# Project Proposal Internship

### *Student details*

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|---|---|---|
| Student number | : | |
| First name + Family name | : Edita Pronckute | |
| Location | : Eindhoven | |
| Profile Semester 3 | : SD | |
| Specialisation Semester 4 | : SM | |
| Internship choice | : User Interaction | |
| International student? | : Y | |
| Dutch-speaking? | : N | |

### *Organisation details*

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|---|---|
| Name | : Drieam |
| Visiting address | : Don Boscostraat 4, 5611 KW Eindhoven |
| Zipcode + City + Country | : 5611 KW Eindhoven, The Netherlands |
| Phone | : 040 304 6346 |
| Website | : https://drieam.com/ |

### *Company mentor*

(person who guides the student on a regular basis)

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| First name + Family name | : Ellya Aisyah |
| Department | : Product & Development |
| Position | : Front End Developer |
| Background (highest education) | : Bachelor of ICT |
| Background URL | : <fill in your answer> |
| Phone | : <fill in your answer> |
| Email | : ellya@drieam.com |

### *Duration*

| | |
|---|---|
| Start date | : 06-02-2023 |
| End date | : 30-06-2023 |

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| Assignment in ASAM? | : Y |

If yes, link to ASAM: https://asam.fhict.nl/student/Assignment/Details/80d1e32e-cd9a-4066-8804-f7cee83cf449

# Description of the project

**Title** : Challenging full-stack software development at EdTech scale-up

1. **Problem/opportunity analysis** Describe the company and the context they operate in. Who are the different stakeholders involved? Are there related projects? What problem(s) or opportunities are relevant for your assignment, and why? Describe the starting situation. Who is affected by the problems? Etc.

Drieam is enabling higher education, commercial training providers & business schools to deliver the ultimate learning experience with Canvas. Their customers include large educational institutes like the Eindhoven University of Technology, Fontys & Hogeschool Utrecht, international business schools such as IMD, Insead & Vlerick, and commercial training providers like Schola Medica & PIVO.

One of the focus products of Drieam is Portflow. Portflow is a student-led development and assessment portfolio, leveraging authentic 360° feedback. In the last 1.5 years, the product has been built from scratch and is nowadays being used by tens of thousands students and teachers. The application allows users to submit their goals and evidence of their assignments. Student users can import existing Canvas assignments as evidence within their portfolio and submit (part of) their portfolio as a Canvas assignment (at this stage it is possible to cherry-pick collections and underlying evidence. Teachers can review, grade and leave feedback.

However, the rapid development lessened the look and feel of the Portflow features. There is a lack of consistency among features such as collections and goals.The stand-alone features are functioning well, however, evidence overview is unaware of goal progress tracking. The feedback requests are also difficult to locate as notification does not point to the exact evidence. However, most importantly it is lacking a useful overview of all the evidence.

Drieam would like to modernize and further enhance the evidence overview in Portflow. At the moment this is just a basic, textual list of all the evidence of a single student, and you can see in what collection it appears. Recently, features like goals have been added to the application, but the evidence overview is unaware of such progress tracking. We would like to convert this basic list into a dashboard-like page with an overview of open feedback requests, summaries of all evidence, unprocessed feedback, etc.

2. **Assignment** Specify initial assignment, goals, scope, products to be delivered/realized, technology to be used

Therefore, the assignement is to create a dahboard-like overview of the evidence. It will start with investigating and reviewing similar existing software, comparing designs and gathering insights from the users. Then remaking the Portflow list with an easy overview of open feedback requests, summaries of all evidence, unprocessed feedback etc., to improve the overall usability of the application.

For this, collaboration is needed with both the development team, the product owner, and the UX designer. The product will be production-ready code, released to production, and tested by students. Any new features will be implemented based on the ideas of the intern and customer feedback, to go through the whole feedback loop, resulting in happy students. The scope has to be decided in the first period of the assignment, mainly by including less or more options. This is a full stack assignment, using amongst others Ruby on Rails and React.

3. **Relation to research** Which areas of the assignment are expected to require a research attitude? What could be related research questions?

Researching what functionalities other ePortfolio products have built, evaluate this with the product team, research what the best practices are to technically implement this, define & evaluate different implementation proposals, review the evaluation of different proposals with the whole Product & Development team.

Potential research questions:
How does existing similar ed-tech software compare to Portflow?
Which dashboard design offers most value to current users?
What are the best practices to technically implement the design into an existing Canvas software?

Overall, the assignment will require investigation of existing similar software, user research, collaboration with other departments and learning Ruby language among other things.

4. **Guidance** What kind of support does the company provide on personal and IT skills related to your domain? How will you be mentored? What background (Bachelor/Master/Phd) does your company mentor have and what expertise is available in the company? How many hours of guidance per week?

I will work as a regular developer as part of the scrum team, with a focus on the epics/issues for my assignment. The same principles apply as for any other developer, like pair programming, code reviews, test-driven development, product & tech refinements etc. The produced code needs to be production ready and comply with the same high standards as code of other colleagues. Of course, more guidance will be offered, especially during the first period. For this, a mentor/buddy will be assigned. The guidance will be depending on the needs, but always available, as I will work as a real member of the team. This will help me to experience working as a developer in a company, and enables personal growth.

5. **Personal development goals** Which aspects of personal or professional development will you further develop? Select a realistic three to five aspects to work on. These can be aspects that you are already good at and you want to improve or skills that are not yet on an acceptable minimal level. Document how your plans fit in your assignment and how you will work on it in more detail. Use previous received feedback/ feedforward from others (e.g. semester coach/mentor as input).

| Personal development goal | How to work on this (document this S.M.A.R.T. if possible) |
|---|---|
| 1. Adjust to company's work culture | Try to understand the existing procedures and rituals of the team, follow scrum framework, adjust and adapt to the new environment. This skill can be measured via co-workers and mentor's feedback. |
| 2. Learn more about Ed-Tech field | Understand how the company operates, how B2B model applies in case of business to educational institutions. How marketing and advertising is organized. Participate in corporates events, follow internal news and announcements. |
| 3. Learn Ruby Language | Learn the language as a side activity and practice the implementation on the actual product. This goal will be reflected on the final outcome. |
| 4. Improve React Framework skills | Practice and apply to the actual product. Learn from colleagues through pair programming. This goal will be reflected on the final outcome. |

6. **(Optional) other important remarks**