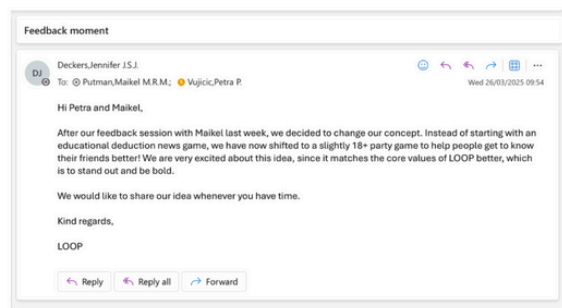# Creative iterations:
Portfolio documentation

I did an A/B test to improve my documentation to make it easier for teachers. Clear documentation is important, because it ensures that my hard work is visible and that my choices, process and growth is clearly communicated. It also should reflect the quality of my work and the thought process behind it.

V1:

How:

In V1 I explained my work but structure and depth was missing. I tested V1 with teachers and they gave me feedback:

- My thoughts and learning process wasn't visible
- Too long sentences and text.
- The quality and effort of my work didn't show due to bad documentation.
- The link lead to even more text.

V3:

LO4: Professional stanndard

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.

Introduction

For this learning outcomes I created several engaging media products that I tested with the target audience by using several Dot framework methods to make sure it's not only user-centered, but also validated with feedback from peers, teachers and the target audience.

Evidence

Board game	Passion project	Portfolio
Contact with stakeholders	Usability test website	Think aloud
Planning	Client interview	A/B test moodboard
Box/board design test	A/B test brand image	A/B test documentation
Usability test: rulebook	Poster test	
Usability test: rulebook video	Stampcart test	
Target group interview		
Persona		
Observation		
POV and HMW		
Competitive analysis		
A/B test: box design		
Usability test: website		
Showcase		
Paper prototype		
Paper prototype box design		

Reflection

Creating user-centered design was my main goal for this learning outcomes. Everything I did was tested mainly with the target audience in the form of a focus group, interview, paper prototype and more. Every time after testing I saw the importance of creating user-centered design. Not everyone understands a certain design the way I do. I'm proud of this learning outcomes, since everything I've done is tested and validated to improve the user's experience. More about my process that lead to my final design you can find in **LO3: Creative iterations.**

Contact with stakeholders

In this chapter I will talk about the initiative and responsibility I took during our group project when it comes to contacting our stakeholders.

Why am I doing this?

I mostly took the initiative in updating and contacting our stakeholders, since it's important to involve them in your process, especially early on, while big changes happen, like changing concepts. It can prevent us from misunderstanding later on. Their feedback improves the quality of our product, because of their expertise in board games.

How am I doing this?

I initiated communication with our stakeholders by informing them the big change in concepts and suggesting a moment for feedback. I later got feedback from Petra that we should work with agile/sprints, so I took the initiative again by emailing them to plan in a sprint delivery, since Petra could not join the first sprint delivery I arranged a separate sprint delivery with her, which was a class presentation on a Thursday to keep her involved and informed.

What am I doing ?

I'm taking initiative and action to make sure our stakeholders are aware of changes, our progress and feel involved. I sent them emails, coordinate with our schedules and help the team to present our work professionally. During this semester I felt like I was middleman between the stakeholders and the group.

So?

Because of this I learned to be pro-active and that good organised communication is important to improve a product's quality. I also learned to be flexible when plans changes, like when Petra wasn't able to attend a meeting or adapting my own schedule to theirs to make sure all our stakeholders are equally involded in this project.

1/2

Why:

Based on the feedback, I decided to completely change my documentation, because to me it's important to show the teachers my work as clear as possible to fairly asses it to potentially get a better grade.

- I added evidence links to show how much content I have.
- Used bullet points and the why, how, what so method to give more structure and depth. It also avoids long sentences.
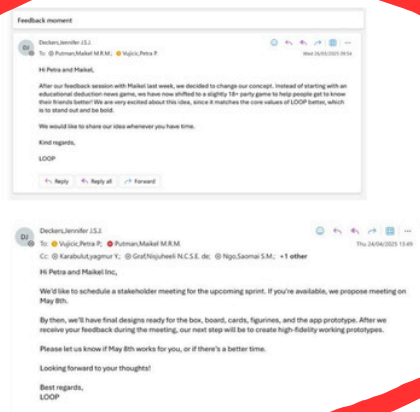
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Validate:

Teachers told me that I mage a huge improvement when it comes to documentation. To make it even better they suggested to add more pictures in order to show and not only tell.