

Assignment 04.04.02 Documentation

- *Project title : “The Danish experience”.*

- *The team canvas:*

The Team Canvas

Version 1.0 | English | theteamcanvas.com

Most important things to talk about in the team to make sure your work as a group is productive, happy and stress-free

TEAM NAME Team 8 DATE 11/11/2019

PEOPLE & ROLES What are our names and the roles we have in the team? Lasse - Monitor Evaluator Nikola - Coordinator Zsuzsanna - Resource Investigator Nitzan - Shaper	GOALS What we want to achieve as a group? What are our key goals that are feasible, measurable and time-bounded? To create an interactive app that will guide and inform potential students in a friendly and attractive way about the aspects of moving to Denmark as a new student. PERSONAL GOALS What are our individual personal goals? Are there personal agendas that we want to open up? Lasse - I want know more about why people are coming to Denmark to study. Zsuzsanna - To organize my time better. Nikola - I want to meet the deadline. Nitzan - I want to become better in my week sides	VALUES What do we stand for? What are guiding principles? What are our common values that we want to be at the core of our team? It will be nice to be direct and clear about what we are saying. Being helpful for each other. Share experiences. Switch roles and try to be dynamic. Make sure the work is equally distributed. NEEDS & EXPECTATIONS What each one of us needs to be successful? What are our personal needs towards the team to be at our best? We should encourage each other and communicate with each other in a positive and a supportive way. Give a positive feedback to each other.	RULES & ACTION POINTS What are the rules we want to introduce after doing this session? How do we communicate and keep everyone up to date? How do we make decisions? How do we execute and evaluate what we do? Create our own deadlines. We will use Outlook to manage our deadlines and tasks. We will use github to share our code and revise it. We will make group decisions with a discussion. We will create an evaluation shared form where we can write down what we want to change/improve in our project.
STRENGTHS & ASSETS What are the skills we have in the team that will help us achieve our goals? What are interpersonal/soft skills that we have? What are we good at, individually and as a team? Lasse is good at programming and spelling. Nikola is a good designer. Zsuzsanna likes to write and draw in Illustrator. Nitzan has a good understanding in JS and creating aprite animations. We are all friendly people and mature, creative and smart. We have a good understanding of what we have to do, and what is our goals.		WEAKNESSES & DEVELOPMENT AREAS What are the weaknesses we have, individually and as a team? What our teammates should know about us? What are some obstacles we see ahead us that we are likely to face? Lasse is bad at drawing and get impatient when it comes to working with drawing tools Zsuzsanna and Nikola are not so good in JS. Nitzan can get messy and forgettable so he needs things to be organize for him. Zsuzsanna will not be here on the first weekend of the project and it might be a challenge to involve her in the work.	

The Team Canvas by TheTeamCanvas.com
Alexey Ivanov

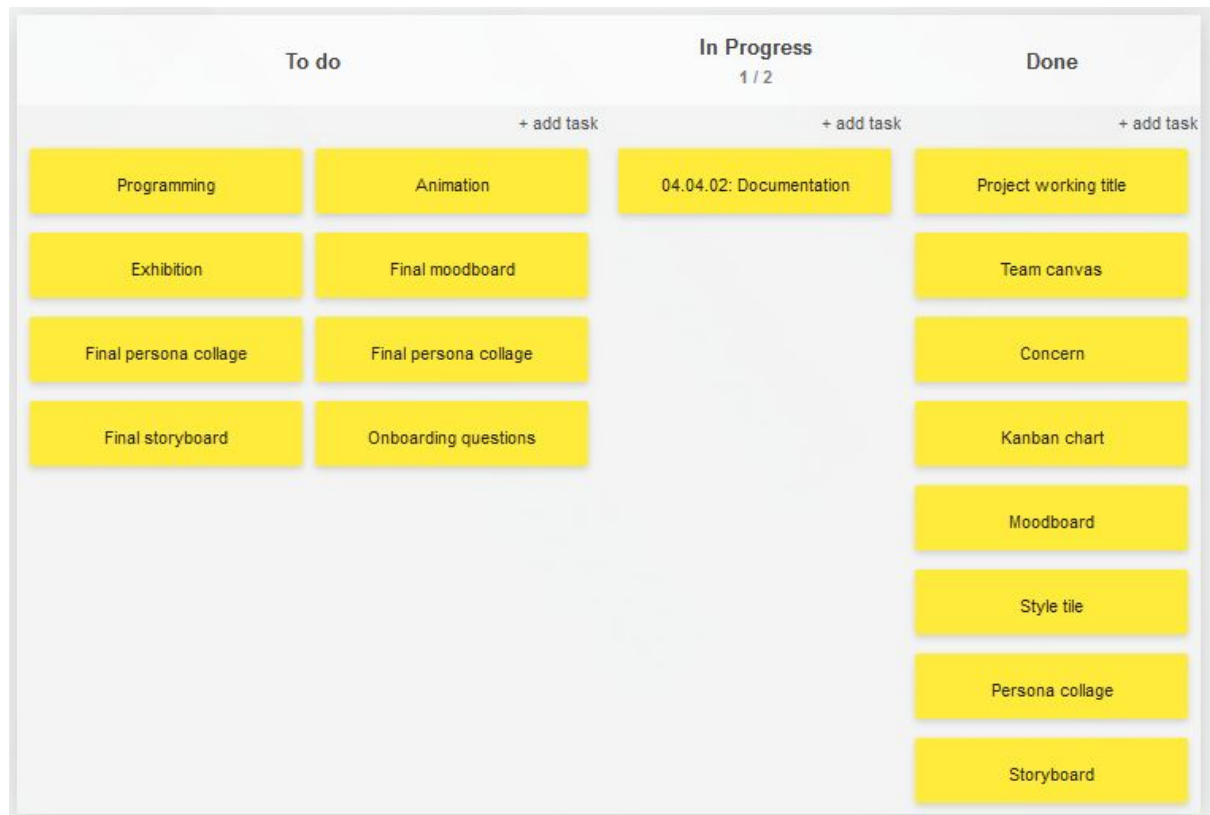
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- *Which concerned we will be addressing:*

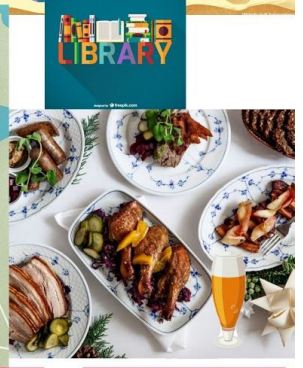
Our main concern is that new international students in denmark will feel lonely and disconnected from the Danish culture after arriving to Denmark.

We will be addressing the problem of a new potential student navigating in Danish Culture as a foreigner. The main focus of the group is to help new international students in denmark to feel more integrated in the Danish society.

- *Khaban chart:*



- **Moodboard:**



- *Style tile:*

Colors used



Buttons examples



Keywords

Great job!
Level Up!
Congratulations!
Sorry. That was not the correct answer

Header I

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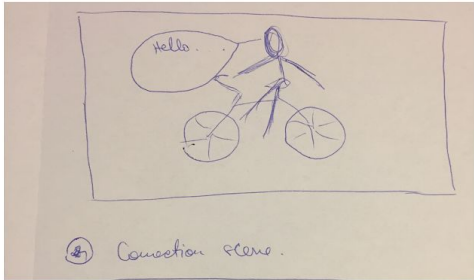
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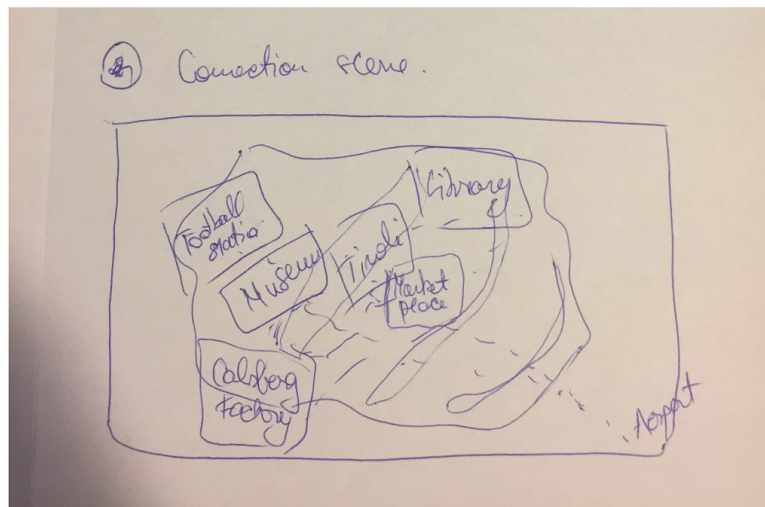


- *Persona collage:*



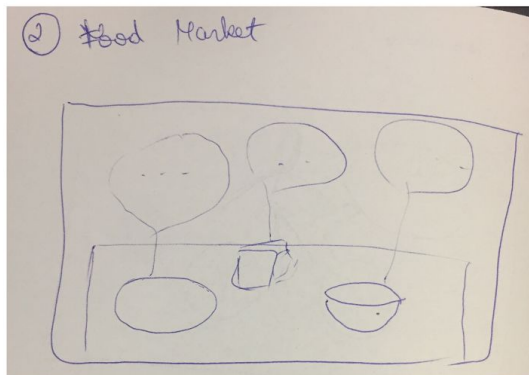
- **Storyboard:**

<p>Scene no. <u>1.</u> Introduction</p> 	<p>Dramaturgical elements</p> <p>bike sounds, clicking</p>
<p>Plot</p> <p>Opening scene - The user is introduced to our Danish guide Jonas. Jonas will introduce himself as a tourguide, the user will be offered a tourguide on bike around Copenhagen to learn more about the Danish culture so he can make friends and feel more local. Jonas hop on his bike and the tour starts.</p>	<p>Interactive elements</p> <p>Questions - Do you want to go on a tour with me?</p>



Scene no. 2.

Food market



Dramaturgical elements

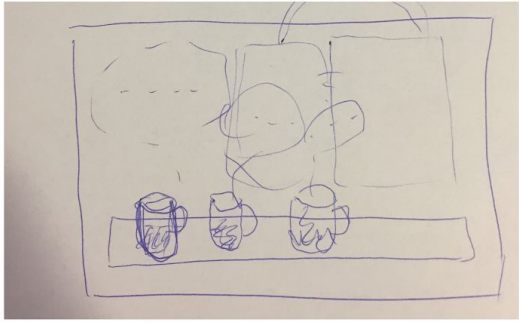
Sounds- chewing

Interactive elements

pictures of food

Plot

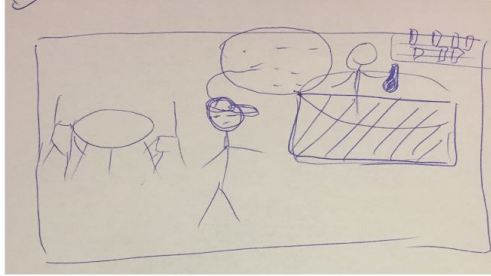
The user goes to the food market and is introduced to Danish food, he gets to taste it and learn about each of them.

<p>Scene no. <u>3.</u> Visiting Carlsberg factory</p>  <p>The sketch shows a person from the chest up, sitting at a table. On the table are three glasses of beer. The person's face is simple, with a large nose and a small mouth. The background is a simple rectangle representing a wall or window.</p>	<p>Dramaturgical elements</p> <p>Sounds - drinking, glass, skal</p>
<p>Plot</p> <p>The user visits a Carlsberg factory so he can learn about the different kind of Danish beers and drinking culture.</p>	<p>Interactive elements</p>

<p>Scene no. <u>4.</u></p> <p>Test number 1</p>	<p>Dramaturgical elements</p> <p>Sounds - hurray! oops! clapping Multiple choices questions colors - red, green</p>
<p>Plot</p> <p>The user has to take a test about the 1. theme if he passes the test he gets a reward if not he has to go back.</p> <p>Happy if he passes, feel more integrated and less lonely, if he doesnt he will feel the opposite</p>	<p>Interactive elements</p>

Scene no. 5.

Reward - gets invitation to Studenterhuset for a game of beerpong where he can meet new people and make friends.



Plot

Socializing with new people, introducing new characters.

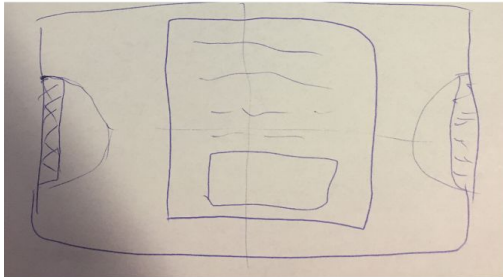
Dramaturgical elements

conversation, chat, sound of people catting in the back-ground, music

Interactive elements

Scene no. 6.

Football field



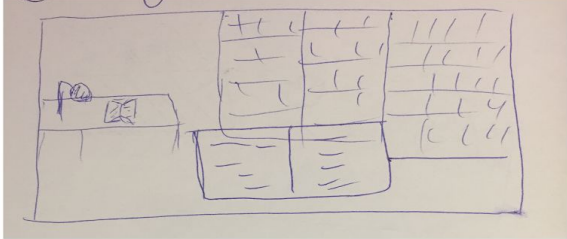
Plot

The user will learn learn about danish sports, teams and players he has the opportunity to try them himself.

Dramaturgical elements

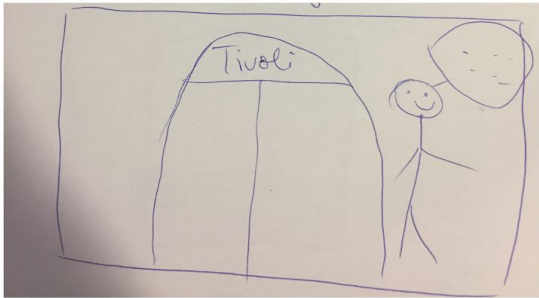
Videos - football
pictures of players
Sounds - cheering, crowd

Interactive elements

<p>Scene no. 7. _____ Library</p> 	<p>Dramaturgical elements</p> <p>Pictures, audio, people speaking english,</p>
<p>Plot</p> <p>He starts top learn a bit Danish, the basic phrases.</p>	<p>Interactive elements</p> <p>has to complete senteces</p>

<p>Scene no. 8. _____</p> <p>Test number 2</p>	<p>Dramaturgical elements</p> <p>Sounds - hurray! oops! clapping colors - red, green</p>
<p>Plot</p> <p>The user has to take a test about the 2. theme if he passes the test he gets a reward if not he has to go back.</p>	<p>Interactive elements</p> <p>Multiple choices questions</p>

<p>Scene no. <u>9.</u></p> <p>Reward - gets invitation from a friend he met at the Studenterhuset</p>	<p>Dramaturgical elements</p> <p>drinking sounds, people talking, espresso machine, cozy music, chat</p>
<p>Plot</p> <p>They are going to get some coffee and learn more about hygge and each other</p>	<p>Interactive elements</p>

<p>Scene no. <u>10</u> Tivoli gardens</p> 	<p>Dramaturgical elements</p> <p>Christmas carols, Pictures,</p>
<p>Plot</p> <p>The user is exploring different Holidays while strolling through Tivoli with Jonas.</p>	<p>Interactive elements</p>

<p>Scene no. <u>11.</u></p> <p>Museum</p>	<p>Dramaturgical elements</p> <p>Pictures</p>
<p>Plot</p> <p>The user is learning a bit about Danish history, learn about Vikings. He will also learn about national things - the anthem, flag, the Queen</p>	<p>Interactive elements</p>

<p>Scene no. <u>12.</u></p> <p>Test number 3</p>	<p>Dramaturgical elements</p> <p>colors - red, green Sounds - hurray! oops! clapping</p>
<p>Plot</p> <p>The user has to take a test about the 3. theme if he passes the test he gets a reward if not he has to go back. Happy if he passes, feel more integrated and less lonely, if he doesnt he will feel the opposite</p>	<p>Interactive elements</p> <p>Multiple choices questions</p>

<p>Scene no. <u>13.</u></p> <p>Ending scene</p>	<p>Dramaturgical elements</p> <p>Sounds of victory, cheering, clapping, animation of confetti</p>
<p>Plot</p> <p>Our guide Jonas congrats him for completing "The Danish experience". He gives him a title or diploma or crown.</p>	<p>Interactive elements</p>

