**Interview with Dea Marie:**  
The first interview we had with our client was unfortunately unable to occur on Friday the 8th because she was unable to meet with us. However on Monday the 11th we were able to arrange a late evening interview and get to finally meet her.

Dea Marie left quite an impression on us based on what we learned about her over the weekend. A multi-talented artist who had already released a debut album (a quite good one at that). Our consensus is that she had lived up to her “reputation”.

We interviewed her in a small corner on the top level of our BAAA building, that quaint setup allowed for us to achieve a more intimate environment where she could feel comfortable and open up to us. We decided to go with a conversational/flexible interview with few pre-planned questions, this also contributed to the lighthearted atmosphere which allowed us to get to know her better.

The footage of the interview wasn’t very good cause of various limitations, however the audio was good and allowed us for some interesting things.

**Second day:**

After classes we gathered our group and started distributing work amongst ourselves. We also discussed various options for website layout, narrative structure, and what story we would like to tell.

We decided on a website that combines modern design with natural elements, which encapsulates who Dea is. We spoke with her about this idea and she was very interested in pursuing it, and eager to see the result.

We also started to work on our target audience and our desk research. We structured the personas using the Mulders method. After doing research we came up with these two users:  
Our first user is Mathilde, a young girl who is interested in pursuing music. [UNFINISHED]

Furthermore, we began working on sketches, brainstorming ideas, and creating moodboards. [UNFINISHED]