



# My Portfolio

ICT & MEDIA

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## Introduction:

### ABOUT ME:

I am a 21-year-old student currently studying at Fontys majoring in ICT & Media. After adapting to living in the Netherlands and experiencing multiple new challenges both personally and educationally. Adapting to the way of learning was a bit of a challenge and it has given me a broader perspective on how to move forward with multiple things. Learning new ways and methods of thinking and learning new things for example how to give and receive feedback which has helped a lot with projects and other things, having other people's point of views and taking it into account to help with creating better versions of a product or even helping better myself personally and professionally.

### GOALS:

#### Academic Goals:

- Completing this semester to continue to the next one.
- Deepen personal understanding in multiple aspects of the course.

#### Career Goals:

- Attain a certain position or level of responsibility within myself and a company or organization.
- Develop specific skills or expertise relevant to my desired career path.
- Network with professionals and peers in the field.
- Increase salary or earning potential.

#### Personal Goals:

- Improve communication and social skills.
- Travel to new places and experience different cultures.
- Get back to reading more books.
- Learn a new language.

### WHAT DO I WANT TO ACHIEVE:

What I would like to achieve this semester academically is having a deeper understanding of user centered design methods and improving my skills in creating unique designs and other front-end development skills in general. Professionally, I would like to achieve is being more responsible in managing my time and having a more professional speech in general.

# Client Project & Passion Project (Iterations)

## 1. Introduction To Project Client:

### Client Introduction & Client Project:

After careful consideration of the proposals provided by several potential clients, our group came to an agreement and decided to work with the 18th of September Foundation. The Foundation's inspiring purpose to both preserve the memory of the wartime events in Eindhoven and inspire in people a deep understanding of the important nature of their decisions, which formed the driving force behind this decision. The Foundation's main mission struck a deep chord with our project's objectives and precisely matched our ambition to create an interactive experience that encourages introspection, engagement, and education. We are dedicated to creating a valuable product that honors the history and enables the present and future generations to better understand the consequences of their actions, which is why we are collaborating with the 18th of September Foundation.

### Project Goal:

Our goal with this project is to create an engaging, geocaching-inspired interactive city game that immerses players in Eindhoven's World War II history. In order to go through important historical locations and scenarios in this game, players will have to choose between two possibilities, each of which represents a crucial decision that was made during the period. Making well-informed choices opens up new settings and narratives, showing how decisions have an impact on the course of history. Our goal is to include players in a thought-provoking historical investigation while emphasizing the value of individual agency through the integration of interactive narrative with instructional gaming. In the end, we hope to incorporate this digital experience with the already existing "Walk of Freedom" program to improve people's awareness and interaction with Eindhoven's history during World War II.

### Project Purpose:

The goal of this project is to create a product that raises awareness of the profound influence that personal decisions may have, particularly when considered regarding historical events like the tragedies that occurred in Eindhoven during World War II. Our intention is to encourage introspection on the effects of our choices and provide people with the tools they need to make wise decisions that benefit society by remembering the experiences and lessons learned during this time.

### Target Audience:

Our target audience is mainly people around the ages of 18 to 24. People that have graduated from high school recently or are a few years older. The reasons behind this are as follows; since history studies are no longer offered in schools, students have nothing to

constantly "remind" them of the events of World War II. Also, we are a member of the group ourselves and are surrounded by people of this age, conducting research is also rather simple for us. Despite being "digitalized," our target audience still enjoys outdoor activities (our product combines the two).

## 2. Process:

Initiation:

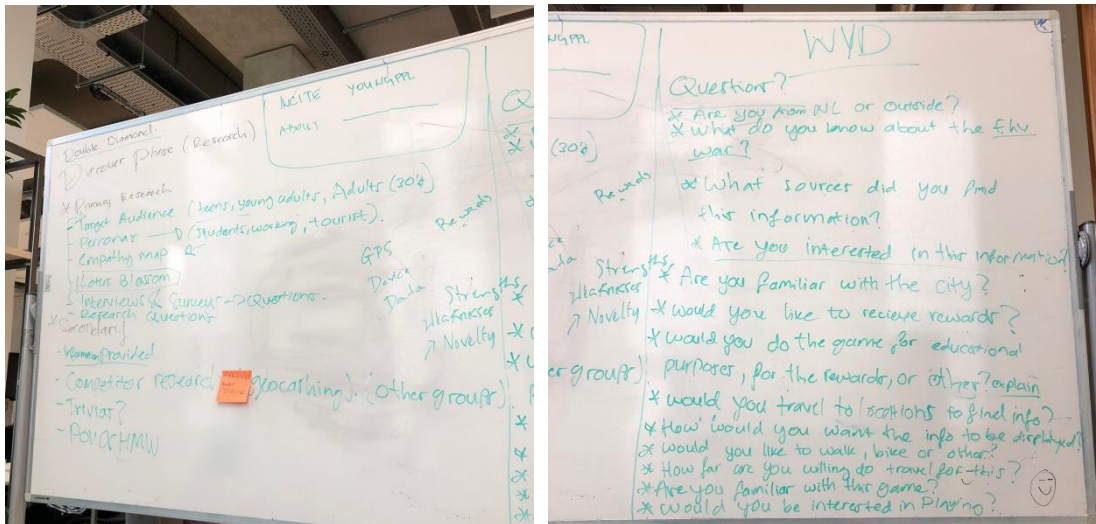
- Start of the project

At the start of the project we were mostly brainstorming on what type of product we could make to attract more you people to learn about history, trying to make it in a fun way in order to make it more interesting for people to receive information about this topic.

### Planning:

- Brainstorming

Continuing with the project we started brainstorming ideas and other things that we might do. I decided to take the initiative and started to ask the group of what we might consider doing or creating for our project and wrote them on the whiteboard. While also considering a few questions that we might use for research. After receiving feedback on what we had

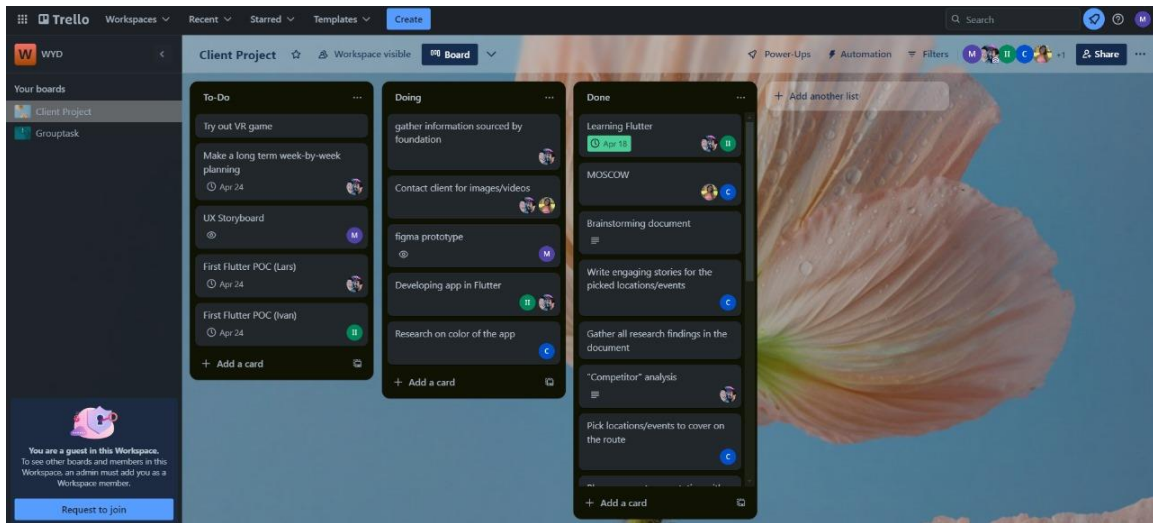


## Brainstorming Document

Trello Board:

We have been using Trello boards since the start of the projects we have done to help us keep track on each assignment for each group member. Using the Double Diamond

method, we are always going back and forth the different phases and making sure that we keep in mind which tasks need to be prioritized.



### Execution:

- Primary research
  - Interviews

Before conducting the interviews, we as a group came up with a few questions that we would ask the interviewees

Transcribing the interviews I have conducted (2 out of the 3)

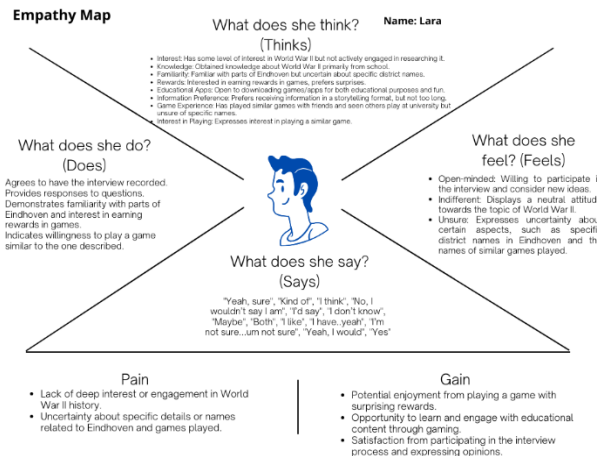
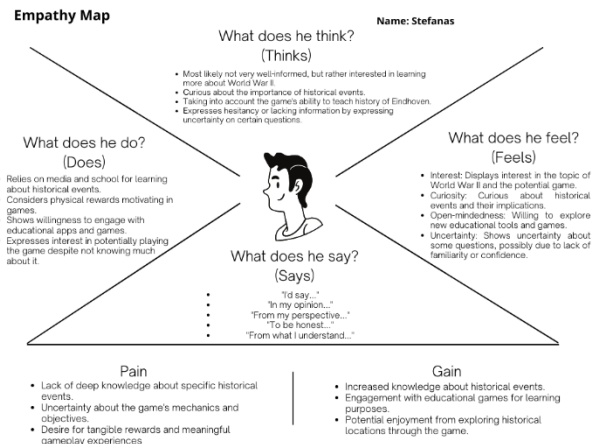
### First Interview

### Second Interview

### Third Interview

- Empathy Map

These empathy maps that I created are based on the two interviews that I have conducted during the research phase to help understand what the user's needs are.



## ○ Lotus Blossom

Creating the lotus blossom with the group, we started with the problem and thought about different types of solutions that might help us with creating our product and then it started building itself all together one block at a time.





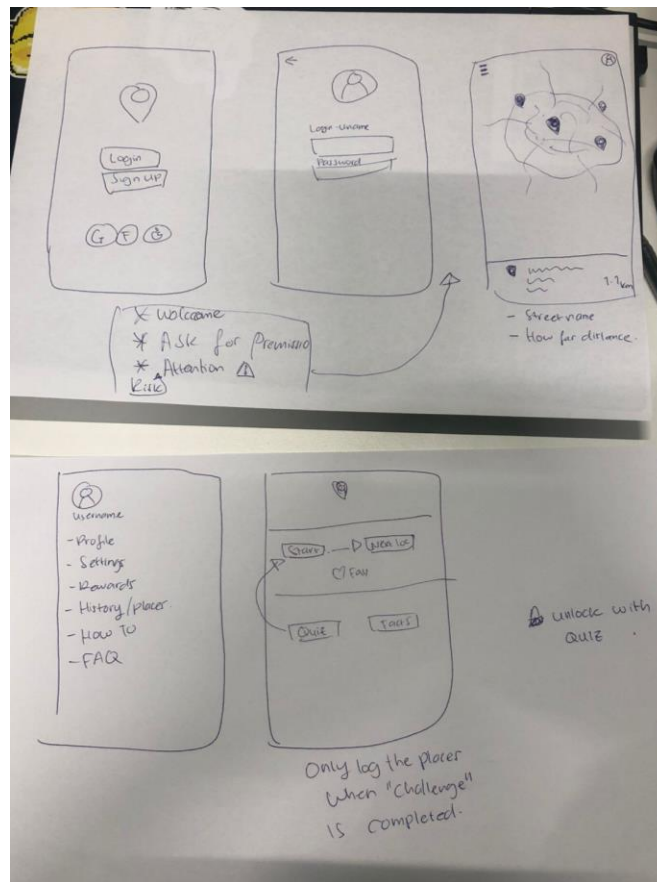
Fear of missing out	Personal connections	Disturb	Puzzles/quiz	Online	GPS	Cognitive memory	Usefull	Multi cultural
Empathy	Fellings	Sad	Choice based	Games	Interactive	Levels of difficulty	Education	Necessity
Curious	Accomplished	Freedom	Unique	Rewards	Fun	Information	Knowledge	Learning
Pictures	3D	Animations	Fellings	Games	Education	Brightness	Dark/light mode	Free
Videos	Visuals	Streetview	Visuals	What would incite users to learn about history?	Accessibility	Availability	Accessibility	Low level of entry
Icons	Colors	AR	Engagement	Storytelling	Interactive	"At home" mode	Multi Language	Blind/deaf
Games	Anything physical	QR codes	Keep memory alive	Plot	Non-fiction	Choice based	GPS	Buttons
Outside world	Engagement	Audio	Fun choice of wording/phrasing	Storytelling	People's stories	Games	Interactive	Social interactions
Walk	Visuals	Social media	Soundtrack	Choice-based	Characters	QR codes	Ar features	Walk

- Concept Document
- Secondary Research

Some secondary research I have conducted is looking back at our clients' websites and other articles on the internet to look for more information to get an idea on how we might create the look for our product.

- Creating The Game Prototype

Having to create a few paper sketches before starting on the actual prototype. We started with the initial prototype sketches that me and Daniela created roughly in a few minutes just to get a picture of how the product would look like. We created a few pages such as the landing/log in/sign in pages, the main page itself, the settings page, additional page to map/main page. With some other specifics



### Figma Game Prototype

#### Monitoring and Controlling:

##### Closure:

Research questions we have used, methods (Double Diamond Method), results can be found on my personal portfolio website. [Freedom Walk App](#)

All of the relevant project artifacts are addressed accordingly in the freedom walk application walk through of the creation process.

### 3. Reflection on Process:

#### Start:

- Coming on time during project days
- Looking into Flutter to help with the development of the app

#### Update:

- Focusing on the passion project

- Asking for more feedback
- Improving time management more effectively

#### Stop:

- Not notifying teachers of absence or delays

#### Update:

- Procrastinating on assignments

#### Continue:

- Working on project as a team
- Using GIT more often
- Communicating on what each member of the group are currently working on
- Documenting more on the process of everything and how things are going

#### Update:

- Updating Portfolio accordingly

#### Tools Used:

Throughout this semester, I've used a variety of tools that have significantly improved my skills as a design professional. Each tool played a key role in different stages of my projects, making my workflow smoother and more creative.

##### Initial Research and Ideation

Search engines and Pinterest were crucial for gathering information and inspiration. They helped me explore different perspectives and generate innovative ideas.

##### Design and Development

VS Code and Unsplash were indispensable during the design and development phases. VS Code facilitated efficient coding, while Unsplash provided the necessary visual elements.

Pinterest was great for gathering design ideas. By pinning various inspirations, I could easily organize my thoughts and stay updated with the latest design trends.

### Project Management and Execution

Trello and WhatsApp ensured smooth execution. Trello kept tasks organized and deadlines met, while WhatsApp enabled effective communication.

WhatsApp facilitated real-time communication with team members, allowing us to share updates and resolve issues quickly, ensuring everyone stayed aligned.

### Documentation and Presentation

Microsoft 365 tools were essential for documenting progress and creating presentations, helping me present my work in a clear and professional manner.

Using these tools has greatly improved my design proficiency. They have made each project phase more efficient and have enhanced my ability to produce high-quality work, manage tasks effectively, and collaborate with my team.

## Final Client Product & Passion Product

1. Evaluation: Assess the final products based on criteria like functionality, design, and user experience. Highlight strengths and areas for improvement.
2. Advice: Creating the advice document in general most of the information needed that is relevant to the client itself can be found in the document itself. [Advice To Stakeholders Doc](#)

## Reflection on the Semester/Profile/Direction:

### 1. SEMESTER:

My overall performance during this semester I might say is far better than the last third semester where I had more contributions in the group project and had a reliable group to work with which helped quite a bit in keeping me motivated personally. I have learned multiple new things along the way for example asking the right questions, asking for more feedback to better the product, exploring new research methods to find more information, etc. I personally find that I am doing better in documenting things as well since this is a weakness that I have acknowledge as well as presenting things in real life in front of an audience which I still struggle to do but I do try to go through with it every time and always do the best that I can.

#### Checkpoint 1 Feedback with Petra 11-03-2024



**Ni Nengah Dwi Melita Suriada, Dwi Melita D.** 3 months ago

First feedback of the portfolio document I had from Petra, Making sure I have the group work differentiated from what I have done personally, explaining what methods I have used along the way. Keeping in mind to always have a validation for everything. It was also mentioned to add multiple links to each learning outcomes. Lastly I was adviced to ask for more feedback.

- Applying this feedback to each of the project's document as best as possible to separate the workload from the group's effort and my effort personally that I have done in contribution to any assignments.

#### Checkpoint 2 Chris Portfolio 15-03-2024



**Ni Nengah Dwi Melita Suriada, Dwi Melita D.** 3 months ago

The feedback that I have recieved from Chris for the Portfolio Prototype, I will need to explain about the process of creating this prototype. While also making sure to keep in mind what would make something memorable, what would make something stand out. Pressent the portfolio more as myself and what would seem more like me.

- For this feedback iteration, I created a separate document linked in my website making sure I described the process of creating the prototype of my personal portfolio itself. Although I appreciate the feedback of Chris suggesting that the website reflect more of my personal style, I believe this version truly represents who I am, more than other previous portfolios I have created.

#### Checkpoint 3 Formative Assessment 1 - Jan & Petra 18-03-2024



**Ni Nengah Dwi Melita Suriada, Dwi Melita D.** 3 months ago

The Formative Assessment feedback that I recieved for my portfolio so far I would need to look more into the readability of my portfolio website, work on some code in the future not only for the website itself but also challenges and adding it to GIT, and commenting any relevant code to make it transferable. Also having feedback for everyone in general for the next iterations this would mean creating something and having outside input/feedback and after maybe adding changes to our own product. If any research was conducted we would need to explain why we decided to improve our product which would count as an iteration.

- Having some trouble working with GIT I will need to contribute more work into this with probably one of the challenges. I have applied some changes in iterating some feedback from fellow peers or teachers.

#### Checkpoint 5 Feedback with Petra 15-04-2024



**Ni Nengah Dwi Melita Suriada, Dwi Melita D.** 2 months ago

I received feedback on the prototype I have created of our group project.

First thing that Petra mentioned that creating a login page is the least important part of the prototype so I can spend less time on that and more on the actual prototype itself. She was a bit confused on how the flow of the app worked, I will be adding an onboarding part for the app to help with this providing a short description on how to use the actual app and what are some features the app has. Also Petra advised to change the color palate to make it look more historical for example like an olive green color which I will be implementing on the prototype. Overall Petra said it was a good start but to work on the flow a little bit more because for proof of concept the experience is what's matter more.

- With this feedback in the end of developing our product we decided not to apply the login page and remove it overall. Adding an onboarding like we talked about to make it clearer for the users as well as changing the colors for the app itself I added a few color palette inspirations to pick from next to the prototype itself.

#### Checkpoint 6 Second formative assessment - Kadian & Maikel 24-04-2024



**Ni Nengah Dwi Melita Suriada, Dwi Melita D.** 2 months ago

The feedback that I have received from Kadian and Maikel during the second assessment:

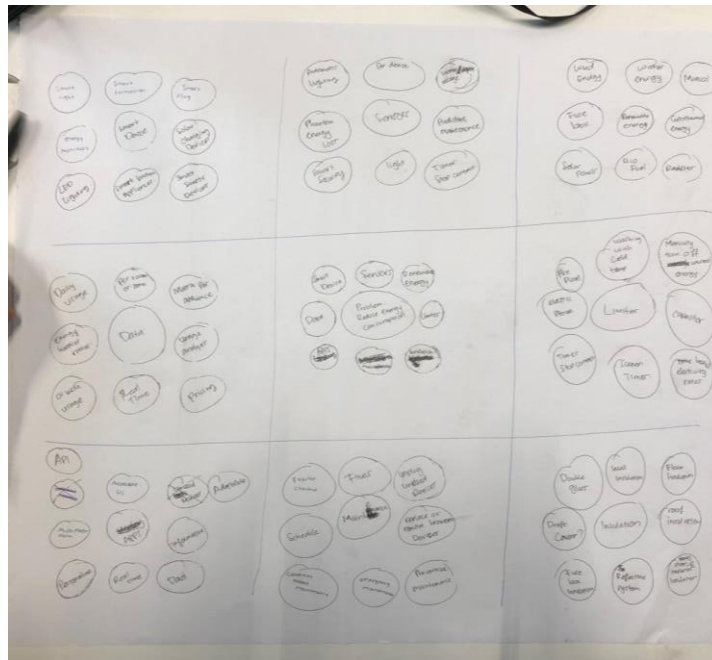
Clearly stating each target audience for each of the work that is done, clearly stating each process of the assignments that is done, stating any useful feedback that is received and how this affects anything in the process of creation while also stating how it would be suitable to approach the feedback and possible apply it. As well as including how the transitions progress are (before and after) for example of each prototype (how every step change from sketches, low-fi to mid-fi and finally the high-fi) and after each iteration to justify why their changes were made. Adjusting the reading guide to make everything fit better, making it into one cohesive story. Advised to look into job requirements in line with this course or certain skill sets, while reflecting more on personal strengths and weaknesses.

Going further I will be adjusting the reading guide to creating one cohesive story and doing some more personal reflections along the way as well as completing each assignment with some other requirements that is stated in the feedback such as the target audience adding them in each individual documents. I will be asking for feedback on this matter to help me better understand. I will also be changing the word document for my personal portfolio to my actual portfolio website where it would be easier to navigate and state every assignment accordingly. Keeping in mind to learn along the way from myself, peers and teachers and stating any strengths and weaknesses that I reflect on further into this semester.

- For the last assessment I revived this feedback above to state the target audience which I later on implemented on almost all of the documents that I created. Further on reflecting more on my personal weaknesses and strength on a daily basis.







Following the UCD workshops that I have attended I learned multiple new skills and also had a few reminders from last semester including on certain topics such as empathy maps, thinking methods, research methods, etc. Something new that I have learned that I found quite interesting is the lotus blossom. Some other topics too, such as the How Might We and the POV topics.

How W's

1. How might we show the data on their consumption in an clear and accessible way.
2. How might we design a smart Home device that can help people reduce their energy consumption.
3. How might we integrate our device into the existing Homes/businesses of people to accurately monitor their energy consumption.
4. How might we give accurate and trustworthy insights and advice to reduce their consumption

USER:

People that want to reduce energy consumption.

Need:

A smart device that can give insights on energy consumption and give advice based on these metrics to reduce consumption.

Insight:

They want to know how much they are using, where, what devices use the most energy, and what they could do to reduce their consumption.

POV Question:

"How much is the daily usage of energy, and how can consumption be reduced."

### 3. PROFILE:

So far, the experiences that I have had during this semester profile are pretty interesting as we have had a change in the teaching methods again, where both demand based and course-based learning methods are merged together. At first it was a little bit confusing,



and I had to adapt to the new ways of this semester. It does feel like we are more free to do our own thing although it is quite challenging sometimes due to the lack of structure that I personally am used to. Then again with this challenge I personally am trying my best to grow as an individual to learn how to do things differently and perhaps in a creative way.

Exploring my weaknesses and strength along the way I found myself struggling to keep track of what we or myself were doing or supposed to do at some parts of the semester, as well as managing time for me is quite a challenge that I have been dealing with and I am currently still trying to manage it in a better way which I have personally seen some improvements on.

#### 4. DIRECTION (SPECIALIZATION, INTERNSHIP, ETC.):

As I will be retaking the 4<sup>th</sup> semester, I am considering choosing between either Game Design or Cyber Security for my specialization for the next semester. The reason to why I am considering between these two is for the Game Design I have always been drawn to more of the creative side of things and I prefer creating new things while also learning new things at the same time to get new experiences, opportunities and unique creations. As for the Cyber Security specialization I have always wanted to help other people with some technical problems that some may not understand while also learning new things simultaneously due to it being a subject that grows and changes most of the time.

## Introduction Of Kick-Off Week

During the first week of this semester as it was called the “Kickoff week” we had to create a temporary group that consisted of a mix of semester 2 & 3 students \*(Me, Stefanas, Minh, Enes and Akan). We formed a group that we decided to call “Of course” and started to get to know each other before we continued with the week and assignments we were given.

## Creating A Business Card-LO1

I created multiple business cards and had a few ideas on how my business card would look like. After creating a traditional square and simple looking business card I had some feedback to think more outside the box and create something new or unique. I did some brainstorming and decided to create a website that would display a record player that would have my contact information on the vinyl itself and the certain specialization that I have written on the album cover.

[Business Card Document](#)

## Portraits-LO<sub>1</sub>

We had to create portraits using only a phone camera; after making a few pictures while playing with the brightness and other lights, I adjusted a few things using photoshop and Pics art.

[Portraits Document](#)

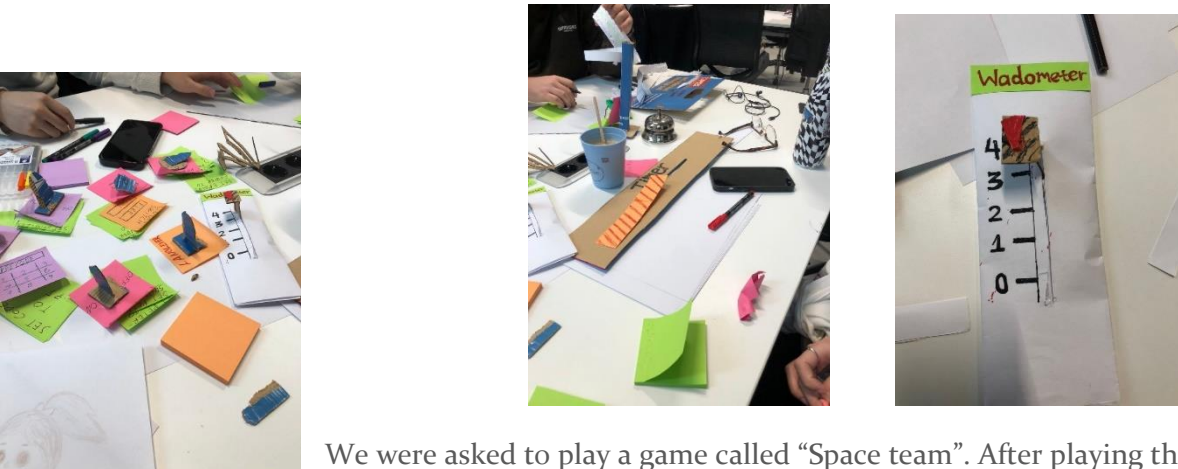
## UX Overhaul-LO<sub>3</sub>

On this day of the “kickoff week” we were assigned to do some research on good and bad UX websites, finding some points where the UX is considered good or bad and implementing them on the websites that I visited. I created the document and briefly described my findings under the screenshot image of the website itself. I added the bad examples of the document. Finding different website examples to modify myself as well making one with a better UX and one with a worse UX.

[Group Document](#)

[Personal Document](#)

## Paper Prototyping-LO<sub>2</sub>



We were asked to play a game called “Space team”. After playing the game we were asked to create a paper prototype of a game where we decided to make a similar one as the game from before. We worked together creating the pieces, for the supplies we went to

the ISSD, and I had a list of things that we needed to rent for the day. Each of us created “prototypes” for the different setting or levels of the game that we had.

### Paper Prototype Document

### Demo of Paper Prototype



## Portfolio Website Prototype-LO1



For my personal portfolio website, I was inspired to create my personal portfolio website prototype by a number of different templates and designs that fit my aesthetic. Making a digital platform that accurately captures my character, identity as a professional, and ambitions was my aim. Throughout the process, I thoughtfully put together elements to showcase my talents, experiences, and values effectively. I iterated on the prototype for now, keeping in mind to ask for feedback from peers and mentors to refine the design further.

## Forming Project Group

In order to build a well-rounded team, we paid attention to skill set diversity when constructing our team. We valued each member's contribution of their particular area of knowledge and created a supportive environment that was ideal for cooperative learning. We benefit from a diversified team's all-encompassing problem-solving ability. When one person faces a problem, the skills of another can often provide a workable solution, increasing our effectiveness and productivity.

Furthermore, we are able to tackle tasks from a variety of angles thanks to our diverse skill sets. Each team member's unique skills, whether they be in technical development, creative design, or strategic planning, add to a more stable and creative result.

## Brainstorming Brand Name

Brainstorming name ideas for our studio that would make sense and fit with our goals as a brand, we ended up with “WYD” short for what you design. After conducting a few interviews and receiving multiple feedback the name stuck the most was “wyd”, yet most people were unsure how to pronounce the name how it is supposed to be pronounced hence why we decide to use “What You Design” as a whole for our logo too while still keeping the original idea for the brand name having multiple choices.

## Creating The Logo-LO1

Creating the logo, I started off with a few sketches that came up in my mind, thinking of different ways and looks on how we would want the logo to look like. I played around with a few different styles and fonts to see if any would fit our brand. [Group Logo Design Document](#)

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esign

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WID  
SIGN

WD  
Y

WYD

## Branding Document-LO1

After reading and going through the document what my group mates have created before I took the initiative to improve and modify the structure, adding new ideas and viewpoints to better reflect our team's vision, after carefully reviewing the current paper and discussing with other team members. On several occasions I modified a few parts, making sure they were in line with what we want to be included in the document.

Our internet presence strategy provides a relevant contribution to the text. Understanding what's needed to have a determined online presence, I developed a thorough description on how it would benefit us in our exposure and interaction on a variety of websites. This calculated approach strengthens our brand identification and messaging online while expanding our reach.

In addition, I made two prototypes that represented our mentioned online presence design on my own initiative. These mockups offer a concrete look into the design and functionality of our online presence by acting as visual representations of our imagined digital platforms. We provide stakeholders with a realistic sample of the potential outcome of our digital strategy by incorporating these mockups into the report.

### Branding Document



## Rick and Morty API Challenge

After following the first API workshop I have learned multiple new things which was helpful for this challenge and some of the code I have worked on simultaneously during the teacher's presentation and explanation within the workshop. Fetching all the characters from the chart and finding pickle Rick, after that simply creating a more appealing look of the whole page.

## My Portfolio Website

I am currently working on the website for my portfolio, where I will be displaying most of my work during this semester. So far, I have created and will improve my homepage, projects page, group projects page, and others. Some of the pages are currently already on my GIT.

### Burden Of Proof

Learning Outcome	Self-Assessment	Proof
LO1 - Conceptualize, design, and develop interactive media products		<ul style="list-style-type: none"><li>- <a href="#">Group Logo Design Document</a></li><li>- <a href="#">Branding Document</a></li><li>- <a href="#">My Business Card Document</a></li><li>- <a href="#">Portfolio Website Prototype Document</a></li><li>- <a href="#">Portfolio Website Prototype (Figma)</a></li><li>- <a href="#">Portrait Document</a></li><li>- <a href="#">Brainstorming Document</a></li><li>- <a href="#">Figma Game Prototype</a></li><li>- <a href="#">Concept Document</a></li></ul>
LO2 - Transferable production		<ul style="list-style-type: none"><li>- <a href="#">Paper Prototype Document</a></li><li>- <a href="#">Rick and Morty API</a></li><li>- <a href="#">Personal Portfolio Website</a></li></ul>
LO3 - Creative iterations		<ul style="list-style-type: none"><li>- <a href="#">W5H1 Thinking Method Document</a></li></ul>

		<ul style="list-style-type: none"> <li>- <a href="#"><u>Bad and Good Design in UX Document</u></a></li> <li>- <a href="#"><u>UX Overhaul Document</u></a></li> </ul>
LO4 - Professional standards		<ul style="list-style-type: none"> <li>- <a href="#"><u>Concept Document</u></a></li> <li>- <a href="#"><u>Personal Portfolio Website</u></a></li> </ul>
LO5 - Personal leadership		<ul style="list-style-type: none"> <li>- <a href="#"><u>Brainstorming Document</u></a></li> <li>- Reflection on the Semester/Profile/Direction (Page 10)</li> <li>- Empathy Maps</li> <li>- Interviews</li> <li>- Interview Transcripts (<a href="#"><u>First Interview</u></a>, <a href="#"><u>Second Interview</u></a>, <a href="#"><u>Third Interview</u></a>)</li> </ul>