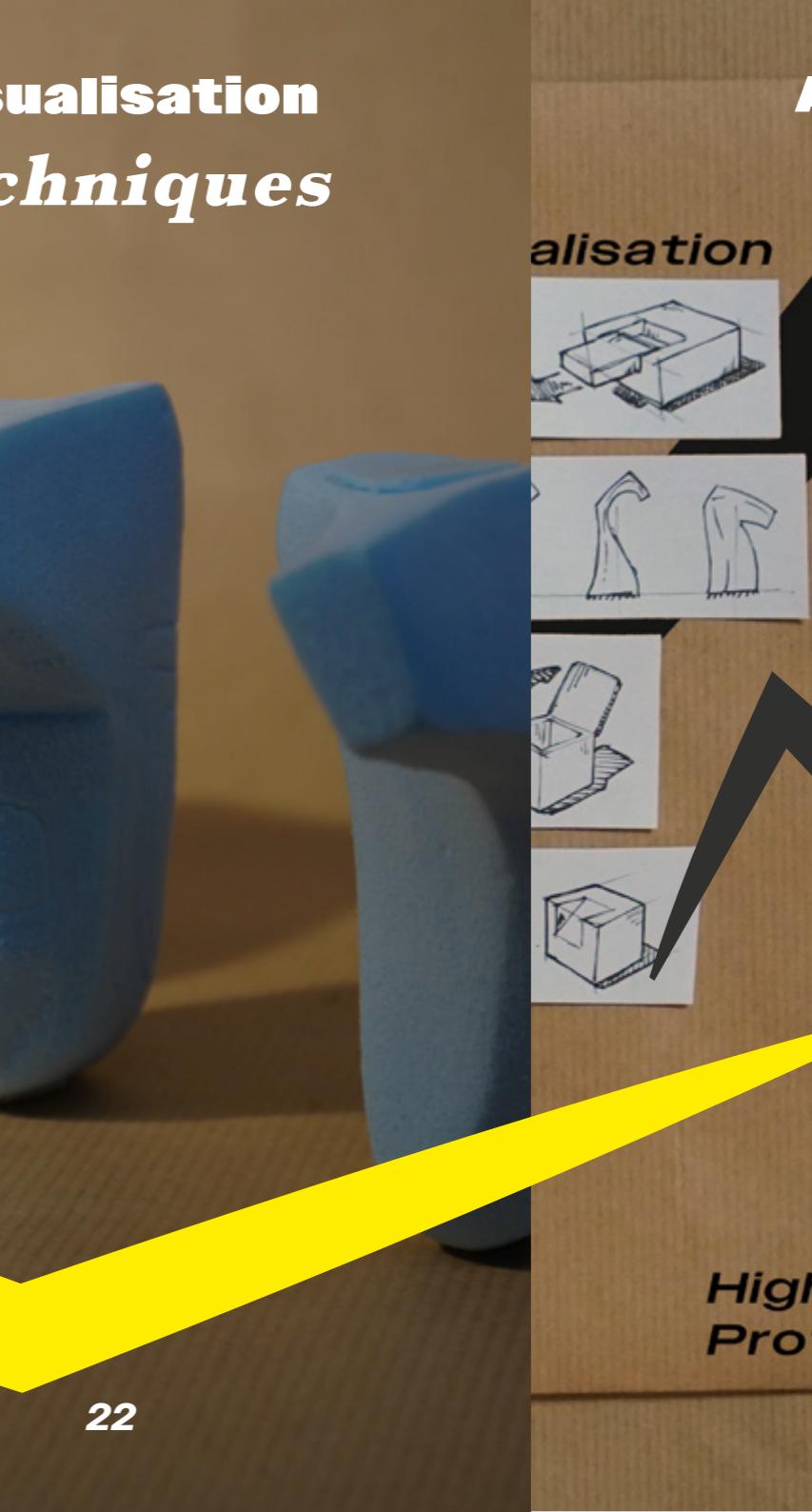
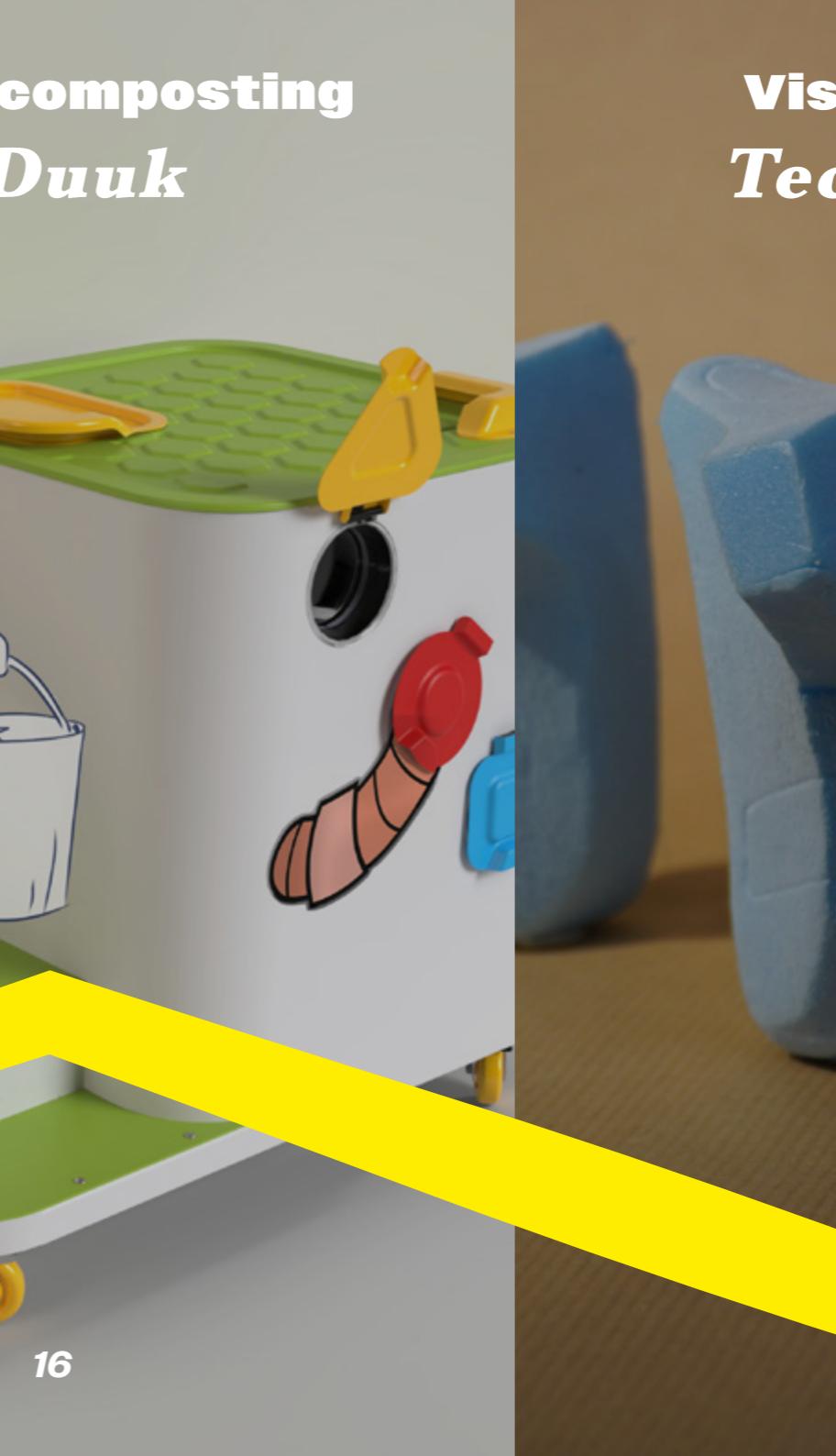
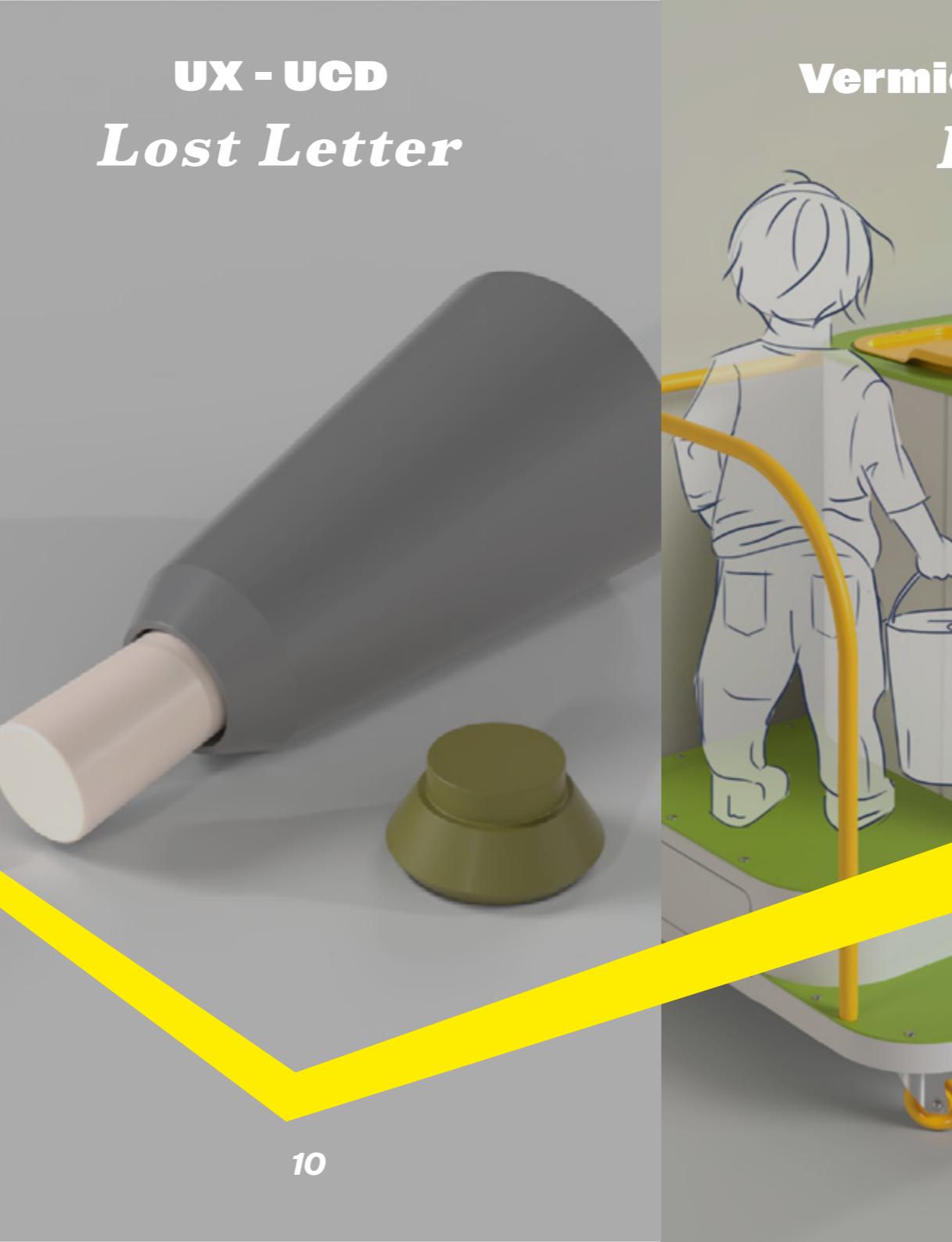
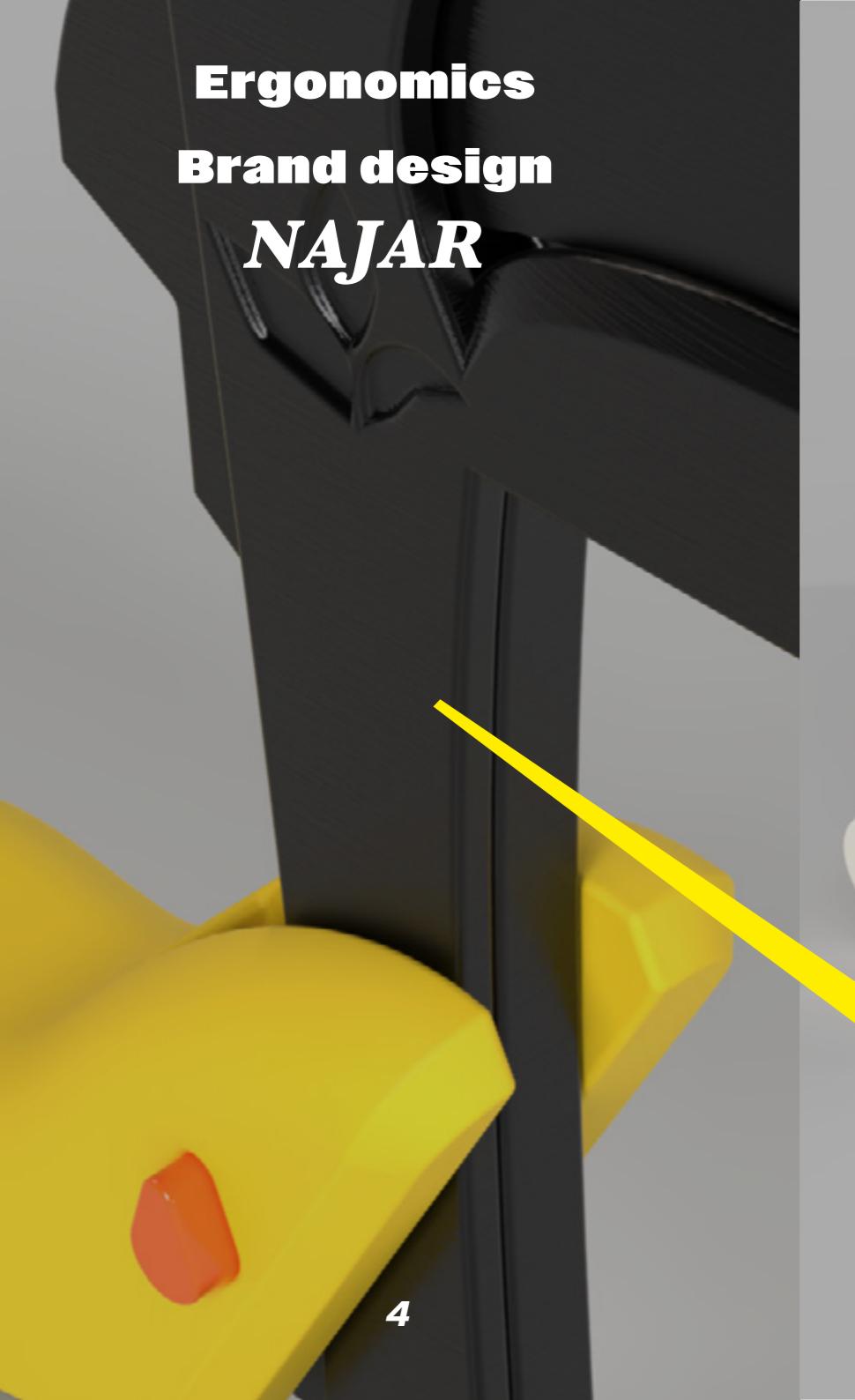




Dijkmans Jolan
Portfolio



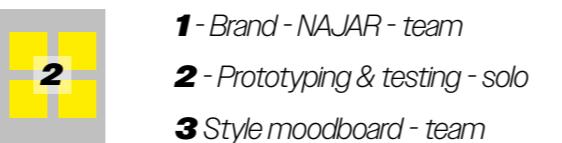
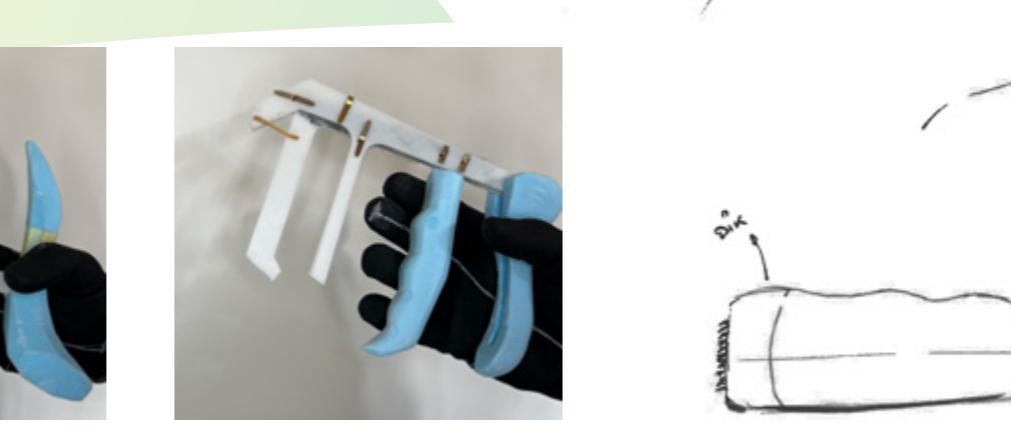
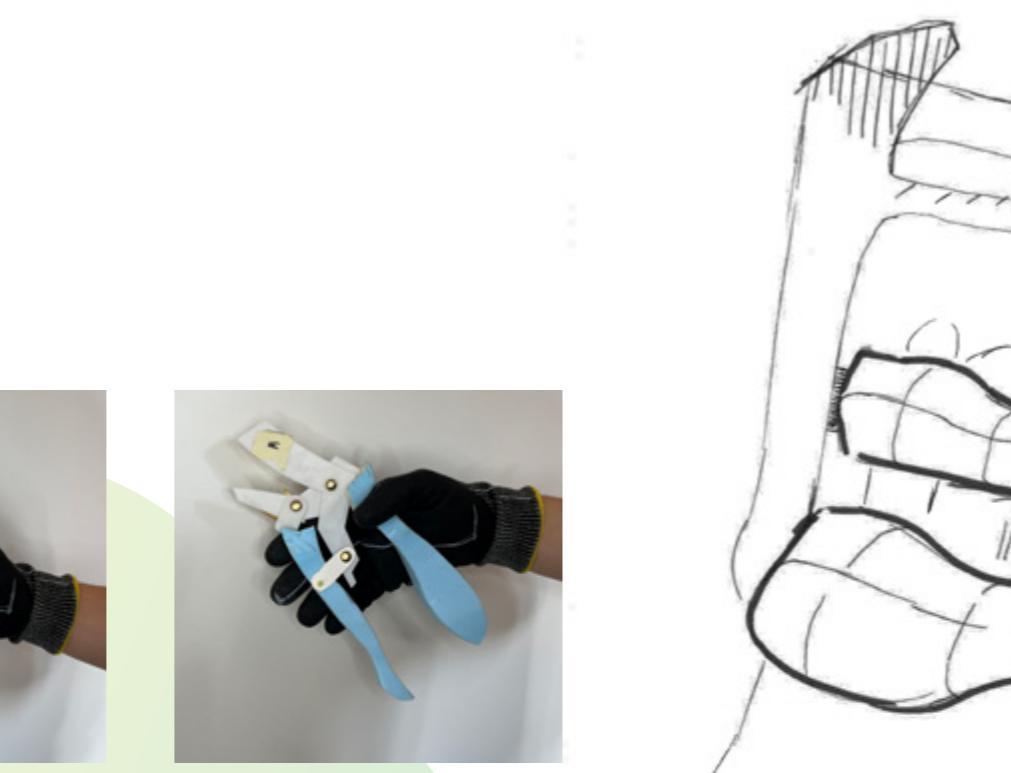
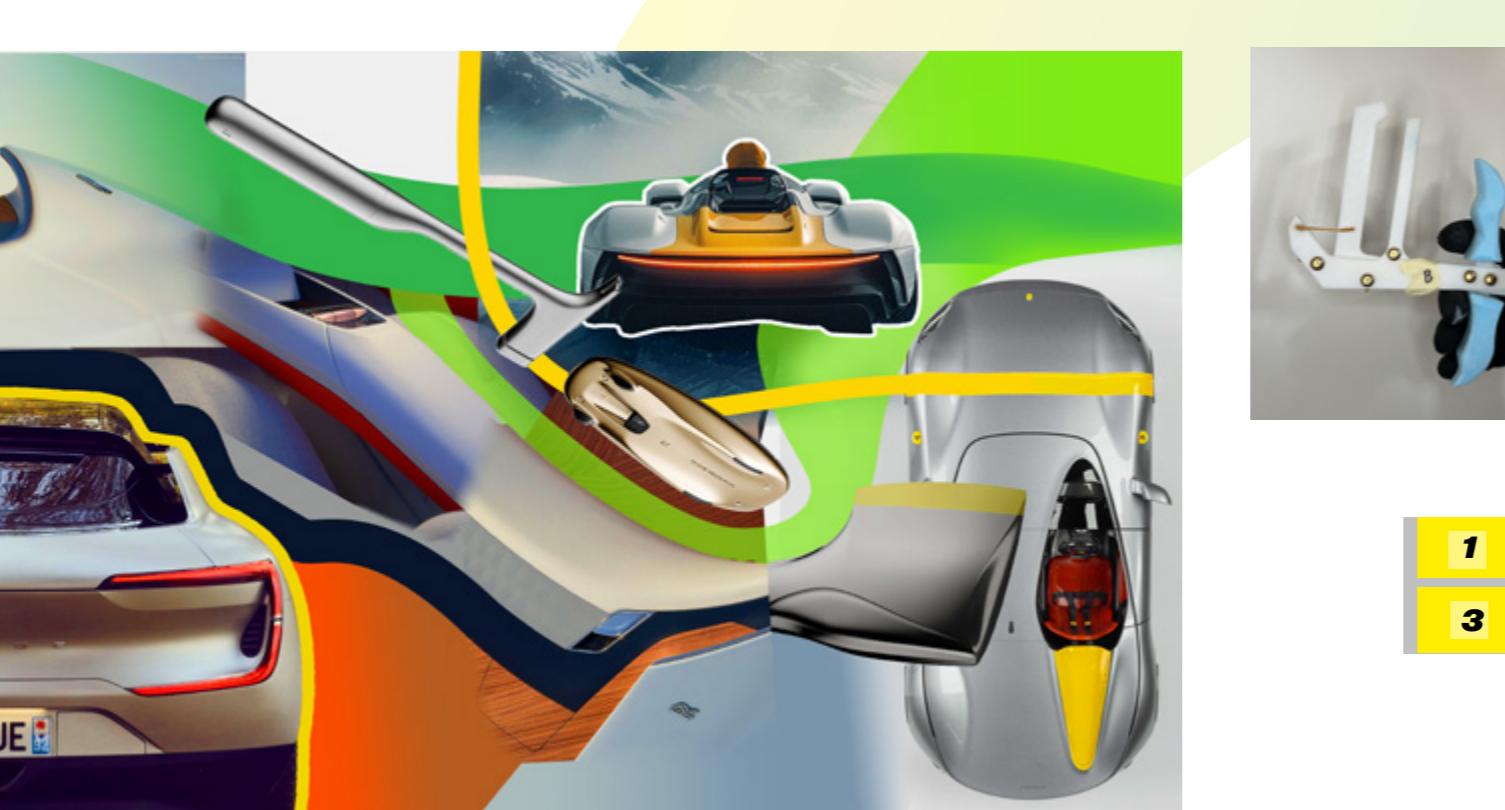


Project:
Challenge:
Time:
Insights:

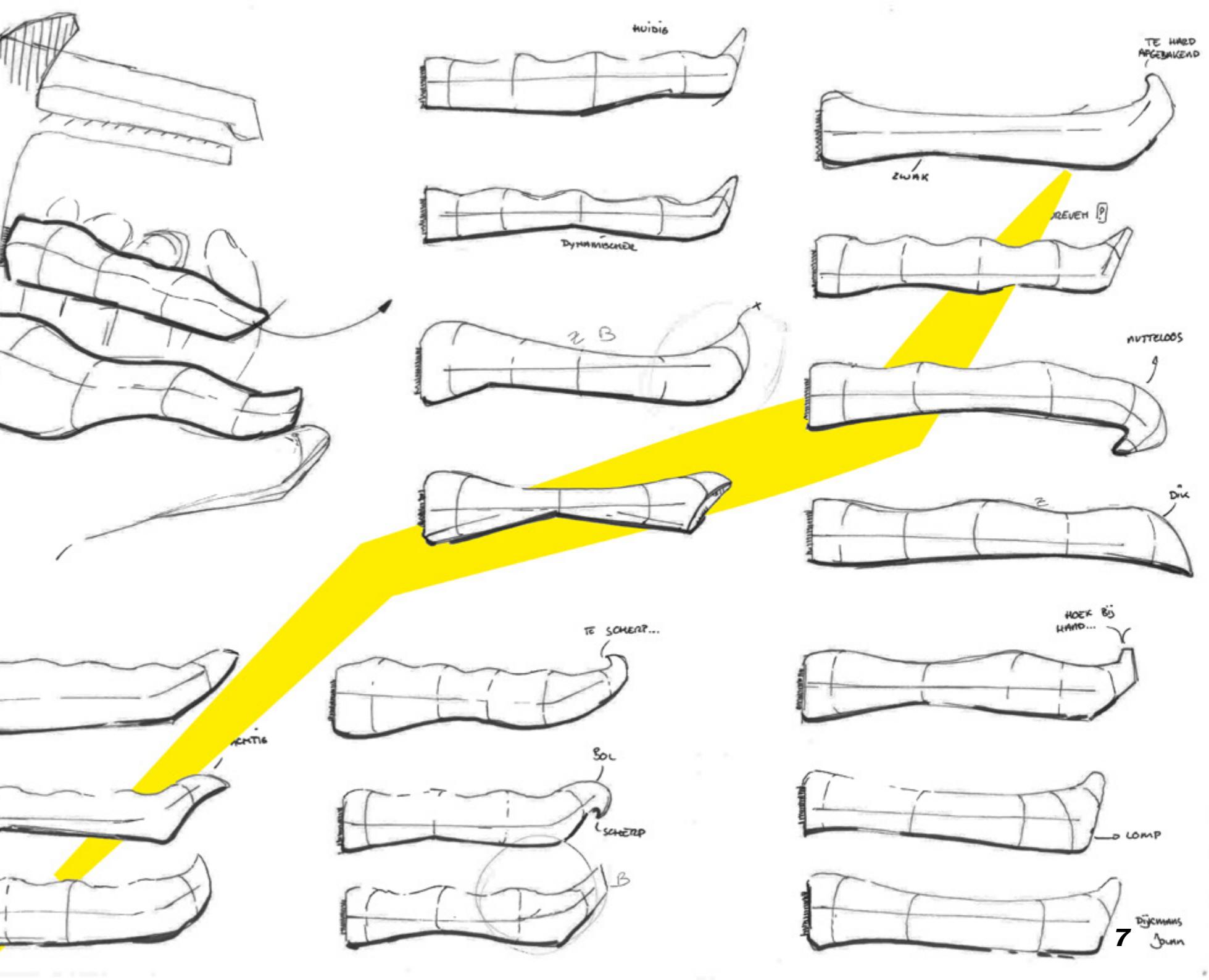
Ergonomics - branding
Team work - Streamlined design family
60 hrs
Proposing my opinion in a group, going
for the less conventional technique.

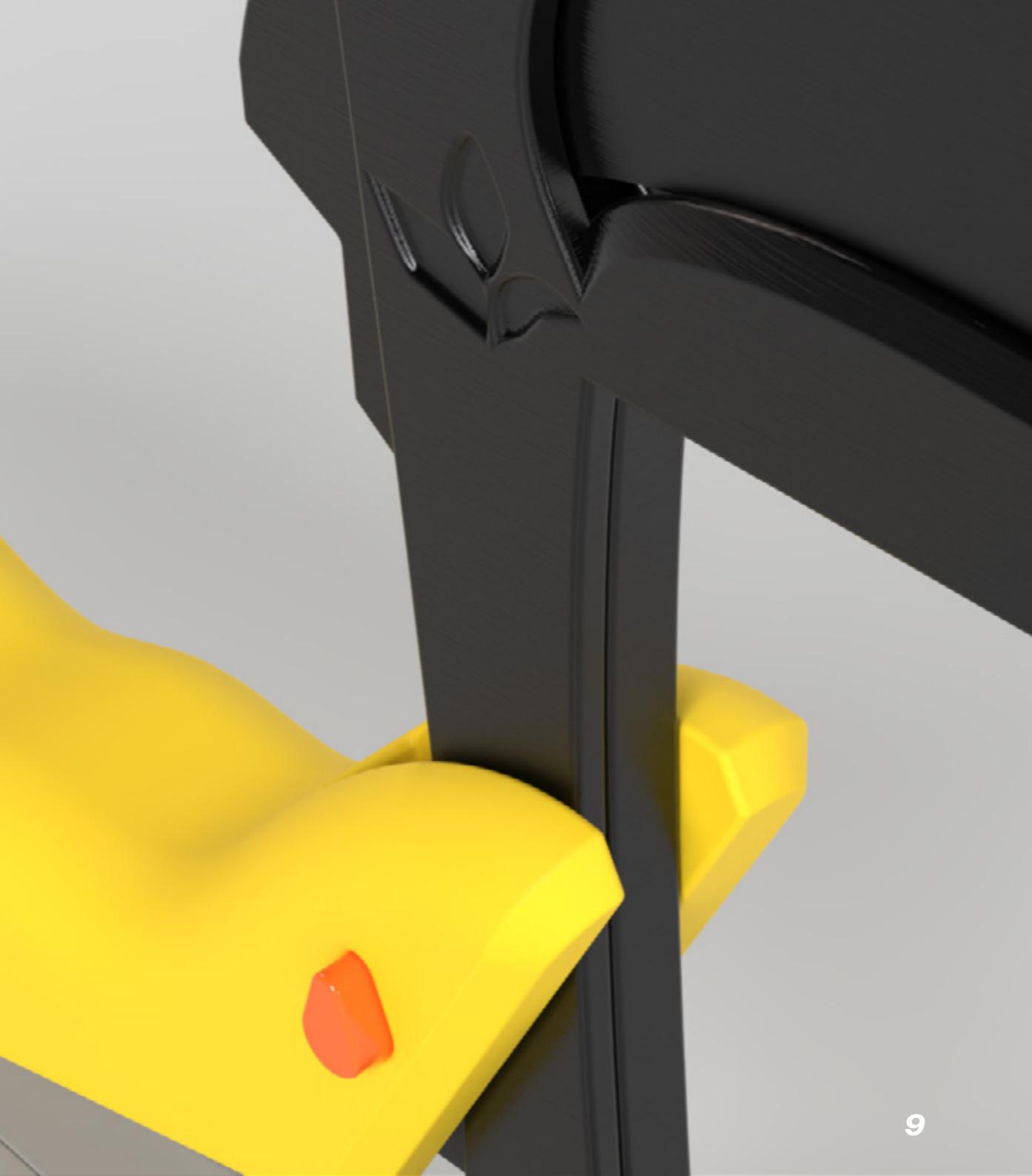
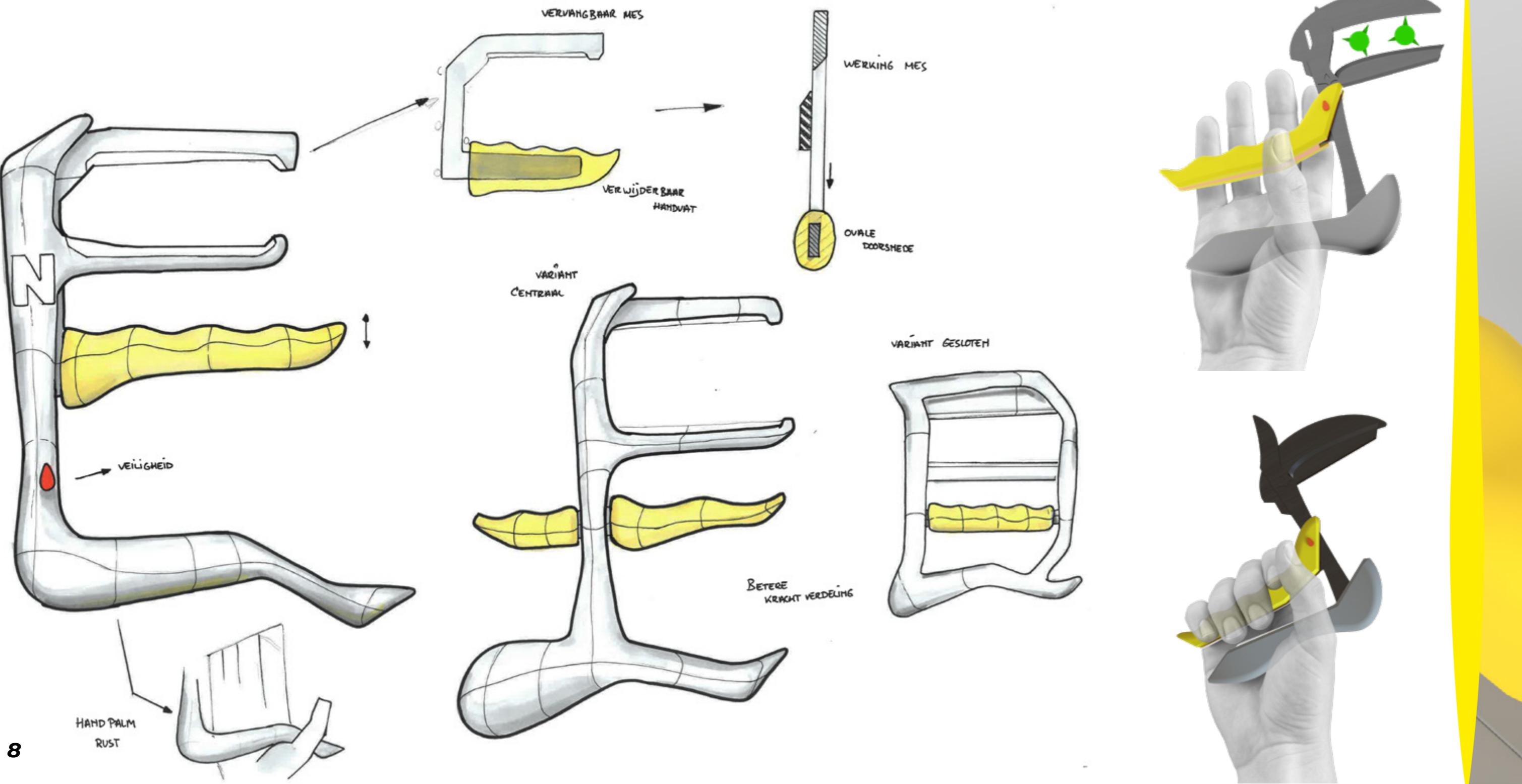
Firstly, we developed a brand, including the name, logo, and defined the 'family style.' Our brand, NAJAR, is a company specializing in gardening tools for florists. This team effort was carried out by Alex Blyweert, Michael Delbeke, Azira Deryckere, and me.

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.



1 - Brand - NAJAR - team
2 - Prototyping & testing - solo
3 Style moodboard - team



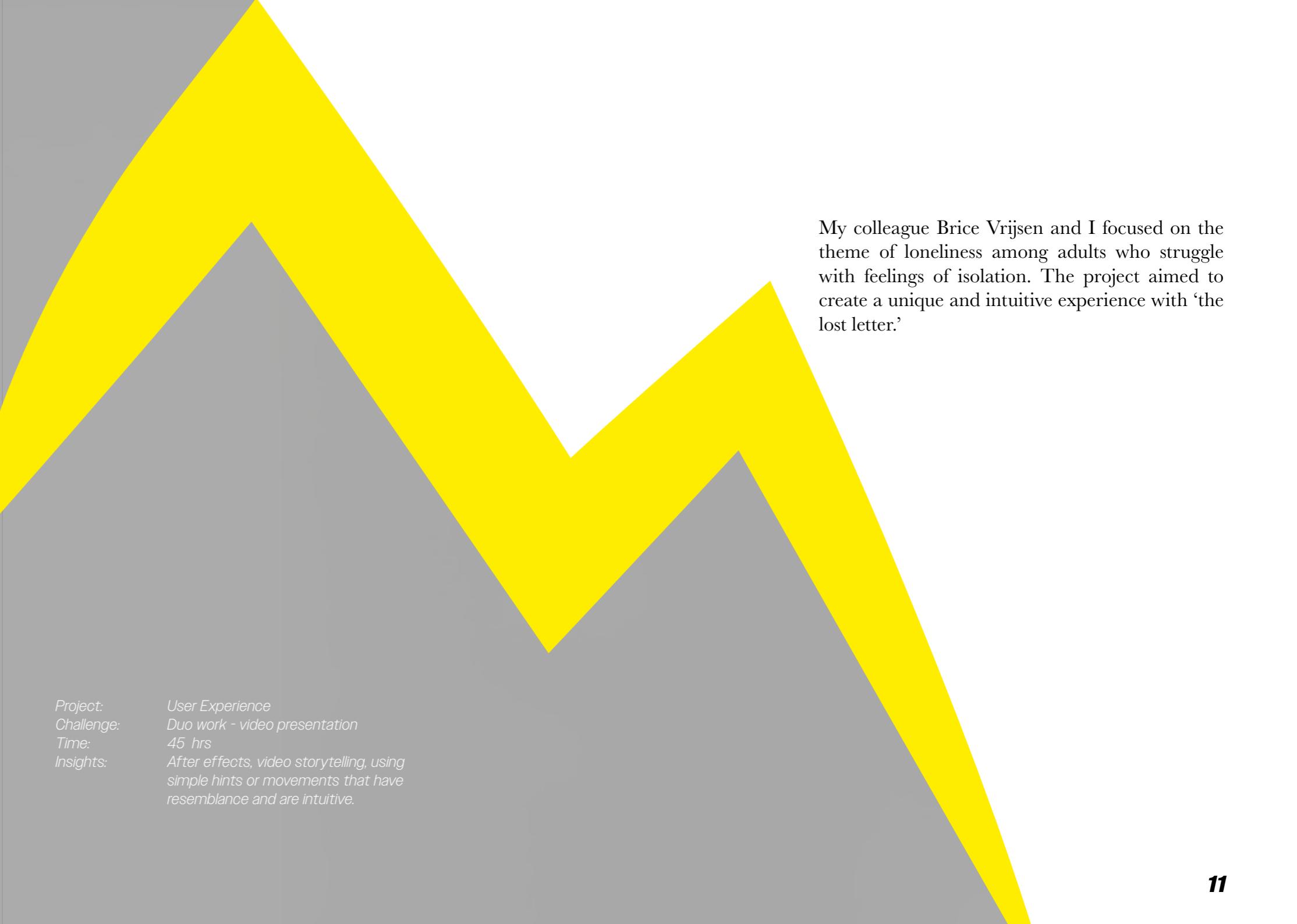


UX - UCD

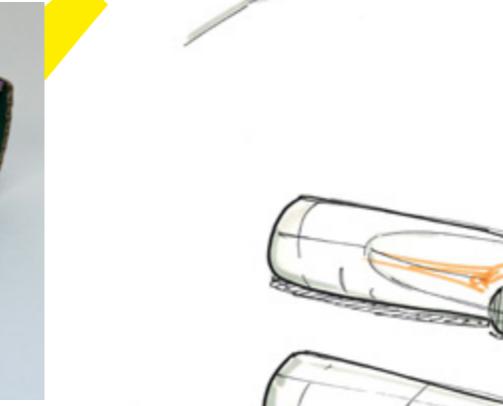
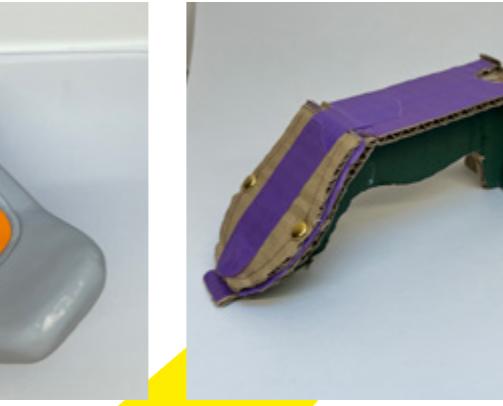
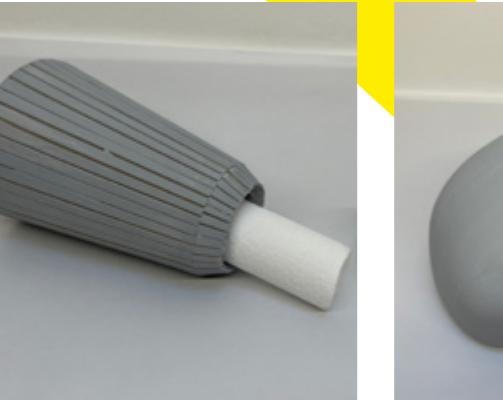
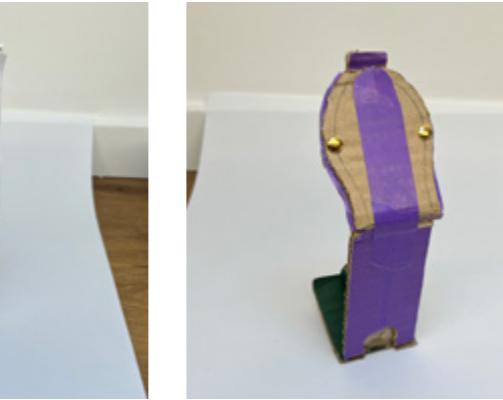
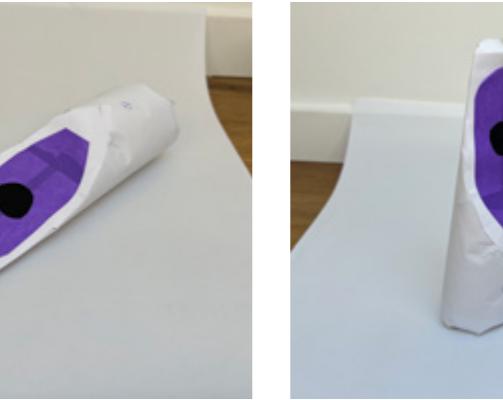
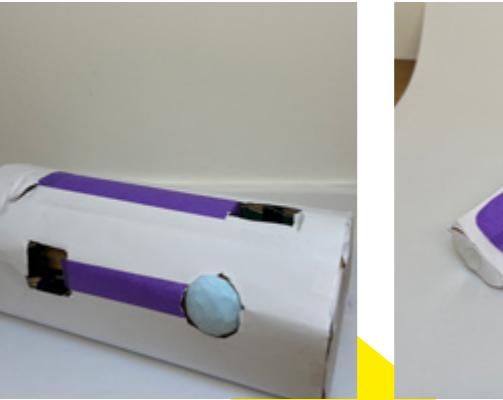
Lost Letter

*Project:
Challenge:
Time:
Insights:*

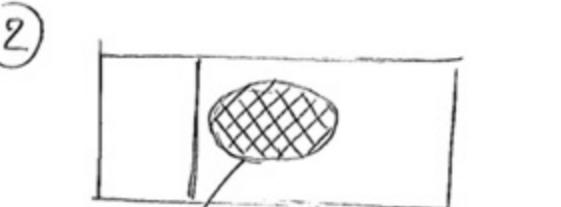
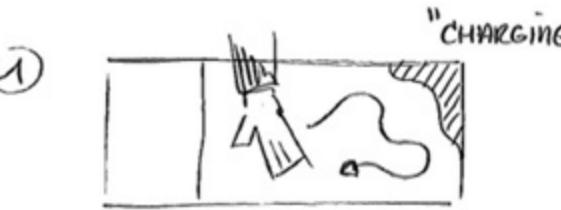
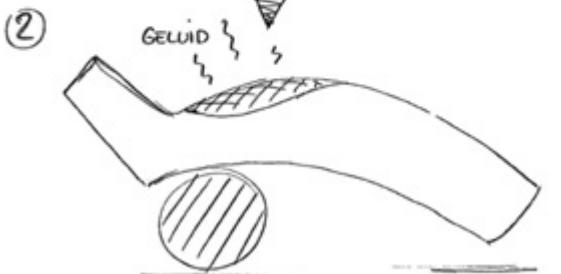
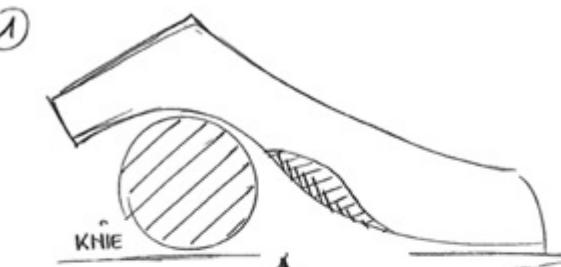
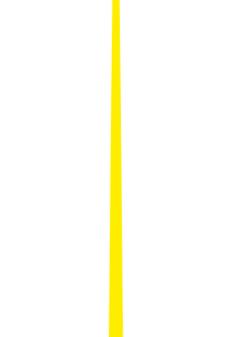
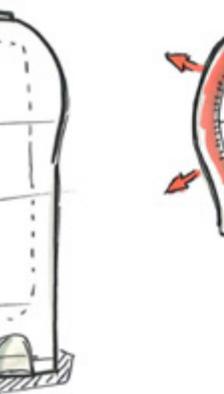
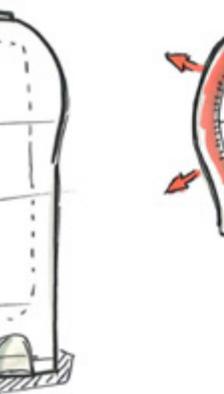
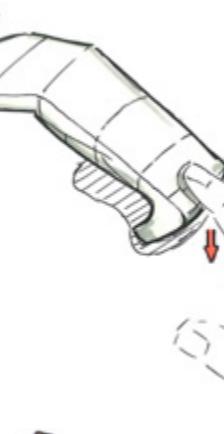
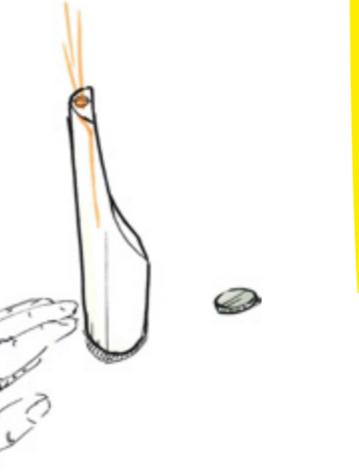
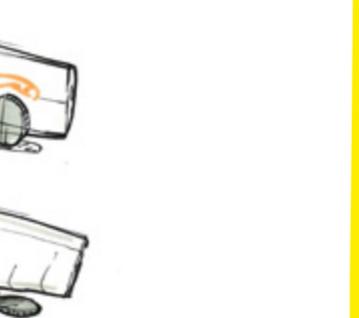
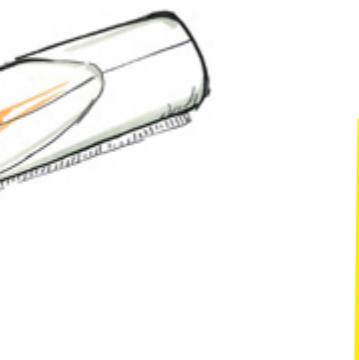
*User Experience
Duo work - video presentation
45 hrs
After effects, video storytelling, using simple hints or movements that have resemblance and are intuitive.*



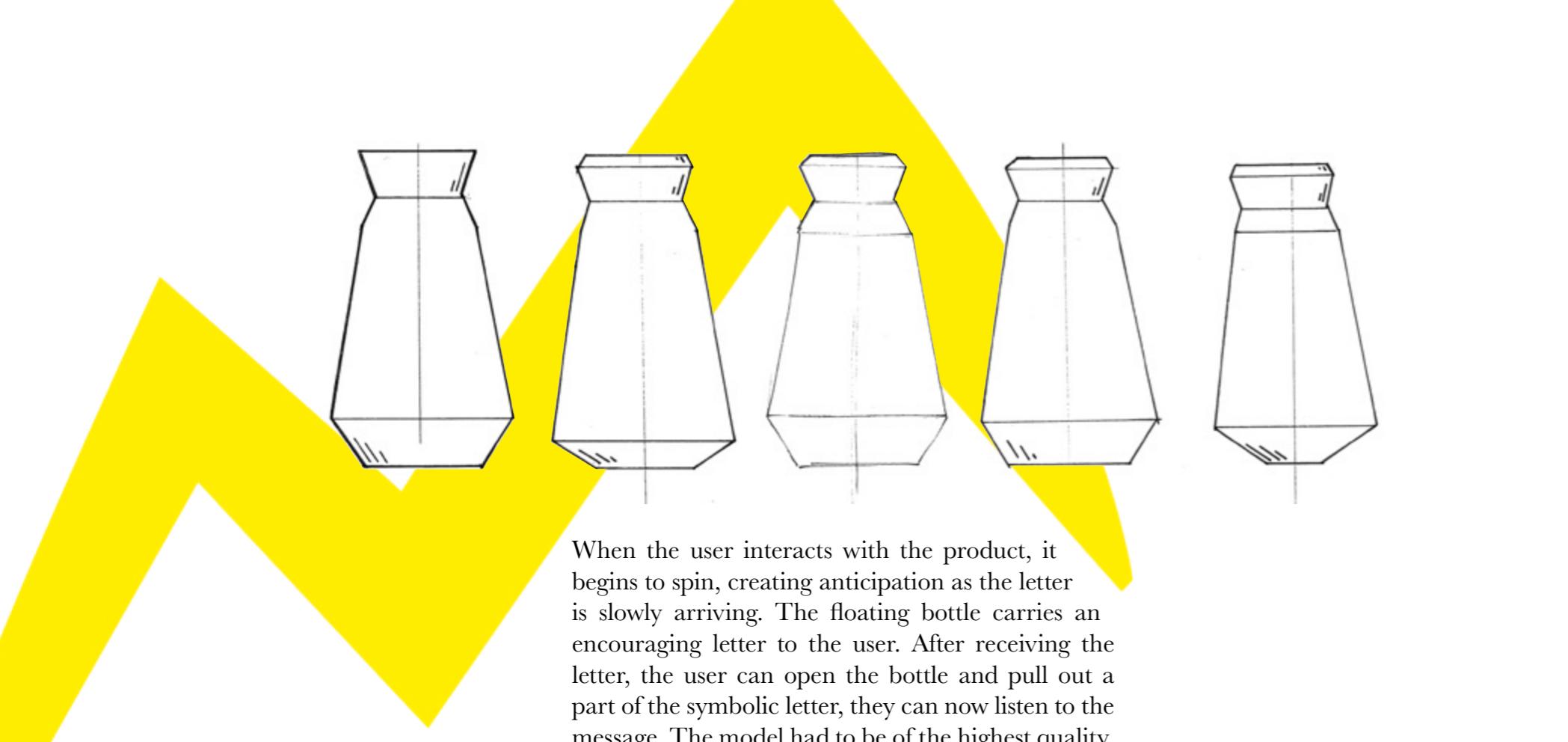
My colleague Brice Vrijzen and I focused on the theme of loneliness among adults who struggle with feelings of isolation. The project aimed to create a unique and intuitive experience with 'the lost letter.'



12



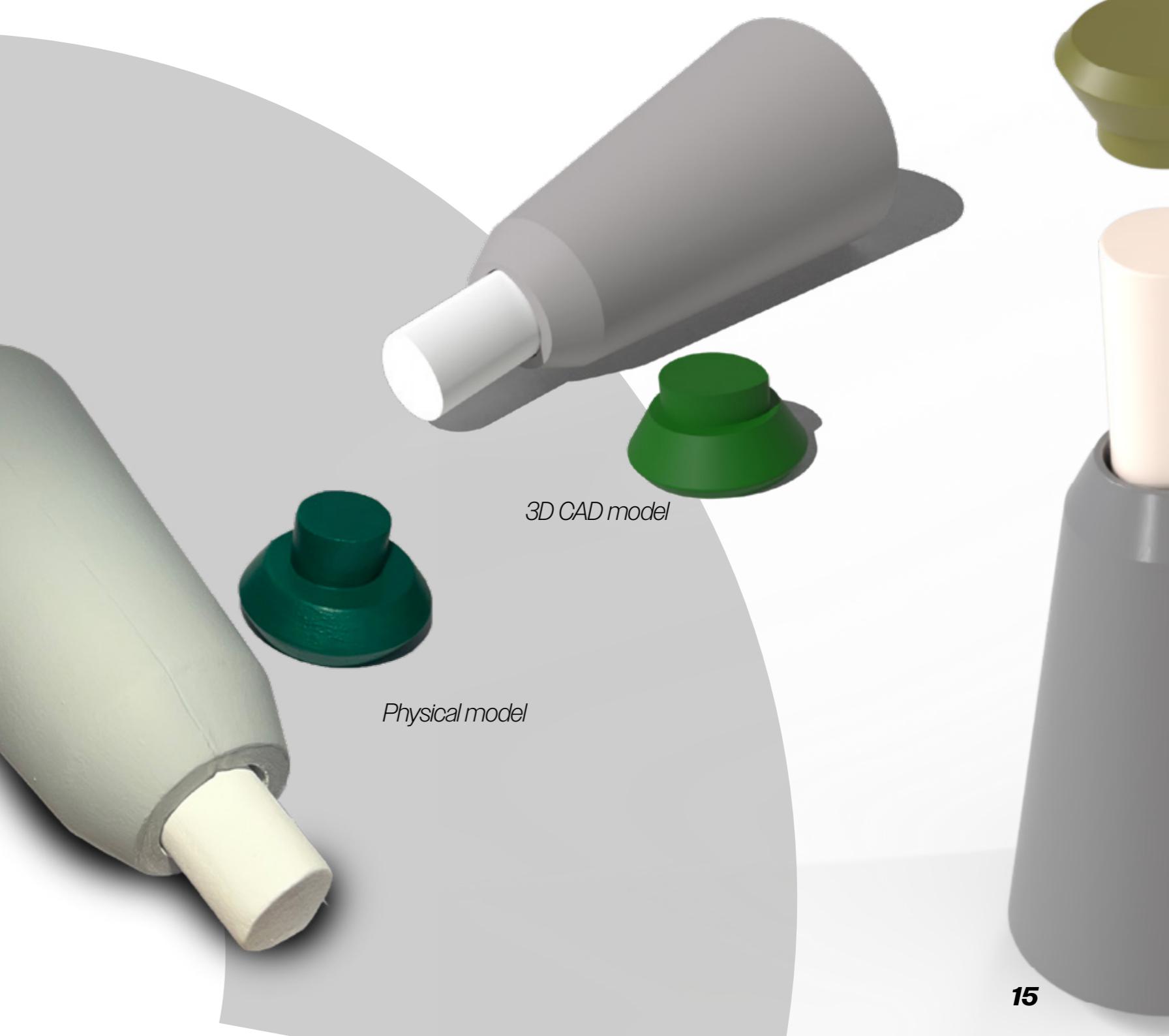
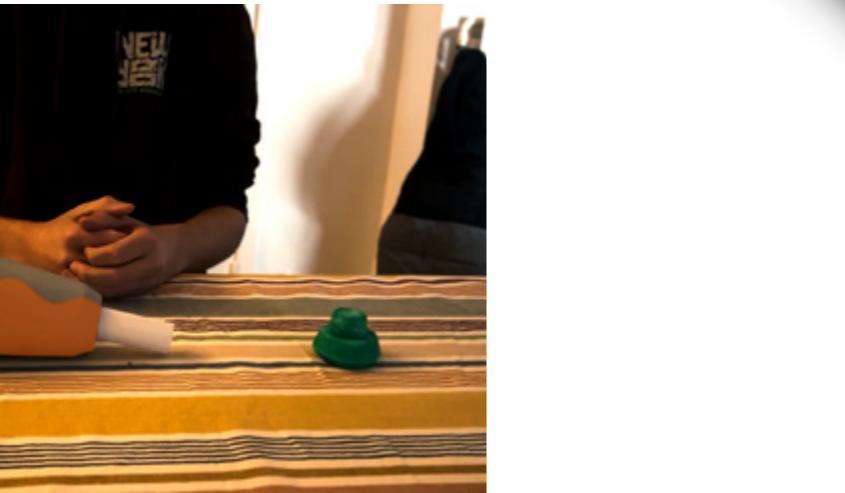
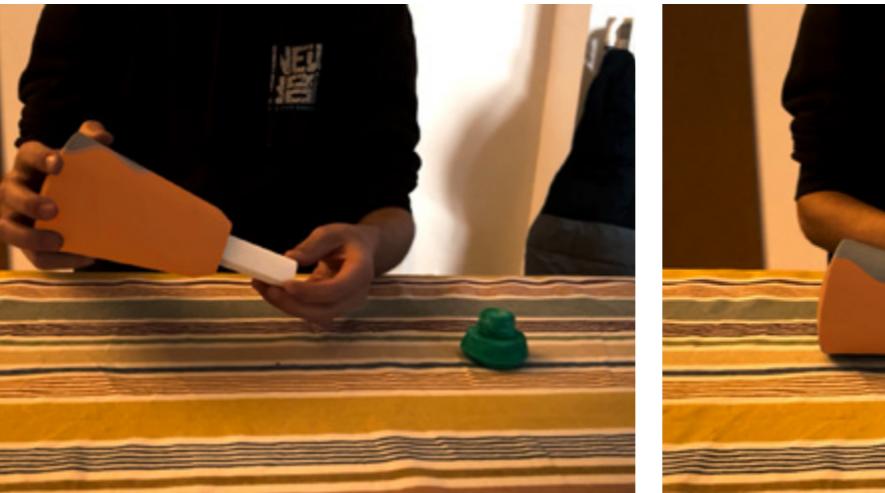
13



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



14



15

Vermicomposting *Duuk*



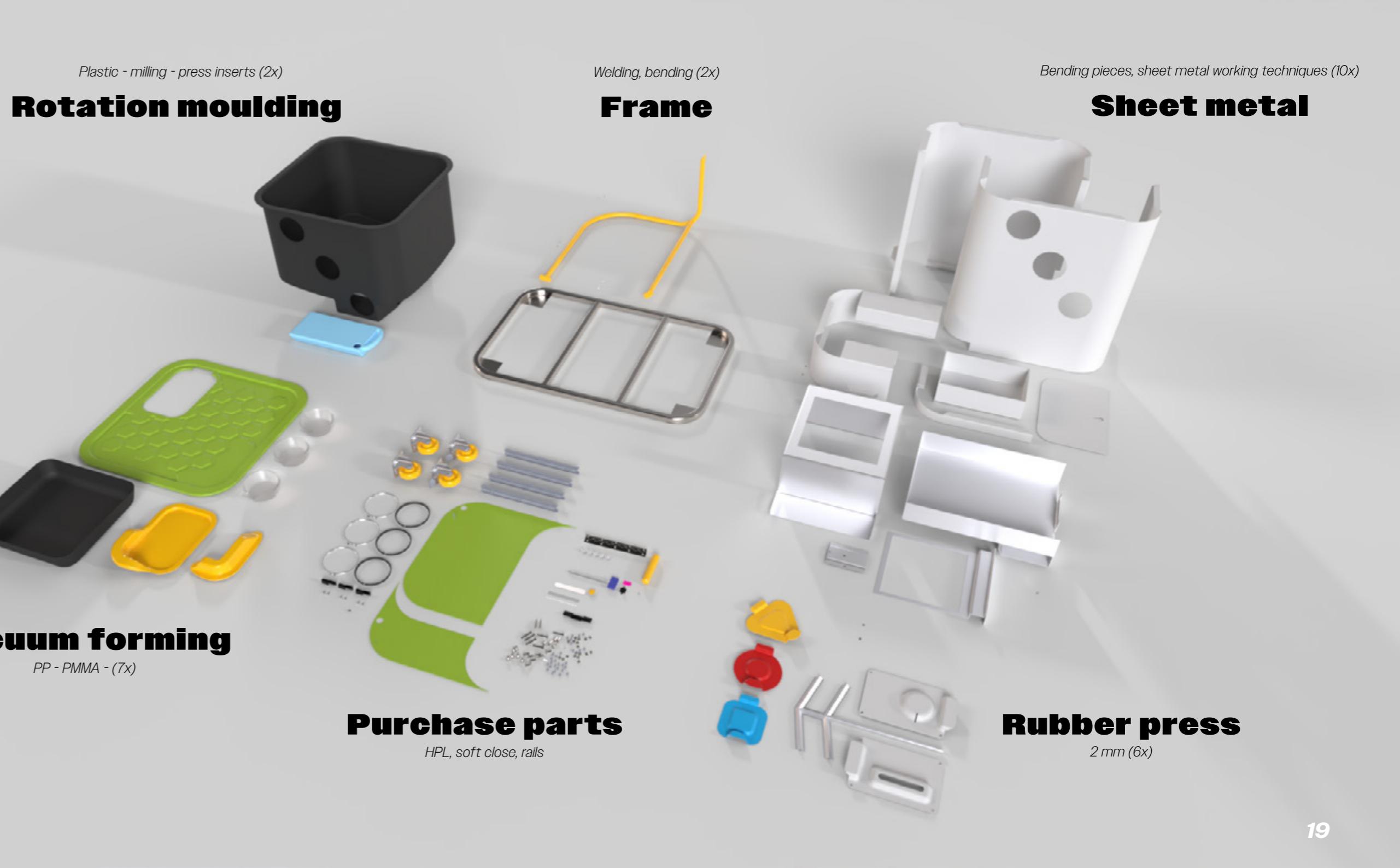
Project:
Challenge:
Time:
Insights:

Bachelor's thesis
'Full' product design
250 hrs
Applying production techniques, basic development of educational aspects.



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.





Screen print - hand printed

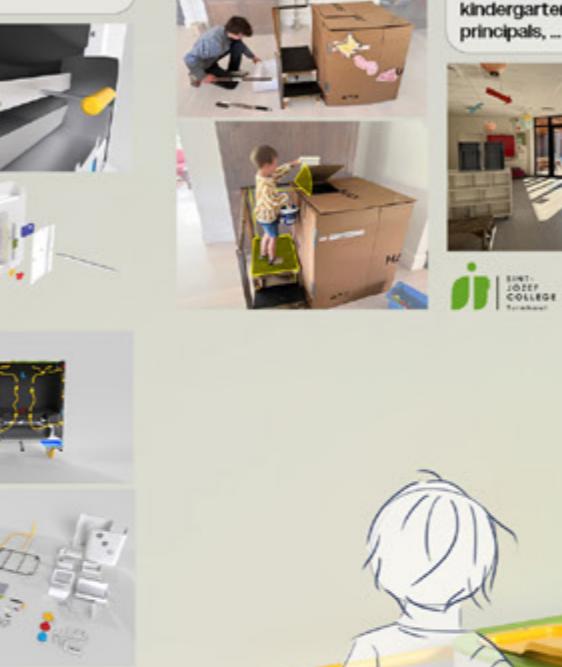


<https://www.youtube.com/watch?v=1vgqgh8jKa8>



Production

The composter is made up of a frame, sheet metal and plastic components. Sheet metal processing techniques, rubber pressing, rotational moulding and vacuum forming are used. Various components are also purchased such as soft close hinges, wheels, rails, etc.



Verification

Usage tests were carried out on a 1:1 wood/cardboard model. Testing was done with 2 toddlers.



The school context was further investigated through school visits and a survey among 15 schools with 45 responses from kindergarten teachers, principals, ...



The mechanism was tested to the test setup with worms. They survived for +9 weeks on only banana peels.



Educational

Learning opportunities for each school year

1st: Basic colours & shapes

These two elements, basic shapes and basic colours, are included in the curriculum for many toddlers. The composter makes this learning process interactive and stimulates curiosity.



2nd: Sorting & 'the process'

Recognising and sorting materials is part of the ZILL learning programme in Belgium. This challenge is one of many examples for which the interactive housing can be used. The vermicomposting process can also be shown this way.



3rd: Basic scientific method

This method is the foundation of many studies. The composter allows the creation of learning anchors at a young age. Taking a sample, measuring, and monitoring the acidity provides a hands-on experience.

Efficient



Jolan Dijkmans

Permanent
Durable
Mindset
Habit
Lasting
Attitude

The goal behind the product is to secure a permanent place in the school and become part of the daily life of the toddlers and staff. In addition, the aim is to instil a lasting attitude towards waste processing in society. The product will encourage children to engage more with nature, which has long-term benefits.

The brand name is independent from the product. It focuses more broadly on the emotion and experience of the user. It refers to a range of educational and sustainable products. "Duuk" contains a playful derivation of the sounds.

Europallet 1200 x 800

Efficient transport was considered. The Euro pallet forms the base of the product, with a dimension of 1200 x 800. This ensures a standardised size and makes it easier to deliver and transport the heavy product.

Europallet 1200 x 800

Efficient transport was considered. The Euro pallet forms the base of the product, with a dimension of 1200 x 800. This ensures a standardised size and makes it easier to deliver and transport the heavy product.

Easy to maintain

The composter is designed to make cleaning as easy as possible. Minimal edges and places where dirt can collect. In addition, materials are used that can withstand impact, which is necessary due to the context and long-term use.

Complete

It must be a complete package. Everything is included. Consisting of educational material, start-up materials, and accompanying tools. The educational content is mainly based on interaction. This includes magnets, infographics and process-descriptive material.

visualisation

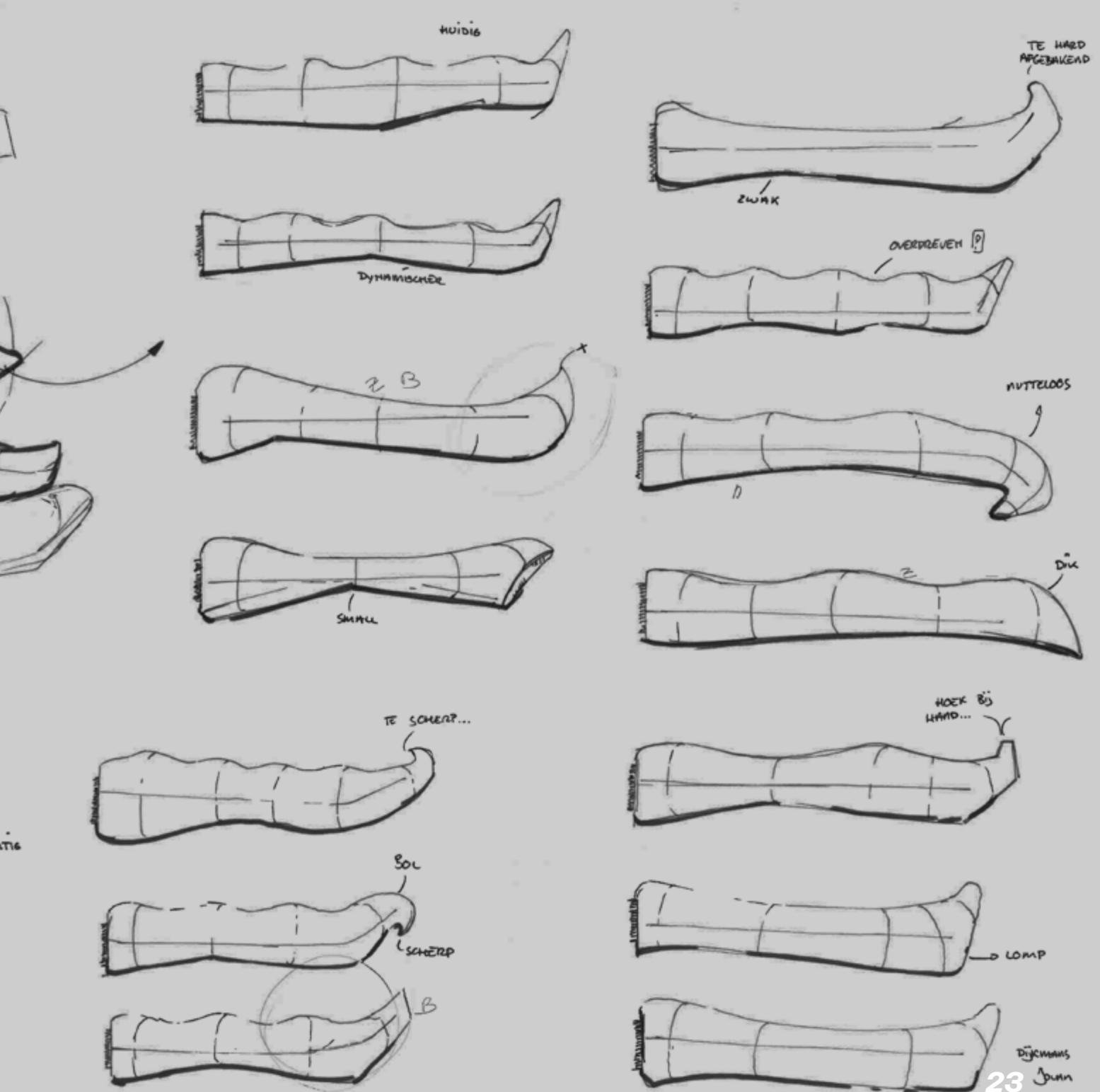
Digital - Analog

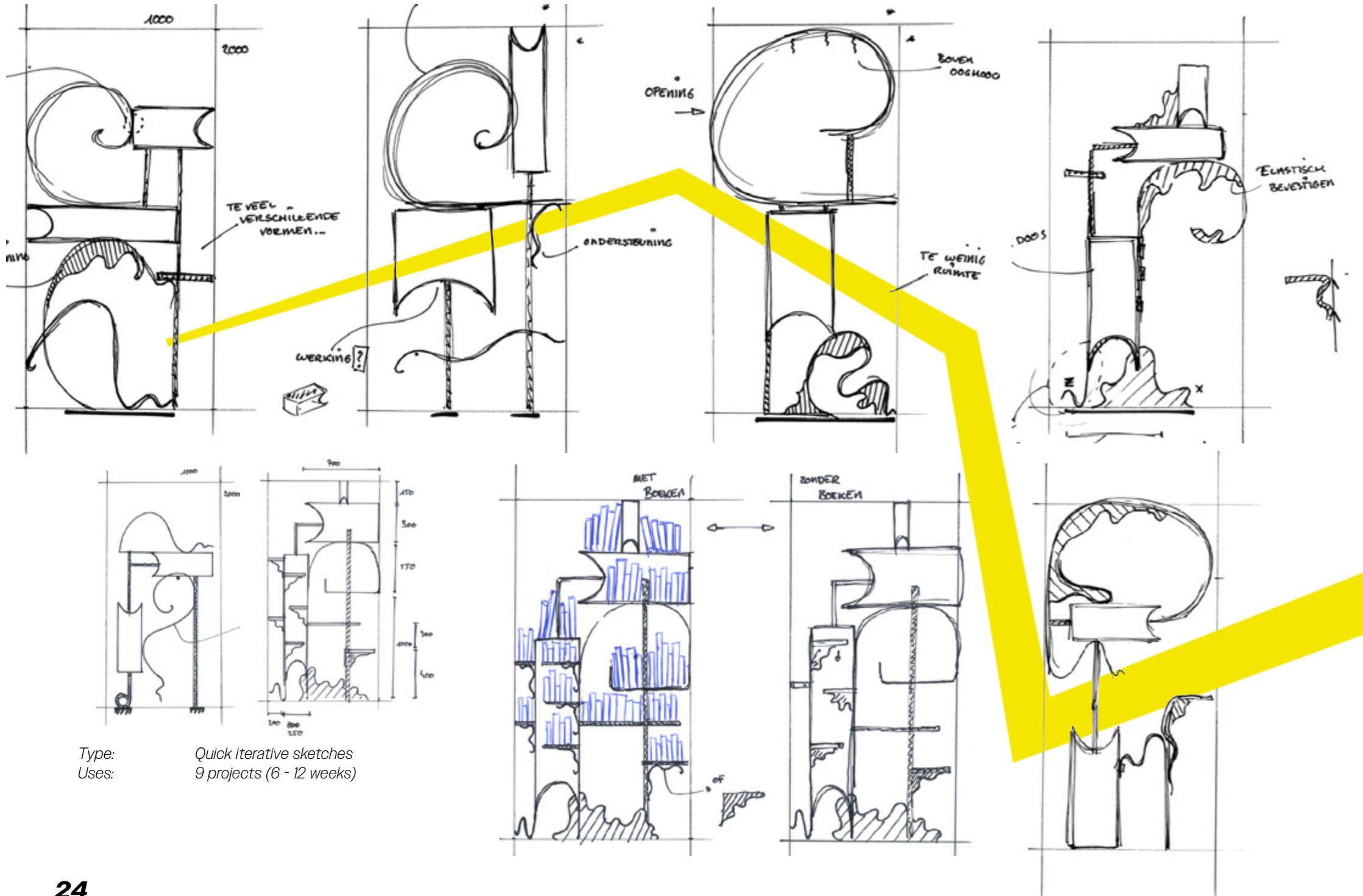
Project:
Challenge:
Time:

Surface CAD
Replication using SolidWorks Surfaces
50 hrs

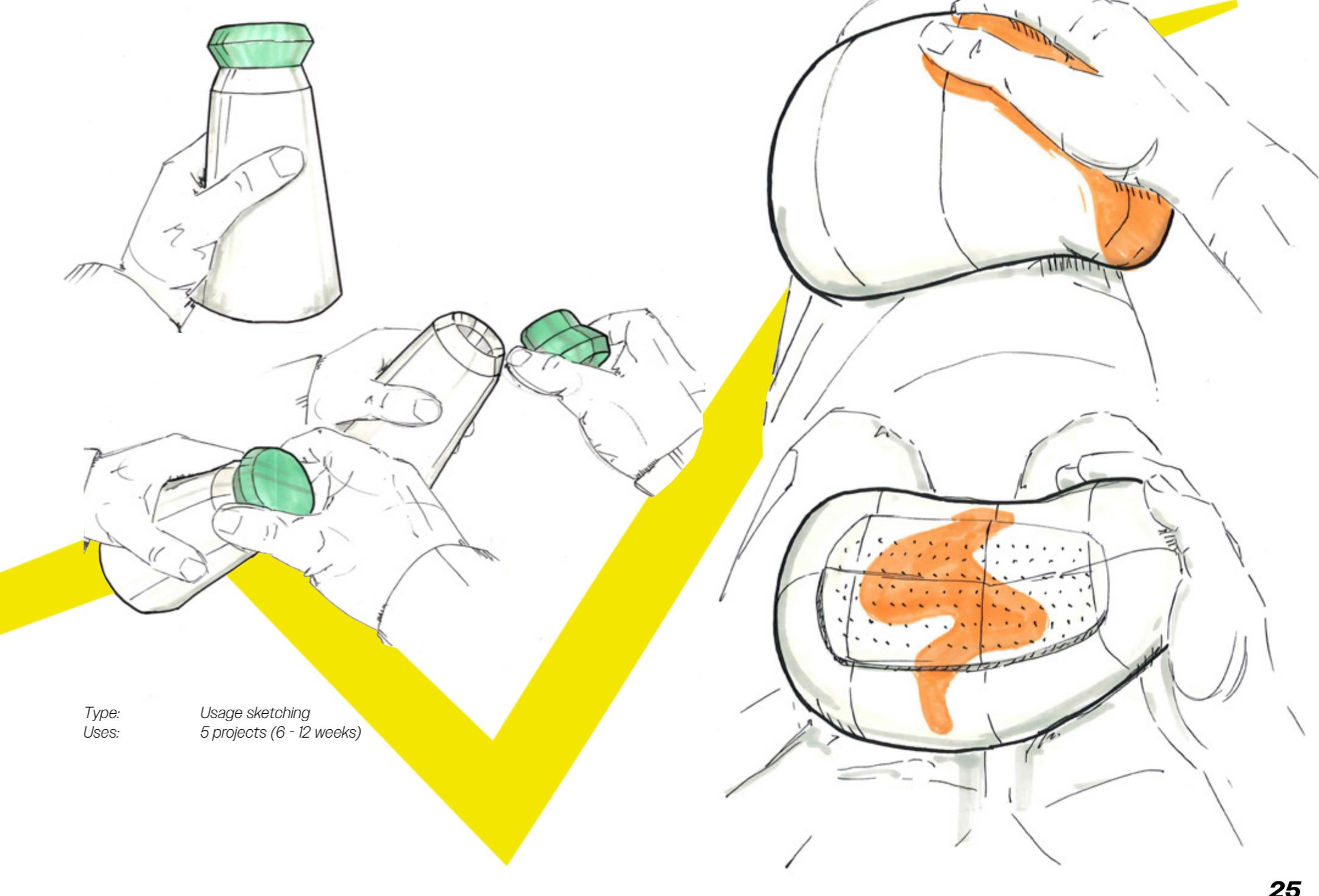
Based on:

Aiper Seagull





24



25



Type:
Uses:

Foam
5 projects (6 - 12 weeks)



Type:
Uses:

3D prints
3 projects



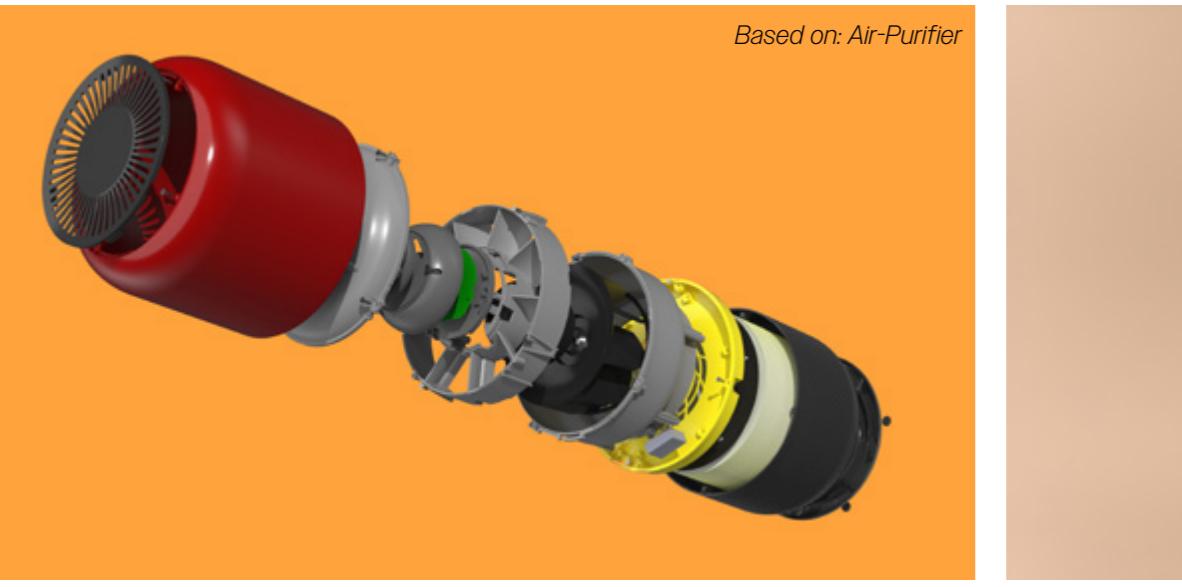
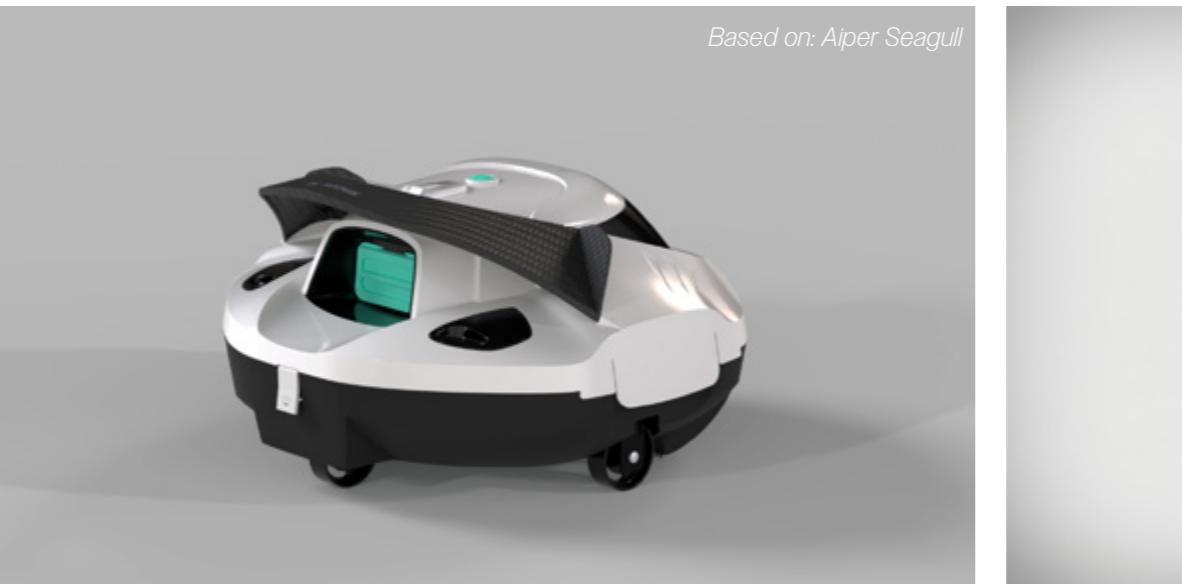
Type:
Uses:

Vacuum Food Tray - 3D printed Mold
1 project (6 weeks)



Type:
Laser cut
1 project week
- operator
- user
Uses:

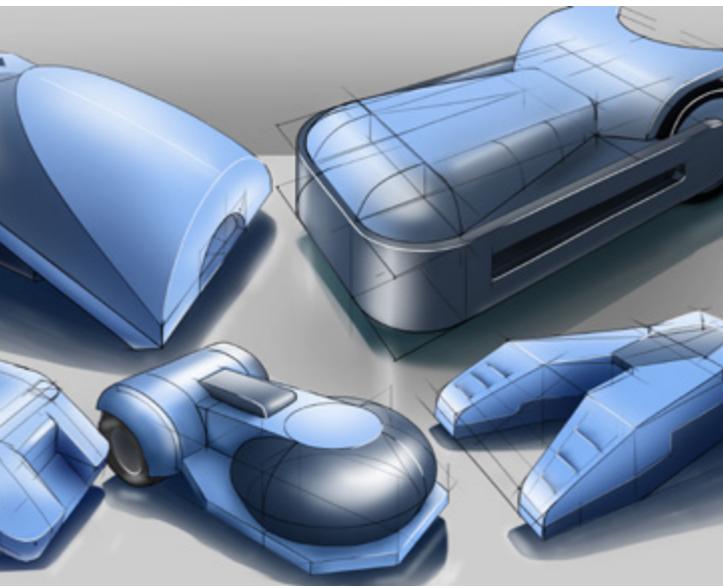
PP - Mechanism
2 projects (6 weeks)



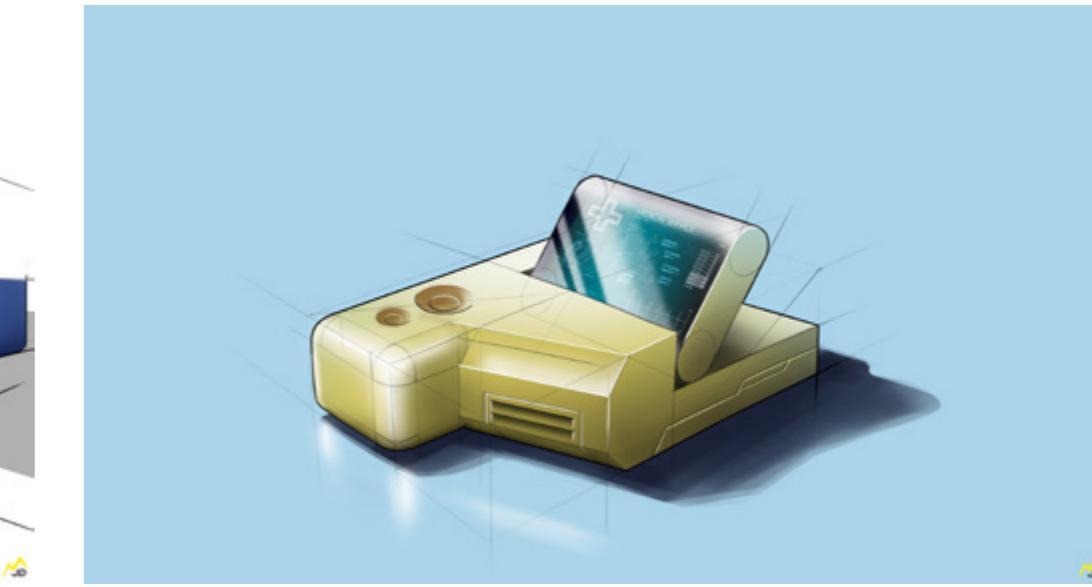
Type: CAD - SolidWorks - Visualize - render & animation
Uses: Solid, assembly, surface, sheet metal
10 projects - 5 semesters CAD lessons (= 450 + hours)



Type: Ai rendering
Uses: 3 projects



Type: Digital sketching - rendering
Uses: 2 projects (6 weeks)





MBTI

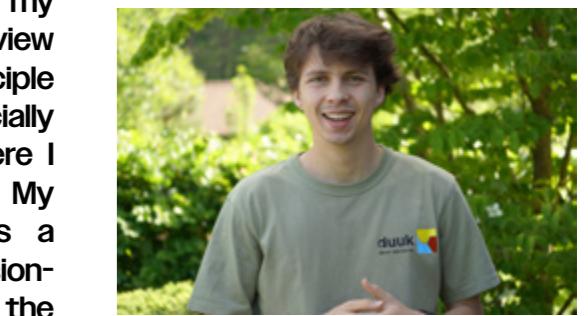
The infographic on the next page represents my personal approach to the design process. While relatively simple, it outlines the key steps I prefer to follow. These steps provide structure and clarity, which suit my Judging preference and help guide me through the creative journey.

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.

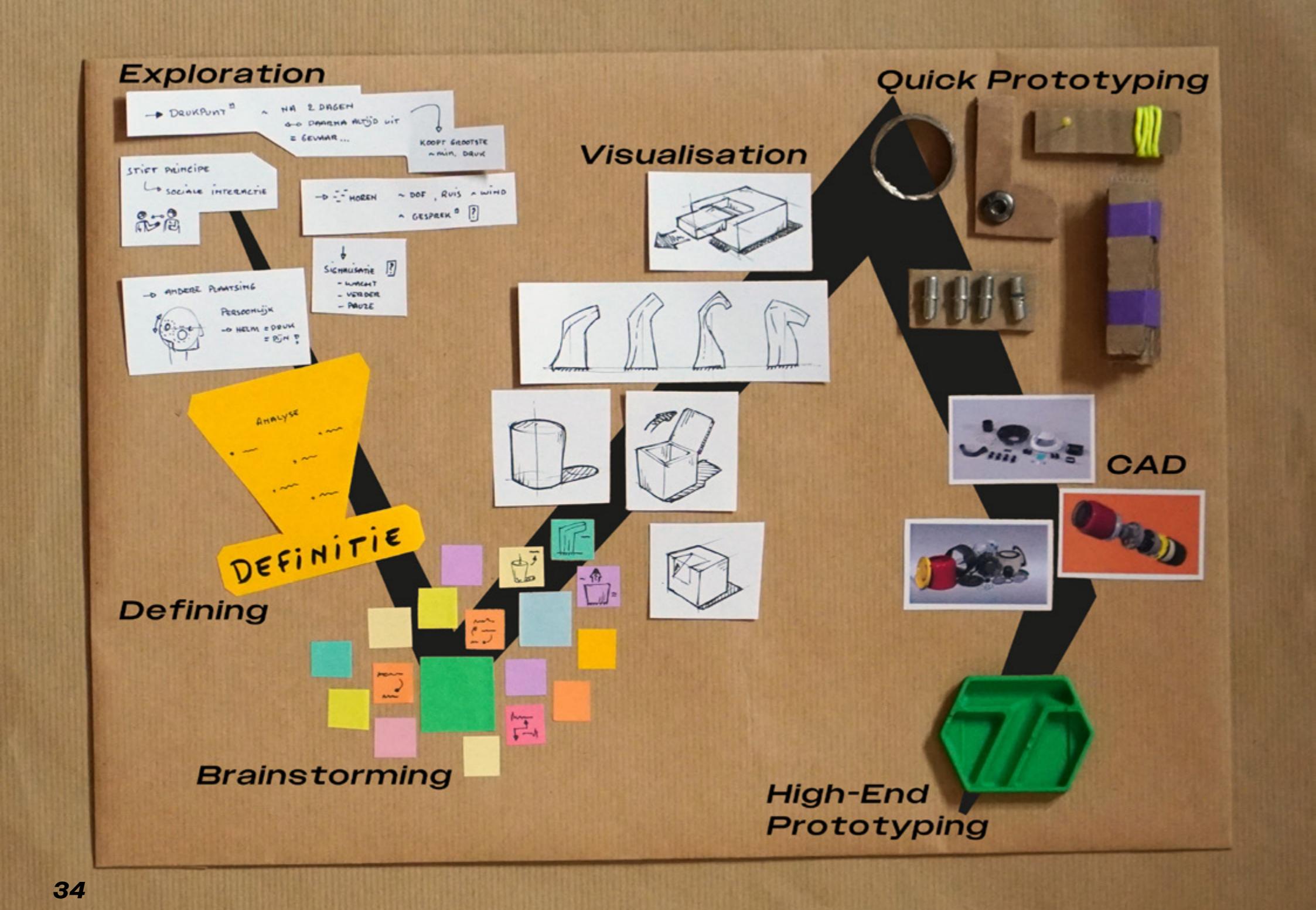
In this way, my INTJ personality traits align closely with my design workflow, balancing creative exploration with structure and strategic thinking.



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.

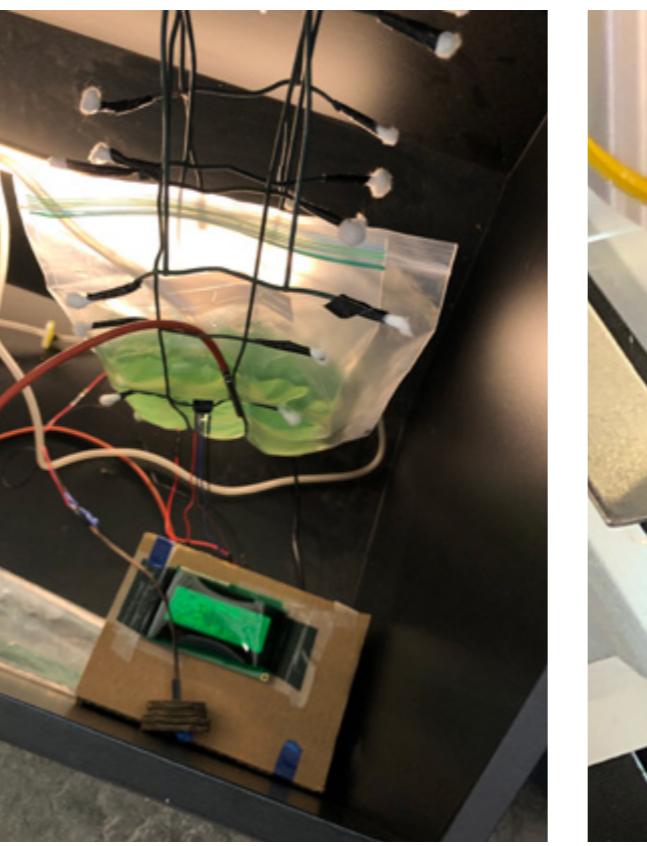
Project:

Screen printing - home project



Project:
Challenge:
Time:
Institute:

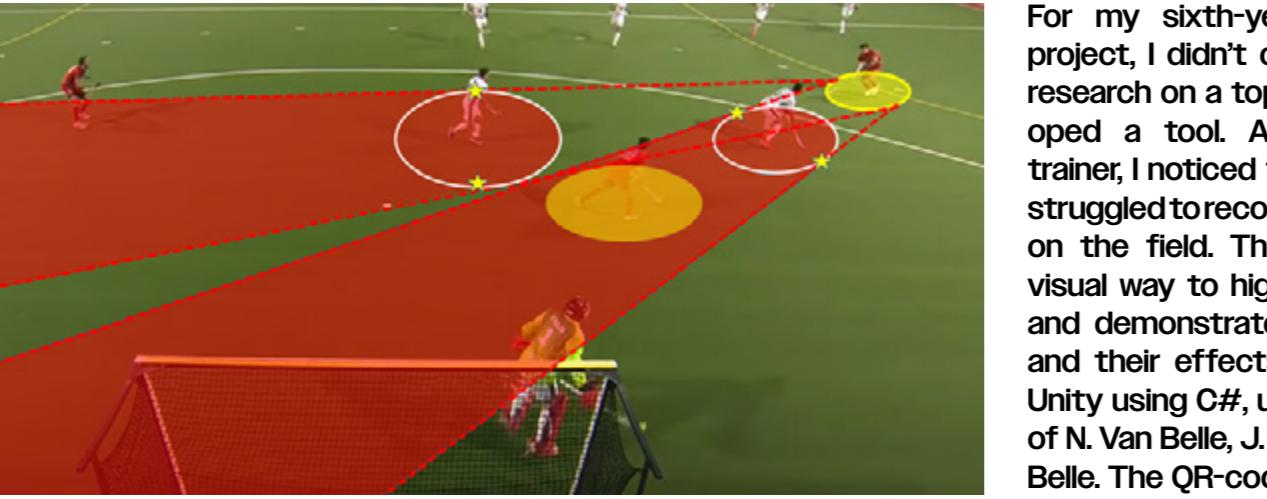
Growing Algae
Teamwork - combining life with electronics
40 hrs
Secondary School - Heilig Graf Turnhout



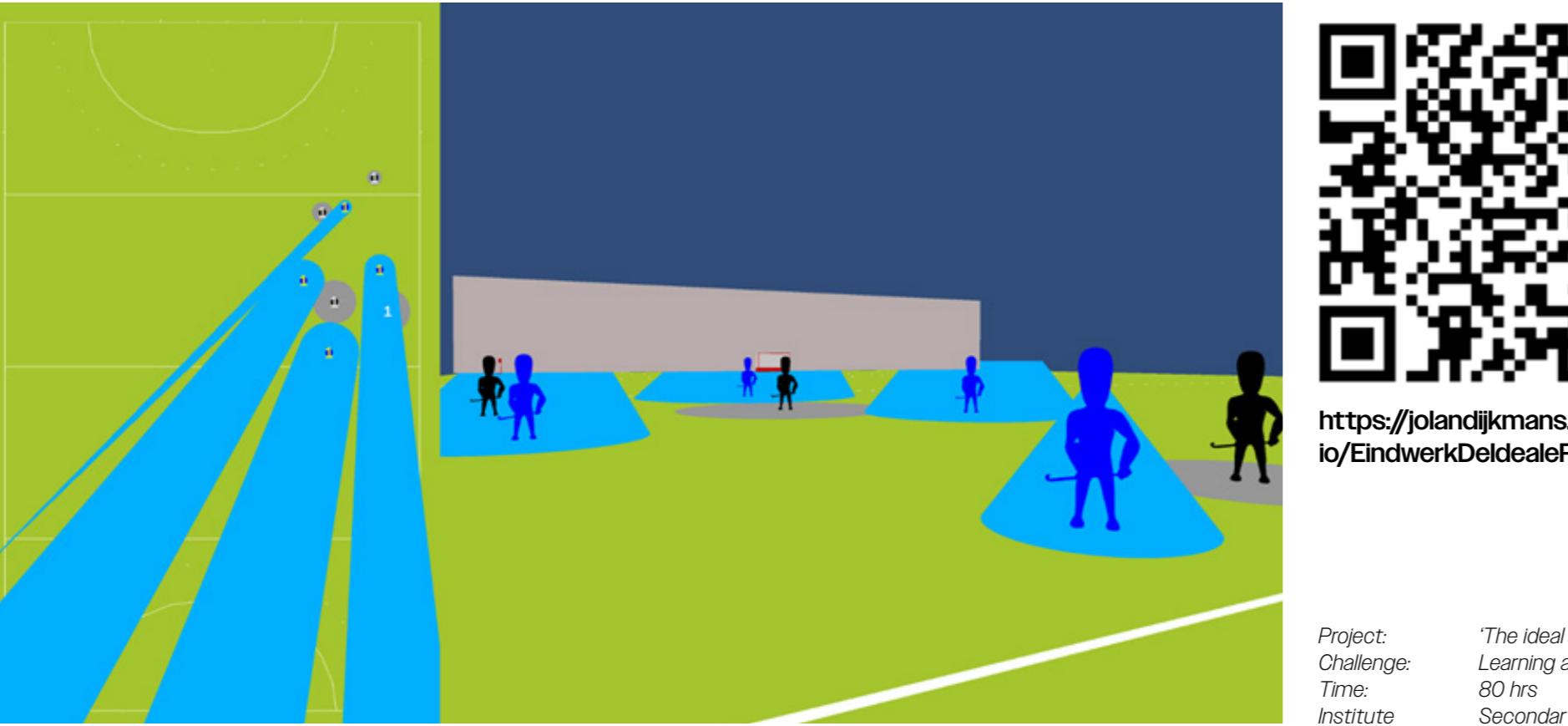
Project:
Challenge:
Time:
Institute:

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





For my sixth-year final research to the online interactive version of the tool. 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 'openspaces' 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

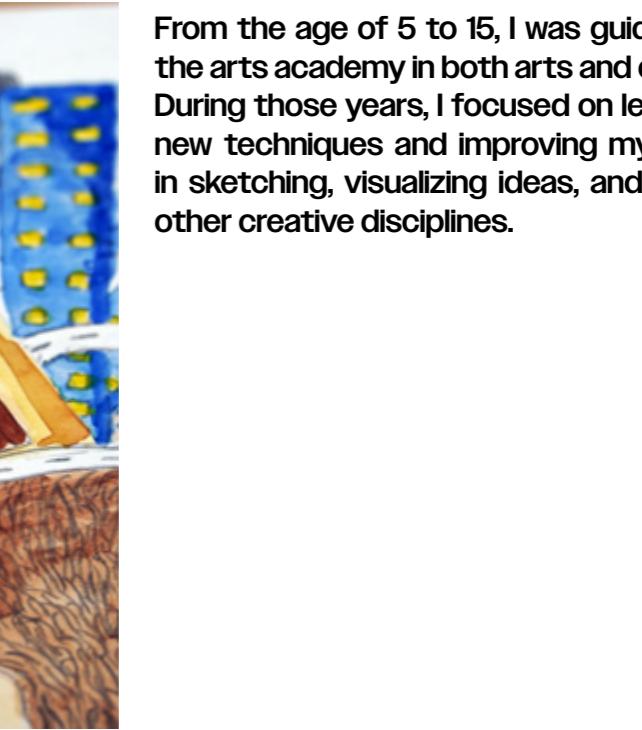
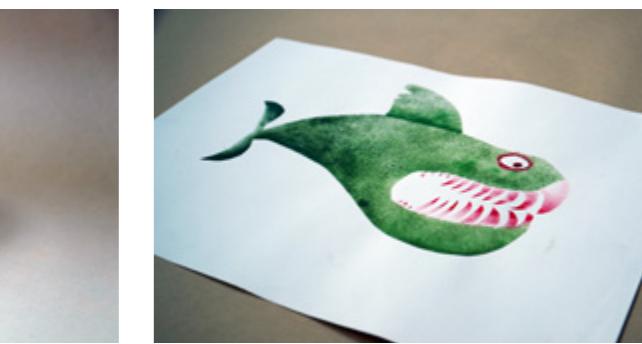
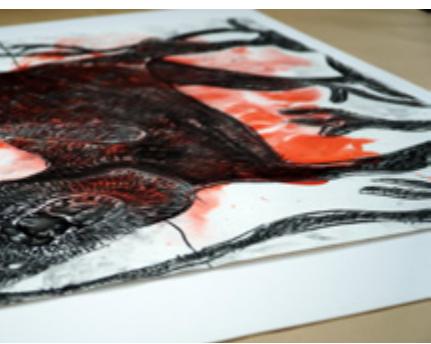


Project:
Challenge:
Time:
Institute

'The ideal pass'
Learning a new code language
80 hrs
Secondary School



<https://jolandijkmans.github.io/EindwerkDeldealePas/>



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.

