

READING GUIDE

PORTFOLIO SANNE RENIERS



Version control

VERSION 1

29.09.2024

I've filled in the first draft of the reading guide with the first reflections and evidence for the first review.

VERSION 2

29.10.2024

I've added in new product in the evidence section.

VERSION 3

10.11.2024

I've added on to some reflections and added in more product for the 2nd portfolio review.

VERSION 4

15.12.2024

I've added in the styling of my portfolio and created an InDesign document in order to create a more visually pleasing and complete reading guide.



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Introduction

I am a very enthusiastic and motivated person. I absolutely adore designing, and making these designs come to reality. I think that design wise I'm quite strong, I want to grow and do some things that are a bit more out of the box for me. And to work more on coding these designs in a better, perhaps more responsive way. I also want to focus on seeing if I can help others grow more confident in their designs.

My goals

Semester wide I want to learn more about blender, as well as diving a bit deeper into design and trying to step a little bit out of my comfort zone. I also want to dive a bit more into developing websites, and trying to understand and write JavaScript code myself on a more advanced level. I also want to try and do some more with animations, more specifically CSS Animations. One of the projects that I loved working on last semester was the snake game that I created and modified. I want to do something along these lines again this semester. Lastly, I would like to learn more about 3D printers and making my own models for this.

Along with that, I want to do some research in frameworks, and what they can do to help you code your website in a more efficient way that can help your team work with your code more easily.

Sakura Creative

This semester, we started off with creating a studio in which we set certain core values for our group and the project that will follow after this. During these few weeks, we got to know each other better but we also worked on creating a few branding means that we can use to promote ourselves to our clients.

I set up the Monday environment for our group.

We use this to create our planning, and to communicate what needs to be done at which time. This is important in term of communicating. I am in charge of this and to deal out the tasks to my team mates each week.

I created the logo for our studio.

The logo is something that will make people recognise you, but that also represents the brand itself.

I created brandbook for our studio.

The brandbook tells other people that might be creating something for our studio, other team members for example, what they can and can't do. This is an important step in setting the branding for the studio, and I enjoyed working on this with Furkan a lot.

I iterated on the hero image of the website

Together with my team mates, I helped iterate the webpage design to better match our logo and theme.

Partout Project

The project we applied for as a studio was the project that PartOut set for us. For this project, we created a concept and a proof of concept to solve the problem they where having. The problem statement for this was: “ ”.

Plan of action

We used teams in order to share the files and work together on certain documents, for the communication we use a WhatsApp group. Which is mainly for making sure that we communicate if we're late or when our task is finished. For the planning of the project we use Monday.

I created a project plan

This helped us have a clear overview of our problem statement, What our goals is, our concept and the deliverables that go with it as well as our roles during the project. I created a new version of this as our concept was changed midway through our process.

Double diamond

Discover phase

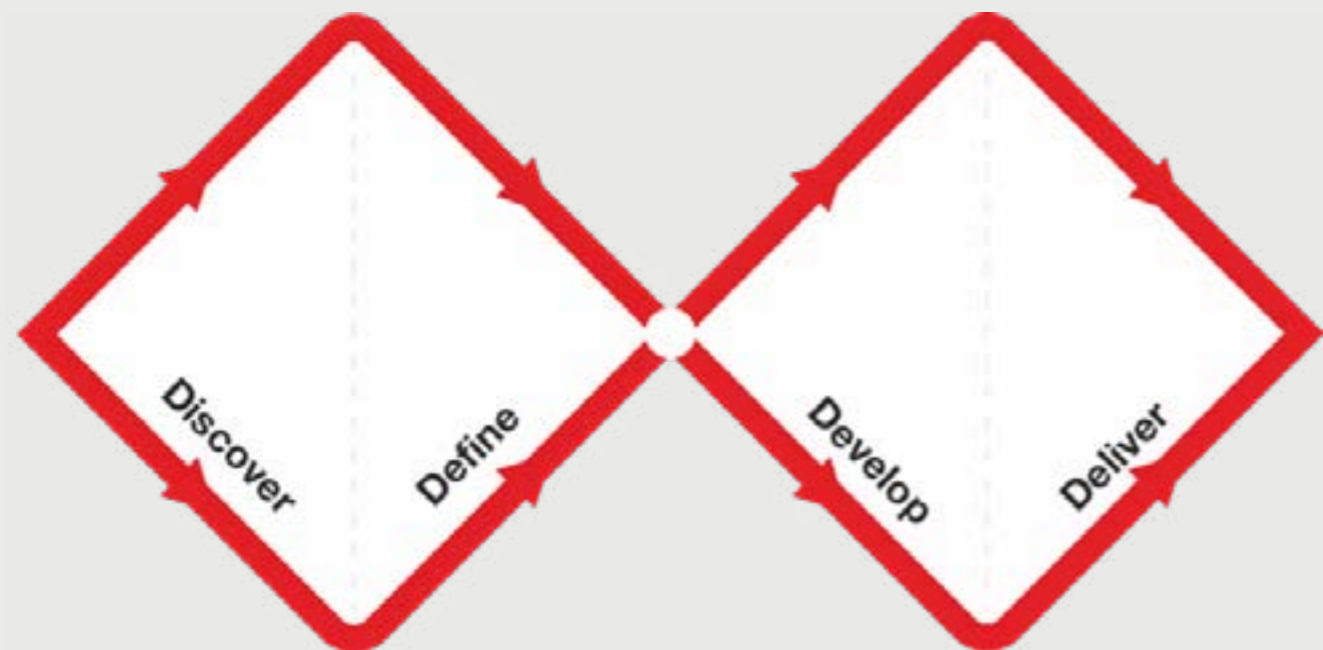
During classes, we learned about the double diamond and how it is important to diverge and converge when working on a project. This helps you think in a broader way and helps you get to the best end result as the first idea is not always the best.

I did **research on one of the sub-questions** we created.

This research helped us figure out what direction we could go into and what we could incorporate in our actual concept. My research was about anxiety and how we can help with that.

I took notes of the **expert interview**

We did an expert interview with a driver's instructor which gave us a chance to ask the questions that we still had but that could not be answered by students. This helped us get a clear overview of what they might need in order to help students better.



Define phase

After the research we did last phase, we created a concept together that we liked and that we could present to our client in a concept document. This meant that after diverging, we are now converging again to create a concept.

I brainstormed with my team mates

We did a brainstorm session which helped us to figure out what exactly we wanted to do that could solve our problem. We did this by filling in a **lotus blossom**.

I created a **MoSCoW Template** with my team mates

After talking about our concept with our teachers and stakeholders, we decided on creating a MoSCoW template. This helped us set our must-haves straight but also helped us figure out what we could and couldn't do.

I created an **Eisenhower Matrix** with my team mates

During a feedback session with one of our teachers, we learned that creating a MoSCoW for deciding what we wanted to do when wasn't the best course of action. More commonly used is an Eisenhower Matrix which works with important and urgent.

I did a **competitor analysis**

I did this by looking at the way others incorporated their branding and how we could use this to our advantage. It is not only important to research what others are already doing, but also how they advertise and promote this. This made us diverge again and look at our concept in a different way.

Develop phase

Once our research was complete, we were able to converge again, which finished off the double diamond. During this, we worked on creating some proof of concepts which could be used to show to our client.

I created a proof of concept for the instructor dashboard.

Our concept consisted of 2 different prototypes. 1 for the students and 1 for the instructor in which they can note down what the progress of their student is. I created the interactive prototype for this side of our concept.

Deliver phase

As the final step, we had a presentation to conclude our project. We got some feedback from our client regarding this and I made some small iterations on the dashboard based on this.

I created a template for the presentation

I created a presentation in Figma, in which we could put the information and video's that we wanted to show during the presentation.

I changed the colours of the dashboard

Our client mentioned that he missed the branding of CBR in our final project. I changed the colours of the dashboard so that it would match the branding a bit more.



Passion project

Career day

In order to have a bit more of an idea as to what I wanted to do next semester and to take a look into some possible minors I visited the career day that Fontys hosted. I looked at mainly 2 different things

The education specialisation

I was mainly interested in seeing what this included, and if they had any idea as to where else I could apply for an internship as this is something that is necessary for this specialisation.

The smart mobile specialisation

I was trying to figure out what I could do as a back-up, and due to this was interested in seeing what this exactly included.

Introduction

A few weeks ago, I was asked if I could help create a new website for my student association. I thought that this could create a very good opportunity for my passion project, as this would give me a way to look at some new things, along with giving me a clear group of people that I can test things with.

Double diamond

Discover phase

I created a project plan

In order to start of this project, I created a project plan so that I could document the problem statement, my goal and what I would eventually plan in terms of deliverables.

I created a MoSCoW template

Along with my stakeholder for this project, I worked on creating a MoSCoW template to help me discover what exactly was needed, what the problem was and what I could do to help and solve this. But also to figure out what they need in the website, and what they would like but isn't a necessity.

Challenges

Rating pop-up

In order to be able to add a bit more into transferable production, I did a few challenges on a website called “frontend mentor” These challenges are on github, as the platform uses this to give feedback on what is submitted.

The rating pop-up

I created a pop-up in which you can click a number, and this number is then also shown when you’ve clicked on submit.



Burden of proof

INTERACTIVE PROTOTYPES

Self assesement: : Proficient

Proof: **Interactive prototypes**

TRANSFERABLE PRODUCTION

Self assesement: : Beginning

Proof: **Transferable production**

ITERATIVE DESIGN

Self assesement: : Proficient

Proof: **Iterative design**

PROFESSIONAL STANDARD

Self assesement: : Proficient

Proof: **Professional standard**

PERSONAL LEADERSHIP

Self assesement: : Proficient

Proof: **Personal leadership**



