

project plan

Portfolio web page



SUBMITTED BY

Megin van Herk



Description

My name is Megin van Herk, I have done both semesters in media design and AI. therefore I have a unique combination to be able to do practical and visual effects. For my portfolio I would love to incorporate such things. For the next couple of weeks I am planning to create a portfolio website that is anything from boring, it will include all the learning outcomes and potential project that I am going to do.

Key Deliverables

1. Interactive and visually appealing portfolio website.
2. User feedback and usability testing reports.
3. Prototype of the website.
4. Documentation on design decisions and usability improvements.

Project objectives

1. Create a visually appealing portfolio website.
2. Incorporate interactive and fun elements to engage users.
3. Ensure the website is user-friendly and easy to navigate.
4. Showcase learning outcomes and potential projects seamlessly.

Scope

IN SCOPE

- Design and development of the portfolio website.
- Interactive elements and animations to enhance user experience..
- Inclusion of learning outcomes and placeholders for future projects.
- Usability testing to gather user feedback.

OUT OF SCOPE

- Detailed content for learning outcomes and projects (placeholders only).
- Complex back-end functionality (focus on front-end and design).



Research questions and approach

My research questions are mainly about the usability of the website, I want to make it a smooth experience for everyone, satisfying even. I might adjust my initial idea to accommodate this when answering the research questions using the DOT framework

Main research question:

How can the integration of interactive and aesthetic aspects, and AI technologies enhance the user experience on a website?

Sub questions:

- What are the key principles of interactive design that contribute to a positive user experience on a website?
- In what ways can AI technologies be effectively incorporated into web design to improve user interactions and content delivery?
- What is the limit between fun and annoying when it comes to usability of a website?
- What are the user preferences and expectations regarding interactivity, aesthetics, and AI features on websites?



Dot framework:

Some possible but not limited to DOT framework I will use to answer the research questions



COMPETITIVE ANALYSIS

Research other portfolios and how they are structured, to maintain familiarity with readers and built an optimal usable website. Start by checking out other websites that are similar to what I want to create. This helps me get ideas and see what works well in the field



BENCHMARK TEST

Before and after making changes to the website, measure how fast it loads and how well it works. This helps me know if my improvements are making a difference



PROTOTYPE

Prototyping allows me to test ideas and gather feedback early in the design process. It serves as a blueprint for building the final website, helping me refine the user experience before development begins



USABILITY TESTING

Ask people to use the website and tell me what they think. Pay attention to what they find easy or difficult. This helps me make my website more user-friendly



time planning

1. Concept and Design
 - Create a design concept for the website.
 - Develop wireframes and mockups.
 - Plan interactive features and animations.
2. Development
 - Code the website using HTML, CSS, and JavaScript.
 - Implement the magazine-style side navigation.
 - Add interactive elements and animations.
3. Usability Testing
 - Recruit users for testing.
 - Gather feedback on usability and fun factor.
 - Identify areas for improvement.
4. Prototype
 - Create a prototype for the website.
 - Use the prototype for further testing and feedback.
5. Documentation and Reflection
 - Document the design and development process.
 - Reflect on challenges and solutions.
 - Prepare the final project report.
6. Final Website Launch
 - Address any remaining issues and enhancements.
 - Launch the interactive portfolio website.

Roles and Responsibilities

- Project Owner (Megin van Herk):
 - Overall project management and decision-making.
 - Design and development of the website.
 - Usability testing coordination.
 - Documentation of the project.
- Usability Testers:
 - Participate in website testing sessions.
 - Provide feedback on usability and fun factor.

RISKS AND MITIGATIONS

Risk: Technical challenges in implementing interactive features.

Mitigation: Research and seek assistance from relevant resources, consider simplified alternatives.

Risk: Limited user engagement due to design choices.

Mitigation: Continuously gather user feedback and make iterative improvements.

Learning outcomes;

All the learning outcomes and how I plan to prove them during the making of the portfolio

LEARNING OUTCOME 1: USER INTERACTION (ANALYSIS & ADVICE)

I will do user testing for the portfolio website

LEARNING OUTCOME 2: USER INTERACTION (EXECUTION & VALIDATION)

I will create a prototype

LEARNING OUTCOME 3: SOFTWARE DESIGN AND REALISATION

I will make a plan of approach when it comes to coding the prototype

LEARNING OUTCOME 4: FUTURE-ORIENTED ORGANISATION

Answering the main research question

LEARNING OUTCOME 5: INVESTIGATIVE PROBLEM SOLVING

Answering the subresearch questions by using the DOT framework

LEARNING OUTCOME 6: PERSONAL LEADERSHIP

Document my process and reflect on what to do and ensuring the project is properly managed to ensure its success

LEARNING OUTCOME 7: GOAL-ORIENTED INTERACTION

Communication with fellow students and teachers to gain feedback