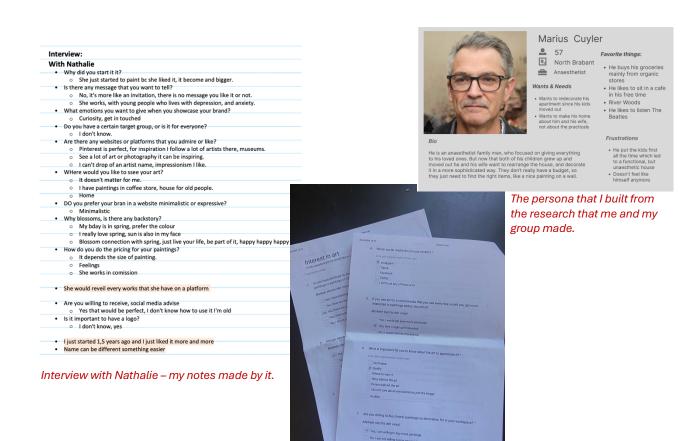
Learning outcome 1: Interactive Media Products – Group Project One

My team and I were tasked with helping a painter showcase her work through media and branding. To better understand her brand requirements and those of her clients, we conducted an interview with her and later carried out tests with potential future clients. We created a survey with questions related to the arts and targeted individuals who might be interested in art.

I conducted interviews with two distinct demographics: a young adult aged 25-30, who pursued higher education in art and design, and an older adult aged 50-60, who has already amassed a collection of art pieces and holds a keen interest in the subject of art.

To ensure a clearer understanding of our target audience, we developed two personas following our tests. One persona, created by a groupmate, represents a younger demographic with a tighter budget. Meanwhile, I crafted another persona depicting an older individual with greater financial flexibility. These personas enable us to better envision and cater to the distinct needs and preferences of our target audiences.

The insights gathered from these interviews and surveys were utilized to create personas and prototypes. Throughout the process of building the painter's brand, we consistently relied on the data obtained from her, as well as from our research and testing endeavors (triangulation).



The tests that I made with 2 people.