

Final major project tracker and review

This document is to help me keep a weekly track of my final major project as well as doing a weekly review about the project.

Review:

01/03/23 (Week 1) – I have successfully collected primary research for my project to find out what people would like to see in the project. I have also started creating the map using Adobe Illustrator which is going well I may be able to create 2 different styles of map depending on my time schedule.

However, I have only a few 12 people who have completed my primary research which is a downside but at least I have 12 people who have completed it.

The positive of me acquiring research from the questionnaire is that I have been able to get peoples thoughts about my project and what they would like to see in my project this has given me feedback that I can use whilst creating the project. The negative about the primary research though is that I didn't get a lot of people to fill out my questionnaire this is a problem as I don't have a variety of responses to help with my project.

If I was to do the primary research again, I would ask even more people to fill out the questionnaire and share their thoughts and opinions on the project and if they use it in the real world.

06/03/23 (Week 2) - I have done further research into interactives map to get an idea of how I see my project being presented and how the map functions I may consider how the map I have done research on shows information by keeping it to the left of the screen whilst allowing the user to still interact with map and try to incorporate that into my project as well.

I have been experimenting with Adobe Animate and trying to make an interactive button that can work in my project I have been looking at multiple tutorials on how to create the interactive button and the many ways to create it. However, the best way I have found in creating the interactive button is using HTML5 which allows me to create a simple button I will be practising more this week to ensure I understand Adobe Animate and then design my own interactive button in its own design.

The positive about me doing research into Adobe animate is that I am able to get an insight into the application and it also allows me to gain knowledge about how it works as well as its limitations. I have also done research into the most suitable format that I can use to create the buttons. The negative about me doing this research is that it has taken up valuable time and has been time consuming preventing me from continuing with my project.

If I was going to do this again, I would try to find a way around this by looking at applications that I am more familiar with and seeing if I can use them instead to allow me more time to experiment with the buttons.

13/03/23 (Week 3) – I have continued research into creating buttons and understanding how to make them in Adobe Animate.

The positive of me continuing to research button creation in Adobe animate is that I am further expanding my knowledge on button making and also finding out many ways of creating the buttons using Adobe Animate. The negative of this is that it has taken another week of research into button making that can be used more productively.

If I was going to do this again, I would find out the easiest way to create the buttons and stick with that specific way instead of trying to learn multiple ways to create a button.

20/03/23 (Week 4) – I have created my own set of buttons using Adobe Illustrator and will start putting them into Adobe Animate and linking them to the relevant images. I have also done an evaluation relating to my collaborator who is providing me with the images and discussed the positives about the collaboration and also why I have decided to collaborate with them.

I have been working on coding my buttons. However, I hit a snag when I tried to add a third button which saw the buttons crash. The positive of this is that I understand how the coding works now and can now begin to code them properly in Adobe Animate next week. I have also completed a stripped back version of my map as well with less stuff on the screen.

The positive of me evaluating the collaborator I am working with is that I have discussed the positive of working with the person that is supplying me with the images is that I am able to avoid copy right strikes and have been able to source the images instead of taking them off of the internet. Another positive is the making of the buttons this is because I have overcome the issue of the buttons not working and are now ready to link them to the relevant images

The negative about the button making though is that the third button that I placed in Adobe Animate is that I have the issue of multiple buttons on the same stage and the application may not be able to handle it.

27/03/23 (Week 5) – I have finally managed to make the buttons function as well as link them to the image from doing extensive research. This is ideal as I am now able to focus on the appearance of the project now and visually how it looks as well. I have also created a mood-board for the textures of the map I am looking at making the map texture look old with an old paper style this style is relating to the project as it's about the history of Bradford and some of the historic locations in the city.

I have also created a mood-board with lots of typography on as well. The reason I have done this is because it will allow me to decide which type face to choose that is suitable and eligible for the viewer as well as suits my project as well.

I am in the process of creating the images and text using Adobe Photoshop as well as referencing the research sources as well. I should have all my assets created by the end of

week allowing me to come back into college after the half term and complete the project on my return.

The positive of creating a mood-board about the typography is because it will help me in my decision making of appropriate text that I can use that will match the theme of my project. Another positive of my project, is that I was able to obtain relevant information about the locations that aren't disinformation i.e., from Wikipedia.

The negative about creating the mood-board is that the text that have chosen may not be eligible for the audience to read. Not only this, but the text that I have chosen for the mood-board may not be suitable for the theme as well.

If I was to create a typography mood-board again I would look into similar map designs with information on them and see what type of style they have gone for the type face this will allow me to narrow down my typography even more and allow me to have similar type face.

03/04/23 (Week 6) – This week was a week away from the project to allow me to take time off. (This is easter holidays for the college)

10/04/23 (Week 7) – The second week I was able to get textures that are suitable for my project. (This is easter holidays for the college)

17/04/23 (Week 8) – The first week back at college I was able to create a suitable map that matches to the theme of the project. I also created the buttons using Adobe Illustrator and grey scaling the buttons the reason why I have done this is because when the user interacts with the map the buttons will be greyed out but still visible and when the user goes over the button it will go to colour and enlarge providing information on the location.

During this week as well, I created a mood board of different brushes that was suitable for my project and I outlined the map with the brush this went well because it matched the theme of my project and after getting feedback on the map design was positive as the brush type I picked went well with the texture I created.

The positive about this week was that I was able to make a suitable map design that fitted to the theme that I was aiming for within my pitch. Another positive about this week is that I was also able to grey scale the buttons as well.

The negative about this week however, is that I should have done more than one map design to experiment with the design its self this would then allow me to choose the best design as well as the most visually appealing design as well. Another negative thing about this week is the grey scaling of the buttons this is because I should have experiment first with the artistic stylings within Illustrator before deciding which one artistic styling is the best to use for my map.

If I was to do this again, I would make more than one design of the map first to allow me to see which one is more suitable for the design/ theme of the project. In addition to this, I

would also experiment with the artistic stylings of the buttons first to see which artistic styling is more visually appealing and also how suitable it looks on the map design.

24/04/23 (Week 9) - The map has been created using both Adobe Illustrator and Adobe Animate. I have had to edit my photos again to remove the white background around them. The project is going well and is on track to be complete with enough time to experiment with the design even more. However, I have hit a problem with the project regarding exporting the project and adding it to digital space. I will need to do further research into the problem and how to overcome it.

The positive about the map being completed is that I have a project that works and also shows the information that I have put on about the locations that I have used on the map. Another positive is that I have enough time now to experiment with the project within Adobe Animate and test out different functions of the application.

However, a negative of the project, is that I haven't experimented with the project whilst making it meaning I have to go back and experiment with the map again. To overcome this, I will experiment and try to add more animation to the project.

01/05/23 (Week 10) – During this week I have encountered a problem regarding publishing my project. This is because the formats I tried to export it with did not work. I also attempted to use different programs including Adobe Dreamweaver to get a functioning project. To overcome this issue, I did research and watched tutorials to find the best possible format to export the project and import it to digital space.

After overcoming the issue, I have successfully uploaded a version to digital space. The research I did to get it to upload to digital space was to go through Adobe InDesign, change the frame resolution to ensure that it filled the screen.

The positive of this week is that the project is complete and that it's fully operational. However, the negative of the week, is that the publishing settings aren't correct and I need to do further research into the correct export format.

If I was to publish the project again, I would do more research into the publishing formats to allow me to understand which was the most suitable format that would work with the HTML format.

08/05/23 (Week 11) – I have uploaded a screen record of Adobe InDesign to digital space showcasing my understanding of the application. I have also done an analysis of my final major project discussing the positives as well as negatives and how I can overcome the negatives to make an improved version of my project.

I have made an improved version of my map with a title and tagline. I have also experimented with it and the placement of it and decided to have it in the bottom right-hand corner so that the audience can read it and understand my map is about and the theme I have aimed for.

The positive about making an improved version of the map is that I am able to improve on the basic design and make a newer more visually appealing design. A negative of this however, is that it's very similar to the first design making it at a first glance not look like an improved version of the map.

If I was to do the newer design I would further improve on the design and make it different to the first map.

17/05/23 (Week 12) – I have started my evaluation which I feel confident in completing before the deadline.

22/05/23 (Week 13) – I have further analysed my secondary research and talked about how it is relevant to my project. This was a good because I was able to show why the research, I have collected linked to my project. Moreover, I also discussed my primary research and talked about the positives and negatives about the research and how I could improve.

In addition to this, I have also completed my evaluation where I have used the GIBBS reflective cycle to help me go through my evaluation.

Tracker:

Primary research (Completed WC 01/03/2023)
Proposal (Completed WC 06/03/2023)
Pitch (Completed WC 06/02/2023)
Outlining the map (Completed WC 27/03/2023)
Linked the button to the image (Completed 27/03/23)
Changing the artistic style of the map to make it more visually appealing (Completed WC 08/05/23)
Photoshop the images to add text and border around the images (Completed WC 17/04/23)
Bring all my assets together and create the map (Completed WC 24/04/23)
Export my animated map to the correct format (Completed WC 08/05/23)
Improve on the map design (Completed WC 08/05/23)
Evaluation (Completed WC 22/05/23)
More "Primary research" (Completed WC 22/05/23)
Screen shot my primary research and upload it to digital space (Completed WC 22/05/23)

Map idea:

What I could add to my map to make it more visually appealing:

Background texture – Make it look like it's on old paper and relates

Lines on the map – Add pen lines instead to make it look like it's been drawn on the map this will be suitable with the images as well.