Frontpage

This is the front of your reading guide. In Dutch we say: "voorkant". Here you can put your name, the name of the project and where it is about, your phone number, e-mail address, student number and a nice picture of a laptop, or cat, or both. Or not at all?

To sum up: you are the media designer here, this is media, so make independent choices and design it, think about it. Be consequent, consistent, and creative.

Ooh, and if you use this template, please remove all pre-filled text that was in the template and is no longer relevant in your reading guide, it's not a bingo card to be filled in.

Table of content

A table of contents, usually headed simply Contents and abbreviated informally as TOC, is a list, usually found on a page before the start of a written work, of its chapter or section titles or brief descriptions with their commencing page numbers. But you probably knew that too;)

Do you need this page, use it, you don't? Press the DELETE button.

The assignment

You may use this entire page to describe the assignment or project. What is it about, what is the context, is there a problem or opportunity statement, which parties are involved, what is the purpose of the assignment, what is the main research question?

Perhaps you shouldn't use the word "assignment", then, but "project". If you don't need the whole page, that's of course no problem, because this is a guideline, anything goes, you decide.

In the first week of the semester, I joined students from different semesters in Media Design for a cool project. Our project was to turn the planet GJ-504 B into a lively and exciting place. We had departments like History, Arts, Technology, Science, Education, and Health to use for our planet. Each department team had its own special knowledge, and we wanted to combine all that to make GJ-504 B a fantastic and creative world. This project was all about teamwork and using different skills to dream up and build an awesome interdisciplinary planet. Down below you will be able to find the process and work that has been done for this project.

Description of the process (&results)

As you describe the process and the approach, explain how it took place, what choices were made, what methods were used and what the results were, preferably by using the research cycle*. You can use 1-4 pages for this. Keep it short, it shouldn't be a thesis;)

*

Research cycle:

Research question - method selection - collecting information - analyzing information/results - conclusion.

Or the simple version:

Why, How, What & so What?

Also make sure you clearly describe what your personal part was (and keep this well-balanced). Do all this as briefly and simply as possible. You may make the results described interactive, so that you can click on them and see them immediately on the portfolio. Each cycle could be described in one or a few sentences. In various places you can then include references from your reading guide to intermediate products and results of the work you have performed.

We started the project after we received a background story for our planet

ASSIGNMENT 1 - BACKGROUND STORY

We humans are very curious beings. We want to know everything about you! What's your planet like? What does your specific department do? How do you communicate? Write a short backstory about your planet and department and come up with a crest, Slogo or symbol that represents you.

Together with the team, we managed to create our story for our planet. If you double click on the Word icon, you will be able to find the story.



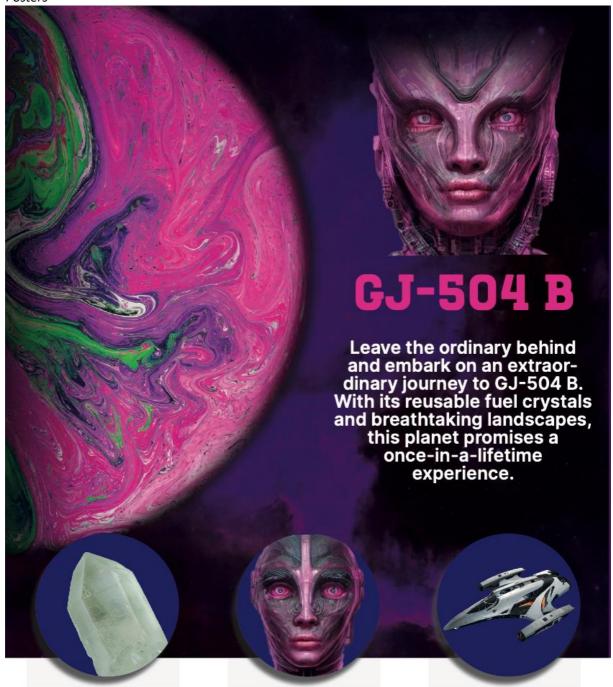
Story.docx

I was working more on the Arts department, so I decided to create a logo for our department. This is what I came up with:

Logo



To be able to present our planet I used posters:



This planet only uses reusable crystals for Fuel! No more wasting Fossil fuels

Gliesliebs are the inhabitants of the planet GJ-504. They are the most welcoming creatures in the universe Get yourself a rental spaceship and get soarin'! Feel the freedom in the Gastang 5000.



TRAVEL ACROSS THE UNIVERSE

















Reflection

Reflection on the process, the professional aspects and personal learning and functioning during this assignment or project. Keep it short. You could put this information also somewhere on your portfolio, just think about it. Maybe just the highlights?

Before the start of the project, I was a little bit skeptical about the whole project at all. I thought it would be boring and useless, but it turned out to be a pretty interesting and enjoyable project. I think the idea of bringing a national hero as Andre Kuipers was a great idea, since this brought back the attention of all the students. I have an amazing time listening to his stories and appreciate the fact that I met a person like him. The communication of our team was on a surprisingly good level, not only the department, but the planet as well. Usually it turns out nobody caring, but for this one a lot of people participated actively and productively. I enjoyed working on different tasks like brainstorming and creative thinking as well as creating an AI song with Justin Bieber's voice. It reflected on my design and communication skills. I created a lot of posters, logos, etc. On the other hand the communication skills, because we were from different semester, different experience and background, but we managed to understand each other really well. I like the idea of collaborating with different people and exchanging ideas. I would say it pleased my expectations and I enjoyed it.

Evidence (table)

Completion of the table in the appendix with where to find the 'evidence' for the learning outcomes that you must demonstrate in the Advanced Media Design semester. In fact, this refers to the same "products" that are also referred to from the description of the "process", only this time sorted by learning outcomes.

It should be a simple display of all the tasks you have done and products you have made, in an overview. Preferably make it clickable so you can also use it as navigation. Most users like that. Don't link directly to research material (appendix-files) but always to product pages on your portfolio to give the reader some extra context

Appendix: Evidence

Learning outcome	Proof
User interaction (analysis and advice)	
User interaction (execution & validation	
Software development	
Future oriented organisation	
Investigative problem solving	
Personal leadership	
Goal-oriented interaction	