Project Proposal Internship

Student details

Student number : **3506770**

First name + Family name : **Viktor Petrov**

Location : **Eindhoven**

Profile Semester 3 : **ICT & Media Design**

Specialisation Semester 4 : **GDT**

Internship choice : **GDT**

International student? : **Yes**

Dutch-speaking? : **No**

Organisation details

Name : **Cluster Sports & Technology & Fontys Lectorate**

Visiting address : **Brainport, NL / Fontys TQ on Strijp**

Zipcode + City + Country :**5617 BA Eindhoven,NL / 5651 GW Eindhoven,NL**

Website : **https://sportsandtechnology.com/en/**

Company mentor

(person who guides the student on a regular basis)

First name + Family name : **Wouter Sluis-Thiescheffer**

Department :

Position :

Background (highest education) :

Background URL :

Phone :

Email : **wouter.sluis@fontys.nl**

Duration

Start date : **04-10-2021**

(note: official start date, Monday FHICT-week 1)

End date : **??-02-2022**

(note: official end date, Friday FHICT-week 18)

Assignment in ASAM? : **No**

If yes, link to ASAM : **-**

Description of the project

Title: Designing and setting up a website for the European Exergames community

1. Problem/opportunity analysis Describe the company and the context they operate in. Who are the different stakeholders involved? Are there related projects? What problem(s) or opportunities are relevant for your assignment, and why? Describe the starting situation. Who is affected by the problems? Etc.

Cluster Sports & Technology is a community of people with different backgrounds, from teachers to scientists, who develop and implement innovations in different fields. Working with different companies and organisations, gives a huge variety of projects and researches.

Cluster Sports & Technology has partnered with EPSI - The European Platform for Sport Innovation to create an online platform, aiming to popularise exergaming, showcase ongoing projects and results. Cluster Games & Technology is also collaborating with FHICT Lectorate for this project.

As of this moment, a very basic mock-up of the website has been created. I will have to do my research on clients and stakeholders and use it to create/rework better suited mock-ups and develop them into a functioning online platform.

2. Assignment Specify initial assignment, goals, scope, products to be delivered/realized, technology to be used

Creation of an online platform, which will be used for showcasing and storing information. As the main content of the website will be exergaming (video games that are also a form of exercise), I will have to conclude a research on the matter, to understand the client's idea of the product and then start developing it. In order to make it appealing to the new user base which will be aimed for, I will have to do research on gamification of websites and get more information on exergaming and it's benefits..

EPSI wants to be able to nest on this website their finished and ongoing projects with detailed information about them, information of the company goals and beliefs, while keeping everything clean and organized.

This will be a project where I can contribute with demos, designs, interfaces, and feedback. This process will be done using C++/HTML/CSS/JAVASCRIPT/Adobe XD and possibly a lot more things that I will learn more about during my research phase. It will conclude multiple user research phases, Q&As with the company's clients, demos, creation of artworks,mock-ups and developing the actual website.

During my work, I will actively be included in the creation of their company roadmap. It will include everything from future developments, requirements, resources, people that will be needed, etc.Furthermore, I will be able to join Cluster Sports & Technology's brokerage meetings and see how things are working internally and learn a lot on how companies meet new partners and synchronise work.

3. Relation to research Which areas of the assignment are expected to require a research attitude? What could be related research questions?

The creation of the website will be started with questions concerning the general expected product, visuals and general functionality, while during the development phase, surveys will be made in order to keep track of the user's interests. A lot of research will be done on my end on the software programs that I will be using, so that I can achieve our goals as fast and organised as possible.

4. Guidance: What kind of support does the company provide on personal and IT skills related to your domain? How will you be mentored? What background (Bachelor/Master/Phd) does your company mentor have and what expertise is available in the company? How many hours of guidance per week?

I will be working with my company mentor and a person from Cluster Sports & Technology working on this project on weekly bases and occasionally with other people from EPSI and Fontys. I will be provided with all of the resources about exergaming and inside information of their plans. Every week we will be having a meeting for overviewing progress and setting up goals for the week.

I will be able to ask questions concerning the project and technical side so that everything can go as smoothly as possible. For unclarities about the company and client's expectation and connections I will be talking with Patrick, who is representing Cluster Sports & Technology.

5. Personal development goals Which aspects on personal or professional development will you further develop? Select a realistic three to five aspects to work on. This can be aspects that you are already good at and you want to improve or skills that are not yet on an acceptable minimal level. Document how your plans fit in your assignment and how you will work on it in more detail. Use previous received feedback/ feedforward from others (e.g. semestercoach/mentor as input).

Personal development goal	How to work on this (in more detail, document this S.M.A.R.T. if possible)
Developing my skills in different softwares	Having to use programs of all kinds, I will be doing a lot of research on them and will have time to put my knowledge into practice.
Time Management	Keeping deadlines and fulfilling expectations will play a big part in this assignment.
Business opportunities	Having the chance to see how an actual company works from the inside will provide me with expectations and appropriate ideas on what I can expect in this field.

6. (Optional) other important remarks

I will be able to work in person with my mentor if needed, but mainly I will be working remotely as I prefer using my own equipment & software. I will have access to the Fontys TQ building where I will be able to join other students working on the project or similar projects.