Reading guide

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Abstract

My name is Kyra, I'm 23 years old and like designing lots of things. My hobby's are gaming (from D&D to stardew valley), baking and cooking! I'm currently in my third semester of ICT & Media. For my portfolio I am choosing to make a website, this because I like making my designs come to life and showing it to family and friends. My and Mischief Studio's project choice is Beyond The Board. The second choice is Rap Cypher. The reason I like these projects is because you get a lot of freedom. For Beyond The Board you can make a new boardgame with a cool digital aspect. For Rap Cypher you can help make a rap video and social media posts.

Learning Outcome 1 - **Conceptualize, design, and develop interactive media products**

Self assessment: Proficient

You create engaging concepts and translate them into interactive validated media products by applying user-centered design principles, visual design techniques and by exploring emerging trends and developments in media, design and technologies.

Example 1 – **portfolio:**

Summary:

For LO1-Example1 I will explain and show some examples from my portfolio.

Method:

Audience:

The audience who will mostly see/look at my portfolio are my teachers. I will use it to show what I achieved this semester and my teachers to evaluate my progress and decide if I've successfully met the criteria to pass the semester.

Inspiration boards:

I made my inspiration board in pinterest and made another one in figma.

(Figma link : https://www.figma.com/design/6DVLE9gQLA4IWt6PgsXFaw/Portfolio-sem3?node-id=0-1&t=NvrMLRvFt4OoJ3Bt-1)

I did this so that I can make an easier start with my design.

(Pinterest link: https://pin.it/3PvBa6hD8)
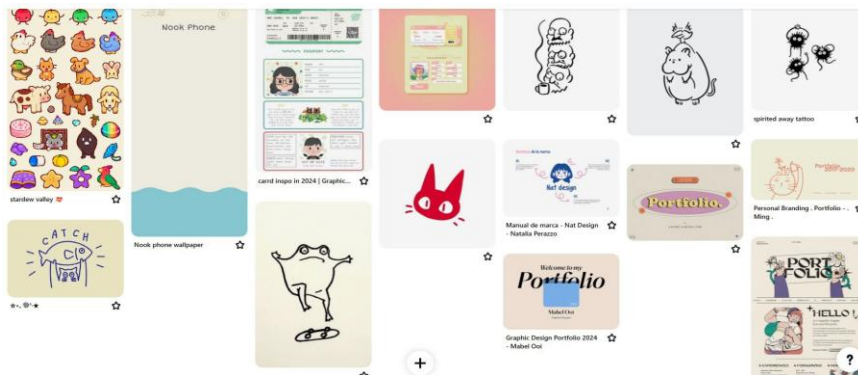
The first board was mostly inspired by Studio Ghibli, I love the art style and his movies a lot so I really wanted to make something like it in my portfolio. However I
am terrible at drawing and noticed it would be really hard to make into a portfolio.
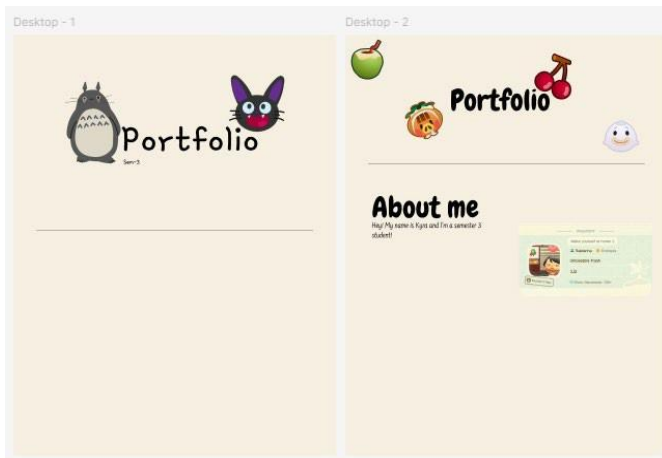
So I moved from that idea to animal crossing. Here I threw some ideas and drawings I made myself on a design and went further from there. I thought this would be easier since there are portfolios with an animal crossing theme. And therefore I started with a new inspiration board.
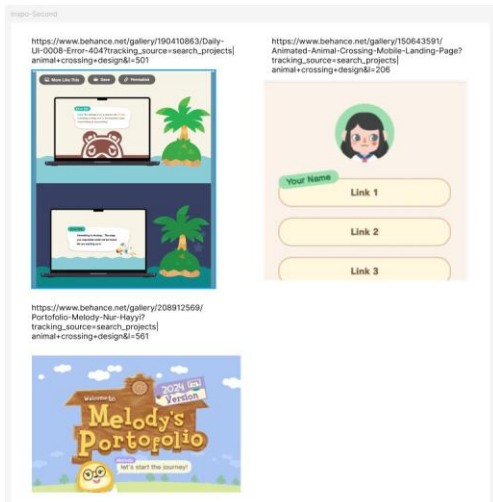
For my design I asked Maikel for some help with it since I was a bit stuck. He liked the animal crossing background because it represents the build up of the island. He also told me I was on the right path with my design even though my first mood board was different from what I am making. I told him that I wanted something with a handwritten font. He suggested I use my own handwriting for it so I tried to make it but I didn't like the look of it.

Feedback

I asked Maikel for help because I was kind of stuck and didn't have inspiration for my portfolio. I was on the right path with my animal crossing designs. My inspiration was different from my design, but I can still add the things I like to my design.
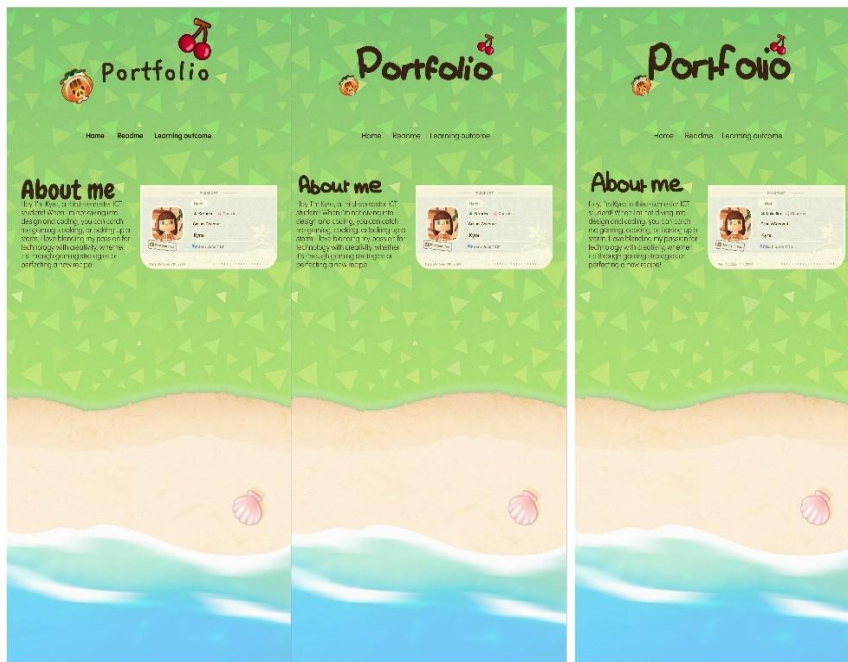
After Maikel helped me with my inspiration and ideas I came with a different design. For this I went through a few ideas and a new mood board. After that I finally decided on the final design. (the one on the right is the final design.)
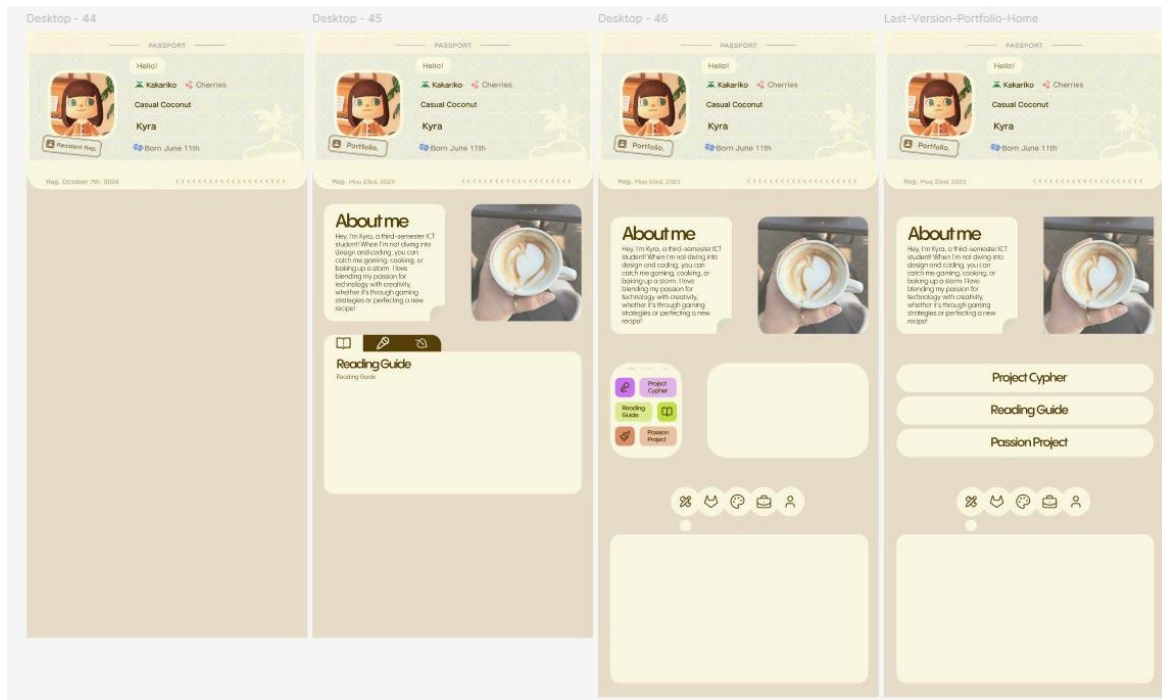
After that I began making a learning outcome page so that I could make a small prototype **(figma:**

https://www.figma.com/design/6DVLE9gQLA4IWt6PgsXFaw/Portfolio-sem3?node-id=0-1&t=sE47iGyZiYCZg8oL-1) to showcase how it would work. This way I could also see if I liked the layout or want to change anything.
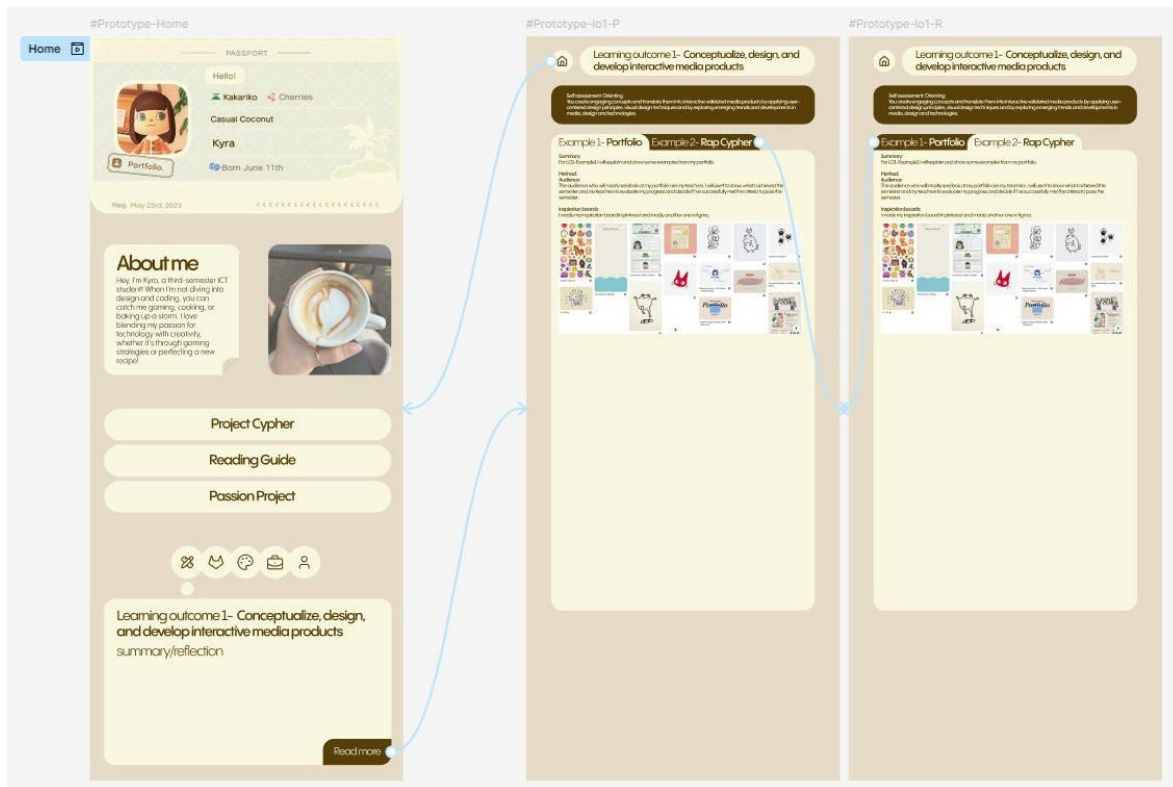
Reflection:

For my portfolio, I've learned a lot and I'm still learning as I go. I'm building it in Next.js and picking things up along the way. I didn't ask for a lot of feedback, and I feel like I haven't done as much as I could have. I could've asked for more feedback and spent more time improving it based on that.

Still, I do like how it's turning out. I like that I kept it simple but still added my own touch to it, and I'm excited to see the final version of my website.

Example 2 – **Mischief Studio:**

Summary:

For LO1-Example2 I will explain and show some examples for our group project studio.

Method:

Audience:

For our groups studio the audience were our teachers and the project stakeholders. They are the ones who will see what kind of creative studio we make to present ourselves.

Inspiration:

For our studio I thought something weird and playful would be perfect. I first thought about Studio Ghibli since I already had the inspiration in my head for my portfolio. So I went and made some fun drawings and asked ChatGPT for help with name
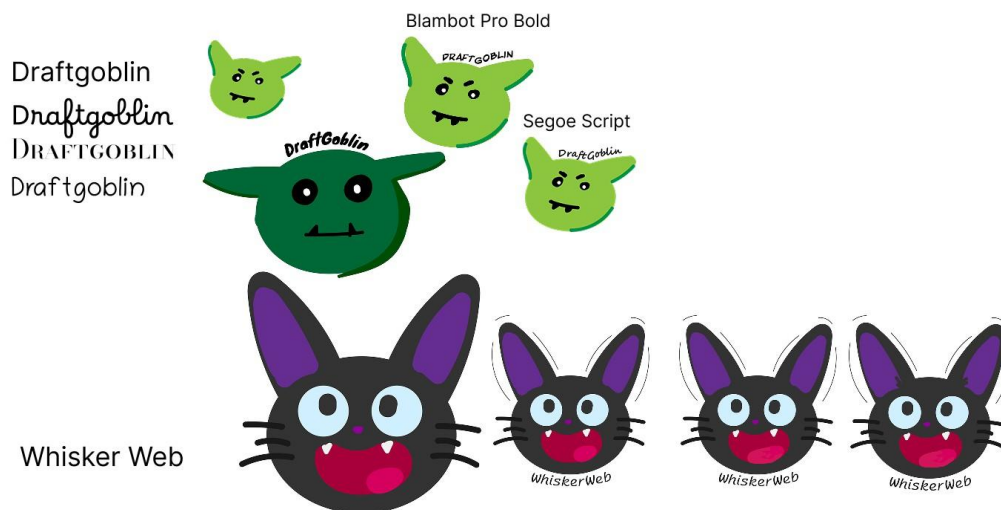
After we chose goblins as our theme, we had a brainstorm session to figure out the story, tone, and look of our project. That's when we came up with the name *Mischief Studio*, which fit perfectly with the playful and clever vibe we were going for. We imagined the goblins as curious tinkerers living in a tech-fantasy world—always building, breaking, and inventing things. The tone we wanted was fun and mischievous, but still smart and professional. This brainstorm helped us tie everything together and set a strong foundation for what Mischief Studio would become.

We also created a detailed mood board showcasing various types of goblins, drawing from different sources of inspiration to explore their appearances, personalities, and cultural representations. This visual collection helped us define the aesthetic and thematic direction for our goblin characters.

In addition, I wrote a short explanation on why we ultimately chose goblins as our focus. After an in-depth brainstorming session, we found goblins to be a rich and versatile subject. Their mischievous nature, wide range of interpretations in folklore and fantasy, and potential for both humor and depth made them an exciting choice for our branding.

Serious

Mean

Mischievious & stingy

Cute

Why Goblins?

We chose goblins because they are tinkerers and
we like to tinker designs.
They are also creative and original creatures
because they
mend their own clothing.
And last but not least, they are mischievous. We like
that about them
because we like to be more assertive when it comes
to designs. We listen
to the client while we will also discuss our own
idea's and creativity.

After making the mood board, we all started doing some fun drawings to develop our branding. I drew our whole group in Illustrator and used an image I found online as a reference, tracing it because I liked the style. It helped me get started and fit the vibe we were going for.

afbeelding getraced
https://nl.pinterest.com/pin/147985537749587430/

DraftGoblin
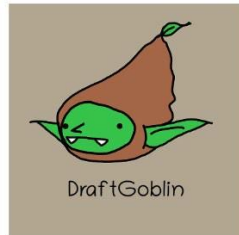
After showing everything we had done so far, we got the feedback that we needed to find a better balance. Even though we had some good ideas, we were told to make sure everything fits well together and makes sense as a whole.

Checkpoint 2 WIP Presentation Week1 Thursday 13-02-2025

Tongeren, Kyra K. van 3 months ago
We need to find a good balance between childlike and playfull with the drawings of the goblins. The goblin avatars of us ads a fun and cute touch. Also with the next presentations we should make the images bigger and give them more space

After we chose Lila's logo as the one we wanted to use for our branding, we each made our own version of a website. These are the three different sites I created. In the end, I picked the last one to use in the vote between all the sites my team had made.
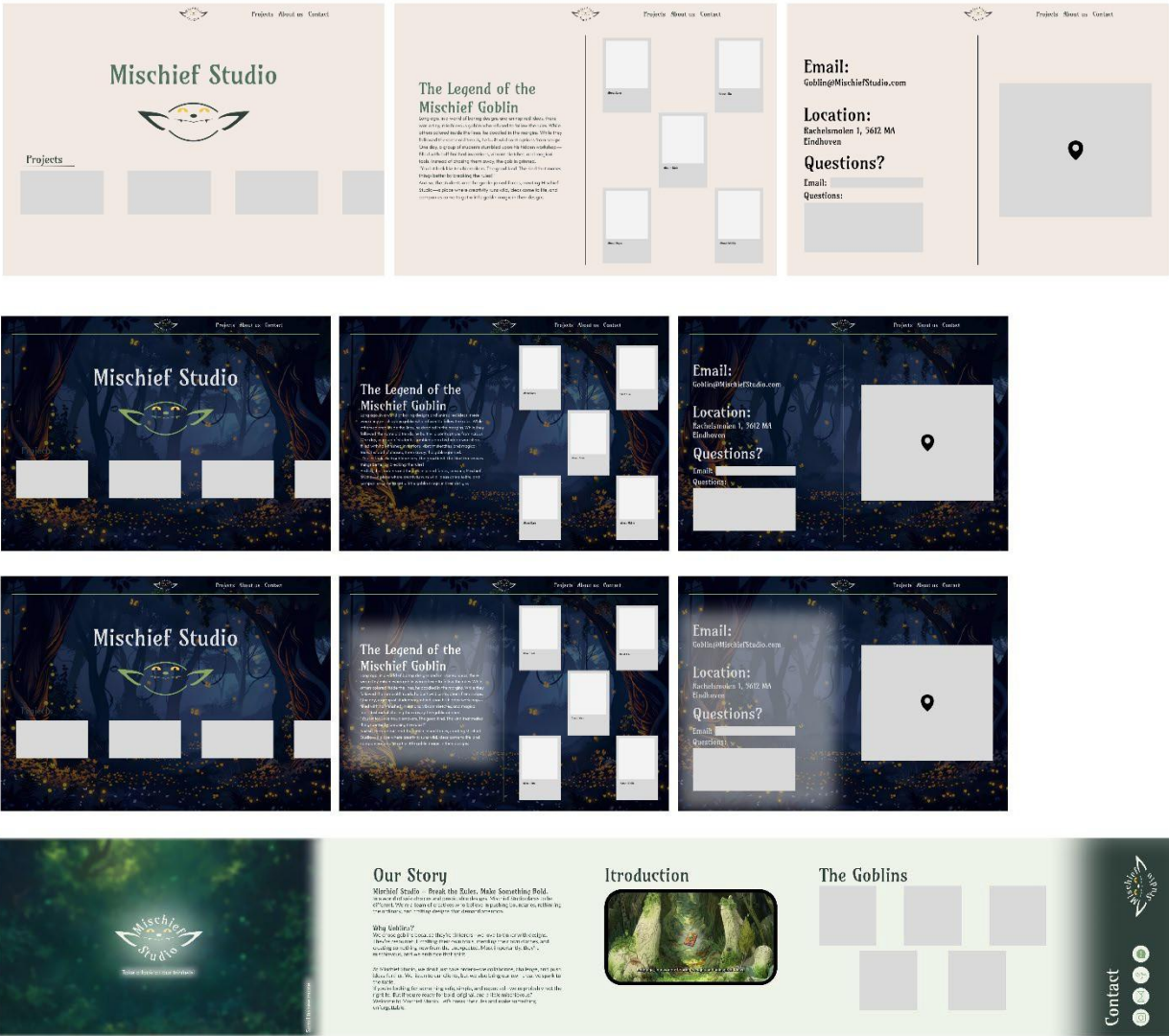
Reflection:

I learned a lot about finding the right balance between creative ideas and clear, simple design that works well for the audience. I noticed how easy it is to get carried away with fun or cool concepts, but I also saw how important it is to keep things clear, focused, and easy to understand.

I also got better at turning ideas into visuals, especially when using Illustrator and designing website layouts that match our theme. This project helped me build on the skills I already had and made me feel more confident in using them. Overall, it was a good experience that showed me how to bring creative ideas to life in a way that still makes sense and works well.

Example 3 – **Rap Cypher:**

Summary:

For LO1-Example 3 I will explain and show some examples from the group project Rap Cypher

Method:

Audience:

The audience who will mostly see/look at the project are my teachers. However it will be on tv for the advertisement of pixel playground. We will also join in a contest from Vive for video/film making. And it's also for the rappers with who we have this project.

Inspiration boards:

For inspiration we made three mood boards. We made these after Jan gave us a book about videography. It had a page about what three things you really need to keep in mind. They are Mood, Tone and Style.
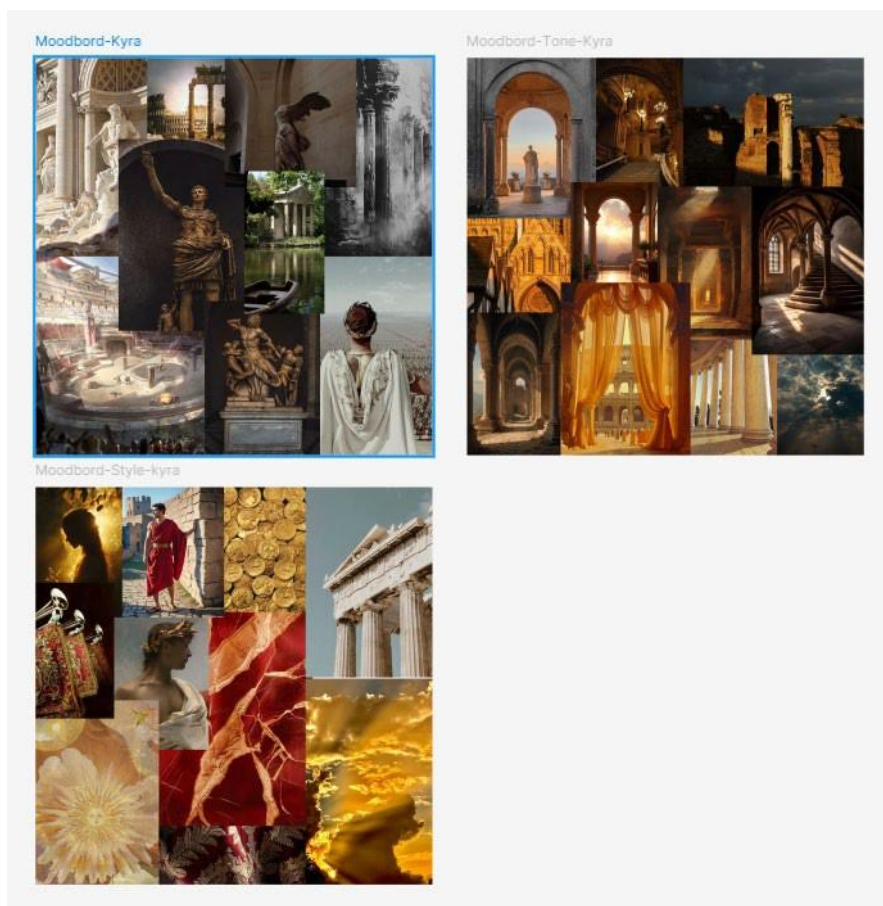
We also made a storyboard. I was sick at the time so I made my storyboard later and used the images which Loes, Niels and Lila had made with AI. After that story board we also made another one for the choreography.
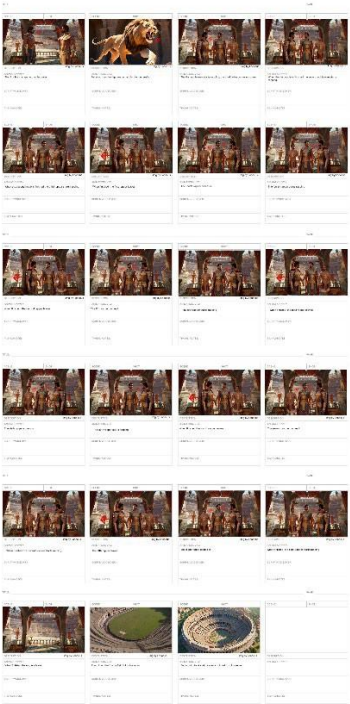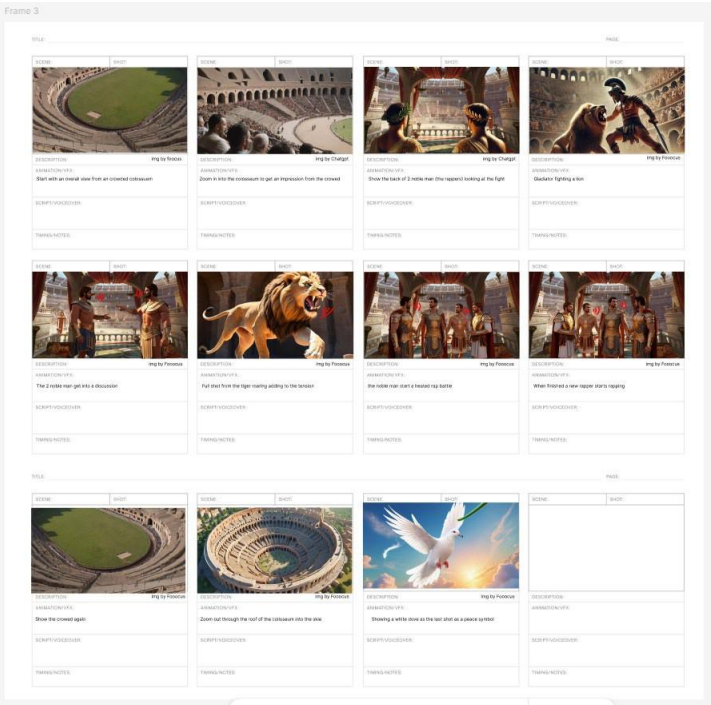
After finishing the storyboard, we also created a poster to show what our project is about and what we're working on. I asked Lody for feedback, but he forgot to open a Feedpulse, and I forgot to remind him. He told me that the poster looked a bit messy and too chaotic. He quickly sketched a new layout idea for me to try, so I followed his suggestion and redesigned it. He sketched two gladiators but since our video was about nobles I used a noble with microphone instead of gladiators.

The new version looked much more organized and clearer. The idea for the layout was to guide the viewer's eyes better and make the overall message easier to understand. I was really happy with how it turned out, and Lody thought it was a big improvement too.
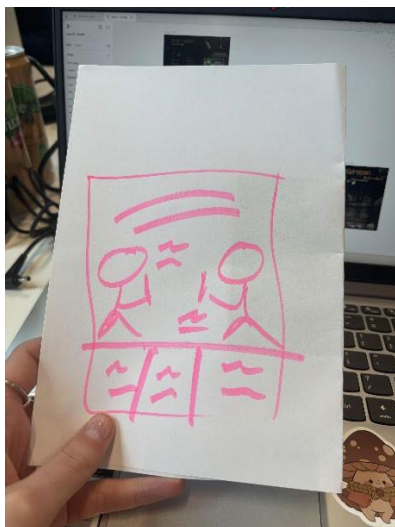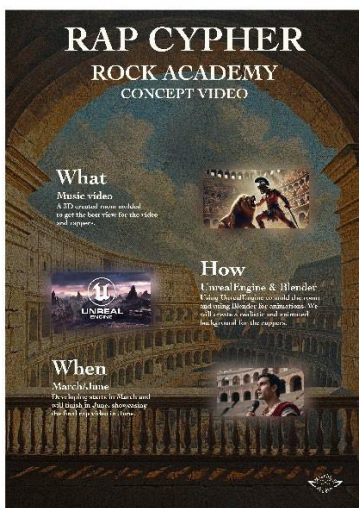
Furthermore, we also tested different camera angles and lighting for our project. This process was similar to making a prototype, but it was much more visual and detailed. Trying out these options helped us see how the final result would look and allowed us to make better choices before moving forward.

We also made a test video. Download test video

Reflection:
I learned how crucial mood, tone, and style are in video projects. Making mood boards and storyboards helped me understand how to plan these elements better, even though I had to catch up on some parts because I was sick.
We also tested video, lighting, and camera positions, which helped me see how much those details affect the final look and feel of a project.
Getting feedback on the poster showed me how important layout and clarity are. At first, my poster looked messy, but after trying out a new layout
based on the feedback, it looked much better. That taught me that being open to critique and willing to change things can really improve the final result.

Learning **Outcome 2 - Transferable production**

Self assessment: Beginning

Here you put evidence for this LO. For every piece of evidence, put here a title, one sentence summarizing what it is, plus a link to the actual evidence. These pieces of evidence can be changed for every portfolio milestone. They should show your most recent, most complete results for this Learning Outcome that proofs your level best. Per LO one page.

Example 1 **- portfolio:**

Summary:

For LO2-Example1 I will explain and show and explain the development of my portfolio

Method:

Audience:

The audience who will mostly see/look at my portfolio are my teachers. I will use it to show what I achieved this semester and my teachers to evaluate my progress and decide if I've successfully met the criteria to pass the semester.

Next.JS and Gitlab:

For my portfolio I'm going to use next.js for a neat structure and coding. And GitLab for documenting and tracing my progress. **(GitLab: https://git.fhict.nl/I528977/portfolio-semester3)**
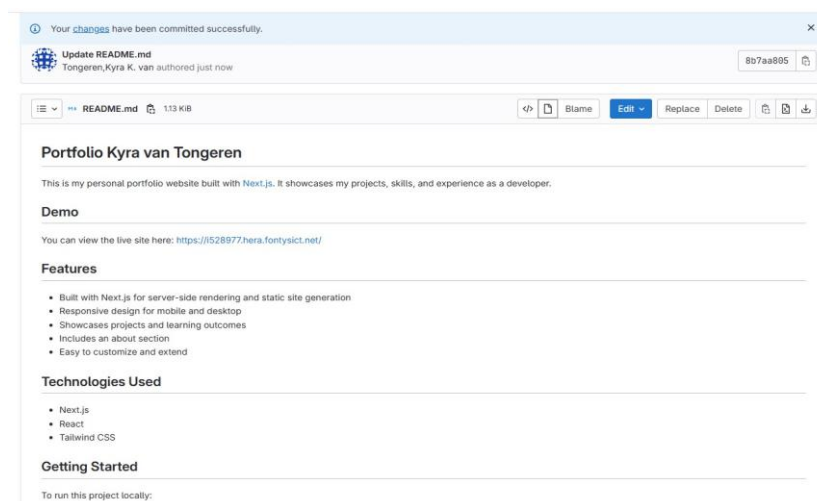
Since I'm using Next.js, I needed to set up my project to start using the Windows Terminal. This helped me run and test the project smoothly on my computer.

I already had a GitLab repository, so I added it as a remote to my project and then merged the branches. This helped me keep all the code organized and up to date. **(Merge commit: https://git.fhict.nl/I528977/portfolio-semester3/-/commit/170fc1e2e49bc0968351f8c19cccfea0d61821bf)**
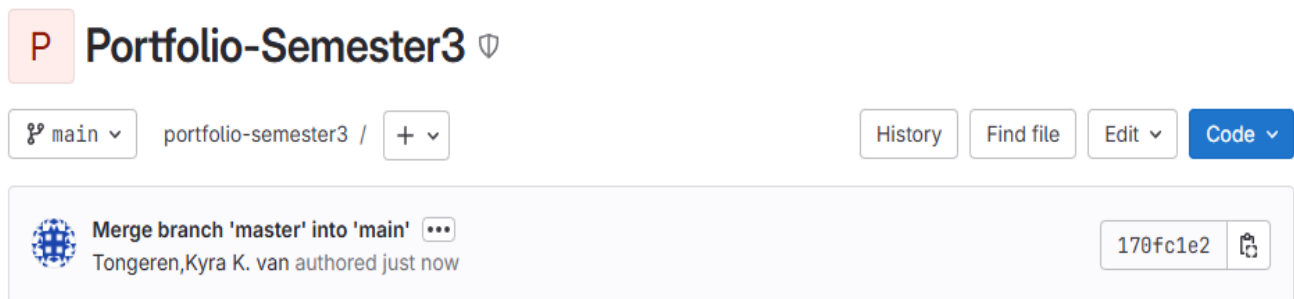
I also made a README.md file to explain what my project is about and how to install it. This is important for anyone who looks at my code, so they can understand what I did and how to run it. **(ReadMe file: https://git.fhict.nl/I528977/portfolio-semester3/-/blob/main/README.md)**

For most of the portfolio site I had help from a friend who likes and knows a lot about next.js and used headless UI sites for components. If I had troubles or didn't understand things I asked co-pilot or ChatGPT for help and an explanation.

Sites I used:

https://headlessui.com/react/button -- long buttons for project/document on the home page

https://headlessui.com/react/tabs -- tabs for the home page

https://lucide.dev/guide/installation -- for the icons in the tabs on home page

https://motion.dev/docs/react-quick-start -- for the animation with the tabs on the home page

https://tailwindcss.com/docs/installation/using-vite for the styling

The structure of my portfolio project is set up like this:

I have three main folders. In the **app folder**, I've included my homepage and global CSS. Inside the app folder, there's also another folder that holds all the learning outcome pages.

Then there's the **components folder**, where I keep all the reusable parts of the site. For example, I only have one button component, but I reuse it everywhere by just changing the text. That way, if I ever want to update the colour theme, I only need to change the button colour in the ProjectLinkBox component. It makes things way easier to maintain and update.

Then I have the **public folder**, in this folder I have all the images and svg's stored.

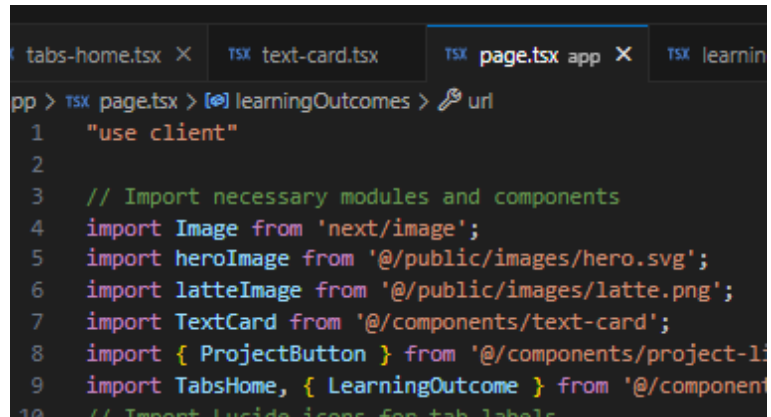| Name |
| --- |
| 🗀 app |
| 🗀 components |
| 🗀 public |
| ◈ .gitignore |
| ᴹᴰ README.md |
| 🟨 eslint.config.mjs |
| 🆃🆂 next.config.ts |
| ⬡ package-lock.json |
| ⬡ package.json |
| 🟨 postcss.config.mjs |
| 🟨 tailwind.config.js |
| {·} tsconfig.json |

Why I use "use client":

In Next.js 13 and newer (with the App Router), components are rendered on the server by default. I use "use client" at the top of my page.tsx files when I want a component to run in the browser instead.
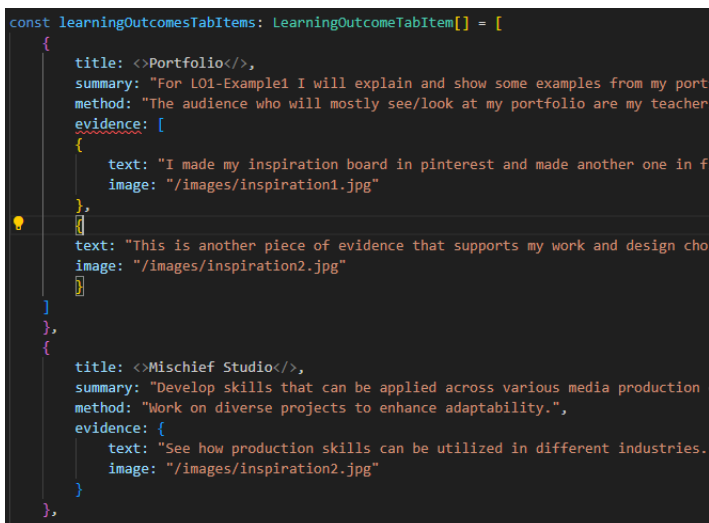
This is necessary when using React features like useState and useEffect, because these hooks rely on a browser environment. useState manages values that can change over time, like a counter or form input, and useEffect runs after the component has rendered in the browser, allowing it to interact with the DOM, set up event listeners, or make API calls.

Server components don't have access to the DOM, browser APIs, or the window object, so trying to use these hooks without adding "use client" would result in errors. That's why I include "use client" at the top of files where I need client-side interactivity.
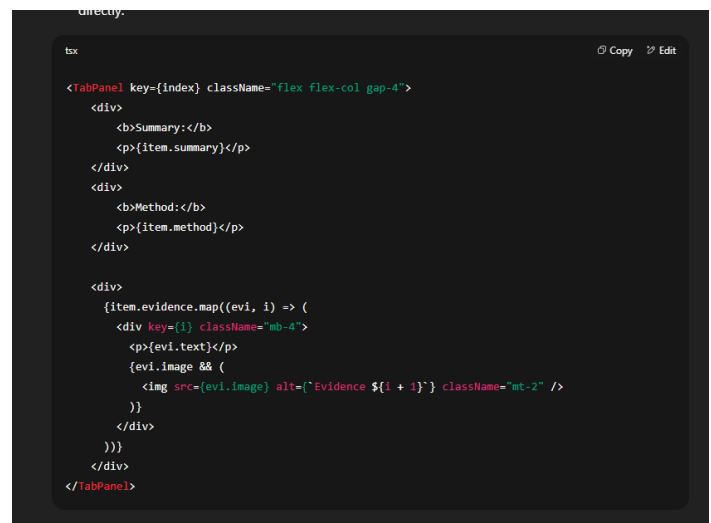
For my learning outcome pages, I have an Evidence tab where I add my text and images. But I noticed I couldn't create an array like I wanted (you can see the red underline in the first evidence in the image). I asked ChatGPT how to set it up so I could have text, then an image, then more text, and another image. This way, all my images match the right text. First, it told me to change my evidence to an array, which I had already done. Then, in the next step, it explained that I needed to update my component to loop through the evidence so I could display everything properly.

Reflection:

Working on my portfolio with Next.js and GitLab taught me the importance of staying organized from the start. Using Windows Terminal made running and testing easier, and GitLab helped me keep track of my code and progress.

Getting help from a friend and using tools like Headless UI and ChatGPT showed me it's okay to ask for support instead of figuring everything out alone. I also learned when and why to use "use client"—understanding how client and server components work helped me avoid errors and write better code.

Setting up a clear folder structure and reusing components saved me time and kept my project consistent. Overall, I learned that good organization, knowing how tools work, and asking for help make a big difference in working efficiently.

Example 2 **– Rap Cypher:**

Summary:

For LO2-Example2 I will explain and show and explain the transferable products from the project Rap Cypher

Method:

Audience:

The audience who will mostly see/look at the project are my teachers and the rappers of Fontys Rock Academy.

Video editing:

For the music video we used a RED camera. This camera has its own files.

A003_C007 _05137A_00 2.R3D   A003_C007 _05137A_00 3.R3D   Beat 5.wav   A003_C007 _05137A_00 1.R3D
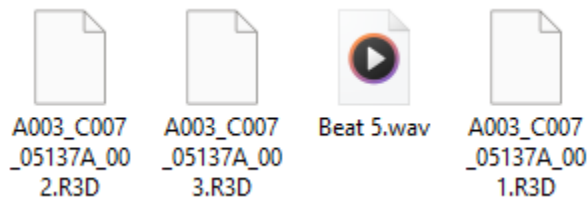
I put these files in premiere pro, the sound and video are separate so I needed to transfer them in premiere pro. I needed to edit the audio because one of the rappers was a lot softer than the others, I cut his part and pasted it as a standalone sound. This way I could raise his volume and lower the others. After that I had to match the video to the audio which was quite hard but I managed to do it after trying.
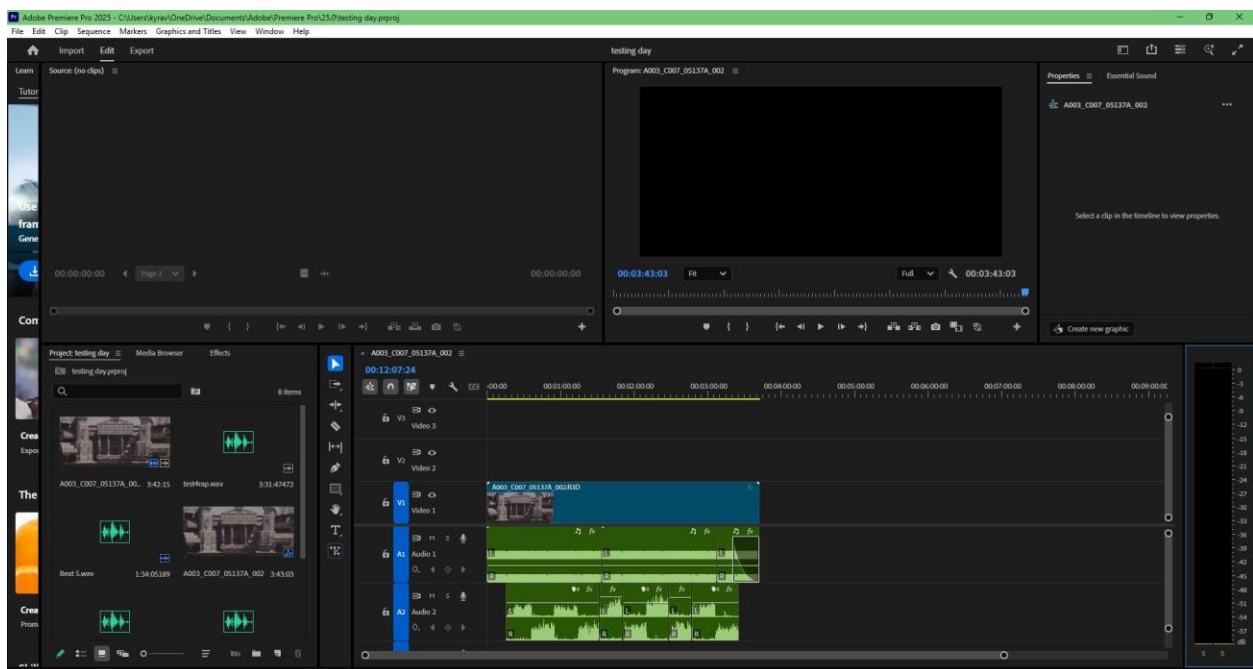
I found premiere pro hard to use since the video Isn't smooth before exporting. Because I found it hard to use and Niels couldn't use it on his laptop we went to Jan for advice (also for color grading) and he introduced us to davinci. This program is easy to use and most of the tools are easy to find. Jan explained to us how to color grade the raw footage of the red camera and what to use to color grade. After his explanation we all went back to our laptops and tried to color grade the video.
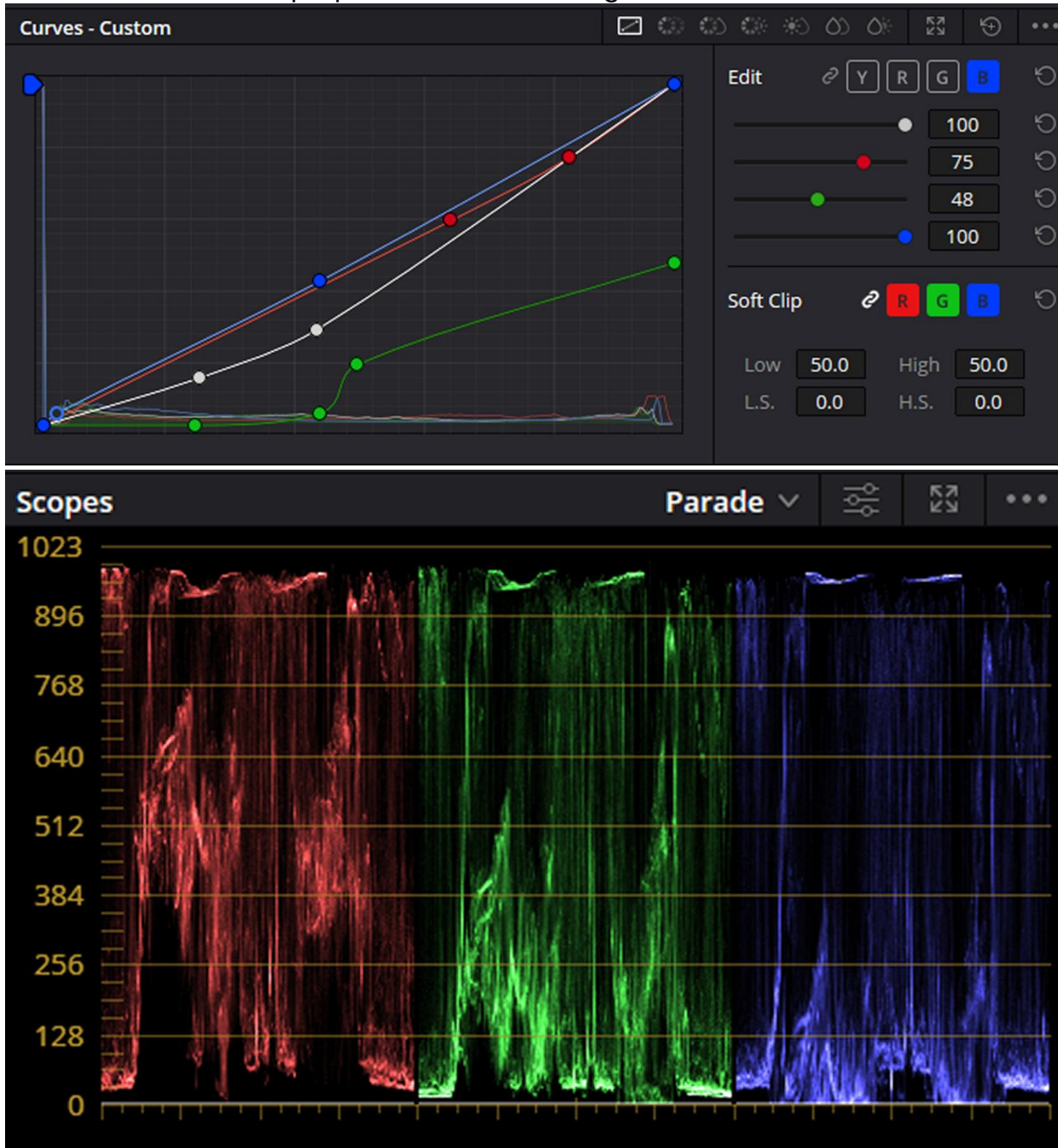
Reflection:

Working with the RED camera footage was new to me because the sound and video were separate files. Editing in Premiere Pro was tricky, especially matching the audio and fixing the volume since one rapper's voice was really soft. Splitting his part out helped, but the video didn't play smoothly until we exported it, which made Premiere hard to use.

Since Niels couldn't run Premiere, we asked Jan for help. He showed us DaVinci Resolve, which was way easier and had clearer tools. Jan also taught us how to color grade the footage, and then we tried it ourselves.

This made me realize it's okay to ask for help and switch tools if something isn't working. I also learned that color grading really makes the video look better.

Learning **Outcome 3 - Creative iterations**

Self assessment: Beginning

Here you put evidence for this LO. For every piece of evidence, put here a title, one sentence summarizing what it is, plus a link to the actual evidence. These pieces of evidence can be changed for every portfolio milestone. They should show your most recent, most complete results for this Learning Outcome that proofs your level best. Per LO one page.

Example 1 **- Portfolio:**

Summary:

For LO3-Example1 I will explain and show and explain the feedback of my portfolio

Method:

Audience:

The audience who will mostly see/look at my portfolio are my teachers. I will use it to show what I achieved this semester and my teachers to evaluate my progress and decide if I've successfully met the criteria to pass the semester.

Iterations:

For my portfolio, I asked some of my peers to give me feedback. They said they really liked the Animal Crossing idea and thought it made my portfolio feel unique and personal. They suggested I try to include it more in the design so the theme would stand out more clearly. Taking their advice, I used the way the island is built in Animal Crossing as the background for my portfolio layout. I also tried to bring in some of the cozy and playful feeling the game has by using soft colors and rounded shapes. This helped make the design feel more fun and connected to the theme, and it also made my portfolio feel more like something that really reflects me.

The second time I got feedback was from Maikel. I told him I was struggling with how to bring together all the different things I like and turn them into one clear and consistent website. He listened and gave me advice on how to pick a direction and make it all feel more connected. He helped me see how I could combine my interests without making the design feel messy or random. His feedback made it easier for me to organize my ideas and gave me a clearer focus, which really helped improve the overall look and feel of my portfolio.
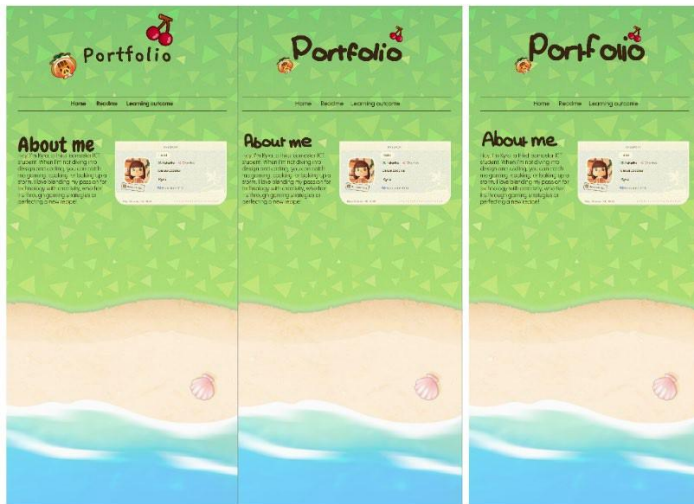
I told Maikel that I liked handwritten fonts because they can make a design feel more personal and playful. He showed me some websites where I could turn my own handwriting into a font, which I thought was a really cool idea. I gave it a try and created a custom font based on my handwriting, but in the end, I didn't really like how it looked in my portfolio. Still, it was a fun and useful experience. It helped me understand how fonts can change the feel of a design, and even though I didn't use it, trying it out gave me a better idea of what does and doesn't work for my style.

Portfolio

Portfolio

PORTFOLIO

HELLO

HELLO

My own handwriting font

Portfolio	Hello	Welcome
PORTFOLIO	HELLO	WELCOME
Portfolio	Hello	Welcome
PORTFOLIO	HELLO	WELCOME

While building the website I asked Kasper for help with the tabs in the learning outcome pages. While explaining and helping me make it we noticed that it wasn't responsive and looked bad when we sized to a different screen. Kasper told me that this was because of the tabs and asked me if I could do something different as a solution, so I came with a slightly new design. For this I thought of buttons instead of tabs, this way it would stay responsive.
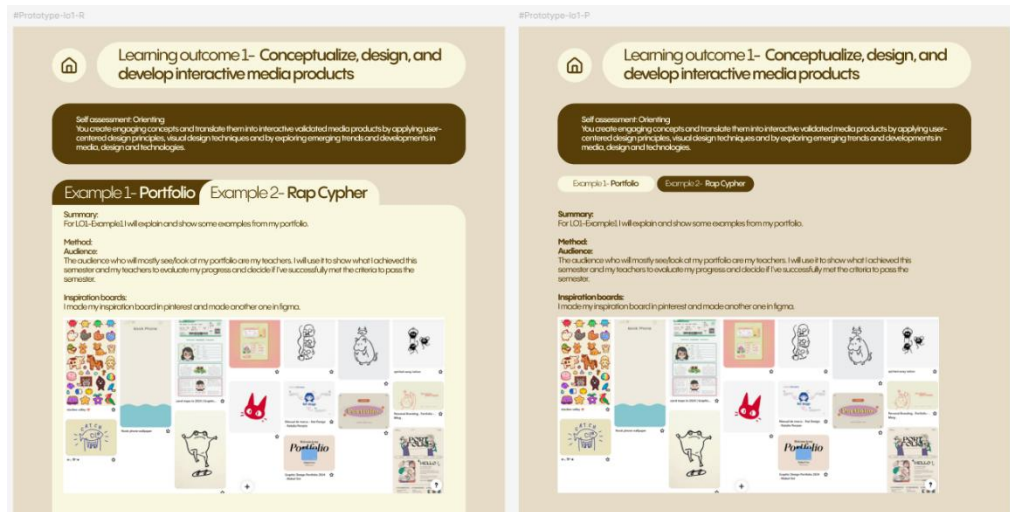
Reflection:

Through my portfolio work, I learned a lot about the value of feedback and being open to change. When friends liked my Animal Crossing idea and suggested I include it more, I saw how feedback can help make a design stronger and more connected to the theme.

Working with Maikel taught me how to organize my ideas better and bring different interests together in one site. Trying to make my own handwritten font showed me that not every experiment will turn out perfect, but it's still worth trying new things.

The biggest lesson came while working with Kasper on the tabs. When we saw the tabs weren't responsive and didn't work well on different screen sizes, I learned that good design means thinking about how things look and work everywhere. Changing the tabs to buttons taught me to be flexible and open to new solutions when something isn't working.

Overall, I learned that asking for feedback, testing designs on different devices, and being willing to adapt are all important steps to making a better project.

Example 2 – Rap Cypher:

Summary:

For LO3-Example 2 I will explain and show and explain the feedback from the project Rap Cypher

Method:

Audience:

The audience who will mostly see/look at the project are my teachers and the rappers of Fontys Rock Academy.

Testing:

For the video, we tested many different camera angles and lighting setups together with Dirk, Jan, and Josh. It was really helpful to get immediate feedback from them while I was working. Their suggestions showed me what was working well and what we could improve, which made the whole process smoother and more creative.

I asked Lody for feedback, but he forgot to make a Feedpulse, and I forgot to remind him. When he saw the poster, he told me it looked a bit messy and chaotic. To help me improve it, he quickly sketched a new layout idea. His feedback showed me how to organize the poster better and make it clearer. Following his advice made a big difference in the design. too. Overall it's way more easy on the eyes and it grabs your attention more because of the rapper in the center. I really like how this turned out after the feedback.
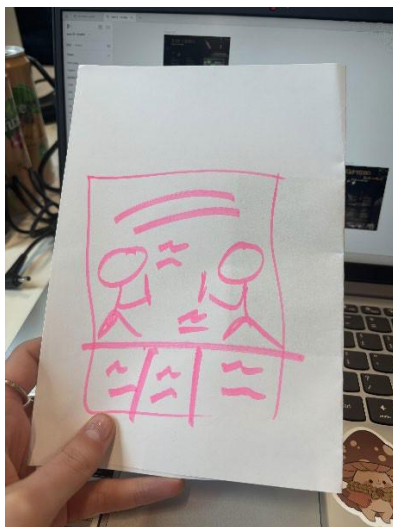
Reflection:

In the end, our last filming day was really hectic, mostly because the rappers weren't on the same page, which made things chaotic. But after the shoot, the teachers gave us feedback and said they were impressed with how we stayed calm and professional throughout the stress. They told us they were proud of how we handled the situation.

Jan also said he was proud of me for staying calm when most of the rappers didn't want to wear the noble Roman outfits. I learned that being honest but respectful is important — I told them it wasn't fair to change their minds at the last minute and that it felt unprofessional. I also explained how much time and effort we put into the project, and that not following what we agreed on made all that work feel wasted.

From this experience, I realized how important it is to stay calm under pressure and communicate clearly, even when things don't go as planned. I also learned that standing up for the team and the project in a respectful way can help keep things on track. Hearing that even their teachers thought we handled it professionally made me feel proud and showed me that handling challenges well is just as important as the final result.

Example 3 – **Passion project:**

Summary:
For LO3-Example 3 I will explain and show and explain the feedback from the passion project

Method:

Audience:
The audience who will mostly see/look at the project are my teachers and my client who I work for

Itterations:
I discussed the mood board with my client face to face. Unfortunately, I forgot to record her feedback, but I still remember what she told me. She really liked the colors I picked and mentioned that the natural feel of the mood board matched the kind of atmosphere she wants for the website. She especially liked the calm and fresh look of the green tones and said it gave her a peaceful and welcoming vibe, which fits well with her brand. She told me she would love the website to focus on those green shades. This feedback helped guide my design direction and made it clear which colors to use more. After that conversation, I made a wireframe to map out the structure, and then I moved on to designing with her preferences in mind.

This is what I made for her so far, and she said she really likes the layout. She especially liked the idea that people can look at which ceremonies are planned. I told her I still need to design the registration page where people fill in their information. She also mentioned that she wanted to use different shades of green than the ones I picked. So I asked her to look up some green tones she likes and send them to me. That way, I can get a better idea of her style and adjust the design to match what she has in mind. Her feedback helped me to think about first asking about color pallets or website designs she might like.

She also asked me to design some logos for her. At first, I wasn't completely sure what style she wanted, so I created some logos with a cartoonish look. She didn't really like that style because she wanted something more serious. She also mentioned that she doesn't want the logo to focus only on mushrooms since she plans to include other plant medicines as well. After her feedback, I made some new logos that only include the name and a placeholder for the slogan, keeping the design simple and more serious. I haven't received feedback on these new designs yet, but I hope they are closer to what she wants.
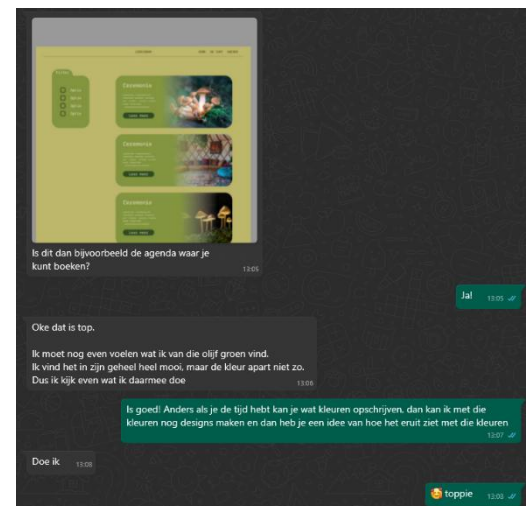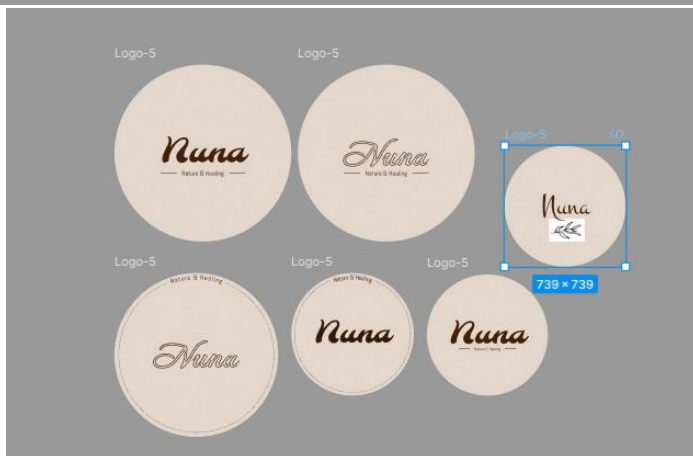
Reflection:

Talking to my client about the mood board showed me how important it is to listen carefully and remember feedback, even if I forget to record it. Her love for the green colours helped guide my design choices. Creating a wireframe first made designing easier, and her positive response showed me how useful early feedback is.

Designing logos taught me that without clear direction, I might create things the client doesn't like. Getting her feedback helped me improve and reminded me that design is a team effort. Overall, I learned that clear communication and being open to changes are really important for making a project the client loves.

Learning **Outcome 4 - Professional standards**

Self assessment: Proficient

Here you put evidence for this LO. For every piece of evidence, put here a title, one sentence summarizing what it is, plus a link to the actual evidence. These pieces of evidence can be changed for every portfolio milestone. They should show your most recent, most complete results for this Learning Outcome that proofs your level best. Per LO one page.

Example 1 **– CMD Methods:**

Design pattern search:

For my portfolio I did some design pattern search, I did this two times to make mood/inspiration boards. This helped me with how to design my portfolio and showed me how to make it more user-friendly and visually consistent.

Creating mood boards:

With the design pattern search I also made two mood boards. I also made some layout ideas and looked at typography styles. The mood boards helped me stay visually consistent throughout my design process. It also helped me show my teachers what I was thinking about and what style I like.

I also built three other moodboards for the Rap Cypher project. I focused on the theme which is the Colosseum in Rome. It needed to be bold and since they will stand on the emperors balcony, it also needed to look expensive/rich. Our group each made their moodboards and it helped us show what everyone thought so that we could all go in the same creative direction.

Sketches:

Instead of sketching on paper, I made use of illustrator. I made some studio Ghibli drawings and sketched some goblins and a cat for the branding of our studio. I did this to learn how illustrator works and easily transfer my sketches/drawings to figma.

Observation:

We had a test day on the 13ᵗʰ of May. On this testing day we met four new rappers, so I decided to observe how they had planned out their choreography and text. While observing I noticed that they did not have a choreography or studied/learned their text. This was a valuable experience since I know now that I always need to expect nothing from clients and always tell or ask them a lot of information beforehand

Thinking aloud:

While testing with the rappers we all said what we thought. This way we would get to spar about ideas and know what they liked or wanted to change. It's the same as getting feedback on the spot and making changes while getting the feedback. For example: They didn't like the idea we had for the choreography, so we told them that we would still like to try it. If they really didn't like it, they could change it to what they thought would work best.

Reflection:

Using CMD methods really helped me with the design process. For my portfolio and the Rap Cypher project, I used mood boards and design pattern searches to get inspired and stay consistent with the visuals. I also sketched digitally in Illustrator, which helped me get better at using the software. During testing, I learned a lot by observing how unprepared the rappers were—it showed me that I need to always double-check and communicate clearly with clients. Thinking aloud during feedback also helped us work faster and stay on the same page.

Example 2 – **General professional practice:**

Client meetings:

For our second client meeting I took the initiative to summarize the meeting with Rock Academy and ArtCoDe and shared this with our teacher Dirk. This meeting was mostly for everyone to know who would do what. This ensured that the team members as well as our teachers would be informed and demonstrates my communication skills.

Communication:

In the beginning of the project we had a team-member who showed up just once within five weeks. I communicated this with my group, and we all asked Dirk and Amer what the best course of action would be in this situation. After that I wrote and email to Dirk, and put Jan in the CC with the rest of my team-members.

Tongeren,Kyra K. van

To: Norg,Dirk D.L.

☺ ↩ Reply   ↩ Reply all   → Forward   ⊞   ···

Wed 2025-03-12 10:17

Cc: Salge,Jan J.; Jaganjac,Amer A.; Smeets,Loes L.; Dresselaerts,Niels N.; Heuvel,Lila L.L.M. van den

Beste Dirk,

Deze e-mail sturen wij met betrekking tot Mickie, onze ingedeelde teamgenoot. Tot nu toe is hij slechts één keer aanwezig geweest en laat hij zelden tot nooit weten wanneer hij afwezig is. Daarom willen wij vragen of het mogelijk is om hem uit de groep te zetten.

Daarnaast toonde hij, tijdens de enige keer dat hij aanwezig was, weinig interesse en initiatief voor zowel het project als de groep.

Gezien zijn afwezigheid en gebrek aan betrokkenheid vinden wij dat hij geen verdere bijdrage meer zou moeten leveren aan het project.

Met vriendelijke groet, Niels, Loes, Lila en Kyra

_____

Regarding Mickie – Absence and Involvement
_____

Dear Dirk,

We are sending this email regarding Mickie, our assigned teammate. So far, he has only attended once and rarely, if ever, informs us when he is absent. Therefore, we would like to ask if it is possible to remove him from the group.

Additionally, during the one time he was present, he showed little interest or initiative in both the project and the team.

Given his absence and lack of engagement, we believe he should no longer be involved in the project.

Best regards,
Niels, Loes, Lila, and Kyra

As for our project we had three meetings before the testing day. This helped us stay in good contact and made our ideas and plans clear. It also gave me the opportunity to speak up about my ideas and talk about them with the rappers and the ArtCoDe students.

After the testing day our group also sat to summarize everything that happened. Since a lot of things could be improved I wrote a text to the rappers to make things clear.

To explain it shortly, they were late and didn't listen to us when we told them to be cautious near the screen (or not to come close) and to make clear what our scope is to the rappers we hadn't seen yet.

Tongeren,Kyra K. van   Wednesday 11:08 AM   Edited

Nog even een paar puntjes voor de 27ste

Hey!
Wij hebben vanochtend even gezeten om alles van gisteren bij elkaar te halen en te verwerken. Wij vinden het een goed idee om even onze scope en verwachtingen helder te maken. Wij houden ons bezig met de uitvoering van de video. Hiervoor hebben wij nodig dat de audio geregeld is, mochten jullie hier tijd voor nodig hebben dan willen wij dat jullie om half 10 aanwezig zijn.

Verder hebben wij het **tijdslot van 10:00 tot 13:00.** Wij beginnen om 10 uur met filmen en hierbij is het benodigd dat jullie allemaal aanwezig zijn. Omdat er nu gezamenlijk gekozen is dat iedereen in beeld is kunnen wij ook niet beginnen als iemand niet aanwezig is op de afgesproken tijd. Zorg ook dat jullie deze en komende week repeteren. Op de 27*ste* is het niet meer mogelijk om jullie act te repeteren.

Wij willen verder nog duidelijk maken dat er wat dingen waren gebeurd bij het scherm die niet kunnen. Hier moeten we streng over zijn aangezien het makkelijk kapot kan en het bij de volgende opname ook een nieuw scherm is.
see less

Reply

Furthermore, I've been using a planning system in Notion which Niels made for our group. This has a planning system where I can see what is planned for the week. I can also look back at what happened each day. This has helped me stay organized and keep track of what I need to do each day. I've been using this for the past four weeks and it's slowly becoming a habit.

Reflection:

In terms of professional practice, I think I really stepped up this project. I made sure to write down what was said during our client meetings and shared it with our teachers, so everyone stayed in the loop. When we had problems with a team member not showing up, I talked to the group and our teachers to deal with it in a professional way. After the test day, I also messaged the rappers to clear up some confusion and explain our boundaries. I learned that it's better to be clear and direct from the start, because it saves a lot of trouble later on.

I also started using a Notion planning template to help keep track of my work. It has a small personal scrum where I write what I've done each day, so I can check what still needs to be finished the next day. At first, I kept forgetting to use it, but lately I've been getting better at remembering, and it's slowly becoming a habit. It's been a simple but helpful way to stay more organized.

Learning **Outcome 5 - Personal leadership**

Self assessment: Beginning

Here you put evidence for this LO. For every piece of evidence, put here a title, one sentence summarizing what it is, plus a link to the actual evidence. These pieces of evidence can be changed for every portfolio milestone. They should show your most recent, most complete results for this Learning Outcome that proofs your level best. Per LO one page.

Example 1 **– Personality test:**

For personal leadership I did an personality test to see how I've grown as a person since last semester.

For the personality test I got mediator.
As an INFP (Mediator), you possess a rich inner world brimming with imagination, empathy, and idealism. Your compassionate nature and deep-seated desire to understand the human experience make you a natural confidant and source of support for those around you. You approach life with a sense of wonder, always seeking meaning and authenticity in your experiences and relationships.
Your creativity is a wellspring of inspiration, often manifesting in unique ideas and innovative solutions to complex problems. However, this same creativity can sometimes lead you to become lost in daydreams, making it challenging to navigate the more practical aspects of life. You have a profound capacity for empathy, allowing you to connect with others on a deep, almost intuitive level.
(source: https://www.16personalities.com/profiles/infp-t/f/2hjkzakea)

Despite these challenges, your unwavering commitment to your ideals and your ability to see the best in others make you a powerful force for good in the world. Your journey is one of balancing your rich inner life with the demands of the external world, always striving to bring more beauty, kindness, and authenticity into your life and the lives of those around you.

Furthermore it showed my strengths and weaknesses and two career ideas and two work styles that would suit me.

Reflection:
The personality test helped me understand myself better, especially my creativity, empathy, and values. I also saw that I sometimes overthink or take criticism too personally. For future jobs, I can use this to pick roles that suit how I work, communicate better with my team, and stay true to what's important to me while learning and growing.

Example 2 **– asking for help:**

After the second portfolio review, I received feedback that I needed to improve my documentation. I was also advised to ask my team members how they approach documenting their work. I reached out to Lila for help, and she shared her documentation with me as an example. This gave me a clear reference and helped me understand how to structure and present my own work better. Asking for help like this made it easier for me to take action and improve an area I was struggling with.

Furthermore I asked Kasper (a friend who knows a lot of next.js) to help me with my portfolio site. I wanted to learn next.js because he told me that it would be easy for me to use and learn. I asked him for help with how I needed to use components and he taught me that I could make one button and re-use it every time I needed it.

I also asked ChatGPT to help me with my texts. Writing long pieces isn't my strong point, and I often repeat myself without noticing. ChatGPT helps me structure my writing and remove unnecessary parts, so the text becomes clearer and easier to read. I also ask it to keep my "voice" while refining my text and making it clearer and smoother.

Reflection:

Asking Lila for help showed me that I do not have to figure everything out on my own. Just seeing how someone else approaches a task can really help things click. The same thing happened when I reached out to Kasper for help with Next.js. He explained components in a way that made it easy to understand, and now I feel more confident using them.

I also asked ChatGPT to help me with my texts. Writing long pieces is not my strong point, and I often repeat myself without noticing. ChatGPT helps me structure my writing, filter out the extra parts, and make it clearer while still keeping it in my own voice.

These experiences taught me that asking for help is not a weakness. It is actually a smart and efficient way to learn. It helped me move forward faster and improve in areas I was struggling with. I will definitely keep reaching out to others when I need support or a fresh perspective.

Example 3 **– Art department:**

I went to the art department with Lila, Loes, and Niels to explore creative projects and get inspired. I was especially interested in the filming setups since our own project is about filming and editing. Seeing how others planned their shots and used lighting gave me a clearer idea of what I can do in my own work even with simple tools.

One highlight was the artist talk by Feefal. I loved how she creates without limits, drawing unique characters inspired by things like mold and cells. It made me realize that creativity does not have to follow strict rules. I can just start experimenting and see where it takes me.

I also checked out the game design booths because I have chosen to do game design in semester 4. All the drawings were super impressive and it made me really excited for next semester. I am especially looking forward to creating my own landscape designs and characters. I have already started practicing by drawing characters for my D&D games.
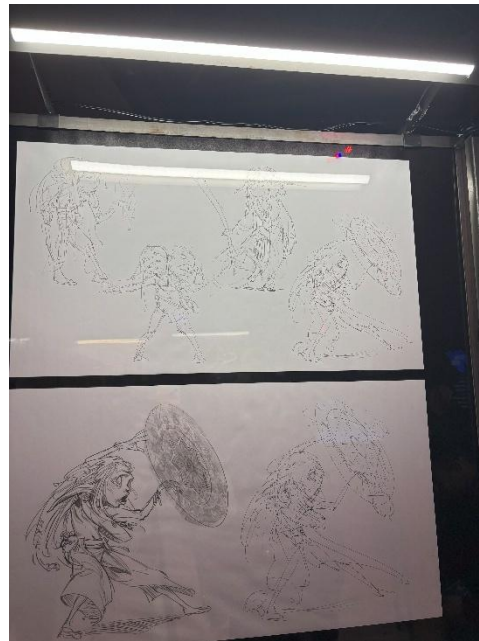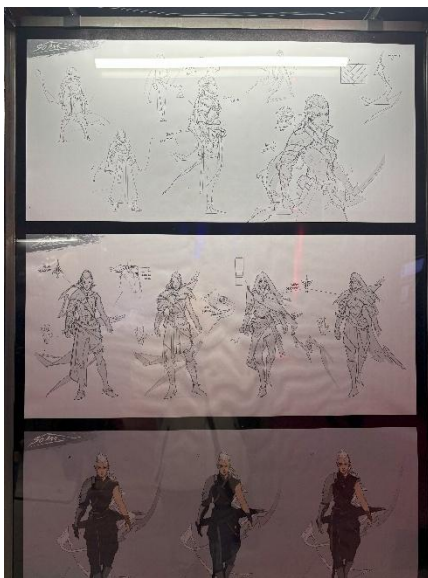
We also watched four animation pitches. They were all hand drawn and completely different from each other. It was really inspiring to see how each artist had their own unique style and approach. It reminded me that there is no single right way to be creative and everyone brings something different to the table.
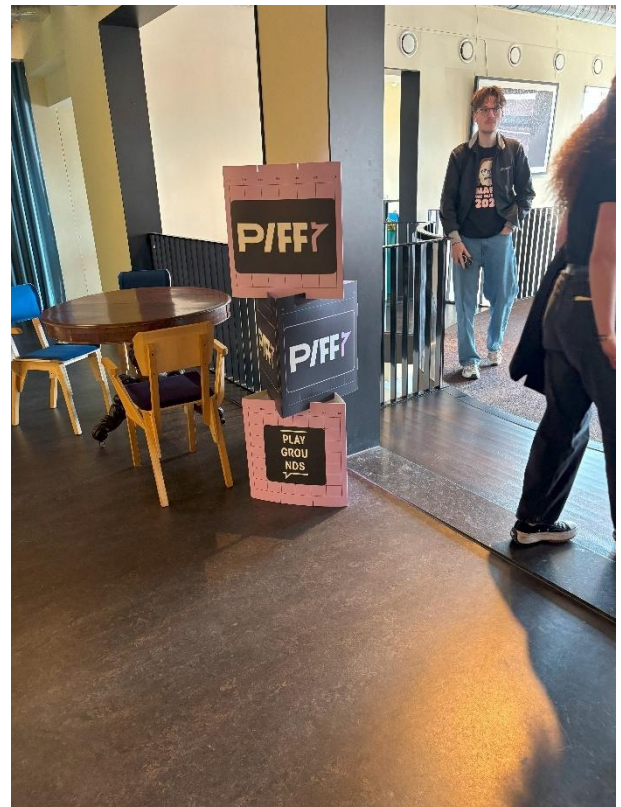
Reflection:

Visiting the art department gave me a lot of fresh inspiration and showed me new possibilities for my own project. Seeing the filming setups in action helped me realize that even with simple tools, I can create something meaningful and creative. The artist talk by Feefal encouraged me to let go of strict rules and just experiment, which is something I want to keep in mind going forward.

Exploring the game design booths got me excited for next semester and reminded me that building skills takes time and practice. I've already started working on my own drawings, and seeing other work motivates me to keep improving. Watching the different animation pitches also made me appreciate how everyone has a unique style and approach. It taught me that creativity is personal and that I should trust my own way of doing things instead of second guessing myself.

Overall, this experience boosted my confidence and motivation to try new ideas and be more playful with my work.

Example 4 **– Career day:**

I went to career day to see which companies are looking for interns, even though I still have another semester before I need to start an internship. Unfortunately, there weren't many companies specifically looking for media students, but I did talk to two booths.

First, I spoke with Defensie and asked them what their internship involves and what kind of work I'd be doing there. It seemed like the focus was mostly on coding and frontend development, and I felt it wouldn't give me enough creative freedom to learn what I'm really interested in.

The second booth was Stuurmen branding agency. This internship felt like a much better fit for me. It involves a lot of design work, and interns get more freedom and a variety of projects to work on. I also checked out their Instagram page to get a sense of the kind of designs they create.

After visiting the booths that interested me, I went with Lila and Niels to the floor with the semester choice presentations. We found Jan and Chris at the Media Creation booth, where they were showing a video of our group filming and testing our project. It was really cool to see, and Chris took a picture of us there.

Reflection:

Going to career day helped me get a better idea of what I want from an internship. Even though I still have one more semester, it was useful to already start thinking about it. Talking to Defensie made me realize that I'm not really interested in something that's mostly coding and frontend work. I want to learn more on the creative side, and I felt like that internship wouldn't give me the freedom to do that.

On the other hand, the talk with Stuurmen showed me what kind of place I'd actually enjoy working at. Their focus on design and the variety of projects really appealed to me. It made me feel more excited and gave me a better sense of direction for when I do start looking for an internship.

Seeing the Media Creation booth with the video of our group working on the project also made me feel proud of what we've done. It reminded me that I enjoy working on creative things and that I want to keep doing more of that in the future.

Example 5 – **Excursion:**

For our group project, we went to a city in Germany where they had uncovered some ruins from ancient Rome. They had dug up a bathhouse and a small Colosseum, which Josh had already told us about. He recommended the trip so we could see how everything looked in real life and how it was built.

The Colosseum wasn't the only thing that inspired or helped us. They also had coins, shields, armour, and more on display. It was fun to look at all the different designs on the shields and armour, and the layout of the bathhouse gave us ideas about the kinds of tiles and decorations they used.

Reflection:

Visiting the Roman ruins really helped me understand what we were building in unreal better. It's one thing to look at pictures online, but actually being there made a big difference. Seeing the Colosseum and the bathhouse in real life helped me get a clearer idea of how things were built and what kind of details they used. The designs on the shields and armour gave me some cool inspiration for visuals we might use. It also made the project feel more real and gave me more motivation to work on it, because I could actually picture the world we're trying to recreate.