

Portfolio Abstract

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VERSION MANAGEMENT

Version	Changes	Date
Version 1.0	Initial draft of the file.	17/04/2024
Version 1.1	<ul style="list-style-type: none">- Added projects- Added link to group contract that is hosted on the hera server- Filled in the Burdon of proof	09/06/2024
Version 1.2	<ul style="list-style-type: none">- Added more projects- Added the passion project	27/06/2024
Version 1.3	<ul style="list-style-type: none">- Final version	28/06/2024

INTRODUCTION

Who am I?

name is Danny Ruttens, I'm 22 years old and before starting my education at Fontys I've completed 2 other educations with ROC Nijmegen resulting in me having 2 diploma's with them. The first one I started in 2017 and was a MBO3 ICT education. Directly after this education I chose to do a MBO4 Application Developer education. Also with ROC Nijmegen.

My ambition is to become a teacher in web development as it is something I enjoy doing very much. The thought of me being able to teach others how to do something is great.

What are my talents?

I think that I know a little of a lot. I can write good code for websites, but I also know a bit of back-end code in SQL or JS frameworks.

My goals

My end goal is to finish the study here at Fontys and hopefully land a job at a school where I can teach my findings to others.

CLIENT PROJECT ASSIGNMENT

Introduction

The first real project assignment we received was the client project. We were tasked with creating awareness for AI together with the transmedia group from Tilburg. Before joining forces with them we had to create a "studio" first. In short, we were going to make a business that we will use to sell ourselves to the stakeholder.

Group contract

In order to get everyone on the same page and to set certain expectations from everyone, we decided to make a [group contract](#) with a set of rules each one of us should keep to. If someone didn't keep to the contract, actions that would be set in motion are also written in there. Lastly, each one of us signed the contract.

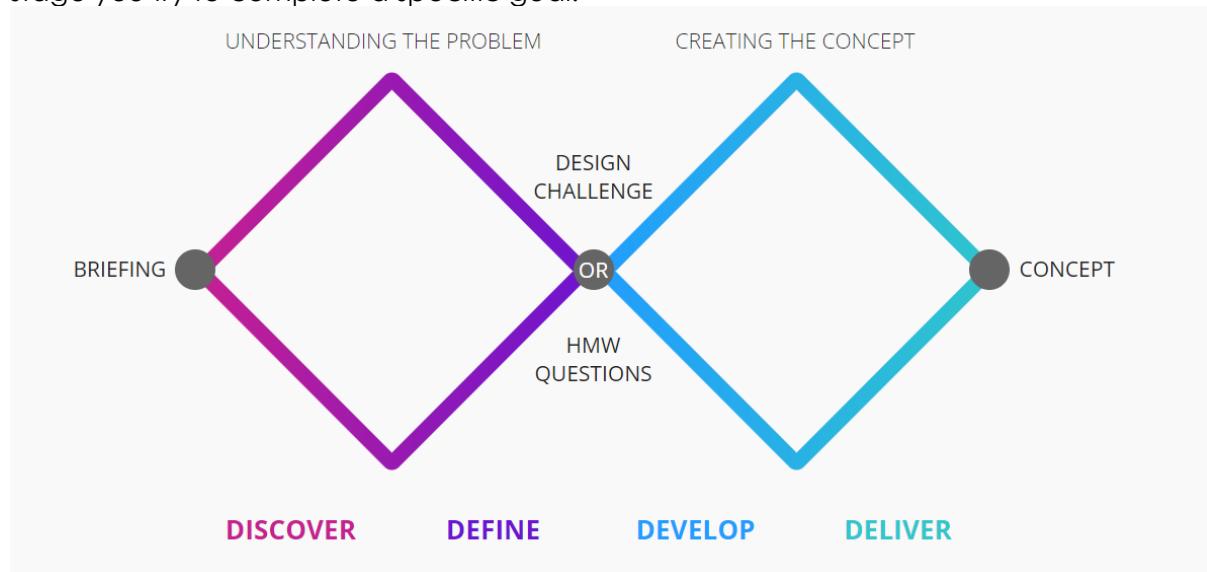
Scrum

During the project, we decided to use the scrum method in order to keep track of who was doing what and how far along everyone was. We did this using the websites Trello and Monday.

APPROACH AND RESULTS

Double diamond

With the group, we decided to use the double diamond method we learned from Penny's workshops. The double diamond method consists of 4 phases where in each stage you try to complete a specific goal.



The difficult part of using this double diamond alongside with the Tilburg group is that they didn't have to follow it. Due to this we had some issues between each other and after talking with Pim we decided to ditch the double diamond "halfway" through.

The first phase is the **discover phase**. Here we did research on how we want to get our product across and how we want to show it to the client in the end. The second phase, **define phase**, we defined the research we did. In the beginning we wanted an ARG game and we defined it here. The third phase is the **develop phase**. Here you take what you defined and make prototypes from them. In the final phase, **deliver phase**, we have a working prototype.

Discover stage



In order to validate our thoughts of AI, we made some extra questions that we wanted to ask an expert. Ultimately we wanted to know what the dangers of AI are and if it can ultimately replace us.



To get a better understanding of what people want, we did a survey. We thought of questions we wanted to ask people about our idea to see if they think the same thing.



To see what possibilities we have using AI, I made a quick research document to see what AI is. I also wanted to know what different types of models AI has and what exactly generative AI is.

Define stage



In order to learn more about or target audience, we each made an empathy map to see what people would do, say, feel and think when using our app. The empathy map in the end did not get finished due to problems with us and the Tilburg group but I feel like it is a good thing to use.



To define the target audience before the empathy map, I made a persona of the person I thought would use the app. After each making one persona, we molded them together into one final persona and used this to make the empathy maps.

Before moving onto the next phase, we each made HMW questions. Just like the persona and empathy map, we each made a few questions and molded it into 3 good ones in the end. From these, we chose on and went with that one.

After this point we ditched the double diamond method for our ai weirdness project. Due to problems with our group and the group from Tilburg, we decided (after talking about it with Pim Willems) to drop the double diamond method for the moment just to get on with the project.

Develop stage



For our media studio, We had to make a prototype of the website we needed to sell ourselves to potential stakeholders. So in this stage we did some basic prototyping.

We also wanted to know what was necessary and what wasn't, so we made a MoSCoW file to view what we should do and what we shouldn't. This was only done because of the time constraint.

Deliver stage

In this stage, the focus shifts from divergent exploration to convergent decision-making. The team generates a wide range of ideas, concepts, and potential solutions to address the defined problem. Techniques such as brainstorming, ideation workshops, sketching, and prototyping are commonly used to explore different possibilities.

PASSION PROJECT

Introduction

For my passion project, I wanted to add some more aspects to my portfolio which I didn't have yet. For example, in my last review I learned that I didn't have proficient in LO2, LO3 and LO4. This is something I wanted to boost with my passion project.

Early on in the semester I asked if I could use the hiking association in my town. I wanted to design a new website for them and code this too. But because I have done a lot of coding during the main project, I decided to focus on the design and iteration part.

Method of working

I wanted to make a good product for the association, so I decided to work closely with my stakeholder and ask for feedback as much as possible. Thanks to this, I decided to start on a sketch first and slowly work to a prototype.

BURDON OF PROOF

To view the learning outcomes themselves, refer to my portfolio website:
<https://i510404.hera.fontysict.net/>

If something doesn't work there, refer to the [Git wiki](#).

Learning outcome	Self-assesment	Proof
LO1 - Conceptualize, design, and develop interactive media products	Proficient	[Conceptualize, design, and develop interactive media products]
LO2 - Transferable production	Proficient	[Transferable production]
LO3 - Creative iterations	Proficient	[Creative iterations]
LO4 - Professional standards	Proficient	[Professional standards]
LO5 - Personal leadership	Advanced	[Personal leadership]