Portfolio Abstract

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Proof

The Experience (Pressure Cooker)

Learning goals	Proof
Student is knowledgeable and demonstrates an understanding of how Interaction Design, Experience design and Concept Development techniques can be applied in an integral way.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can work in a group on a prototype demonstrator with a mobile component taking external stakeholders into account and present this in a convincing way.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can transform a concept into a tangible testable prototype, where test results are processed in an iterative way where the products consist of both functional and non-functional elements in a balanced way.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Minimum Criteria	Proof
Concept is explored and presented in a convincing way using a plethora of means: Persona's, scenario's, storyboards, moodboards/films, sketches, low fidelity prototypes, high fidelity prototypes, technical demonstrators and user tests.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
There is a strong relation between concept products and the final concept. To be more specific: you should be able to explain how concept means were used to refine the concept.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The concept should be created in an iterative way. Changes per iteration are well supported.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The concept is validated and tested with at least three external stakeholders.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Presentations are well prepared and all elements integrated in one product.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The concept presentation is supported by a convincing tech demonstrator/prototype, showcasing one or more key features of the concept.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student shows usage and understanding of the DOT research framework during concept creation.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Bonus

We'd love to see you try more	**Proof**
The concept is extremely innovative. Existing alternatives are explored to further highlight the unique properties of the concept.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
User testing went above and beyond regular testing with all relevant stakeholders.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The concept is presented in such a way that it is ready to be used by external parties to start developing.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Hybrid and Native Development

Learning goals	Proof
The student can create a multiplatform hybrid mobile app using a wide diversity of techniques and platforms	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can create a backend system to support the app's data needs	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can use a CVS system to support the development process	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can support and reflect on technical and design decisions	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can apply more complex native Android and iOS development techniques	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can create a suitable number unit tests to validate the quality of the products	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student can create native apps that are suited for multiple types of devices (f.e. phones and tablets)	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student has explored at least two backend technologies, one being from scratch (i.e. no FireBase)	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The Hybrid client runs on at least two different mobile platforms	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The Android app contains at least: Customviews, Asynctask, Actionbar, Fragments, Animations, libraries/contentproviders,broadcastreceivers, services and Webview and the student can explain the workings of these elements and how they were applied	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The iOS app contains at least: Universal App (autolayout/adaptive layout), simple CRUD actions using a webservice, iOS Maps, Social media integration, advanced views (UICollectionView, master detail views), AVFoundation, notifications, Webkit/Javascript bridge and the student can explain the workings of these elements and how they were applied	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student shows usage and understanding of the DOT research framework during product realisation	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Bonus

We'd love to see you try more	**Proof**
Your app has been user tested thoroughly	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The Android app uses more complex techniques, such as: Reactive User Interfaces, Data Storage, Advanced services, Android Accessory, Google Cloud Messaging, Social Network Integration, Analytics, DDMS analysis, Advanced hardware use (NFC, Wi-Fi Direct etc), Widgets, Google Play, Android Wear/glasses and the student can explain the workings of these elements and how they were applied	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The iOS app uses more complexe techniques, such as: GameCenter, Beta testing (testflight), Passbook, Advanced graphics (OpenGL, Quart, Core Image, Metal), Sprites / animations(SpriteKit/Scenekit), 3d engine (Unity, UE4), Analytics, Gestures, Hardware usage (camera, augmented reality, virtual reality, external hardware), Monetization (In App purchases, iAd, NewsStand, Swift/Objective C bridge.) and the student can explain the workings of these elements and how they were applied	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Capita Selecta

Learning objectives	Proof
The student is able to view developments in a critical way and make an impact analysis of technology in the near future	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is able to be aware of the disruptiveness of technological developments and is able to regard them in a social context.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is able to connect technology to new and innovative ideas and concepts	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
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The student is able to place concepts using persuasive tech in their own speciality	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is able to choose and implement using heuristics in a design and (paper) prototype	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is able to investigate the impact of technology on man and his surroundings	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is able to discuss and reflect on said impact, using examples and experiences	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is able to develop and demonstrate a critical view on technology in general and on their speciality in particular	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is able to develop an opinion based on facts rather than emotion	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Minimum Criteria	Proof
Student is involved in group activities	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Findings are presented with a high level of quality/polish, showcasing integration of covered subjects. - Feedback on intermediate products have been processed adequately	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student has linked elements of futurology, persuasive technology and philosophy into one coherent integral product	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student shows usage and understanding of the DOT research framework whilst working on the learning goals	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The student is in charge of his / her own learning process. He / she takes the initiative to regularly request (at least weekly) feedback and to record this in FeedPulse. Student acts on the given feedback and reflects on it	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Bonus

We'd love to see you try more	Proof
You have involved external stakeholders	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Deliverables are of a very high quality and are presented meticulously	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Participation of student in group activities is very good where student is highly involved and (partially) facilitated the process	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Industry Project

Learning goals	Proof
Student is able to act in a group and develop a mobile solution for an external client	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student is able to show his agile/SCRUM process skills to iteratively work towards client value	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student is able to guard and improve the quality of the product using consciously chosen tools	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student is able to apply learning goals from the technology and experience elements in an integral way	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Examples of deliverables should contain, but not be limited to: ● Sprint demos consisting of products and presentations ● Reflections and retrospectives ● Individual product- and process portfolio ● Cumulative feedback log (Feedpulse)	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Minimum Criteria	Proof
Student shows they can apply learning practices Tools and techniques and Capita selecta in an integral way in a group context	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student works in a punctual way, making sure that deliverables and demonstratables are available in time in order to let stakeholder process and give feedback on these products	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Quantity, Quality and Complexity of the work is balanced. I.e. none of these elements should be emphasised over the others. An indication of this balance will be part of the feedback on the deliverables	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
- Overall effort, presence and participation is good and student works proactively	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student shows individual and proportional contribution to the group efforts	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Students reflects individually on the process and product.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Criteria Good	Proof
Quality of the product is very high and the final products offer complexity/functionality not covered as part of the curriculum.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Participation and motivation is very high. Student shows a high level of commitment to the project and acted very proactively, showing initiative.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Product demonstration is of a very high level and complete.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Criteria Excellent	**Proof**
Student acted in a highly entrepreneurial and professional way in a group setting.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
The resulting products are of a very high level of quality and is (almost) ready to go to market.	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Freaky Friday

Learning goals	**Proof**
Student is able to conceive, design and realise their own project within a mobile context. Your project should have an element of surprise in the form of technical depth, innovativeness or concept relevance or subversiveness	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student is able to formulate their own process to utilise the Freaky Friday in an optimal way, involving the teachers to showcase the results	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Minimum Criteria	**Proof**
Student present Freaky Friday at least twice to their fellow students	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student involved the teachers in a frequent manner and records feedback in FeedPulse	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Student demonstrates Freaky Friday result at the final presentations	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG

Criteria Good	**Proof**
Student was highly involved and motivated in the Freaky Friday project	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG
Freaky Friday is complete, well presented and substantiated and the final presentations shows a complete prototype/demonstrator	InsertProofLink (see 'InsertHeader') -> InsertReasonWhyMeetLG