

▲ My feedback

Group feedback

# M2-03 UX Group 1 (Purrrgarian)





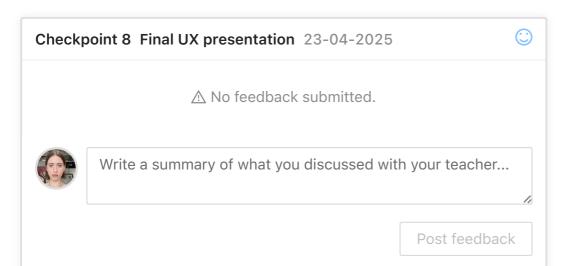


Students in this group

Search studen...

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Spasova, Yana Y.D.



### Checkpoint 7 Progress meeting with Jan 14-04-2025







Spasova, Yana Y.D. 2 months ago

What Was Presented:

- Tested prototype
- Interactive prototype

### Feedback Highlights:

#### Teamwork & Planning:

- Divide the developm ent work into groups of 2 or 3
- Ensure tasks are split equally among team members
- Good communication is important and can be included in the learning outcomes

### Design & Development:

- It's acceptable to change the design during the coding phase
- Showing different design variations is a positive approach

#### Technical Scope:

- If a database is used, PHP must be implemented
- Avoid making the project too complex; using databases or new programming languages may be too ambitious at this stage
- Keep the project simple and focused

### **Overall Impression:**

- The prototype looks good and is on the right track

# Checkpoint 6 Dirk - Testing (WK9) 14-04-2025



Spasova, Yana Y.D. 2 months ago

User Testing Summary – Portfolio Website:

- Tester: Ashley, 20, Psychology student at Fontys
- Intro: User was told they're not being judged the website is.

### **Key Findings:**

- Homepage: Vibrant colors and visuals; animation hard to interpret.
- Navigation:

Some links (like "Partners") didn't work.

- "Modules" section was unclear and unclickable.
- "Programs" page was easy to find and understand.

About page accessible.

- Buttons: Found 3, but only 1 worked.
- Interactivity: Some design elements looked clickable but weren't.

#### User Goals:

- Understood website purpose: exchange opportunities abroad.
- Couldn't easily find how to participate or get involved.

### **Overall Impressions:**

- Website felt vibrant, fun, and easy to return to.
- Would trust and revisit the site.
- Everything was readable and inviting to explore.

#### Feedback:

- Fix broken/unclear links and improve clickability.
- Avoid making non-clickable elements look interactive.
- Add partner logos to enhance credibility.
- Limit testers per session to 2-3 people.
- Prepare screen recording before the test begins.
- Avoid asking for design preferences focus on function.

# Checkpoint 5 Paul - design and validation (real user tests) 09-04-



Muller, Xianthe X.M. 2 months ago

We spoke with Paul about our project meeting and current Figma prototype.

# The feedback points:

- The concept of the door in the design: sell it more clearly it's a metaphor for new opportunities.
- For user research: aim for at least 5 interviews. If we're doing an online form, then we should aim for at least 100 responses.
- One of the most interesting takeaways of the surveys and interviews: the idea of having a separate website for the application and the modules page. Client prefers this because it feels more like a clear business solution. In the end, we are the experts it's our call which direction we take and which research/surveys we base our decisions on.
- When it comes to the development part: we can all work on the same design but will ultimately have different websites.

### Next steps:

- Continue building the next pages of the Figma prototype.
- Possibly begin user testing with the target audience in preparation for Monday's user testing with Dirk.

# Checkpoint 4 Progress meeting with stakeholders, Dirk 07-04-20



Spasova, Yana Y.D. 2 months ago

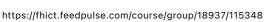
What Was Presented:

- Figma prototype showcased to both stakeholders and the teacher

### Feedback Received:

- Stakeholders gave positive feedback and appreciated the design
- Approval was given to move forward with the development phase of the project

<b>Checkpoint 3</b>	Feedback with Stan	04-04-2025	
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Spasova, Yana Y.D. 2 months ago

#### Presented:

- Stefi's design prototypes
- Discussed other website inspiration

#### What we Learned from Mr. Stan:

- He likes the design presented
- Emotions follow functionality (make something that aspires a good feeling/emotions)
- It's important to believe in the solution, if you don't think the current solutions is not good enough, find another one
- Stan said that the symbols we used reminded him of a Bauhaus design and he liked that. Furthermore, we discussed possible animations (website with the opening door), with which he will help us
- Stan said that he has no problem with a simple design, especially if the client demanded it
- Stan reassured us that the client liking what we will created for them is not a top priority for his assessment
- He advised, as students who have used educational websites, to also take into account our troubles and frustrations when designing the website
- In addition, he supports us to advise the client for recent changes on our end, because we have the professional opinion

# Checkpoint 2 Paul - Planning and make it fun! 26-03-2025 ■



Spasova, Yana Y.D. 3 months ago

### Presented:

- Project plan
- Trello To-Do list with tasks for today

### What We Learned from Mr. Paul:

- Combine interviews and surveys for the ultimate Target Persona
- Prioritize interviews for deeper insights
- Maybe divide research tasks in pairs
- Follow the 5 stages of Design Thinking
- Analyze other websites for inspiration
- Define target audience clearly
- Identify audience needs and interests

Checkpoint 1 Chris - Project plan & feedback 25-03-2025





Spasova, Yana Y.D. 3 months ago

We presented the following:

- Project Plan
- ToDoist task list
- Our Coda environment

Feedback and Key Takeaways from Mr. Chris:

- Consider switching to a tile-based task management tool like Trello, which uses a ticket system and may offer better workflow visibility than ToDoist.
- Keep documentation concise—prioritize bullet points over large text blocks.
- Break down tasks into smaller, manageable steps for better tracking and execution.
- Ensure all group members actively contribute to every part of the project (research, web design, documentation) to meet individual Learning Outcome requirements
- Research client's goal properly (create a research document)