Communication and reporting Document

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# **Persona**

**Action:**

Develop prototypes (e.g., wireframes, mockups, interactive prototypes) Identify the stakeholders and target users for feedback Conduct usability testing or feedback sessions with the prototypes Gather and analyze feedback from participants Iterate and refine the prototypes based on the feedback

**Research:**

For the persona was made a survey and I did a interview with one of our students. I and Aleksa made the persona. There were two so I decided to take with Aleksa the girl persona. I put everything needed first I decided to make a story that stated the current situation overall from all the answers and then I put little details.

**Feedback:**

The feedback for the persona was good and the teacher told me that persona was good enough but the interview needed more attention and to make follow up questions

**Results:**

**A screenshot of a web page

Description automatically generated**

**Reflection:**

Now after the feedback, I know what an actual interview should be like. I understood the feedback from my teacher and later I made a new interview with follow-up questions and questions that will help me decide what to deliver on my group project website

# **Slideshow**

**Action:** Making a slideshow after the presentation I had on Tuesday, but without using js

**Research:**

First I looked at the presentation and followed the steps and because I have made a slideshow with javascript before so now this time I learned to make it without, I installed the pictures from Canva, and after following the steps my slideshow was ready.

**Results**

**(Pictures)**

**Reflection:**

Having the slideshow without Java script gave me the idea to try and make other things in my portfolio without javascript because I often found myself lost in the code when a lot was happening there and because I made the HTML and the script in one text file it made it more complicated. So in the future, I will try to organize my code more, but for this semester I am trying new things and combining everything.

# **HobIT Figma prototype**

Action:

Test the Figma prototype with our teachers.

Research

After testing our paper prototype with students from higher semesters and with our teachers, we decided to start creating the Figma prototype. In Trello, my group divided the pages, and my part was the landing page and sign-up form. After doing it, I changed the design three times. First, I made it with light mode, but after talking with my team, I changed it to dark mode. Because I didn’t want to make another HTML page and I didn’t like the other social platforms' designs (Instagram, Facebook), I decided to make it a pop-up form. Initially, in Figma, you can see that in my design, the interests are colorful, but after feedback from my teacher, I made it with a purple outline. For the landing page, after feedback, I made the three circle images into a pop-up image that can be clickable, allowing users to preview the other pages. (The design to look like a bubble was made by Yurick) but the pop-up and CSS placement were made by me.

Feedback:

A screenshot of a computer

Description automatically generated

Before Feedback:

A screenshot of a computer screen

Description automatically generatedScreens screenshot of a computer

Description automatically generated

After Feedback:

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

**Reflection:**

Feedback played a big role in my design process. At first, I used colorful interests in my design, but after my teacher’s feedback, I changed it to a purple outline. For the landing page, I changed the three circle images to a clickable pop-up feature, making it easier for users to preview other pages. While Yurick created the bubble look, I handled the pop-up functionality and CSS placement.

This project taught me the importance of feedback, iteration, and teamwork. That’s how I end up with the final result.

Project Plan

We attended lectures for our project plan and received feedback to improve it. Initially, we defined the current situation, identified the problem, and proposed our solution in our project plan. Following this, we conducted a brainstorming session to create a MoSCoW table. Using this table, we prioritized features, distinguishing between essential and optional ones to develop later, if time allowed. However, after finalizing the project plan, our group experienced a decline in motivation. While other teams progressed with their Figma prototypes, we lagged behind.

A motivational push from our teacher became a clear signal that we needed to regain momentum. On that same day, we developed our paper prototype, established Trello boards, and set team agreements. In Trello, we outlined small tasks to keep us on track, and our team agreements included penalties to enforce punctuality and improve communication.

Testing our prototype daily with students from higher semesters and teachers rekindled our motivation. Each feedback session reinforced our pride in our work, motivating us further.