

# Project X planning

## Coach

My coach for this project will be Dennis Kirsch.

## Description of the project

My project X will be based on the learning outcomes:

- Personal leadership
- Design
- Interactive media

The theme of the project is *animations*, I will be making an animation as I have been fascinated with this since I was younger. I loved drawing and seeing/watching (simple) animations.

### How does it correlate with 'Personal Leadership'?

As I have been doing this study, IT & Media Design, I have been loving the Media Design part more. However, during the whole semester, I have been working on development as well, for example on my portfolio and the Development Sprint. And I have started to like development more than before. So, this is my way of confirming if I am more interested in the Design part.

I do have prior experience in video editing, not a lot but the fundamentals and some advanced stuff. This is because I love experimenting and being creative, so I always wanted to make an animation as well. So, I see this as my chance to do it and see if I might even love it.

### How does it correlate with 'Design'?

This learning outcome is about "iterative design", and animating comes with a lot of iterations. For example, when you're making your character, surroundings, the setting, and especially the idea.

And by using professional tools to make the animation/project, it will also be adding to this learning outcome.

By asking teachers and my coach, I can change or add stuff to the animation or idea. So, in my opinion, this is a good way to further improve and advance this learning outcome.

### How does it correlate with 'Interactive Media'?

Making POC (Proof Of Concepts) from a design contributes to this learning outcome; having a finalized version of the animation, coming from a simple sketch of a design first, is a way to prove this.

And using the stakeholder (coach) as a way to see if the animation is good and or if there is still room for improvement. Then refine it based on the feedback.

### Research question

This is the research question for now:

“How does the iterative process of creating an animation enhance the development of personal leadership skills, design, and interactive media expertise in IT & Media Design students?”

### CMD Methods (to help with Project X)

I think using the library and workshop methods would work very well to answer this research question, as the journey to the finished product will be very educational.

**Library:** *To ensure **rigor** in your design explore what is already done. Watch what competitors are doing or get an **overview** of existing guidelines, patterns and theories. Sometimes called deskresearch.*

This could help me design and see how others do it and recommend doing it.

**Workshop:** *Explore opportunities. Prototyping, sketching and co-creation activities are all ways to innovate and to gain insights into what is **possible** and how things could work.*

Sketching could make me explore more ideas, ideation could also help me with this. And of course prototyping the design. This whole method is helpful to ensure this project will be good and has a good structure.

## **Planning**

I am planning the project to have a safe margin and keeping in mind that I have 2 weeks for it (14 days).

### **Start**

To start, in the first couple of days (2-3 days) I will be doing some (library) research on how animations work and what the best way is to start with one. What programs are good and how to use them.

After that I will start on ideating and sketching for my animation, also based on feedback, making a solid foundation on what I want in the animation. This will take probably around 2-3 days as well.

This should be finished in the first week. Now having a whole week left.

### **Last week**

I will be using the last week to develop the sketches into an animation, thus making a prototype of it. And based on feedback from the coach and teachers, refine it until the animation is finalized.

I will do my best to try and finish this project earlier than I expect.

### **Disclaimer:**

As this is a personal project, I won't be making it perfect, because I still must keep my portfolio in mind. So, taking that into consideration, I will finish working on it in the last week. This would be the 14<sup>th</sup> of June. However finishing it earlier would be better but being realistic and safe, I have to assume it will be finished on the 14<sup>th</sup> of June, that would give me 5 more days to finalize my portfolio, that I will definitely need.