

# Reading Guide

Aggregated Data Management in a Digital Portfolio

## The Assignment and Me



My name is Edita Pronckute, I am a Software Engineering student, doing my graduation internship in User Interaction. I have spent the last 5 months working with **DRTEAM**, an ed-tech company developing software solutions for educational institutions. One of their products is "Portflow" - a digital portfolio. The assignment was to improve the page in the portfolio where all the evidence of uploaded work is aggregated. The main question was:

*"How might we provide more tools to students to manage their evidence more easily?"*

Via various research methods key tools have been identified and the following design was drafted. The table part was implemented as MVP (minimum viable product) and evaluated with actual end-users of the application. The dashboard is part of the recommendations for the company as it turns this MVP into a MLP (minimum lovable product).

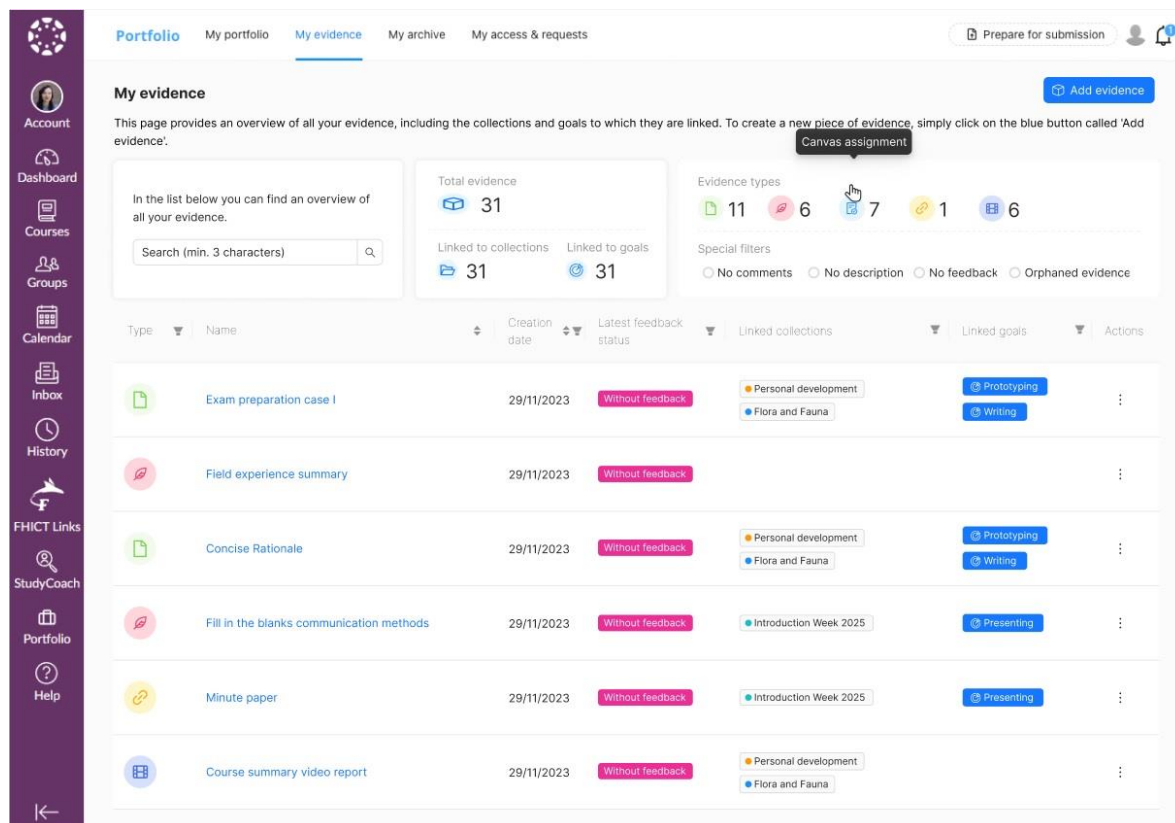


Image 1. Wireframe developed by intern to help users manage their evidence.

More information about the development process and the challenges faced can be found in the Portfolio.

## The Portfolio

The [📁 portfolio](#) is a Github repository. All contents are divided into HBO-i activities - Analysis, Design, Realisation, Advice and Management. There is also a [📖 wiki](#) page briefly explaining the process and linking to the results of each section.

The portfolio repository contents are listed and explained in the Readme file, however, most important files are highlighted with icons: [📖 Research Document](#) and [📄 Internship Report](#). I recommend to either start with these two documents or to go over the [📖 wiki](#) of the repository and choose what are the most interesting aspects of my assignment yourself.

## Learning Outcomes Self-Evaluation

### 1. Professional Duties - *Advanced*

I successfully carried out the relevant [research](#), iterated several [design options](#), managed the [implementation](#) of a big part of the design solution and performed user testing. All these steps were conducted considering the stakeholders (company, university and end-users). I received [feedback](#) and suggestions along the way to improve as I progress.

### 2. Situation-Orientation - *Advanced*

I am already familiar with the Agile way of working and thus found it easy to get onboard with Scrum activities. I made two live demos of my team's progress for the company during the Sprint Demo meetings. Requirement gathering was also a familiar activity due to various green projects I have done in the past. [Competitor analysis](#) was beneficial to the company, so as my solution. In addition, a [Double Diamond](#) model was applied to help the design process and Figma was used to make digital [Wireframes](#). I was already familiar with the model and the tool, however, it was good to apply and exercise it more. Moreover, the professional communication and initiative are also quite natural due to previous project-based work involving various stakeholders. Version Control, even though familiar, still needed work and adjustment, however, by the end of the assignment I was able to manage it by myself according to the company's practices.

### 3. Future-Oriented Organisation - *Proficient*

I tackled the project well and have done thorough research in order to arrive at the most suited solution. I successfully identified key stakeholders and consistently used them to improve the solution. I talked to peers at university on how they experience the Portflow. I interviewed the product owner to prioritize the features that have the most impact for the end users. I also consulted with the UX department on how to adjust my designs to the branding of the company. This development has been documented in the [Requirements and Designing](#). In addition, I performed the [TICT Ethical analysis](#) of the Portflow and used the findings in my recommendations. Lastly, before wrapping the internship I have conducted user tests. The insights were then used to back up the recommendations in the [Internship Report document](#).

#### 4. Investigative Problem Solving - *Proficient*

A good project phasing and frequent communication with the stakeholders helped me stay on top of the challenges. Keeping a log of the [daily activities](#) and all received [feedback](#) was also very useful. Technical research like [comparing UI](#) libraries based on some accessibility criteria, and [Testing Libraries](#) allowed me to better understand the challenges the team was facing and gave me knowledge to join the discussions.

#### 5. Personal Leadership - *Advanced*

Circumstances encouraged me to take ownership of my assignment early in the internship. Due to changes in mentors and their holidays, I became quite independent of daily guidance. However, I learned to ask for help when needed from appropriate departments. Most importantly the internship allowed me to briefly experience various roles within an IT company, helping me understand my interests and make better choices for my future. More about personal development can be found in the self-reflection part of the [Internship report](#). In the last month of the internship, I took initiative to demo the work of my team (as well as my own part) to the entire company.

#### 6. Targeted Interaction - *Advanced*

Identifying the right stakeholders and knowing who to approach for the right information was quite easy. Overcoming my own barriers and stepping out of my comfort zone to ask for help or schedule meetings was definitely a growth pain. However, effective communication with both mentors, PO, UX designers and other team members was vital to the success of the project. I developed good awareness of how to present the questions or work done to the right people. When moving from the Design to the Implementation Phase I invited all relevant stakeholders and did a walkthrough of my progress that ended with a pitch of a potential solution ([slides](#)). I plan to do the same at the end of my internship. My communication is clear and directional.