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Technical Report

Semester Project 1-Eduplaytion AS

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# 1. Summary

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# 2. Body

## 2.1. Introduction

### 2.1.1 The Task at hand

**Work Schedule**:

A detailed work schedule, complete with milestones for design, coding, testing, and report must be submitted at the start of the project.

**Target Audience & Design**:

The target audience should be carefully considered, and the proposed design should reflect this.

**Final Product:**

A URL with the final design should be submitted in the report. The site should be tested on a variety of devices before final delivery. The student has responsibility for setting up his/her own web host.

**Report:**

A full report of the project exam must be submitted. Discussion and documentation of the entire process, from planning through sketches and design to development and testing, should be included. Relevant terminology from the semester courses should be used wherever possible. A self evaluation and sources should also be included. Your report must be between 2000-5000 words.

Planning based on brief of what phases was needed to get this project done.

Analysing the content received from client, to get an overview of all information and started creating the Scope of Work.

I have decided to get a binder to keep all related documentation. I will keep an active Journal for the duration of this project with tasks that needs to start and/or be finished with checklist for the day. This will make it easier for me to keep track of things I am doing and will also help me remember every thing I did for the writing of the report. The reason why I want daily checklists is to get a sence of completing something every day. This is in my experience very important when you are working on projects over longer periods.

## 2.2. Main section of report

### 2.2.1 Scope of Work and Gantt chart

Day 1 I started creating the scope of work revision 1A (see appendix 1A) to get an overview of every Phase, Task and subtasks I need to achieve to reach my goal witch is to create a Website for Eduplaytion AS.

I have some experience with this from before and I know “the devil is in the details”.

Actually my conclusion after this project is that it may not have been detailed enough, because there are so many things you need to do to get a project going, but I will get back to this in the Conclusion section of the report.

When I started to get a grasp of what was required of me I started creating the Gantt chart revision 1A (see appendix 1B)to get an overview of time that I needed to spend and of course the critical path or the “marshmallow” of the project. Also the details from my SoW also shows what I was dependable to get done before other phases or tasks could be started and they were also included in my Gantt chart.

The project I set up first and foremost according to the waterfall method, but because of feedback and guidance I had to go back and do some “scrums” to catch up with the workload as well allot of changes was made underway and they became time-consuming and delayed other work. I think the contingencies could have been planned better so stress-levels could have been lower.

Day 2 Kickoff meeting with Kingsley. Continued creating the SoW after the meeting, now with more intel of what was required of me, so updates needed to be made but revision 1A was not completed, because I knew that some changes would occur and must be implemented in the plan. I finished the SoW and Gantt chart that day.

### 2.2.2 Map structure and Sub-Domain

Day 3 Created a map structure on the computer that works for me. This will make it easier to find files when creating the code at the same time I created a subdomain for my project in Proisp.no. I decided on the name <http://eduplaytion.filipnordhagen.com/> for the semester project.

### 2.2.3 Sketches

Day 3 cont. Started creating sketches for my pages. I created mine in Xd Acrobat because I am terrible at drawing, so to use a program for creating sketches was more ideal for me. For the rest of day 3 I created the sketch for Homepage on mobile, tab and desktop.

Unfortunately some of my documentation got deleted when I created a Git-repository for this project, but I have hardcopies of them and will get them scanned in. (see Appendix 1C.) See more info of the Git-repository incident on day 17.

Day 4 Created the rest of the sketches (see Appendix 1C) for About Numetry, Our Team & Experts and Contact Us. When creating the sketches I had an initial plan based on content alone. The plan was to focus all around the celebrity Håvard Tjora. This will not suffice for future projects. I need to have Themes, Epics, Features and User stories in place before any designing or sketch-work can begin to justify it’s content. Lesson learned.

### 2.2.4 Styletile

Day 4 cont. Started creating a Styletile for this project (see Appendix 1D). Here I really started to plot around what I wanted my site to look like. I want to display something quite familiar for Students, Teachers, Adults and Investors alike. So my Theme for design is “From the chalkboard to the stars”.(see Figure 2.2.4.1). The thought was that all can relate to school and the sky during night, but some of us spent most time in elementary school just looking out the window. Struggling to pay attention, “spaced out” so to say. I was one of those kids.

#### Figure 2.2.4.1



The picture for the sky was found in a public library and had CC0, so I could edit it as I would like without crediting the owner. The other one I had to credit the owner and did so in the footer. As you can see on my styletile some of the staff pictures have different shapes (square and round) this is due to some inconsistencies in the content received from client. Some of the staff has just been hired, so not all pictures was in the content folder. They could be found on the powerpoint presentation though, but only as round images.

I chose to find an additional font to the “Muli” font given by client and decided to use Julius Sans one for all headers.

The colours I chose did not all pass the contrast checker so some last minute changes had to be made.

Day 5 & 6 Took the weekend off to spend some time with my daughter.

### 2.2.5 Preparing files and going through content folder

Day 7 Took all images and photo files received in content folder through powerpoint and illustrator to optimize by compressing for code. Changed a few of them to be in a different format as well due to sizes and expected use.

The word file received from client had several spelling errors, if I have time at the end of the project I will rectify some of them. Suspect the use of Google Translate here due to for example Educators should be teachers, middle step should be middle school etc.

One of the questions I asked Sondre Sandvoll (Eduplaytion AS Buisness intern) during his powerpoint presentation was regarding Håvard Tjora (math celebrity). If they had considered using his Celebrity status to promote the page?

His reply was that he did not think so, but he thought it was a good idea.

To my horror we did not receive anything regarding Håvard Tjora in the content folder. I contacted Sondre Sandvoll (his contact information was on the powerpoint presentation.) because this was critical for my plans for Promoting the page through celebrity marketing. (See Refferences 3.1) The Gravity of having a well renowned person to promote a product can really boost the sales in general for a company and could become Celebrity branding.

I contacted him by text message, this was my text:

Hi Sondre, Filip from 1 class FE-D on noroff here. A question several of us has asked in class is regarding Håvard Tjora. He is a part of your powerpoint presentation, but not part of the content folder we have received. Is he a part of the project still or has he pulled away from the project? PS. It was me that asked the question regaring celebrities and promoting after your presentation.

His reply was:

Hello Filip :D He has recently become a part of this project so that is why the information regarding him is missing from our homepage. If you are allowed to define own text in this case-project. You can add text you think he would say regarding to our project to attract customers. Have a nice day.(this actually means have a nice day in norwegian.)

So I found some information regarding Håvard Tjora on Jobbaktiv.no (see refferences 3.2) where he is a lecturer, google translated it and added a little bit on the end.

There was a few people that was not included in content folder on my website they only have a ----------------------fill in descriptive text---------------- underneath their picture and title.

Day 8 Started the day by sending Kingsley a message on discord asking if he could ask the client how many they are in the company and how many departments they have. He said he would ask.

### 2.2.6 Themes, Epics, Features and User stories

Day 8 cont. I started creating Themes, Epics, Features and User Stories (see Appendix 1E).

I am still not sure I fully grasp the concept behind it, but basically it means you should write user stories so self-explanatory that you could hand them off to anyone (young, dumb, old etc.) and they would still understand what it is you are trying to create.

I looked in to product agnostic, tech agnostic, marketing agnostic and vendor agnostic to give me a pinpoint in the right direction. But the conclusion remains the same, because any and every company uses them differently based on what they are trying to create.

What needs to be a part of it is:

Who……What…..Why

As you can see my first one was Game, not very self-explanatory I was told, but after doing some research (see reference 3.3) I am happy to disagree. Games is a basic instinct in animals and humans alike, and has existed for as long as human history is recorded.

But if I had time to change these I would instead call the Theme: Game selling Strategy

Epic: As a company….we would like to display the game we have created…so that we can sell it and make money.

Feature would still be: About Numetry

And as a user story: As a company…I want to create a game to benefit children’s education…to give them a new way of learning math.

Game in it self was maybe a to broad aspect of it and did go into a necessary depth to meet the requirements, maybe if I had added. Educational-Game instead it would work.

Day 9 I continued on my User stories today, but I had to start the other work as well. To many agile “scrums” will set my entire project on a critical path and leave me dead in the water.

I had to leave it half way through the day to start working with my design.

### 2.2.7 Design

For the rest of the day I started contemplating of what I wanted to show visitors and customers that comes to the website

## 2.3. Conclusion

# 3. References

### 3.1 Celebrity Marketing

<https://www.marketing-schools.org/types-of-marketing/celebrity-marketing.html>

### 3.2 Håvard Tjora

[https://www.jobbaktiv.no/foredragsholder/havard-tjora/#](https://www.jobbaktiv.no/foredragsholder/havard-tjora/)

### 3.3 A brief history of games

<https://www.interaction-design.org/literature/article/a-brief-history-of-games>

# 4. Acknowledgements

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# 5. Appendixes

### 5.1 Appendix 1A Scope of Work Revision 1A

### 5.2 Appendix 1B Gantt Chart Revision 1A

### 5.3 Appendix 1C Sketches.