

INDIVIDUAL OR GROUP PROJECT ABOUT
THOMAS SCHIEDER READING GUIDE PROJECTS ABOUT ME

READING GUIDE

Individual Project

ASSIGNMENT

For this assignment, I aim to create a new portfolio that builds upon the foundation of my previous portfolio. Drawing inspiration from my previous work, I seek to optimize and improve the design, functionality, and overall user experience. By critically evaluating the strengths and weaknesses of my old portfolio, I will implement enhancements such as a more intuitive navigation, responsive layout, and refined visual aesthetics to showcase my skills and accomplishments effectively.

PROCESS & RESULTS

For this project, I created several PoCs. I started by creating a project plan for my portfolio to get a clear idea of what I wanted to accomplish and how I was going to go about it. Then I did research on UI/UX to improve my old portfolio. I looked at what could be improved and what trends were

currently going on.

Then I designed a completely new layout for my portfolio. The first design did not meet my expectations, so I decided to create a new design. In the end, I chose this new design because it was more user-friendly, especially with the addition of a sidebar.

After the design was ready, I started coding my portfolio. To do this, I used HTML, SCSS, PHP and JavaScript. To keep my code efficient, I divided the website into different layouts that I could manage dynamically with PHP. This provided better organization and maintenance of my code.

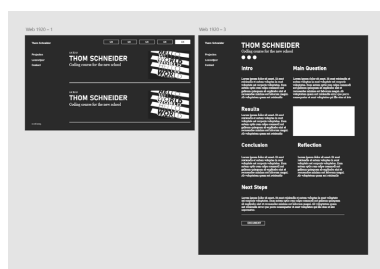
I was also involved as a stakeholder in the Smartmobile group, which participated in the development of the PSV app. Together we brainstormed new features that we could implement.

REFLECTION

During this assignment, I faced a challenge in selecting a final design for my new portfolio. Being quite particular about my preferences, I found it hard to make a decision. The abundance of design choices made it difficult to settle on one. However, this experience taught me the importance of finding a balance between my high standards and practicality to create a visually pleasing and functional portfolio.

As a stakeholder in the Smartmobile group, it was a valuable experience to be involved in the development

process of the PSV app. It was inspiring to collaborate with other team members and share insights. By listening to the ideas and perspectives of others, I gained new insights and broadened my understanding of the project. It was enriching to see how different points of view contributed to the development of innovative features and solutions. It was a fine and educational experience to be involved in the project as a stakeholder.



Group Project

ASSIGNMENT

For our group project, we received a task from PSV to come up with an innovative way to engage supporters more with the match experience at the stadium. The assignment we received is quite broad, which is actually nice.

PROCESS & RESULTS

Before starting our project, we took the important step of creating a project plan. This plan helped us outline the goals, timeline, and deliverables for our app development. We used various techniques like personas, user stories, and user journey mapping to

understand the needs of our target users. This user-centric approach ensured that our app would meet the expectations and requirements of our audience. using the persona, I did a study on psv's target audience and how to make sure we can apply gamification to this. With the project plan in place, we then focused on specifying the key functionalities and features for our app. This helped us establish a clear direction for development and ensured that we stayed focused on creating a successful and functional app. We paid special attention to designing the different betting options within the app, aiming for appealing and user-friendly interfaces. Our goal was to engage users and provide them with a seamless and enjoyable betting experience.

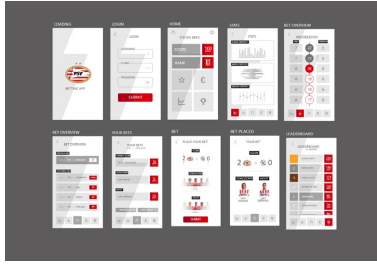
After this stage of the project, I started working on implementing our design. To begin with, I set up a git repository and created multiple branches so that my team can collaborate without encountering conflicts. Once the team members have pushed their changes to their respective branches, they can request to push their modifications to the main branch, which I need to approve. After this, I created a c4 model with my group to see what the infrastructure of the app will look like. Furthermore, for the app, we wanted to create a web app concept, so I developed a part of it using HTML, SCSS, and JavaScript. We also

ensured code optimization by including various layouts, eliminating the need to repeat them for each page.

For the web app I also created an xp progress system so you can see how the user progressed in our app. After completing the web app, we had our stakeholder test a feature. We incorporated his feedback and made improvements. Then, we prepared an advice document to guide our stakeholder in further developing our idea. Finally, we conducted a peer review within our group to learn about our strengths and weaknesses.

REFLECTION

During the development of the app using HTML, CSS, JavaScript, and PHP, I found the process to be relatively straightforward. However, one challenge arose when multiple team members worked on different branches. It was crucial to maintain consistent styling throughout the app, which initially posed a slight issue. Fortunately, we were able to address this concern swiftly by implementing effective communication and collaborative decision-making, ensuring a cohesive and uniform design across all branches. This experience reinforced the significance of teamwork and effective coordination in achieving a unified and visually appealing final product.



International Project

ASSIGNMENT

I would like to take you through my report on my participation in an international school project. The project was a fun experience where I had the opportunity to collaborate with students from different countries and cultures.

In this report, I will take you through the process of our assignment, where we were tasked with devising a new, innovative 15th game aimed at promoting physical activity among children on the school playground.

PROCESS & RESULTS

To start off, we conducted research to explore innovative ideas for our project. This led us to the concept of creating a tag game where users navigate from point A to point B. By collecting points through back-and-

forth movement, players can climb the leaderboard. Before diving into the project, we thoroughly researched different tags that users can employ. Additionally, I created a comparison table to determine the most suitable tag for our specific needs.

In addition, I took on the task of creating a logo for our concept, which we later incorporated into our project. Furthermore, I played a significant role in producing the video presentation for the participants of the international week. These contributions allowed me to showcase my creativity and actively engage with the project's visual elements, enhancing the overall impact and cohesiveness of our work.

REFLECTION

Being a part of the international week was a lot of fun! I had a great time connecting with people from different countries and cultures. It was exciting to learn from them and share ideas. The experience was enriching and gave me a broader perspective. I made wonderful memories and enjoyed the lively and enjoyable atmosphere throughout the event. It was truly an amazing and enjoyable experience to be a part of the international week.



Semester Reflection

COMMUNICATION

Throughout the semester, communication played a pivotal role in our group's success. We fostered a culture of open and effective communication, which greatly contributed to our collaborative efforts. Regular team meetings, clear and concise messages, and active listening ensured that everyone was on the same page. We encouraged ideas and opinions, allowing for fruitful discussions and problem-solving. This strong communication foundation facilitated smooth coordination, minimized misunderstandings, and maximized productivity, making our semester a cohesive and rewarding experience.

SELF IMPROVEMENT

In reflecting on my own performance, I acknowledge that one area for improvement lies in consistently adhering to the planned schedule. At times, I found it challenging to stay on track with the established timelines

and deadlines. To address this, I aim to enhance my time management skills by prioritizing tasks, breaking them down into manageable steps, and setting realistic deadlines. By actively monitoring my progress and making necessary adjustments, I can ensure greater adherence to the schedule and achieve more efficient and effective results in future endeavors. But overall I think i did a pretty good job this semester

NEXT SEMESTER

Next semester, I want to improve myself even more. I will be taking a minor called "Ed-Tech" which focuses on using technology for education. I want to learn new things and become better than before. This program will help me understand how technology can be used in teaching and learning. I am excited to explore new ideas and find innovative ways to make education more engaging and effective. By doing this, I hope to become even better at what I do and make a positive difference in education.



Table of POC

In the table below, you will find all the products I have created this semester, organized according to learning objectives.

LEARNING OUTCOMES	PRODUCTS
LEARNING OUTCOME 1: USER INTERACTION (ANALYSIS & ADVICE)	UX RESEARCH / RESEARCH TARGET GROUP / RESEARCH TAGS / LOGO DESIGN & POSTER / PERSONA / USER STORIES / USER JOURNEY
LEARNING OUTCOME 2: USER INTERACTION (EXECUTION & VALIDATION)	TESTING PSV APP / ADVICE REPORT / PORTFOLIO ITERATIONS
LEARNING OUTCOME 3: SOFTWARE DESIGN	PORTFOLIO FRONT-END / PSV FRONT-END / C4-MODEL / LEVEL SYSTEM
LEARNING OUTCOME 4: FUTURE-ORIENTED ORGANISATION	PROJECTPLAN PSV / PROJECTPLAN PORTFOLIO / GIT / TRELLO
LEARNING OUTCOME 5: INVESTIGATIVE PROBLEM SOLVING	UX RESEARCH / RESEARCH TARGET GROUP / RESEARCH TAGS
LEARNING OUTCOME 6: PERSONAL LEADERSHIP	PEER REVIEW / LEADERSHIP SMARTMOBILE
LEARNING OUTCOME 7: GOAL-ORIENTED INTERACTION	PROJECTPLAN PSV / PROJECTPLAN PORTFOLIO / ADVICE REPORT / LOGO DESIGN & POSTER

