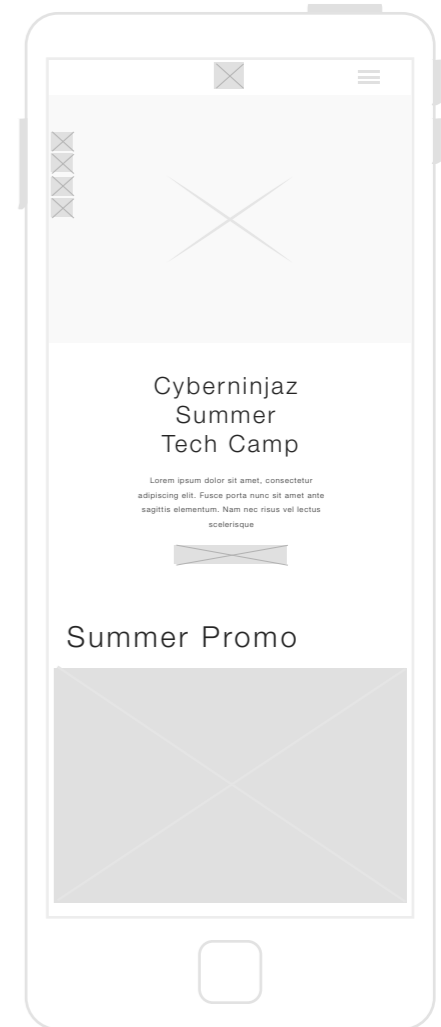
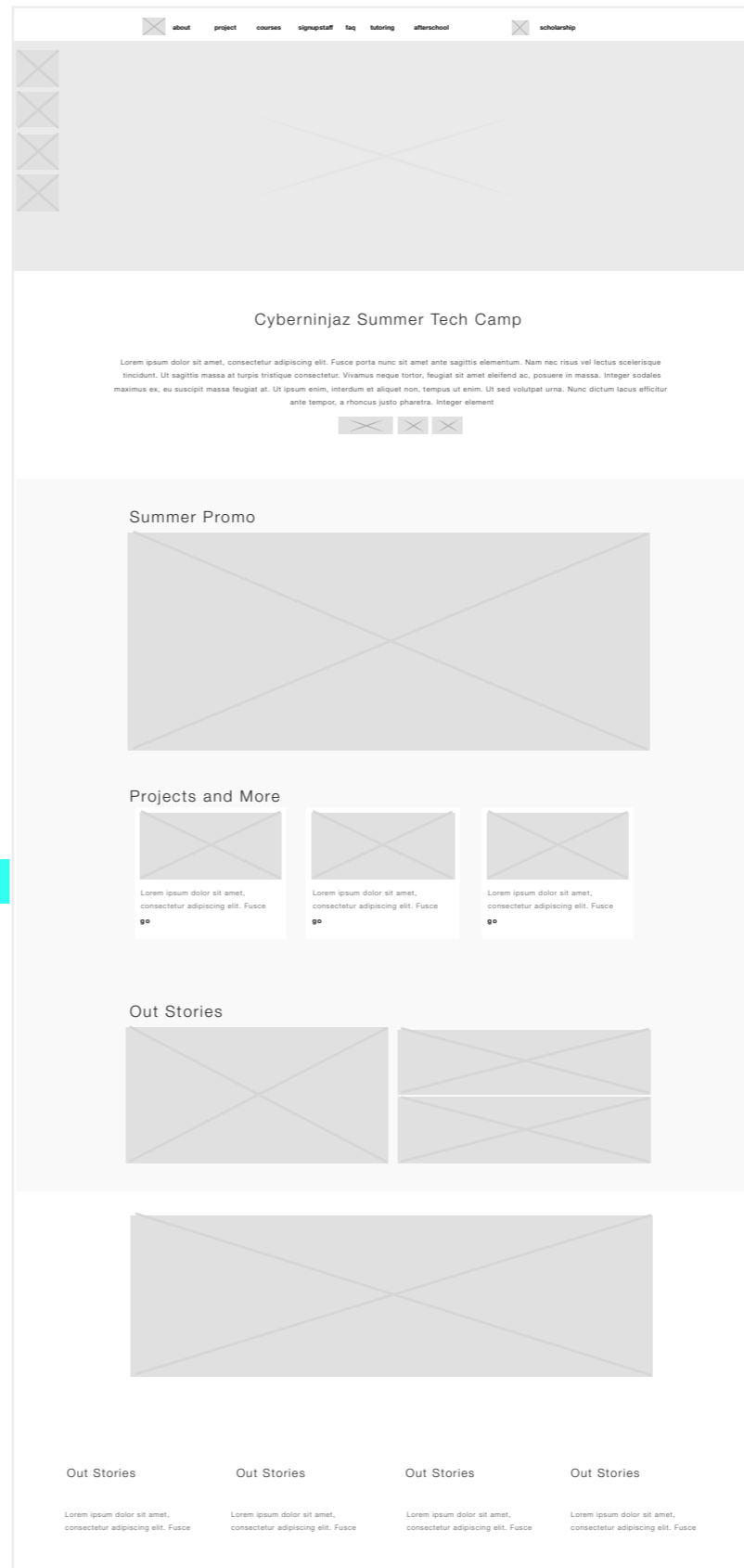


WIREFRAME - UX - “Wireframe 2”

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WIREFRAME - UX - “Comp Design 1”

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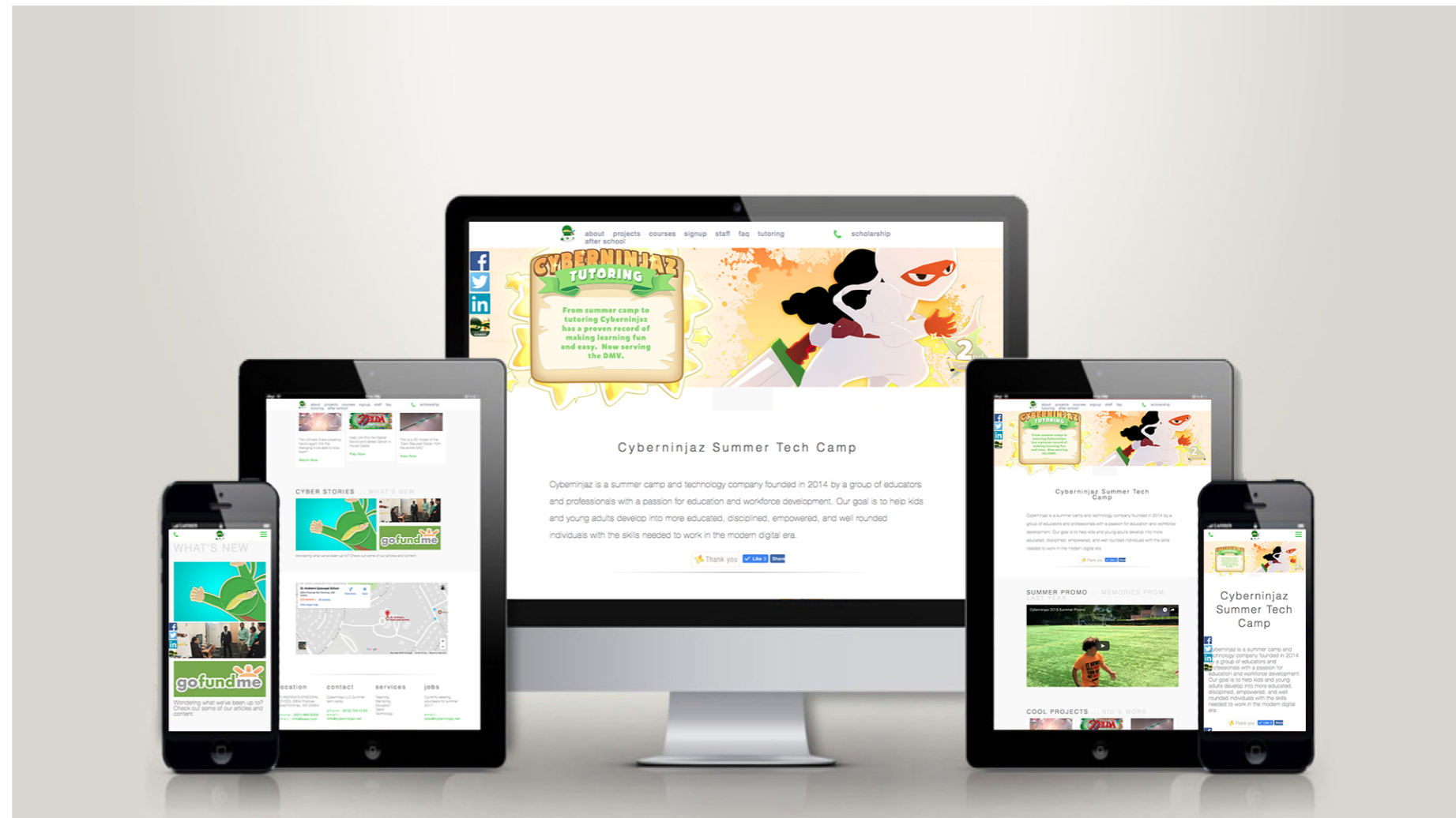


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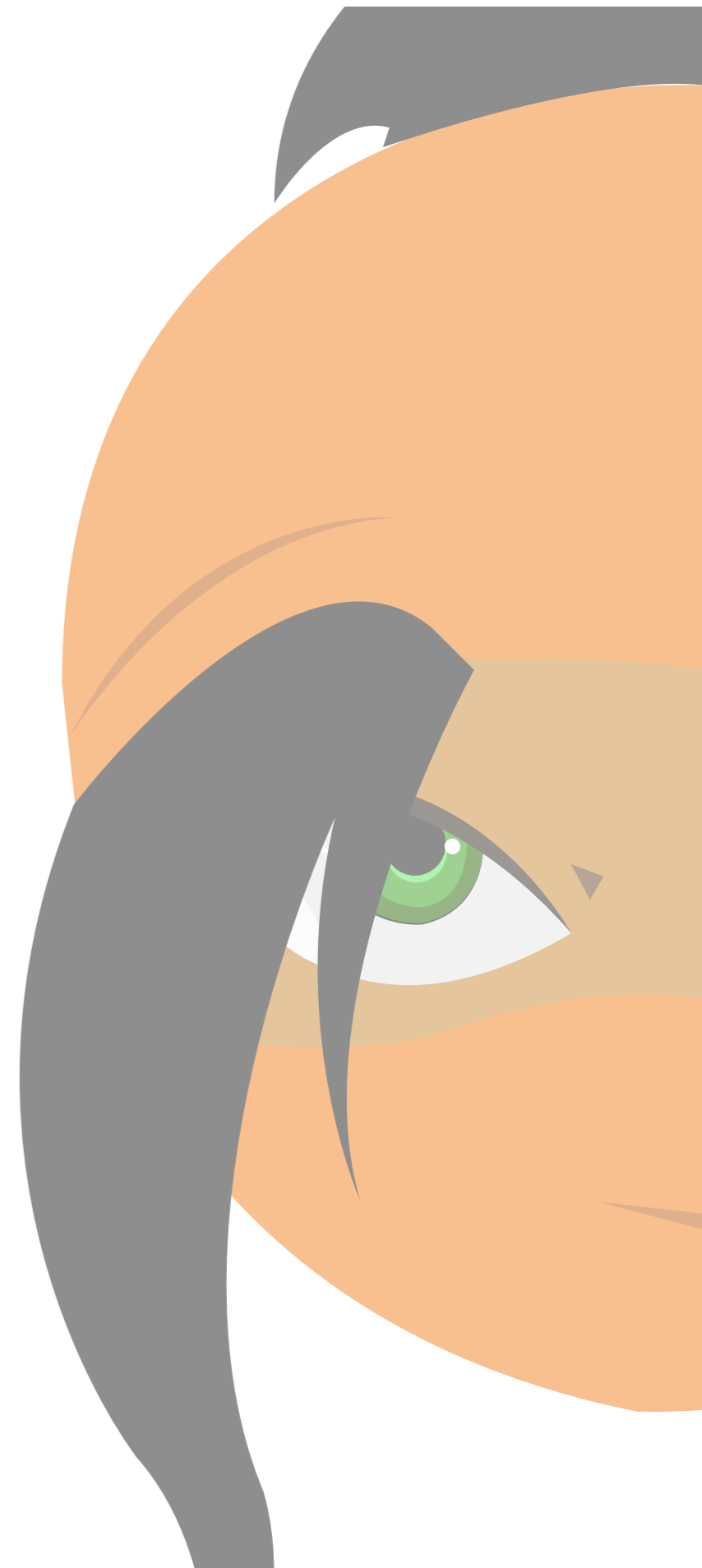


PROMOTIONAL

Cyberninjaz

2014

We have tons of promotional material ranging from web-ads to print media. This particular section will focus on various Cyberninjaz marketing and advertisement works.



PROMOTIONAL “Flyers”

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PROMOTIONAL “Ads”

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PROMOTIONAL “Merchantdise”

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