All projects were given to us from KEA and are with educational purposes only.

For bigger projects we worked in teams.

**DIFANATION**

**Mobile friendly, team work**

In this project we had to find an artist and build a digital campaign for them and their art. For this purpose we chose a portrait photographer from Portugal called Daniel Filipe. He was doing professional photo shoots for models and he was seeing himself diving deeper into the fashion photography. His photographs were original, capturing people in a static state, as if frozen in time, but with eyes and expressions worth thousands of words. Despite his talent behind the camera, Daniel was struggling with reaching potential customers and turning his passion into a job. Our 3 week cooperation work resulted in the creation of visual identity, marketing and social media strategy and business model for Daniel’s brand as well as a professional website.

In this project we had to find an artist and build a digital campaign for them and their art. For this purpose we chose a portrait

**ILLUSTRERET VIDENSKAB**

Illustreret Videnskab is a printed science magazine published by Bonnier Publications, which has 530,000 readers. The main revenue stream for the magazine is subscriptions. Our task was to come up with improved digital solutions in order to reduce the number of users that dropout after the landing and/or after they have add a subscription to the basket.

The main focus in this project was the production of engaging forms in user interfaces and interactions that provide relevant feedback to the user.

In regards to the business part of the project I got hands on experience with the ECO-model and using the business insights to adapt and improve the UI and UX of the existing solution.

The web app ought to be viewed only in phone (tablet ) mode. And since it’s just a prototype many of the features are just for concept marking purposes.

**SOME LIKE IT HOT**

For this project we worked as a team of 6 and our task was to create an interactive trailer of the movie “Some like it hot”. The purpose of this trailer/game was to engage young people aged 15 – 18 years and bring their interest to the movie. We decided to stick to the idea of the movie but with an interesting twist, leaving the ending of the story in the hands and skills of our users. Creating an exciting, but also hard to win game challenged us as well as our users, who felt even more tempted to try the game again and win and hopefully watch the movie itself.

We had to redesign all the main characters

**FOOBAR**

For this project I received a JSON file with a lot of data, from which I had to choose which parts to use and build a dashboard web app, which shows the current state of the fictitious ‘Foobar’. I created a dashboard meant to help the bar manager supervise the resources and work flow. When designing it I used the approach for creating infographics, where even if one removes all the text, it still should be clear what is the theme of the dashboard is about.

Not meant to be viewed on mobile.

**STUDENT LIST**

For this assignment I had to build an interactive student list – a webpage, that displays a list of all the students in the frontend design class. The list is read from a JSON-file, once when the page loads. The JSON-file only contains full names – my task was to split them into first and last names, so they can be sorted. On the page, the user can sort the list of students by either first, or last name, select students to display details on, and delete students from the list on the page.

**RESTAURANT MENU**

The site should show data from the service, and dynamically reflect the state of the data, meaning, if a product is marked as “sold out”, the website should reflect that.

No products, not delivered by the service, should be shown on the website, and all products given by the service must be shown.

The assignment is intended to train you in creating a design, adjust it to dynamic, unknown data, and implement the code to show the dynamic content.