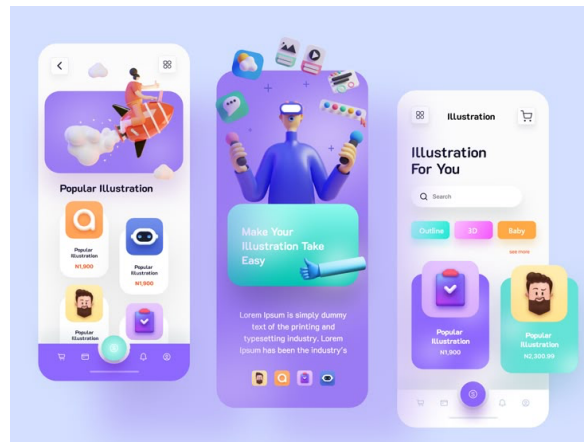


# ITERATIONS PORTFOLIO

**INTRODUCTION:** In order to make the right design I need to make sketches; wireframes and prototypes with validation of proofs and feedbacks given by peers and teachers. I started by looking into different styles for inspo. Here you can see iterations from initial ideas to sketches to paper wireframes and prototypes then to digital ones and of course adding the user testings from ICT peers who helped forming the final result.

**CLAYMORPHISM:** I did some trend searches and stumbled upon claymorphism. Here the idea is that you make shapes and buttons and icons look like clay or in a cartoony bubbly way. This spoke to me since it's not only creative way but also unique and attractive to look at. Yes it has to do with 3D cuz it pops out but also more warm and friendly vibes. I started collecting inspo in my figma, like this one:



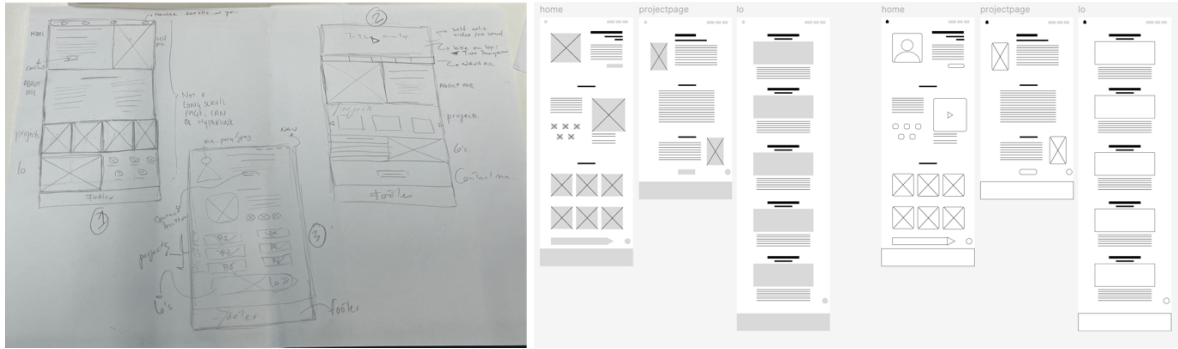
**You can see some collection of it in my (public) figma:**

<https://www.figma.com/design/ZfTx4yzANNIn92glQsac0d/PROTOTYPEPORTFOLIOSEM2?node-id=0-1&p=f&t=JZhFTRPolwdAhXxj-0>

## STEPS TAKEN:

1. I presented design styles like futurism, glassmorphism, claymorphism, and minimalism, sharing my interests with Stan and the class. The experience helped me gain insights from both my own work and my peers' ideas.
2. Stan encouraged me to explore claymorphism further, which led me to start sketching layout ideas.

**First sketches (before feedback):**



- After showing the sketch and in progress digital wireframe to Chris, I was advised to take a step back and create a proper paper prototype instead of just jumping to digital wireframes right away. He also told me my sketch cant be seen as paper prototype since it doesn't seem so clear. I looked up examples and made a bold, colorful prototype using markers, focusing on clarity and visual impact.

**Reflection:** next time don't rush with digital prototypes and go throw all types of paper prototype first to then take the next step: digital.

Validation:

Checkpoint 2 Chris - Portfolio 25-02-2025

**Shingrani, Tina T.** 2 months ago

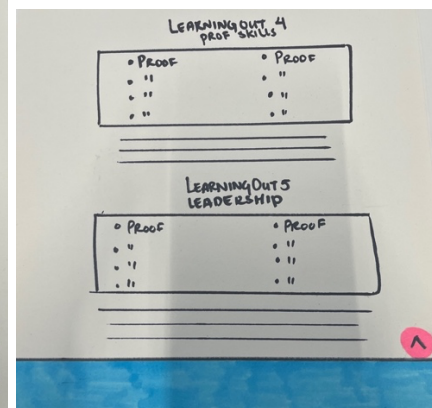
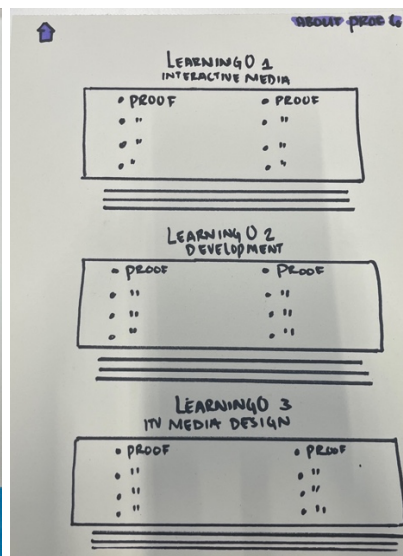
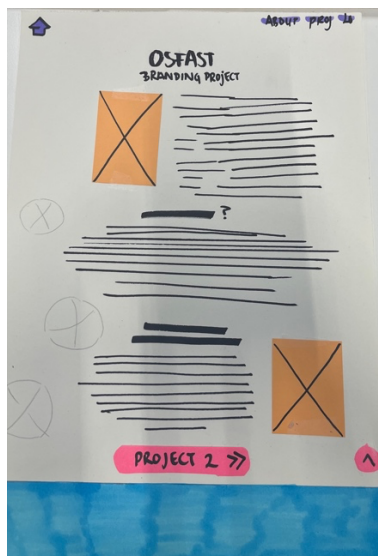
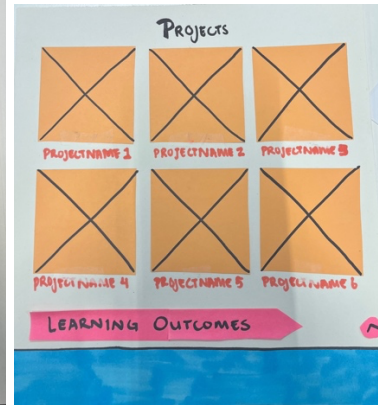
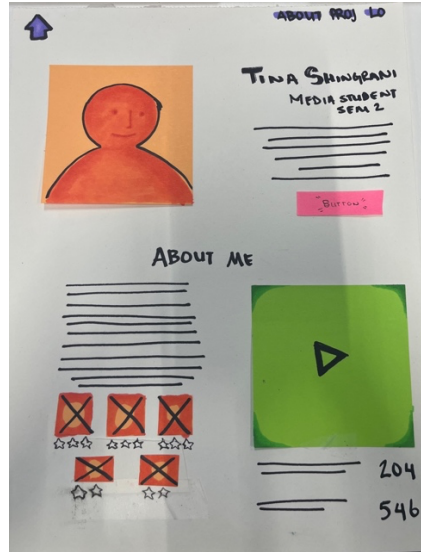
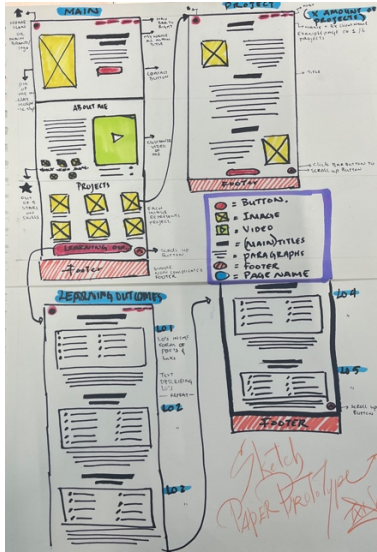
I showed my professional paper prototype to Chris. From the previous time i made sure to follow his feedback accurately and even looked onto how its actually done (colors; layout; sticky notes etc) . I explained my paper prototype to Chris and he was very happy with how it turned out, even the usage of colors and the simplicity of it all. I also showed an experiment i tried by creating my own font for my portfolio. He liked it and added that maybe I should consider using a thicker pen or marker to make it bold as my writing on the paper prototype. I agree since typing with the thinner font did not look that legible.

I asked about whether or not I should use clay morphism into my portfolio with the help of actual clay or blender and his advice was that that could be used as a separate project and that i should focus on the way of paper prototype I made. The style is unique and could add more to my portfolio since its different. It looks like its on paper but its actually still a website but in a way traditionally sketched on paper. I liked the idea and want to dive deeper to it as well.

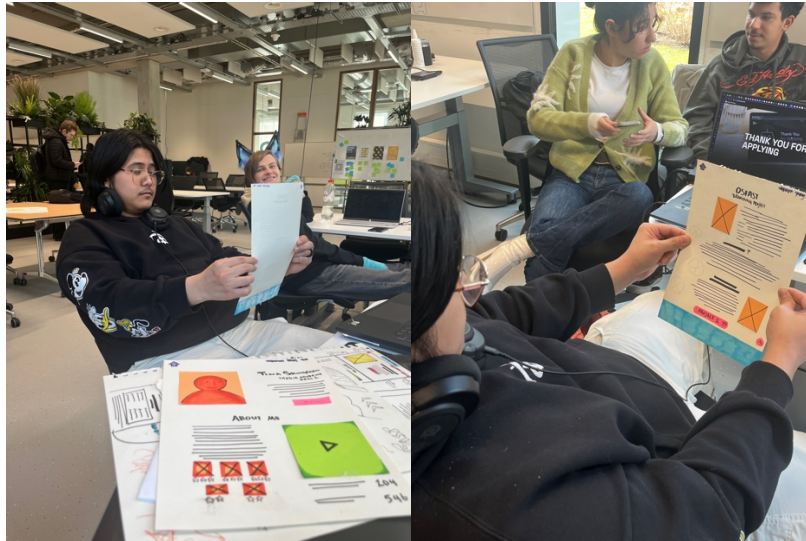
what i'm going to do:

- research on websites that look like traditional art.
- make a digital wireframe
- make a digital prototype
- keep documenting

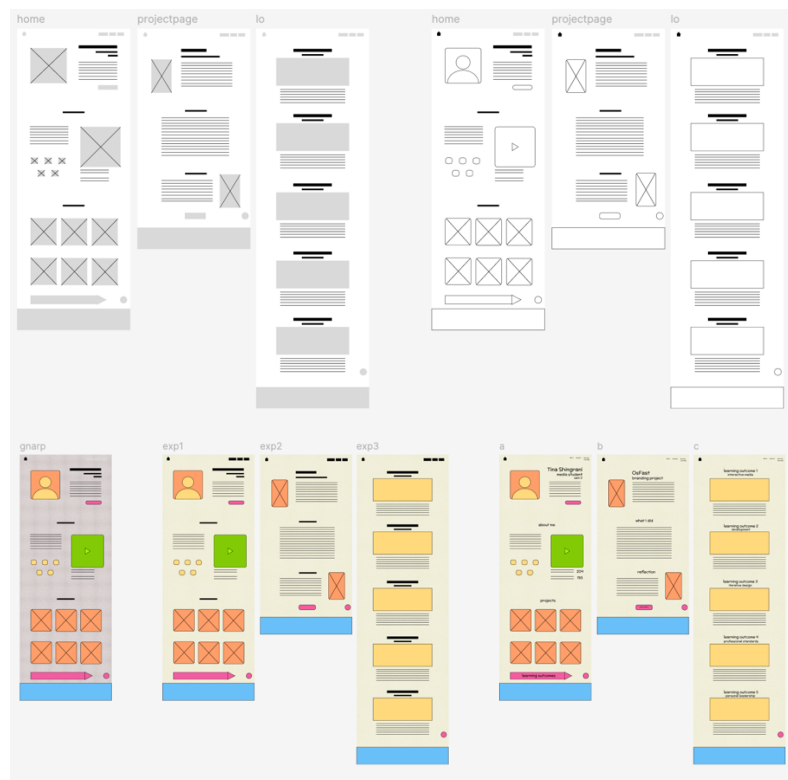
**prof paper prototype after feedback:**



Afterwards I compared both paper prototype and early sketch I had made and saw a great difference. This makes more sense even if there's a lot of work put in it. I then showed this to my peers from SEM3 and had asked them that if in a glance he understood what was going on on these papers. He explained his view pretty accurately and it seemed that the professional prototype actually worked a lot better with these colors and proper drawn structure. Here you can see him in the process (validation):



4. I went back to Chris to get his thoughts, since he had previously suggested creating a proper paper prototype. He really liked what I had done, so I moved forward with creating the digital prototypes. You can see the progress here:



This is also to be seen here:

<https://www.figma.com/design/ZfTx4yzANNln92glQsac0d/PROTOTYPEPORTFOLIOSEM2?node-id=0-1&p=f&t=JZhFTRPolwdAhXj-0>




After the drawn sketches and wireframes I made sure to add to edit the wireframes into bright colors trying to replicate the highlighting and marker style on figma. To let go of the boring white I added texture to the background to show paper effect. I also tried to experiment with darker color as background which did not look the best and then I felt lost and unsure since it looks nothing like what I was going for.

5. My next step was to ask for opinion of another teacher for a different approach and that's exactly what happened.

Jan explained how this is a great approach to turn it maybe into the more doodly side by adding maybe my own touch of creativity. He insisted on take the traditional art path since it is going more towards that direction. In this case my own shapes and lines including doodles that I can improvise and make it look less neater and close to what I am looking for. This spiked a great idea in me: a diary type of look but with doodles young tina would draw.

#### Validation:


**Checkpoint 4 Portfolio Feedback Jan** 17-03-2025

**Shingrani, Tina T.** a month ago


Today, I showed my wireframes and prototypes (from the beginning until now) to Jan. One of the main things I wanted to explain was my choice to keep the design looking like a traditional drawing instead of a clean, digital design. I felt that digital designs often look too perfect; everything is neat, straight, and aligned. But I wanted mine to feel more natural, with slight imperfections, uneven lines, and a more hand-drawn look.

Jan gave me really helpful feedback. He suggested that I create a mood board of traditional-style websites and wireframes to get a clearer idea of how to achieve the style I want. He also advised me to borrow a tablet from ISSD and try drawing and doodling on it, so I could explore the look I had in mind. To make the design feel even more natural, he recommended adding small details like a pin or a paperclip, and making some elements look slightly tilted or more hand-drawn. This would help me get exactly the style I'm aiming for.

For the tools, Jan suggested using Photoshop and Illustrator to work on my designs. I'll use these programs to experiment and make sure I achieve the right look.

 **Reflection**

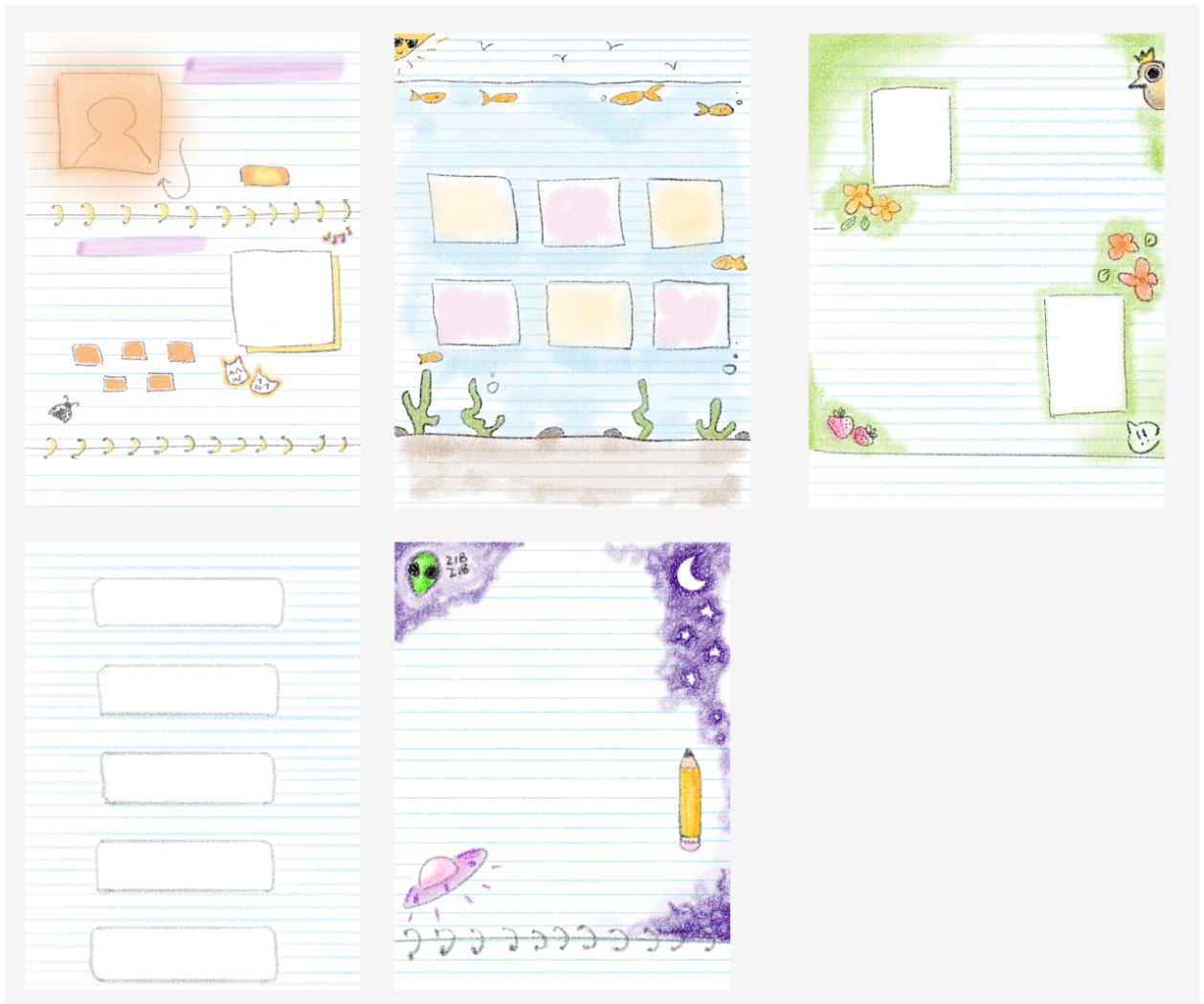
This feedback was really useful because it made me realize how important it is to do research and try different things before finalizing a design. I already had a vision for a more natural, imperfect look, but now I understand that taking the time to gather references and test different techniques will make a big difference. Also, adding small details like accessories and slight imperfections can make the design feel more real and unique.

 **Whats next?**

Going forward, I will start by making a mood board of traditional-style websites and wireframes to get inspiration. Then, I'll use the ISSD tablet to experiment with drawing and adding natural imperfections. I will also test different ways to make my design feel more hand-drawn, like making some lines uneven, adding textures, or including small details like pins and clips. Finally, I'll use Photoshop and Illustrator to refine everything while keeping the traditional look I want.

6. I borrowed the ipad from ISSD and started drawing naturally with whatever doodles came to me. I intentionally wanted to keep different doodles on each page since kids do the same. They don't keep drawing the same stuff. I kept asking my peers and some teachers what they would doodle often as a kid so I could get ideas. What

definetly answered my question many times was “the sun with sunglasses on the corner of the page”. I had to add that in to make it relatable in a way to whoever goes through my portfolio, like “hey I did that too”. I went with this design choice for the pages and (**reflection**) I am happy that through the iteration process I got to a whole other and personally better idea than the claymorphism one. Here they are at about 95% accurcate to what I want to display on my website portfolio. I may or may not adjust accordingly.



#### INTENTION:

These look like 5 pages but should actually be 3: The ipad could only allow me one a4 page looking styles to draw on so I divided some in 2. The first and second page are one long page. 4th and 5th are also on one long page and most probably merged. Also, all contents are vectored and will be structured accordingly when it comes to coding it for correct layout.

#### USERTESTING:

1. I had set up different stages of my usertesting and even made questions for them in a separate pdf. Here I explained more about those questions and the feedback I got from Paul.
2. I mainly asked ICT students to help with my user test so I don't get vague feedback but more what I am going for in that direction plus we can use the same vocab to converse about specific components etc.
3. I usertested 3 people for the first stage (simple digital figma wireframe) and had them also record their screens for evidence. They answered my questions here are the following:

#### **Tushar Shingrani- ICT infrastructure student sem 4**

<b>Question</b>	<b>Answer</b>
1. What do you see? (What is being tested?)	seems like a page where the person is sharing their skills, projects and learning outcomes with some reflections
2. When you scroll, what is your impression ?	when i look at the pages then i see that they show some place for pictures and a about me video and also some project buttons.
3. What do the colors remind you of ?	the colors are simple yet unique they remind me a bit of a cartoon doodle like theme
4. Does the font type match the rest of the style?	i think the font matches since it's giving a cartoony theme
5. Can you go to projects?	yes
6. Can you go to learning outcomes?	yes
7. What is challenging for you?	nothing, i think the page is pretty self explanatory

8. Could you provide me with a tip/top?	the buttons on the top right are too small i barely notice them
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**CONCLUSION:** Tushar understood the page as a place to share skills, projects, and reflections. He liked the cartoony style and found navigation easy. Everything was clear, but he suggested making the top right buttons more noticeable.

### Daniël Willems- ICT software student sem 3

Question	Answer
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1. What do you see? (What is being tested?)	The first impression I had was good. It's clear that a homepage is being displayed with a structured layout for the sections: Tina Shingrani (introduction), about me with a placeholder that will be a video later, skills with images. The next section is projects. It has a very clean grid layout (3x2). What is being tested by me is navigating throughout the pages and the feeling I have about the overall style and feeling.
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2. When you scroll, what is your impression ?	Scrolling feels satisfying, since I can go through it at my own pace, but when I clicked on the let's go button, I felt that this was way too fast and that we skipped through the about me.
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3. What do the colors remind you of ?	The colors remind me of a creamy palette and just in general gives a pleasant, bright feeling. It is also cozy in a way for me and I am a fan of that.
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4. Does the font type match the rest of the style?	The font type definitely matches the rest of the style, but I feel like the developer could experiment with similar blocky/round fonts.
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5. Can you go to projects?	Yes, I navigated to projects by clicking on one of the grid boxes. It was very clear for me that these were clickable. I also like that when you use the navbar to navigate to projects, it has a smooth and slow scrolling transition towards this.
6. Can you go to learning outcomes?	Going to learning outcomes was also easy to manage. I used the navbar to get here, but all the way down there is a clear arrow that is clickable and will redirect you towards the learning outcomes.
7. What is challenging for you?	Challenging for me is deciding what button I want to use to go towards a page/section. I would recommend giving the user less options here, so they don't feel overwhelmed.
8. Could you provide me with a tip/top?	I really love the colors, use of icons (for home) and the arrows all the way at the bottom of the page, that navigates you back up. What I also like is that the whole layout is clean and simple, with a clear overview of what is being presented to the user

**CONCLUSION:** Daniel had a good first impression and liked the structured layout of the homepage. He found the colors pleasant and cozy, and thought the font matched the style, though he suggested trying other similar fonts. Navigation was easy, but the "Let's Go" button felt too fast and skipped content. He appreciated the smooth scrolling and clear clickable elements, but felt there were too many navigation options, which could be overwhelming. Overall, he liked the clean design, use of icons, and smooth transitions.

**Mustafa Osman Abou- ICT software student sem 3**

**Question**

**Answer**

1. What do you see? (What is being tested?)	personal portfolio of a student
2. When you scroll, what is your impression ?	its clean, especially the scrolling up
3. What do the colors remind you of ?	a notebook/paper
4. Does the font type match the rest of the style?	yes
5. Can you go to projects?	yes
6. Can you go to learning outcomes?	yes
7. What is challenging for you?	it took me a while to see the "learning outcomes" after clicking the scroll up button
8. Could you provide me with a tip/top?	it looks super clean! i would suggest putting the navigation bar items in the middle instead of all the way on the right

**CONCLUSION:** Mustafa recognized the page as a student portfolio and thought it looked clean, especially during scrolling. The colors reminded him of a notebook or paper, and he felt the font matched the overall style. Navigation worked, but he had trouble spotting the “learning outcomes” section after scrolling up. He liked the clean design and suggested centering the navbar items instead of placing them on the right.

#### **Overall Usertest stage 1 conclusion:**

The user tests showed that the wireframe was **clear** and **easy** to understand for most users. The structure of the page, including sections like the introduction, projects, and learning outcomes, was well received. Users appreciated the clean layout, simple navigation, and cozy, cartoony style. Most found the colors pleasant and the font fitting

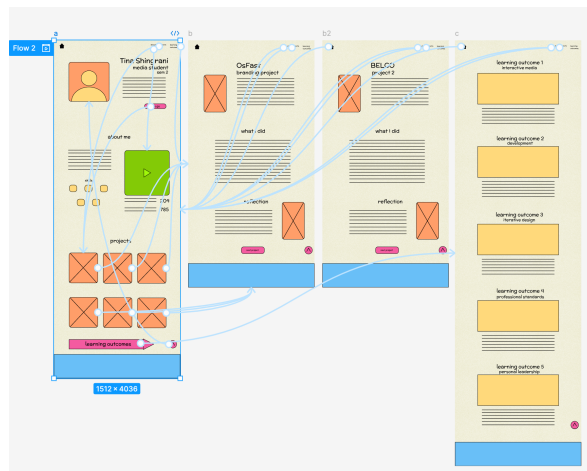
with the overall design. Navigation worked smoothly, especially with the boxes and navbar links. However, a few issues came up, like small or hard-to-notice buttons and too many navigation options that made some users unsure where to click. There were also comments about scrolling transitions being too fast or skipping content.

### Tips for Improvement:

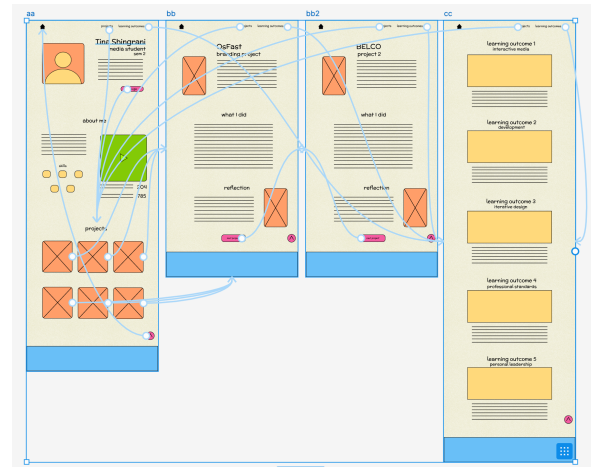
- Make the top right buttons more **visible** and **larger**.
- Slow down or **adjust the scroll transition** of the “Let’s Go” button.
- Reduce the number of navigation options to avoid confusion.
- Improve visibility of the “learning outcomes” section after scrolling.
- Consider centering the navbar items for better balance.
- Try experimenting with similar fonts to match the theme even more.

**AFTER USERTEST ITERATION:** The next steps I took were simply improving the wireframe on the given feedback so what I did:

### Before



### After



1. At the navbar I made the sizes bigger and legible. I did not bring it in the center since I liked the idea of having it on the right side but instead I brought it closer to center but remaining on the right.
2. To avoid confusion on navigation I removed the little pink banner looking shape of “learning outcomes”. If the user is all the way at the bottom of the homepage they can click the button the brings them on the top of the page again for them to choose from the navbar.
3. I adjust the scroll speed from 1500ms to 2000ms for the “let’s go” button

**Reflection:** Through this testing, I learned how important user feedback is in the early stages of design. Even though the layout and design were mostly successful, small details like button size, scrolling behavior, and navbar placement can impact the user experience a lot. I also learned that consistency in style and a clear structure help users feel more comfortable while navigating. Moving forward, I'll apply these tips and keep testing the rest of the stages to make sure the design continues to improve and stay user-friendly.