Intro

Finally, after preparing and finalizing the last iterations of our poster, the Poster Showcase Day arrived. Each group had to showcase their poster and exchange feedback with others. One of the main tasks for the day was to fill in a feedback form for different teams' posters, giving our opinions on both visuals and content.

Prototype Event S3 Media

Name: Luca Tomescu

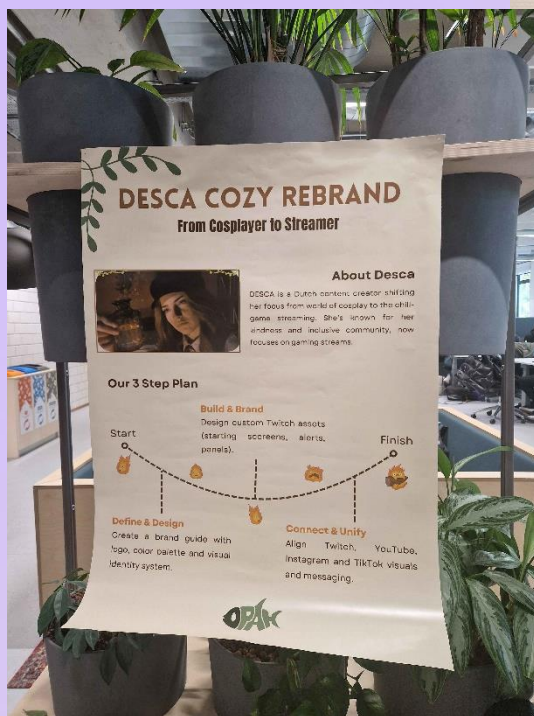| Project	1 Catchee	2 OPAH Desca	3 PRIDE2026 TWIST	4 Project Hydra
What I like	I enjoyed the graphics and colors used on both posters.	The poster clearly explains what the project is about and what they plan to do.	One of the posters I liked the most, it has a very clean design and linear graphics with a great mix of colors, especially with the inclusion of photos of different groups of LGBTQ+ people.	I enjoyed the visuals and graphics of this one, even though it feels a bit bland and lacks color.
What I do not like	I didn't really get the sense of there being two posters, nor did I fully understand what was going on in the second one.	However, the aesthetic and graphics don't really match the typical style of Twitch streamers or gaming content.	Maybe consider adjusting the white spacing a bit, as there's quite a lot of it.	I didn't really like the main picture, as it didn't explain much about the project it gave me the impression that they're just going to handle the camera.
Comments/ Conclusion	It felt like there was a bit of over-explaining in the first poster, but I still got the main idea overall.	I enjoyed the overall flow of the poster.	Overall, it's very vibrant, clean, and modern I really liked this one.	I did like the number graphics on the side and the overall quality of the poster.

Process and Feedback

The first poster I gave feedback on was from Team **Catchee** with their Speed Meet project. It immediately caught my eye since I had already seen it in previous days, they were one of the first groups to finish their poster.
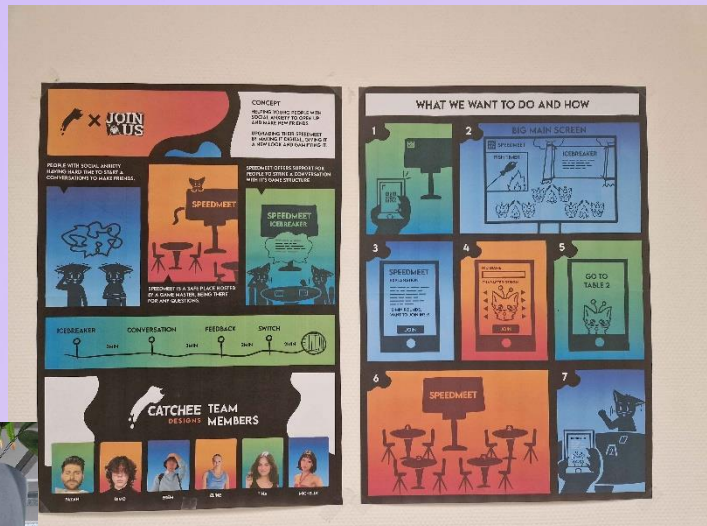I really liked the graphics and colors they used, they felt alive and vibrant against the black background.

LINK:

https://www.figma.com/design/O1jNF2tEcP21UmmK7dNaeW/PortoflioIS?node-id=335-376&p=f&t=gAIMSW9DMPFmYzDt-0

However, they had a second poster as well, and that one didn't really work for me. I couldn't understand the visuals or the concept behind it, and I found myself struggling to figure out what it was trying to communicate.

The second poster I looked at was from Team OPAH with their **Desca** project. The poster was clear and easy to understand helping me to quickly get the concept and idea behind it. The only thing I felt could improve was that it didn't really match the *gaming or Twitch* vibe they were aiming for, but that might just be my personal taste.

The third one, and my favorite by far, was PRIDE2026 from **Team Twist**. I really liked their overall visual style and use of graphics. The white background gave it a clean, modern look, but at the same time, it created some large empty spaces that made the layout feel a bit unfinished in some areas. Still, it stood out in a very positive way.

Finally, I reviewed the Project Hydra poster. While the visuals felt a bit bland, I liked the calm and minimalistic vibe it gave. After reading through the text (which there was plenty of), I understood the project clearly, but the main image gave off the wrong impression, making it look more like a camera-focused project than what it was.

As for the feedback we received on our own poster, some people mentioned that the second image we used didn't clearly represent photogrammetry, even though the first one did a good job of showing the process. Other than that, the comments were positive. People noticed the big improvement from our previous version, especially after we changed the text, title, and layout, which made everything feel much more balanced and professional.

Reflection

The poster showcase was a great opportunity to not only get feedback but also to see how other teams approached their design process. Talking to different groups helped me understand how others think about visual communication and what makes a poster stand out.
For our own work, the feedback gave us a fresh perspective, sometimes you get so used to seeing your own design that you stop noticing small flaws, and that day helped fix that.