

# Portfolio Reading Guide

**Group Project**  
*Grip On Sound*

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# Introduction

This reading guide serves as extra documentation for my portfolio for semester 6 of advanced media design at FHICT. The goal of this reading guide is to add context to the process of how I ended up with the deliverables for this semester.

This reading guide only applies to the group project, "Grip On Sound"

The portfolio for this project can be visited online:  
<https://semester6.lucswinkels.com/projects/group-project>

# The assignment

The assignment for this project was to aid the Grip On Sound team by answering the following research question:

*“How can physical exercise teachers in primary school get more insight into the sound levels and stress during the class?”*

To achieve this, we have to research a concept, and turn this concept into visualizations by designing a UI prototype that is validated by user tests. Our main focus will be on designing a UI for a mobile app.

A more detailed assignment description can be found in the [project plan](#).

# Process & results

## Process

Before the project started, I designed a [poster](#) to raise awareness for the project, as well as visualizing it.

We started off the project by creating a [project plan](#) where we documented the issues and how we were going to tackle them. My responsibility for this project plan was to document the project assignment (Context, goal, scope, deliverables, products). As a group, we brainstormed about which research (sub) questions we wanted to tackle.

With our project plan formed, we had to do research on specific sub questions to form a better concept before moving on to the designs.

My research question was *“Are there specific in-app features that can help teachers to organize PE classes with behavioural changes to decrease noise levels?”*. To answer this research question, I conducted [library research on in-app features](#), using the literature study CMD method.

Because we wanted to visualize our ideas, we decided to each start designing our own vision in UI wireframes, so that we could then combine our favorite assets from each design into a final version. I did this in the form of some [high-fidelity wireframes/concept designs](#).

After the project concluded, I wrote a [reflection](#) on what went well and what could’ve gone better.

*More to be added when project concludes.*

## Results

Summarized, the result of this project can be tied to the following deliverables:

- [Grip On Sound Poster](#)
- [Grip On Sound Project plan](#)
- [Grip On Sound UI Design](#)
- [In-app features research](#)
- [Reflection](#)

*More to be added when project concludes.*

# Evidence

The burden of proof tied to this project can also be seen in an overview here:  
<https://semester6.lucswinkels.com/projects/group-project>

Learning outcome	Evidence
User interaction (analysis & advice)	<a href="#">Grip On Sound Poster</a> <a href="#">Grip On Sound UI Design</a>
User interaction (execution & validation)	<a href="#">Grip On Sound Poster</a> <a href="#">Grip On Sound UI Design</a>
Software development (software design)	
Future oriented organisation	<a href="#">Grip On Sound Project plan</a>
Investigative problem solving	<a href="#">Grip On Sound Project plan</a> <a href="#">In-app features research</a>
Personal leadership	<a href="#">Reflection</a>
Goal-oriented interaction	<a href="#">Reflection</a>

*More to be added when project concludes.*