

Project Plan

Individual Project

Portfolio Website

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Status	Amended research questions
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Contents

- I. Project Description
 - A. Goal of the project
 - B. Research questions
- II. Approach and Planning
 - A. Research methods
 - B. Breakdown of project
 - C. Deliverables
 - D. Time plan
- III. Project organization
 - A. Members
 - B. Communication

I.Project Description

A.Goal of the project

The goal of the project is to design a portfolio website that will show target users the products I have done during the semester in the simplest and most interactive way. The initial goal is to perform research in order to answer the research questions described below and then proceed to designing and testing the structure of the site. At the end of this project, the basic structure of the site should be ready and tested, so that I can subsequently add the necessary products and descriptions later on.

B.Research questions

- 1. How can I design a portfolio website that effectively showcases my skills and products?
- 2. What are the best practices for designing a portfolio website?
 - What are the key elements of an effective portfolio website?
 - How can I use design principles to create a visually appealing and user-friendly website?
 - How can I use multimedia elements to showcase my work and enhance the user experience?
- 3. How can I optimize my portfolio website for usability?
 - What are the primary tasks that users are likely to perform on the website?

- How can I improve the website's navigation and performance to enhance the user experience?
- 4. How can I choose the right typography and color scheme for my portfolio website?
 - What typography options are available, and which would be most effective for my website?
 - What color schemes would be most effective for my portfolio website to create a visually appealing and cohesive design?
- 5. How can I use usability testing to improve my portfolio website?
 - What tasks or scenarios should I use in usability testing, and how can I measure their success?
 - What tools should I use to collect data from the usability test?

6. Which front-end frameworks and libraries I can use to develop my portfolio website and what are their benefits.

II.Approach and Planning

A.Research methods

To answer my research questions and for the implementation of the prototype and website I will use methods from https://www.cmdmethods.nl & https://ictresearchmethods.nl/Methods . I will be using the following methods:

Community research

I will make a 'search plan', identify relevant keywords and will search for resources on the web in order to find contextual information, guidance and best practices to answer my primary research question.

Sketching

Before stepping into creation of the high-fidelity prototype I will perform ideation and draw sketches on the product.

Prototyping

I will create a low-fidelity prototype with Figma .

Usability testing

I will test the high-fidelity prototype / website to obtain feedback and apply another iteration if needed.

Peer review

I will ask my peers for feedback in order to improve my work.

B.Breakdown of the project

Phase 1 - Research

Phase 2 - Prototype & Test

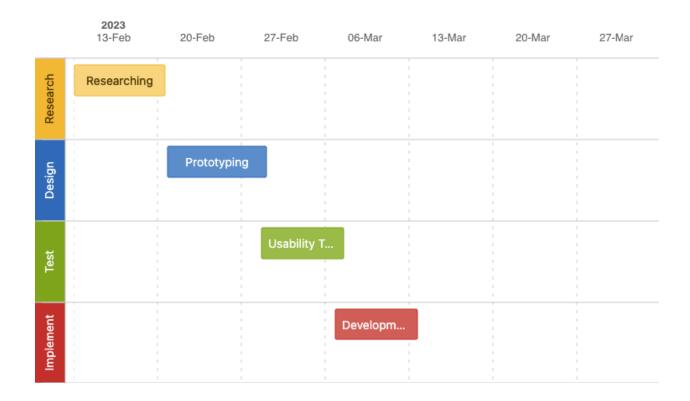
Phase 3 - Implement

C.Deliverables

Deliverable	Description
Research summary	I will summarize the conducted research in a document.
Sketches	I will provide jpg / png files of sketches
Wireframes	I will create a wireframe using Whimsical
High fidelity prototype	I will create high fidelity prototype with Figma
Testing summary	I will provide a summary from the conducted usability testing
Website	I will submit a link to the coded website

D.Time plan

Phase	Start	Finish
Research	13.02.2023	17.02.2023
Design	17.02.2023	23.02.2023
Test	24.02.2023	28.02.2023
Implement	01.03.2023	09.03.2023



III.Project organization

A.Project Members

Name	Email	Role
Yusmen Kadir	449690@student.fontys.nl	Student
Paul Reekers	p.reekers@fontys.nl	Semester coach
Erik Heijligers	e.heijligers@fontys.nl	Project owner / Teacher
Joris Ariëns	j.ariens@fontys.nl	Teacher
Bardt van der Dennen	b.vanderdennen@fontys.nl	Teacher

B.Communication

I will regularly communicate with my semester coach **Paul Reekers**. We will have regular meetings on location or via MsTeams where I will ask for feedback. I will also ask for feedback from other teachers.