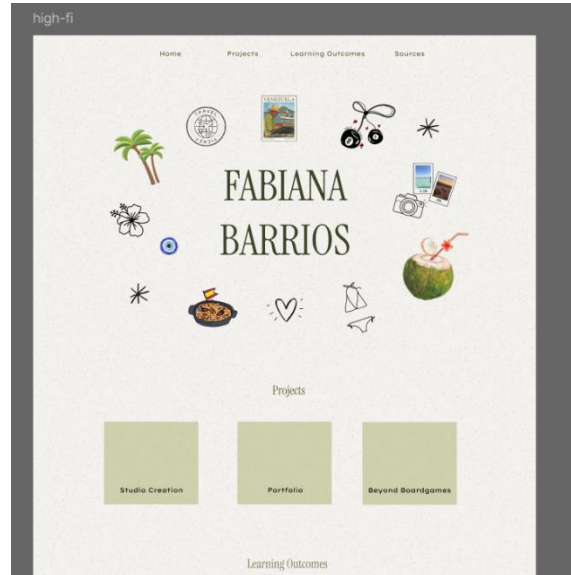


## Portfolio Prototypes

I created both low-fidelity and high-fidelity prototypes of my portfolio. Each has helped me focus on how to structure it and user flow.



The lo-fi design, made with wireframes in Figma, focus on the users experience and helps me organize the information I want to present in a structured way. Starting with this is very important, specially because in my head I wanted the Learning outcomes to scroll in a horizontal way but after testing it with some colleagues, it wasn't intuitive. I adjusted the design based on feedback I got. This allowed me to create concepts that weren't just visually appealing, but meaningful and intuitive for the end users.



### Checkpoint 1 Feedback Jan 13-02-2025



**Barrios Peña, Fabiana F.** 2 months ago

I showed my initial steps to creating my portfolio, low fidelity and hi-fi prototype to test out the user flow and the documentation structure. For the prototype is best to user test it now and then continue adding details onto the hi-fi just to prevent having to change too many things. Documentation was on track and Jan suggested for the structure, as i asked if there were too many subheadings, to kind of include the double diamond method to structure it, and it could also be helpful as it is very related to LO4.

01

## Learning Outcomes

**Conceptualize, design, and develop interactive media products**

You create engaging concepts and translate them into interactive validated media products by applying user-centered design principles, visual design techniques and by exploring emerging trends and developments in media, design and technologies.

→ evidence link  
→ evidence link  
→ evidence link

**Reflection**

I have seen how important user-centered design and keeping up with trends are. Moving forward, I'll use feedback, research, and new tools to improve my designs and communication, making my work more effective and eye-catching specifically catered to the end users.

02

**Transferable Production**

You document and comment your code using version control in a personal and team context and communicate technical recommendations.

→ evidence link  
→ evidence link  
→ evidence link

**Reflection**

I have realized the importance of organization not just for yourself but specially when working collaboratively with a team. Communication, specially in code is key to a successful project. I have tried to comment my code more than I usually would to help myself and others access the code.

Once the layout felt a bit more structured, I added details to the design. I got feedback and made further tweaks. I used paper-like textures in the background to give it a tactile, familiar feeling. The cover is filled with sticker-style images that represent different parts of my personality, with the aim of making it feel playful yet intentional. I also added accent colours, specific text, fonts, etc.

Learning Outcomes

**LO1: Conceptualize, design, and develop interactive media products**

You create engaging concepts and translate them into interactive validated media products by applying user-centered design principles, visual design techniques and by exploring emerging trends and developments in media, design and technologies.

→ evidence link  
→ evidence link  
→ evidence link  
→ evidence link

**Reflection**

I have seen how important user-centered design and keeping up with trends are. Moving forward, I'll use feedback, research, and new tools to improve my designs and communication, making my work more effective and eye-catching specifically catered to the end users.

**LO2: Transferable production**

You document and comment your code using version control in a personal and team context and communicate technical recommendations.

→ evidence link  
→ evidence link  
→ evidence link  
→ evidence link

**Reflection**

I have realized the importance of organization not just for yourself but specially when working collaboratively with a team. Communication, specially in code is key to a successful project. I have tried to comment my code more than I usually would to help myself and others access the code.

**LO3: Creative Iterations**

You present the successive iterations of your creative process, and the connections between them: all your inspirations, your initial ideas, the ideas that you develop and the ideas that you discard.

Figma with all designs: <https://www.figma.com/design/Oo6GLQUolyw6YTXA1C0jam/Portfolio-sem3?node-id=0-1&p=f&t=PTdRVRnaAzeHFHL2-0>