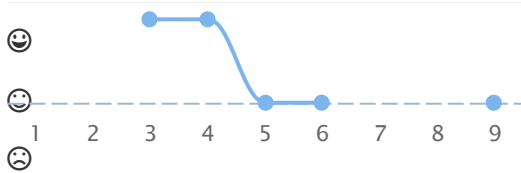


## Section1: Leo (Fleans) and Nazar




Bachynskyy, Nazar N.S. - Metsi, Fleans F.



### Checkpoint 9 friday wrap-up 24-09-2021



 No feedback submitted.



Write a summary of what you discussed with your teacher...

Post Feedback

### Checkpoint 8 22-09-2021



**Bachynskyy, Nazar N.S.** 15 days ago

Today we talked with the teachers about our progress. We showed some new wireframes that we made based on the feedback received on Friday and the data gathered from our interviews with Fontys students. The general lay-out was approved, but it was decided to keep in mind the core functionalities of our app and adhering to the Apple developers guide for creating and styling application. We are going to use data from the ISSD for our catalog of items to show in our app. Using this data and inspiration that we got from looking a web-shops, we will be able to make a application which adheres to Apple standards and has the functionality that our user base would want from an application for interacting with the ISSD.

### Checkpoint 7 Ruud & Arjan 22-09-2021

 No feedback submitted.

**Checkpoint 6 Friday wrap-up with Arjan** 17-09-2021

**Metsi, Fleans F.** 20 days ago

In today's feedback session, we showed the results of our interviews and survey. From the gathered data, we empathized with our users, now knowing in more detail what the users would find the most useful feature-wise from our application. Based on the gathered data, we draw up new wireframes fitting our user's preferences. We showed and received feedback from Arjan, which noted that we should adhere to the IOS developer guidelines when designing our user interfaces. Additionally, we should attempt to make our catalog of items in a more user-friendly manner, specifically, categorizing and adding pictures to those items. On top of that, a suggestion was given to our wireframe for the home page, about how the already borrowed items should be displayed (instead of a plain number, maybe images can be added, which added in a scrollable manner).

**Checkpoint 5 Friday wrap-up** 10-09-2021

**Bachynskyy, Nazar N.S.** a month ago

Today we discussed our progress so far. From the two topics discussed on Wednesday and which can be found in the feed pulse below, we decided to proceed with the idea of creating an ISSD application. Based on that we created a general persona, empathy map and some paper wireframes as a base. The feedback that we received was on the gathering of information, more specifically conducting short interviews on the students and the full ISSD employees. This is because based on these interviews we can get a more real-life persona instead of the theoretical ideas that we have at the moment. These students can then also be asked if want with upcoming iterations of our project.

**Checkpoint 4 Wednesday standup** 08-09-2021

**Bachynskyy, Nazar N.S.** a month ago

Today we had a discussion with the teachers about our progress so far with the IOS project. We presented some of our ideas and concepts from the brainstorming session which was conducted. Based on that session we had 2 ideas which we received constructive feedback on. First idea being an application for the ISSD services that are provided by Fontys. Based on the feedback they suggested we look into the actual capabilities of the IOS platform/hardware. When discussing the users, we need to be critical and considerate as to how we empathise and define them. They suggested us to go and discuss possibilities with the people working at the ISSD. Regarding the the second idea, an application which gives you news alternative to your preferred topics. This to broaden your horizon and take you out of your bubble. The feedback that we received for aforementioned topic was to consider how we will approach this. More specifically, do we focus on the technical aspect (algorithm) or how we present the news (UX).

**Checkpoint 3** 03-09-2021**Metsi, Fleans F.** a month ago

The meeting today included feedback regarding the finish of the Pressure Cooker assignment. Overall, the feedback received was positive, with an exception regarding the lack of testing and the feedback that could have been received from the target audience.

**Checkpoint 2** 02-09-2021**Metsi, Fleans F.** a month ago

Today we received feedback regarding our progress for the week 1 Pressure Cooker assignment. Summarising the meeting, based on the brainstorming session that we carried out, from the three ideas that were narrowed down from the aforementioned session, in the end, it was decided that creating an application for improving his work-day by helping him, as far as the administrative side of his workday is concerned, was the primary idea to stick with. Regarding the gamification aspect of the application, the user will find himself guided through his work-day by a step-by-step work process, which will track the start and the end of his work, navigating the user to the location of the requested work, following with the progress displayed for both the worker and the employer, with validation sounds on completion. Additionally the user will see a progress bar (of the all the jobs taken) of his/her whole day on the application.

**Checkpoint 1** 31-08-2021

No feedback submitted.

**Groeneweg, Arjan A.J. (Teacher)** a month ago  
Dennis en gaming