1. You <u>orient</u> in the <u>relevant tech, media and design landscape</u> and create <u>interactive</u> <u>media products</u> that you have <u>tested with users and stakeholders</u>.

**Orient:** This can be done in different ways by doing research on new technologies from library (literature, experts) but also by trying different techniques for your project.

## Portofolio Inspiratie:

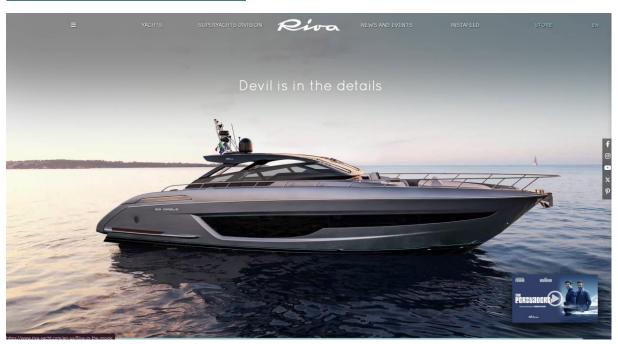
Als 1e ben ik mij gaan orienteren op andere website's/ inspiratie punten om te kijken wat een beetje mijn stijl zou zijn. Ik wou graag een beetje een luxe/elitaire uitstraling nabootsen. Ik heb hier onder wat inspiratie punten gezet:

#### **Riva Yachts:**

Wat me aanspreekt:

- -strak
- -minimalistisch

https://www.riva-yacht.com/en-us/

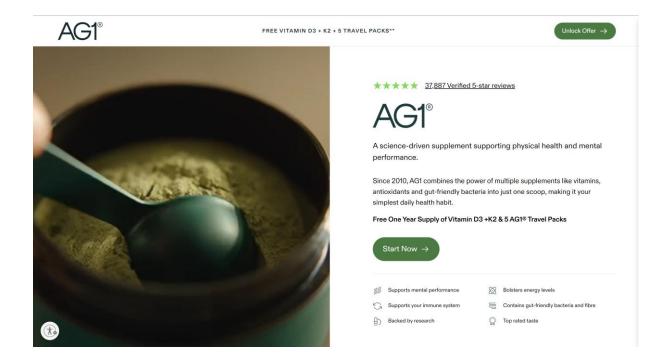


### **Athletic Greens:**

Wat me aanspreekt:

- -interactief (veel plaatjes en beweging)
- -Leuk kleurgebruik (zwart,wit en groen)

https://drinkag1.com/

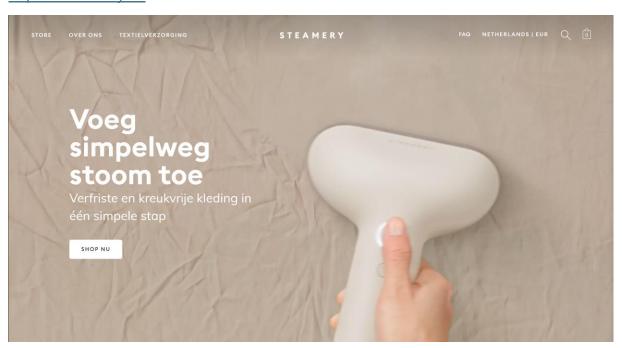


## **Seamery Stockholm:**

Wat me aanspreekt:

- -strak
- -minimalistisch

https://Steamery.nl/

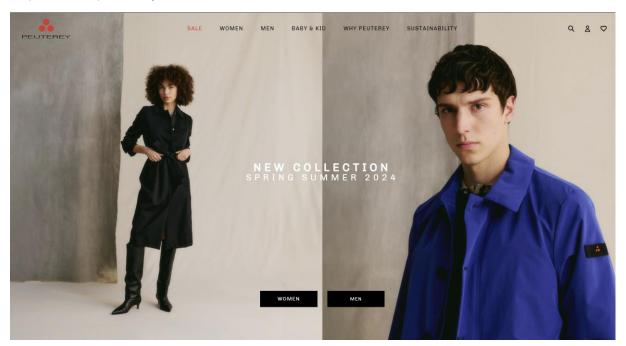


## Peuterey:

Wat me aanspreekt:

## -strak design

## https://www.peuterey.com/nl/

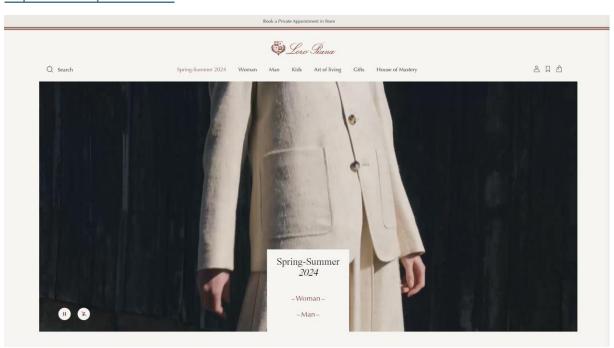


## Loro Piana:

Wat me aanspreekt:

- -leuke kleuren
- -strak
- -frappant lettertype

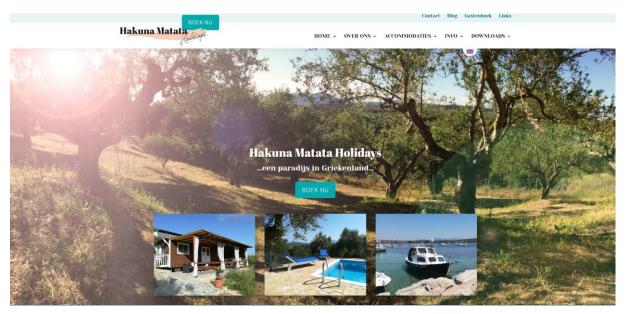
https://nl.loropiana.com/



## Persoonlijke projecten: Orienteren

Ik ben als eerst gaan kijken bij andere website's:

https://www.hakunamatataholidays.nl/

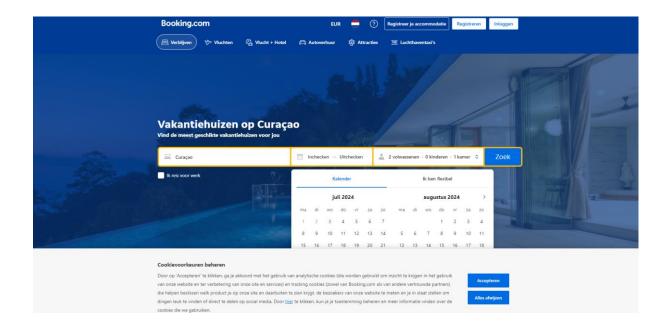


https://vakantievillacuracao.net/



https://www.booking.com/holiday-

homes/country/cw.nl.html?aid=318615;label=New\_Dutch\_NL\_NL\_21456916825-f3yslCkx\_0\_q9m\_V2lcoDAS217243099824:pl:ta:p1:p2:ac:ap:neg;ws=&gclid=Cj0KCQjw7ZO0BhDYARIsAFttkCjk4X9oMkOC\_LhU21rVhZMfSNkla3tJPgZ9S\_6-FETlM2do8BTom2AaAnIHEALw\_wcB



## Media Campaign:

## Oriëntatie:

Ik ben gaan kijken bij andere scholen om dingen de cherrie picken die hun misschien wel of niet goed doen.

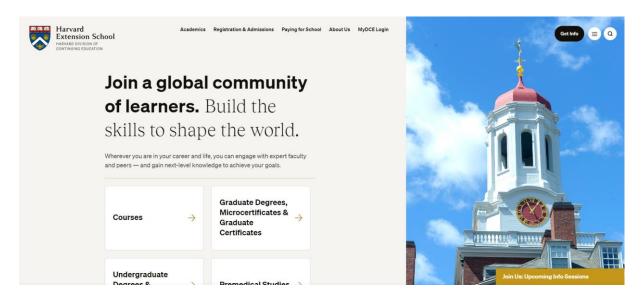
### TU Delft:

https://www.tudelft.nl/



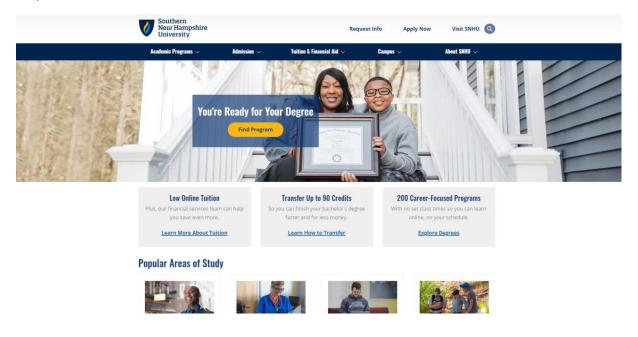
### Harvard:

https://extension.harvard.edu/



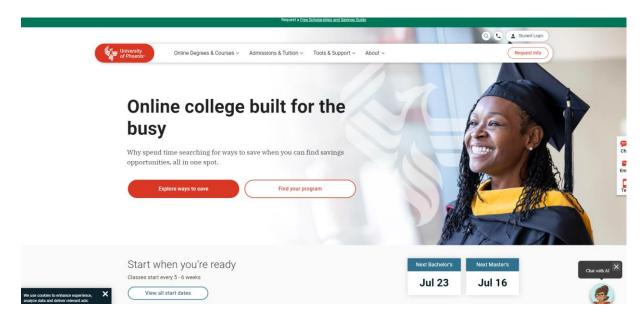
### Southern New Hampshire University:

### https://www.snhu.edu/



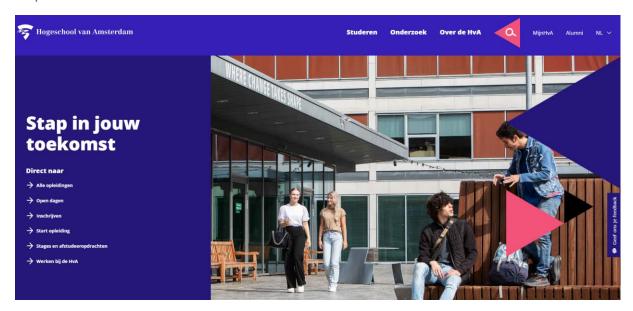
### University of pheonix:

https://www.phoenix.edu/



### Hva(bedenker van de CMD methods):

### https://www.hva.nl/



**Relevant tech, media and design landscape:** This refers to the current and influential trends, tools, platforms, and practices within technology, media production, and design. It's about being informed what's fresh, what's fading out, and what tools or methods are best for creating and sharing content.

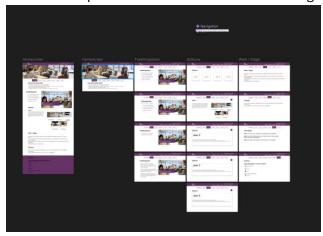
Interactive Media Products: Think of interactive media products as either advanced prototypes or proofs of concept (POCs). They start in design software like Figma, where they're crafted into clickable, interactive prototypes. These are essentially detailed simulations of the final product, allowing designers and stakeholders to explore how it'll work before any serious coding starts. These prototypes can often be quite sophisticated, giving a very real feel for the user experience

without being fully built out. So, an interactive media product can be this rich prototype itself or evolve into a fully coded POC, serving as a tangible example of what the final version aims to be.

Media campaign:

## Website:

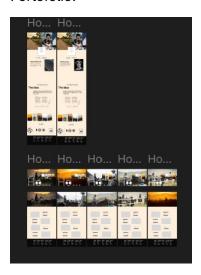
Travis heeft de website onwikkeld in figma, omdat uit de Survey kwam dat er in de vorige website veel tekst stond, en het daardoor lastig te vinden was. Hebben we er voor gekozen om de website compact te maken en de info minimaal gehouden.



#### Link:

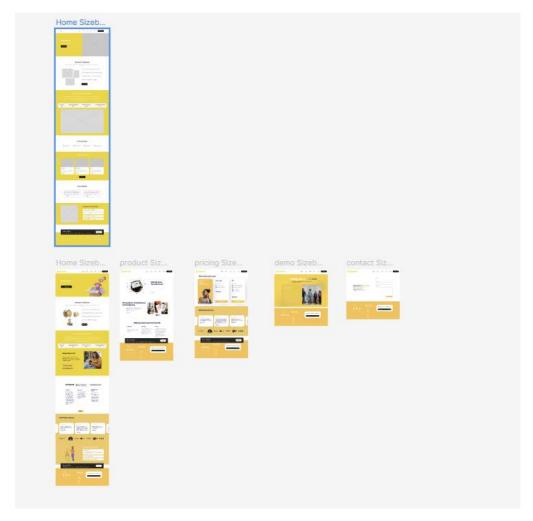
 $\frac{https://www.figma.com/design/oloo06VFj0604vqjVXcsmo/Fontys-Website-Deeltijd-(Copy)?node-id=0-1\&t=kldPXmz5lar63BOO-1\\$ 

### Portofolio:



https://www.figma.com/file/g4Xs6Wvxm0hAzEd3BQmZpm/Portofolio-Prototype?type=design&node-id=0%3A1&mode=design&t=SkDyhNJBpOBQ6XOQ-1

### Sprint X:



https://www.figma.com/design/6dp5BLXJ8iuYRw9YpfThLI/Wireframes?node-id=0-1&t=rC3BxHpZHOJrHwzG-1

**Tested with users and stakeholders:** Before you release your interactive product into the wild, you gotta make sure it's user-friendly and fulfilling its purpose. This means putting your product in the hands of actual users (and those with a stake in its success) and watching how they use it, gathering feedback, and refining the product based on their experiences. It ensures that the final product isn't just visionary, but also practical and enjoyable to use.

#### Portofolio:

Staat in betreffende document, is wat te veel om het allemaal hier in te plakken

### Personal projects:

Staat in betreffende document, is wat te veel om het allemaal hier in te plakken

### Media campaign:

Staat in Staat in betreffende document, is wat te veel om het allemaal hier in te plakken

# Sprint X:

Staat in betreffende document, is wat te veel om het allemaal hier in te plakken  $\,$