WELCOME TO MY
READING GUIDE

JUSTIN VERHAUS

VERSION CONTROL

VERSION 1.0 - 28-9-2024
FIRST DRAFT

VERSION 2.0 - 7-11-2024
ADDED: HOW TO USE, FAST FASHION PROJECT, REFLECTION

VERSION 3.0 - 22-12-2024
ADDED: PASSION PROJECT, BURDEN OF PROOF, FAST FASHION PROJECT, SELF ASSESSMENT

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INTRODUCTION

HELLO, I'M
JUSTIN VERHAUS
MEDIA ICT MEDIA 3D STUDENT

ABOUT ME

My name is Justin, I'm 21 years old and after this semester I will have completed my first year of Media. I am a creative learning and social student. I enjoy collaborating and working in teams but I also prefer better results if I work independently to achieve them.

STRENGHTS AND WEAKNESSES

I am very creative and I have a lot of ideas and I am very good at collaborating in teams. I am very good at Photoshop and Illustrator and I am trying my best at mastering my 3D skills for the animator and I feel been very creative in 3D. I am very good at communicating with people and I am very good at keep up to my work and deadlines.

BIGGEST GOAL CURRENTLY

My biggest goal right now is to keep up with my creativity and development so that I can keep up with my internships company and later be able to be on the same level in teams of skills as them.

HOW TO USE

READING GUIDE

Reading this reading guide is important document that will warn you on for my process. Even this **toward grading criteria** I have to find or at least focus on the groups project and later the passion project. At the end there is a **burden of proof** document that gives more in depth on the learning outcomes.

WEBSITE

The website is one very bigger thing this reading guide. It contains a **portfolio** and contains my **process** for the projects. It contains documents for the deadlines/milestones and the grading criteria.

GITWIKI

Not at last small and detailed documentation about what I did to achieve the learning outcomes. Containing context, approach & process, the link between LO and outcome and ending with a reflection in feedback.

UXYNERGY

Before choosing our client, we had to create a brand identity for our studio. We went with LOFI (short for LOFIBEATS). This is our **brand document**, which we used as our guide.

- We put Minh another example on the brand guidelines. Evoke that **toward grading criteria** we find or at least focus on the groups project and later the passion project. At the end there is a **burden of proof** document that gives more in depth on the learning outcomes.

- We put Minh also worked on our **Lofi Grillhut** UX-project. Check the process/outcomes in the Gitwiki.

FAST FASHION

PROJECT BRIEFING

We have had companies come in to KLU to pitch their company and projects. Out of the amount of pitches we had, we picked the following:

INTRODUCTION

We got a briefing on Sustainability with Digitz of the hands and realized the challenge to make fast fashion less attractive amongst teenagers (aged 12-17 years old).

PLAN OF ACTION

We decided to make a Social Media Communication together with teenagers to see what they are looking for in a sustainable fashion and how companies are our fault, have stand-up meetings regularly and make a retrospective at the end of each sprint.

DOUBLE DIAMOND

DISCOVER PHASE

We started by defining what the problem was. We proposed teenagers to be our target audience and we made a research plan. We commenced by doing desktop research and a Focus Workshop.

CLIENT PROJECT

- Catched a general dislikes of which research questions we should ask to our target audience. We made a survey and we got short research results. We made a Focus Workshop with our target audience at school and at the Double Diamond.

After brainstorming we split up the group in two groups of two and one of the people out of each group stayed with the client to keep the client in touch.

We, Minh and Sander worked on the Idea of a fun, yet educational app around fast fashion.

- I did secondary research on gamification and found a couple of **Competitive analysis** you can find in my **Gitwiki**.

CLIENT PROJECT

- Sander came up with a game for the app, which was inspired by a game we found in our research. **Sandbox** is a game, changed the environment and made it fun and educational. Sandbox is a game where people can build a city, organize things and solve problems together.

DEFINE PHASE
After the briefing Sander worked on the **concept document**. Minh and I made a first give on the personas and journeys and I wrote.

- Giving information about the Target Group, Defined Problem, Proposed Solution and a roadmap of the survey. Minh made the personas.

DEVELOPMENT PHASE
After the briefing Minh and Sander made more detailed designs. Minh made the prototype. We did the usability test on Maze&Google and did the survey.

DELIVER PHASE
We still have all and presentation and deliver it to the client.

CLIENT PROJECT

DEVELOPMENT PHASE
We started with the Sandbox. We for Idea, we made a moodboard. We started with the prototype. We made a design in Figma, Gamelab.js, Nodejs, Nodejs.io.

- I created the **logo**. That would be used as a mascot of the app and I made a lot of design elements while the team worked on the prototype.

- I coded the **status page of level 1** in the app and I made the **Sandbox** in the app. I made a lot of design elements, I made a lot of design elements, I made a different version of the logo.

- I created the **Roadmap** I for the project.

DELIVER PHASE
- I made the **roadmap** and **presentation** I for the Tech, Materials and our Client.

- Me, Sander and Minh made the **Lofi report** I.

PASSION PROJECT

INTRODUCTION

This project will be a website for Mizaki co-owner, Z, we may a website/webshop for his company. Z wants to be able to sell his merch/products and he thinks he has the skills and knowledge to make a website himself. Z wants to be able to change banners, a weight system, a product page, a shopping cart, a checkout, a login system and a weight guarantee calculator.

DISCOVER PHASE

I started the project by doing some research about if Z should make a the website himself or the web shop/app. I also found out what he wanted and what he needed. I made a research plan and I made a discover phase roadmap. I made a google drive to store my research and I made a Gitwiki to document my process.

- I made **two interviews** I with my stakeholder and another guy in the industry to get more insight.

DEFINE PHASE
In the phase I tried to figure out in which ways Z should display everything.

- I made a **moodboard** I that helped me with the design phase.

- I made a **competitive analysis** I and **sketch and wireframe** I with a couple solutions and tested the prototype I.

PASSION PROJECT

- I put feedback in solid specification elements to which I later on added. (**Figma prototype**)

DEVELOP PHASE
After receiving and getting approval from my stakeholder I started with developing everything, starting with control and documentation.

- I created a **gitlab repository** (with clean and structured commits)

- I made a **Kanban board** I for keeping the logs and time the user spent on each task in a structured way.

DELIVER PHASE
When the time has come to deliver the app, I will make sure to print it to my stakeholder and have a product review ensuring the product is of quality.

REFLECTION

REFLECTION ASSESMENT 1 -> 2

I had trouble to keep up with the Figma prototype. I made improvements regarding the website, reading guide and gitwiki. I made a Kanban board for keeping track of my time and tasks. I made a structure where I let a question ask how I should be my approach for Process, other than Accelleration and lastly a Reflection with Feedback. I made a Gitwiki for documenting my process. I made a Burden of proof document to show my learning outcomes and I made a Kanban board and documenting my work in progress.

REFLECTION ASSESMENT 2 -> 3

I feel like I have made some good improvements on my reading guide in this period. I have also made a lot of improvements for LO 1, 3 and 4. I have made improvements on my website, I made a Burden of proof, I made a portfolio and I made a Gitwiki. I made a lot of improvements on my Gitwiki, I made a lot of improvements on my Burden of proof and I made my website strongh. This whole showing its impatience and mindfulness and expecting a visual design starting from wireframes.

For LO3 I made improvements by aspects for my portfolio and documentation. I made a lot of improvements on my Burden of proof and my Gitwiki.

For LO3 I made sure to document all the feedback that I gets. Showed a step by step and detailed process. For LO4 I improvements.

BURDEN OF PROOF

LO1 - SELF ASSESMENT: PROFICIENT
LO2 - SELF ASSESMENT: PROFICIENT
LO3 - SELF ASSESMENT: PROFICIENT
LO4 - SELF ASSESMENT: PROFICIENT
LO5 - SELF ASSESMENT: PROFICIENT

PORTFOLIO WEBSITE