web

You’ll be introduced to the basic terminology within user interface design, digital communication, user testing, and responsive web design. You will learn to code web pages with html and css as well as get your hands on basic image processing (Photoshop), vector drawing (Illustrator) and prototyping user interfaces and user experiences (XD). During this theme, we’ll cover basic web design from research and ideation to design and development for the web.

* Moodboard- very nice
* Gestalt laws
* Sketching
* Vector drawings
* Typography
* Trunk test

Responsive Website

In this project I made a website about Art Deco and the design of the site is inspired by the style.  
The focus for this project was to make a responsive design.   
Since this is the first website I’ve ever designed and coded I truly learned a lot, almost everything I did in this project was new to me.

I never really liked the site because the colour contrast is not good, but at the time I struggled with making it better. Now, on the other hand, I’ve come to appreciate it because I see how far I’ve come since then. When I made this Art Deco site I still had the same style, likes and dislikes as I do now, but now through this semester I’ve learned so many helpful, and quite necessary, things to do when creating a website. Which made me much better at executing the ideas in my head and being happy with the result.

I truly struggled with making this site, which is of course normal since it is the first website I’ve ever made.

*This website now represents how far I’ve come in such a short time.*

* Now when making this portfolio site and thinking about when I made the art deco site four months ago
* Learned (it seemed) everything about making websites.
* I struggled with not being able to put the image in my head on paper.
* I truly resented this website when I handed it in
* Now I’ve become it love it since it is the first website I made and even though   
  my style or which websites I like and which I don’t hasn’t changed. What I can make has change drastically.
* The Contrast – not good.

**UX**

UX today is an integral part of the development of digital user interfaces, and the discipline's work

area, tools and methods spread over the five subject areas of the programme.

This theme gives you a basic understanding of the interaction between users and user interfaces, as

well as the theories, tools and methods you can use for research, design and test developing a

digital product. Understanding this interaction is important in order for design decisions and

product development to be based on concrete insights on real users instead of diffuse gut feelings

and untenable assumptions

<https://kea-fronter.itslearning.com/ContentArea/ContentArea.aspx?LocationID=2866&LocationType=1&ElementID=616865>

* Research
  + Desk research
  + User Interviews
  + Field Observations
  + Survey
* Information Architecture
* Concept mapping
* Digital Content
* card sorting
* Copywriting
  + microcopy
* Wireflows
* User flow
* Many tests
  + 5s
  + think aloud
* HMW notes
* Four-step Sketching
  + Notes Ideas Crazy 8’s and Salution Sketch
* Storyboard

Data Collection

* The purpose of this project was to introduce us to different types of researches.
* I had already worked with these different research methods before but there is
* In Basic Ux we learned about different research methods.
* Researching is a very important when the aim is to create good ux.
* of course no such thing as practising too much.
* Four different methods of research
* A survey, Interview, Observation and desk research.
* <http://annadagbjort.dk/030101-data-collection.pdf>

The focus of this project was to learn about how to conduct different research methods. Researching is very important, especially when the aim is to create good user experience.

In this project I conducted four different researches; desk research, interview, field observation and a survey, each on a different matter.  
I have worked with all these methods before except field observation. It was helpful to refresh upon these different methods before conducting new one in the next projects.

Prototype

In this project we got to make a prototype of a website focusing on the UX.

Here we got to learn about a bit of a different way of making a website. That is; different than only thinking about what looks good and how to make it happen.

We did a desk research before deciding anything about the website.  
 a lot for the making of this website

In the theme we learned about UI kits and how to use them to save time and get new ideas. We then used UI kits when designing the website which gave us more time to think about how we could create an optimal user experience. We conducted a “Think a loud” test which we used to

* <https://xd.adobe.com/view/2f729ace-e910-4229-6fa4-c174c616ca58-5943/screen/627d666d-8742-4187-8594-17759c6a1f05/Accommodations-high-fidelity?fbclid=IwAR0h5GdMHtsASCZ49ZG6W2Riv8iykdh1FT-64b25bVzIF3CzGEGms9NEB-g&fullscreen&hints=off>

Design Sprint

* F
* <https://xd.adobe.com/view/cd196b65-a0f9-4ce0-4e4e-4097b1e80bfd-bb28/?fullscreen>

The focus of this project was to make a native app concept which would improve student life for KEA students. We did this project in a “Design sprint” which is a way to design a prototype in 5 days. My team and I we created an app called “Monetize your knowledge” which is a job-hunting app with a lot of the communication in videos e.g. a video resume, video introduction to a company or a job position.  
We worked as a team and did most things together since it was our first “big project”. But for example I made the lo-fi version in XD, came up with the design for the “sign in” form as well as the job-filter along with my teammates.   
In this project I learned how to work in a “big” group (seven people). Most importantly I got the taste of how it might be working in this field, which I really enjoyed.

* The team organizing the "how might we" notes

**Animation**

The module aims at introducing concepts of basic animation, classic storytelling and character

design as well as work with CSS animations and enhanced interactivity through Javascript

* Characters
* Shapes
* Css Transitions
* Keyframes
* Sprite animation
* Javascript
* Persona Collage
* Gamification

Sprite Animation

* Character design

The focus of this project was to design a character and a background to create a sprite animation.

I chose Adventure Time as my inspiration and designed the character “Pjási”. I then created a background with green grass and a blue sky and finally made a sprite animation of him riding a hobby horse.

I learned about the different animation principles and creating a walk-cycle for a character. I gained a lot of experience in Illustrator in this project which I enjoyed.

I learned a lot about character and background design earning about the animation principle w

design a character and a background

JavaScript Animation

The focus of this project was to make 10 different css animations controlled by JavaScript.

This was my first JavaScript project so learning this new coding language was very interesting as well as challenging.

By doing this project I gained more understanding of the possibilities of JavaScript. How JavaScript could be a great tool to make websites more alive and to create more of an experience for the user when browsing the site.

Project Pool

* Gamification

The focus of this project was to learn what JavaScript can do and have fun with it. We got a list of different projects we could try out.

In the project pool I worked with Lasse Wæverstrøm and together we made a drum machine.

This was a fun project and I enjoyed learning how to use the keyboard to enhance the user experience.

Onboarding

* Gamification

The focus of this project was to create an onboarding through gamification.  
We chose to introduce what extra-curricular programs KEA has to offer. In the project I drew all the characters in illustrator, created the moodboard, created the buttons and speech bubbles, wrote the conversations and my teammate and I made the final version of the storyboard together.  
This was the first time I created anything with gamification which was a fun new experience.

**Content**

* S C R A P
  + Story – characters- resolution – Actuality - Production
* F E M O
  + Frame – Extreme – Motion – Obstruction
* 180 degree rule
* Colour temp, white balance
* Dramaturgy

Food sharing

The focus of the project was to make a video to help educate people to reduce food waste. In the theme we learned about filmmaking and editing which helped a lot with the making of the video.

I was responsible for filming the video, making sure to get the correct angles e.g.   
and designing the wireframe with my teammate.

Storyboard

The focus of this project was to create a storyboard for the video we would later make.  
The first storyboard we made was quite long and complex but then got very helpful criticism which made us focus more on the message we wanted to send out with the video which was very helpful.  
After filming the video we truly learned how important it is to have a good storyboard.

* <http://annadagbjort.dk/050203-storyboard.pdf>

Customer Pitch

In this part project we pitched our Foodsharing cph campaign website with the video we made. Our pitch was about “Getting people to value their food”

I talked about “the how”, how we wanted to get people to value their food.  
It was an exciting new experience to get the opportunity to pitch for a client for the first time.

* <http://annadagbjort.dk/050204-customer-pitch.pdf>

How we want get people to value their food?

 By empowering people to take control of their behaviours around food waste through education.  Wanting to stop wasting your food can seem overwhelming since of course like we know, not all food is equal. and that’s why we want to go to the basics.

We want people not only to value their food but also to KNOW their food, know that maybe?? it’s not dangerous even though the smell is a little bit off, or maybe it is! The best way to learn is through experience. To really know your food you need the experience. But sometimes it can be a little scary to jump into the deep end. We are here to provide the valuable information you need. Let us be the guiding hand through the process.

About me!

My name is Anna Dagbjört Styrmisdóttir.   
I am a first semester multimedia student in KEA.

My name is Anna Dagbjört Styrmisdóttir. I‘m from a small town in Iceland called Flúðir. I moved to København in the end of August and started studying Multimedia Design in Københavns Erhvervsakademi, KEA.

My favourite thing to do is to travel. I love exploring new places and cultures. I grew up on a farm so being close to nature is something that I value a lot, so I love outdoor activities like hiking and scuba diving.