

**Latour, Pepijn P.**



### Checkpoint 10 Passion Project Feedback Josh 19-12-2024



**Latour, Pepijn P.** 2 days ago

I asked josh If it is possible to make a full 3d character, animate it in blender & put it on my portfoliowebstite, on which he responded that i should choose one thing to prioritize, Or just focus on making a good and detailed character and make a crappy rigging or no rigging, or prioritize the rigging and create a less attractive 3d model.



Write a summary of what you discussed with your teacher...



Post feedback

### Checkpoint 9 feedback on prototyping for the project pennie 26-11-2024



**Latour, Pepijn P.** 25 days ago

Try creating a user test to check the flow of navigation trough your prototype. Mayby even do some card sorting with the group design. I agree with what the client said, make a mobile first design to match the clients requirements and meet the target audiences expectations.



Write a summary of what you discussed with your teacher...



Post feedback

**Checkpoint 8 Dirk & Stan - Formative assessment 2 13-11-2024**

**Latour, Pepijn P.** a month ago

For the next time you need to really explain you proces, explain every step of the way.

We need more explanation of your proces to understand and see that you know what you are doing.


The portfolio website looks good, and we will see what you will get for development when we look at you code



Write a summary of what you discussed with your teacher...



Post feedback

**Checkpoint 7 feedback on competitor analysis 05-11-2024** 

**Latour, Pepijn P.** 2 months ago

Good analysis, check with the other cbr group on the competitive analysis to get a good view of how they made it. A competitive analysis would be usefull to get a real grip at what other companys or countries are doing to the problems CBR are facing.

**Checkpoint 6 feedback on questionnaire 14-10-2024** 

**Latour, Pepijn P.** 2 months ago

great questions, you should divide the theoretical exam qustions from the practical since these are really different from each other.

**Checkpoint 5 Dirk - Scrum (WK6) 09-10-2024**  

**Latour, Pepijn P.** 2 months ago

Voor het maken van een sprint planning kan je het project het best opdelen in verschillende onderwerpen van de double diamond.

Dus verdeel de 12 weken over bijvoorbeeld 6 sprints.

en ga dan kijken naar welk onderwerp je aan elke sprint koppelt.

Dan kan je ook de deliverables voor elke sprint bepalen op deze manier kan je de backlog en to-do list voor elke sprint opstellen.

**Checkpoint 4 Dirk - Portfolio (WK6) 07-10-2024**  

**Latour, Pepijn P.** 2 months ago

Try making a wire frame first to check the flow of the website. How would you like to navigate through it?

And be more specific when asking for feedback what do you want to know?

**Checkpoint 3 portfolio 1st review 30-09-2024** 

**Latour, Pepijn P.** 3 months ago

You made a start, create and gather more evidence for the learning outcome.

For the next portfolio make sure you have something for every learning outcome. for what you have now it good, its backup with feedback and made an iterations.

Also start with making a git and setting up your website.

**Checkpoint 2 Dirk - Portfolio (WK4) 25-09-2024**  

**Latour, Pepijn P.** 3 months ago

Like the ideo of the design, try making a wire frame first to check the flow of the website. How would you like to navigate trough it?

**Checkpoint 1 feedback on Logo & portfolio 16-09-2024** 

**Latour, Pepijn P.** 3 months ago

For the portfolio just create a structure, this because in the first weeks you don't have a lot of things for the learning outcome, you don't have to remake the whole portfolio you can use the previous portfolio and edit of improve the design.



**Latour, Pepijn P.** 3 months ago

For the solaria logo i should look at how i position the slogan with the name, otherwise it isn't that readable.

For the icon, i don't have to put it everywhere only on the full logo is enough, the "o" of solaria doesn't have to be a icon. I also should keep the logo on a blue background.