

Portfolio review round 3

(Associate Degree)

Portfolio review round 2 (Associate Degree)	1
The Clients	2
Branding - Boris Schmidt	2
Create that UX - Cardan	3
LO1: Interactive Media Products	4
User personas	4
Interviews	5
LO2: Development and version control	6
Portfolio website	7
AI prompts	16
Challenges dev (Frank)	19
LO3: Iterative design	23
Stylescapes	23
Logos	26
Merchandise example	30
Create that UX - Cardan	32
User test - Figma prototype	38
LO4: Professional standard (AD)	39
Meeting Boris Schmidt (February 28)	39
Personal leadership workshop	40
The Art Department	41
LiveWall visit	44
Guido workshop LO5 (LO4 for AD students)	46
Reflection	48
Round 1	48
Round 2	49

The Clients

Branding - Boris Schmidt

Who is he?

Boris is a small techno artist from the Netherlands. He is looking for branding for his music, which includes a new logo, album covers, posters, and more.

What does he stand for?

His interests lie in mysterious and abstract themes. His inspiration comes from artists such as Rüfüs Du Sol and Solomun.

What is his goal?

He wants people to enjoy his music while conveying a mysterious, abstract, and dreamy vibe.

Create that UX - Cardan

Who are they?

Cardan is passionate about digital accessibility. As specialists in the field of digital accessibility, they help everyone make websites, apps, and other online services accessible.

What do they stand for?

Cardan stands for inclusive digital accessibility. They believe everyone should be able to use and access websites and apps.

What is their goal?

Their goal is to make the digital world more accessible, user-friendly and flexible, making sure no one is left behind in the digital world.

Stakeholder

Carolina van Setten is our stakeholder. She is a Brand Manager and WCAG specialist at Cardan. She organizes on-site training sessions for companies and also participates in them herself.

LO1: Interactive Media Products

You orient in the relevant tech, media and design landscape and create interactive media products that you have tested with users and stakeholders.

User personas



Jonas Müller
UX/UI DESIGNER

“

Techno isn't just music—it's a feeling, a pulse that connects us in the dark.

Age: 27
Location: Berlin, Germany
Status: Single

Bio

Jonas Müller, a 27-year-old UX designer from Berlin, is passionate about underground techno, experimental sound design, and vinyl collecting. He enjoys immersive, emotionally charged music experiences and follows Boris Schmidt for his unique blend of techno and digital art. Jonas values independent artists and connects with the scene through exclusive online platforms.

Favourite Techno artists

BORIS SCHMIDT **ANGRIN** **JIM EVIN**

Social media presence

- **Platforms:** Primarily active on Instagram and Twitter for updates on new releases, events, and to engage with a like-minded community.
- **Content Style:** Shares personal artwork, underground event footage, and vinyl collections, with a focus on dark aesthetics and minimalist visuals.
- **Engagement:** Frequently engages in conversations with artists and other fans, often discussing the deeper meanings behind specific tracks or DJ sets.

A user persona created to get a better idea of the target group of Boris.

Interviews

Our group held several interviews on different topics. Mine was about "Discovering New Artists," and below you will find a summary of the interview.

Interview Summary – Discovering New Artists

The interviewee (25) listens to music daily, mainly K-pop, Indie, and Pop. He discovers new artists through fandoms, family, and social media. He enjoys attending concerts but not festivals. Social media (Instagram, TikTok) plays a significant role in his music choices.

He uses Spotify, creates his own playlists, and typically discovers new music by chance through social media or algorithms. Whether he continues to follow an artist depends on the music, appearance, and image, especially with K-pop.

LO2: Development and version control

You explore front-end development languages, you write code and document in a version control environment.

- Project 3
- Own portfolio
- Material from class but not literally

Portfolio website

Live demo: <https://portfolio-jarvin.vercel.app/>

GitHub repository: <https://github.com/jarvin-s/portfolio-2025/>

Inspiration:

[RYO IRAGO](#)



This one is the main inspiration. This person used their cat as a hero image which I quite liked.

[Jonas Reymondin](#)

A screenshot of the Jonas Reymondin portfolio website. The background is a solid dark grey. At the top left, the name 'Jonas Reymondin' is written in a small, white, sans-serif font. At the top right, there are two links: 'Index' and 'Profile', both in a small, white, sans-serif font. The main title 'Swiss Creative Front-End Developer' is centered in a large, bold, dark grey sans-serif font. At the bottom left, the text 'Folio:05' is displayed. At the bottom right, there are four small sections with information: 'Availability: March 2025', 'Contact: hello@jonasreymondin.com', 'Current location: 43.6045° N, 144.42° E', and 'Copyright: ©2025 Jonas Reymondin'. The bottom edge of the page features a thin horizontal bar with small, semi-transparent '+' icons on either side.

[Jasmine Maduafokwa](#)



JM

Menu

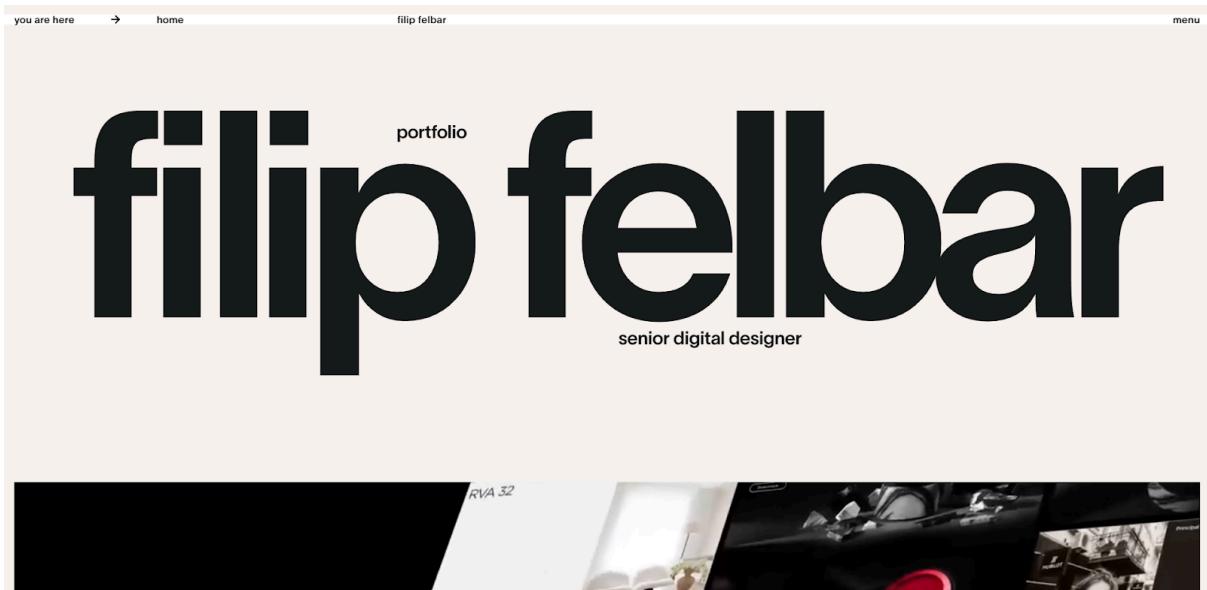
Jasmine Maduafokwa

Frontend Developer UI Designer

w.
Honors

A large, light-colored serif font displays the name "Jasmine Maduafokwa". Below the name, the text "Frontend Developer" and "UI Designer" is centered. At the bottom left is a small sunburst icon, and at the bottom right is a photograph of a person working at a desk. A teal sidebar on the right contains the letters "w." and "Honors".

[Filip Felbar](#)



you are here → home filip felbar menu

filip felbar

portfolio senior digital designer

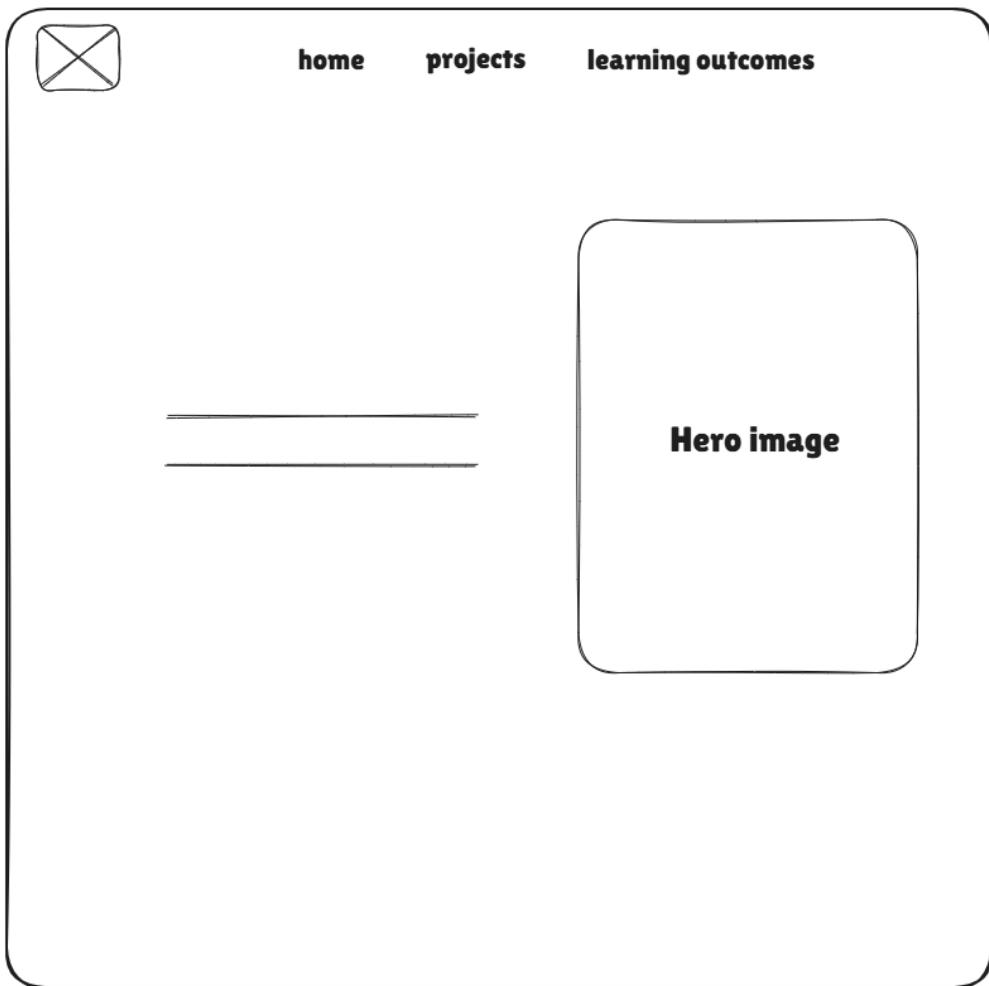
RVA 32

The website features a large, bold, black sans-serif font for the name "filip felbar". Above the name is the word "portfolio" and below it is "senior digital designer". A small "menu" link is in the top right. At the bottom, there is a dark rectangular area with a white diagonal bar containing the text "RVA 32" and a small image of a person working.

The navigation with lowercase elements caught my eye and I used this in my portfolio.

Wireframes

Home page



Projects page

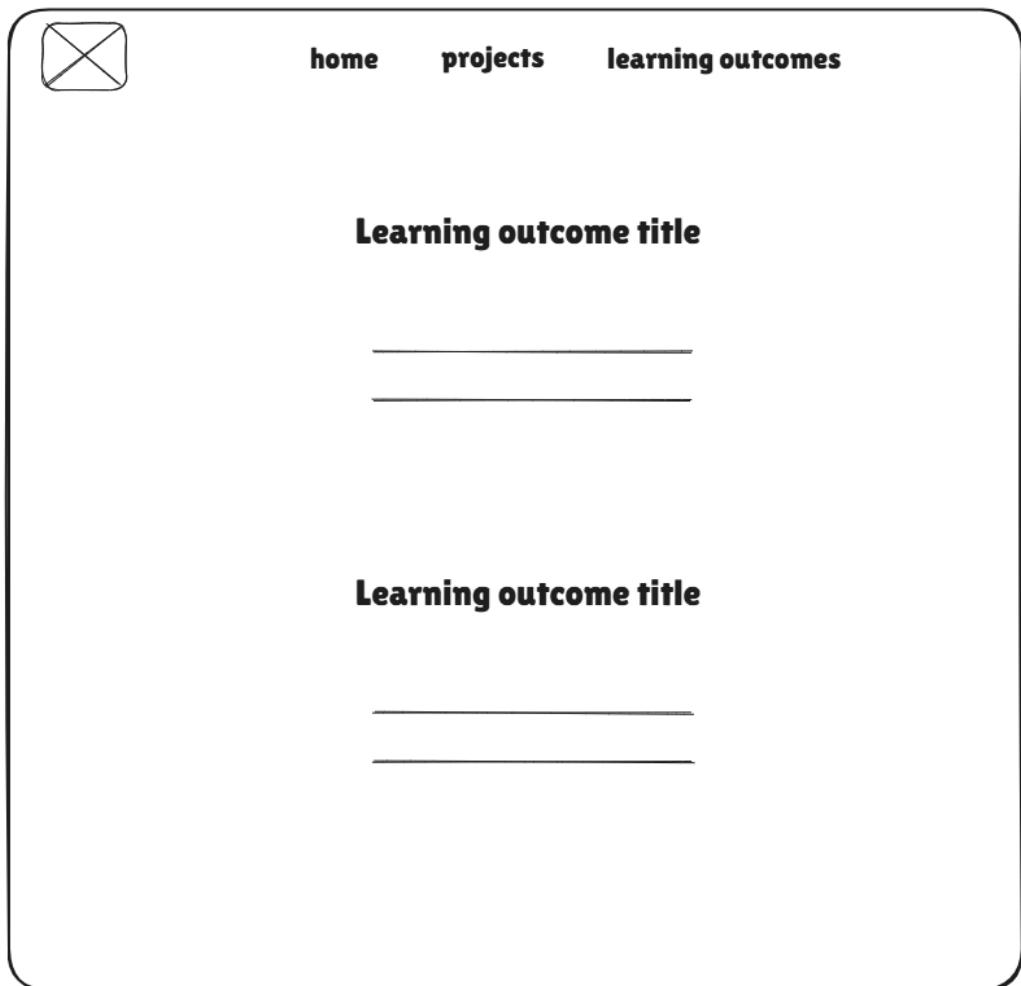
A wireframe diagram of a website page titled "Projects page". The page features a header with a logo (a square containing an 'X') and three navigation links: "home", "projects", and "learning outcomes". Below the header, there are two large rectangular boxes, each labeled "Project image" in bold text. To the left of the first box, there are two horizontal lines. To the right of the second box, there are two horizontal lines.

home projects learning outcomes

Project image

Project image

Learning outcomes page

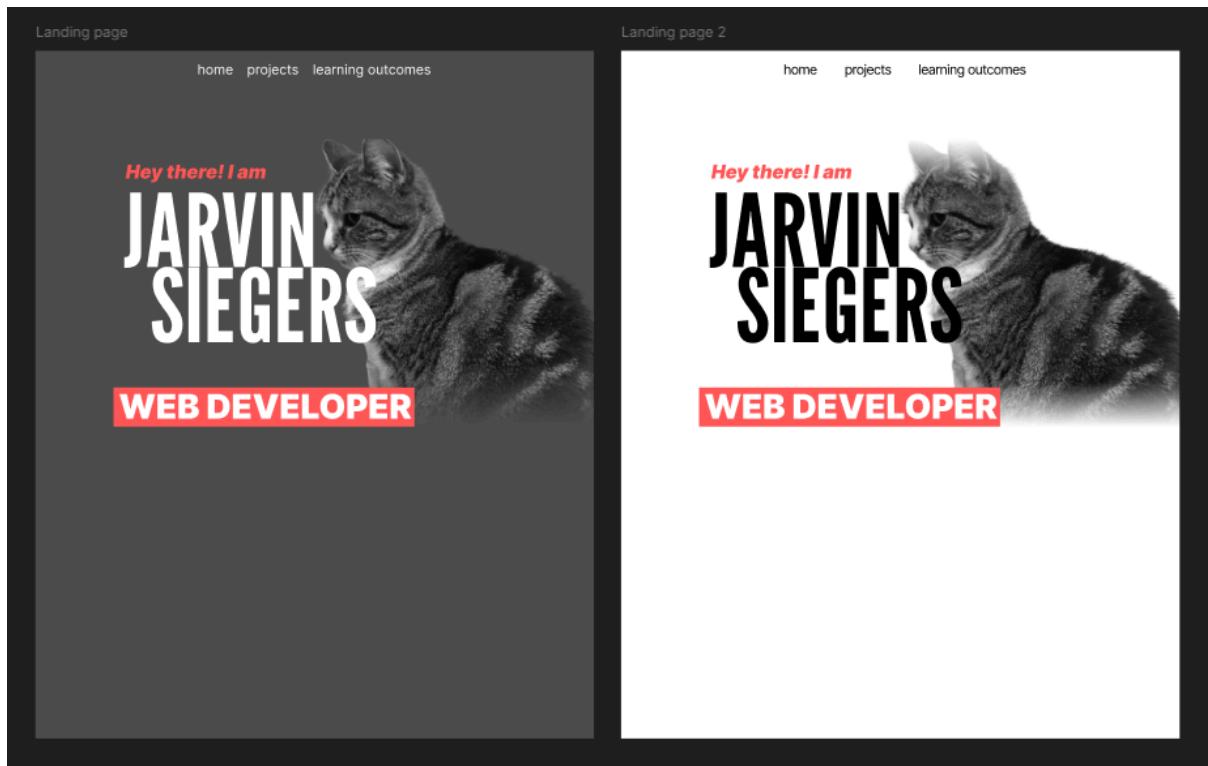


home projects learning outcomes

Learning outcome title

Learning outcome title

Designs



The two versions only differ in colour; otherwise, the design is the same.

The look and impression the website should give is a professional and minimalist appearance. This is achieved through the limited use of colors and (subtle) animations.

Designs (round 2)

The green outline on the designs indicates it's currently *the preferred version*.



My projects will be listed here, both school and personal projects. Currently I am still figuring out how to add more elements to this page.



The current version of the landing page. The image and font were both changed, higher quality image and a better angle of my cat. The chosen font family is called [Druk](#).

Learning outcomes page

home projects outcomes

learning outcomes

Showcasing the skills and knowledge acquired throughout my educational journey.

Interactive Media Products

"You orient in the relevant tech, media and design landscape and create interactive media products that you have tested with users and stakeholders."



Development & Version Control

"You explore front-end development languages, you write code and document in a version control environment."

A simple rotating system with a title, description and an image to showcase the learning outcomes. Relevant images would fill the placeholders.

Learning outcomes page - version 2

home projects outcomes

LEARNING OUTCOMES

Showcasing the skills and knowledge acquired throughout my educational journey.

Interactive Media Products

"You orient in the relevant tech, media and design landscape and create interactive media products that you have tested with users and stakeholders."



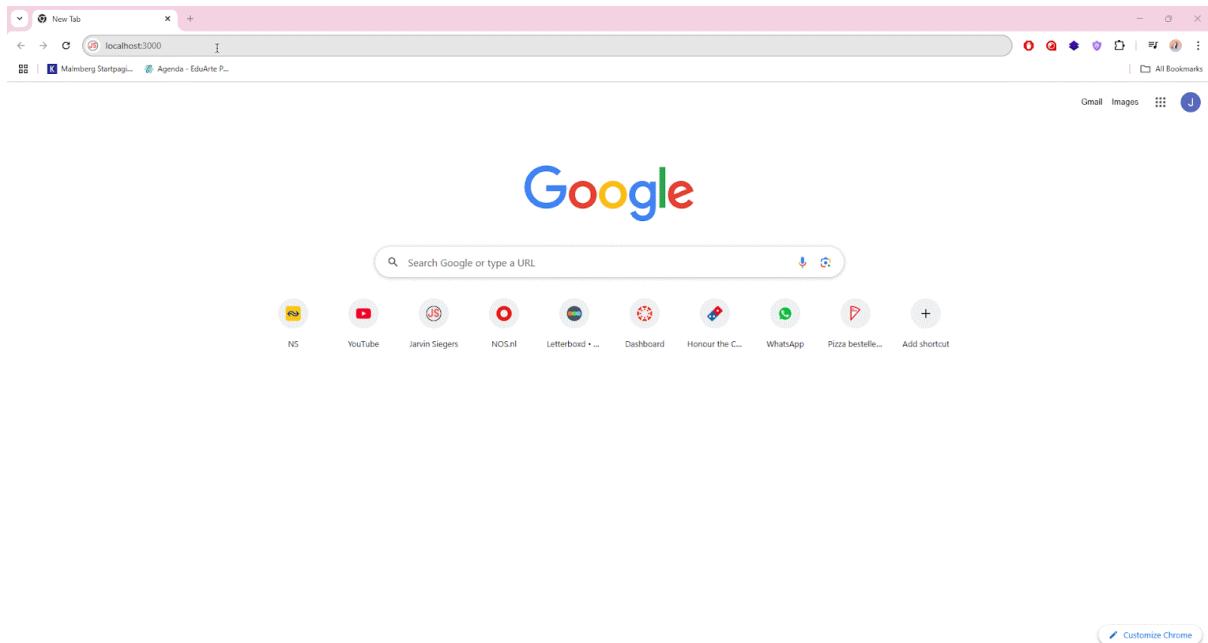
Development & Version Control

"You explore front-end development languages, you write code and document in a version control environment."

This is the current version, and the version I will be using.

Changed the title to use the Bebas Neue font.

Prototype (HTML/CSS)



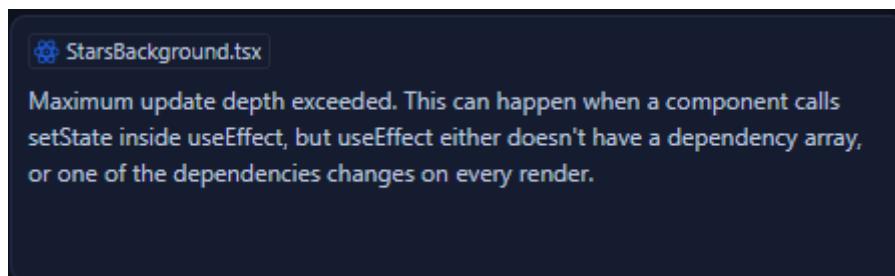
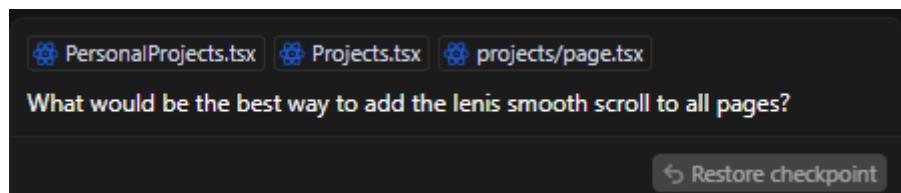
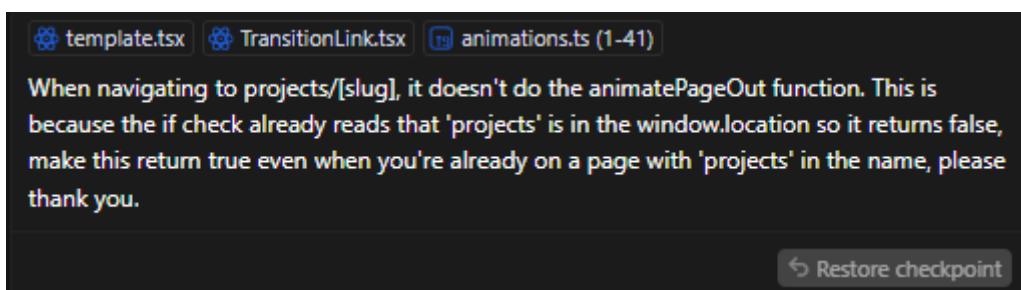
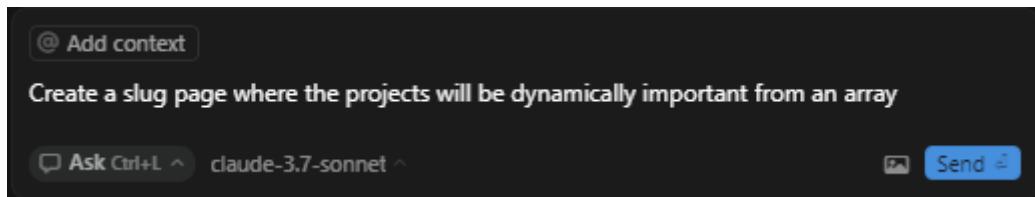
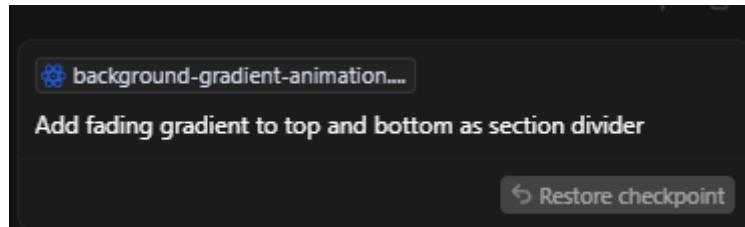
This is an old version. The live demo can be found at the start of the portfolio website section.

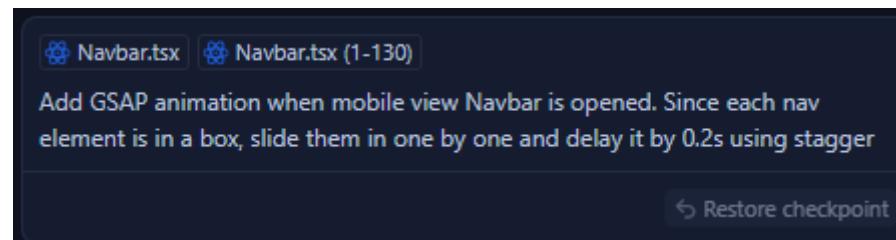
Link if gif doesn't work.

<https://i.imgur.com/Qq4gVRP.gif>

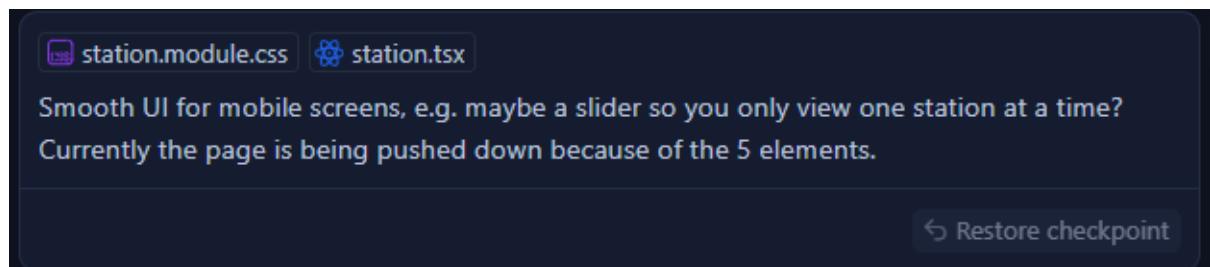
AI prompts

Below you will find some AI prompts I used throughout my development process.

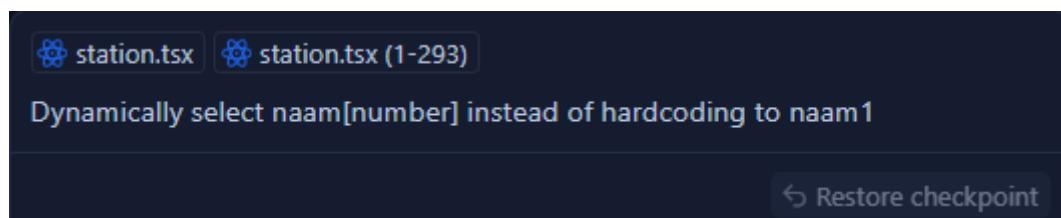




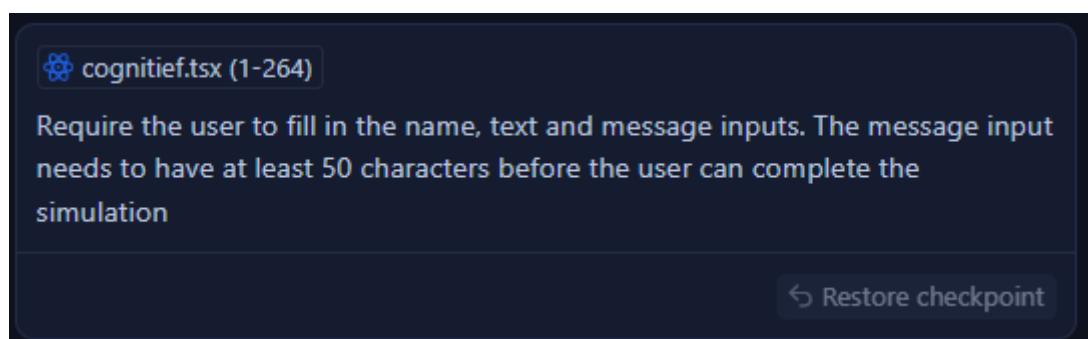
This prompt was designed to optimize the rendering of FAQ components in the Cardan project.



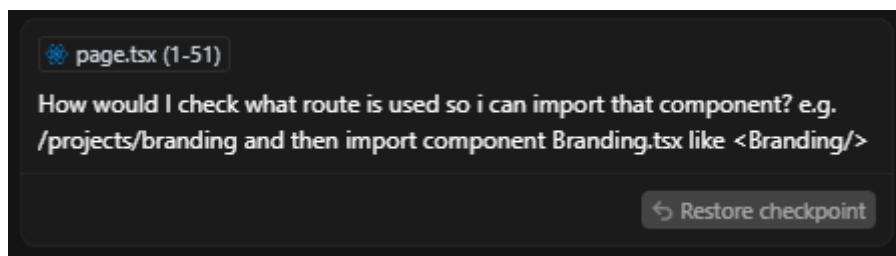
This prompt was used for the stations navigation on mobile view.



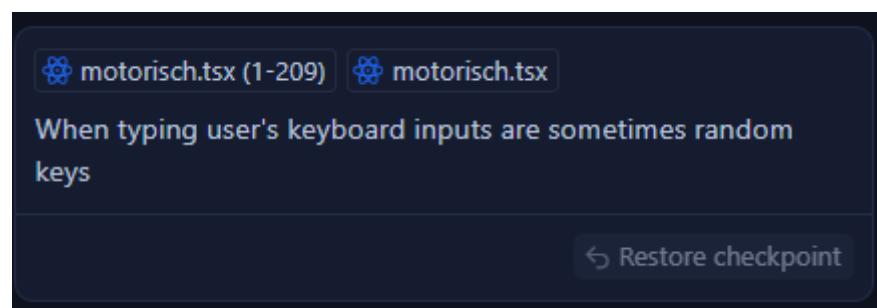
This prompt was used to add translations to the stations navbar. They needed to be dynamically changed instead of being hardcoded to "naam1".



In the cognitive simulation, all input fields must be completed, and the message textarea must contain at least 50 characters.



Due to the structure of my projects page using a [slug] system, creating individual components for each project and dynamically importing them has proven to be a much more efficient approach.

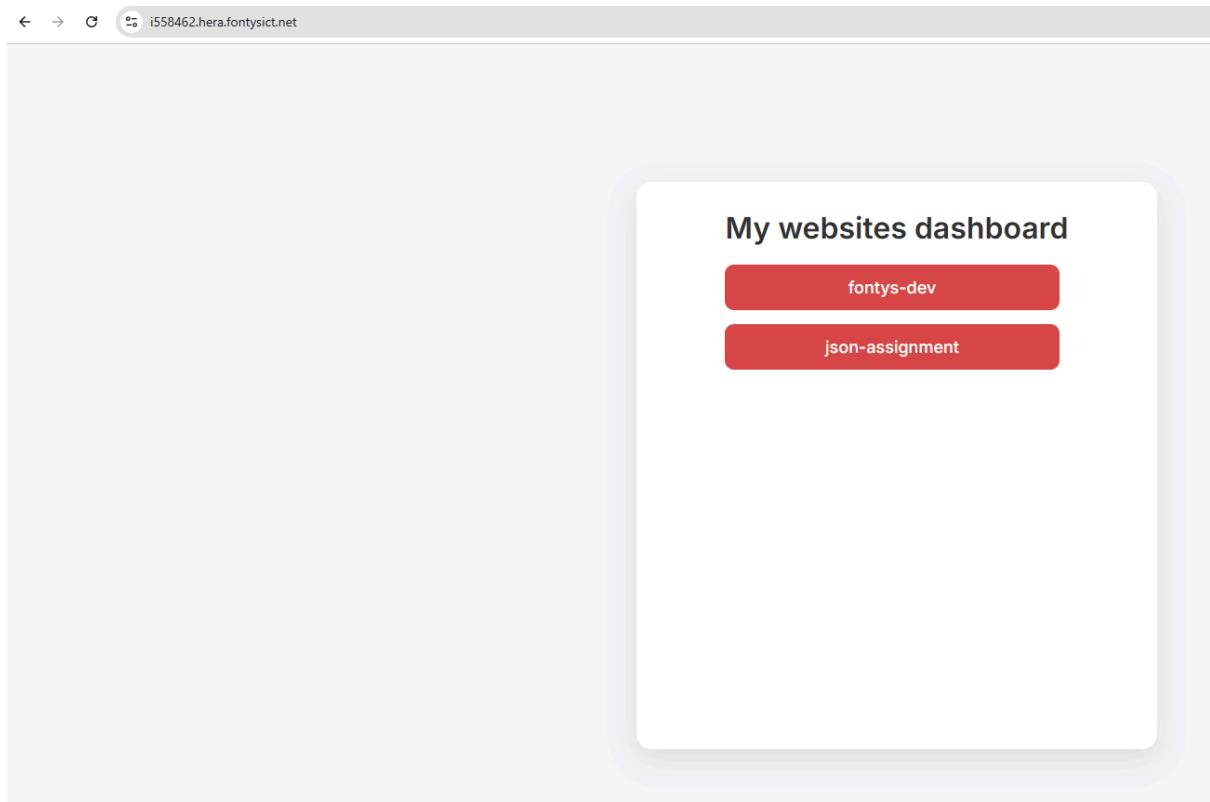


Motor impairment simulator functionality. This did however need some fine tuning.

Challenges dev (Frank)

GitHub repository: <https://github.com/jarvin-s/fontys-dev>

Live demos: <https://i558462.hera.fontysict.net/>



I added the PHP dashboard from the announcement in Canvas. Now all my assignments can be found on this page.

Cardan - Development project

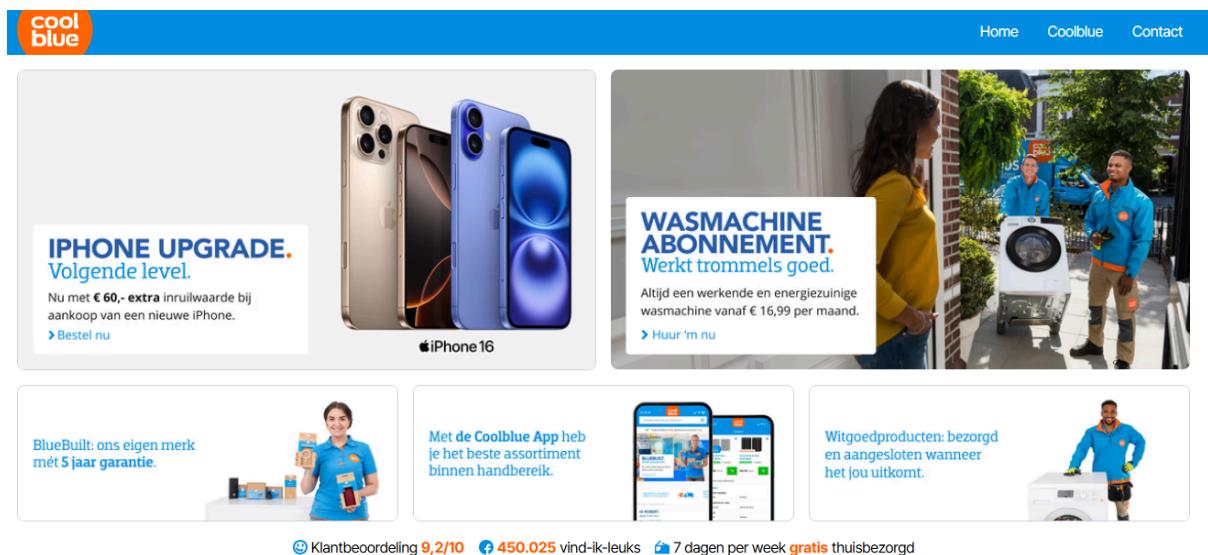
What are we building?

We chose to build the designs my old team made. Unlike other groups, we will be building every impairment. This includes visual, audio, cognitive, motor and dyslexia.

Assignment 1:

During the lesson, we were given the assignment to choose a website and recreate its layout using CSS Grid.

Website: <https://www.coolblue.nl/>



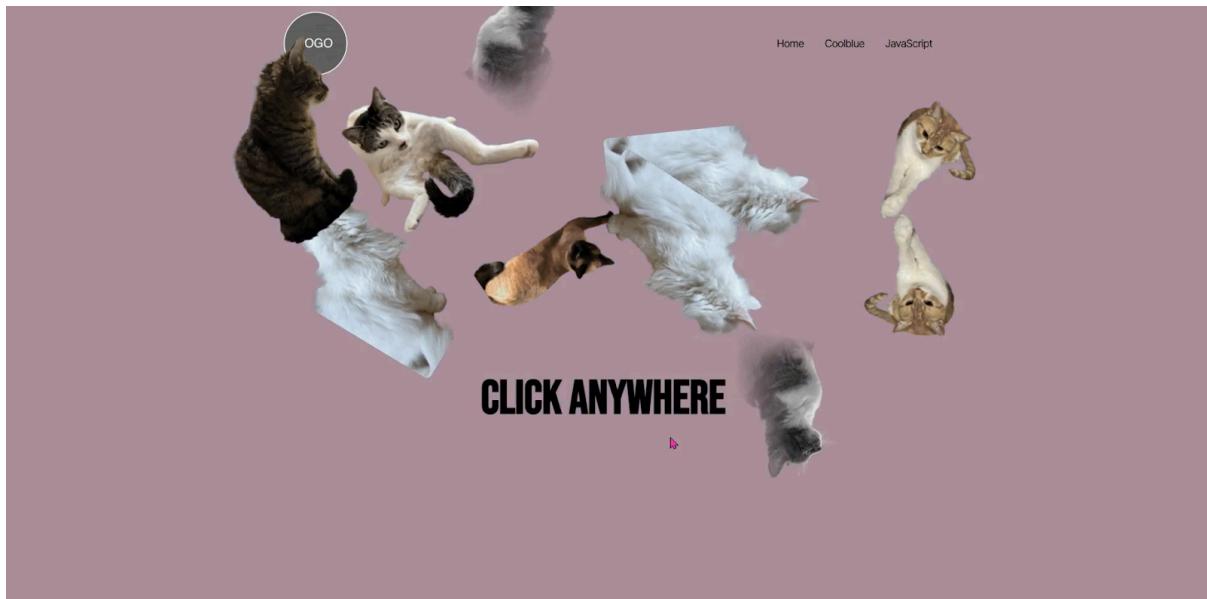
What did I learn?

I practiced using CSS Grid and creating layouts based on existing websites. Given my experience with web development, this was relatively basic work for me, and I didn't learn anything new.

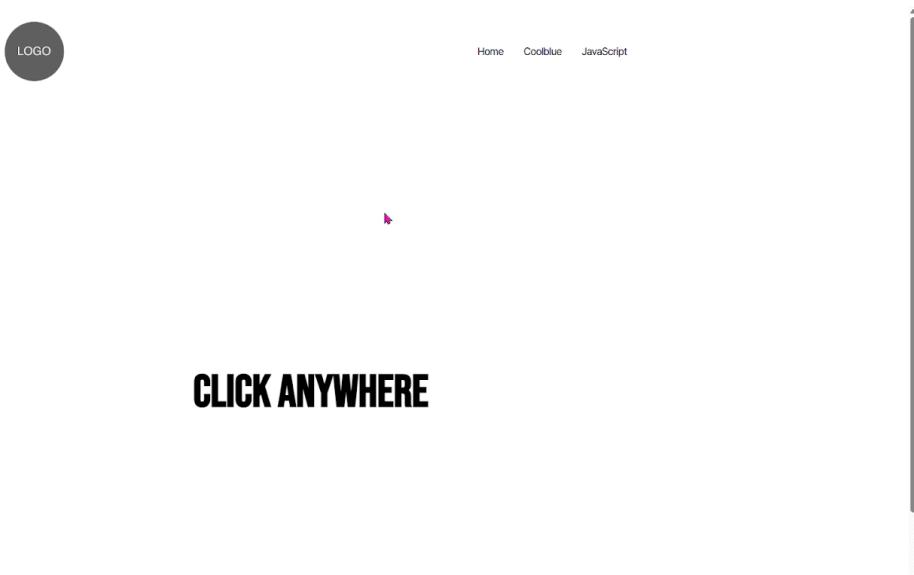
Assignment 2:

Create massive interaction chaos on a page. **Tip:** Use elements like an **audio element**, **video element**, a **timer**, **scroll events**, **load events**, etc. The more chaos and interaction, the better.

Screenshot:



Video:



<https://imgur.com/a/zEhamrv>

What did I learn?

I created arrays to store the images and colours. I used the Math functions .floor and .random to get a random image and colour from the array. Using an event listener, I calculate the X and Y coordinates of the mouse pointer and use absolute positioning to place an image at the cursor's location on each click. Lastly, I used a simple Math.random() statement to randomly select the position of the image from 0 to 360 degrees.

Assignment 3:

Read from an API using JavaScript and display real-time data on your screen.

Check here for inspiration: <https://github.com/public-apis/public-apis/>

Make sure the data you load is also styled with CSS right away—so it doesn't look boring anymore :)

JSON Assignment		
 Marvin Siegers		
Repository name: aqua-alert null	Repository name: brainrot null	Repository name: Challenge_TV_Serie School assignment; favourite tv series
Repository name: drivesmart <small>Final exam - Glide Opleidingen Software Developer</small>	Repository name: fontys-dev null	Repository name: glide-quiz <small>Quiz application for assessment</small>
Repository name: hc-group-app <small>HC Group Internship assignment</small>	Repository name: idol-chat-frontend null	Repository name: ive-app <small>A collection of data, stats and info about IVE.</small>
Repository name: klipp-test null	Repository name: marios-pizza null	Repository name: meepspeak <small>change rpc, item & widget names to the so-called "meepspeak"</small>
Repository name: nimb-nimb null	Repository name: plugin-hub null	Repository name: portfolio null

What did I learn?

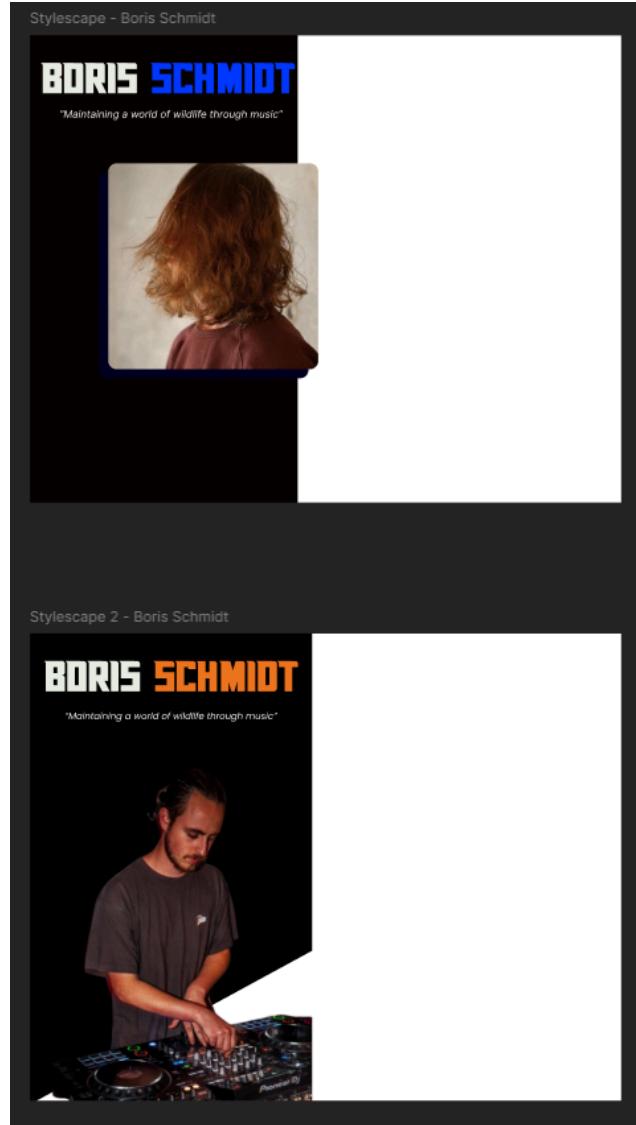
First I created my own JSON file to read data from. I successfully read data from this file. After this I went a step further and used a public API to fetch and display data. My choice here was the GitHub API because I enjoy version control (specifically git) and have tons of work on there already.

LO3: Iterative design

You explore and use professional design tools and you iteratively design visual works.

Tools: Figma, Excalidraw (wireframes).

Stylescapes



These are the first two versions of the stylescapes. However, these versions were quickly set aside. The focus in these versions was on using the quote from his Instagram profile, combined with an image of Boris himself.

Stylescape 3 - Boris Schmidt

BORIS SCHMIDT

"Maintaining a world of wildlife through music"



Stylescape 4 - Boris Schmidt

BORIS SCHMIDT

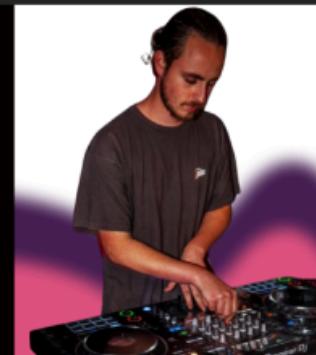
"Maintaining a world of wildlife through music"



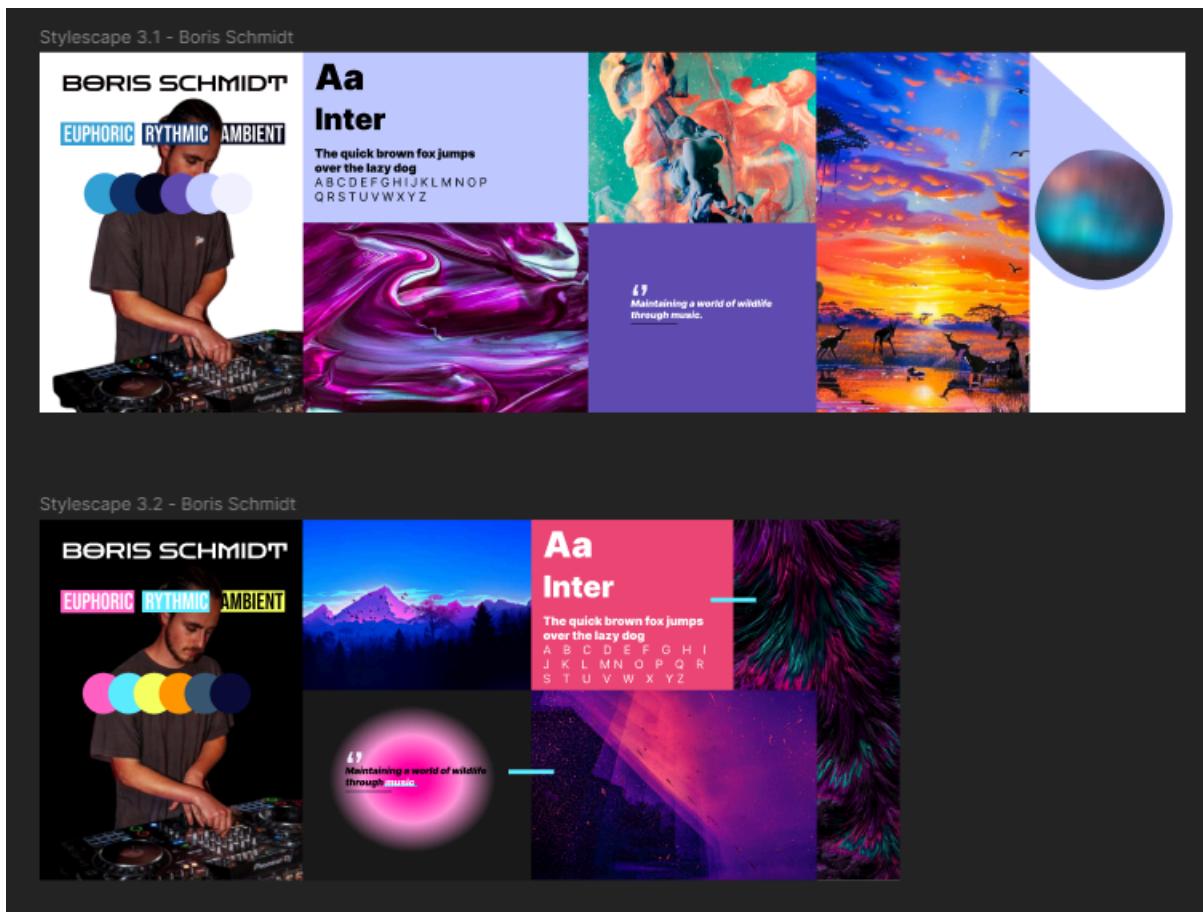
Stylescape 3.1 - Boris Schmidt

BORISSCHMIDT

"Maintaining a world of wildlife through music"



In the following versions, the focus was on nature. However, just like the first versions, these were not further developed.



These are the final versions, which have been fully developed:

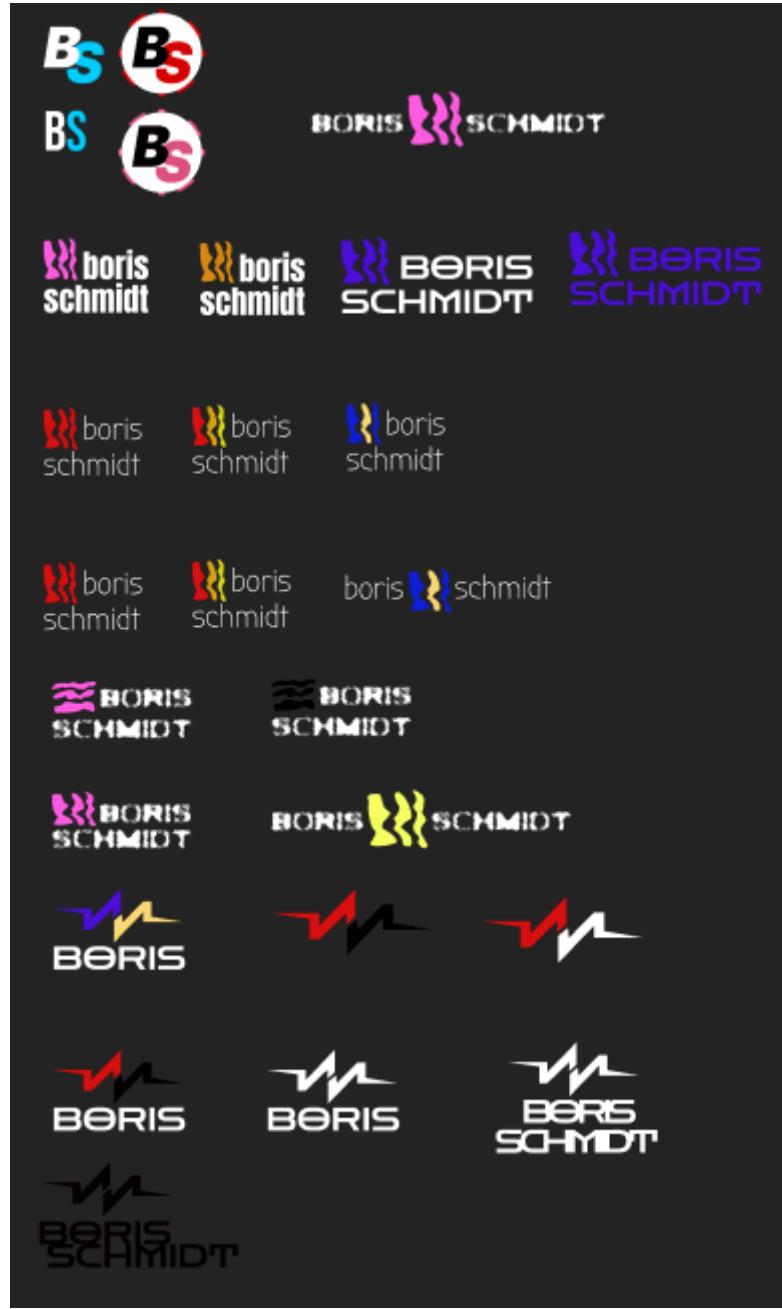
- The first leans more towards the **abstract** side with a hint of nature.
- The second follows a **vaporwave** theme, featuring a different color palette.

Logos

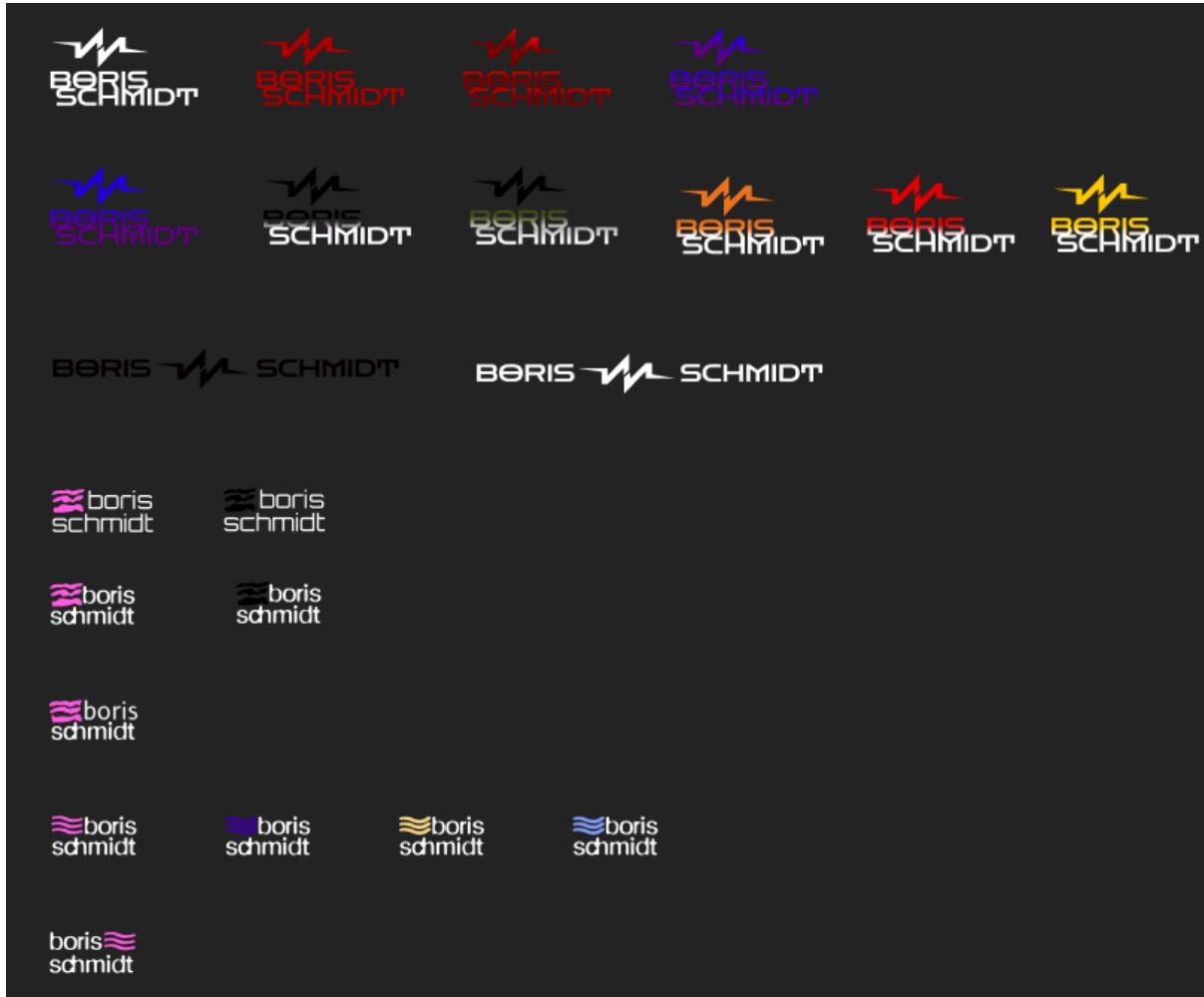
Below, different parts of the logos are displayed. There are too many logos to show all at once.



The first versions of the logos, all created on the first day of designing. Here, I experimented with different styles, such as combining the "S" from the first and last name, a techno-style font, using only the first or last name, and a simple lowercase style.



In these versions, I briefly explored using the initials as a logo, similar to JavaScript. However, I was not satisfied with the result. I then experimented with abstract logos, but they gave off an artistic vibe, which was not the intention. Lastly, I tried a "heartbeat" icon, as I felt it suited the techno genre. The feedback I received from my teacher Bram, was that it might have a hardcore techno look, while Boris' music has a softer style.



More versions of the abstract and hardcore logos, following the same idea as before. In these iterations, I experimented with colors, element positioning, and other variations to find the right balance.

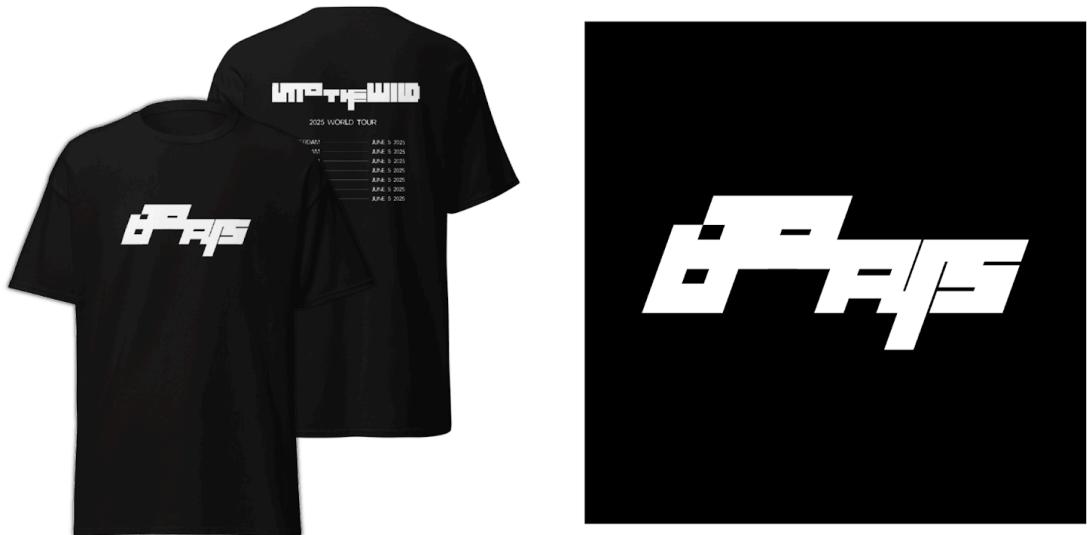


This is a completely different style from the previous ones. Instead of using a font, the typography is entirely constructed from rectangles, making the design unique. A possible downside is that it may be difficult to consistently apply this style to other words and texts since it is not a font.

Merchandise example



Above is an example of tour merchandise, featuring the tour dates and locations on the back of the t-shirt.



Another version of the tour merchandise, with the logo included. This time in black with a different logo and backprint.

The goal of both versions of the merch is to create a recognisable look. The print on the front should tell you enough about which artist this is from.

Create that UX - Cardan

The following designs are of the cognitive station for the ADHD simulation.

ADHD station - version 1

The screenshot shows a web page for 'Cognitieve beperking simulatie'. At the top, there's a purple header bar with the 'CARDAN voor iedereen' logo, a navigation menu with links like 'Onze diensten', 'Branches', 'Kennisbank', 'Over ons', 'Contact', and language options 'NL | EN'. Below the header, a large green banner on the right side contains a light blue curved shape. The main content area has a white background. A large green button at the top says 'Ervaar hoe het is om ADHD te hebben'. Below it, a grey box contains the text: 'De zon scheen helder aan de blauwe hemel terwijl kinderen in het park speelden. Vogels zongen vrolijk in de bomen en een zachte bries deed de bladeren ritselen. In de verte kon je het geluid van een ijscowagen horen, wat de aandacht trok van iedereen in de buurt.' To the left of this text is a large black upward-pointing arrow. To the right of the text are four red rectangular buttons with white icons and text: 'Heb ik de deur op slot gedaan?', 'Zou ik iets missen op Social Media?', 'Nieuw bericht', and 'Breaking news'.

The first version of the ADHD simulation. The goal here is to type the text with the gray background as fast as possible, whilst pop ups keep showing up to distract you.

ADHD station - version 2

 Ervaringsplein  Mijn Cardan



Onze diensten  Branches  Kennisbank  Over ons  Contact

NL | EN

Cognitieve beperking simulatie

Er zijn een aantal cognitieve beperkingen waar

[ADHD](#)

[ADD](#)

[Dyslexie](#)

[Autisme](#)

[Parkinson](#)

Ervaar hoe het is om ADHD te hebben

Typ de volgende tekst terwijl er afleiding in de achtergrond plaatsvindt.

Tijd: 00:00

Begin met typen om te starten.

"De zon scheen helder aan de blauwe hemel terwijl kinderen in het park speelden. Vogels zongen vrolijk in de bomen en een zachte bries deed de bladeren ritselen. In de verte kon je het geluid van een ijsbewaarder horen, wat de aandacht trok van iedereen in de buurt. "

Typ hier de bovenstaande tekst.

 Heb ik de deur op slot gedaan?

 Zou ik iets missen op Social Media?

 Nieuw bericht

 Breaking news

In this version, instead of typing over the text, you type in a separate area below it. The goal here was to center the content more, as the previous version was aligned on the left.

ADHD station - version 3

 Ervaringsplein  Mijn Cardan



Onze diensten ▾ Branches ▾ Kennisbank ▾ Over ons ▾ Contact

NL | EN

Stations:

1 Visuele beperking

2 Auditieve beperking

3 Cognitieve beperking

4 Motorische beperking

5 Dyslexie & kleurcontrast

Ervaar hoe het is om ADHD te hebben

Schrijf een e-mail naar je docent, waarin je meldt dat je te laat gaat komen voor de les van vandaag.

Tijd: 00:00

Wat is ADHD precies?

ADHD (Attention Deficit Hyperactivity Disorder) is een neurobiologische ontwikkelingsstoornis die zich kenmerkt door aandachtsproblemen, hyperactiviteit en impulsiviteit. Mensen met ADHD zijn vaak snel afgeleid, hebben moeite met het voltooien van taken en kunnen rusteloos of ongeduldig zijn. Deze symptomen beginnen meestal in de kindertijd en kunnen aanhouden tot in de volwassenheid. ADHD kan het dagelijks functioneren beïnvloeden op school, werk en in sociale relaties.

Hoe kan ik mijn documenten toegankelijker maken voor mensen met ADHD? ▾

Welke hulpmiddelen en technologieën zijn beschikbaar voor mensen met ADHD? ▾

This is the third version of the project, which now includes the stations navigation, footer, and an FAQ section. In this version, users are also required to write an email to their teacher, while the same pop-ups from the previous versions still appear. All content is centered on the page—a design choice to enhance readability.

ADHD station - version 4

The screenshot shows a web page with a dark purple header bar. On the left is the 'CARDAN voor bedrijven' logo. To the right are links for 'Ervaringsplein', 'Mijn Cardan', 'Onze diensten', 'Branches', 'Kennisbank', 'Over ons', 'Contact', and language options 'NL | EN'. Below the header is a horizontal navigation bar titled 'Stations:' with five colored segments: light green, medium green, dark green, light green, and medium green. Each segment contains a number and a description: 1 Visuele beperking, 2 Auditieve beperking, 3 Cognitieve beperking, 4 Motorische beperking, and 5 Dyslexie & kleurcontrast. A large, stylized green arrow graphic points downwards from the navigation bar. Below this is a purple box containing the text 'Ervaar hoe het is om ADHD te hebben'. Underneath is a note: 'Schrijf een e-mail naar je docent, waarin je meldt dat je te laat gaat komen voor de les van vandaag.' A green button labeled 'Tijd: 00:00' is present. Below this is a form titled 'E-mail schrijven' with fields for 'Naar' (with an input field), 'Onderwerp' (with an input field), and 'Bericht' (with a large text area). A green 'Verzenden' button is at the bottom. Further down are three expandable sections: 'Wat is ADHD precies?', 'Hoe kan ik mijn documenten toegankelijker maken voor mensen met ADHD?', and 'Welke hulpmiddelen en technologieën zijn beschikbaar voor mensen met ADHD?'. Each section has a small note below it. A large green arrow graphic points upwards from the bottom of the page.

The footer is dark purple with white text. At the top is the 'CARDAN' logo. Below it are three columns: 'Digitale toegankelijkheid' (Diensten, Branches, De WCAG, Blog, Inschrijven nieuwsbrief), 'Cardan' (Over Cardan, Onze mensen, Vacatures), and 'Contact' (Mail ons op contact@cardan.com, Of bel naar [+31 \(0\)88 500 4070](tel:+310885004070), Burgemeester Brokxlaan 32, 5041 SB Tilburg). At the bottom are social media icons for LinkedIn, Instagram, and YouTube.

This version includes the stations navigation, footer, email form and an FAQ section.

ADHD station - version 5

The screenshot shows a web-based application for experiencing what it's like to have ADHD. At the top, there's a dark header bar with the title "ADHD station - version 5". Below the header, the Cardan website navigation is visible, including links for "Onze diensten", "Branches", "Kennisbank", "Over ons", "Contact", "Ervaringsplein", "Mijn Cardan", and language options "NL | EN". A section titled "Stations:" lists five categories: 1 Visuele beperking, 2 Auditieve beperking, 3 Cognitieve beperking (which is highlighted in green), 4 Motorische beperking, and 5 Dyslexie & kleurcontrast. The main content area has a purple header "Ervaar hoe het is om ADHD te hebben" and a timestamp "Tijd: 00:00". Below this is a form titled "E-mail schrijven" with instructions: "Schrijf een e-mail naar je docent, waarin je meldt dat je te laat gaat komen voor de les van vandaag." It includes input fields for "Naar", "Onderwerp", and a large "Bericht" text area, along with a "Verzenden" button.

Note: The bottom part of the page is unchanged and is not included here to keep the image readable.

This version includes decorative elements inside the email form. I used background shapes from Cardan's website and positioned them behind the form's text and elements to create a modern look. Both the input fields and the text area are carefully aligned for a clean, modern layout that improves usability and visual appeal.

ADHD station - final version

The screenshot shows the top navigation bar of the website. It includes the logo 'CARDAN voor iedereen' on the left, followed by a series of dropdown menus: 'Onze diensten', 'Branches', 'Kennisbank', 'Over ons', and 'Contact'. To the right of these are links for 'Ervaringsplein' and 'Mijn Cardan'. On the far right, there's a language switcher 'NL | EN'.

Stations:

1 Visuele beperking

2 Auditieve beperking

3 Cognitieve beperking

4 Motorische beperking

5 Dyslexie & kleurcontrast

Ervaar hoe het is om ADHD te hebben

Tijdens het schrijven van de e-mail verschijnen afleidende pop-ups, vergelijkbaar met gedachten bij ADHD.

Tijd: 00:00

The screenshot shows a form titled 'E-mail schrijven'. The instructions say: 'Schrijf een e-mail naar je docent, waarin je meldt dat je te laat gaat komen voor de les van vandaag.' Below this are three input fields: 'Naar' (with a placeholder email address), 'Onderwerp' (with a placeholder subject), and 'Bericht' (a large text area). At the bottom is a green 'Verzenden' button.

This is the final version. Based on feedback from my user test, I added a brief description of the exercise to give users a clearer idea of what to expect.

User test - Figma prototype

Prototype:

<https://www.figma.com/proto/HOaKHvzGYPiUdqkCOMPzHC/Project-UX?node-id=35-3&t=kXiarHwuFaM4C4Su-1/>

What do I want to know?

How easy or difficult is it to find the cognitive simulation?

Why do I want to know this?

To get a better understanding of the element placements, if these are easy to understand and navigate through.

Feedback

User found cognitive simulation fairly quickly, which indicates the placement is effective. However, the Ervaringsplein button placement next to My Cardan is potentially a hidden spot for a major feature like the Ervaringsplein.

However, the placement of the "Ervaringsplein" button next to "My Cardan" may not be ideal. Since "Ervaringsplein" is a major feature, putting it in a potentially overlooked spot could reduce its visibility. Consider the option to relocate the button to a more logical spot in the interface.

The user also suggested it would be helpful to include a brief explanation of the exercise beforehand, as it is currently unclear what will happen during the email writing task.

Example



The screenshot shows the top navigation bar of the Cardan website. It includes a purple header bar with the text "Mijn Cardan". Below it is a white bar with the Cardan logo ("CARDAN voor iedereen") on the left and a navigation menu on the right. The menu items are: Onze diensten, Branches, Kennisbank, Over ons, Contact, Ervaringsplein, NL | EN. The "Ervaringsplein" link is underlined, indicating it is active or has been visited.

The button can be placed next to the translate options for a clearer view.

Potential issues:

Having all those elements so close together can create a chaotic feeling. It also makes the page less obvious to navigate to, so it is somewhat hidden alongside the other pages, rather than standing out on its own.

LO4: Professional standard (AD)

You apply professional practice, both individually and in teams, in the areas of communicating, collaboration, problem-solving ability, learning ability and methodical acting.

Meeting Boris Schmidt (February 28)



During this meeting, I had two tasks: recording the meeting and explaining the logos shown above. I gave a brief explanation of the inspiration behind the logos and the choice of font. Boris felt that the font was better suited for use in social media posts.

Personal leadership workshop

Core values chosen by me

- **Efficiency**

At the start of my school career I wasn't as efficient as I am now.

Overtime I started to notice small things I could improve on to make everything just a bit quicker, and this never stopped.

- Empathy

- **Patience**

People have told me multiple times they find me a very patient person.

- Motivation

- **Honesty**

In my opinion honesty is a very important trait to have. Throughout my life I have always wanted to be honest and realistic.

- Respect

- Awareness

- **Experience**

Since I've been doing IT for almost 8 years now, I have definitely gained some experience. This is mostly noticeable during development, but also when I present or meet clients.

Assignment (group of 3)

- Efficiency

- Hard working

- Shy

- Potential

Efficiency was chosen by a classmate, whom I had also chosen, which is a good sign.

Assignment (combine, best 3/4)

- Efficiency

- Patience

- Honesty

- Respect

The Art Department

March 20 at the Klokgebouw, Eindhoven



Reflection - Guest Talk (Linnea Kikuchi):

I took this image during the talk of Linnea Kikuchi, better known as Feefal. Feefal is a digital artist known for dreamy, dark fantasy art. Her work features emotional characters, nature, and surreal worlds with a soft, muted style.

I was only at the last part of her talk, but it was interesting seeing her work. She is quite popular in the digital world.

Marlon Nowé



Reflection - Guest Talk (Marlon Nowé):

Prior to his talk, I had no idea who Marlon was, but I am glad I stayed for this. Marlon Nowé is a Belgian animator and animation supervisor known for his work on major films like Tangled, Frozen, and Big Hero 6.

The talk lasted thirty minutes in total, but time really flew by. Even though I had not seen Marlon's work before, I found it very intriguing. It was clear that he was experienced in giving talks like this, which made it engaging to watch.

He spoke about his previous jobs, showed examples of his work, and even gave us a behind the scenes look at the making of "Let It Go" from Frozen, including some unseen footage.

All in all, it was an enjoyable experience.

LiveWall visit

We received the following assignment during the LiveWall visit:

Assignment: Mood Playlist Generator

Create an application that:

1. Asks the user to describe their current mood in their own words.
2. Processes that mood description using the OpenAI API to determine suitable music genres and vibe.
3. Uses that information to generate a custom playlist in the user's own Spotify account, via the Spotify API.

Reflection:

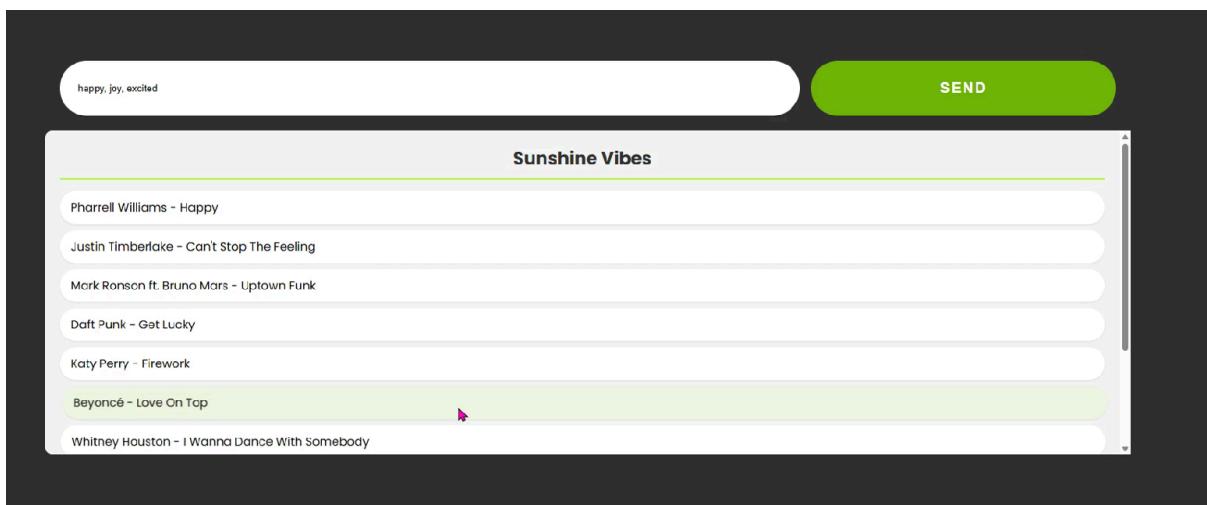
Overall, the assignment went fairly well. We did not fully complete all the requirements, as you will see in the video below. The project was built using **Vue.js**, although my preference would have been to use **Next.js**.

We ran into a few issues that had us stuck for quite some time, which unfortunately took away from the time we could spend focusing on the core functionality. Despite that, we did manage to get a working version where the user could enter their mood and receive a generated playlist.

However, the final version was missing one major feature: integrating the playlist into the user's actual Spotify account.

Overall, it was a positive experience. It was a real challenge to build, and troubleshoot an application like this in under three hours. In the end it definitely helped sharpen our problem-solving skills.

Demo (video):



<https://imgur.com/2iyIrsJ>

Guido workshop LO5 (LO4 for AD students)

Monday 14-4-2025

Guido assigned us the task of identifying which Belbin team role best fits each team member, including ourselves. At the end, we presented our findings and determined which roles are missing in our team.

Belbin roles:

Jarvin:

- Specialist
 - In my opinion I have specific topics where I know a lot, like Frontend Development.
- Completer Finisher
 - I tend to look for minor imperfections such as typos, incorrect spacing or inconsistencies. I always like to fix these things.
- Teamworker
 - I definitely prefer to keep quiet when I have unpopular opinions and to avoid confrontation at all costs.

Vince:

- Shaper
 - He has told me himself he likes to take the lead. If no one takes the lead, he will.
- Co-ordinator

Laurens:

- Specialist
 - Knowledge of Frontend Development.
- Implementer
 -

Luuk:

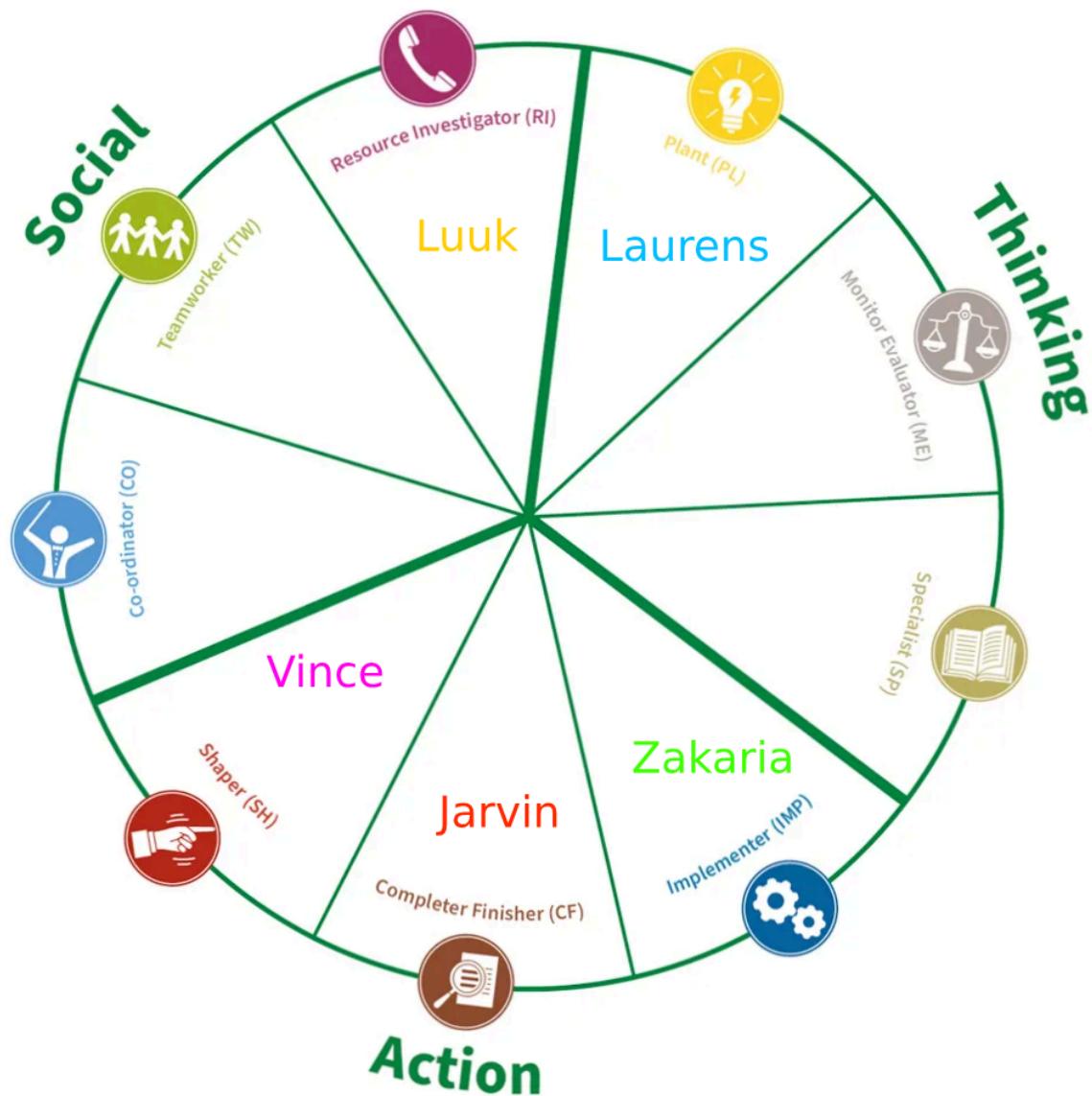
- Specialist
 - Knowledge of Frontend Development.
- Resource Investigator

Zakaria:

- Implementer

- Often takes notes, takes the initiative in documents such as Project Plan & Research Plan.

Presentation:



As shown above, we covered many of the roles. However, we are lacking in the Thinking and Social areas. This is mainly because our group tends to jump straight into the work, often skipping important steps such as research, interviews, and reflection. Taking more time for these early phases would likely improve our process and results.

Reflection

Round 1

Overall, it has been a strong start to the semester. Working in this project group has gone well, and I have learned a lot from both the current project and collaborating with a real client. Working with Boris has been a great experience, especially creating products tailored to a real musician's needs.

Designing logos has always been a challenge for me, and it is something I want to improve. Throughout this project, I have created over 50 different logo designs. By incorporating feedback, I continuously refined my ideas, brainstorming and iterating to develop new versions.

One thing I had never done before was creating a stylescape. I began by researching what stylescapes are, how they are made, and the best practices for creating them. After experimenting with different versions, I fully developed two of them. Next, I moved on to designing tour merchandise using the logos I had created. This helped visualize how my designs would look in a real-world context, making the final products feel more tangible and practical.

Next came the "Brand Guide," which was a collaborative effort from all group members. We set up a shared Figma workspace where everyone could edit and had their own pages to work on. This approach was highly effective, allowing us to complete most of the guide within the first day.

In a few days, we will have the final presentation, which will be included in the next round of portfolio reviews.

Round 2

Looking back, I am satisfied with how the project went. Although we were placed into new groups that we didn't choose ourselves, I think we worked together quite well. The stakeholder for this project was unique and interesting. They are making a positive impact on the world by helping people who face accessibility challenges.

The designing process went by quickly, our group has a tendency to instantly start building, causing a lack in research and interviews. Even so, we made designs fitting the style of Cardan in a modern style. During our meeting with the client, she provided several points of feedback, which we have implemented since then, or are planning to implement before the presentation on Tuesday.

Overall, this project has been enjoyable, but I am especially looking forward to the next one, which will focus more on development.

Feedback portfolio review round 2

Strengths

- Development proficient, possibly advancing to an advanced level with the development project
- Good at AI prompts
- Clear understanding of development, fitting for semester 2 level
- Ahead of most of the class

Areas for Improvement

- Fix the scroll effect on the outcomes page (maybe test it)
- Impressive work – please consider pursuing a bachelor's degree
- Focus on transferring everything to the website (all content or learning outcomes)

Advice

- Be as productive as possible: switch now to the bachelor's propaedeutic phase, then return to the associate degree, and later back to the bachelor – earn three diplomas.