Portfolio Reading Guide

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Contents

Introduction 2

- Who is Jannes? 2
- What does Jannes do? 2
- What does Jannes want to achieve? 2

Version Control 2

My portfolio 3

- Portfolio 3
- JavaScript Timer 3
- Studio Logo 3
- Brand Book 3
- Mobile Transport App 3
- Rick and Morty API 3
- Progressive Web App 3
- Blender 4
- Career day 4
- Feedback 4

Group Project 5

Burden of Proof (BOP) 7

Introduction

Who is Jannes?

Hey there! I'm Jannes, an enthusiastic ICT Media Design student with a strong passion for all things visual. With a great eye for detail, I am driven to make every project perfect. I love diving deep into the world of design and exploring various techniques to find what works best. Creating visually appealing designs is what I love, and I believe that even the smallest details can make a big difference in a final product. Whether it's tweaking colors, adjusting typography, or experimenting with layouts, I am always eager to try new things myself to refine my skills and produce the best work possible. My dedication to perfection and my creative curiosity drive me to continuously improve and excel in the field of media design.

What does Jannes do?

I always wish to make designs look good. I do this by looking at new design trends, and what big corporations use. This way I can keep my designs up to day with modern standards.

What does Jannes want to achieve?

I would love to be able to make products that people enjoy using. Products that look visually appealing, and that

Version Control

Version	**Changes**	**Date**
1.0	First Draft	04-06-2024
1.1	Second Draft	15-06-2024
1.2	Third Draft	28-06-2024
1.3	Fourth Draft	25-08-2024
2.0	Final Document	26-08-2024

My portfolio

Portfolio

I enjoyed making my portfolio, as I can make it in the style that I want to. The part where I came to the idea to use a glassmorphism look can be found in Interactive Media, and the end result can be found in Creative Iterations.

JavaScript Timer

As an assignment we needed to make a counter in HTML, CSS and JavaScript. It had to be full of color and just look cool. I wanted to make an actual stopwatch-like timer that just keeps counting up. I did some research myself and eventually had a fully working timer that even counts the hours, if you're patient enough. Check it out here in Interactive Media.

Studio Logo

We had to form a studio with our group, and as a studio we also needed a logo. After brainstorming with the group and some ideas from Wesley, I made a logo with unity and diversity in mind. I implemented feedback that I got from other students and our teachers to get a logo that I am proud of. The design process can be found in Creative Iterations, and the final versions (dark and light) can be found in Interactive Media.

Brand Book

With our studio we also needed to make a Brand Book, basically showing what our style is, what colors and fonts we use, what our tone of voice is. I already made the logo, and I was now also responsible for the way this logo would be used in documents or on pages. I researched how other corporations display this, and eventually went with a simplified page in both light and dark mode. I also suggested the font that I used for the logo as font for our brand. Lastly, I played an important role in the glassy style Studio Prism would have. You can check out our brand book here Interactive Media.

Mobile Transport App

For this assignment we had to design an app that shows information about public transport. We took inspiration from apps we already know, like NS and 9292. The full process of getting an end prototype in Figma can be found in Interactive Media and Creative Iterations.

Rick and Morty API

When hearing that we had to work with a JavaScript API, I wasn't so happy. I feel like I still lack skills when it comes to JavaScript, especially when it comes to handling with data. The Rick and Morty API assignment did make me feel more confident with this API at first. Showing the current images from a database on a website was pretty nice. However, when we needed to display only certain characters I started to struggle with it. My attempt can be seen in Interactive Media.

Progressive Web App

Something I was really excited for was the Progressive Web App classes. I have always been a fan of responsive designs, making something look nice on mobile as well. Turning a regular website into a Web App is a big part of making things easier for the end user. As an iPhone user, I stumbled upon a couple of hurdles, as Apple likes to make things difficult. However, I overcame these hurdles and created a well working PWA of my own website, including notification support. You can see what struggles I had and how I solved them here in Interactive Media. I am exceptionally proud of this one.

Blender

A program I have been using a couple times now is Blender. I mainly used it for messing around with 3D printable objects. However, modelling things properly wasn't something I could do yet. In Interactive Media you can find several projects I made in Blender. The building was the one I liked most, and the dice was really helpful, as I learned how to create holes or indentations. I still want to practice more with animations.

Career day

I went to the career day from Fontys at Strijp, and besides seeing what minors and study directions we can choose from, I also saw some of the possibilities for jobs. I then saw that there are so many different possibilities when it comes to future jobs, even when you choose a certain study direction. My findings can be found in Professional Leadership.

Feedback

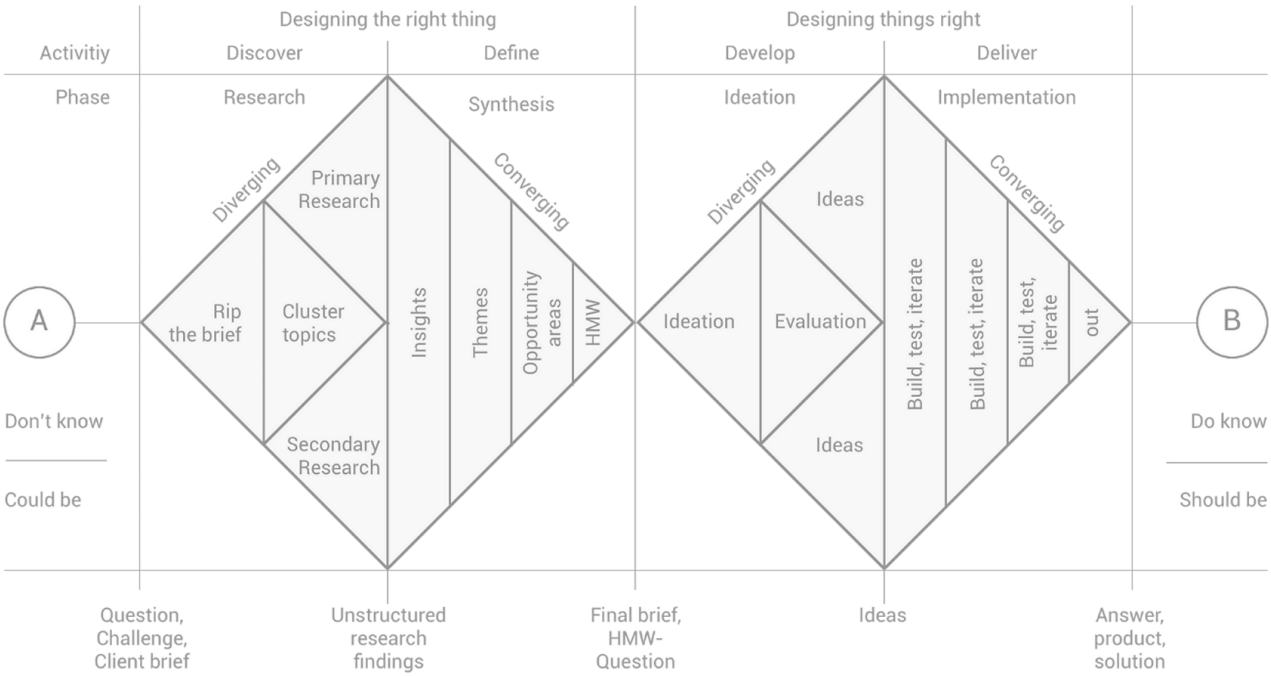
In this semester, I have tried to ask regularly for feedback. I know that these efforts are still not really enough, and I have to improve in this. I can do this by saying that every X day I will have to ask for feedback. An example of me already noticing this is Professional Leadership. However, I noticed that there were still not many improvements throughout the semester. I have asked for feedback some times for other projects, like my Passion project, as you can see in Professional Leadership.

Group Project

Introduction

As our big group project, Studio Prism had to work together with Transmedia minor students from Tilburg. The goal was to develop a unique transmedia experience for the Sprookjes Karavaan, with a focus on community engagement and inclusivity. Transmedia storytelling means using multiple platforms, such as video, screens, books, video games, social media, and live events, to tell a single story or explore a concept. This way you bring a (digital) story into the real world. Each element brings more immersiveness to the overall story, allowing the kids to interact with it and experience the story in multiple ways.

The project tries to achieve a transmedia experience that is suitable to children aged 6 to 12, particularly those living in the financially vulnerable suburbs of Arnhem. By offering diverse activities such as theater, art workshops, kids events, and immersive experiences with Rijnie Rijn, the goal is to ensure that everyone can participate, regardless of their economic background. Through this transmedia approach, the audience will actively engage with the narrative, piecing together different parts of the story from various sources. As a group, we are following the double diamond method in our work, and I will outline both the group's progress and my individual contributions at each phase of the process.



Discover

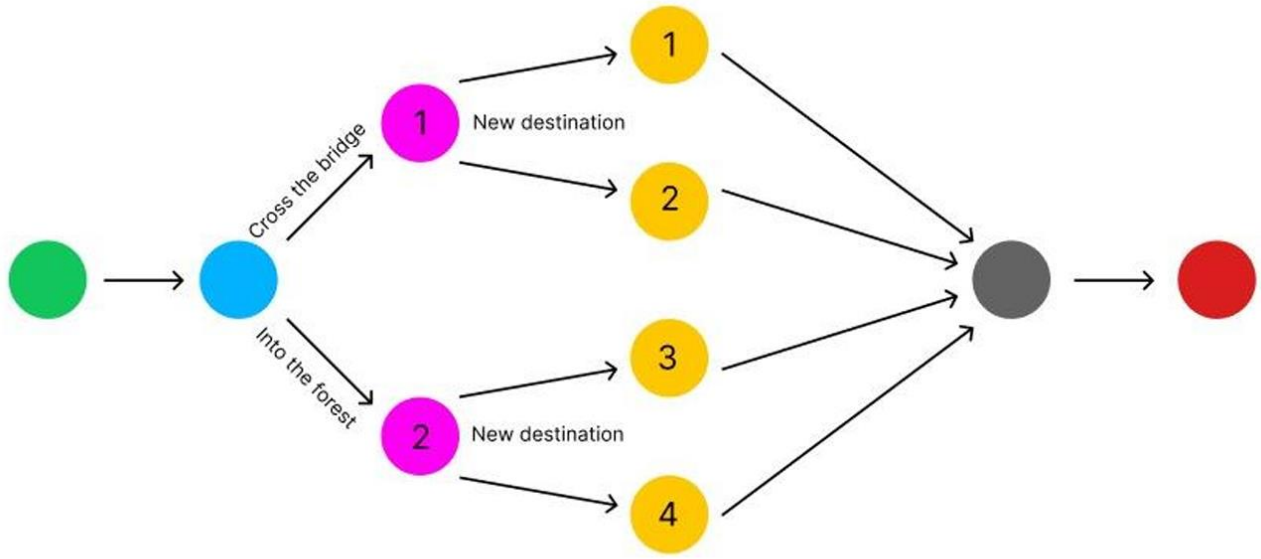
To do our research, group members went to schools to try and find out what interests the kids in the age group of 6 to 12. Unfortunately we had no success trying to interview the children themselves, so group members went to a museum for children to interview them and still find out how to engage with children.

Define

We had the idea to let the children play through a story that they can be part of. The way we wanted to do this is by letting them stand in front of a green screen, and they see themselves on a bigger screen in front of them. We put all the research in our concept document, where we used mind maps and affinity maps, personas and lotus blossom ideation techniques.

Develop/Test

We agreed as a group that we want to give the kids freedom of choice. So that when they look at other people playing and then play themselves, the storyline could differ a bit. We did want all the options to eventually lead to the same end point.





We worked this out in a Figma Prototype. The prototype had a couple iterations, and when we finalised our prototype with feedback, Max and I started with making the real website with these choices, just like the prototype. This was done fairly quickly. Then I struggled a bit with how certain elements looked, as not everything seemed to have the same style. I eventually fixed this by iterating on the designs together with Martin, as you can see in Creative Iterations.

Deliver

At the end of the project, we had a fully working end product. It needs a voice-over to properly play, but given that this would be executed at a fair with organizing people, that wouldn't be a problem. You can try out the product here. We also tried out the end product ourselves, to give a little demo on how it would be used. The main video can be viewed here and an alternate path can be seen here.

We also made an advice report on what could be improved for eventual future iterations, if needed.

Communication with Transmedia Students

The communication with the Transmedia Students didn't always go as smooth as we hoped. We arranged several meetings, both online and physical. More information about our communication with the Transmedia students can be found in Professional Standards.

Burden of Proof (BOP)

Learning Outcome	Self-assessment	BOP
Conceptualize, design, and develop interactive media products	Proficient	Personal Portfolio Javascript Timer Studio Logo Brand Book Mobile Transport App Concept Document Rink & Morty API PWA Blender Passion Project
Transferable production	Proficient	Git repository, Commits and Branches Javascript Timer Glitch Website My Team in Teams
Creative iterations	Proficient	Studio Logo Portfolio Style Mobile Transport App Iterations in the group project Passion Project
Professional standards	Proficient	Group contract Transmedia Students Scrum Studio Process Advice Report My Approach My "New" Approach?
Personal leadership	Proficient	Feedpulses Exploration of self Career Day Job Possibilities Feedback Recap Passion Project