Concept Document

Prepared by:

Mariyana Mileva, (SN: 4500865)

Mia Vasilevska, (SN: 4430395)

Martin Alashki, (SN: 4765487)

Martin Iliev, (SN: 4224124)

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Introduction

This document is a concept document for our university project.

Our group name is m4 and we are developing a website and a backend for our university videolab.

The purpose of this document is to present our concept, describe the context, report our main findings, state our POV and HMW, explain our ideation process, visualise our concept, share the feedback we received, analyse the 5W1H of our concept, and outline our plans for iterations.

This document is intended for our instructors, peers, and potential users who are interested in our project.

Guidelines

- The user should upload their content on our platform and optionally 3rd source
- For a submission to be valid the user must fill in the following:
1. Title
- The title must be short and descriptive
2. Thumbnail
- The thumbnail must be simple and based on the theme
3. Semester
- The semester must be the one you did your project on!
4. Video
- Video must follow the Fonty's guidelines
5. Description of the concept
- The description should explain the concept and optionally how you reached that concept

Personas

John Doe
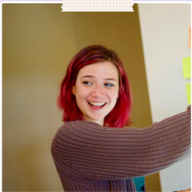*Student*

- 21
- Eindhoven
- ICT & Media

Bio

International Student in ICT & Media design in Fontys, he is in second semester doing photography and videography. He is verry passionate at what he is doing and he wants to showcase his work to all the students and teachers because he is really proud of himself!

Personality

Introvert		Extrovert
Analytical		Creative
Busy		Time rich
Messy		Organized
Independent		Team player
Passive		Active
Safe		Risky

Simona Doe
Teacher

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- Eindhoven
- ICT & Media

Bio

She is a very cool and social person. She is verry creative and loves cats. She is highly motivated and passionate about her job! She is always helpful and respectful towards her students.

Personality

Introvert		Extrovert
Analytical		Creative
Busy		Time rich
Messy		Organized
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Empathy Map

Looking for Inspiration

(1) The user navigates to portal.fhict.nl and then they select the videolab web collection

➤

The user gets welcomed to the potal with few new and old curiated vidoes

The user opens the "hub" where they can filter what kind of video they want to see based on semester and type of project

➤

The user watches the video and takes notes of inspiration and ideas of what to do for their class project

Showcasing your work

(1) The student and the teachers are really happy of how the student's class project turned out!

➤

(2) The student goes to portal.fhict.nl and they select the vudeolab backend system.

(3)The user creates a new video in the backend with all the information and backstory

➤

(4) The teacher is satisfied and publishes the video so everyone can see it and learn and get inspired by the amazing work

Learning how to use platform (students & teachers)

(1) The user goes to backend system and opens the Documentation section

➤

(2) The user gets greeted to the documentation and is given list of categories that exaplain each task

(3)(example) The user selects how to use the videolab systems and LED screen

➤

(4) The user is given a small explanative documentation with pictures and video tutorials on how to use the equipment

POV & HMW

Point of View

As a student, I want to have access to a video lab platform that holds my projects so that I can showcase my creativity and get inspired by others.

How Might We

How might we design the video lab platform to encourage students to share their projects and collaborate with others?

5W1H

What is the reason for the website

The website is used to help students get inspired and demonstrate their work[2,3,4]

Who is going to use the website

The website is going to be used by both teachers and students

Where

Add a little bit of body text

How is this platform beneficial

The platform has the ming to be a knowledgebase [2,3,4] for students to get inspired

When is this platform going to be used

Most likely during studies and times where students are in the middle of a creative block and/or burnouts [2,3,4]

Resources

1 https://directus.io/	2 https://link.springer.com/article/10.1007/s12144-020-00974-z
3 https://www.curvearro.com/blog/15-benefits-of-using-social-media-in-education-industry/	4 https://educationaltechnologyjournal.springeropen.com/articles/10.1186/s41239-020-00216-z