Industry project
Effenaar

Reading Guide

We started by dividing roles in our group, as we have 4 software students and 2 Media. Me and Julien would be responsible for everything design related including and not limited to mood boards, low/high fidelity prototypes and color pallets.

In our 1st iteration we created the following products:

- 3 different concept proposals for Effenaar
- Figma designs for above mentioned proposals

After getting feedback we settled on a concept between the 2nd and 3rd – Customize your environment by changing the lights and a chat.

In our 2nd iteration we created the following products:

- We settled on the following concept: Voting – let users interact with stage lights by using our app
- We created sketches for the design
- We created a low-fidelity prototype based on the sketches
- Created a mood board for the design

After getting approval on our concept, we started elaborating on it.

In our 3rd iteration we created the following products:

- Created a color palette with playful colors like purple and orange
- Updated the low-fidelity prototype with high fidelity
- Created a back-end using Spring boot

- Created skeleton for the front end using Vue
- Started research with a survey

In our 4th iteration we created the following products:

- Researched for choice, voting time and analyzed the survey results
- Build most of the front end
- Created app posters
- Updated Design thinking document with every product we created

In our 5th and final iteration, we created the following products:

- Connect the front end with back end
- Updated Design thinking document with every product we created

Reflection:

I am happy with our project. It was fun working with 5 people. We split the workload from the start, and that is why it went to smooth. Everyone was responsible for their own chunk of the workload.

We used the Double Diamond method. We focused more on code, rather than design, because we quickly understood how the hardware looks and we built 2 (Camera for our QR code and Location). But we also did a lot of design thinking and research.

1. We had a brainstorm session in the first week, followed by 2 iterations.

In the brainstorm session we put focus on ideas and what do we want to create. We created a bare concept on which we could receive feedback.

2. The second iteration was our full first double diamond pipeline. During this iteration we created:
- Literature study
- Community research
- Survey
- Brainstorm
- Prototyping (version 1 and 2)
- MoSCoW Analysis

We had a lot of positive feedback from this iteration, we had to tweak some things like design and color palette, but once we fixed that we headed to our third iteration.

3. In the third iteration we focused heavily on coding, as we had a good idea of what we want, we now had to implement it. After that we fixed a few bugs, created the front end and we were done.

Reflection: I am happy with our project. We didn't do much user research and focused more on coding, but we have 3 more projects to compensate for that.