

Working title:

A Week at KEA: MMD Program

Members:

Alli Bateman, Dominika Wozniak, Adela Samakova, and Gintare Bespalovaite

Concern:

We will be addressing the concern that potential future KEA students might have - wondering what a week at school might be like. We are going to walk potential students through a week to show them what it might be like if they were to attend KEA. We are thinking that this would be a series showing what a week looks like in each program, but we will only be tackling only the MMD program.

Team Canvas

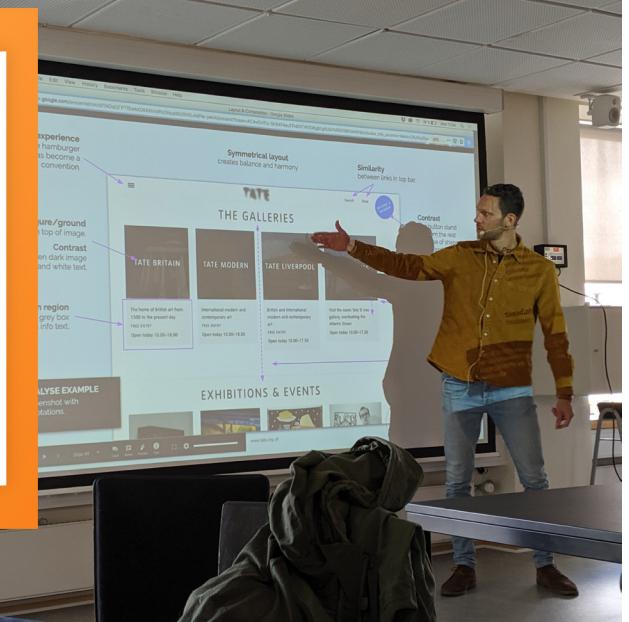
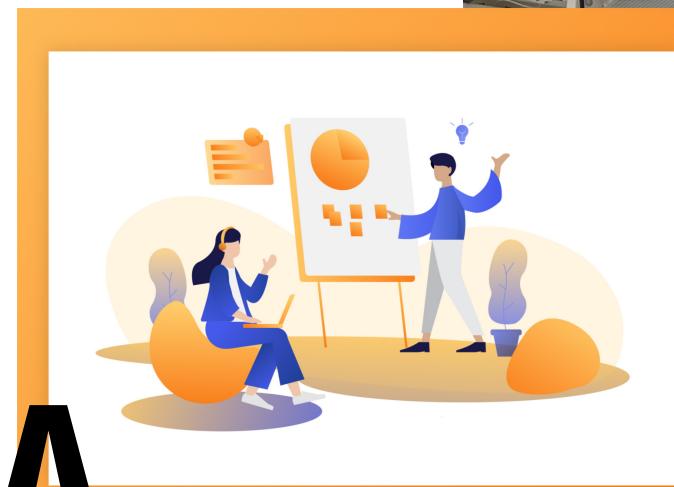
Version 0.8 | theteamcanvas.com | hello@theteamcanvas.com

Most important things to talk about in the team to make sure your work as a group is productive, happy and stress-free

Team name **TEAM**

Date **11/11/19**

PEOPLE & ROLES	COMMON GOALS	VALUES	RULES & ACTIVITIES
 What are our names and the roles we have in the team? Alli Bateman Adela Samakova Gintare Bespalovaite Dominika Wozniak	 What you as a group really want to achieve? What is our key goal that is feasible, measurable and time-bounded? - We would like to get better at coding (Javascript) - We would like to create a project that we are all proud of and could use for a portfolio in the future	 What do we stand for? What are guiding principles? What are our common values that we want to be at the core of our team? - Communication - Constructive - Teamwork	 What are the rules we want to introduce after doing this session? How do we communicate and keep everyone up to date? How do we make decisions? How do we execute and evaluate what we do? - Stick to KanBan chart - Open/honest communication - Democracy for decisions
 What are we called as a team? TEAM!	 What are our individual personal goals? Are there personal agendas that we want to open up? - Adela - Javascript, working on time - Gintare - Get better at animation - Dominika - Explore how gamify works and get into it - Alli - Coding, working incrementally	 Why we are doing what we are doing in the first place? To learn and improve our skills	 What each one of us needs to be successful? What are our personal needs towards the team to be at our best? - Adela - Communication, discuss project a lot and CAKE - Gintare - - Dominika - Open, honesty, a schedule and everyone sticking to it - Alli - Feedback and communication
STRENGTHS & ASSETS		WEAKNESSES & RISKS	
 What are the skills we have in the team that will help us achieve our goals? What are interpersonal/soft skills that we have? What are we good at, individually and as a team? Adela and Gintare - decent at coding Adela and Alli - Illustrator Dominika - Documentation Adela - night shift		 What are the weaknesses we have, individually and as a team? What our teammates should know about us? What are some obstacles we see ahead us that we are likely to face? Procrastination Alli and Adela- coding Alli - overwhelmed	



Flat design



Classroom setting 2D

Helvetica Neue

STYLE TILE

Illustrations without outlines

Simple symbols and icons

Gradients

Saturated colors

EA4C44

FED756

74C8AF

5CC9E6

F26727

5DBD71

Helvetica Neue LT Std.

Regular and Condensed

EF4F98

F9B2AA

BUTTON

BUTTON

4C374B

8E7FAE

Stickers for user to find



2E64B0

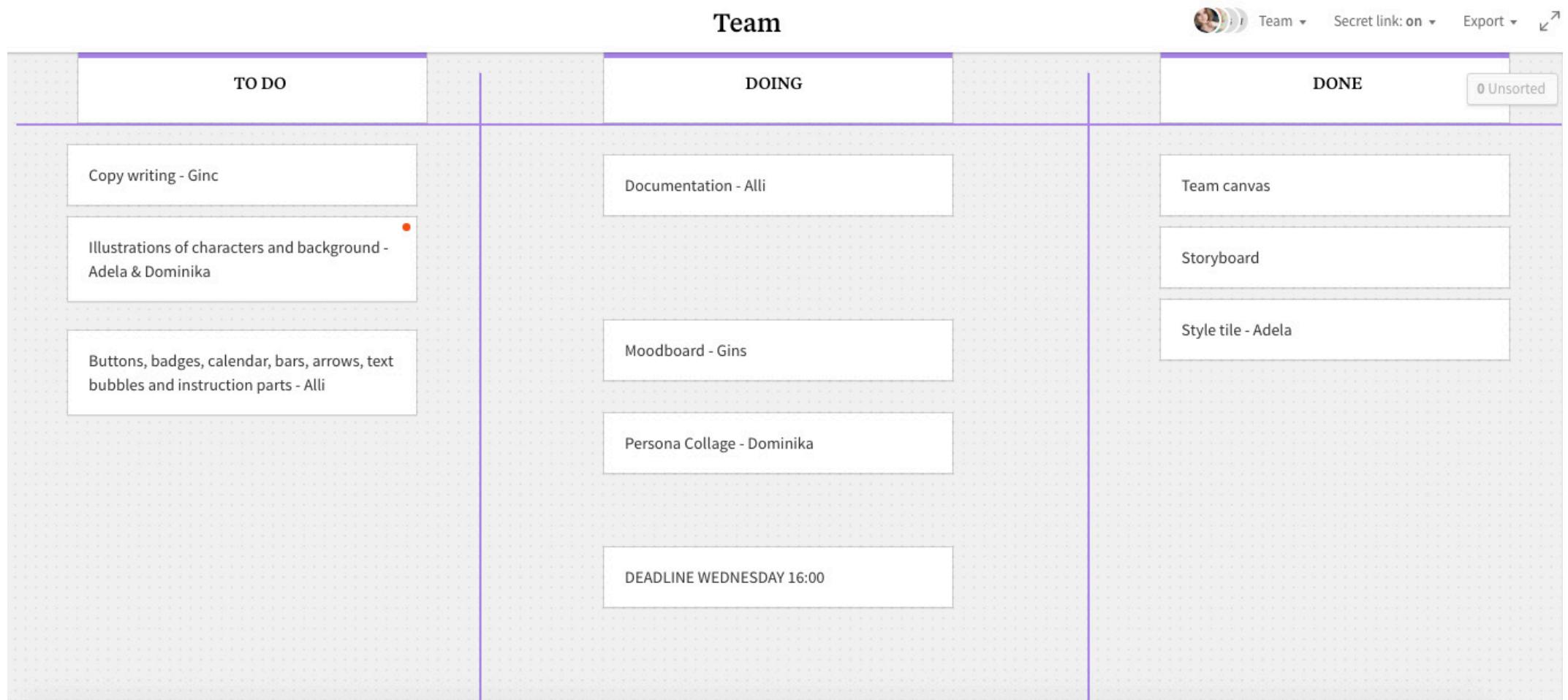


Badges for the user to collect



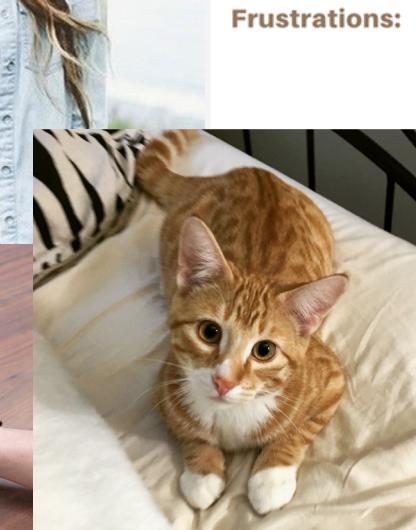
Calendar pages to show progress

Our teams virtual Kanban chart



As each of the members work on their assigned tasks they move them over. We have it set up so that we get alerts when tasks are moved or edited, which is a good way to make sure that everyone is on the same page.

<https://app.milanote.com/1liSID1OiEdD7R/team>



USER

Demographics:

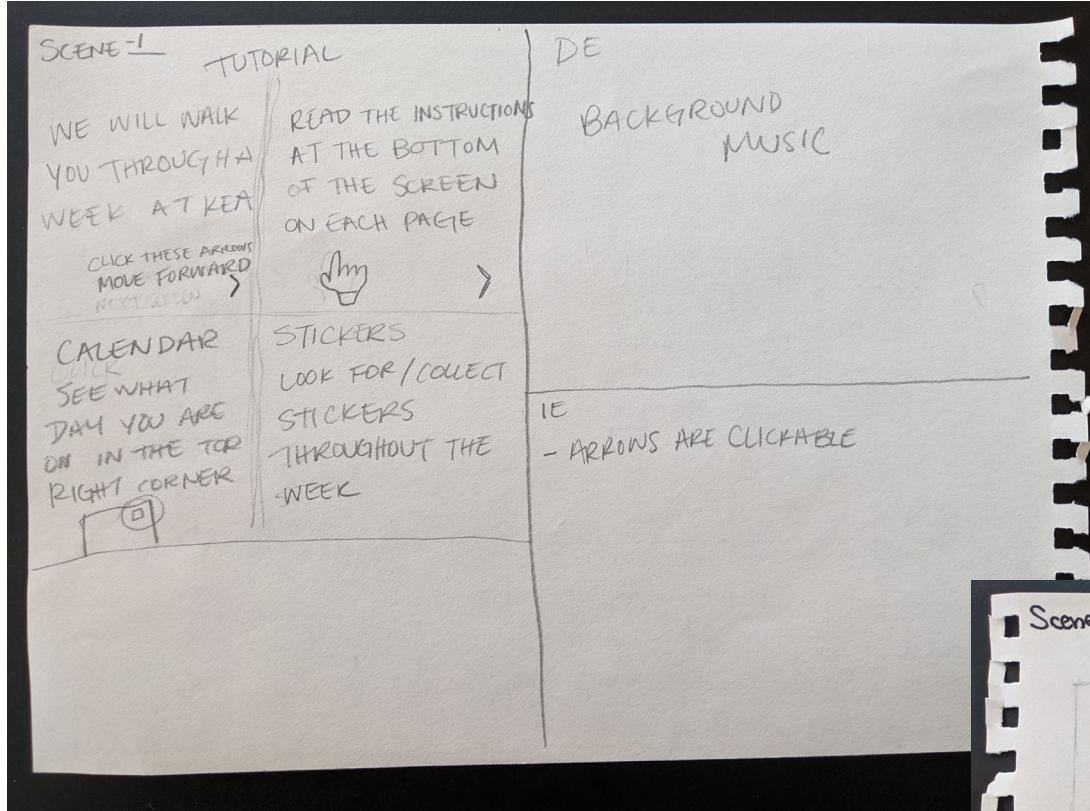
- age 18-99
- wants to start studying
- wants to learn something digital
- interested in studying in Denmark
- interested in KEA
- interested in digital media

Goals:

- to find the perfect educational program
- to find out what Multimedia Design program is about and how does it look like to study it on a daily basis

Frustrations:

- struggles to find the perfect studies for himself
- does not know what to expect from KEA and is not sure if he will like its style of teaching



Our Storyboard

Scene no. 1

PLOT

JONAS IS PRESENTING THE NEW THEME & TALKING ABOUT GROUPS

Pramaturgical elements

BACKGROUND SOUND "CLASSROOM"

Interactive elements

- KEA STICKER ON SCREEN (CLICKABLE)
- DE-SATURATE SCREEN & HAVE "GET INTO A GROUP" BUTTON

INFORMATION

D.S. METHOD WAS DEVELOPED AT GOOGLE...

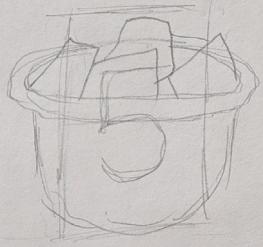
WE WILL BE WORKING IN GROUPS OF FOUR!

KEA

DESIGN SPRINT IS A DIFFERENT APPROACH TO DRIVING CLEAR OUTCOMES FOR A TEAM

TODAY JONAS IS GIVING A PRESENTATION ON THE NEW THEME

~~Scene no.~~ 2



Dramaturgical elements

"YAY!"?

"DRUM ROLL"?

'CRINKLE PAPER SOUNDS"?

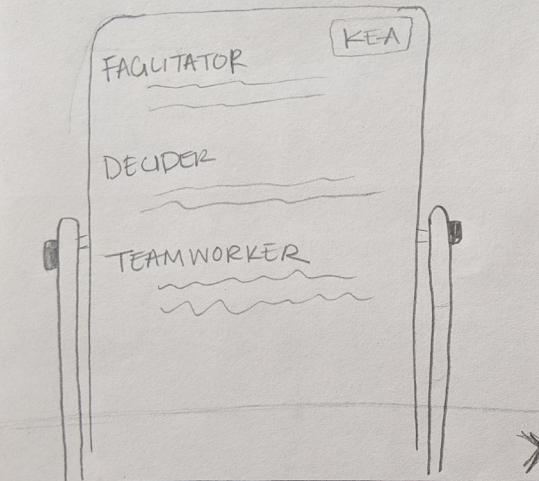
Interactive elements

- CLICK ON THE HAT TO
GET GROUP NUMBER

Plot

THE USER PICKS THEIR TEAM
NUMBER OUT OF THE HAT

Scene no. 3



DE

PLOT

THE USER PICKS WHICH ROLE THEY
WOULD LIKE TO TAKE IN THEIR
GROUP

IE

- FACILITATOR
- DECIDER
- TEAMWORKER
- KEA STICKER

Scene no. 4

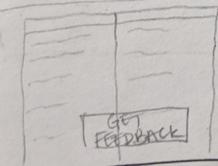
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CODE

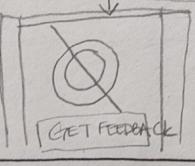
DESIGN

;

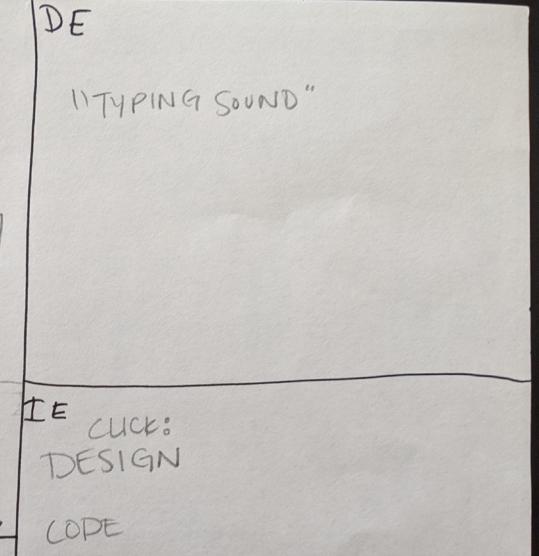
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GET FEEDBACK



GET FEEDBACK



ILLUSTRATOR

BRACKETS

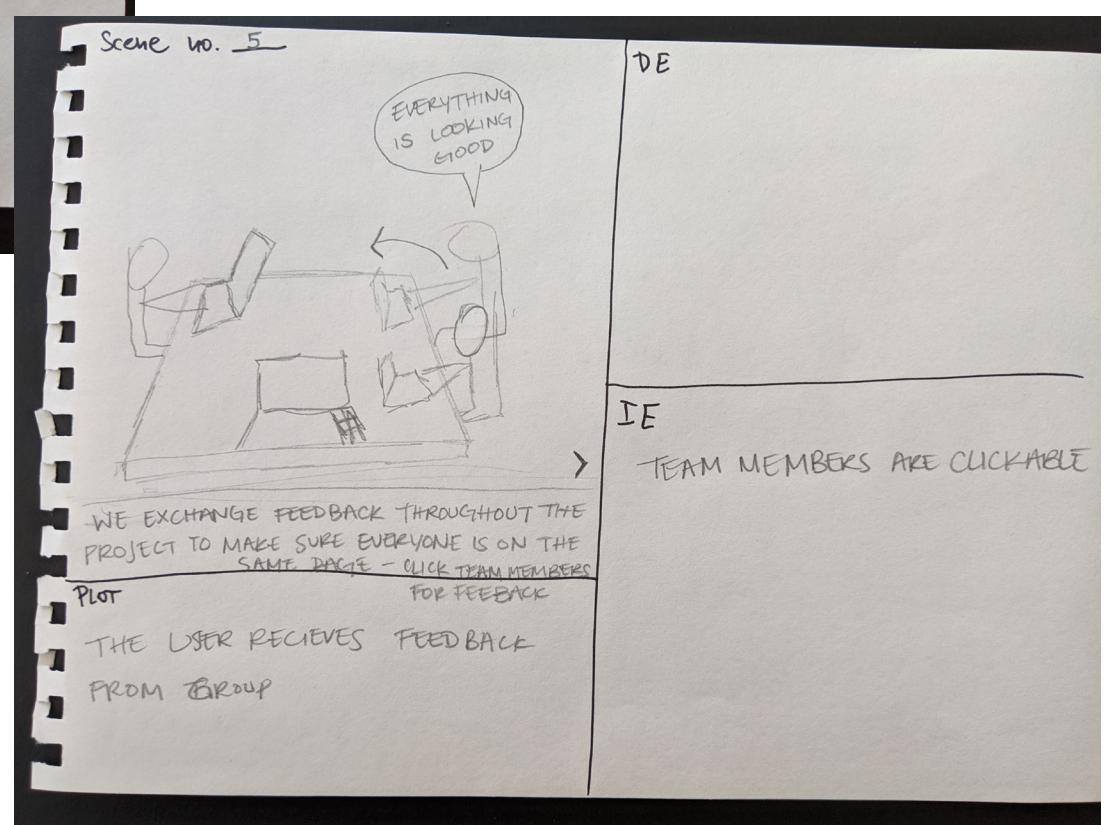
GET FEEDBACK BUTTON

PLOT

THE USER PICKS WHICH PART OF
THE PROJECT THEY WANT TO
WORK ON & THERE IS AN ANIMATION
FOR THE PART THEY CHOOSE

Scene no. 5

DE



IE

TEAM MEMBERS ARE CLICKABLE

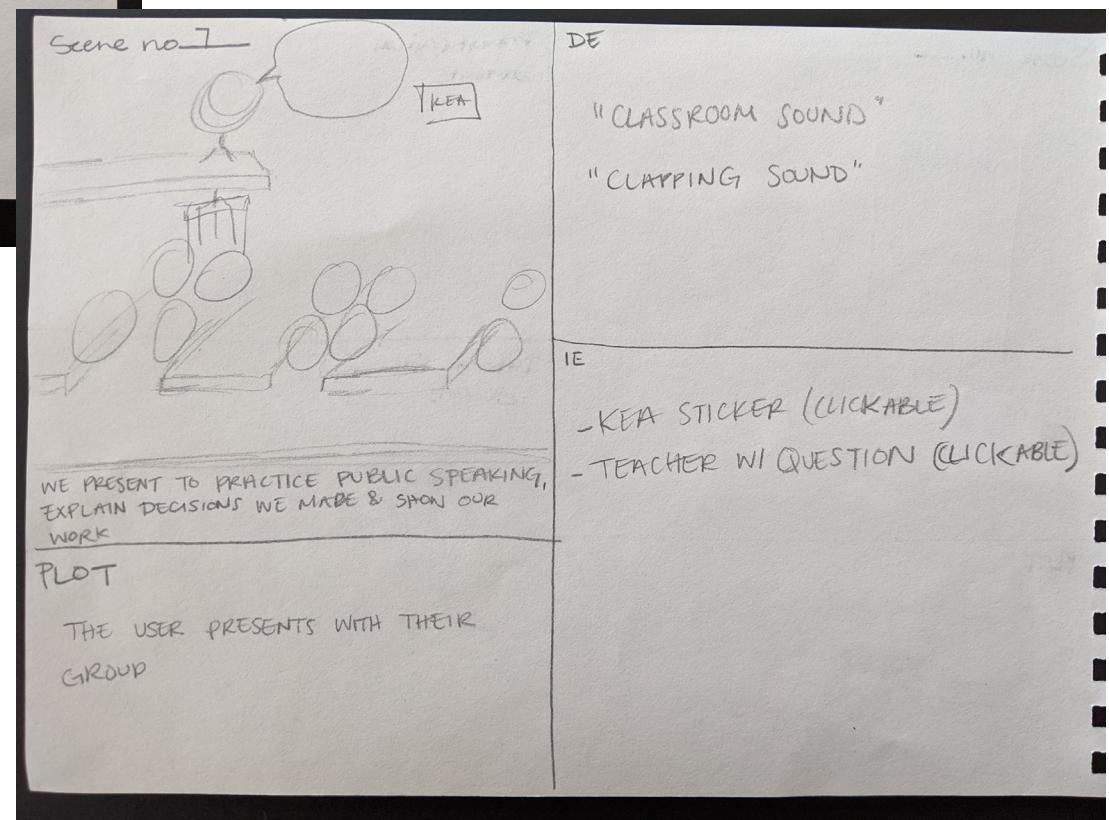
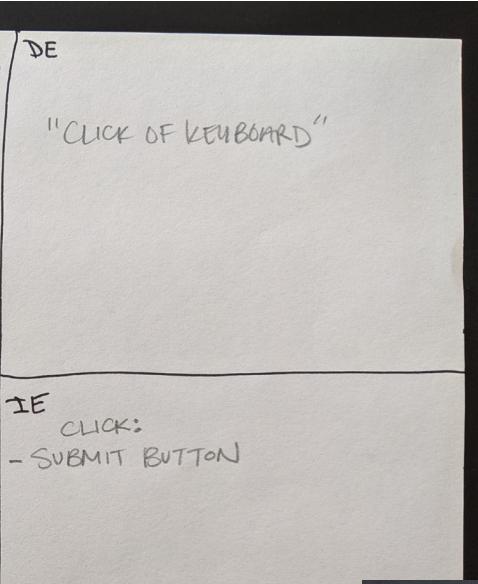
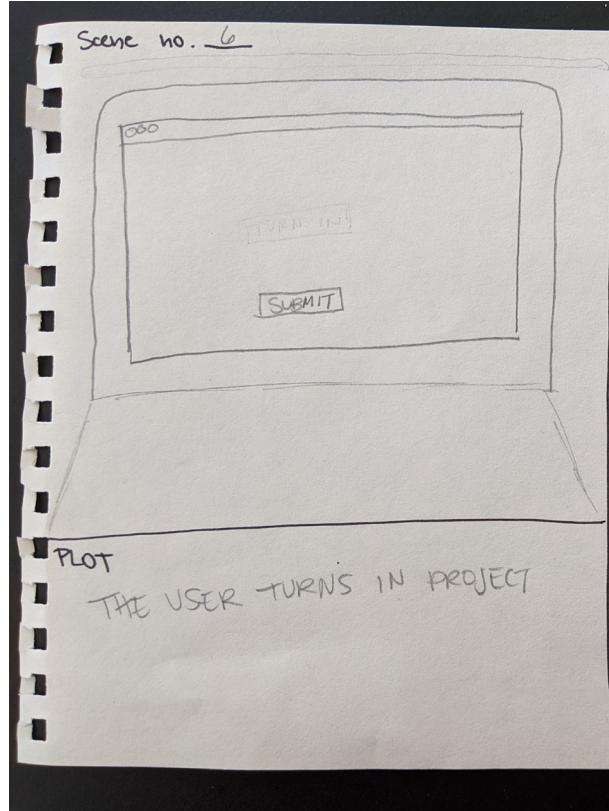
PLOT

WE EXCHANGE FEEDBACK THROUGHOUT THE

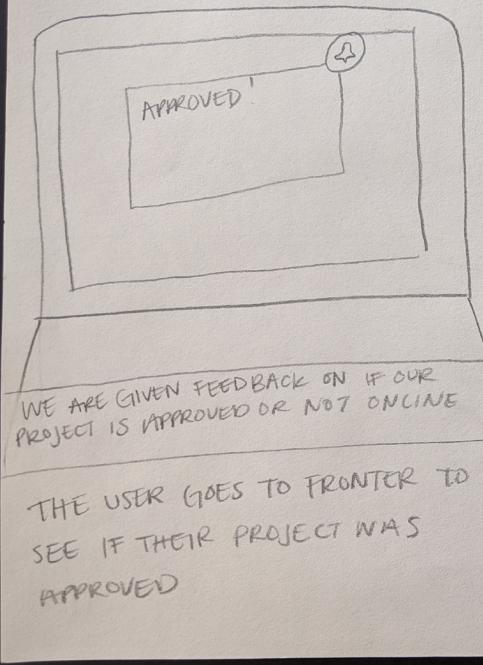
PROJECT TO MAKE SURE EVERYONE IS ON THE
SAME PAGE - CLICK TEAM MEMBERS

FOR FEEDBACK

THE USER RECEIVES FEEDBACK
FROM GROUP



Scene no. 8



DE

"TYPING SOUND"
"CELEBRATION SOUND"

IE

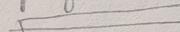
-BELL - CLICKABLE

SCENE NO. 9

CONGRATULATIONS!

YOU MADE IT THROUGH
A WEEK IN THE MMD
PROGRAM!

If you are interested in
applying click here



OR continue EXPLORING KTA
& EARNING BADGES

END!

DE

- Background music

IE

- Button to apply
- Badges button

A Week at KEA: Multimedia Design Program

Peer Review done by Group 4

Q1: Who is the user/player and how will he/she be engaged?

Person who interested in Kea or was told about the programs. The user is engaged by finding stickers and getting badges. Also by clicking f.x. Each person to see what they think. It is very interactive.

Q2: Does the application present a solution to the concern that is in focus?

We can see how people study at MMD, maybe not what we study. It could be more precise in the theme and the product we are making (coding and designing).

Q3: What does the visual expression tell you about the application?

Its clear where you can click. Its obvious it is a game where you get points or stickers. We can see it is from KEA. The drawing from the hat was nice(sprite)! Sometimes we have to click all of the options before we can go to the next page (that is nice), but sometimes we don't have to and can skip options. It is not consistent how the days end, (press the arrow or automatic).

Q4: What is the most exciting part of this project?

This is exciting, and finding out how many badges you got, but it could be more rewarding by having sound when you get a sticker, and maybe a clapping sound in the end when you get your badge.

Q5: Would something like this have helped you decide on a program at KEA? Would you have liked it to be more in depth (a little longer?)

It would be fun to have when searching programs, and yes the content could be more in depth, for what we learn.

*Note**

We never found the fifth sticker, and felt very sad..

Changes made:

In response to the peer review we changed a few things on our project. First, in response to Q3, we went through our project and changed any of the pages that didn't have a "next" button and put those on the pages so that you have to click it instead of the page automatically changing. Next, in response to Q4, we added sound to when the user collects a sticker and to the end of the project. We also added a small sprite animation to the end showing that the user

got their MMD badge, which we thought was more rewarding. Finally, we made it so that the final count of stickers is 4/4, we had it as 4/5 at the end because there are technically 5 stickers, but when the user chooses to either code or design, they are only able to collect the sticker that is on that page. All-in-all we were grateful for the review and we liked the changes they suggested.