

LEARNING OUTCOMES



Coralie Erasmus - S2 2024

Link to website: <https://coralieerasmus.github.io/portfolio/>

Link to GIT: <https://git.fhict.nl/I534747/my-portfolio>

Introduction

This document contains detailed proof of my learning outcomes, with links and images included. It showcases my progress and achievements throughout the semester, offering a clear understanding of the steps I took, the challenges I faced, and the solutions I implemented.

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Interactive Media Products

What I Did:

Interactive Paper Prototype Game

- Developed "Octo-cooked," an interactive game aimed at fostering teamwork, communication, and time management skills.
- Conducted trial runs with students and a teacher, receiving positive feedback on the game's effectiveness

Branding Project

- Created an interactive website mockup for our client using Figma.
- Actively sought and incorporated feedback from stakeholders, Mr. Amer and Jan.
- Received positive feedback on the prototype's layout and design, along with valuable suggestions for improvement, reinforcing our understanding of the project requirements.

Project X

- User-tested Balashi Brewery's existing website with users to determine possible usability issues in the design of the current website.
- Created an interactive figma prototype for a new design I made for Balashi's website which includes

Portfolio

- I created a portfolio website for my teachers that showcased the projects I worked on this semester. The website included various sections such as an About Me page, a Projects page, and a Contact page.

How I Did It:

- **Octo-cooked** was made interactive by making the game completely out of paper and cardboard. This way we could conduct user testing in the most efficient way. Every

aspect of the game was digital, from the ingredients for the paper burger to the utensils used to cut the ingredients.



- **Branding project**, for this my team and I conducted user testing using an interactive mockup of the website on Figma. We did this by using the prototype/interaction feature on Figma. This way we could do user testing efficiently, and have a more clear look as to how the website would look if actually made.
- **Project X**, I started by creating a usability test plan based on a structure recommended by Amer during my third assessment. I adapted this structure to fit my specific case, which you can find detailed in a PDF linked on my website. I developed tasks and questions for users testing the website, focusing on typical interactions one would expect on a beer-related site, such as finding information and navigating through the site. I conducted the test with five users: three students and two teachers, all over the age of 18. The students were from Aruba, where the brewery is based, making them likely visitors to the site. The teachers, on the other hand, were not from Aruba, providing a fresh perspective as they were unfamiliar with the brand and beer. I conducted individual sessions with each user, where they completed tasks and answered questions. I recorded these sessions to review how they interacted with the site and their responses. After analyzing the videos, I answered my final research question: "What feedback do users have about the existing website, and how can it inform the redesign?" This analysis guided the redesign of the website, incorporating the insights gained from the usability tests. (usability test & project X document linked on my website)
- **Portfolio**,

Planning and Design:

- I planned the structure and layout of the website, ensuring it would be user-friendly and visually appealing.

- I used wireframing tools (Figma) to design the layout and flow of the website.

Content Creation:

- I wrote and curated content for the About Me page, giving a short description of myself.
- For the Learning Outcomes page, I explained my process, What I Did, How I did It and How It Helped and also added pictures and video as proof.

Development:

- I used HTML, CSS, and JavaScript to develop the website, ensuring it was responsive and interactive.
- I incorporated multimedia elements such as images, videos, and interactive components to enhance user engagement.

Feedback and Iteration:

- I presented the versions of the website to my teachers and peers to gather feedback.
- Based on their input, I made several improvements to the design, functionality, and content of the website.

How It Helped:

Throughout the development process, we engaged with our peers in Mrs. Li's class, presenting various layout options and incorporating their input into our final design. This collaborative approach ensured that our prototype not only met the project criteria but also benefited from diverse perspectives, resulting in a refined and effective end product. The same can be said for the other projects in this learning outcome especially Project X, following a usability test structure gave me a clear idea of my goals for the user test but I was also much more prepared. And finally for my portfolio, this project helped me integrate various aspects of interactive media production, from design and development to content creation and user engagement.

Development and Version Control

What I Did:

Lessons Participated In

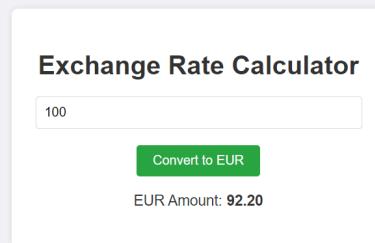
- Fetch and Webstorage API (currency & student list challenge)
- Building a real-time chat application
- Developing a "Not So Super Mario" game

Individual Development Projects

- Developed specific codes for the Handpicked Agencies project.
- Worked on my own portfolio, incorporating new skills and technologies learned.

How I Did It:

- **Fetch & Webstorage API**, I added a currency change API into my code, this automatically had the exact exchange rates for most currencies around the world. For the class list I learned how to make a LocalStorage in javascript, I utilized Amer's notes and then based on that I also learned how to add a delta storage button to remove certain information from the LocalStorage. Aside from this I also just made the page look better using CSS.



-
- **Building a real time chat application**, I made a real time chat application by using Socket.io I made a project and then within that, set up a server. Then I added a simple frontend code using Amer's notes. After this I added CSS to make my chat look more like Whatsapp.
- **Development project** for Handpicked agencies, I added a confetti element to our website code so that once you open the page confetti would appear for a few seconds. This was initially my team members' task but I helped her with some issues she was having regarding the working of the confetti. I made sure the confetti burst was in the right direction and also made sure that it faded out properly after a few seconds. I also set up the code for people that are on the website where they could put in their email and also write a note that would be sent directly to my email using Formspree API.
- **Not so super mario game** was made with the help of amer's code as a base of course, I utilized gifs on the internet to add a moving background as well as a moving character. I

also added to the javascript code, which would create a popup in the middle of the screen once a player reached 20 points.

- **My portfolio**, the biggest project of this semester, I tried many new things like learning how to use animations in CSS, i broadened my knowledge of javascript by learning things like smooth scrolling, automatically expanding sections of a collapsible and having images appear once clicked and disappear when another image is open.

How It Helped:

Maintaining clear and organized code with annotations not only enhanced the readability of my code but also served as a helpful reference guide for future modifications. This approach ensured that I could easily revisit and update my code as needed, saving time and effort in the long run while also facilitating a deeper understanding of programming concepts. Learning how to use AI to my advantage and using programs like socket.io, expanded my toolkit and broadened my understanding of cutting-edge technologies, empowering me to tackle more complex projects and stay ahead in the rapidly evolving field of technology.

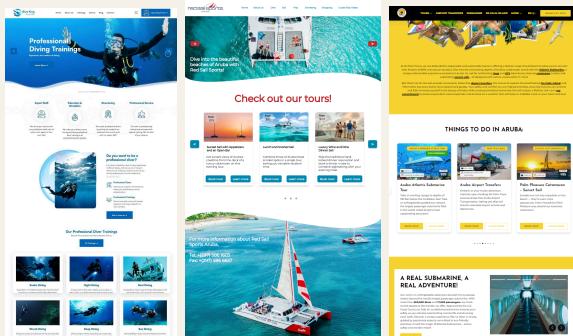
Iterative Design

What I Did

- **Redesigning a Stagnant Website** (Focused on creating a modern and user-friendly interface)
- **Branding Project with Figma** (Developed a client website, starting with simplistic design prototypes and later adopting a creative new direction)
- **Portfolio Development** (Explored various design ideas and settled on a design inspired by my country's history and ancestors)
- **Creating a media campaign for Explore Breda** (Created posters and a video to promote the launch of their new website)
- **Project X**, Created a new and improved website design for a brewery company.

How I Did It

- **Redesigning a Stagnant Website**, Analyzed competitors' websites to inform design decisions and aligned the new layout with industry standards. I selected a company from my home country that had an outdated website and crafted a new design emphasizing clarity and cleanliness. As this company was a sailing company which takes tourists or locals on sailing trips I really wanted to show that in the website. I used pictures of the company that depicts what they do exactly, to separate certain sections of the website I used a picture for parts with less text, for places with more text I used a white background and made it kinda wavy because waves, and the ocean. For the tours section I made sure to display important elements clearly with easy big buttons with a call to action message like "Book now!" and "Learn more". I took inspiration from

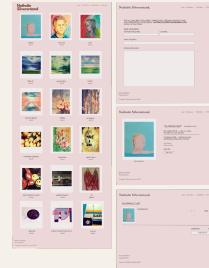


pinterest and competitors websites.

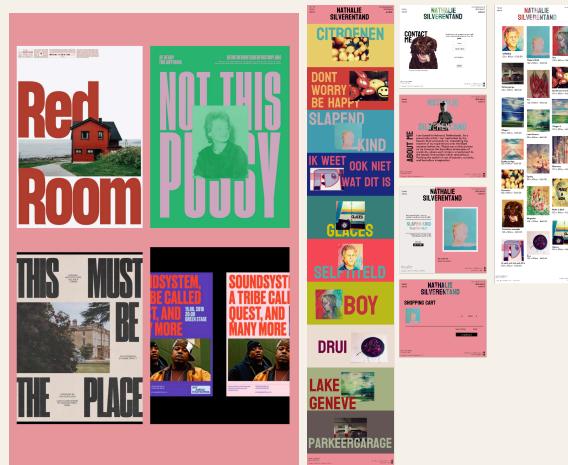
- **Branding Project with Figma (Group project)**, We started the project with making a moodboard and brand guide individually.

Main Logo	Typography
Nathalie Silverentand	League Spartan Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
Nathalie Silverentand	League Spartan Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
Logo Icon?	Colors
	spring pink pale blue light moss
	white-ish almost black
Substance	

Initially explored simplistic and boring design prototypes.



This was a group project and each group member individually designed a website, but after we all got feedback we felt like we all hit a wall. We weren't sure what to do next.. After a burst of creativity, while being back in my home country due to terrible circumstances I proposed a transformative new design that received unanimous team approval and aligned with the client's brand identity. This idea was inspired by some images I saw on pinterest late one night. (left - inspiration, right - design for client)



(We ended up being the client's preferred team, and she used some of her designs for her business card)

- **Portfolio Development**, I started with a few different design ideas but I ended up not liking any. This is because I felt like these designs either didn't feel like me or I looked at it too much and started hating it. Some designs also just didn't respond well in high definition, due to my use of bad quality photos.



Experimented with different styles inspired by the ocean and simplicity before finalizing a design based on my country's history. This specifically spoke to me because of my native heritage. It's also always been an important thing to my family, every weekend I would go with my parents and walk in the forest (mondi in papiamento) and we would go looking for artifacts. We have a big collection of these at home ranging from pot fragments to shells used to make necklaces. I Incorporated symbols from native Indian and Arawak tribe paintings found in Aruba's caves, by taking the pictures and tracing them.



I created a vision board to guide the design process. And to help me find a vibe that I want to convey.



After I had a good sense of the aesthetic of my portfolio I began designing.



On the left is draft 1 of my final design, and on the right the official final design of my website. I decided to add some color to it just cause I felt like the design lacked color.

- **Creating a media campaign for Explore Breda,** I started creating poster ideas for "Explore Breda" by first examining how other cities promote themselves and how brands conduct media campaigns. Given that our target audience was tourists, I aimed for a simple design. But these designs were all over the place in the beginning.



Based on feedback, I incorporated a call to action in the poster I made. The first idea, the "Be romantic" poster, showcased different emotions one could experience in Breda alongside popular tourist sights. After presenting this to my teammates, they liked it and we collaboratively developed three more posters around this concept.



After this we received some feedback that made us reflect on the current design, people didn't necessarily like the all-around border and the "Explorebreda.nl" was unreadable in certain posters. For this reason we went back and refined the designs. And we ended up with these, the final posters.



We applied the same idea to the video to ensure the media campaign was cohesive and recognizable. (this video can be seen on my portfolio website)

- **Project X**

The first step in my design process for this project was gathering user feedback from usability tests conducted on Balashi Brewery's current website and drawing inspiration from other beverage websites. This research significantly influenced my final design.



I began designing with the target audience for each beer in mind. Since these beers are well-known in my country, I had a solid understanding of their marketing strategies and target demographics. To guide my design process, I personified each beer, creating personas that represented the typical consumer for each type. I also took notes on the flavors and characteristics of each beer to inform the design.

 <p>SUBTLE BITTERNESS MALT SWEETNESS TOASTED GRAIN SPICY HOPS</p> <p>Jose  • hard worker • manly man • goes to the bar on fridays and meets with friends • enjoys playing the guitar • tends to the garden in his free time ⁴⁰⁺</p>	 <p>MELLOW CITRUS REFRESHING SMOOTH LIGHT</p> <p>Ivan  • enjoys the beach • social drinker • easy-going • has lots of friends ²⁵⁺</p>	 <p>HOPPY PALE ALE MANGO AROMAS TROPICAL SMOOTH</p> <p>Angie  • works full-time somewhere • social-drinker • friendly • enjoys going to beach bars ²⁰⁺</p>
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Next, I started designing displays for each beer bottle. I created three variations of each display, experimenting with different graphic styles. Initially, I wanted the graphics to be distinct, but I

eventually opted for a cohesive style with varied elements to tell a story about each beer's persona.



For Balashi Beer, I imagined an older, hard working person enjoying a beer after a long day in the sun. The design elements reflect a traditional and masculine vibe. For Chill, I envisioned a younger person, likely a beachgoer, enjoying the refreshing, citrusy beer by the ocean. The graphics depict a laid-back, beachy lifestyle. For Magic Mango, initially, I focused on feminine elements due to its lighter, tropical notes. However, based on feedback, I shifted the design to represent a celebratory beer, incorporating themes from Aruba's Carnival, New Year's, and "Dia di Aruba." The second design iteration incorporated feedback emphasizing the story aspect. A teacher suggested animating two people cheering, which I found intriguing but challenging to implement.

After considering all the feedback and refining my concepts, I started designing the actual website. I took a lot of inspiration for the layout from the tequila brand 818's website. You can check it out <https://drink818.com/>.



How It Helped

I redesigned a stagnant company website, resulting in a layout that better aligned with industry standards and provided a more user-friendly experience. In the branding project with Figma, I developed an interactive website mockup that perfectly aligned with the client's brand identity, ensuring the final design was fresh, engaging, and received positive feedback from stakeholders. Additionally, my portfolio development involved an iterative design process and incorporating feedback, which helped refine the layout and ensured that the final product was polished and met both project requirements and client expectations. In the media campaign project I learned how you can take feedback and apply it to refine and overall better a design. And finally for Project X, Doing all this helped by improving the website's navigation and design based on user feedback, gaining industry insights from other beverage sites, and creating personas for targeted design choices. Iterating on designs with feedback refined the visuals, and incorporating diverse suggestions enhanced the final product. Ultimately, this comprehensive approach led to a user-friendly, visually appealing website that effectively engages its audience.

Professional Standard

What I Did

- **Branding project**

Leadership

In the branding project, I took on a strong sense of responsibility, prioritizing the quality of our deliverables and effective communication within the group. Despite facing an unexpected absence in the middle of the project, I swiftly delegated leadership responsibilities to a capable team member. I also ensured ongoing communication with our client, facilitating discussions within the group to coordinate inquiries and assigning a member to manage client correspondence. Upon project completion, I personally reached out to our client to express gratitude and promptly provided all relevant documents.

Research

I conducted a competitive analysis as part of the research aspect of the branding project. By looking at other painter's websites to identify common features and content. One prominent feature I noticed was the ability to purchase artwork directly from the website. Based on this insight, I designed a website that included an e-commerce feature. Additionally, the client expressed a desire to expand her target audience, so incorporating this feature aligned with her goals.

- **Explore Breda**

Research

In collaboration with my group, we conducted research targeting our selected audience: tourists. I was responsible for user research in this project. Our task was to create advertisements tailored for tourists for our client, but none of us had ever visited Breda. To address this, we planned a day trip to Breda to interview locals and tourists.

Additionally, I conducted user research through *field research* and *literature research*. This included:

- Targeting Specific Tourists Segment:
Identify and target specific demographic or psychographic segments of tourists who are most likely to be interested in the city's activities and attractions.
- Identifying Tourists Preferences:

Determine the specific types of activities and attractions that are most appealing to tourists visiting the city.

- Assessing Visitor Behavior:
Understand how tourists currently discover and engage with activities and attractions in the city, both online and offline.
- Evaluating Competitor Analysis:
Conduct a thorough analysis of similar websites and platforms catering to tourists in other cities to identify successful strategies.

- **Project X,**

Research

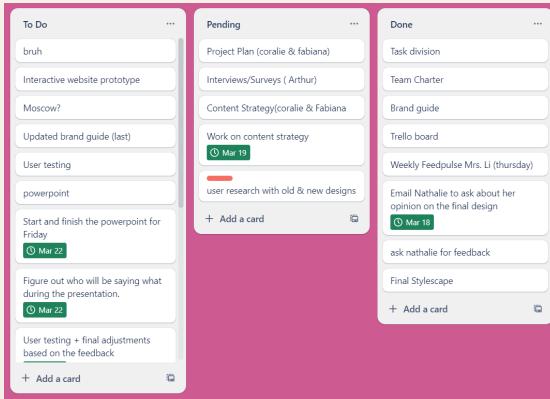
- Evaluated Balashi Brewery's current marketing, videos/ads & photos.
- Made and answered research questions by examining elements and features used in competitors' websites and aligning them with current industry standards. And researched methods for incorporating dynamic elements into Figma designs.

How I Did It

- **Branding Project**

Leadership

I meticulously organized tasks based on individual preferences and created comprehensive plans using Trello boards to track progress and deadlines. I scheduled WhatsApp calls with my team to discuss the project since I was away. During my absence, I maintained regular communication and oversight to ensure project continuity and timely completion. To facilitate client communication, I led discussions within the group and assigned a member to manage correspondence with our client.



Research

To perform the competitive analysis, I examined various painter's websites, noting the elements and functionalities they offered. I focused on features that were frequently included, such as e-commerce capabilities, which allowed customers to purchase artwork directly from the site. Using these insights, I integrated an online purchasing feature into the website design. I also took into account the client's goal of expanding her target audience, ensuring that the design catered to a wider demographic by making her art more accessible.

- **ExploreBreda**

Research

Targeting Specific Tourist Segments:

To determine the most appealing activities for tourists, we first identified Breda's tourism category: Domestic and Inbound Tourism. This was done by simply researching the different types of tourism and seeing which applied to Breda. Many visitors are multi-destinational tourists exploring various parts of the Netherlands, including Breda. Typical visitors include students visiting schools, people reconnecting with family or friends, attendees of festivals or parties, and those drawn to specific stores or restaurants.

Our research involved a day trip to Breda, where we interviewed locals and tourists with questions such as:

- What brought you to Breda today?
- If your friends visited, what would you do?
- What are your favorite things to do in Breda?

- What are must-see attractions and hidden gems?
- How would you describe Breda in three words?

Identifying Tourist Preferences (based on interviews):

I found that tourists in Breda enjoy:

- Cultural exploration at landmarks like Breda Castle and the Grote Kerk.
- Outdoor activities such as hiking in Mastbos forest and boating on the Mark river.
- Sampling local and international cuisines.
- Festivals and events like the Breda Jazz Festival.
- Warm hospitality and authentic local experiences.

Assessing Visitor Behavior (based on general tourist behavior):

Tourists use both online and offline sources to plan their visit:

- Online: Tourism websites, social media, travel blogs, and forums.
- Offline: Visitor centers, concierge services, and local recommendations.

Evaluating Competitor Analysis (based on research):

I analyzed how Breda's tourist marketing compares to other Dutch cities like Amsterdam, Rotterdam, The Hague, and Utrecht:

- Market Positioning: Breda is known for its rich history, cultural vibrancy, and natural surroundings.
- Key Attractions: Promoted sites include Breda Castle, the Grote Kerk, and green parks.
- Marketing Strategies: Breda leverages digital presence, cultural events like the Jazz Festival, and targets specific tourist segments. Other cities may focus on different strengths and face unique challenges.
- Strengths and Weaknesses: Breda offers an authentic Dutch experience without the crowds but may struggle with brand awareness compared to larger cities.

Sources:

- <https://ec.europa.eu/eurostat/statistics-explained/index.php?title=Glossary:Tourism>

- <https://theconversation.com/rescaling-through-city-branding-the-case-of-amsterdam-71956>
- <https://rotterdammakeithappen.nl/en/brand-partners/rotterdam-centrum/>
- <https://www.holland.com/global/tourism/discover-the-netherlands/visit-the-cities/the-hague>
- <https://www.utrechtmarketing.nl/wp-content/uploads/2021/06/Summary-of-sustainable-visitation-marketing-strategy-2021-2025.pdf>

• Project X

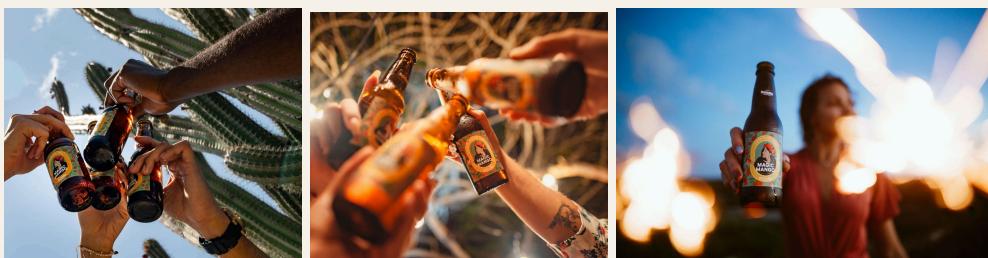
I reviewed Balashi Brewery's current marketing strategies by examining their social media photos and videos to understand their target audiences. For their original Balashi beer, the ads often feature an older, predominantly male audience, incorporating traditional cultural elements of Aruba, like domino games, which suggest a more "manly" and traditional vibe.



For Chill, the advertisements focus on a younger audience, promoting it as a beach beer. Most promotional images for Chill are taken at the beach, aligning with its branding.



Magic Mango ads typically cater to a diverse audience, often showcasing groups of people in celebratory settings, highlighting its appeal for social gatherings and celebrations.



(Information on research questions for this project can be found on my website)

How It Helped

- **Branding Project**

Leadership

This approach ensured that our project stayed on track despite my absence. The use of Trello boards and regular WhatsApp calls helped maintain clear communication and task organization within the team. Delegating responsibilities and maintaining client communication ensured that the project progressed smoothly and met deadlines. Reaching out to our client at the project's conclusion and providing all relevant documents ensured a seamless and professional wrap-up, reinforcing our client's satisfaction and trust in our team's capabilities.

Research

Incorporating the e-commerce feature into the website design significantly enhanced the client's ability to reach a broader audience. By allowing visitors to purchase artwork directly from the site, the client could attract potential buyers who prefer the convenience of online shopping. This feature not only increased the potential for sales but also helped in expanding the client's market beyond local buyers. Additionally, the research and competitive analysis ensured that the website was aligned with industry standards, making it more competitive and appealing to users. Overall, the approach resulted in a more functional and user-friendly website that better met the client's business objectives and audience needs.

- **ExploreBreda**

Research

The research played a crucial role in improving our project. By targeting specific tourist segments, we made our ads more appealing and relevant. Understanding what tourists like to do in Breda helped us design a website that highlighted popular spots and activities, making it more user-friendly. The interviews with tourists and locals provided real insights that made our promotional materials feel authentic. Competitor analysis showed us successful strategies from other cities, which helped us make Breda stand out. Combining both online and offline research gave us a complete picture of how tourists find and enjoy Breda's attractions, making our marketing efforts well-rounded and effective. This research made our project more informed, targeted, and professional.

- **Project X**

Research

Analyzing Balashi Brewery's social media confirmed my assumptions about their target audiences. Balashi beer ads featured older men and traditional Aruban elements, guiding my designs to emphasize heritage. Chill was marketed to a younger, beach-going crowd, which validated my beach-themed approach. Magic Mango ads showed group celebrations, reinforcing the idea of promoting it for social events. This research ensured my designs effectively targeted the right audiences for each beer.

Personal Leadership

What I Did

- **Core values** (Identified my core values, which are the fundamental beliefs and principles that guide my behavior and decision-making in both personal and professional contexts.)
- **16personalities test** (I completed the 16Personalities test, a popular personality assessment to figure out in my core values aligned with the personality I got)
- **Job vacancies** (I researched and identified job vacancies that align with my career aspirations, skills, and interests.)
- **Future timeline** (I created a future timeline outlining my career and personal goals over the next several years.)
- **Mood board** (I created a mood board to visually represent my professional aspirations, goals, and inspirations.)
- **Feedback** (I received feedback on my work throughout this semester)

How I did It

Core Values

I wrote down as many of my core values that I could think of on a piece of paper, then my old team members wrote a couple of core values that they thought aligned with me, after this I wrote down the core values that came up both times.

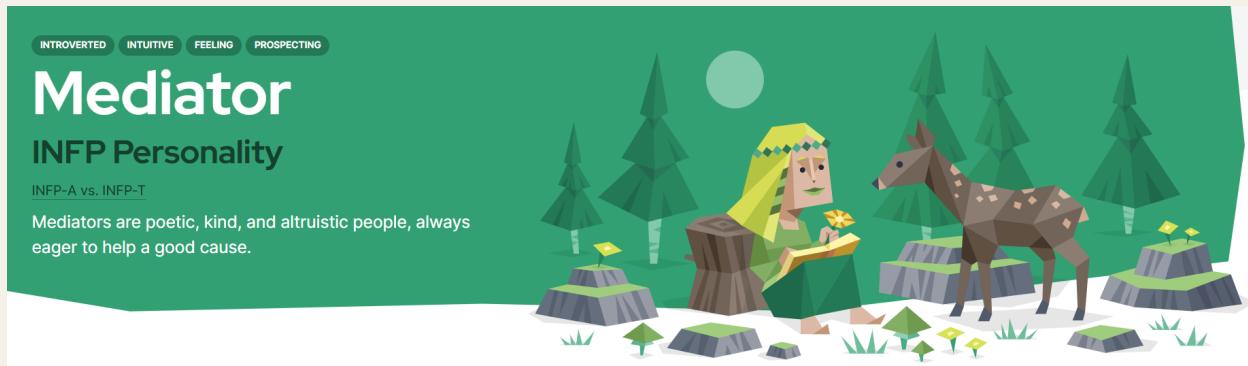
These ended up being:

Creative, Communicative, Organizational, Team-player and Motivational

16personalities test

I answered a series of questions designed to analyze my preferences in how I perceive the world and make decisions. The test provided insights into my personality type, strengths,

weaknesses, and how I interact with others. The test also aligned with my core values.

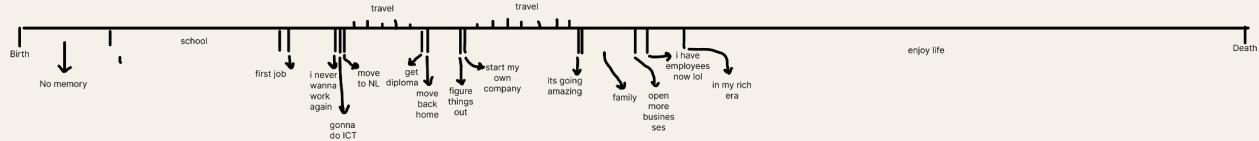


Job vacancies

I explored various job boards and professional networks to find roles that matched my career goals. I also analyzed job descriptions to understand the required skills and responsibilities. And I didn't like any.

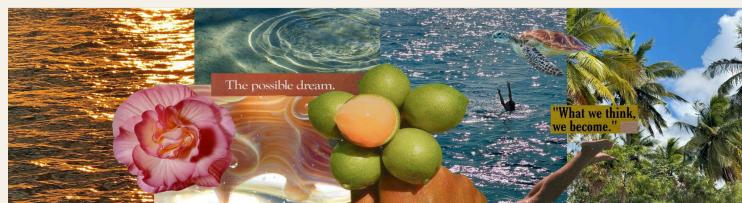
Future timeline

I set long-term goals and mapped them out on a timeline, considering factors such as job milestones, and personal aspirations.

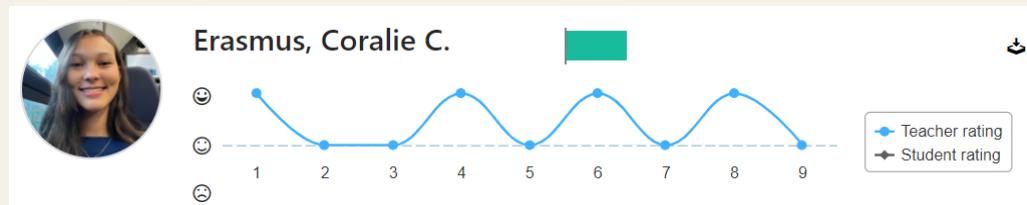


Moodboard

I collected images from Pinterest that resonated with me emotionally. I arranged these elements on a board to create a cohesive visual representation of myself. Themes I think came up are definitely very tranquil, with bright colors. Which I think matches the result of my personality test.



Feedback



Checkpoint 1 Feedback Jan 02-04-2024 

Erasmus, Coralie C. 2 months ago

Today I asked Mr. Jan for feedback on my new portfolio design. Firstly, he told me that a cool addition to the design would be to some pages nighttime themed, or to make a night mode button that would switch the page and its colors to seem like night and adding a flame as a light source. He also advised changing the typography of some text since they did not really fit my current theme. He also thought looking into skeumorphism for the design would be good, this would make everything look realistic and pop-out. And since my first design did play into this a bit it would definitely be fitting.

Checkpoint 2 04-04-2024 

Erasmus, Coralie C. 2 months ago

Today marked my first portfolio assessment, with Mrs. Li and Mr. Guido serving as my assessors. I presented the following components:

- The latest iteration of my portfolio design
- A comprehensive document outlining my learning outcomes
- Various iterations of my design meticulously crafted within Figma

During the presentation, I provided insights into my design and the process that led to the development of my current design.

Mr. Guido's feedback primarily centered on the need for substantiating my learning outcomes with concrete evidence. He suggested incorporating visual aids and explaining the step-by-step process that led me to the final product. Additionally, he noted discrepancies in the cohesiveness of certain design elements, acknowledging the overall appeal while advising a deeper exploration of coherence.

Mrs. Li's feedback was similar to Mr. Guido's feedback, highlighting the significance of expanding on learning outcomes with additional evidence and elaboration. She also emphasized the importance of punctuality in portfolio submissions. I did explain that I had not seen the announcement she had sent prior and this was why I uploaded it so late.

In light of this constructive feedback, I am committed to enhancing my portfolio by providing evidence and refining design coherence, ensuring future submissions are punctual and comprehensive.

Checkpoint 3 12-04-2024 

Erasmus, Coralie C. 2 months ago

Today, I received feedback from Mr. Josh on my portfolio design. He liked the overall idea and style, I presented multiple iterations of the learning outcomes page for his consideration, unsure of the best choice. He favored the first and last designs I showed. Additionally, he suggested improvements for my about me page, noting that the handwriting font was difficult to read. He recommended using the same font as the learning outcomes page for consistency and advised aligning the overall page style with the learning outcomes for a cohesive appearance. Lastly, he advised against using inner-shadow effects on the text of the learning outcomes page, recommending a plain color instead.

Checkpoint 4 Design feedback with Amer & Jan 24-04-2024 🔒



Erasmus, Coralie C. 2 months ago

Today, I got feedback on my portfolio from Mr. Amer and Mr. Jan. Mr. Amer suggested some improvements, particularly urging me to begin developing the Learning Outcomes (LO) pages of my website. He noted that the content in my LO for development lacked depth. Although he found the general theme of my portfolio interesting, he expressed concerns about the design of the LO navigation page, feeling it didn't fully align with the overall natural theme. He recommended incorporating natural textures like wood or stone to maintain consistency.

Following my feedback session with Mr. Amer, I consulted Mr. Jan for additional input. He appreciated the LO navigation page but echoed Mr. Amer's suggestion to add more natural textures to enhance thematic coherence. For the rest of the pages, he found them cohesive with the portfolio's overall design. He acknowledged that the distinct style of the LO pages was intentional, designed to prioritize informational clarity.

Checkpoint 5 semester coach talk with Li 23-05-2024 🔒



Erasmus, Coralie C. 25 days ago

Today, I had a semester coaching session with Mrs. Li. We discussed my progress and I shared my current situation and mindset with her. Our conversation covered several topics, including the Explore Breda Project 2, my portfolio, Project X, and some questions I had about the final month of school. Mrs. Li also provided further clarification on the grading criteria.

Checkpoint 6 28-05-2024 🔒



Erasmus, Coralie C. 20 days ago

Today I had a feedback session with Guido about my ideas for Project X. I



Erasmus, Coralie C. 20 days ago

Oops sorry, I discussed my ideas with him, specifically my plan to redesign a website. We reviewed how this project could align with various learning outcomes. Additionally, he provided several examples to help me formulate my research question and sub-research questions. He also urged me to have the project plan ready by Friday.

Checkpoint 7 Chris - Project X & Portfolio 28-05-2024 🔒



Erasmus, Coralie C. 20 days ago

Today, I asked Chris for feedback on my current portfolio and my Project X idea. He suggested incorporating vector animations into my portfolio to enhance its visual appeal. For Project X, where I aim to incorporate 3D elements, he provided tips on techniques such as rotoscoping and using After Effects. I plan to delve deeper into these methods to determine how best to integrate them into my projects.

Checkpoint 8 Talk with Amer 29-05-2024 



Erasmus, Coralie C. 18 days ago

Today, I spoke with Amer about the progress on my portfolio and sought his advice on some coding issues. He provided valuable solutions for placement problems I was facing. I also asked for his opinions and suggestions on my current work and received positive feedback. Overall, Amer advised me to focus on the most important aspects and keep working on it.

Checkpoint 9 11-06-2024 



Erasmus, Coralie C. 6 days ago

I talked with Guido today about my progress on Project X. I showed him everything I've done so far, and he gave me some feedback. He reminded me to document the entire process, especially when creating personas and turning them into stories (this is particularly important for my portfolio). We also discussed the current designs. He liked my idea of using the graphics on the website to tell a story and stressed how important it is to convey that narrative effectively.



Write a summary of what you discussed with your teacher...

How It Helped

These activities collectively enhanced my professional development by providing a clearer understanding of my core values, personality, and career aspirations. Identifying values like creativity and teamwork helps me align my actions with what's important, ensuring authenticity. The 16Personalities test offered insights into my work style, improving teamwork and guiding career choices. Exploring job vacancies clarified my job preferences and highlighted skill gaps. Creating a future timeline provided a clear roadmap for my career goals. The mood board helped articulate my personal brand and aesthetic preferences. Together, these activities ensured my professional actions are aligned with my long-term goals, fostering growth and success. Receiving feedback from teachers throughout the semester was valuable. Their insights helped me refine my project ideas and improve my design skills. For instance, they pointed out areas for improvement that I hadn't noticed, such as the need for clearer visual hierarchy and more user-friendly navigation. Their suggestions on incorporating storytelling into my designs led to more engaging and cohesive work. Overall, their feedback guided me in creating a more polished and effective final product.