

LEARNING OUTCOMES



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# VERSION CONTROL

VERSION	CHANGES	DATE
Version 1.0	First draft	8-11-2024
Version 1.1	Design added & new projects	9-11-2024
Version 1.2	Updated client project	15-12-2024
Version 1.3	Cleaned up document	16-12-2024

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# INTRODUCTION

## Who am i?

My name is Sander de Haart. I am 20 years old, and my ambition is to become a front-end developer. I like to create things where am proud of and try to learn new things and improve myself with the webdesign standard of today. In my freetime I like to ride on my motorcycle and play games.

## What are my talents?

In terms of programming and designing things. I have a keen eye for aligning things and structure, and most of the times it comes well together as a end product. The same goes colors. I am very confident of myself that I can create good products.

## What are my personal goals?

I would like to get better with frameworks and learn there basics and manipulate big databases in a project. I also want to achieve motion design into my designs with for example 3d elements & animations. With these things I want to challenge myself to become a good developer & designer. And ofcourse having fun during this journey of getting to know these elements.

# CLIENT PROJECT

## Introduction

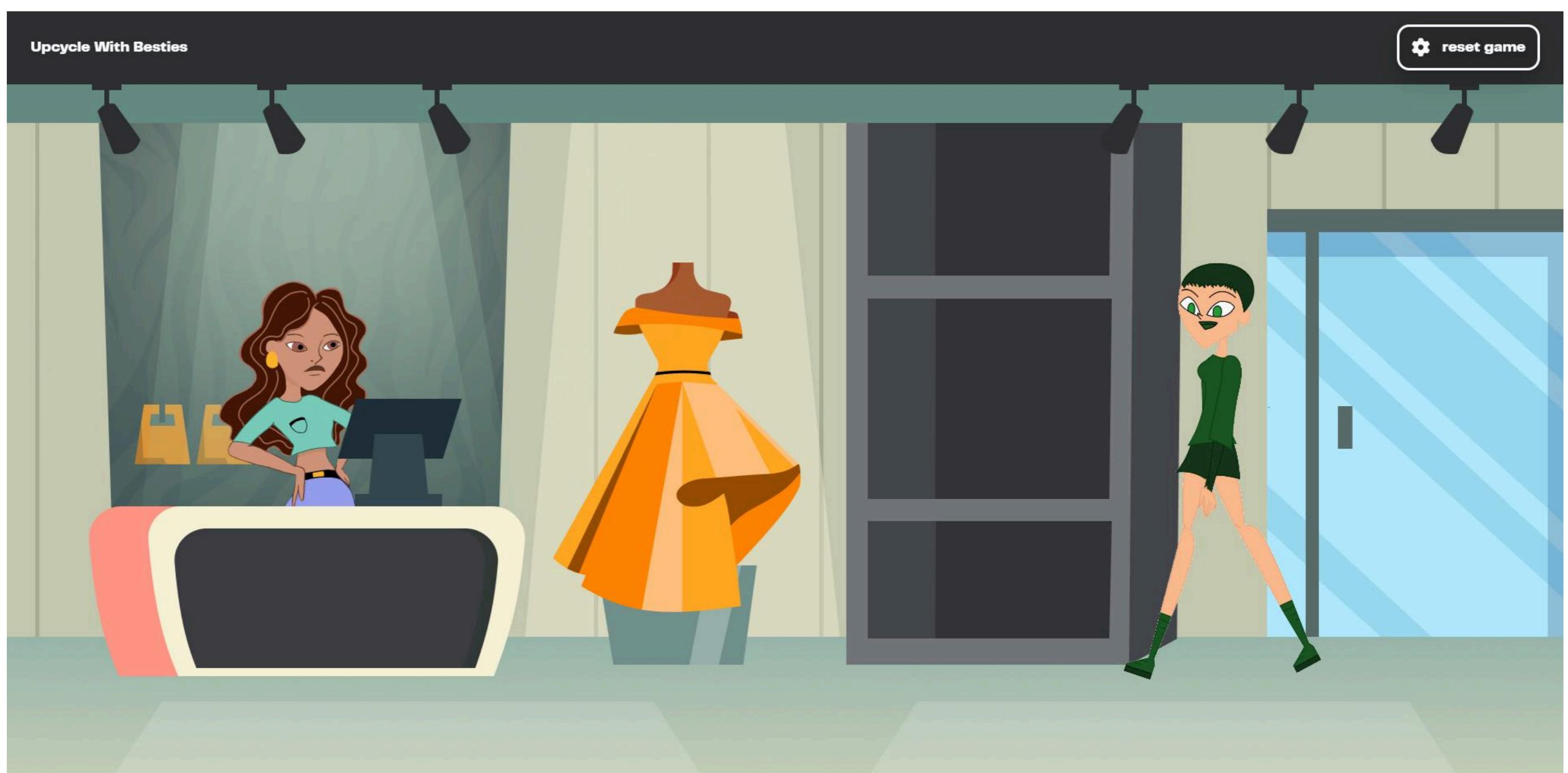
For our client project, my team and I were given the challenge: "Motivate young people to stop buying fast fashion."

## Plan of action

First, we set up a [\[team charter\]](#) to make sure we could work well together. We organized our files in Teams and communicated through a group chat on WhatsApp and in Teams. I also managed my tasks and ideas using a [\[Trello board\]](#) for a clear overview. We followed the Double Diamond method and used Scrum to create an agile work environment.

## Scrum

As a team, we decided we needed an agile approach, such as [\[scrum\]](#), so we could give and receive constant feedback. We used sprints, retrospectives, and the Trello board to organize tasks and make sure everyone knew what to expect. This approach helped us stay on track to create a successful final product for our client.

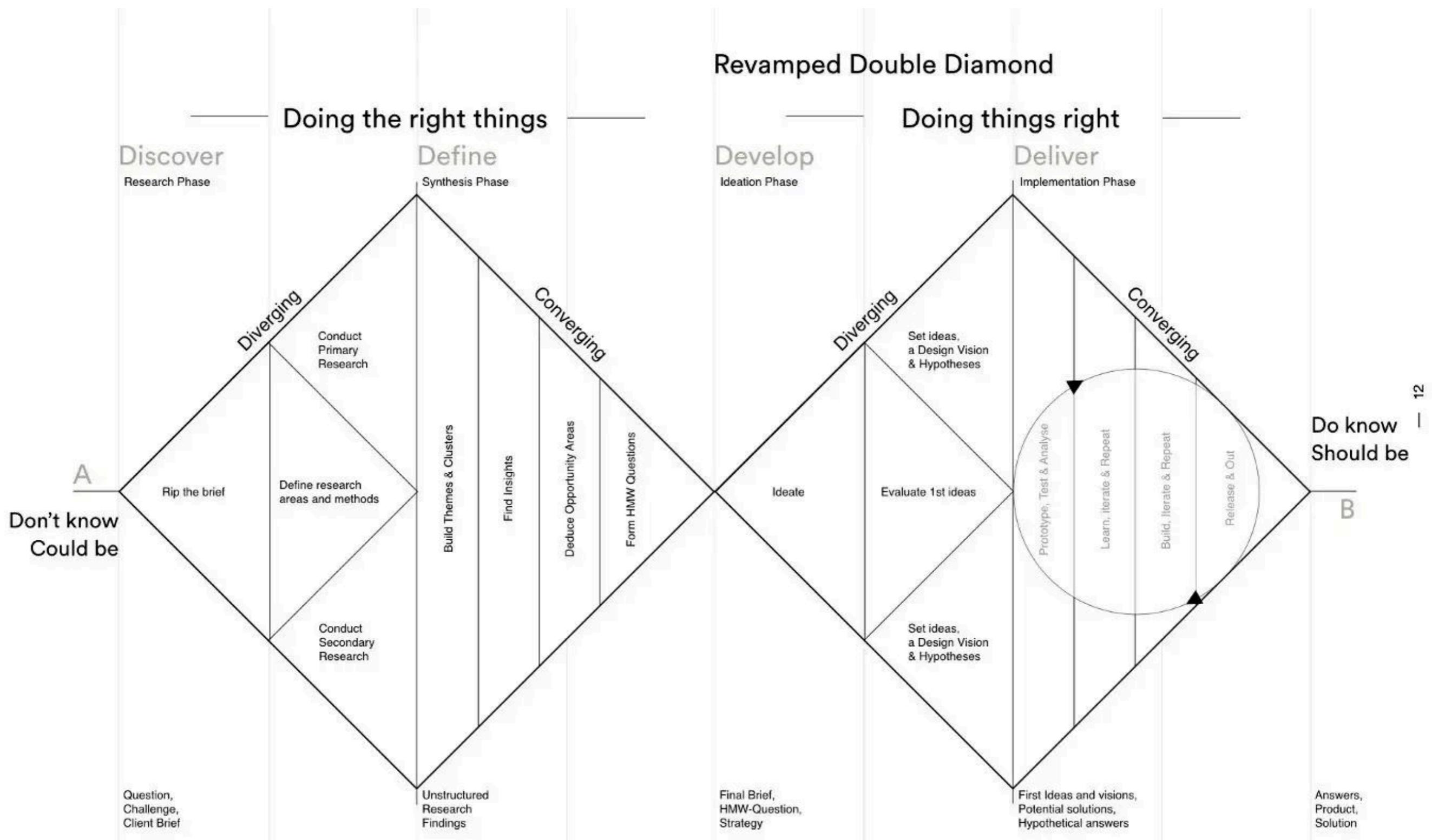


# CLIENT PROJECT ASSIGNMENT

## Double Diamond

As a group we decided to use the double diamond method. This method has 4 different phases where we worked with.

The first phase is the **discover phase**. In this phase we diverge. We are going to do broad research in various ways to gain insight and knowledge about problems people with certain disabilities might be experiencing. The second phase is the **define phase**. In this phase we will take a look at the results of our research. Depending on what we found, we will think of different ideas and solutions that might fit the problems of disabled people. In the third phase, the **development phase**, we take our ideas and turn them into small prototypes. We run user tests to determine if our product works as intended. In the fourth and final phase, the **deliver phase** we will deliver a fully working prototype.



# APPROACH & RESULTS

## Discover phase



To see if we were on the same page about the assignment with our client, I suggested a [interview] with the questions we had, to fully understand the assignment and the problem that the client had. With this step we could actually go further with the task.



To generate some ideas, As a group we did 2 brainstorming methods [lotus blossom] and [brainwriting]. We now knew we would like to work on gamefication, videos & nutri score. I got devided into a group with Justin & Minh with the topic 'gamefication'. To make a decision and get to know more about the subject we needed to do research.



To know our target audience better & where gamefication is used for, I did a [library research] on the target audience. I did a competitor analysis on gamefication. With this I and my team knew better what gamefication is, because of this we could make better decissions during the project.



To validate target audience research, I did a [survey] on the target audience based on the library research. This helped us to get the correct insights and answers of who our target group is.

# APPROACH & RESULTS

## Define phase



To have a overview of who our target audience is, I made 2 persona's and put the global information from the survey and our conclusions into those persona's, because of this we knew exactly who our target group was and what they wanted.



To gain more insights of gamefication, I did a competitor analysis about 'Starbucks award system'. This research helped me quite a bit understand how gamefication works (they had a level system and a share system). This could be really helpful for our own final concept.

# APPROACH & RESULTS

## Develop phase

To get a better overview of the issues we can possibly resolve, we prepared [\["How Might We" questions\]](#). Because of these questions, we have an overview of problems that our innovation could solve. This helps us brainstorm for as many new ideas as possible.

To determine which functionalities we were going to develop first, we used the [\[MoSCoW method\]](#). This helped us realize which tasks have priority. This allows us to allocate our time more effectively by focusing on the most important features first.



To give the client a clear idea of our concept, I wrote the [\[Concept Document\]](#) together with my project group. The result of this document is that our client and teachers now have a clear idea of what we are going to develop.

# APPROACH & RESULTS

## Deliver phase

To give a good impression about our product, we made an [\[presentation\]](#) for inspiration to other groups and of course our client. We have learned a lot about our current presentation skills. Also by listening to the feedback, we can improve our product even further.

To make it easier for multiple people to work on the code, the project was set up in [\[GitLab\]](#). The code is split into different branches, with each branch for a specific user story. Each team member works on a user story, starting with the must-have features from the MoSCoW method.



To get an idea how users interact with our application and what they think, I did a [\[usability test\]](#) with 2 other members of my group. we let them play the game by there self without any instructions (only the start button). With this feedback we could finalize our product.

To give our client a finalized product with future plans, we made an [\[advisory report\]](#). That tells about the future plans for the product and in which direction the project goes.

# PORTFOLIO PROJECT

## Introduction

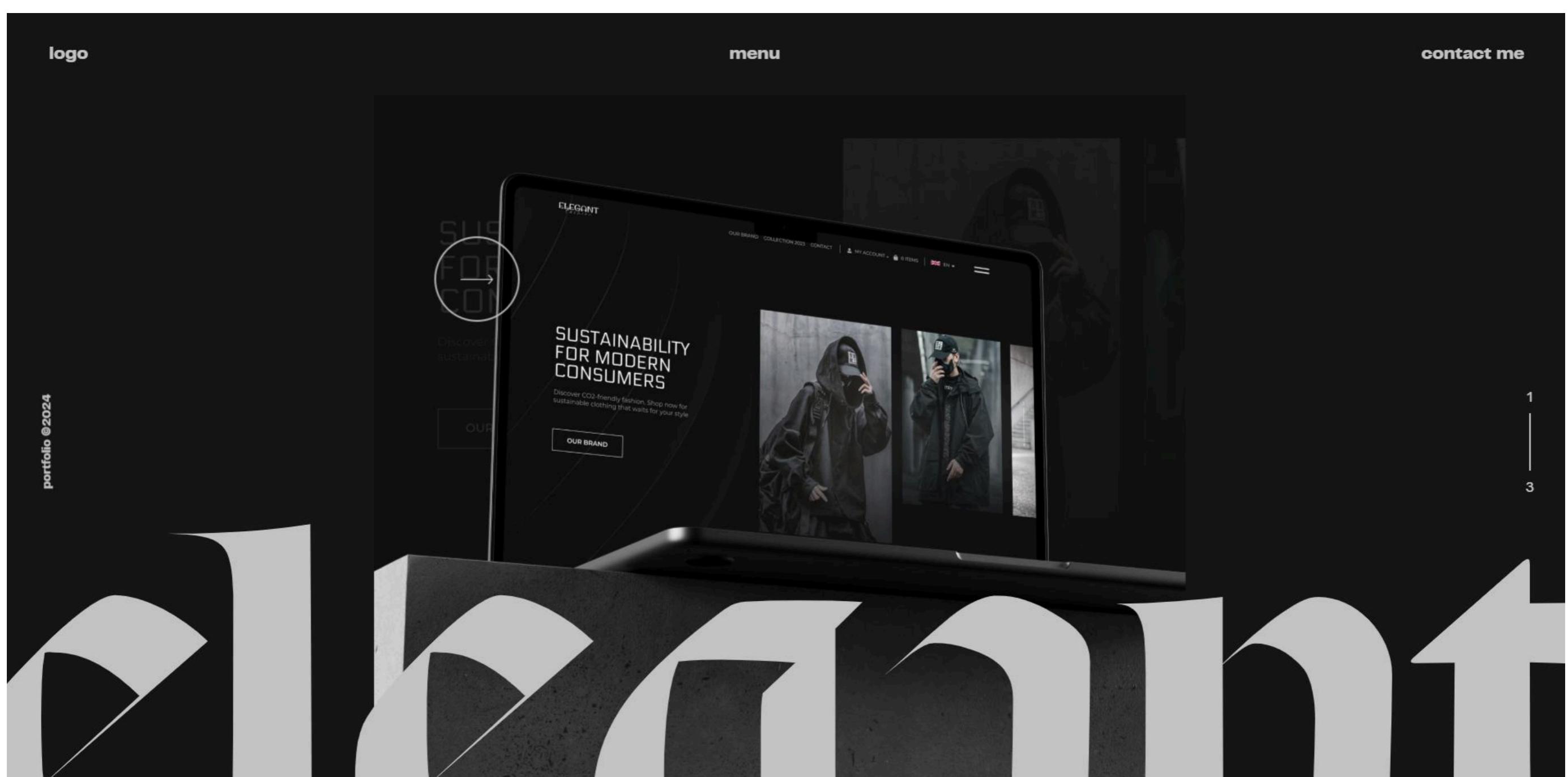
To level up my development skills and focus more on my professional skills. I developed a [\[portfolio website\]](#) to showcase my learning outcomes and work.

## Portfolio UI

I've spent a lot of time into my portfolio. If you want to read more about the tools I used, my sources of inspiration or if you want to follow along with my progress, you can check out [\[design processes\]](#).

## Portfolio development

After spending a lot of time creating a design that I was happy with, it was time to start recreating it as a website. Because I did not have all the necessary knowledge for this, I asked for help and advice from teachers. If you want to read more about the whole development process, you can check out [\[Portfolio Website Development\]](#).



# BRAND STUDIO

## Introduction

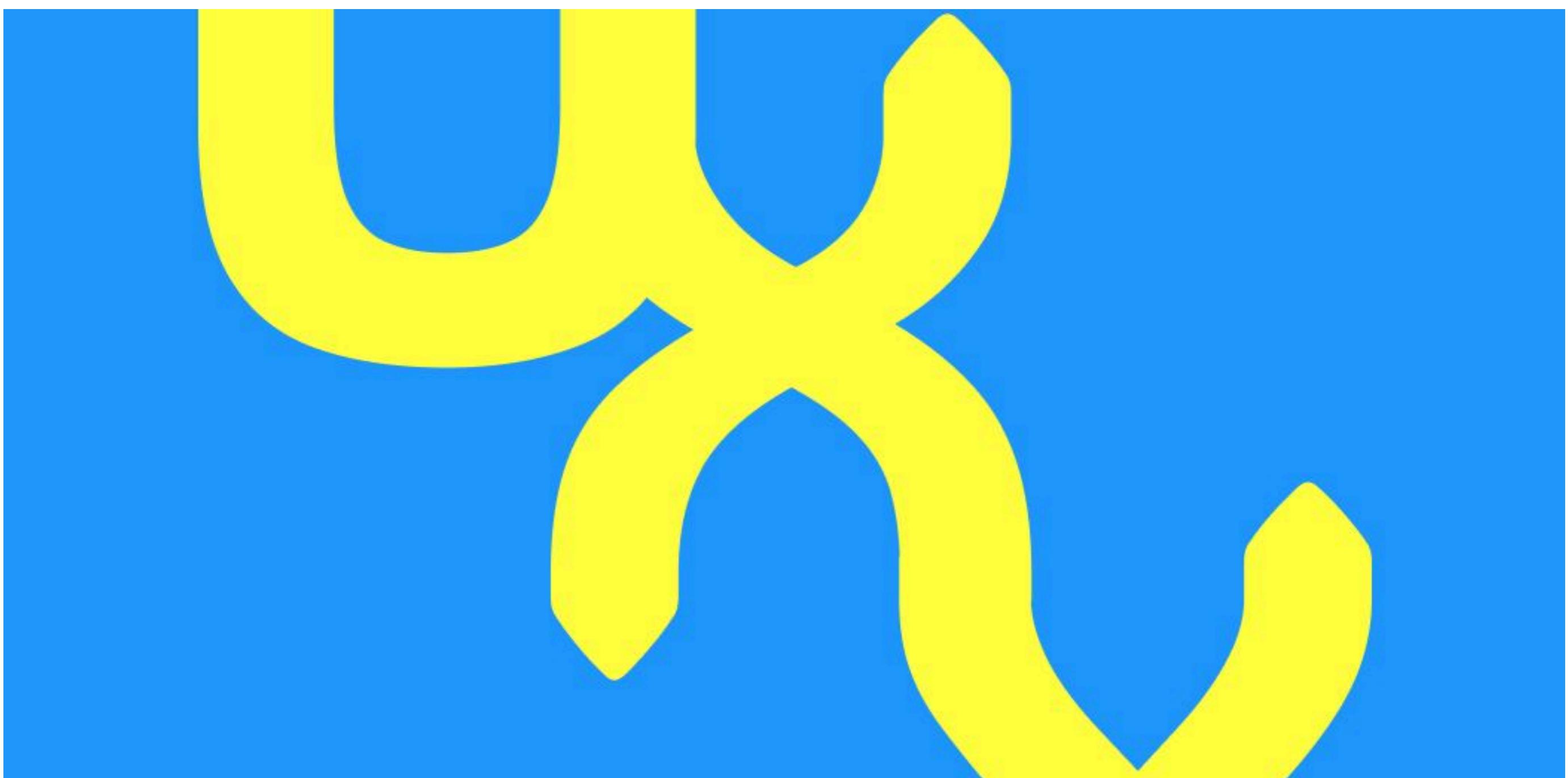
As a group we made a **[studio brand]** for our company called "UXY (UXYnergy)". We worked hard to develop a brand identity that represents who we are, focused on the brand's voice, logo and visual style. Our main goal of this project was to build a brand that feels fun, stands out, and shows who we really are as a team.

## Design process

I have done multiple design processes. Check them out the **[design processes]**.

## Brand development

I also was a part of developing the brand website. I did this by designing and making the website out of feedback and converting our brand values into that. Here you can see my **[development phase]**.



# CHALLENGES

## Introduction

To do a little extra I did some [\*\*\[challenges\]\*\*](#) to improve my skills in what like, such as web development and webdesign & everything around 3D. I also want to grow my knowledge about these things, since it helps me with better better internship/job opportunities.

## Web development

To get better at web development, I need to keep learning new things. That's why I took on some challenges to learn the basics of frameworks like React and practiced working with data from an API. Read more about my [\*\*\[web development\]\*\*](#) process.

## 3D Visualizations

Since 3D objects are often used by front-end/web developers, I wanted to learn the whole process—from creating the 3D object to adding it to a webpage, manipulating it, and displaying data with it. Read more about my 3D [\*\*\[visualization process\]\*\*](#).



# BURDEN OF PROOF

LEARNING OUTCOME	SELF-ASSESSMENT	PROOF
Conceptualize, design, and develop interactive media products	Proficient	<a href="#"><u>[portfolio website]</u></a>
Transferable production	Proficient	<a href="#"><u>[portfolio website]</u></a>
Creative iterations	Beginning	<a href="#"><u>[portfolio website]</u></a>
Professional standards	Proficient	<a href="#"><u>[portfolio website]</u></a>
Personal leadership	Proficient	<a href="#"><u>[portfolio website]</u></a>

Proof: it links to the portfolio website "my work" section, since each proof is in different projects.