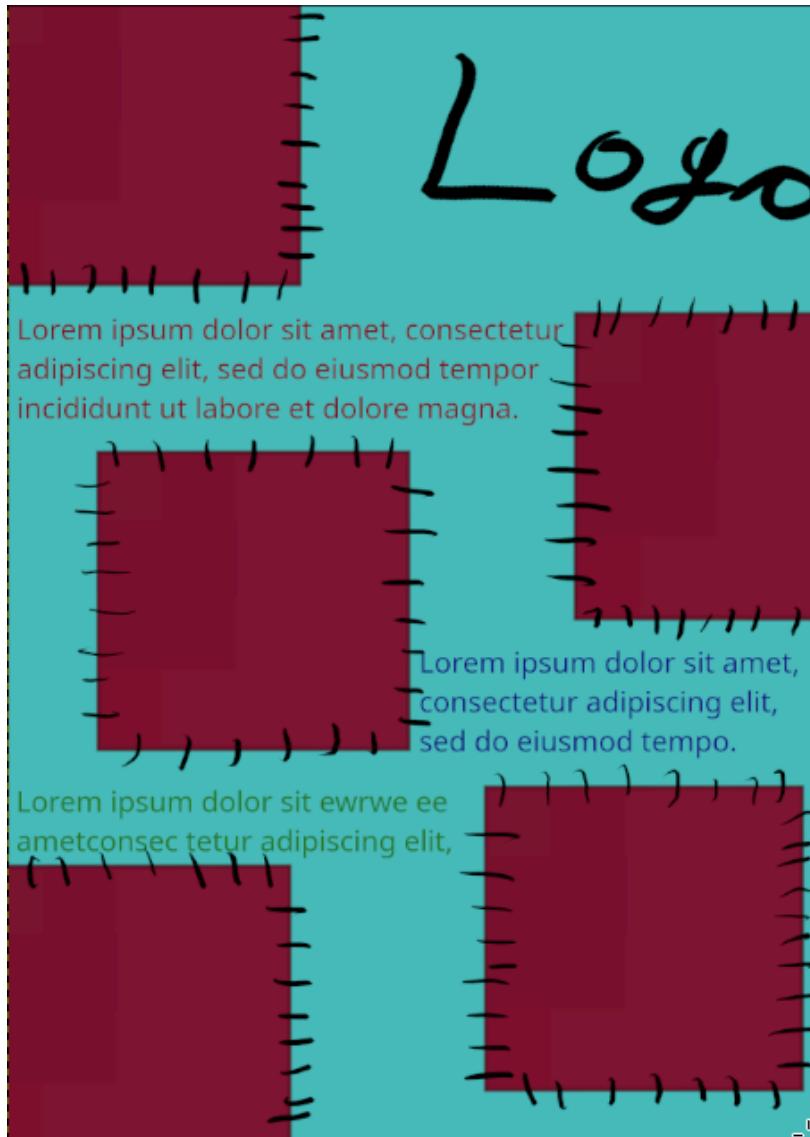


## LO. 1 Conceptualize, design, and develop professional media products.

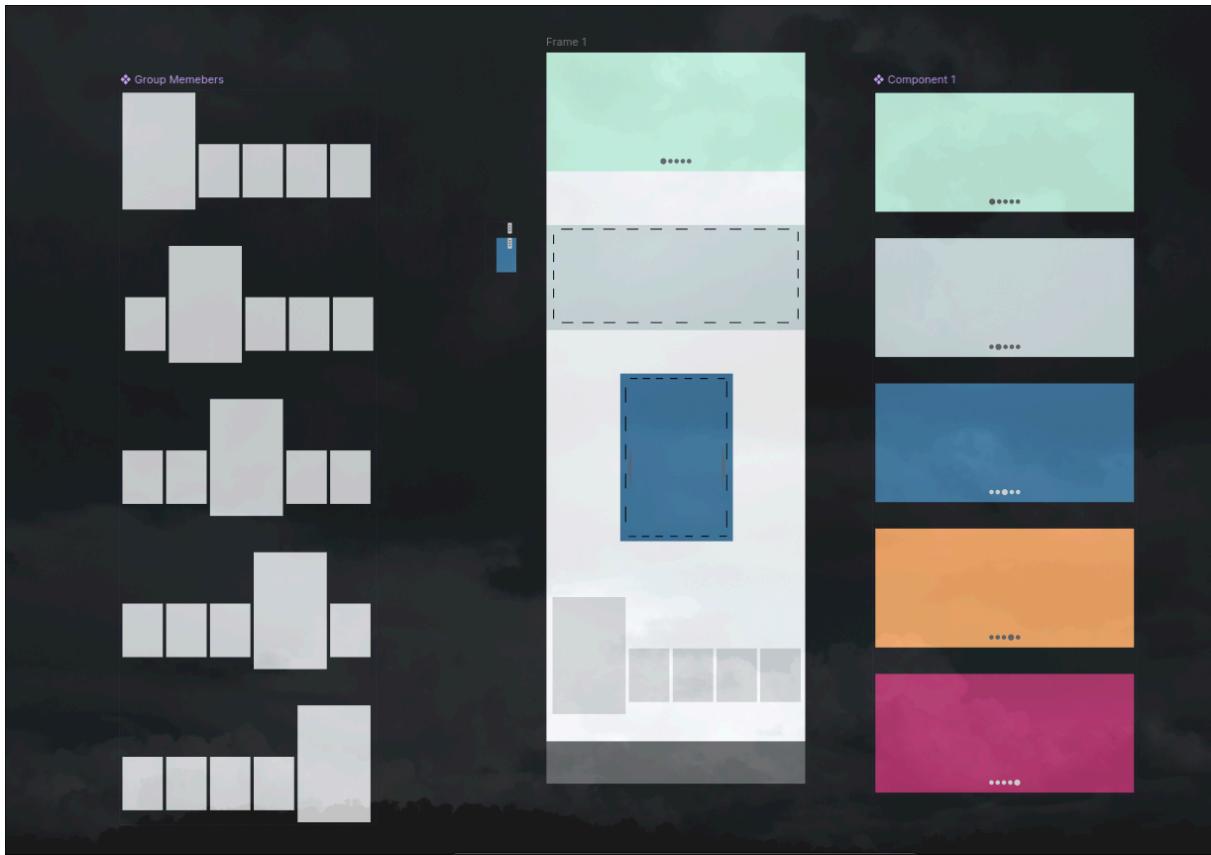
First thing I made was a poster design made using Gimp. The design doesn't look good but it's my first thing made that is media related. Below is a link to my portfolio page.

<https://bxrisyvnev.github.io/portfolio/#projects?file=poster>



Here is a wireframe of a webpage I made. The idea was that me, Dylan and Constanti would make wireframes for a webpage and this is what I came up with.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworkwebsitewireframe>



Here is link to the figma for the full experience

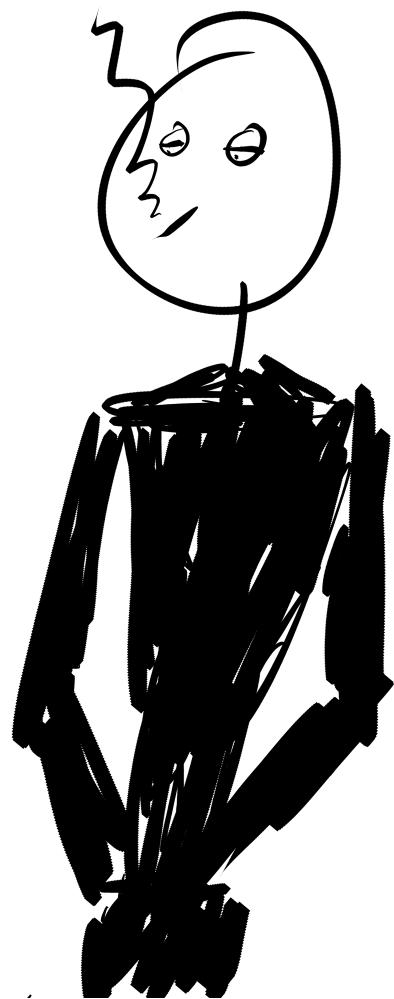
[https://www.figma.com/design/H Eg d8XF PmD4OGwEx0RhZz/Patchwork-Website-design?node\\_id=37-30&p=f&t=XcbNy7azdgt12WhR-0](https://www.figma.com/design/H Eg d8XF PmD4OGwEx0RhZz/Patchwork-Website-design?node_id=37-30&p=f&t=XcbNy7azdgt12WhR-0)

It's designed in figma and there are a lot of prototyping done. The bottom has the main feature which is the group photo. The group photo will be the five members of the group next to each other and when you hover with the mouse on top of one the image will move left and/or right and make space for another bigger picture of the hovered member to pop up with description of that member including contact information.

In Concept & Inspiration workshop I did the assignment. It was to follow this:

Inspiration search > Key concepts > Sketch it out > Apply basic design principles.

The entire thing has to be a rough sketch that links: inspiration > concept > design.  
And what I did is the following bellow.



The inspiration was the everyday life in the east-european countries. And the key words were "Everyday life" and I tried my best to sketch something that represented that. In life a person that is shown to smoke with their hands in the pockets is usually a person that is just taking a walk. No reason at all. Just walk to clear their head. It's something everyone does almost everyday and showing exactly those things (the cigarette and the hands in pocket) helped the audience to guess my keywords. The moodboard showed everyday activity places like: gym, panel block, boxing gym, more panel blocks and a factory.

## LO. 2 Transferable production.

In our studio I'm in charge of the repository. I made a GitLab repository which by default has version control. I always use at least two branch strategy so all the times there is a backup of all the work done. After every work day I take all the created media and push it inside a side branch and after each week I merge. Inside the repository there are documents, prototypes and archive folders. Documents are for documents, prototypes are for prototypes and archive is to keep stuff that are no longer relevant to the project (stuff that are no longer worked on) to keep the working folders clean and organised.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworkgitlabrepository>

The screenshot shows a GitLab repository interface. The repository name is 'S3MC-Patchwork'. The main page displays a commit history with one recent merge commit:

Name	Last commit	Last update
archive	added placeholder files so directories c...	1 week ago
documents	Pushing all prototypes and documents ...	3 days ago
prototypes	Pushing all prototypes and documents ...	3 days ago

On the right side, there is a 'Project information' sidebar with the following details:

- 6 Commits
- 2 Branches
- 0 Tags
- 1.8 MiB Project Storage

Below the sidebar, there are several buttons and links for repository management:

- + Enable Auto DevOps
- + Add Kubernetes cluster
- + Add Wiki
- + Configure Integrations

At the bottom, it shows the creation date: September 03, 2025.

Name	Last commit	Last updated
..		
brandGuide1.webp	pushing latest prototypes from today	2 days
ilustrationTools.webp	pushing latest logo prototypes	10 hours
kitty1.webp	Pushing all prototypes and documents so far	3 days
kitty2.webp	Pushing all prototypes and documents so far	3 days
kitty3.webp	Pushing all prototypes and documents so far	3 days
logoColor1.webp	pushing latest prototypes from today	2 days
logoColors1.webp	Pushing all prototypes and documents so far	3 days
logoFullTitle1.webp	Pushing all prototypes and documents so far	3 days
logoVariations1.webp	Pushing all prototypes and documents so far	3 days
logoVariations10.webp	pushing latest logo prototypes	10 hours
logoVariations11.webp	pushing latest logo prototypes	10 hours
logoVariations2.webp	Pushing all prototypes and documents so far	3 days
logoVariations3.webp	Pushing all prototypes and documents so far	3 days
logoVariations4.webp	pushing latest prototypes from today	2 days

## Why?

Because having a safe back up means that no files will ever be lost.

Because having good versioning means that locating files will be done easily.

Because clean and tidy storage space is important for every project.

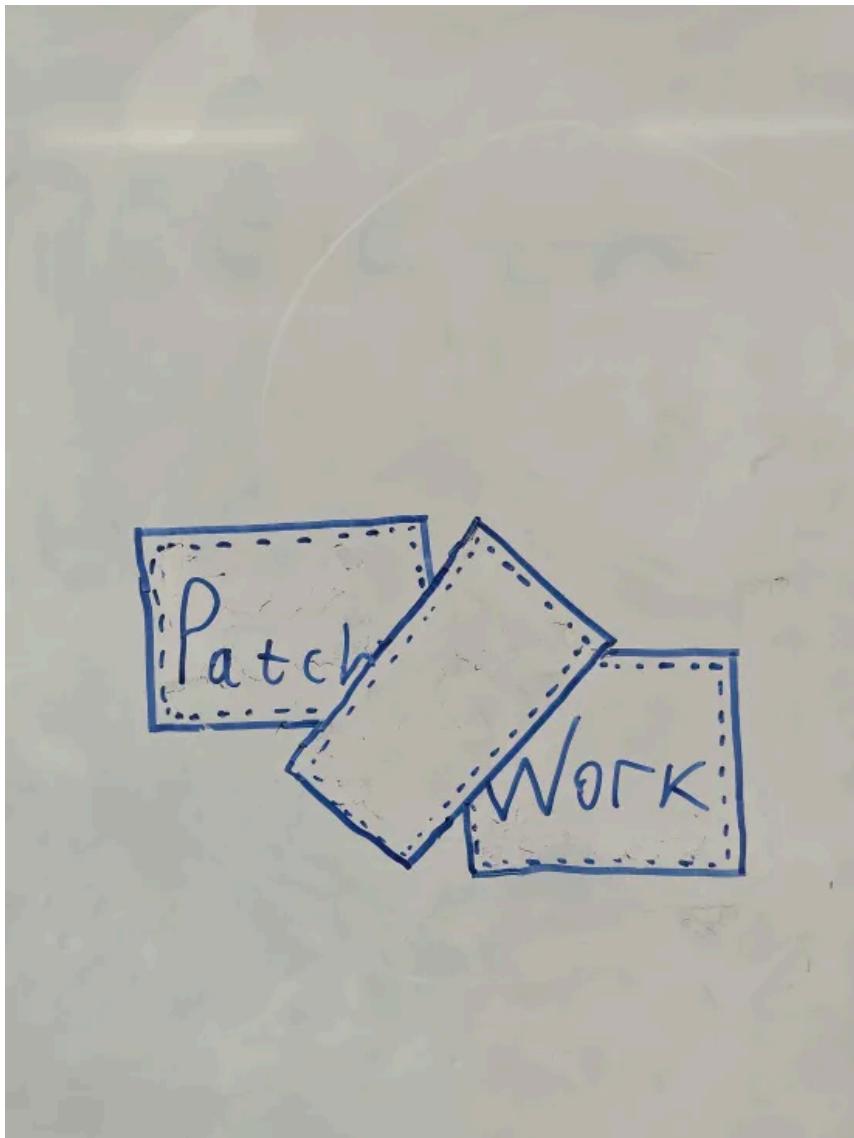
## LO. 3 Creative iterations.

First thing we started working as a team is the name of our studio. We asked ChatGPT for names and we choose “Patchwork” because it represents us best as people of different backgrounds and skills. And also the word “Patch” can be also used for ICT related things. It was Hanna who wrote the prompt to GPT.

The logo came from the name and because of that there are a lot of patches.

Bellow is a version of the logo I designed on the whiteboard with a marker. It was just an idea mainly focused on having the rectangle in the middle empty.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworklogowhiteboard>



The idea wasn't ok since there was too much empty space.

Below the top right corner of the image has the logo that Hanna designed but it had the issue that the font wasn't good enough. Our group's tone is that we are professional but can still be fun. Since the colors are already fun I designed the left two logos with more professional font (FreeSerif Regular). The top one is with regular text typing and the bottom one is with capital "K" on the word "wOrK" which is there just because it looks good.

The bottom right is there just because it looked fitting based on visual judging.

<https://bxrisyvnev.github.io/portfolio/#projects?file=patchworklogofonts>

FreeSerif Regular



FONT AWESOME 7 BRANDS REGULAR



## LO. 4 Professional standards.

For the group project I am the scrum master. We decided to use Scrum Agile because our client is not professional in any shape or form and introduces uncertainty (it took her 2 weeks to respond to our first email). Because of that we choose Agile because it's very good work framework for these unpredictable clients. The idea is to make a lot of stuff each sprint and display them to the client and decide from that what she likes and what she doesn't like and work from there.

I decided that Jira is to be chosen for planning tool as Jira is designed for Agile Scrum and also a lot of big companies use it so it's a great learning experience as it will come handy in the future. My team protested for a while because they are used to using Trello. But since we are not kids we now use Jira.

It took multiple sessions with Paul in order to figure out how to use that framework and I still think that improvements can be made.

Below are screenshots of the Jira board I made and a link for it.

<https://patchwork-s3mc.atlassian.net/jira/software/projects/SCRUM/boards/1>

The screenshot shows the Jira Backlog view for the 'Patchwork-DESKA' space. The backlog is organized by sprint, with 'SCRUM Sprint 2' (Oct 8 - Oct 18) currently selected. The backlog lists 18 work items, each with a checkbox, title, and status. Most items are labeled 'DONE'. The tasks include:

- 6GRUM-02 Production
- 6GRUM-03 Feedback and Refinement
- 6GRUM-11 Do Personas for the targeted viewers.
- 6GRUM-20 Use cases
- 6GRUM-16 Research Twitch Game Integration Technology
- 6GRUM-19 Functional requirements
- 6GRUM-38 Do user stories for how Cali would work for Deska
- 6GRUM-18 Research which programs would Deska need to use.
- 6GRUM-37 Testing & Balancing
- 6GRUM-34 Design Planning
- 6GRUM-36 Concept Development
- 6GRUM-12 Research how to program the game.
- 6GRUM-34 Concept & Design
- 6GRUM-36 Overlay & Visuals
- 6GRUM-35 Core Development
- 6GRUM-27 Define the Objective
- 6GRUM-28 Research
- 6GRUM-20 Inspiration

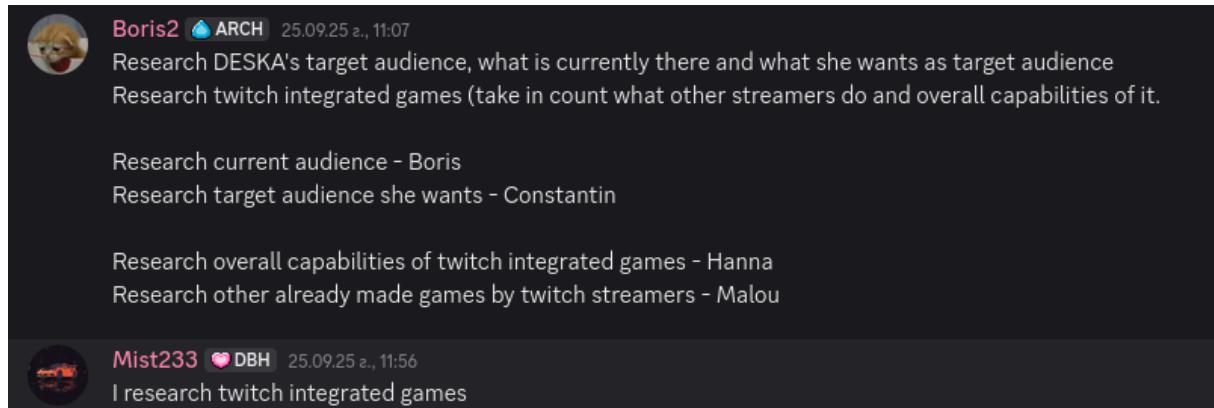
At the bottom right of the backlog, there are buttons for 'Complete sprint', 'Group', and 'Filter'.

The screenshot shows the Jira Board view for the 'Patchwork-DESKA' space. The board has four columns: To Do, In Progress, User Testing, and Done. The 'Done' column contains 18 tasks, each with a checkmark and a small profile picture. The tasks are categorized under various columns:

- To Do:** Production (1 task), Feedback and Refinement (1 task), Do Personas for the targeted viewers (1 task), Project Idea Document for Deska (1 task), Use cases (1 task), Research Twitch Game Integration Technology (1 task).
- In Progress:** CONCEPT POSTER (Design) (1 task), CONCEPT POSTER (Design) (1 task), Do Personas for the targeted viewers (1 task), PROJECT IDEA DOCUMENT FOR DESKA (Documentation) (1 task), Use cases (1 task).
- User Testing:** CONCEPT POSTER (Design) (1 task), CONCEPT POSTER (Design) (1 task), Do Personas for the targeted viewers (1 task), PROJECT IDEA DOCUMENT FOR DESKA (Documentation) (1 task), Use cases (1 task).
- Done:** CONCEPT POSTER (Design) (1 task), CONCEPT POSTER (Design) (1 task).

While we were waiting for Deska we decided that the only thing we can do is research. The research topics we came up with were: Research current audience, Research targeted audience, Research overall capabilities of Twitch integrated games, Research other already made games by Twitch streamers. The distribution of these topics was done on “who wants it” basis. Hanna took the technology capabilities, Constantin took targeted audience, Malou took the already made games and I took the leftover current audience research. Dylan was not in the discussion at that time so he went and split the task with Melou. The tasks that I gave out were to do an applied research document using a research framework by choice on the given topics.

A week passed and it became apparent that my team mostly doesn't know what a research framework is and some members went ahead and did something completely different from what the task was... Hanna did no technology research and went ahead and showed examples of games which was Melou's topic. Melou didn't use any framework but at least got the topic right. I have no idea what Dylan did... These are stuff I have to improve for myself in order to be a proficient Scrum Master.



My research was done using the DOT framework and came to a valid conclusion. Below is a link to my portfolio webpage that displays my research document.

<https://bxrisynev.github.io/portfolio/#projects?file=currentaudiencedotresearch>

## LO. 5 Personal leadership.

My portfolio is made using typst. Typst is a powerful typesetting system that is designed for advanced typography, efficient document creation and is really fast. It's basically coding your documents with advantage that is more customisations. Reason is because I come from software background and in terms of designing documents I can present myself better with code.

<https://bxrisynev.github.io/portfolio/#projects?file=typst>

```
1 #import "@preview/charged-ieee:0.1.4": ieee
2
3 // Gothic headings
4 #show heading: it => {
5   set text(font: ("UnifrakturCook", "UnifrakturMaguntia", "Cloister Black"))
6 }
7
8 = LO. 1 Conceptualize, design, and develop professional media products.
9 = LO. 2 Transferable production.
10 In our studio im in charge of the repository. I made a GitLab repository which by default has version control. I always use at least two branch strategy so all the times there is a back up of all the work done. After every work day I take all the created media and push it inside a side branch after each week I merge. Inside the repository there is documents, prototypes and archive folders. Documents are for documents, prototypes are for prototypes and archive is to keep stuff that are no longer relevant to the project (stuff that are no longer worked on) to keep the working folders lean and organised.
11 #image("images/gitlabHomePage.png")
12 #image("images/gitlabPrototypesFiles.png")
13 = Why?
14 Because having a safe back up means that no files will ever be lost.
15 Because having good versioning means that locating files will be done easily.
16 Because clean and tidy storage space is important for every project.
17 = LO. 3 Creative iterations.
18 = LO. 4 Professional standards.
19 = LO. 5 Personal leadership.
20 My portfolio is made using typst. Typst is a powerful typesetting system that is designed for advanced typography, efficient document creation and is really fast. It's basically coding your documents with advantage that is more customisations. Reason is because I come from software background and in terms of designing documents I can present myself better with code.
```

```
portfolio3mc/production/portfolioV1.00.typ 23,370 AJ
ris@archlinux ~/portfolios3mc/production $ typst compile portfolioV1.00.typ
warning: unknown font family: cloister black
portfolioV1.00.typ:7:17
    set text(font: ("UnifrakturCook", "UnifrakturMaguntia", "Cloister Black"))
    ^^^^^^
ris@archlinux ~/portfolios3mc/production $
```