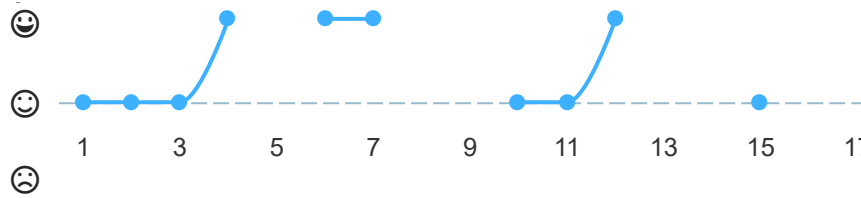


Studio 04 - Slaygency- Fabian B. P., Kourosh E. T., Laurie H., Margarita L., Sumana L. & Tamer C.



Students in this group



Search students...

Barrios Peña, Fabiana F.
Candemir, Tamer T.T.
[Esmaeil Tajer, Kourosh K.](#)
Hersbach, Laurie L.A.M.
Lahiri, Sumana S.
Lekova, Margarita M.V.

Checkpoint 26 Dirk - Advisory Report (WK17) 18-06-2025



Esmaeil Tajer, Kourosh K. 4 days ago

Today, I showed the advice report to Dirk, and we reviewed it together. He mentioned that the overall content is fine and asked a few clarifying questions. He also suggested, as I had previously mentioned, to include the README.md file to provide additional context. Additionally, he recommended adding the GitLab link so the reviewers can access the code and better understand the technical aspects of the project.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

Post feedback

Checkpoint 25 Feedback with Petra 12-06-2025**Candemir, Tamer T.T.** 8 days ago

Our game was tested by Perta, Medhat, Jan, and Stan. Based on their reactions, they seemed to genuinely enjoy the experience and noted that the game feels complete, which is very encouraging.

They pointed out a few minor improvements, such as renaming certain sections of the rulebook and making sure its design aligns with the game board. We're planning to address these small changes, but our main focus in the upcoming week will be on portfolio documentation.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

**Post feedback****Checkpoint 24 Talk with Amer 11-06-2025****Esmaeil Tajer, Kourosh K.** 11 days ago

Today, I showed the group project web app that Tamer and I have been working on. I walked Amer through the entire project, including its functionality, where it's hosted, and how it works. I also showed him the code and explained the technologies we used, such as Vite, React, and IndexedDB. He appreciated our approach and was liked with the overall progress. Amer was happy with the work both Tamer and I have done for this project.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

**Post feedback**

Checkpoint 23 Dirk - Stamps and passport design (WK15) 04-06-2025**Barrios Peña, Fabiana F.** 18 days ago

i showed dirk the design for the passport, he liked it but doesn't give him passport vibes and suggested to look for a stamp to make it look more like the document. He loved the city stickers, appreciated that each one had a silhouette important to the city , Rome the colosseum etc... The colours make it cohesive to the boardgame design itself so he pointed out he enjoyed that. Dirk also suggested to keep that cohesiveness for the country stamps so i added emblematic things like cheese, clogs, tulips to the netherlands and made changes to the country stamps but ended up keeping it simple as i felt matched the vibe better and it was too much for the players eye to focus on so many things in the design.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

Post feedback

Checkpoint 22 Feedback React prototype - Maikel 26-05-2025



Esmaeil Tajer, Kourosh K. a month ago

I showed the project to Maikel, and he was impressed with the progress we've made so far. I demonstrated the functionality of the app, including the mystery box and the side quest features, which he found very professional.

I also explained everything that Tamer and I have been working on, and he really liked the concept. During our conversation about service workers for the PWA, I mentioned that I'm still working on that part. We realised that I need to install the service worker to make the app fully functional.

Overall, the project is working quite well, and we just need to continue developing the remaining parts of the web app. Maikel was very happy with our progress, and Tamer and I will keep working on it together.



Esmaeil Tajer, Kourosh K. a month ago

resnet: Kourosh, Tamer



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 21 React app setup and first demo - Medhat 22-05-2025



Esmaeil Tajer, Kourosh K. a month ago

Today, I got feedback from Medhat about our React app project. After a quick discussion and research with Tamer, we decided to use React and challenge ourselves. We chose React combined with IndexedDB. I then started setting up the React app using Vite and IndexedDB. After completing the setup, I helped my teammates set up their projects too. To keep things clear and easy to follow, I wrote a README.md file explaining how to set up the React app.

Once everything was ready, we began working on the first phase of our project: the Mystery Box. Tamer and I worked together on this, and we ended up with a working demo that we felt proud of. When I showed it to Medhat, he was impressed with what we achieved. He liked how we structured the project and how we used new methods to create it. I explained our approach to him, and he was happy with our work. I also told him this was the result of about three hours of work, which he appreciated.

Medhat is looking forward to see our progress in the upcoming weeks. We will continue using React with Vite, IndexedDB, and will develop it as a Progressive Web App (PWA).



Esmaeil Tajer, Kourosh K. a month ago

Presnet: Kourosh, Tamer, Fabiana (Until Afternoon)



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 20 Market feedback 15-05-2025**Esmail Tajer, Kourosh K.** a month ago

During our showcase day, we presented our group project, a board game (Pio-Pera), to our classmates and teachers. We gave a quick overview of the game, explaining its structure and mechanics and the rulebook. The feedback we received was mixed – some people found the game exciting and expressed interest in playing it again, while others felt it was a bit confusing and might lose its appeal after two or three rounds.

As a group, we realized that, while the story behind the game made sense to us, it wasn't as clear to the players, which caused some of the confusion. We agreed that adding an introductory section or a short text to set the stage for the game's storyline would improve the player experience.

Additionally, a few teachers asked if we had already test-played the game. We had to admit that we hadn't, mainly because our team has been short-handed – one member left the group, and another has been consistently absent, leading us to consider kick her out from the team . However, we plan to test the game during an upcoming board game night with Proxy, where we can gather valuable player feedback and refine the experience.

**Esmail Tajer, Kourosh K.** a month ago

Presnet: Kourosh, Tamer and Fabiana



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 19 Feedback stakeholder - Maikel 14-05-2025



Barrios Peña, Fabiana F. a month ago

We had a stakeholder meeting and showed our interactive prototype, app features, boardgame, money, passport+stickers&stamps. We discussed a few changes to the board design like the jail numbers are not intuitive and to change the direction of them. Also mentioned, the double tapping for the app reveal features as it gets tiring having to tap several times, For the side quests, client suggested to have different difficulties and base the reward on the task (difficult task=more money rewarded).Overall Maikel was happy with our progress so far and expressed his excitement to play it.



Esmaeil Tajer, Kourosh K. a month ago

Present: Kourosh, Tamer and Fabiana



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 18 feedback on project Pim 12-05-2025 

Candemir, Tamer T.T. a month ago

We went to Pim to get some feedback on the rulebook, since he doesn't know about our project. He told us that all the rules sound clear. He really appreciated our concept and the unique rules we came up with. We talked about our plan for the showcase event, and he agreed with the idea of letting players test the different scenarios of the game.

For the board, he suggested looking into monopoly's license:')

Also, for the intro of the rulebook, he suggested forming a clearer sentence that still talks about how to get stamps and win.

We are going to look into the intro sentence and in our next feedback from a different person, we want to show the board itself, then the rulebook.

Checkpoint 17 Project progress presentation 08-05-2025**Candemir, Tamer T.T.** a month ago

I presented our work done so far to the teachers and peers. Kourosh was standing next to me to help with the slides and some questions. Laurie was the note taker.

We spoke about our plan for the next week's showcase. Saying that we will let players test our boardgame, giving them scenarios in the game to avoid 30+ minutes of testing per player.

The feedback we got from the teachers:

- For the next time, make a moscow list to prioritize tasks and do not assign the must haves to less active group mates.
- Create clearer user stories. Make them small and to the point.
- Start working in sprints, with retrospectives.

Present: Tamer, Kourosh, Laurie



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

Post feedback

Checkpoint 16 Feedback with Petra 24-04-2025



Esmaeil Tajer, Kourosh K. 2 months ago

Today, we received feedback from Petra about our project and the PWA that Tamer and I developed together. She liked our PWA and appreciated our coding skills.

She also asked how the overall project is going and what we have done so far.

Then, she gave us some advice on how to better organise our teamwork using the Agile method to make it more efficient and effective.

She suggested that we do a sprint review within the team and also with stakeholders. We should create user stories to describe the features or tasks we're working on. After each review, we should hold a retrospective to reflect on what went well and what could be improved.

During sprint planning, each team member should work on a different user story. For example, someone might work on the "mystery box" feature or another part of the app. In coding, this means creating separate branches in GIT for each story and then merging them later.

She also mentioned the idea of a "quest story," which can be seen as a main goal or challenge that guides the development. It's like a central storyline that connects smaller tasks and helps give direction to the project.

In the end, Petra was happy with our progress and the direction we are taking, and she gave us some tips to be on the right track.

Present: Kourosh and Tamer

Absent: Fabiana, Sumana, Laurie and Margarita



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 15 Dirk - General idea (WK10) 23-04-2025



Hersbach, Laurie L.A.M. 2 months ago

We've been testing our boardgame concept today. Based on the testing we've brainstormed and created rules. which we've presented to Dirk. As of now he didn't have specific feedback at this point. The only think he did mention was that he wanted us to think about creating a dream destination, either real or fantasy, to replace the concept story of escaping the island.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 14 project progress / game story feedback 14-04-2025



Barrios Peña, Fabiana F. 2 months ago

We showed penny our concept and story idea for the game and she immediately thought about monopoly. We also showed her a more refined version of the boardgame itself in figma, although still a rough draft. She suggested to bring up the idea to more people and get their feedback and opinions, as well as making the design idea a bit more cohesive with the vibes of the island/pirates and the travel/passport style. Overall she liked our idea excited to play test the initial concept.



Barrios Peña, Fabiana F. 2 months ago

Present: Laurie, Tamer, Kourosh, Fabiana



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 13 Dirk - Concept presentation (WK8) 07-04-2025**Barrios Peña, Fabiana F.** 2 months ago

We talked to Josh about our poster stand. He liked the posters, thought we had a lot of complementary and visual products to show but he said we were missing "what" the game is actually about. We need to specify our concept and have like a story to it so people actually want to play. "Find a purpose"

**Barrios Peña, Fabiana F.** 2 months ago

We talked to DIRK***



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

[Post feedback](#)**Checkpoint 12 Poster Feedback Kadian and Pennie 07-04-2025****Candemir, Tamer T.T.** 2 months ago

Kadian and Pennie were the first to visit our stand today. Kadian liked the fact that we had so much to show. She also liked the reverse logic concept. She suggested to do a research about virality since we mentioned making something different than usual makes it go viral. There will also be a observation research done by Tamer (me) this Thursday.

We also showed the other poster made by me and they liked the name idea E-Mag, which is "game" in reversed.

Present: Tamer, Kourosh, Sumana, Fabiana



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

[Post feedback](#)

Checkpoint 11 Standup Josh & Pennie 24-03-2025 **Esmail Tajer, Kourosh K.** 3 months ago

Today, Josh and Pennie stopped by our table to explain the plan for the upcoming weeks of our project. They mentioned that we should focus on developing the concept over the next two weeks and aim to complete it by then. On April 7th, we will have our expo day, where we will present our work to teachers and classmates.

We also discussed the progress we have made so far, including finishing the stakeholder interviews. Now, our next steps are to define the focus group and target audience, create a concept, conduct some research, and present it to others. Overall, Josh and Pennie were happy with our work.

As a group, we also talked about the portfolio submission. They mentioned that they would try to make some changes and inform us through an announcement.

**Esmail Tajer, Kourosh K.** 3 months ago

Present: Kourosh, Tamer, Fabiana

Absent: Sumana, Margarita

Checkpoint 10 Dirk - Storyboard workshop (WK5) 19-03-2025



Barrios Peña, Fabiana F. 3 months ago

We showed our storyboard prototype and dirk mentioned we were missing more emotion. It felt kind of like product placement and us trying to advertise our game, which is not necessarily wrong but the aim of the activity was more to convey the feelings of the user and being able to transfer our ideas through clear communication amongst the teammembers.



Esmaeil Tajer, Kourosh K. 3 months ago

Present: Kourosh, Tamer, Fabiana

Absent: Sumana, Margarita



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 9 Feedback with Medhat & Petra 13-03-2025



Lahiri, Sumana S. 3 months ago

Today we discussed our plans regarding the project. We intend to conduct stakeholder interviews and gather primary and secondary information in order to empathize with our target audience and provide design solutions for our board game. We will have an interview with Petra today and Maikel on Wednesday. Furthermore, we will play different board games as a group to determine the traits required to make the games engaging, as well as how we may incorporate and improve those characteristics in our Media project.

Absent: Fabiana, Margarita



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 8 Studio Pitch 27-02-2025**Esmail Tajer, Kourosh K.** 4 months ago

I presented the brand guide to the entire class, covering key elements such as brand values, mission statement, logo, logo variations, colors, typography, graphics, and image usage. I explained each part in detail, showcasing the design and concept behind it.

From my classmates, I received feedback. One person mentioned that the logo is nice but could be improved, while another appreciated the brand name, highlighting how it brings a sense of fun and resonates with a Gen Z vibe.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

Post feedback

Checkpoint 7 Talk with Amer 26-02-2025



Esmail Tajer, Kourosh K. 4 months ago

Today, Amer visited our group for an update. We talked about our rebranding, which is almost finished—only the brand guide still needs to be completed, and we want to finish it soon.

We also discussed the motivation letter. Amer advised us not to rely completely on AI but to write it ourselves. He said it would be more natural and realistic that way and clients would like it more.

Overall, Amer was happy with our group and liked our progress.



Esmail Tajer, Kourosh K. 4 months ago

Present: Kourosh and Fabiana

Online: Tamer

Absent: Sumana and Margarita



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to



Post feedback

Checkpoint 6 Feedback with Chris, Medhat, Petra 20-02-2025 **Esmail Tajer, Kourosh K.** 4 months ago

Today, we received feedback from our teachers on our re-branding, and they liked the design, mood boards, and stylescapes our group created. They mentioned that this branding is a significant improvement compared to our previous presentation. Petra gave positive feedback, saying she really liked our design and color palette.

However, they also pointed out that we have narrowed down our target audience. We agreed with this observation because, from the beginning, our goal was broad, and we gradually refined it. Chris suggested that the color palette could be improved to better match the Gen Z-focused mood board, but overall, he liked it.

Additionally, we presented our typography, which they appreciated because we aimed to make it playful. Overall, our brand is about bringing happiness and making people smile!

**Esmail Tajer, Kourosh K.** 4 months ago

Today Present people were: Fabiana, Tamer and Me (Kourosh).

Absent: Sumana and Margarita

Checkpoint 5 Talk with Dirk and Amer 19-02-2025**Candemir, Tamer T.T.** 4 months ago

Today, we showed Dirk and Amer our work. They said the requirements for a branding project were met but we were lacking some brand identity. Our mission was not clear and to the point enough, it was too broad. That is why our logo was very simple and did not speak to the target audience. They suggested taking a step back and define our core values and mission well before proceeding. We are planning to consider a rebranding with a valid mission that suits our core values. We will design new mood boards and combine them into one to make sure everyone is on the same page. And possibly think of a new name that goes well with the identity.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

**Post feedback**

Checkpoint 4 Reading guide guidelines 17-02-2025 

Esmaeil Tajer, Kourosh K. 4 months ago

Today, we asked Kadian about the Reading Guide and how we should structure it. She explained that we need to fill in our information and clearly show our intention in media design. We can present it in different ways. She also mentioned that the guide should be brief and provide an overview, while the portfolio should go more in-depth.

On the second page, we should include information about ourselves, links to our portfolio and Git Link, and explain why we chose the project.

In the Learning Outcomes (LOs) section, we need to describe our role in the project and the tasks we worked on. We should also provide proof that connects to different learning outcomes. One piece of evidence can sometimes support multiple outcomes.

The reflection part is about what went well, what didn't go well, and what we can improve next time.

Today Present people were: Fabiana, Tamer and Me (Kourosh).

Absent: Sumana and Margarita

Checkpoint 3 Feedback from Berry and Frank 17-02-2025 

Barrios Peña, Fabiana F. 4 months ago

We showed Berry and Frank our current state in the project, mind-mapping and brainstorming steps, team charter, moodboards, stylescapes, and overall brand identity. They suggested to look at other design studios, like Pentagram, HyperCulture, Dumbbar, Stuurmen, to help us condense our brands mission and how we plan to achieve that. Also, we were planning to wait until next weeks client presentations to discuss how to proceed and the teachers recommended to chat a bit about it now just to see where each group member stands right now and what we are leaning more towards.

Present: Tamer, Kourosh, and Fabiana.

Absent: Sumana and Margarita

Checkpoint 2 WIP Presentation Week1 Thursday 13-02-2025



Candemir, Tamer T.T. 4 months ago

This afternoon, we had a presentation about our studio's branding. We talked about who we are, agile and scrum methods, our plans for this and the next week. We also showed them an iteration of our logo. Jan gave us feedback about the font we are using for the logo saying it gives him lawyer office vibes. Petra also mentioned it looks like the Remarkable's logo. Medhat noted, however, that we can just keep this logo because we could explain the reasons well. In the upcoming day we are planning to finalize the branding and start thinking of a topic for the client project.



Esmaeil Tajer, Kourosh K. 4 months ago

People that they were present today were: Kourosh, Tamer and Fabiana.

Absent: Sumana and Margarita

Checkpoint 1 Dirk - Progress Talk (WK1) + Kadian & Maikel 12-02-2025 😊

**Barrios Peña, Fabiana F.** 4 months ago

We showed Dirk our Team Charter explaining rules, communication, boundaries for our project. Everything was clear to understand but he suggested to add Retrospective every 2 weeks to check in with the group and keep updated with the work. We had part of this retrospective stated in the document just with another name. We also presented our name for the studio "The UXperts" but Dirk said the pronunciation was off so we should brainstorm more ideas, and come up with a backstory for the brand.

Absent: Sumana, Margarita

**Candemir, Tamer T.T.** 4 months ago

Later in the day, we had a check-in with Kadian & Maikel. We showed them our moodboards and explained each. From the feedback we had in the morning, we created a whiteboard and wrote down our studio's core values and what we want to show the world. We want to beyond the limits and to show the world that we can create something deeper than just visuals. This is why we have officially updated our name to "Beyond."



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to

Post feedback