
ZACHARIA



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ICT Media Design Semester 3
Desgin Portfolio

VERSION CONTROL

VERSION	CHANGES	SUBMITTED
VERSION 1.0	-	11-10-2023
VERSION 2.0	Added More info Discover Added info Define Added info Develop	01-12-2023
VERSION 3.0	Added info deliver changed the burden of proof page	22-01-2024
VERSION 4.0	linked correctly added another table column for description	26-1-2024

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ABOUT ME

In school, I'm not just about getting good grades. I mix things up by not only hitting the books but also getting into kickboxing and mastering calisthenics in my free time. It's like combining brainpower with brawn. For me, school is more than just classes and exams. It's like a canvas where I'm not just learning, but also creating my own story. Whether I'm working on school stuff or throwing punches at the gym, each experience adds to my journey of both learning and staying fit.

Zacharia Abdi



INTRODUCTION MEDIALAB

This semester's assignment is all about creating user-friendly instructions and tutorials for the VideoLab, specifically focusing on lighting. My team and I are tasked with understanding the students' level of experience and preferred learning style. We're not just tailoring this for the students; we also need to gather similar insights from the clients. It's a dual approach to ensure that both students and clients get the most out of the VideoLab experience.

PROJECT PLAN

This year, we've been tasked with creating a project plan ahead of time in order to create a logical plan for the entire semester. Furthermore, a project plan was created on Word, but we also used the notion application where we can write down everything that needs to be done and who does it so we have a clear visual and deadlines. Contacting each other is done by creating a Whatsapp group, and for good version control, we used git repository.

[Project Plan](#)

[Notion](#)

[Git Repository](#)

DOUBLE DIAMOND

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[Double Diamond](#)
[Double Diamond steps](#)

APPROACH AND RESULT

DISCOVER

The discover phase was used to observe the medialab and conduct research based on the problem we received from our client. We need to create tutorials for students and teachers to help them understand how everything works in the best possible way. We conducted surveys, wrote down the [survey results](#) spoke with our [clients and students](#) to gather as much information as we could.

We concluded the most important information from the [survey results](#) and [clients and students interviews](#) in the second half of the discover phase. Sina and I organized the key findings into two documents: one for the survey results and another for the interview results. Furthermore, [audio files](#) of all interviews are created to avoid misunderstandings caused by incorrect discovery.

Several things worth mentioning were created during the discovery phase:

[Concept documentation](#)
[Project Plan](#)
[Double Diamond steps](#)

DEFINE

During the define phase, we took a step back to reflect on the information we gathered during the discover phase. We recognized the importance of analyzing and synthesizing all the data we collected to gain a deeper understanding of the problem at hand.

To ensure we had a comprehensive overview of the most important information, we created two key documents.

During the define phase, we carefully reviewed the transcripts of interviews with the client and students to identify critical information that would help us accurately define the problem. This document allowed us to gain [valuable insights and perspectives from both the client and the students](#), shaping our understanding of the problem. Additionally, we created a document based on the [key findings from the survey](#) we conducted, analyzing the data to identify the wants and needs of the target audience. This document provided a broader perspective on the problem and helped us identify potential solutions that would effectively address the audience's needs.

We also conducted meetings with the other groups out of these meetings Lewis and I held the meeting.

The meeting itself was about aligning our work together and creating a guideline so our work looks similar on the website that will actually be used

[Meetings](#)
[Hosting meeting](#)
[Lotus Blossom Framework](#)

DEVELOP

We are currently in the development phase of our project, where we are focusing on creating manuals for our new line of lighting equipment. As part of this phase, my task is to create a comprehensive manual on the tablet in the pixel playground. This [manual](#) will serve as a guide for users to understand the features and functions of the lighting equipment, as well as how to operate and maintain it.

In addition to creating the manual, I am also responsible for helping to film and create video concepts that are easy to understand and provide an overview of the editing phase of the video. This will involve working closely with the group member responsible of editing to ensure that the videos effectively demonstrate the use of the lighting equipment and provide helpful tips for users.

Overall, our goal is to create informative and visually appealing content that will assist users in getting the most out of our lighting equipment.

DELIVERED

The team focused on refining [the project documentation](#) and initiating the creation of the first videos, as well as iterating on the manuals until they were finalized.

The significance of this phase is to ensure that all necessary information is completed and to showcase the work promised during the pitch. This phase marks the end of the development process and the delivery of the finished work to the development team responsible for creating the website, completing the project's cycle

We finished the [final version of the manuals](#), after being done with this step we started and finished the [videos](#) in a iterative process. Now that were done we needed to create a [presentation](#) to show our stakeholders what we promised during the last pitch presentation. Lewis and I [presented](#) the presentation during the last deadline. We also changed [the design document](#) based on the feedback we received to finish it completely.

Self-reflection on our team, Innovision:
 During the last semester, we had an interesting experience. We spent a lot of time in the pixel playground and gained valuable knowledge. However, we faced challenges with some team members not being as engaged. I can say that Kyle Lewis and I collaborated effectively, which likely impacted the results we achieved.

BURDEN OF PROOF

Learning outcome	self-assessment	reason of self-assessment	Proof
Learning outcome 1	Proficient	I've created multiple concepts during the FED assignments, an interesting dystopian currency and contributed to all the finished products of project	Link
Learning outcome 2	Proficient	In learning outcome two my feedback was to talk more about the process of the work made that's what i did i've added more detailed work edit overall a lot for this	Link
Learning outcome 3	Proficient	In learning outcome three i've talked about the iterations of lumin where i've added more and the feedback and talked about the iterations of the project which was a lot	Link
Learning outcome 4	Proficient	I've added a self assesment and talked about my overall performance of this semester further i've showed a lot of leadership and continued to grow	Link