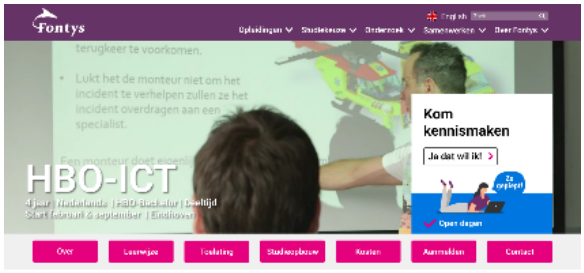
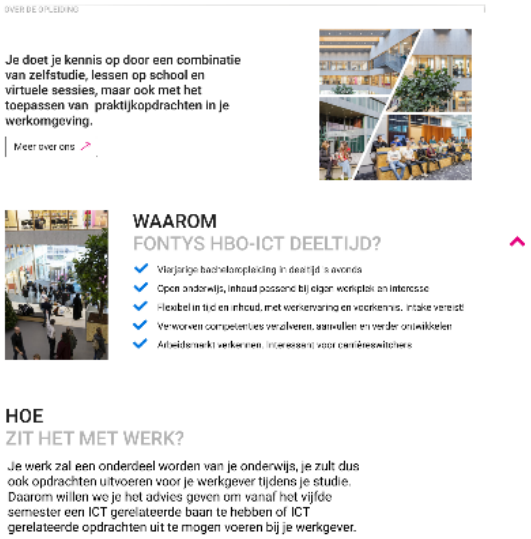
PARTTIME-ICT

In our group project we made a design for the website of Fontys parttime for this we did a few interviews. In my portfolio I linked one interview HERE. With these interviews and a survey we made a persona of the average ict part-time student. And based on this persona we made a design for the Fontys website. HERE you see the Figma file (design 1).





Survey

We also made a survey and send this survey to the students at Fontys ict parttime. These are the questions we asked in the survey.

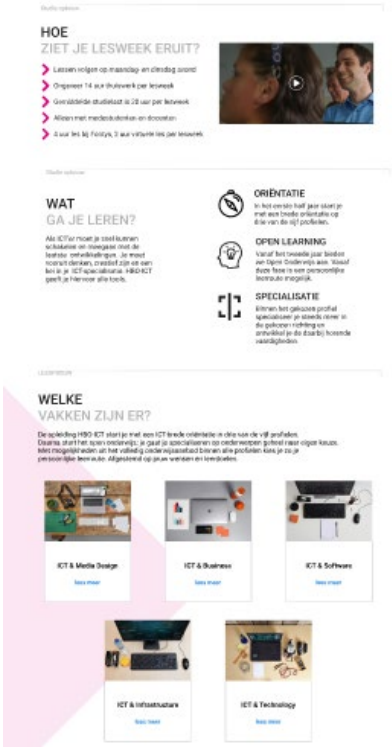
- How old are you?
- Do you have kids?
- From where do you travel to school?
- How did you find the ICT part time study?
- Why did you choose for Fontys ICT?
- Why did you choose ICT part time?
- Does your employer finance the study?
- Do you already work in ICT?
- Which Social media platforms you use most?
- Which month did you started searching for a study?

Here you have a link to the survey answers

For the development assignment we made the design into a website. So, we first checked if the design we made in the previous assignment was good. So we did some user test. Based on this we came up with the following design choices. For the outcome of these interviews we made a iteration which you can see in the same Figma file (iteration 1).

Iteration 1

We also put the “vakken” section, the “lesweek” section and the “wat ga je leren” section. In the “studieopbouw” navigation button because this all is about how the study is built and what you will in a study week.



Then we made another change, we put the admission rules for speed-students in the “toelating” section instead of the “over” section this was for many people more logical because when you want to know if you can speed up the study you will mostly search for it in the “toelating” section.

Iteration 2

After these changes we went to a UX expert and asked him what he thought of the design, he told us that the “leerwijze” section was still a bit unclear and that if you scroll down on the page the call to action for the open days is no longer visible.

So, we edited the navigation to make it more logical, this is what you see in iteration 2.

Here we removed the “leerwijze” button because this was a bit of a vague button, and it was very unclear what information was given here.

We also swapped the “contact” button for “open Dag” because for awareness the open Dag is more important than the contact button. And when people want to contact Fontys they will automatically scroll down or search for contact information on google.

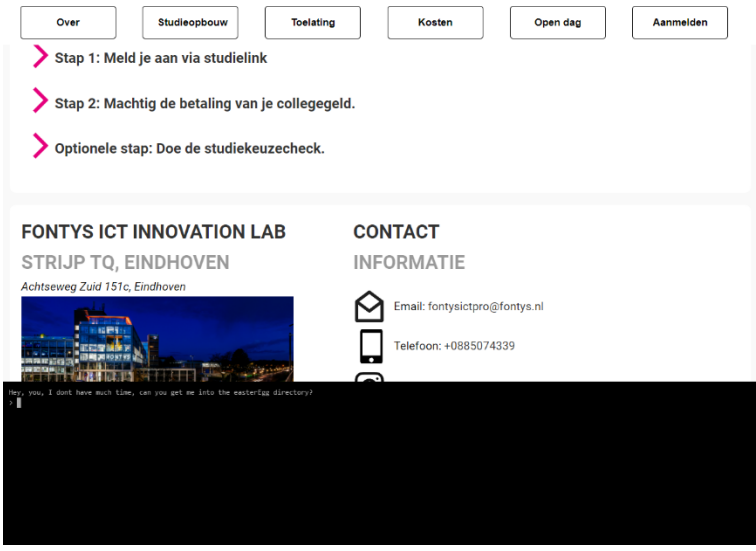
For the last iteration I made an interactive prototype with the menu and the buttons in de “toelatingseisen” section. And I made a mobile design here we didn’t spend to much attention to we took the design of the desktop webpage and made it smaller to fit on the phone and we made a hamburger menu for the navigation.

Easter Egg

For the assignment we made an easter egg and in the previous assignment we created a persona for the ICT part-time study. We made Kees, and because Kees likes cyber security, and his hobby is gaming, we made the following easter egg.

When you scroll down on the page. You get a terminal. With a message

“Hey, you, I dont have much time, can you get me into the easterEgg directory?”

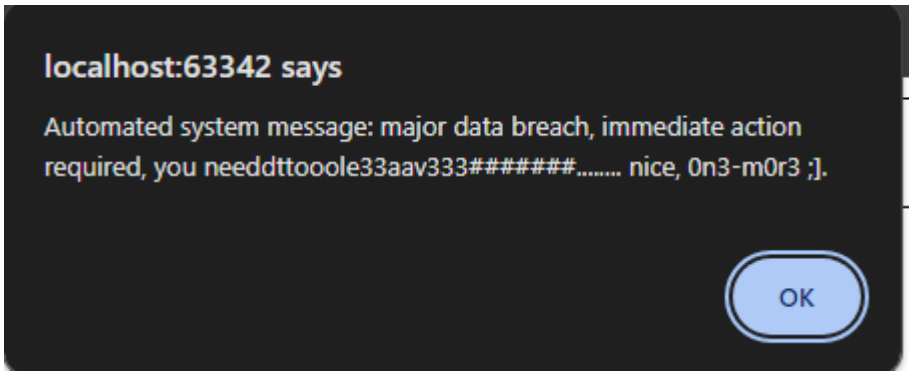


Then when you type “*cd easterEgg*” you will get this message:

“Thanks, ill slide you a little something as a reward. Give this code to the desk over there at TQ: F1ndM3 . Gotta run ;]

Oh and before i go, there should be one more piece of value on this site. I cant figure it out, something about arcade games?”

In the message you see that there is another game/thing you can do. If you scroll up and do the Konami code on your keyboard you will get a pop-up.



If you don't know the Konami code:

Up → up → down → down → left→ right → left →right → b→ a → "start"*

*(you don't have to do the start because there isn't a start button)

Both of these small assignments give you a reward and the idea is that the user (Kees) can go to the service desk of Fontys and get a small reward in return of finding the easter egg.

CMD-Methods

For this project I used Interview and survey.

Interview.

We used an interview because we needed specific information quickly. In an interview you can ask specific questions and immediately ask. In this way we have collected specific information.

Survey.

We also sent a survey for the simpler questions, because you can get a lot of answers quickly in a survey and because we had simple questions it was also a faster survey. This helps us to get a better idea of the wishes and needs of the part-time students.