



Smart mobile

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Problem definition/concepting:

You show you can convert a problem or opportunity into multiple smart mobile concepts based on thorough analysis.

I've analyzed my persona using certain techniques like: User stories, Empathy map, Pov etc. see ux file for more.

Beginning

Mobile User Experience / Interaction Design:

You translate concepts into user friendly designs and validate these designs through user tested iterations.

I've researched and thought of design concepts. Using: Moodboards, Styleboards, wireframes, and lastly a design.

Beginning

Mobile Software:

You implement high quality applications using designs and programming languages on both (mobile) client and server side.

I've made a swift app that uses the location off the phone. however it focused more on design for this app. So I will need to focus some more on the programming part.

Orienting,

Mobile Hardware:

You employ relevant mobile hardware.

I've made use of the gps function in my BusyBee application

Beginning

Professional Skills:

You demonstrate your professional development as a mobile developer in the form of authentic, professional IT tasks in which both the process and the result are visible.

I've not yet spoken with the teachers or shown my progress. as you can see from the feedpulse. So I need to communicate more. I think I've had trouble getting used to going to school instead of working from home.

Orienting