

# Portfolio Reading Guide

## FHICT Portfolio S6

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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 and how I structured my projects. It also gives u a summarized version of my semester.

The portfolio for this project can be visited online:

<https://semester6.lucswinkels.com>

This reading guide is also available as an online version:

<https://semester6.lucswinkels.com/reading-guide>

# The assignment

## Individual Project

The assignment for the individual project was to build a modern website or web app that would serve as a portfolio for all your deliverables for the semester.

As we were free in how we approached the project, I based the assignment on the following research questions:

- *“How can I create a digital portfolio that showcases my work in a visually attractive way?”*
  - How can I make sure the portfolio is technologically solid?
  - How can I make sure the portfolio is easily maintainable when adding new content?
  - How can I make sure the portfolio is easy to navigate for users?

With these research questions in mind, the goal was to research and design a prototype, test this prototype, then develop it into a live high-fidelity website.

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

## Group Project

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](#).

## **International Project**

The assignment for this project was to attend the 2023 Dutch Design Week while collaborating with Canadian export students that came to visit our school for the week.

With the inspiration we gained from the DDW, we had to think of a concept within a specific area, in this case we chose “product design”, and build a prototype around this concept and make a video about it.

The main goal of this week was not to create the prototype, but more so explore everything the DDW has to offer and collaborate with the Canadian students and meet new people.

# Process & results

## Individual Project

At the start of this project, I wrote a [project plan](#) to document my research questions, form a planning, and have a proper structure for the project.

To answer the sub-question *“How can I make sure the portfolio is technologically solid?”*, I conducted library research (in the form of [trend analysis](#) and [literature study](#)) on [modern web technologies](#) to figure out which technologies I should use to develop the portfolio. I felt like a trend analysis is a great way to research technologies like these, because the world of technology is always changing. Literature study was used to gather insight in which technologies are available.

To answer the sub-question *“How can I make sure the portfolio is easily maintainable when adding new content?”*, I conducted library research (in the form of an [expert interview](#) and [literature study](#)) on [different ways to write content for a portfolio](#). The literature study method was used to figure out which technologies are available to use, and I chose to conduct an expert interview because I knew an expert with first-hand experience with all the technologies I found during the literature study research.

With the technological side of the research done, I still had to answer a very important research question: *“How can I make sure the portfolio is easy to navigate for users?”*, which I answered by designing wireframes and a UI prototype, and testing it using lab and showroom research methods such as [A/B testing](#), [peer reviews](#) and [usability testing](#). I chose these research methods because it allowed me to gather direct feedback from my target audience.

The full process of designing and testing the wireframes/UI prototype can be found [here](#).

After validating my designs with these tests, I was able to develop my prototype into a live website, as documented [here](#). To help maintain a proper structure, I designed a [C4 model](#) for this portfolio.

Throughout this project I communicated with stakeholders and peers on how to adapt and improve the portfolio, and reflected on what went well or could’ve gone better, which is documented in this [reflection](#).

## Group Project

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.

To answer the question: *“How can we sketch a corporate identity for the project that can be used as a design asset?”*, I created a [brand guide](#) to visualize the brand for our project and to help maintain a style structure within our app designs.

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](#).

These designs were then tested and validated with [usability tests](#).

To visualize how the architecture of the application, I designed a [C4 model](#).

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

## International Project

The first day we met with our Canadian student, Helena, and explored the DDW together. We saw tons of inspirational concepts here.

Since we chose product design as a category, we were mainly interested in products. Because we saw a lot of sustainable practices, we decided to create a product based on sustainable material, ultimately deciding on a shopping bag made of orange peel fibers called “bag2nature”.

We brainstormed the concept as a group, and my part in building the prototype was helping research how orange fibers work based on the research question *“How can we use sustainable materials to create a bag that is compostable?”*

I documented the process of how we thought of a concept and built a prototype further [here](#).

Afterwards, I wrote a [reflection](#) on what went well and what could’ve gone better during this week.

## Side project (pub quiz)

To further prove the software design learning outcome, I worked on a side-project with Bardt, which was a full-stack pub quiz app built with vanilla JavaScript to enhance my back-end skills and learn about class components in JavaScript.

This process is described [here](#).



# Evidence

The burden of proof can also be seen in an online overview here:

<https://semester6.lucswinkels.com/burden-of-proof>

Learning outcome	Evidence
User interaction (analysis & advice)	<a href="#">Portfolio UI design</a> <a href="#">Grip On Sound Poster</a> <a href="#">Grip On Sound UI design</a>
User interaction (execution & validation)	<a href="#">Portfolio UI design</a> <a href="#">Grip On Sound Poster</a> <a href="#">Grip On Sound UI design</a>
Software development (software design)	<a href="#">Portfolio Development</a> <a href="#">Portfolio C4 model</a> <a href="#">Grip on Sound C4 model</a> <a href="#">Pub quiz development</a>
Future oriented organisation	<a href="#">Portfolio Project plan</a>
Investigative problem solving	<a href="#">Web technologies research</a> <a href="#">Portfolio content research</a> <a href="#">Portfolio UI design</a> <a href="#">Portfolio Project plan</a> <a href="#">In-app features research</a> <a href="#">Grip On Sound project plan</a> <a href="#">Grip On Sound branding</a>
Personal leadership	<a href="#">Individual project reflection</a> <a href="#">Group project reflection</a> <a href="#">International project reflection</a> <a href="#">DDW Collaboration</a>
Goal-oriented interaction	<a href="#">Individual project reflection</a> <a href="#">Group project reflection</a> <a href="#">International project reflection</a> <a href="#">DDW Collaboration</a>