

Self Evaluation

Recap semester 1 and previous project semester 2

Okay, so in this evaluation I'm also going to take a little bit of the first semester in it, mainly because I literally started from scratch with this study and my knowledge about ICT. I found the first semester to go extremely fast and as I didn't know exactly what I wanted out of this study, and everything was thrown at me/us all. I am grateful this was done, because I found out I'm not the biggest fan of back end developing nor software engineer or anything business. One main part remained and really caught my interest and that was media design.

In semester 2 I had a rough start with my first project. We had a relaxed group, so relaxed that there was barely any motivation. We had such good ideas, but one of the team members kept taking over, trying to guide everyone in their direction because that was the 'right' one. We kind of let it happen because we did our part and they were/are a good friend of us all and nice to us. In the end we barely made it and got good feedback to take with us to the next project. I learnt that I need to not just motivate myself, but also others in the team. Normally I am one to take the lead very easily, but when I notice someone else has a stronger opinion about it, I will back off, though still give my opinion on things. So this was the case in the first project.

Next time if I get in the same situation I will push harder to get a good plan and to actually work on parts of the project. Even if one person won't, I will make sure I have my part and have as much work done that we can continue and also motivate my team members as much as I can to keep working despite the person not doing anything while taking the lead. I will also go to the teachers earlier so they can get in on the situation. I know they can't do much oftentimes, but letting them know is the least we can do.

I recognize that I was lazy in the first part of semester 2 as well and I will also take this with me into the next semester as I did in the second project (Erion). I noticed I get my motivation from the team as well as the project. I also know that once I get going, I keep working for quite a while and I get motivated. I work like a steam train; start slow, but once it's going it keeps going.

Project Erion Kapaj

So the project for Erion we had a very large group which made it very easy to divide the tasks, however for the more laidback people in our group this meant that we really had to look out that we even got tasks to do as we have very eager team members who rather just do all the work to get it done, but this is not the point of teamwork. Luckily we all figured it out and as far as I'm aware, every single member of the group contributed at least a little bit. In the end we kind of split up our tasks as a few of the group did the coding and others started on the report. I made the logo, presentation, helped with the report and kept everyone updated how everything was going in the last sprint of the project.

At the moment (12th of June) we have to put some finishing touches on the report, finish the code partly and start on getting a presentation and backup demo ready which will be done in the upcoming days. For my personal contribution there's a separate document in the Project button in assignments on the portfolio. Other than that I worked on the mood board, researching, team spirit, being the point of contact with Erion, writing down feedback with Aadira, transcripts, interviews, setting up meetings, asking feedback in the group, being active in the lessons, making my own Figma prototype, contributing to the current prototype, A/B testing, helping with the final report and crossing off the t's and putting dots on the i's.

MP

We were talking about it today (15th of June) what we liked the most and I heard that people didn't really like MP as they like coding more, but I realized that I really did like the assignments we had for Media Production. The logo, photobook and video we had to make were quite fun. I had no experience with illustrator or making my own logo at all. I also had no experience with cameras, beside my phone camera (doesn't count duh!). I did have some experience editing, but I didn't edit too much in the video as I came up with the plan and did most of the 'acting' with my dog.

Photography

Photography was fun to do, even though sometimes I had a hard time seeing the angles for the pictures. It was fun to get pushed to find objects or places that were good for a picture. Though I think for the people who only have public transport or not even this it would be quite hard to go out and find new places to photograph. I went with the theme of home vibes with some nature such as beautiful flowers that we have in our backyard and then my dog ended up being my first model as I played with the camera, so I used him as my front page and in some other pictures for the assignments.

Videography

As for videography we've already recorded everything last week and started playing with DaVinci Resolve. As for that group, I came up with the idea and I got the context for the storyboards ready for Aadira and Melany to draw out. After this we went to my place together and we started filming with my dog, we got pretty much all the shots in one day, luckily. Other clips from when he was a puppy as example I got from my old phone. We shot around my area and in my backyard.

After this Aadira and Melany started editing most, I made a quick draft on another program with some music to play around with what would look nice order wise and some quick fades etc. Aadira, Melany and Vanesa really liked the draft and started to recreate, improve and add to this with the same clips in Davinci Resolve. Coming back to my earlier self-reflection with other team members not putting in the effort and therefore motivating my other team members really paid off in this project as I handled before anything could really put us down in the project.

FED

I really liked the freedom we had in FED as a subject. You can choose freely what you want to use in your portfolio as animation. I did find it a bit weird at the first few lessons that we got lectures about how to write HTML and CSS even though last project we already had to make a website from scratch without bootstrap or anything. However, I enjoyed the lectures from Frank, and he's a nice teacher who's always there to help you. I do still find GitLab a bit hard to work with, I do understand how to use it with my team within the project as I got shown how to push and pull there and how to clone my branch etc. but I still find it quite hard to set up.

I will play with this within the summer holiday some more. I think the best way to watch what I did for FED is to visit my portfolio as I've used animations on the index and end page, such as the morph text and my picture that shows in colour if you hover your cursor over it, the cat button on the FED page and also the team page (linked) and to do list are on the FED page. The code of the recreated websites and the switcher between the two CSS/HTML pages are also on the FED page as well as on my GitHub page. The switch is on FED 3 copy HTML and it switches to the other page that I made.

Sad to hear that Frank will possibly quit or has already quit? Not quite sure about this yet. I guess we could've seen this coming as he went on holiday while we had lectures and the fact that he often just sent out assignments through announcements on canvas. Still, he was always there for you if you had a question and he always tried his best to help.

UCD

I think I liked the lectures of UCD the most as this includes the prototypes, which I really, really like to make! I love to use Figma for prototypes of websites, which is what I also did in the first semester. It gives me so much room for creativity. Even drawing the storyboard is something I really enjoyed. I also got better with interviewing thanks to the A/B testing (even though the A/B testing is really short, it did push me to interview people). I really enjoyed it with the current project of Erion Kapaj, but I think this was also thanks to my team members. Some things like user scenarios was something I didn't know yet and they quickly got me up to speed about it.

I did hear something that there was some drama within the lessons of UCD, but I don't really associate with this. I really enjoyed lessons from Amer and he's always very helpful and sweet. Literally everywhere, whether it's in the classroom or in email, he's always very fast to respond.

All with all I'm very pleased about the ending of semester 2! I've learned a lot and keep improving as I go. I can't wait to start semester 3 with new people and new challenges! Thank you to every teacher and my class members that I worked with for the good times and the important lessons 😊