Project plan Portfolio

Robin Friesen

Version

Version	Date	Author(s)	Amendments	Status
1.0	12-09-2023	Robin	First version	WFF

Communication

Version	Date	То

Table of Contents

1.		Project Assignment2	1
	1.1	Context	1
	1.2	Goal of the project	1
	1.3	The assignment	1
	1.4	Conditions	1
	1.5	Finished products	1
	1.6	Research questions	1
2.		Approach and Planning5	5
	2.1	Approach	5
	2.1	1.1 Test approach	5
	2.2	Research methods	5
	2.3		5

1. Project Assignment

1.1 Context

During my Advanced Media semester I'll be working on several different deliverables for my projects. To showcase these deliverables (to teachers and other students) I'll be making a digital portfolio.

1.2 Goal of the project

Make a portfolio that showcases my work in an efficient manner, where a teacher could see a showcase of my most important work in an easily digestible way (for feedback and grading).

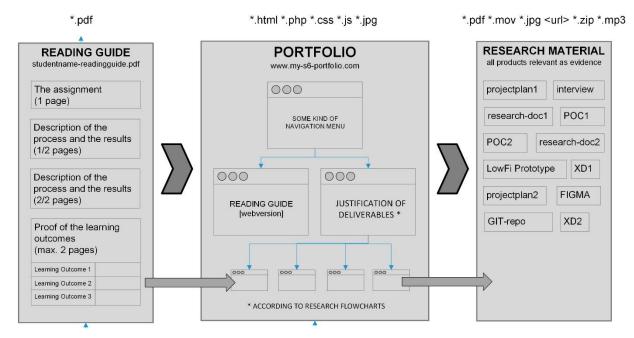
1.3 The assignment

Make a digital portfolio that showcases the work and deliverables of this semester.

1.4 Conditions

I need to build a portfolio that is digital and developed by me. I cannot use website builders like Wix or Google Sites, but need to build the website myself.

1.5 Finished products



1.6 Research questions

How can I make a portfolio for my Advanced Media semester?

- How can I make the portfolio easy to navigate?
- What should I focus on when presenting my work?
- What are the requirements for the portfolio based on my research and requirements from school?
- How do I make the portfolio personal?
- What programming languages and tools can I use to build my portfolio?

2. Approach and Planning

2.1 Approach

During the first three weeks of the semester, I'll be working on the portfolio. I'll start by doing research on the requirements for the portfolio, and viewing example portfolio websites online. After I'm done with my research, I'll start developing my portfolio. During development, I'll test my portfolio with my fellow students.

2.1.1 Test approach

I'll be testing my portfolio during development. I'll show my portfolio to my fellow students and ask them for feedback. If I'll use more specific testing methods, I'll add those here later.

2.2 Research methods

I'll start with design pattern research, where I'll take a look at other portfolios to see how other people present their work and what patterns I can find in the existing designs. With this research plus the requirements set by school, I will make a requirements list. During development I will sketch and prototype and test my project with Peer Reviews and Usability Testing.

2.3 Time plan

Phasing	Effort	Start	Ready
1 Research		13-09	20-09
2 Sketching & Designing		20-09	27-09
3 Developing		27-09	TBD