

Portfolio wireframes

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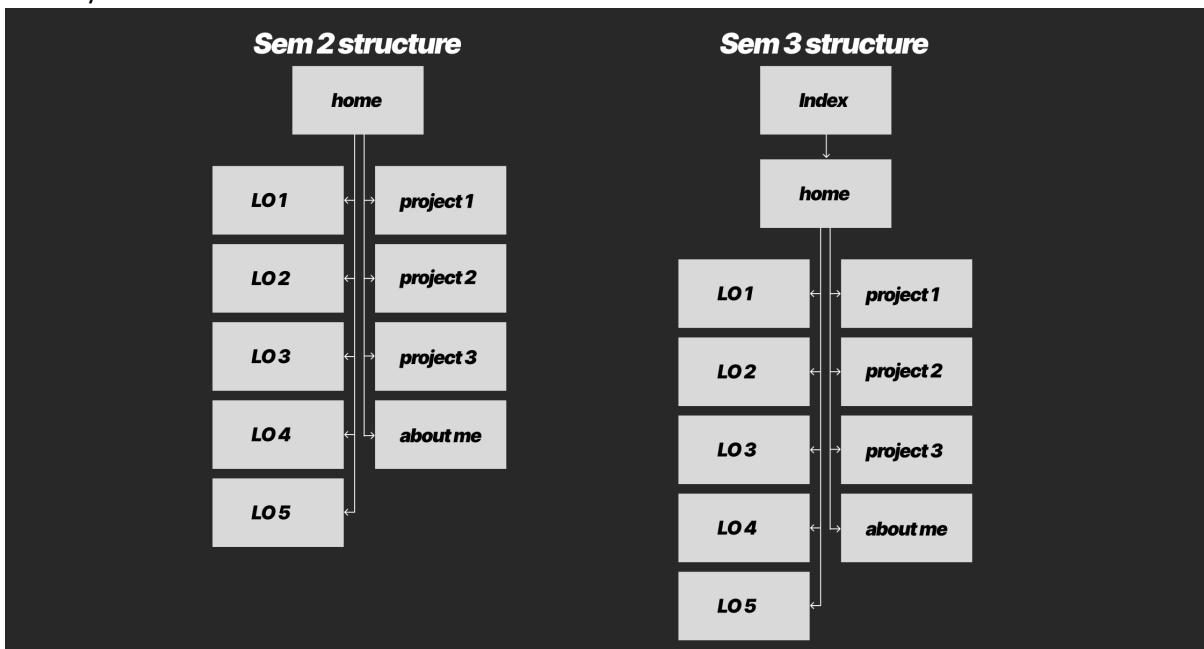
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Changes from semester 2

For the portfolio of this semester, I decided to make some changes compared to the last one. Going for a different style requires you to adapt it in a way that feels right. A portfolio isn't a one size fits all solution, so you have to adjust the feel for it. I'll take you through what changes I made.

structure

After deciding and finalizing the style I want to go for, for my portfolio, I went on to make a wireframe. I had decided to keep the structure of the portfolio largely the same. I have made a few minor tweaks. Like adjusting the landing page from being the home page to being an intro screen on which you click to navigate to the home page, and actually adding an about me page this time. Below you can see the difference between the two structures to make it easier to understand.



Navigation

I also changed the way that you navigate through the pages. Last semester I used a standard site map and navbar. With the navbar being the top of the page and having it navigate to the main pages of the website and the site map being a more extensive way to navigate the pages. This is what that looked like:

Projects LO's About

Projects

- Fast Forward
- Blik Project
- Media Campaign
- Development Project
- Project X
- Portfolio

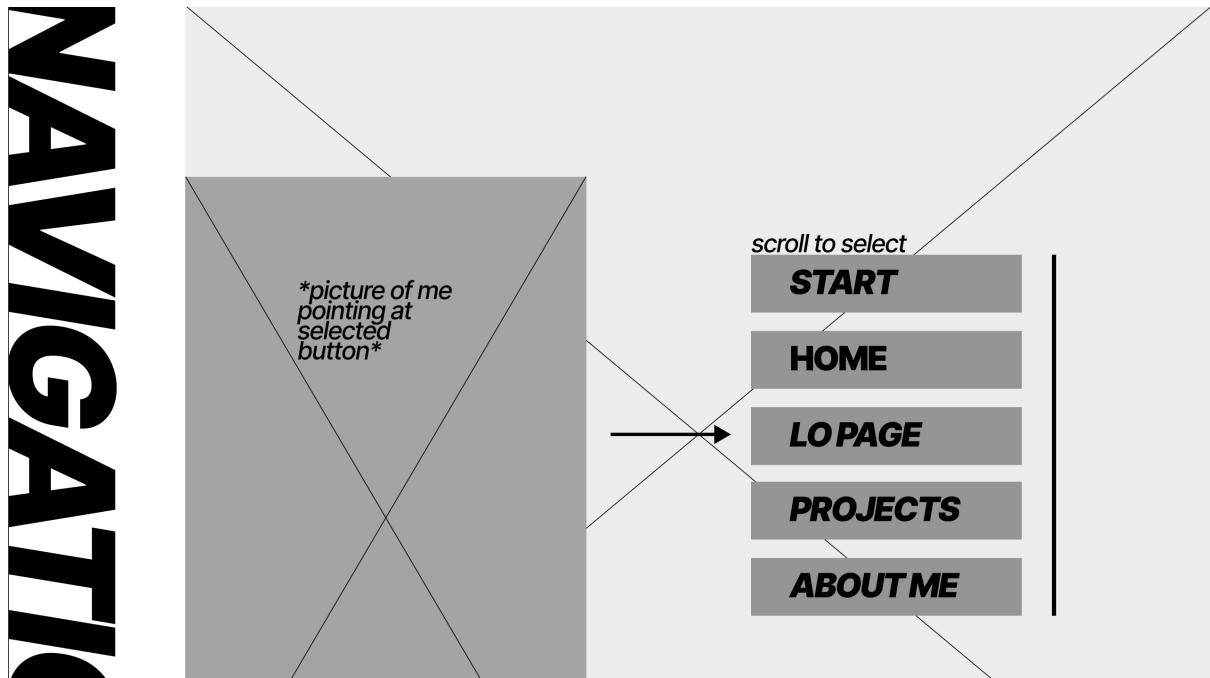
Learning outcomes

- Interactive Media Development
- Iterative Design
- Professional Standard
- Personal Leadership

Navigation

- Home page
- Projects
- Learning outcomes
- About me

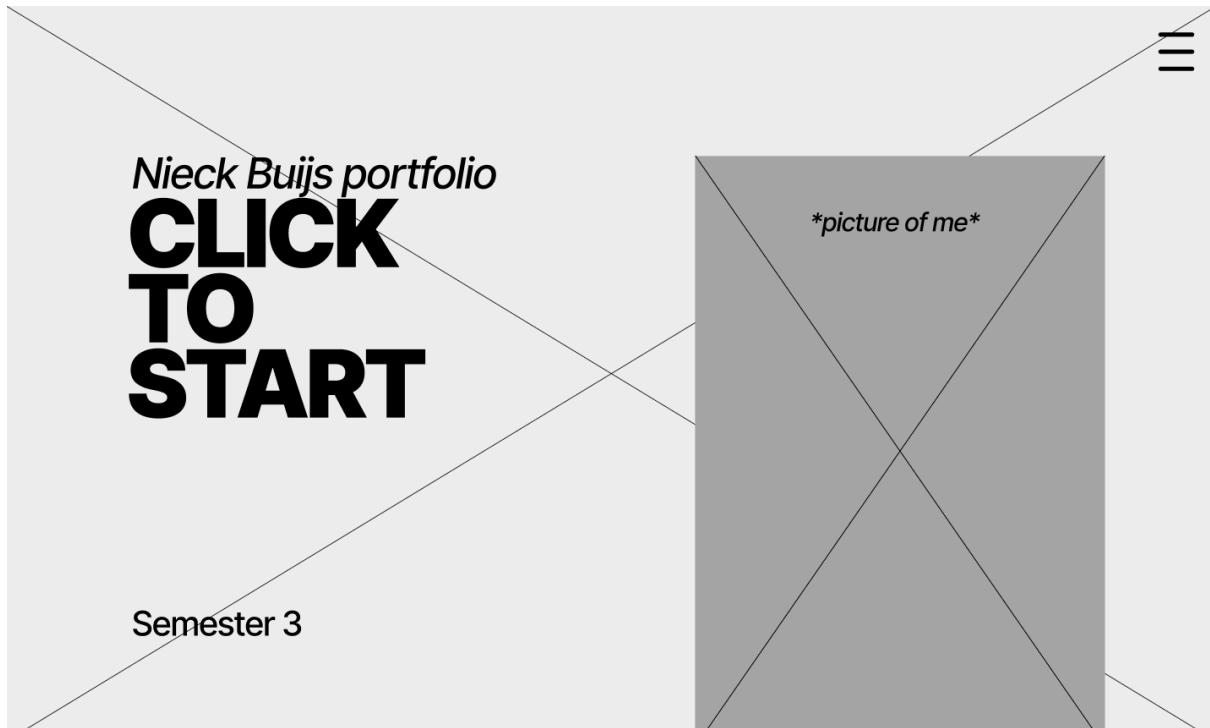
I think this is a bit standard and seeing as I'm focusing my portfolio around a game style, I might as well make it feel like a game. So I decided to make use of a navigation menu instead. By pressing a button, it will pull up a menu in which you can navigate to the main pages. It will look something like this:



Individual pages

I have designed 5 different pages, the index page, home page, LO page, Project page and about me page. I also made a menu overlay which I showed before, but I'll get into that later as well.

Index page



This will be the first page you see when you open the website. It'll be a page with an image of me and a background image behind it. The text "click to start" is the second thing you'll see in the screen, telling you to click and go to the portfolio.

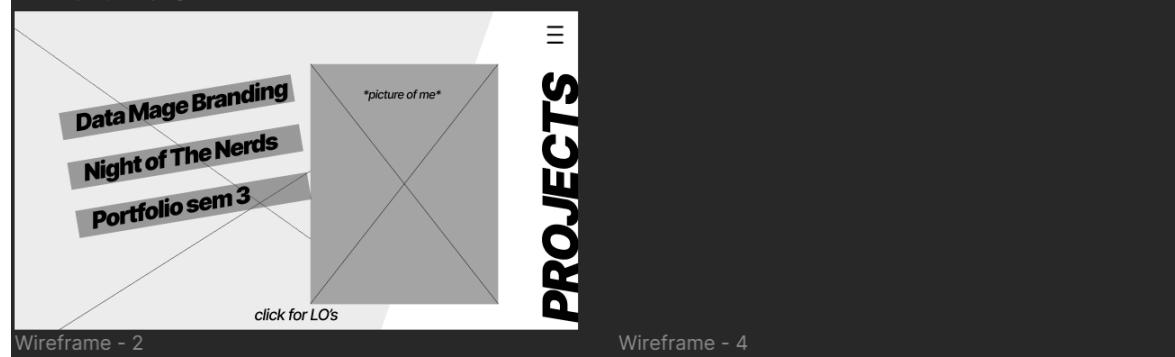
This was my inspiration:



I'm only reusing the structure of the things displayed here, the background will be more similar to the background I have for my poster design.

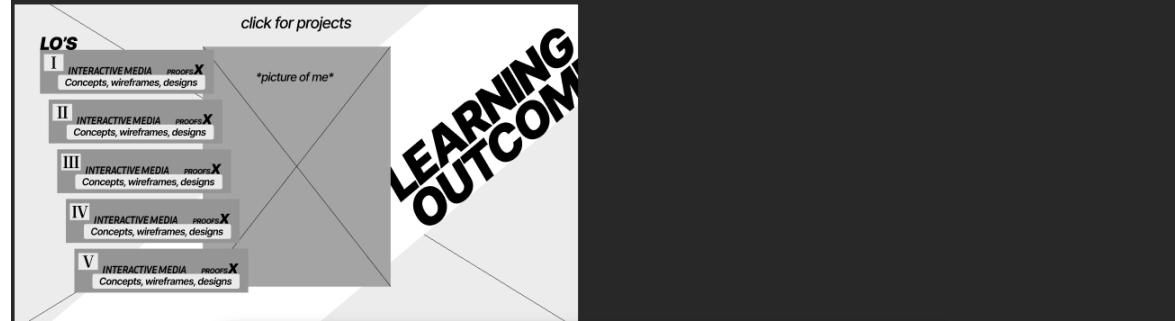
Home page

home-project-page



TO THE NEXT BACK WE GO

home-lo-page



This page might look a bit messy but it's better to show it this way. The home page will start out on the project section. From here on you can select each of the three projects and navigate to the project page.

If you scroll down, you will see an animation with a text that slides by saying: 'to the next' this is a concept I thought of myself. After the animation you'll arrive at the LO section of the page. Same thing here, you can select any of the 5 learning outcomes and navigate to the LO page of the specific LO you want to go to. And if you scroll up from this page, the slide will move sideways but the opposite way.

Inspiration

For the project section my inspiration was this:



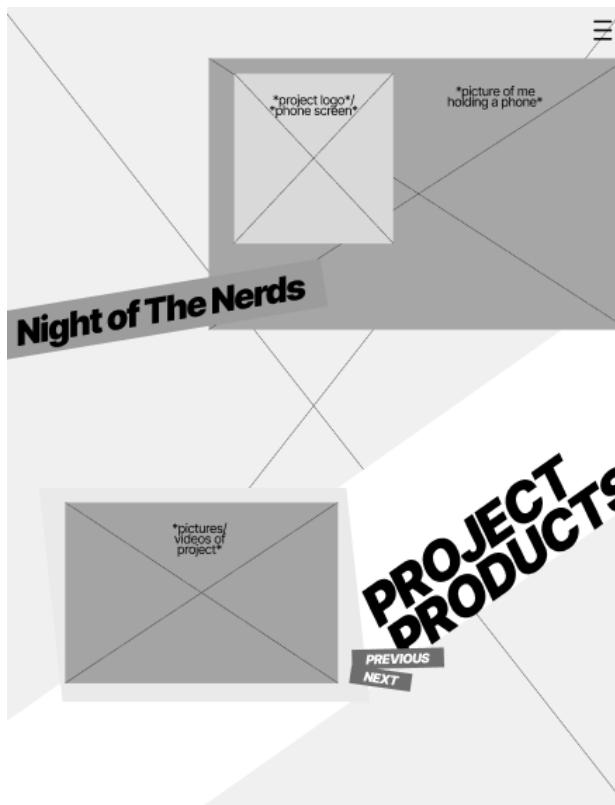
I'm going to change the image and background to be more consistent with the rest of the pages (blue background images)

For the LO part I copied the leveling menu section from the game which looks like this:



I want to replicate this design style to understand how it was created. That's why I chose to copy it directly rather than redesigning it. I find the style fascinating, especially how the darker parts of the character, like the jacket and hair, appear transparent, allowing the background to appear through him.

Project page



The top of this page will show you what the project is showing the project logo on a phone screen with me holding the phone, and a banner below showing the name of the project.

Below that is the project products section, in which, you can go through images and videos that got made in during said project.

Finally, I reused the sliding text animation and to then go down to the project documentation related to the project. This will just be the proofs, reused to give a bit more context to the project for those who are interested in the how's and why's.

DOCS & FILES



Inspiration

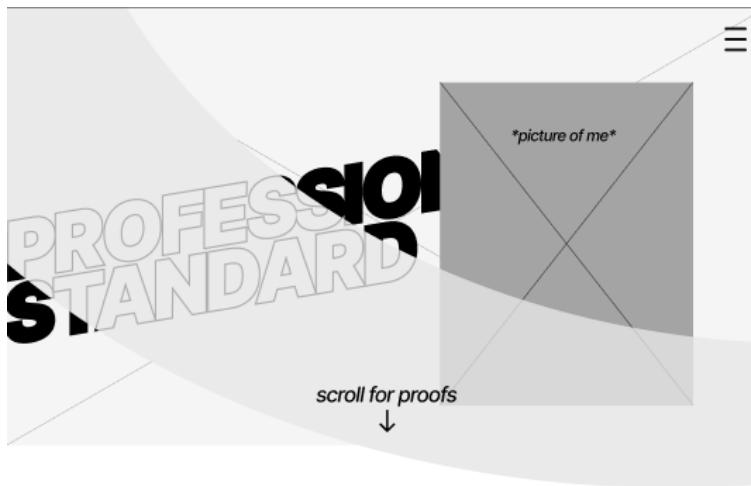
For the top of the page, I got inspired by the persona 5 royal menu which basically throws the menu at your face. I reworked it a bit to instead show me holding a phone and showing the screen. This is what that menu looks like:



The bottom of the page is inspired by the persona menu from persona 3 reload. When you're in a fight, you'll have the option to use a skill or persona to use in the fight. This pops up as a little menu with the character holding a gun against their head and showing you the options next to the character. It looks like this and it's an easy way to show a lot of different "proofs" hence why I decided to remake it.



LO page



For this page, I went with a design style I saw online. The top is heavily inspired by the game's "done and dusted" screen. As you scroll to the proofs, a screen pops up with a small animation prompting you to keep scrolling. When you do, the rest of the page appears, revealing the documentation. It's a slightly redesigned version of the docs section from the project pages, adjusted to keep the bar running to the centre of the page.

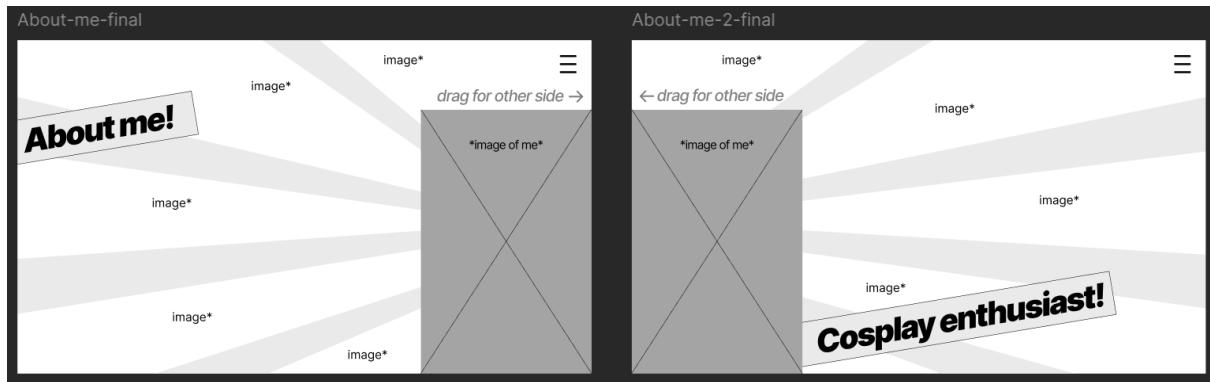


Inspiration

The top part of the page was inspired by this screen. I redesigned it to make it more readable and I might make slight adjustments and even make animations in that frame, but I'll see about that. Here is the image I took inspiration from:



About me page



For the about me page I will have two sides of one page which you can scroll between (the scrolling direction will be horizontal for this page) I know it says drag currently but that's because Figma doesn't allow horizontal scrolling or scroll-based actions which you can do in html, css and js.

But back on topic, one side of the page will show a picture of me without cosplay. Just normal me with some images in between the bars of me in my normal life. The other half will be me in cosplay and my hobbies in general.

Inspiration

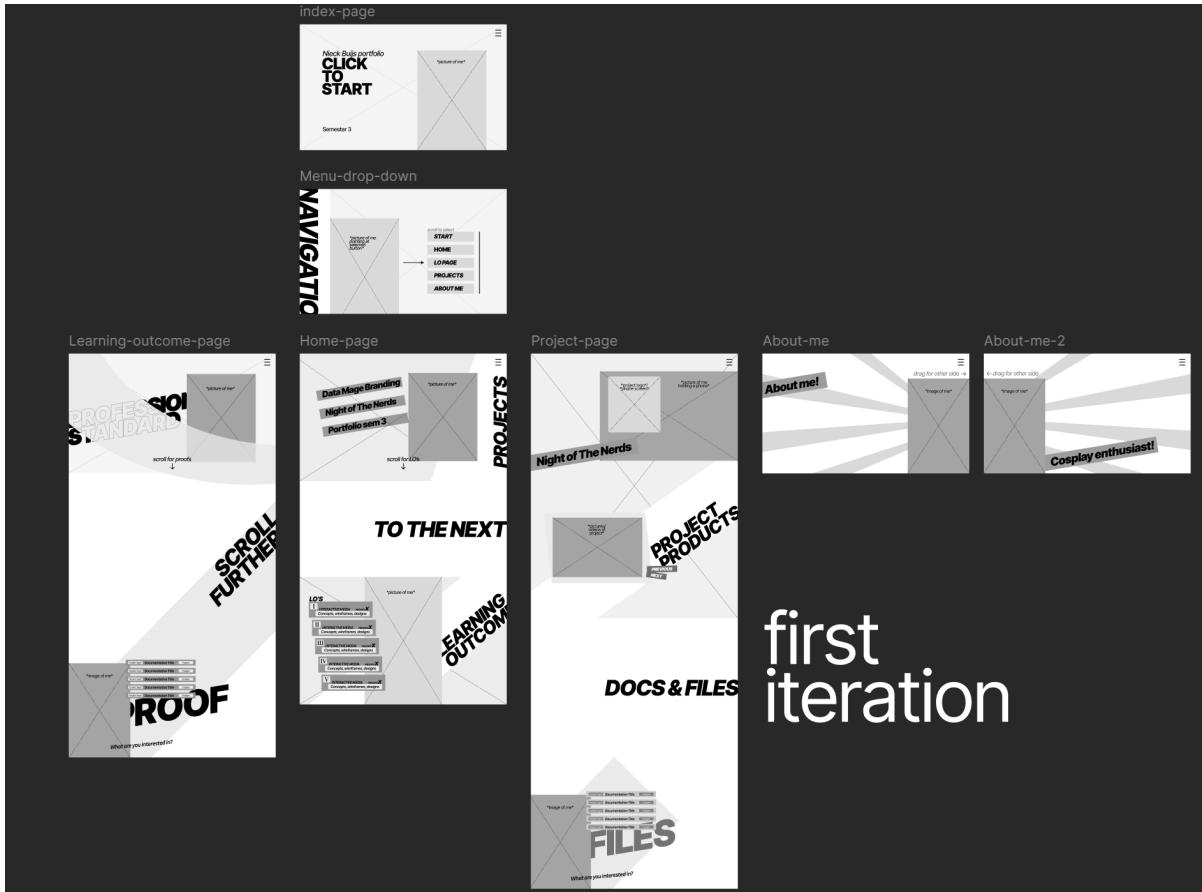
I took inspiration from yet another post of the two main characters of the game. Here it is:



I will not have the two-sided face but rather two full images of myself.

Earlier versions

The version I showed you before was the final version BEFORE user testing. I had some versions before that, and I went to Chris with it to ask for feedback. This is what I went to Chris with:



I know not much difference at first but there are some. I have a different home page here without showing the animations. The colour usage is also all over the place. But the general idea of the designs is the same.

Feedback

I went to Chris with this design, he gave me some feedback, and this is the feedback in short:

- ◊ Overall Design & Structure
 - The pages look nice, and there was clear thought put into structure and flow.
 - Be mindful of alignment—especially on the home page with the **project buttons**. The **lines should line up** across the layout as they act as **visual guides**.
- ◊ Animations
 - Don't jump straight into creating animations—**plan them first**.
 - Use **storyboards** or **frame sketches** to visualize animation ideas beforehand.
 - Make **animations overexaggerated** to ensure they're **noticeable and impactful**.

◊ Wireframe & Visual Design

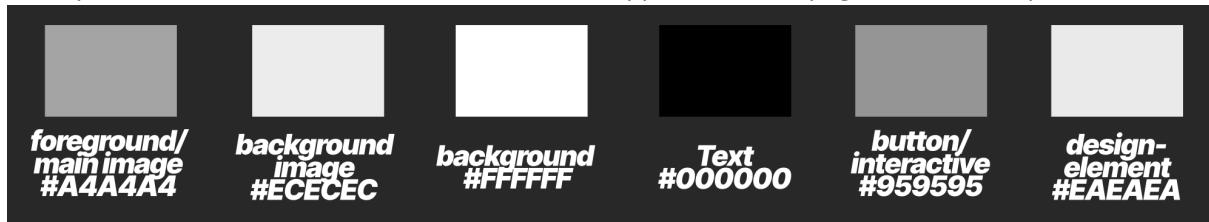
- Current **wireframe** is messy with colour usage, because it's in grayscale.
- Colour needs to be used carefully—**heavier colours = more visual weight**.
- Don't rely too much on background images—make sure they **don't overpower main elements**.

◊ Portfolio Suggestions

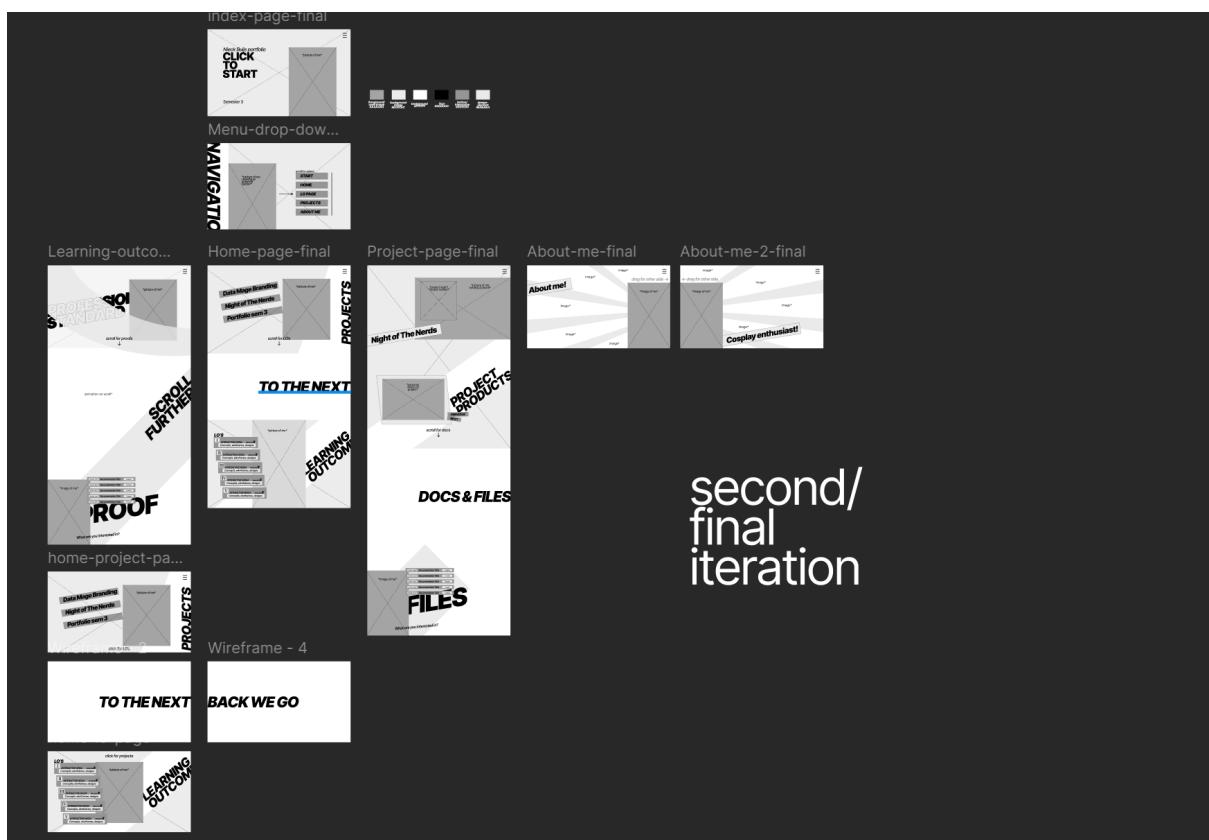
- In the "About Me" section, the image pattern idea is good.
- Consider making the **images rotate or move more** for added interactivity.
- Motion should feel intentional and **visually engaging**.

(Yes, I shortened the feedpulse using ChatGPT for your ease of reading)

After I got this feedback, I changed the colours to be more consistent and visually engaging. I made a small palette of what should be used for what and applied it to the pages. Here is the palette:



Feedback implementation



User testing

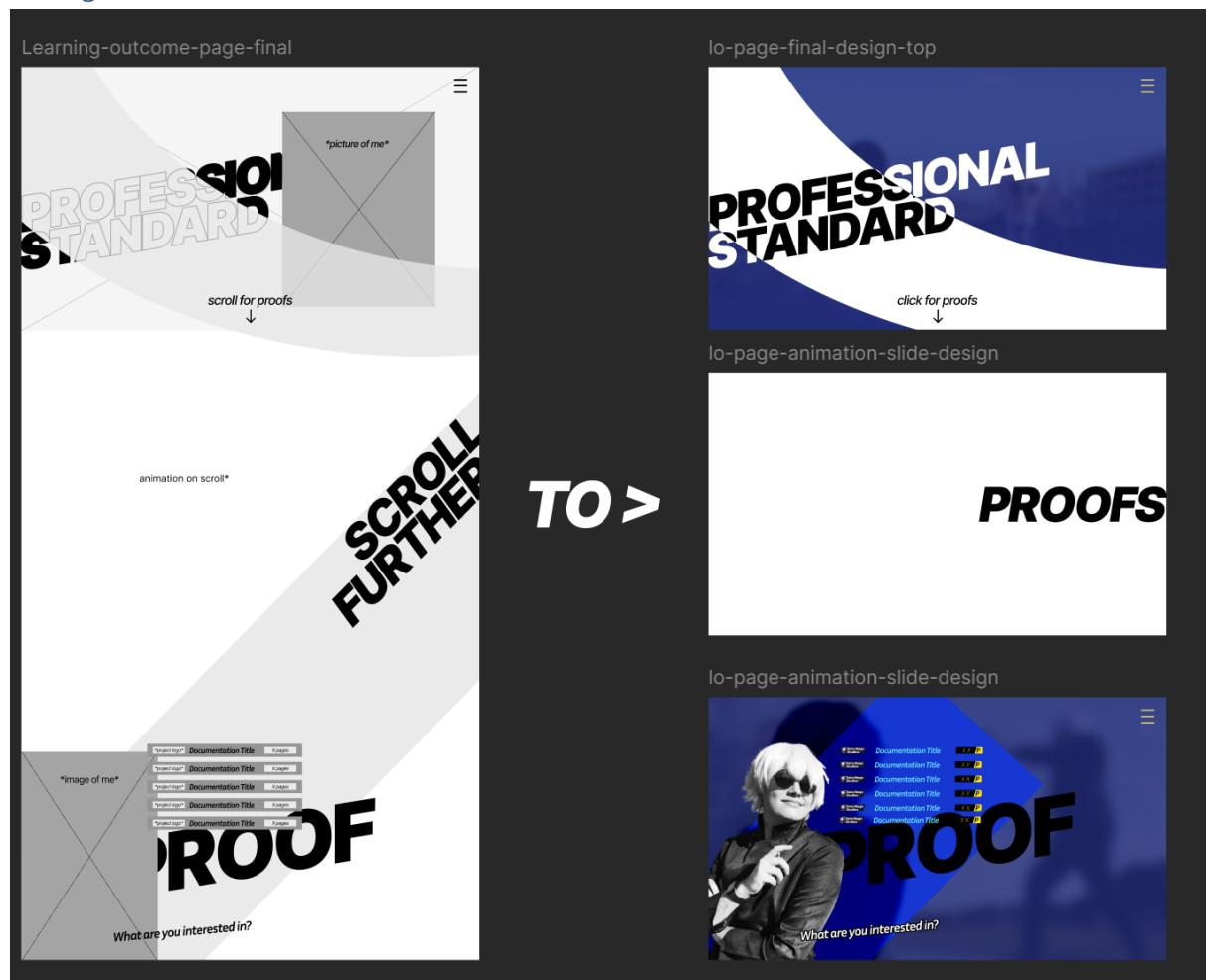
I sadly didn't test the wireframe and left it for too long. I'm disappointed in myself that I didn't test the portfolio this semester and I will definitely do it next semester. The wireframes have been validated by teachers, so I have valid feedback. I added the feedback and continued to design and build the website from there.

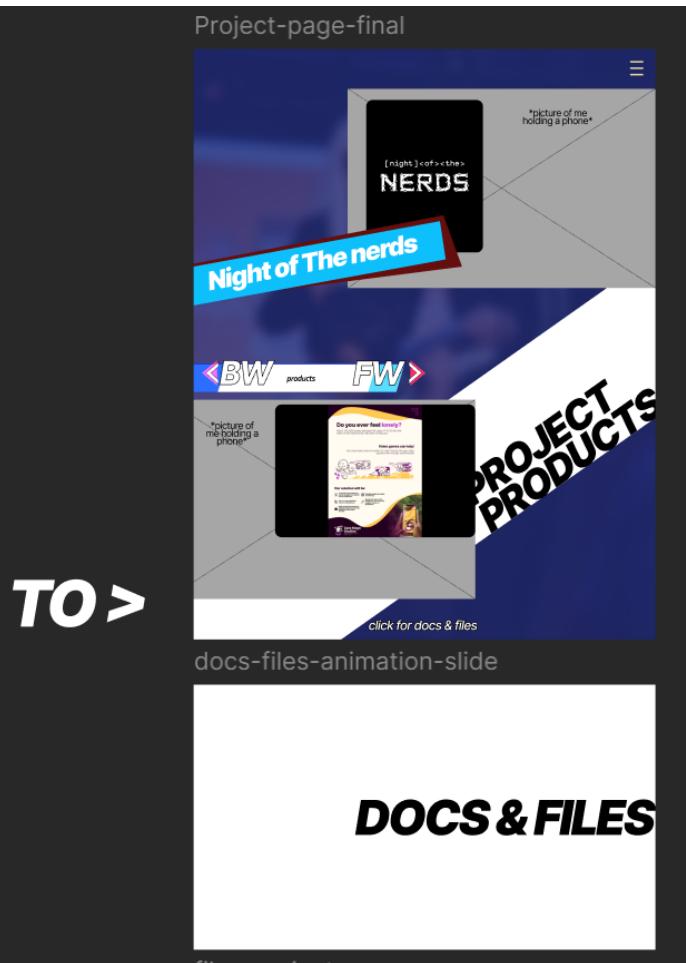
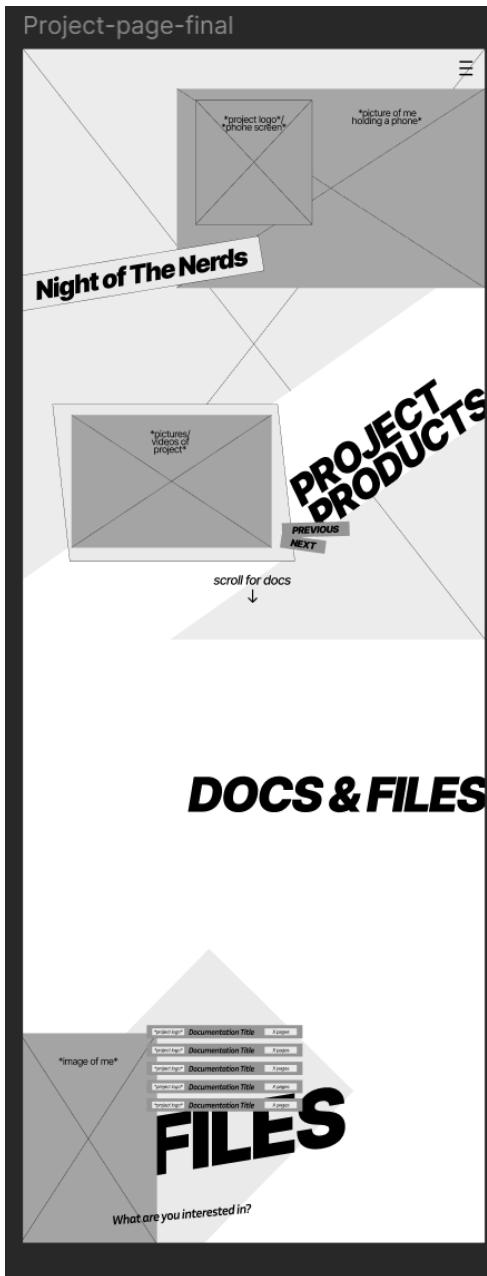
Translation to product

This wireframe helped me a lot with designing the final website. The style I chose was quite complicated and the placement of elements seems almost random, so making a wireframe first, really helped with designing the pages too.

I made an almost exact one to one copy of this wire frame for my design but I did make some adjustments to make the pages flow a bit smoother and also to keep the sizes (size of the page is the size of your screen) consistent. I wanted to minimize scrolling as much as I could.

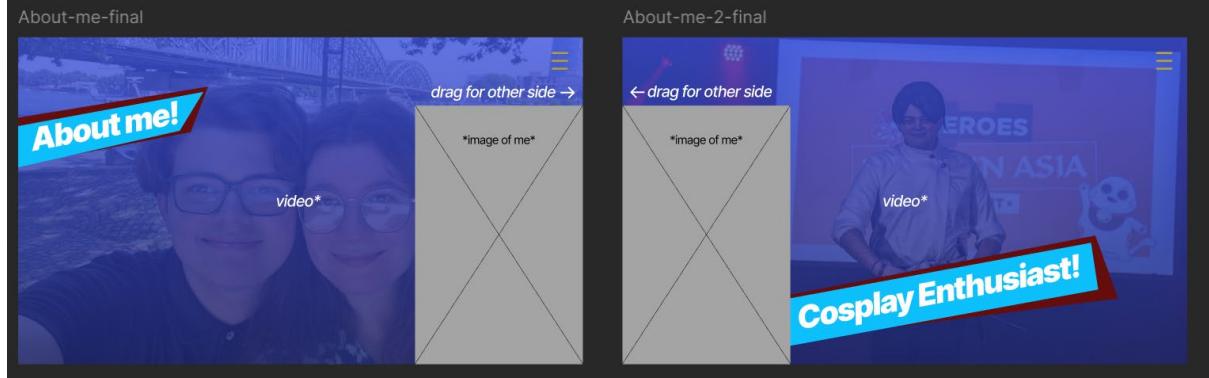
Changes







TO
↓



Reflection

I think making the wireframe went well and I'm happy with the outcome. The wireframe helped me a great deal with making the final design and it also helped visualize everything well. I'd like to say that I understand the process of making a wireframe by now and this was just another experience in making one for a project rather than learning something new.

Next time I will really work on testing it early into production because I failed to do so this time. I kind of got stuck on the portfolio for a few weeks and then I realized I should probably hurry up, so I skipped testing because I didn't have time anymore.