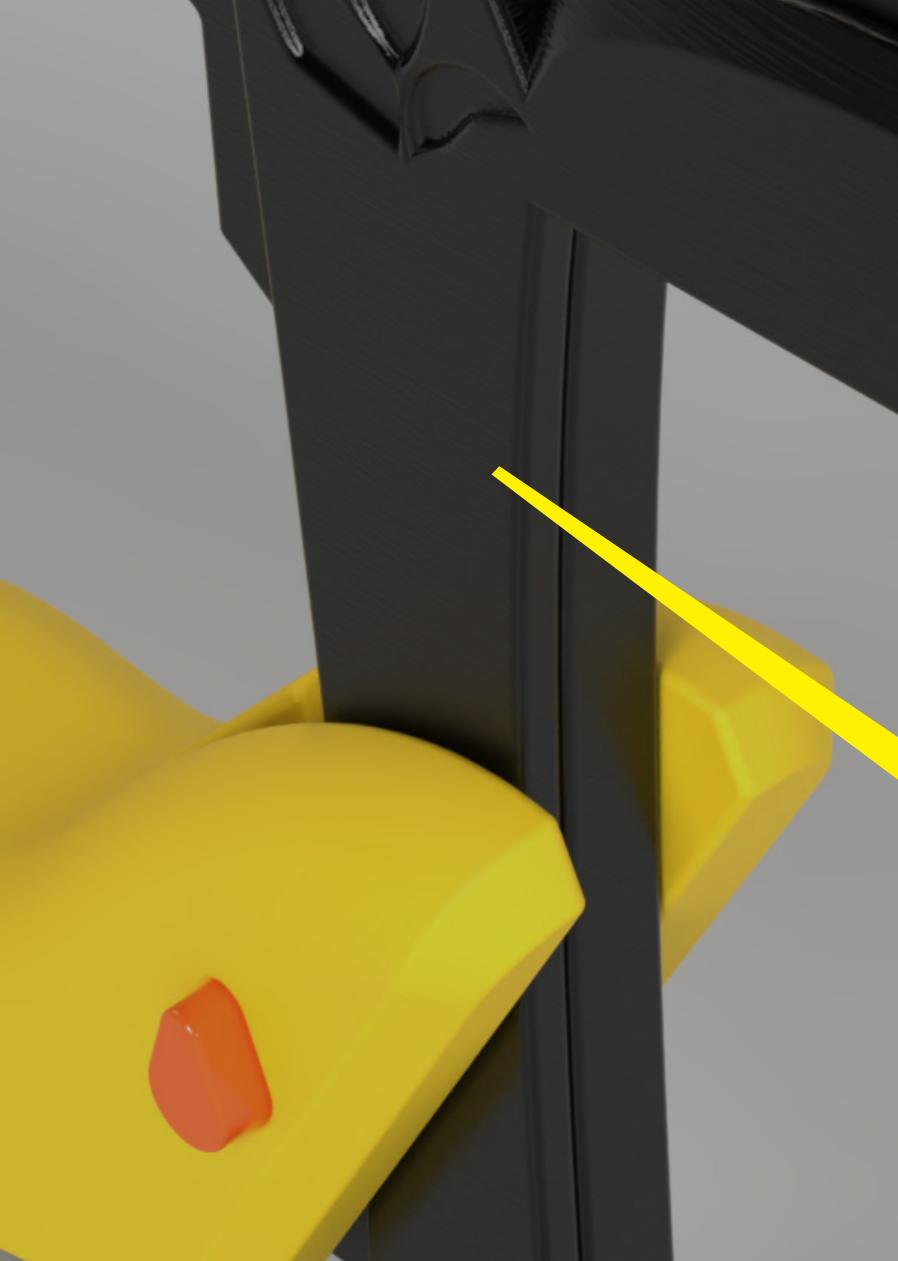


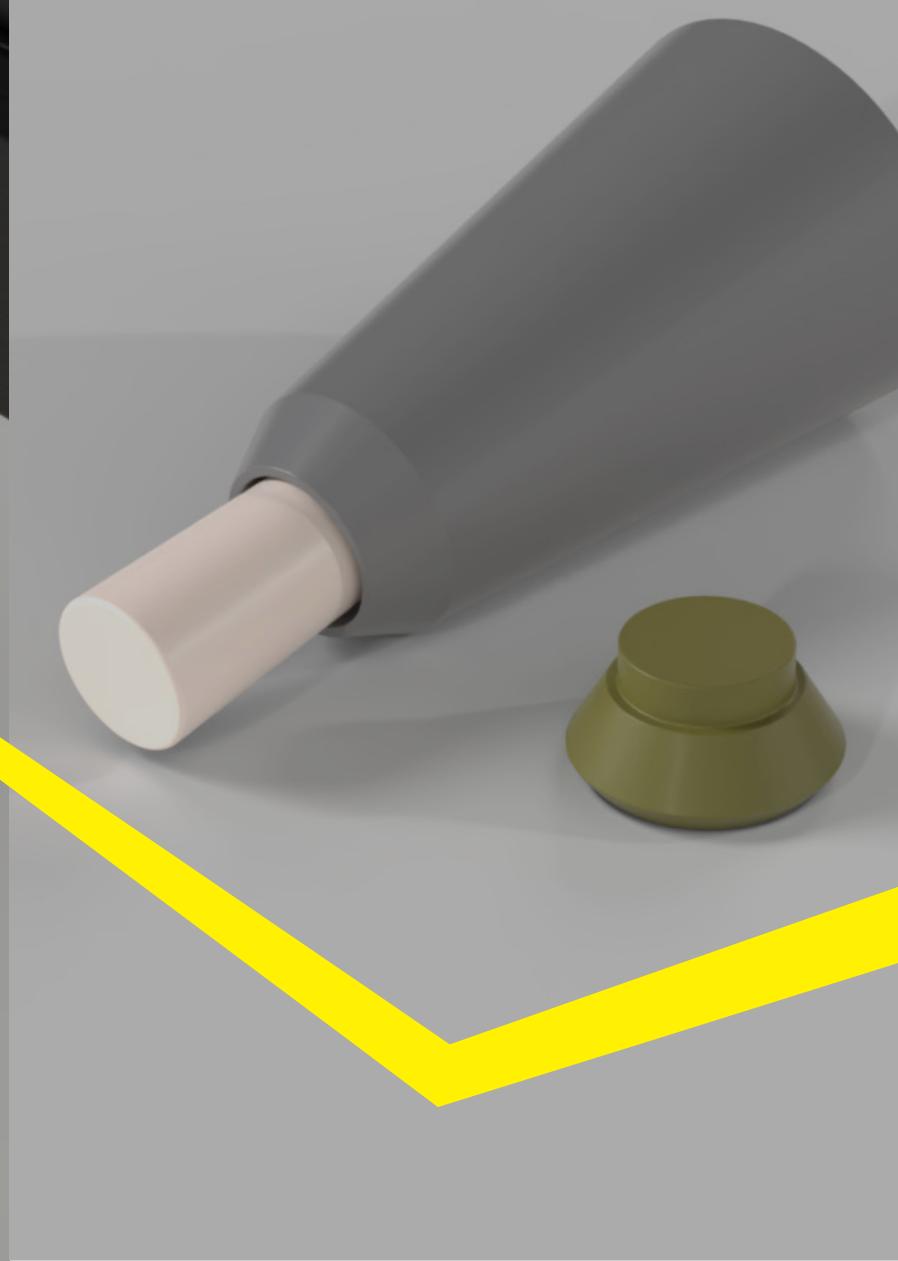


Dijkmans Jolan
Portfolio

**Ergonomisch
Brand design
NAJAR**



**UX - UCD
*Lost Letter***



composting
uuuk

Visualisation





Ergonomics Brand Design

NAJAR

Project:
Challenge:
Time:
Residu:

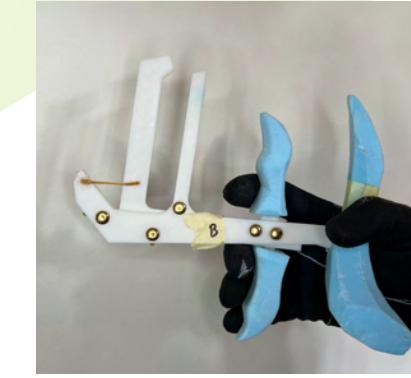
Ergonomics - branding
Team work - Streamlined design family
60 hrs
*Proposing my opinion in a group, going for
the less conventional technique.*

Firstly, we developed a brand, including the name, logo, and defined the 'family style.' Our brand, NA-JAR, is a company specializing in gardening tools for florists. This team effort was carried out by Alex Blyweert, Michael Delbeke, Azira Deryckere, and me.

For the second part, I designed, iterated, and user-tested the gardening shears. I discovered that user testing is a time-consuming process, but it provided me with valuable insights I would have otherwise probably missed. My solution focuses on an ergonomic position combined with an alternative approach to the traditional cutting motion.



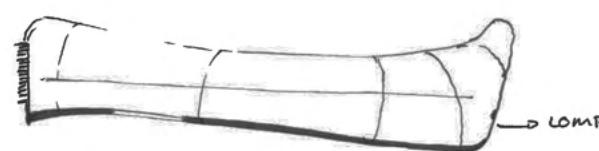
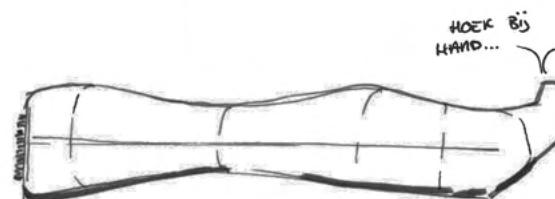
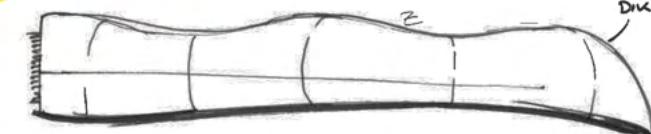
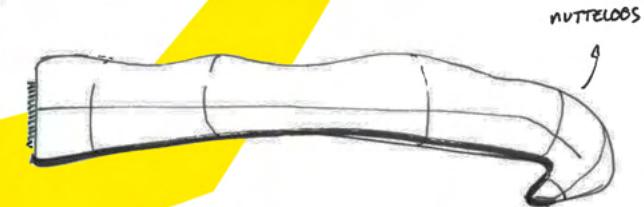
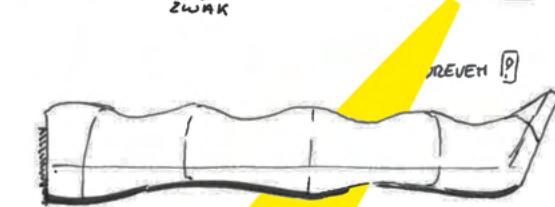
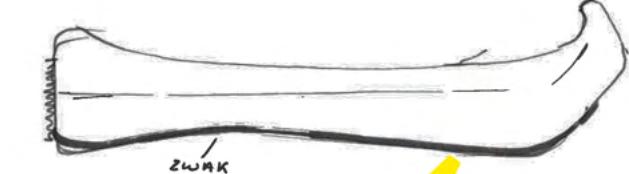
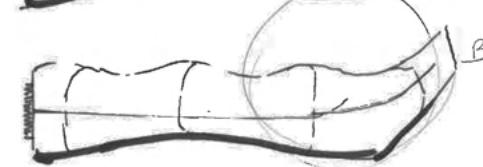
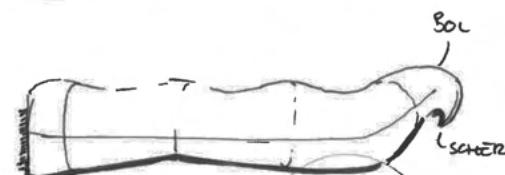
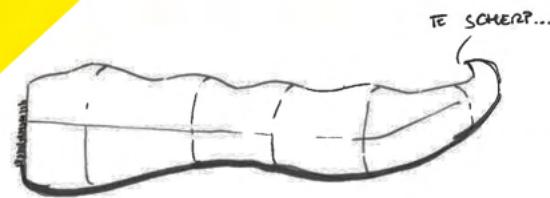
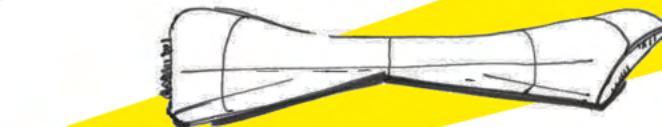
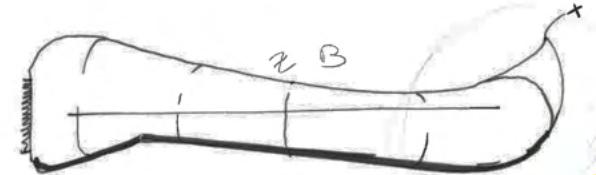
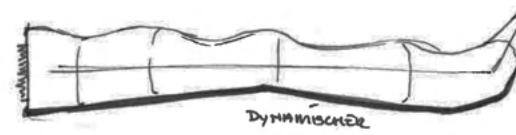
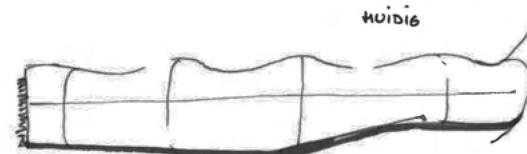
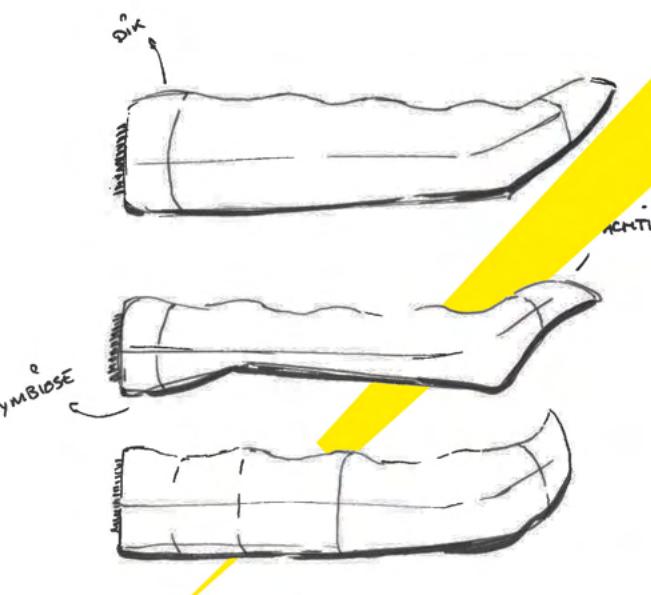
Brand - NAJAR - team

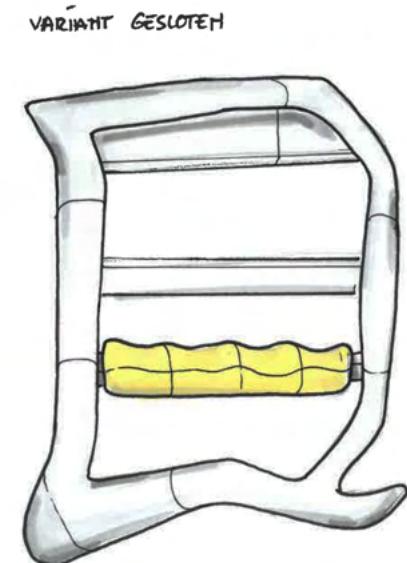
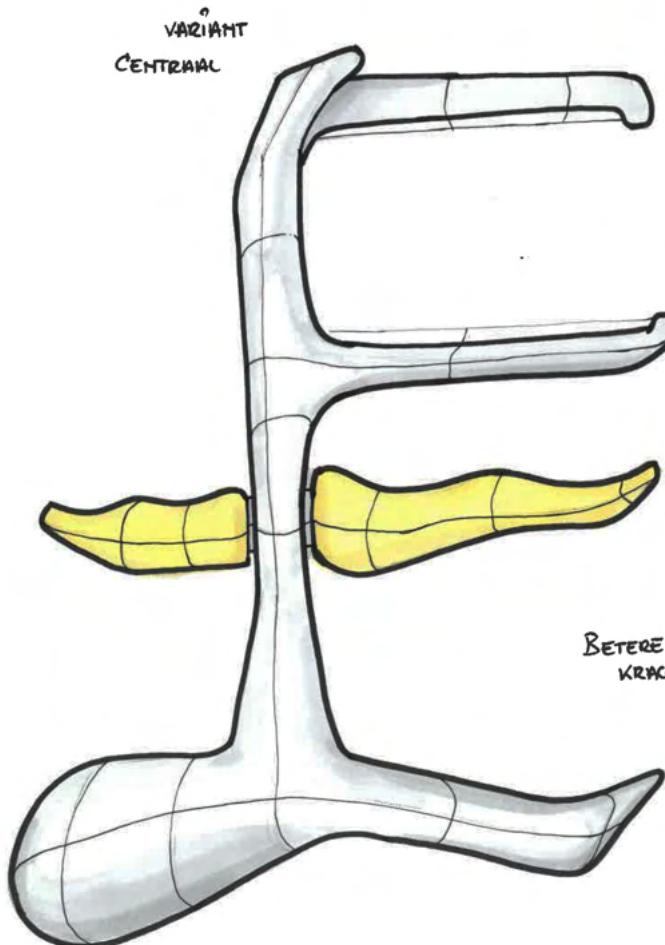
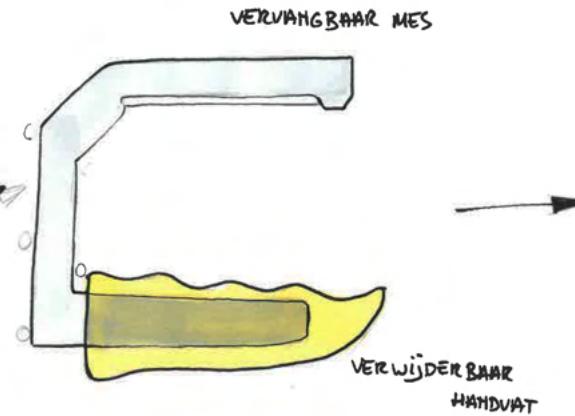
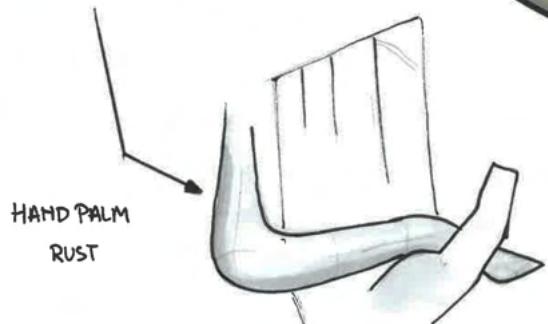
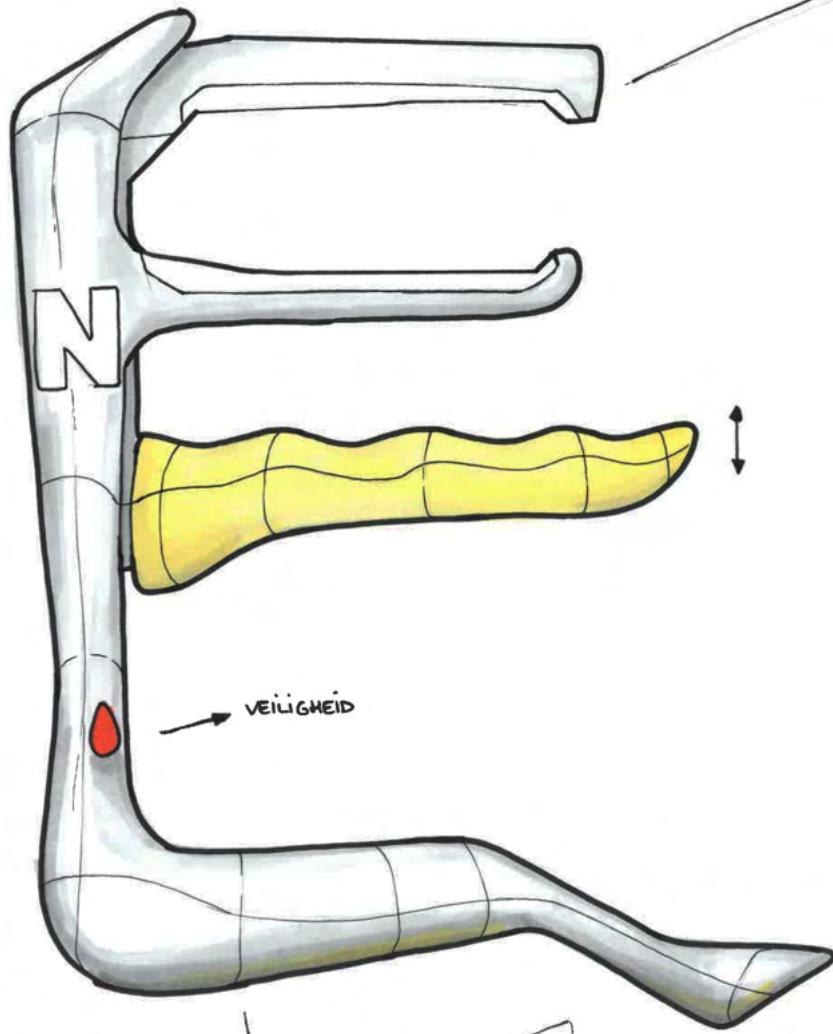


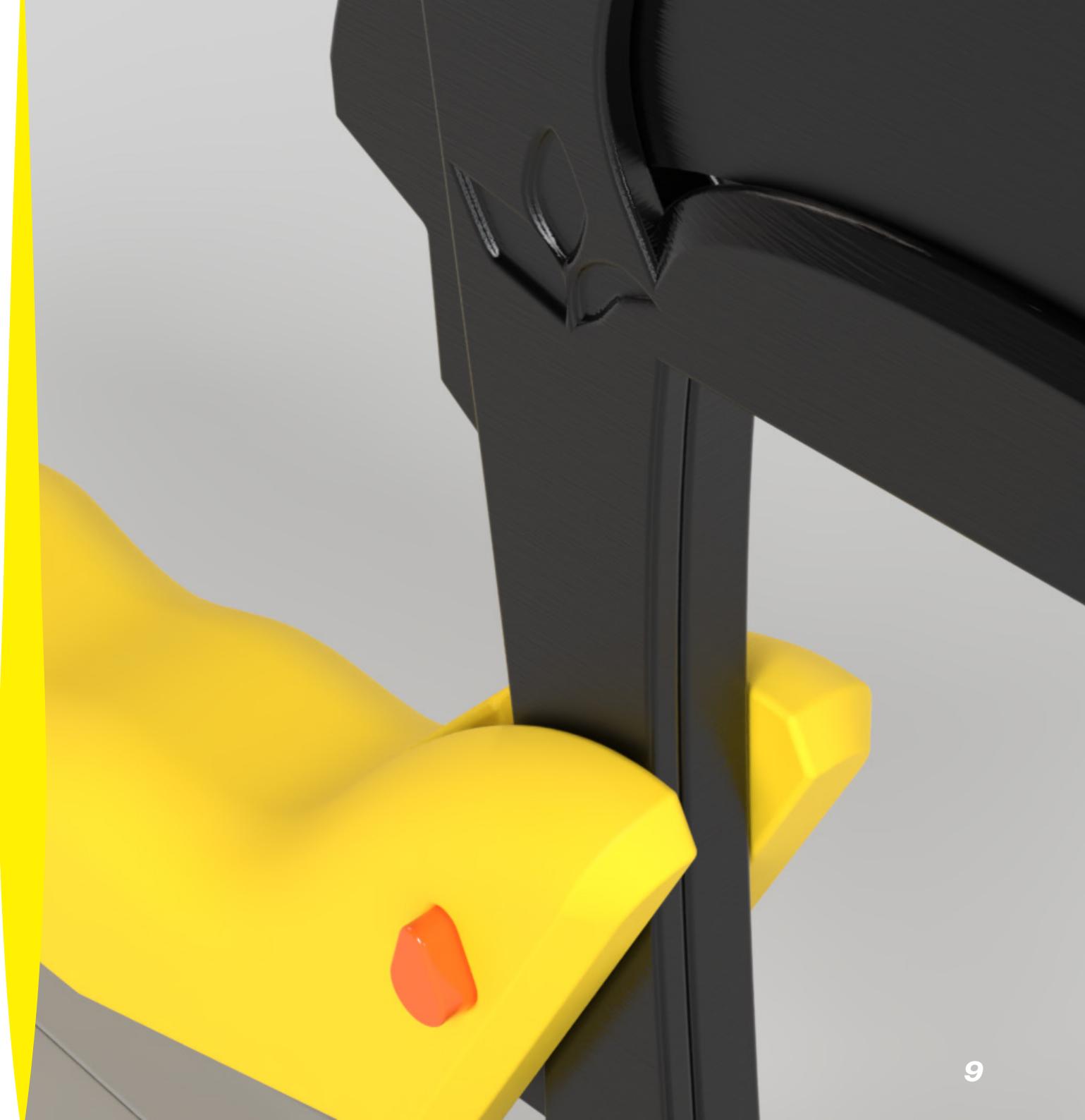
Prototyping & testing - solo



Style moodboard - team









UX - UCD

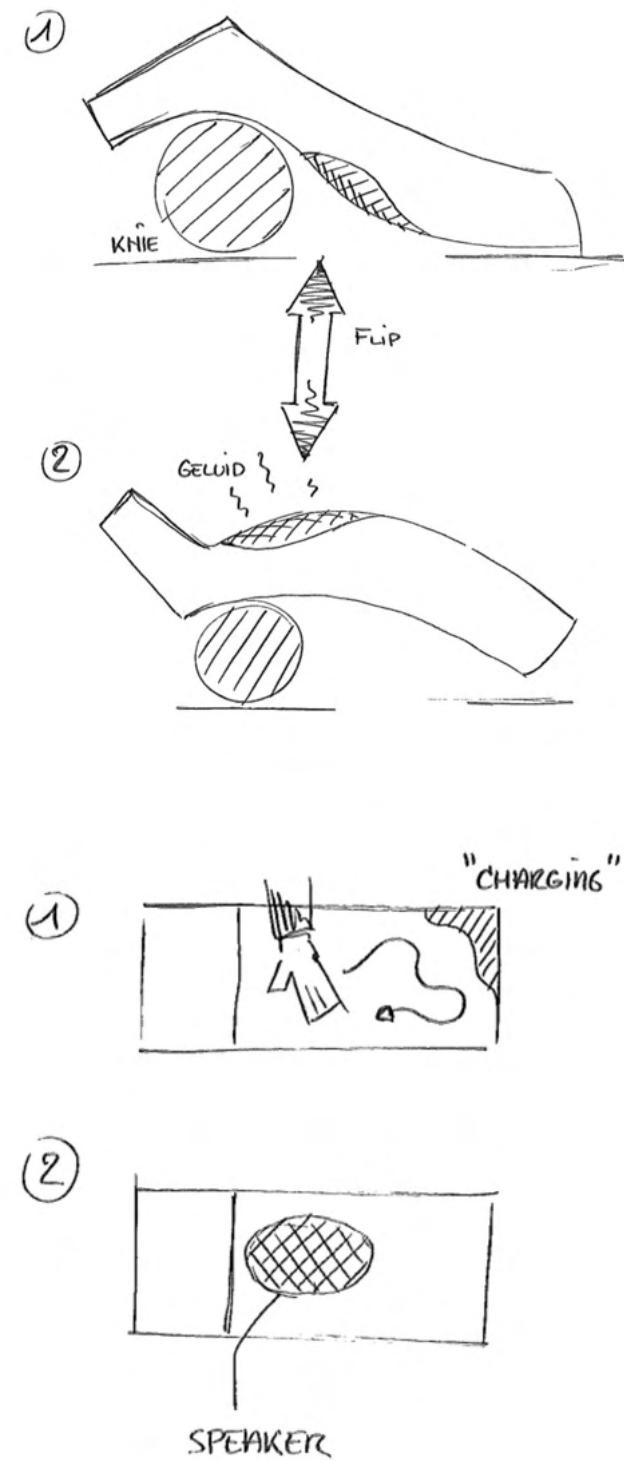
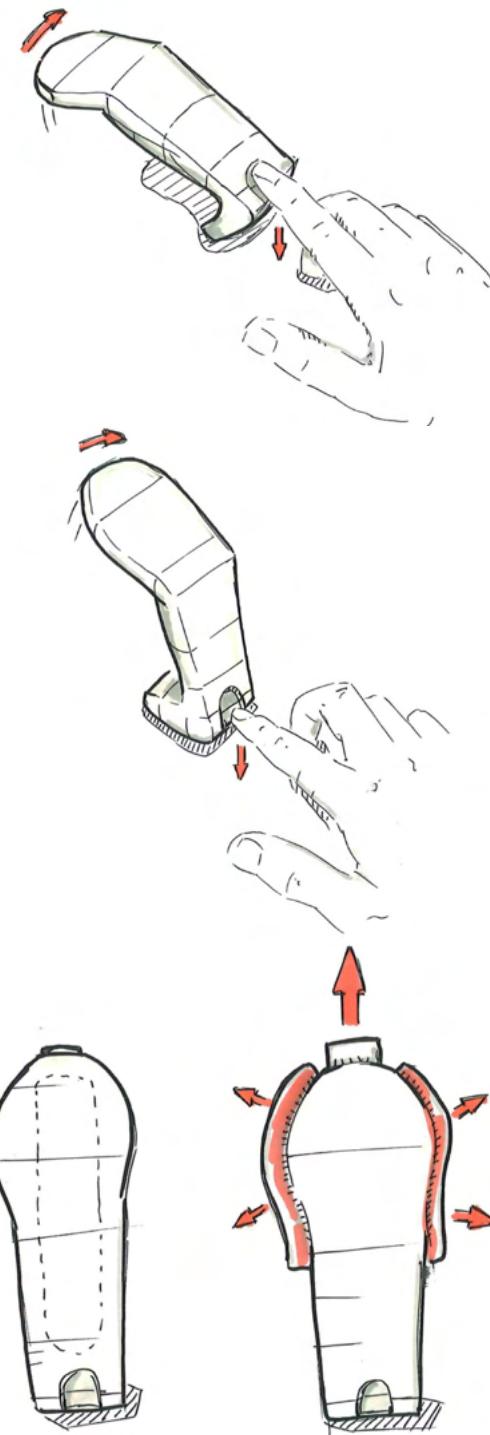
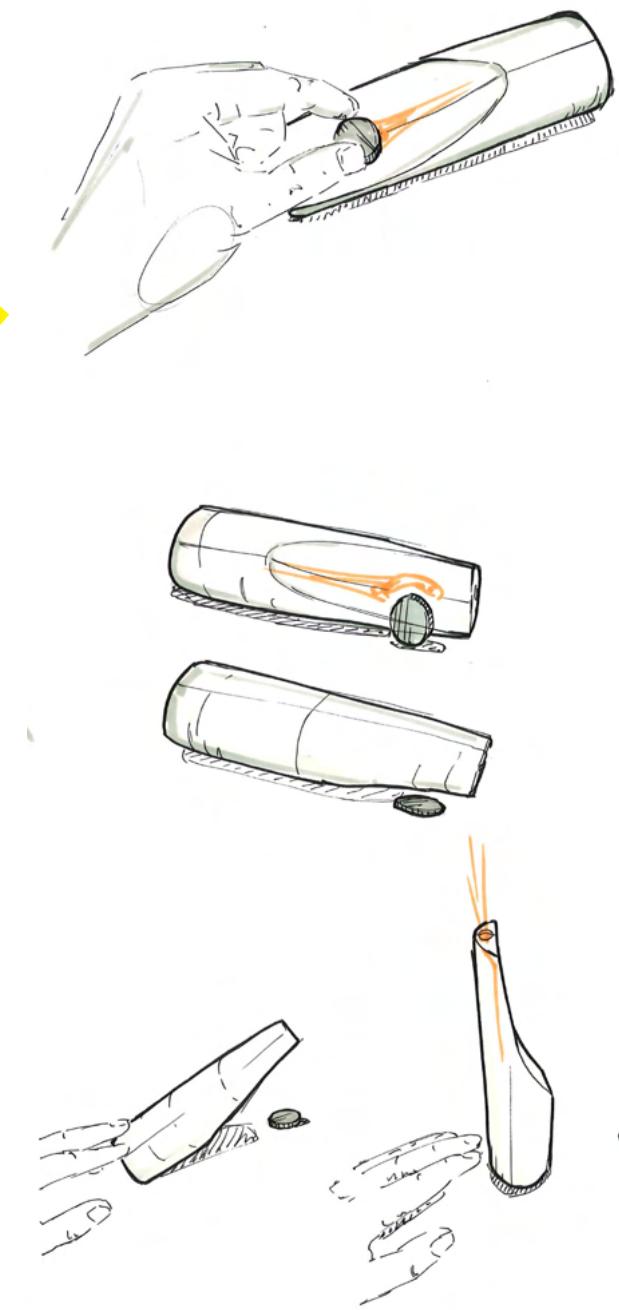
Lost Letter

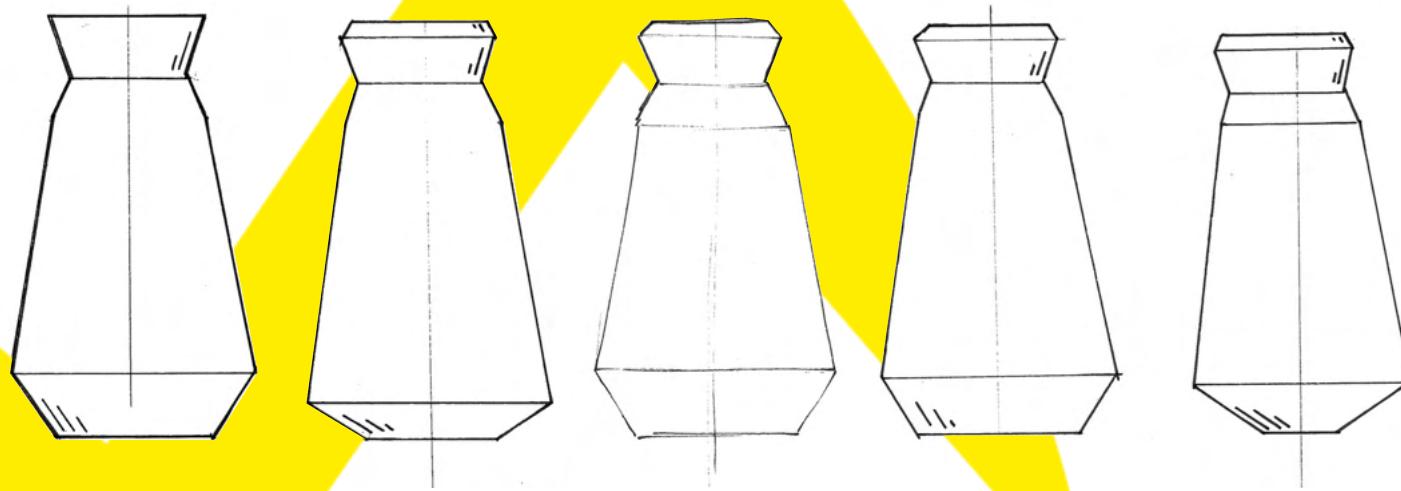
Project:
Challenge:
Time:
Residu:

User Experience
Duo work - video presentation
45 hrs
After effects, video storytelling, using simple hints or movements that have resemblance and are intuitive.

My colleague Brice Vrijzen and I focused on the theme of loneliness among adults who struggle with feelings of isolation. The project aimed to create a unique and intuitive experience with 'the lost letter.'



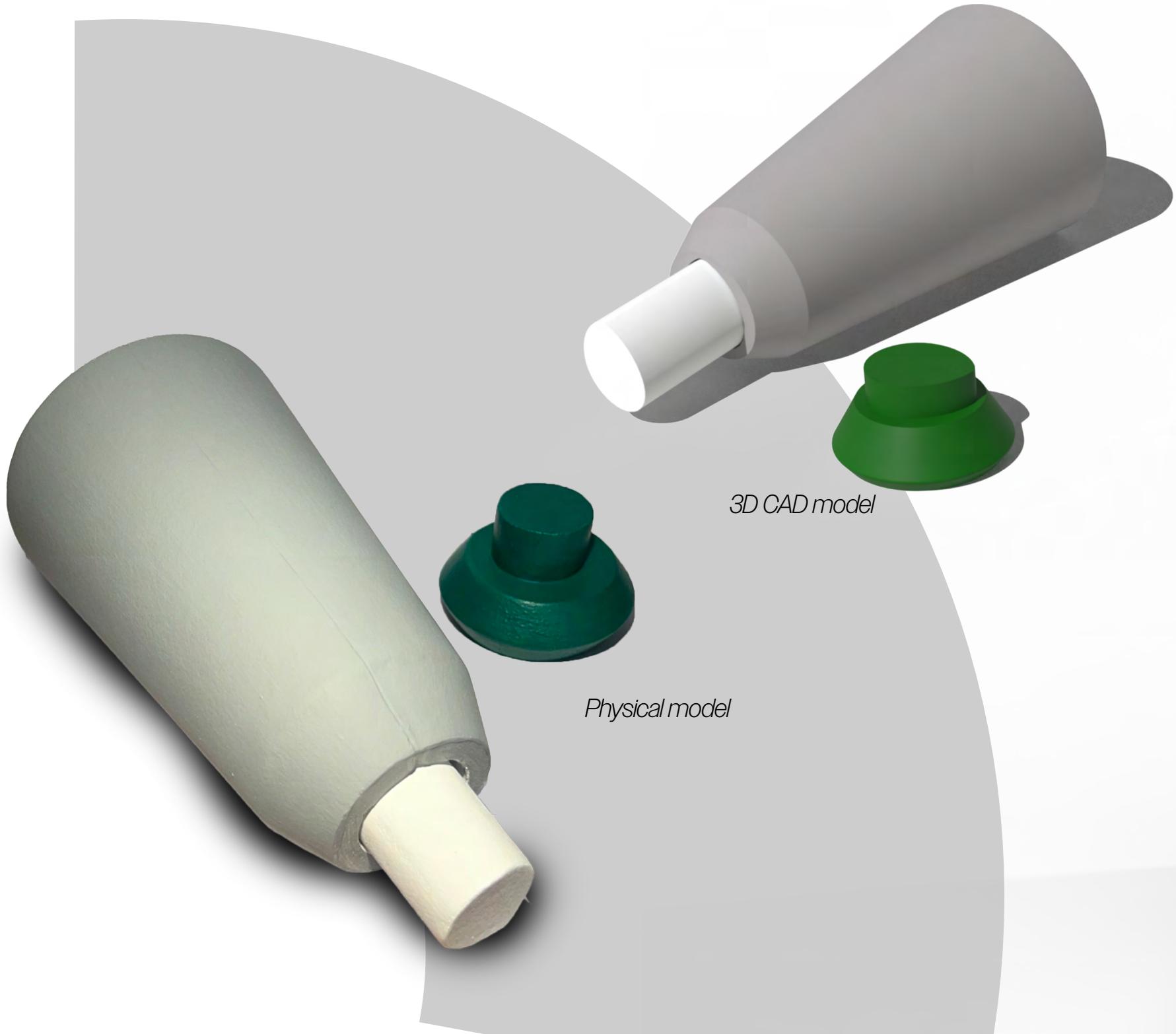




Stills from project video

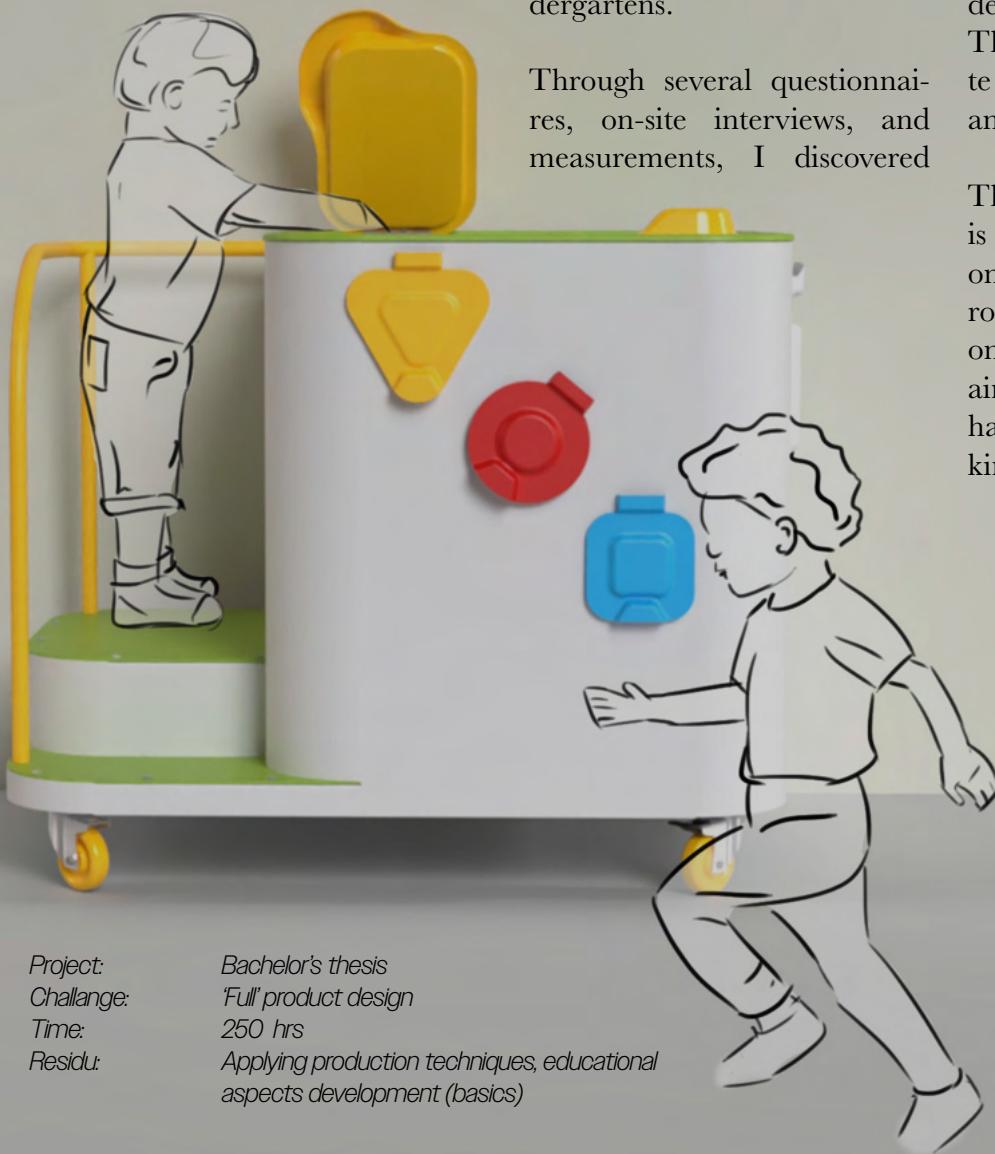
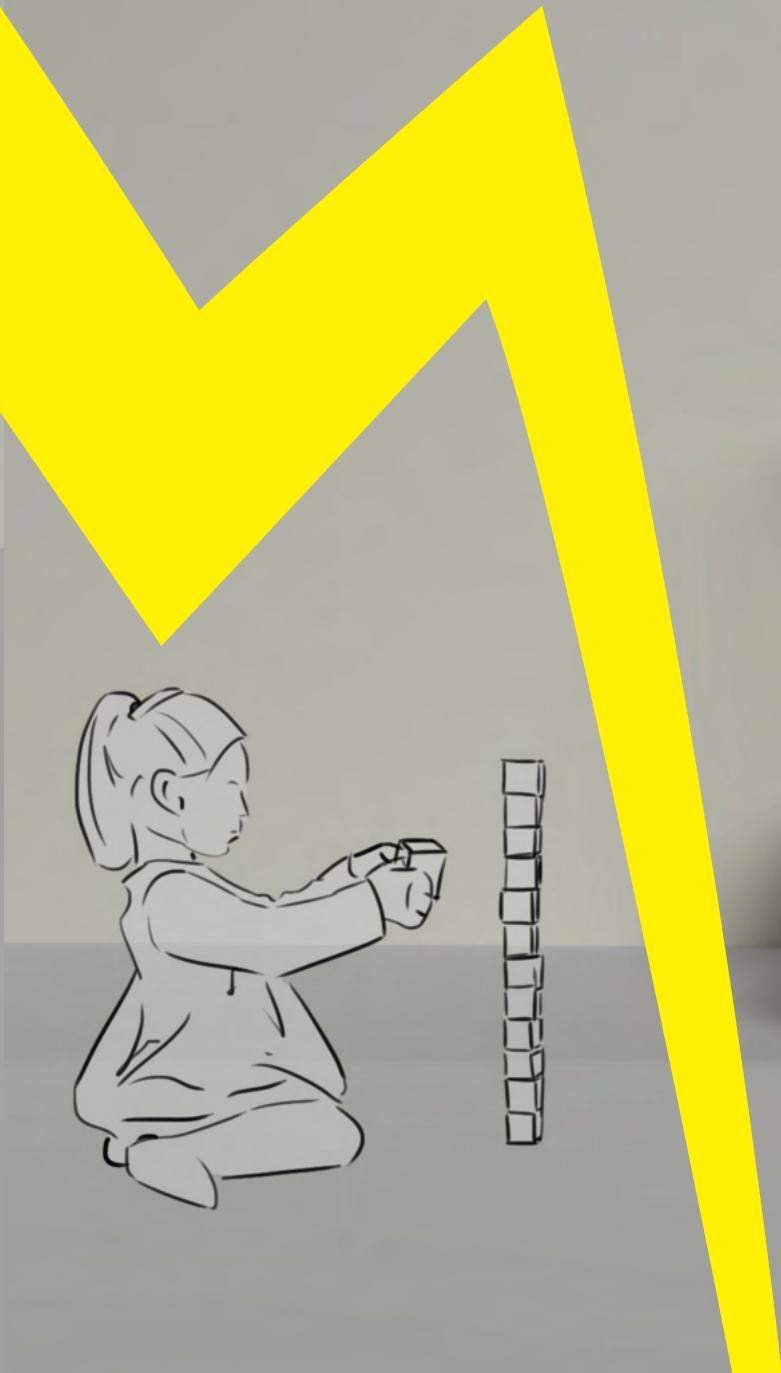
When the user interacts with the product, it begins to spin, creating anticipation as the letter is slowly revealed. The floating bottle carries an encouraging letter to the user. After receiving the letter, the user can open the bottle and pull out the letter to read and listen to it. The model had to be of the highest quality, which was a nice touch to the project.





Vermicomposting *Duuk*





Project:
Challenge:
Time:
Residu:

Bachelor's thesis
'Full' product design
250 hrs
Applying production techniques, educational aspects development (basics)

A vermicomposter designed to add value in education, promote eco-friendly waste management, and encourage attitude development among young children. The product is specifically created for urban kindergartens.

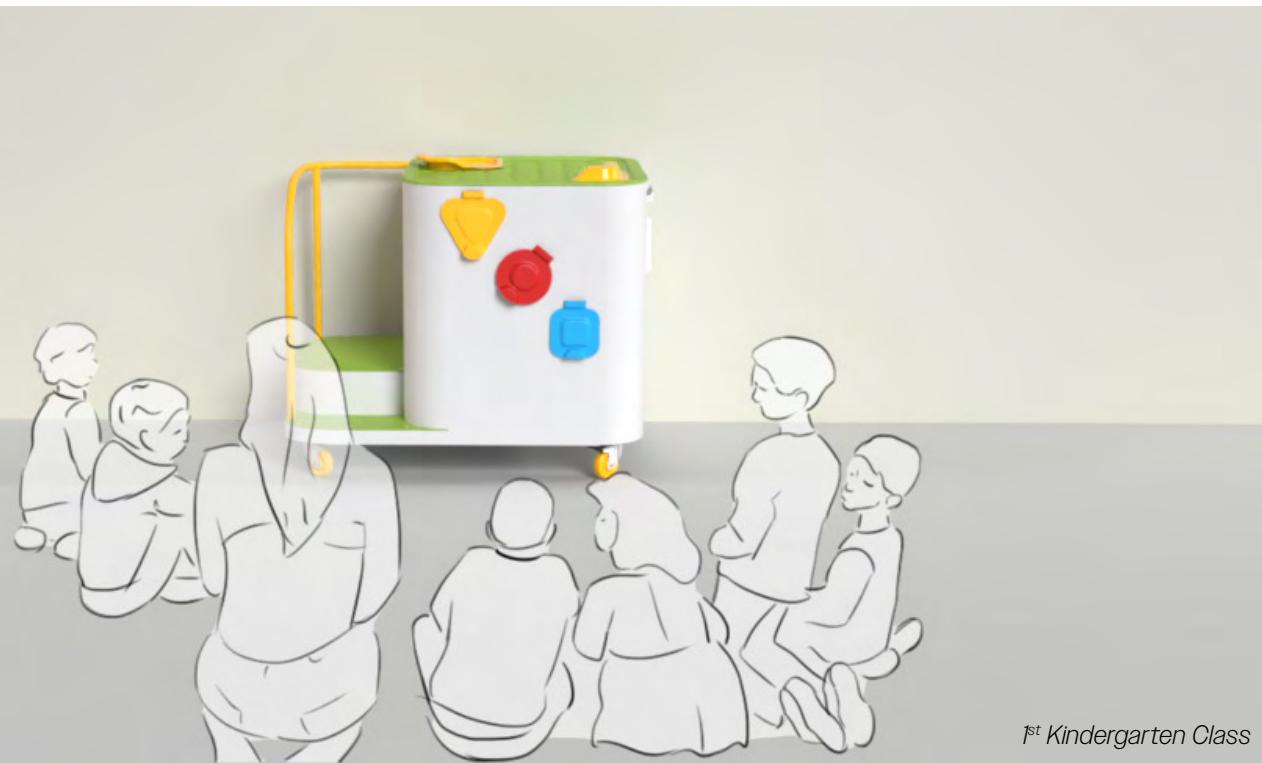
Through several questionnaires, on-site interviews, and measurements, I discovered

that an average kindergarten produces approximately 2.3 kg of fruit waste per day, mostly banana peels. The worm-based composting system helps reduce waste transportation and contributes to children's understanding of the waste cycle. The worms consume fruit waste as well as paper, coffee waste and leaves.

The educational approach is exploratory and interaction-driven. Overall, the Euro-pallet-based product focuses on efficiency and education, aiming to establish sustainable habits and mindsets within the kindergarten environment.



KS - freeze - pers
Rotatiegie



Vacuümvorme
PP - PMMA - (7x)

inserts (2x)

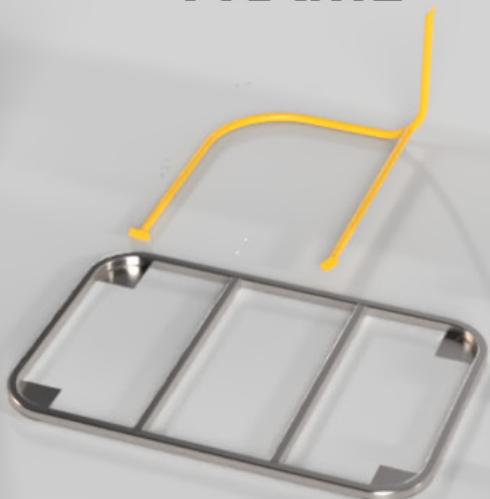
eten



en

Lassen, buigen (2x)

FRAME



Aankoop

HPL, soft close, rails



Plooistukken,
plaatbewerkingstechnieken (10x)

PLAATWERK



Rubberpersen

2 mm (6x)

Productie

De composter is opgebouwd uit een frame, plaatwerk en kunstoffen onderdelen. Er wordt gebruik gemaakt van plaatbewerkingstechnieken, rubberpersen, rotatiegieten en vacuüm vormen. Er worden daarnaast diverse onderdelen aangekocht zoals: soft close scharnieren, wielen, rails etc.



Link to a animation of the most important features



Screen print - hand printed

<https://www.youtube.com/watch?v=Vgqgh8jKa8>

duuk
Meer dan leren.



Permanent
Langdurig
Mindeset
Gewoonte
Blijvend
Attitude

Het doel achter het product is om een permanente plaats te krijgen in de school en zo te behoren tot het dagelijks leven van de kleuters en van het personeel. Daarnaast is het doel om een blijvende attitude mee te geven tegenover afvalverwerking in de samenleving. Het product zal kinderen meer aansporen om natuur op te zoeken, dit heeft op lange termijn voordelen.

Verificatie

Gebruikstesten zijn uitgevoerd op een 1:1 hout/karton model. Er is getest met 2 kleuters.



De schoolcontext is verder onderzocht met behulp van schoolbezoeken en een bevraging aan 15 scholen met 45 responses van kleuterjuffen, directie, ...



Het mechanisme is getest op 1:2 schaal. Deze testen hebben tot het finale systeem geleid.



Het bananen dieet is toegepast op de testopstelling met wormen. Ze hebben het alvast 9 weken gezond overleefd op enkel bananenschillen.



Educatief

Voor elk leerjaar zijn er specifieke leermogelijkheden.

1ste: Basis kleuren & vormen

Deze twee elementen: de basisvormen en de basiskleuren staan op het leerprogramma voor vele kleuters. De composter maakt dit leerproces interactief en stimuleert nieuwsgierigheid.



2de: Sorteren & 'het proces'

Het herkennen en sorteren van materialen staat op het ZILL leerprogramma in België. Deze uitdaging is één van de vele voorbeelden waarvoor de interactieve behuizing gebruikt kan worden. Zo kan ook het proces van de vermicompostage aangepakt worden.



3de: Basis Wetenschappelijke methode

Deze methode vormt de basis van vele onderzoeken. Er kunnen met de composter op jonge leeftijd kapstokken gemaakt worden. Het sampelen, meten en opvolgen van de zuurtegraad geeft hiervoor een hands-on ervaring.

Efficiënt



Europallet 1200 x 800

Het efficiënte gegeven komt ook terug bij het transport. De europallet vormt de basis van het product, met een afmeting van 1200 x 800. Dit zorgt voor een gestandaardiseerde maat, daarnaast is het mogelijk om het zware product eenvoudiger te leveren en vervoeren.

Onderhoudsvriendelijk

Er wordt ontworpen om het de schoonmaak zo eenvoudig mogelijk te maken. Minimale randen en plaatsen waar vull zich kan verzamelen. Daarnaast worden materialen toegepast die tegen een stootje kunnen, door de context en het langdurige gebruik is dit een vereiste.



Compleet

Het moet een compleet pakket zijn. Alles wordt meegeleverd. Bestaande uit educatief materiaal, opstartmateriaal en bijhorende tools. Het educatieve materiaal is voornamelijk interactie gebaseerd. Dit gaat van de bijhorende magneten, infographics, proces beschrijvend materiaal.



De merknaam staat los van het product. Het richt zich breder op de emotie en ervaring van de gebruiker. Het wijst op een reeks van educatieve & duurzame producten. Duuk bevat een afleiding van de klanken in een speels woord

duuk
Meer dan leren.

visualisation

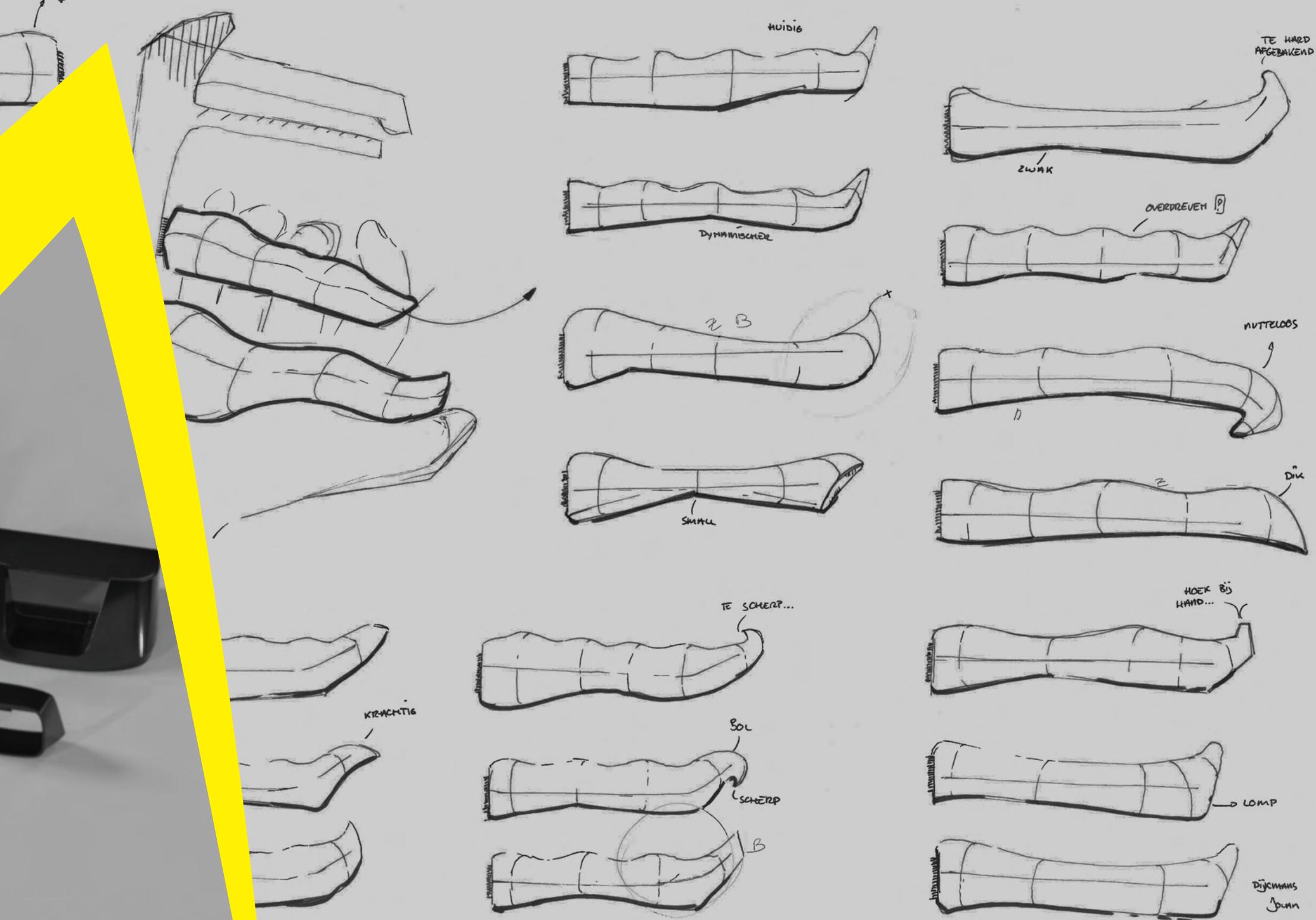
Digital - Analog

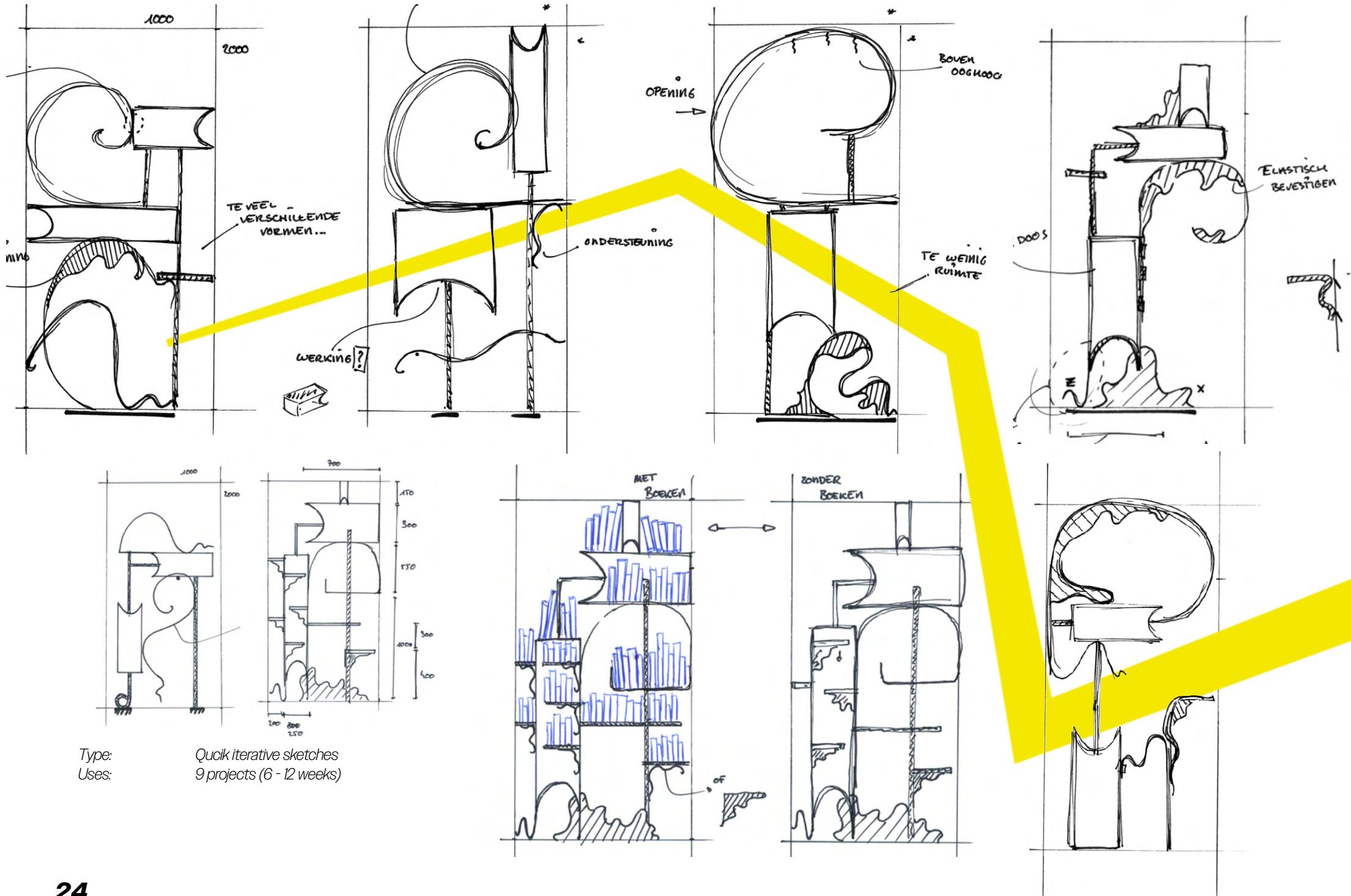
Project:
Challenge:
Time:

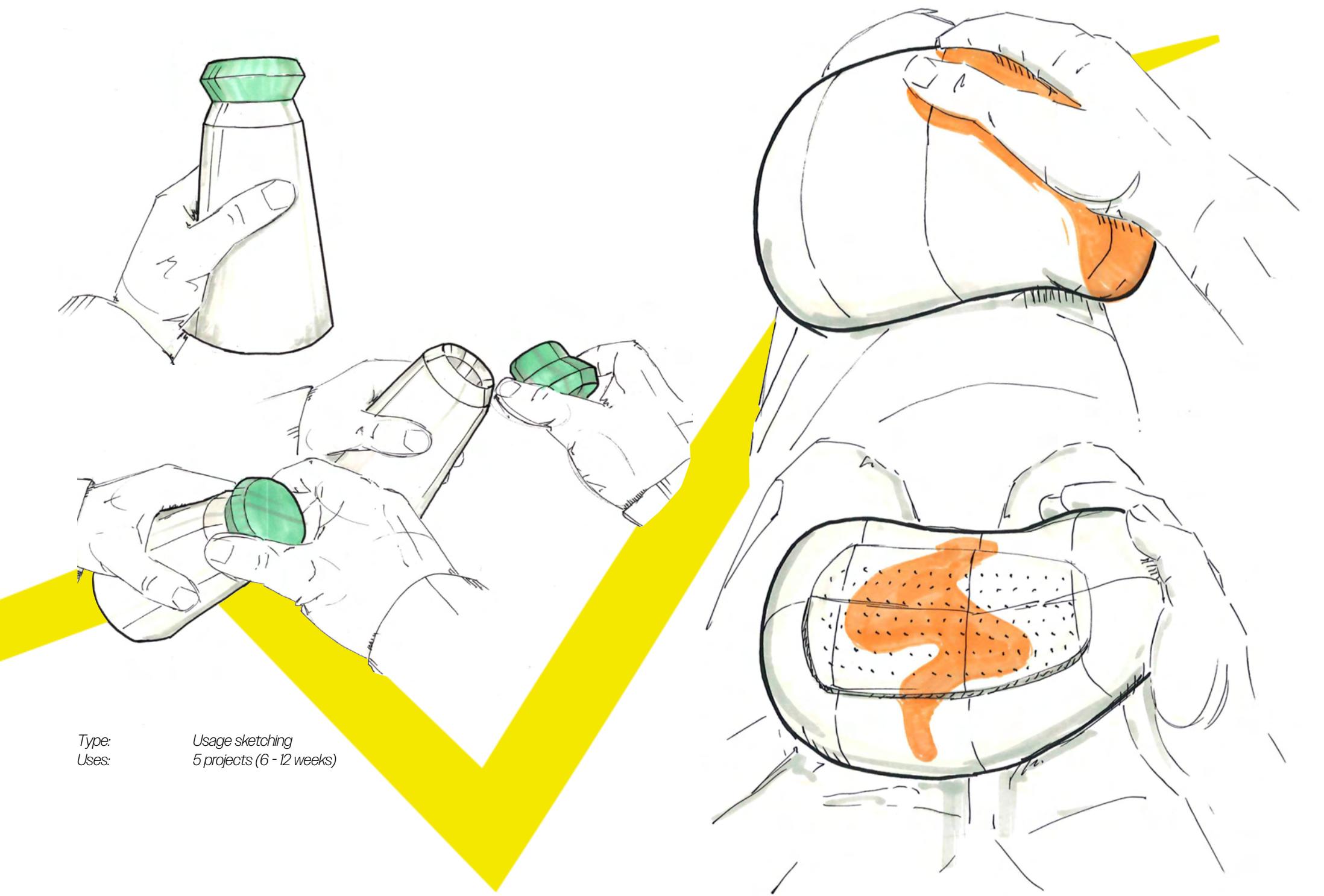
Surface CAD
Replication using SolidWorks Surfaces
50 hrs

Based on:

Aiper Seagull

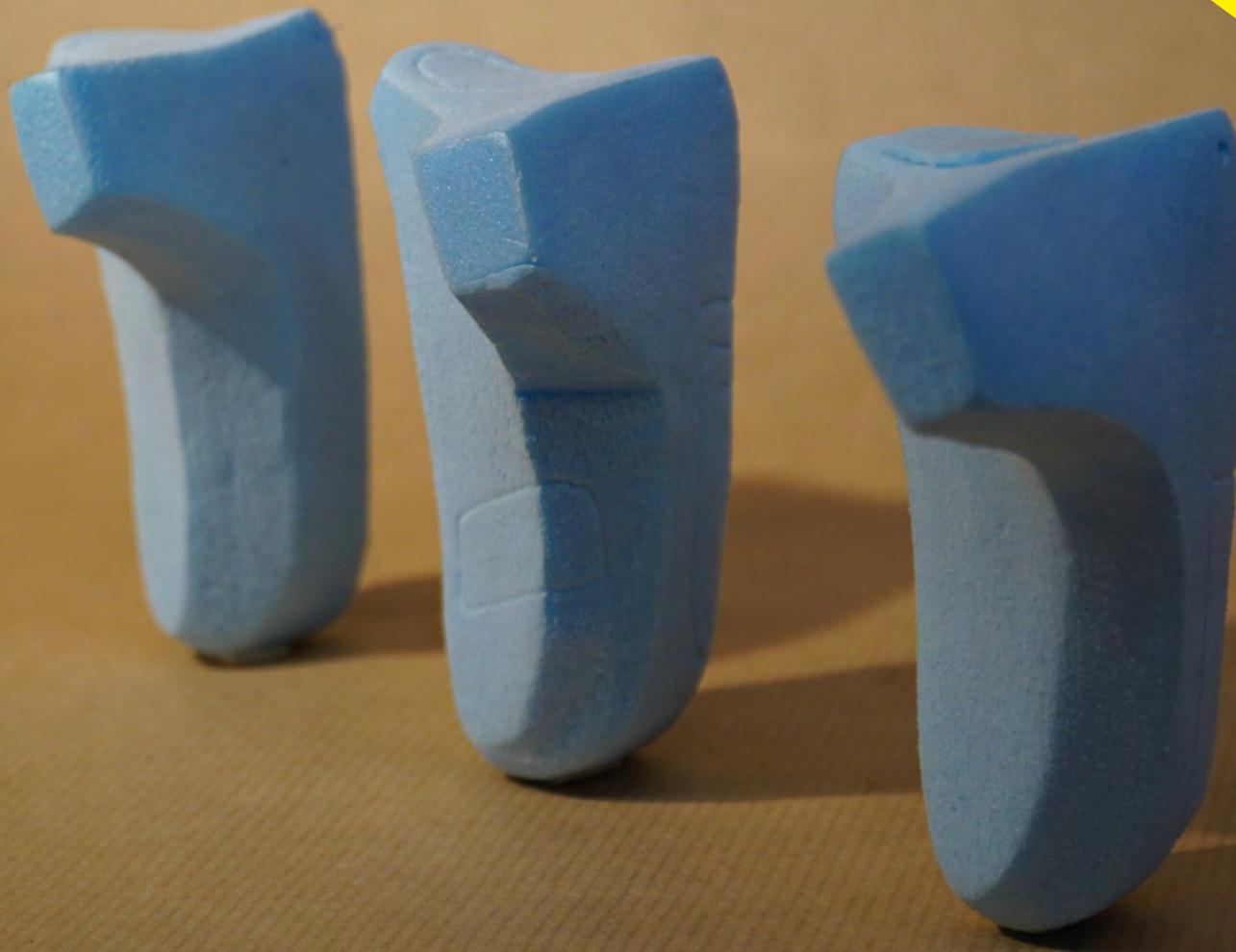






Type:
Uses:

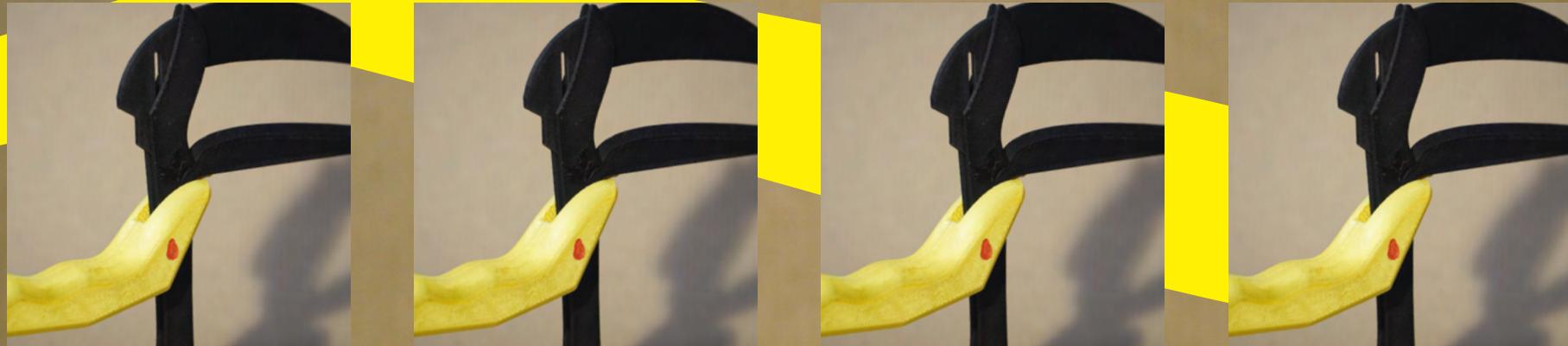
Usage sketching
5 projects (6 - 12 weeks)



Type:
Uses:

Foam
5 projects (6 - 12 weeks)





Type:

Uses:

3D prints

3 projects



Type:
Uses:

Vacume Food Tray - 3D printed Mall
1 project (6 weeks)

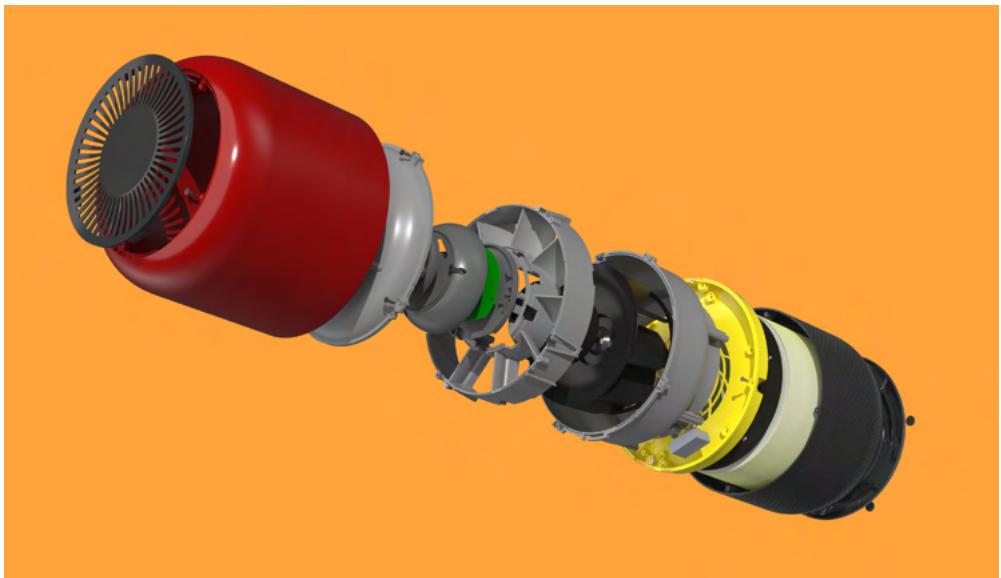


Type:
Uses:

Lasercut
1 project week
5 projects
- operator
- user

Type:
Uses:

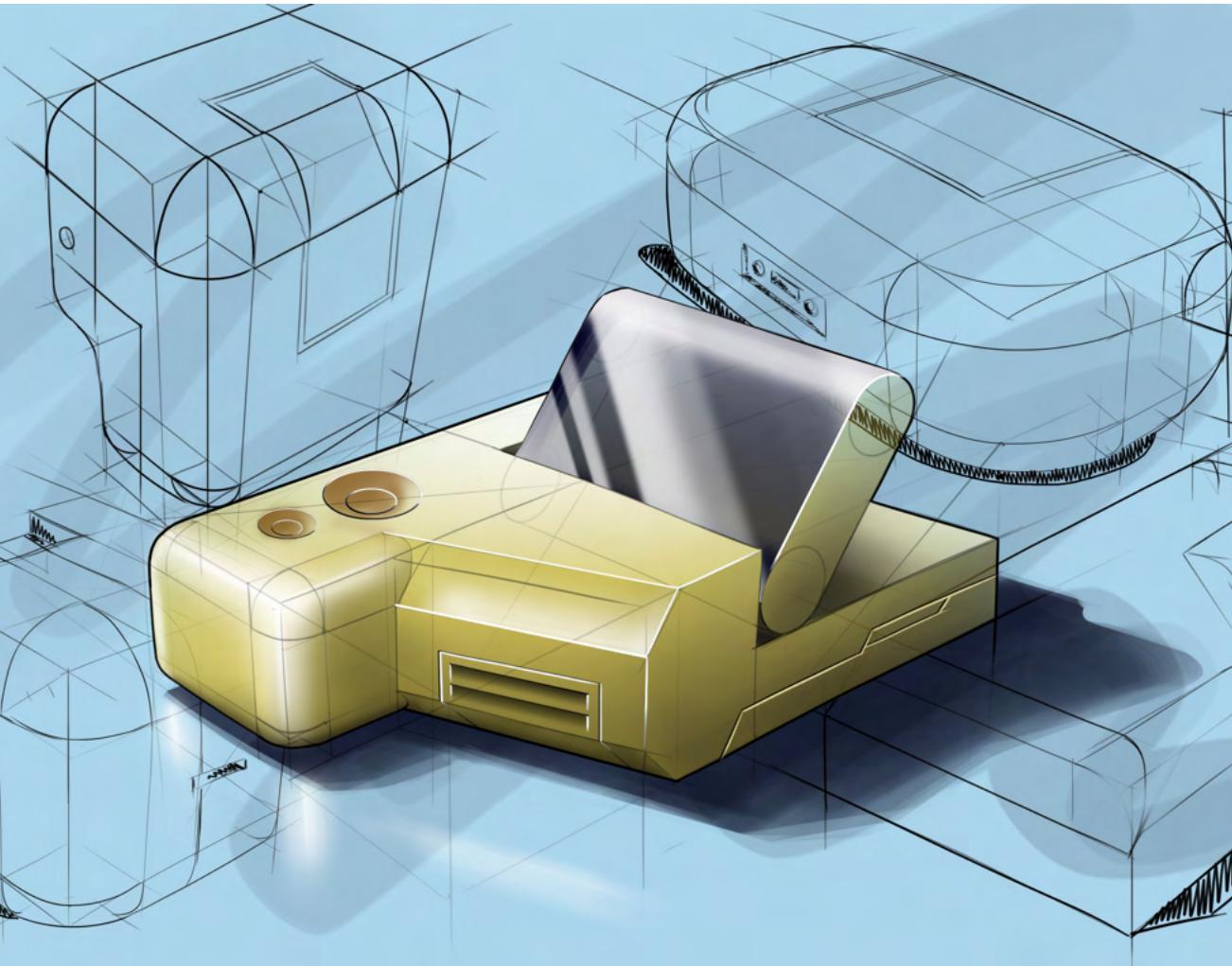
PP - Mechanism
1 project (6 weeks)



Project: Solid CAD
Challenge: Configurations (adjustable)
Time: 30 hrs

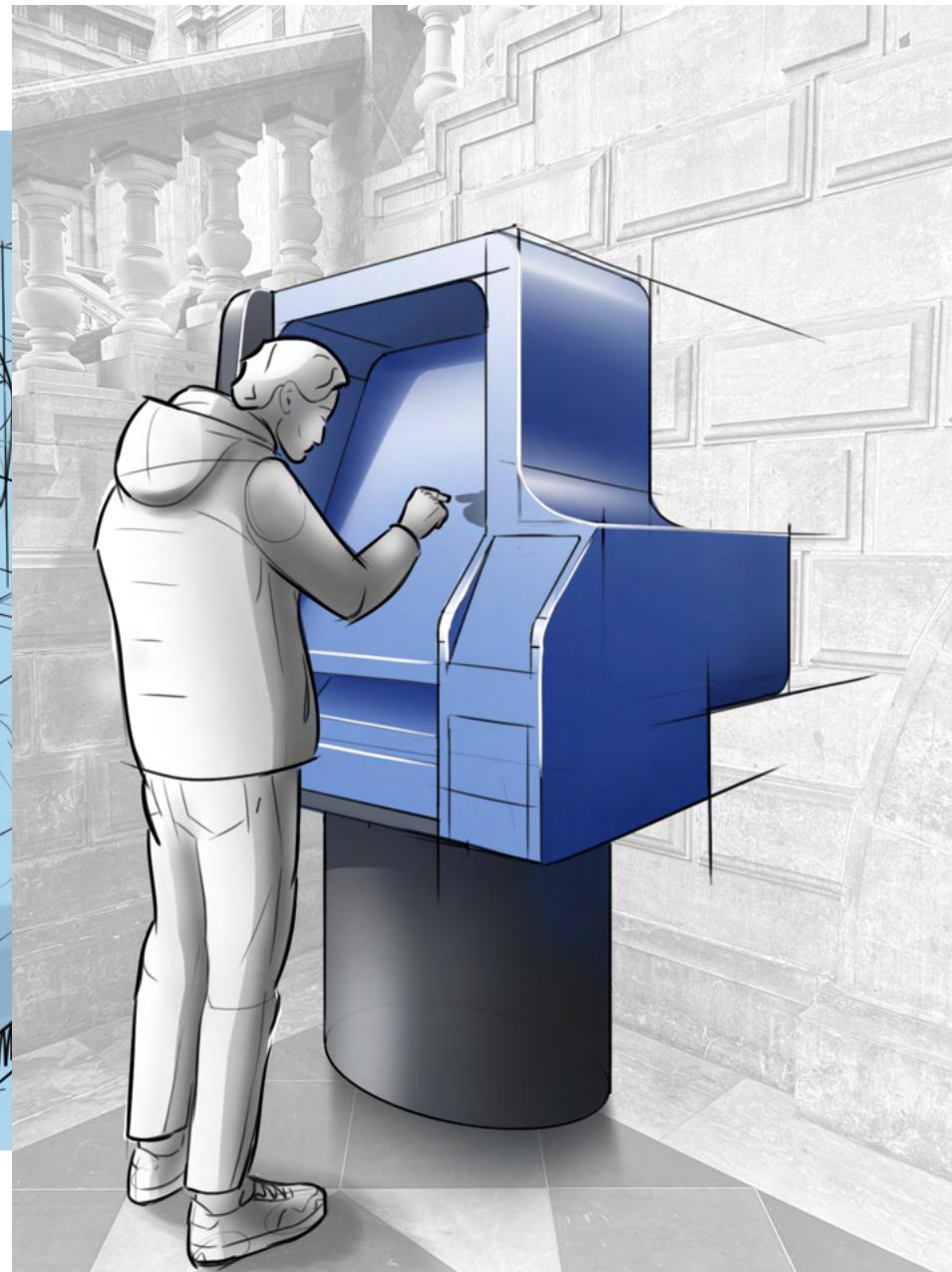
Type: CAD - SolidWorks - Visualize - render & animation
Solid, assembly, surface, sheet metal
Uses: 10 projects - 5 semesters CAD lessons (= 450 + hours)

Based on: Air-Purifier
Type: Ai rendering
Uses: 3 projects



Type:
Uses:

Digital sketching - rendering
2 projects (6 weeks)



About Me

J. D.

Project:

Screen printing - home project

MBTI

The infographic on the next page represents my personal approach to the design process. While relatively simple, it outlines the key steps I prefer to follow. These steps provide structure and clarity, which suit my Judging preference and help guide me through the creative journey.

The 'INTuition' aspect of my INTJ profile reflects how I view the overall creative principle behind the process, especially in the ideation phase, where I bring new concepts to life. My Thinking preference plays a role in the rational decision-making that supports the project's development.

At the beginning of the process, I intentionally build in empathy to keep the user central and ensure their needs are prioritized. Still, the

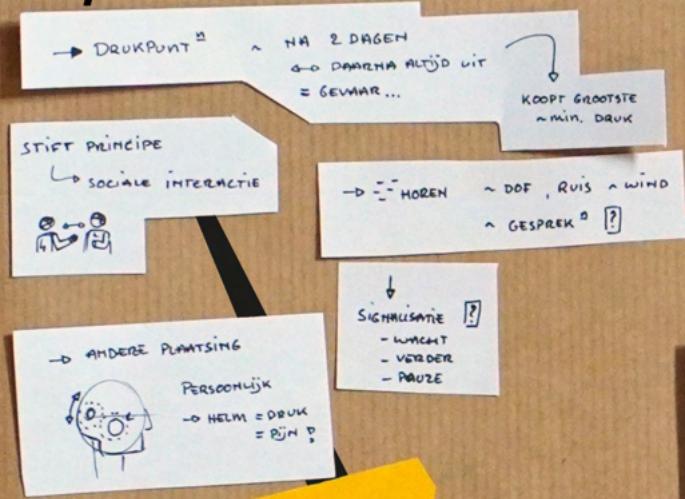
decisions I make throughout the project are often grounded in functionality and logic.

In this way, my INTJ personality traits align closely with my design workflow, balancing creative exploration with structure and strategic thinking.



I truly believe that my strength lies in the combination of my passion for technical elements and my creative, wonder-driven mindset. This balance works well within design contexts, projects, innovation and further development.

Exploration

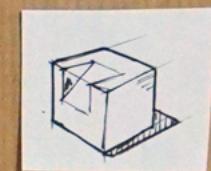
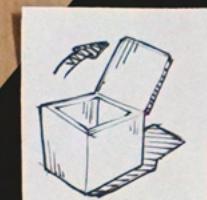
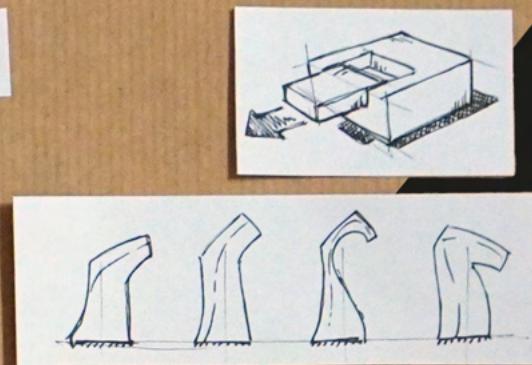


DEFINITIE

Defining

Brainstorming

Visualisation



Quick Prototyping

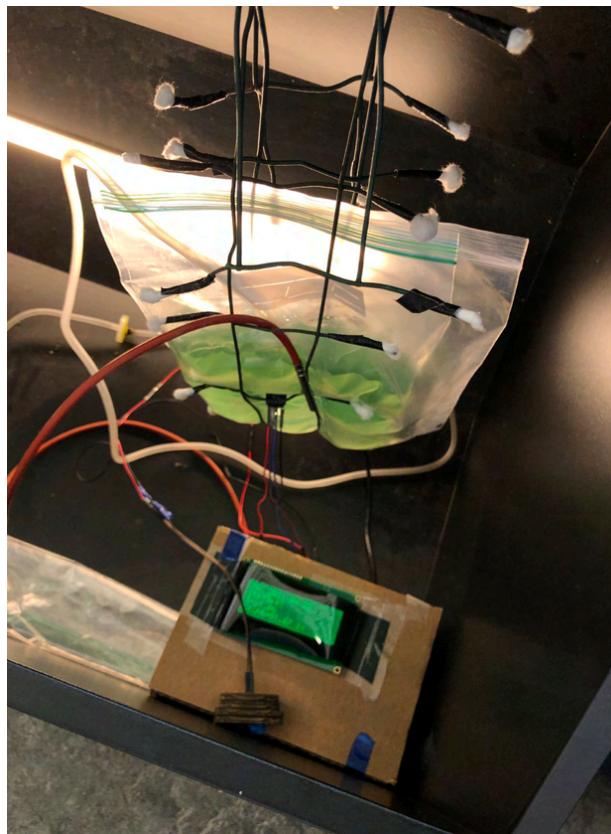


CAD



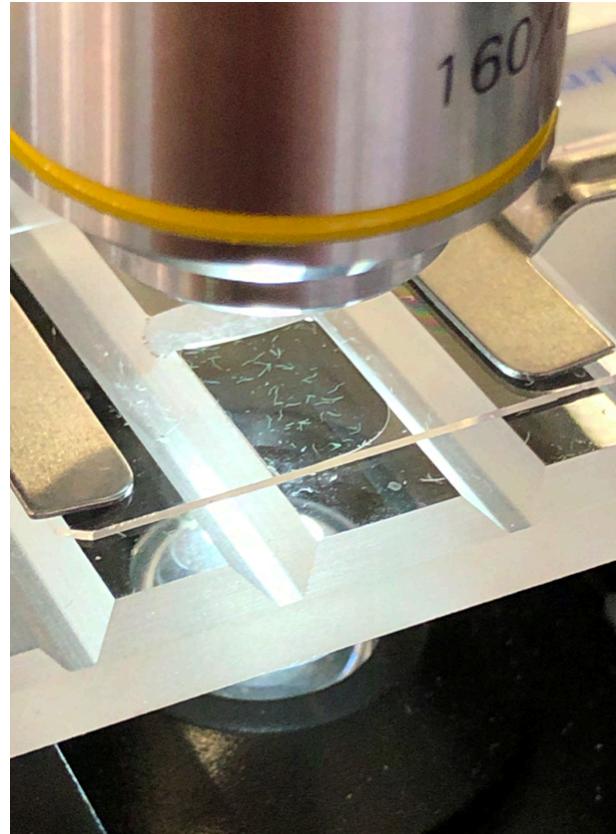
High-End
Prototyping





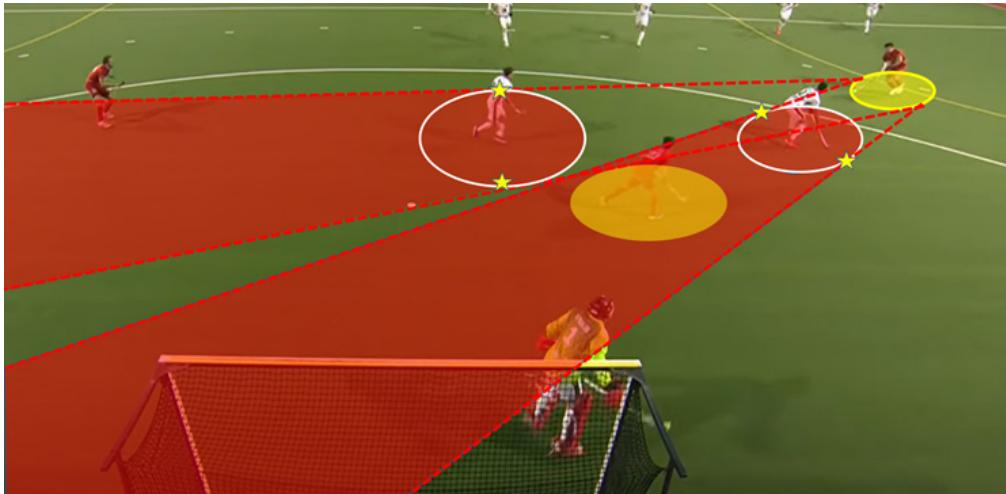
Project:
Challenge:
Time:
Institute

Growing Algae
Teamwork - combining life with electronics
40 hrs
Secondary School - Heilig Graf Turnhout



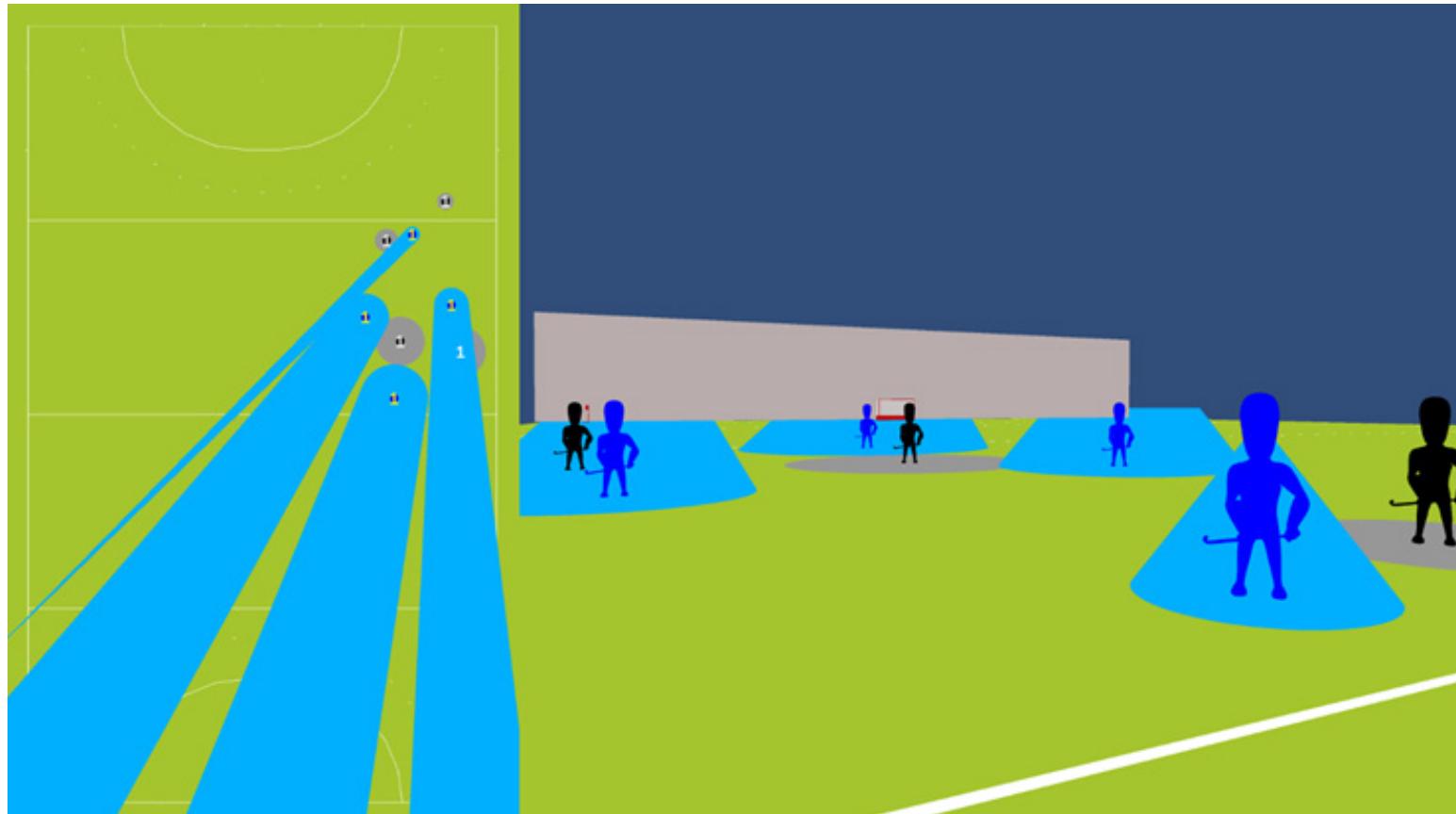
Project:
Challenge:
Time:
Institute

Growing Meal Worms
Teamwork - Scrum - Creating efficient environment
50 hrs
Secondary School - Heilig Graf Turnhout



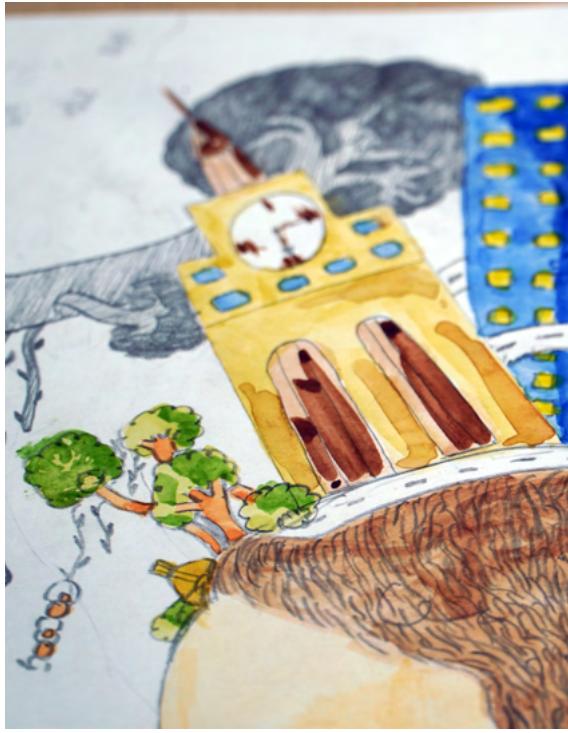
For my sixth-year final research project, I didn't conduct traditional research on a topic, instead I developed a tool. As a field hockey trainer, I noticed that some children struggled to recognize 'open spaces' on the field. This tool provides a visual way to highlight these areas and demonstrate live adjustments and their effects. It was coded in Unity using C#, under the guidance of N. Van Belle, J. Moeskops & F. Van Belle. The QR-code, or the link leads to the online interactive

version of the tool. In the 2D view you can move players and double click to switch players; in 3D you can look around.



[https://jolandijkmans.github.io/
EindwerkDeldealePas/](https://jolandijkmans.github.io/EindwerkDeldealePas/)

Project: *'The ideal pass'*
Challenge: Learning a new code language
Time: 80 hrs
Institute: Secondary School



From the age of 5 to 15, I was guided by the arts academy in both arts and crafts. During those years, I focused on learning new techniques and improving my skills in sketching, visualizing ideas, and many other creative disciplines.

