GRADUATION INTERNSHIP REPORT



Improving Usability of Portflow Evidence Section

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| Title: | Improving Usability of Portflow Evidence Section |
| Portfolio repository: | https://github.com/EditaAnomaly/S8-GI-Drieam/wiki |
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Foreword

This report is an overview of the Graduation Internship program of the Fontys University of Applied Sciences carried out at the Drieam ed-tech company. It is written using APA style format following the provided Internship Report Guidelines Template.

The aim of the internship was to improve the usability of a part of the Drieam’s product. The product is a digital portfolio called Portflow and the focus was on improving the aggregated data management within the portfolio for students.

During this internship I was a part of a development team working on improving and maintaining the Portflow. The team consisted of several full-stack developers with years of experience in the field. I was the member responsible for the research, design and the development of the My Evidence section of the product. It is the section that enables users to manage all their aggregated data (evidence). This paper is an overview of my efforts, mostly focused on the process and results of the completed work.

I have grown a lot during these last 5 months, both professionally and personally. The guidance received during this internship was greatly appreciated, the support from my tutor and mentors helped me face my challenges and become a better developer.

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Summary

This report describes the duration of the graduation internship at Drieam, an education technology company. It offers various software solutions that aid educators and students.

The assignment was to find a way to improve the usability of Portflow Evidence Section. The section responsible for managing all aggregated data and is only accessible to the owner of the portfolio. The work began in a team of 5-9 developers and design thinking was the chosen approach. First I learnt more about the company, their culture and products. Second I looked into the competitors to gain insight into the existing products in the market. This helped to better understand the existing problem/ opportunity and start visualizing the potential solution that was later implemented.

The lead concept was created after several iterations of sketching and wireframing the potential solutions and reviewing them with the stakeholders. The solution is a reinvented evidence table that provides a better overview of all aggregated evidence as well as offers tools to manage it. The solution is a production ready code that should be deployed and available to the users as of the next study year.

The internship concluded with testing the solution with students that already are familiar with the product.

Glossary

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| --- | --- |
| Notation | Description |
| EdTech | Academic preparation of students using digital means. |
| LMS | Learning Management System that offers administration, automation and tracking of educational courses, training programs and materials. |
| LTI | Learning Tools Interoperability is a series of edtech specifications for a standard that enables applications to be integrated with a LMS. |
| PR | Pull Request is an event where one developer asks another to review the code that they would like to merge into the project in the context of version control management system. |
| Tender | A formal process where businesses are bidding and competing for a contract that requires specific skills or services on an ongoing basis. |

# Chapter 1: Introduction

Drieam is a …< About the Company>

… Portflow is the product that the student was working on.

The Portflow is integrated within a larger LMS and thus used by thousands of students across the globe. Each student can use the portfolio for a project, subject or entire course throughout the duration of their studies. It is a valuable tool that enables students to gather and showcase the evidence of work done (documents, presentations, posters, images, URLs, demo recordings etc.) in a meaningful way. However, with every use of portfolio more and more evidence is aggregated that it may become challenging to keep track of. For this purpose, there is a “My Evidence” section in each portfolio where the owner can overview and manage all the files.

It is rather simple at the moment and does not offer many features to manage the contents, rather only a simple overview. The stud

More information about the assignment can be found in the following chapter. Chapter 3 explains the assignment in more detail. Chapter 4 explains the process and describes the results. The conclusions and recommendations can be found in Chapter 5. Any supporting, process related files (i.e., sketches, wireframes, user requirements and other documents) are included in the Appendixes and can also be found in the [repository](https://github.com/EditaAnomaly/S8-GI-Drieam).

# Chapter 2: Assignment Overview

## 3.1 Opportunity

Describe the current situation and why it is not satisfactory.

## 3.2. Goal

Use Project plan goal but expand on it.

## 3.3. The Approach

Explain the design thinking, scrum as a part of team, overall working in iterations and feedback collection from stakeholders. Can explain how planning was made and how it was implemented.

# Chapter 4: Process and Results

4.1 The Research

Refer to research doc, mention the competitor check-up, analysing internal docs and observing the way of working by participating in all important events. In addition, emphasize that research does not end with this phase, that it carries on alongside any other activities performed.

## 4.2 The Design

Checking in on students and teachers that started to use Portflow, talks with PO and UX designers and their feedback. Then refer to Design Document and talk about iterative sketching and wireframing and feedback received.

4.3 The Realization

Refinement, peer programming, code reviews, mention tools too (github, Zenhub, Jira, notion.

# Chapter 5: Conclusions and Recommendations

5.1 Advice

Talk about how it is better now and how could it be further improved.

## 5.2 Management

Something something

Personal Reflection

Management >> reflect on how you handled the project and work, how you grew as a professional (knowledge and skills) as well as personally (traits and experience). Mention personal challenges and how you overcame them.

References

**There are no sources in the current document.**