Logbook

Weekly Report

1st Week Report

The first week was about getting to know the team members better and to choose a topic as a group. The topic list was discussed together and we decided on the top 3 areas we were most interested in. Digital Art was our preferred one and we already started with brainstorming in different directions during the week. Furthermore, the activities on Teamwork were a good way to get a glimpse of how we interact with each other as a team and we applied some soft skills like communication and trust.

2nd Week Report

This week we were going through the design thinking process where the objective was to understand our topic and problem better and to come up with the first concept. We discussed our project from several perspectives:

1. Defining Digital Art
2. Design Thinking Journey
    1. Empathize: Interviews, problem statements, user journey map and user empathy map
    2. Define: Defining the target audience, persona creation
    3. Ideate: Brainstorming, Ranking & Reflecting

3rd Week Report

During week 3 we were focusing on team building and cultural differences. We did a lot more activities within the group. Furthermore, classes on project management helped us to work on our sprint plan, backlog and the gantt chart. We defined connections by creating a black box and organized the tasks within the group.

4th Week Report

This week was about setting up the project even more and creating and defining the tasks for every team member more properly. We started our first sprint on Jira, where we split the deliverables among the team members. Especially our wiki page was more updated and a lot of sections are work in progress now. For one of our classes, we came up with a logo and flyer design. In addition, the group had a video call with a curator, who previously worked with museums to get some insights into the industry. Marketing, material and time were considered too.

5th Week Report

This week we started with the LoFi prototype of our app to design and structure all its components and features of it. This was really important to start with the actual programming and backend part for the development of the platform. Additionally, we worked on the box design by creating some drafts and had more lectures on marketing and ethics to get inspired for more ideas on those aspects of the report as well.

6th Week Report

Our group continued working more on the backend of the app, such as the login and registration. The database was created and also some work on the api was done. Moreover, the marketing PESTEL was focused on and feedback from the professors was applied to it. We redesigned the logo based on the input and created a color palette.

7th Week Report

Easter Break

8th Week Report

This week, each member of the group concluded their chapter in preparation for the interim report. We've also been working on the MACOM presentation and presenting our size in terms of communication and marketing. At the end of the week we prepared the interim presentation.

9th Week Report

This week the team worked on several points. The 3D rendering of the 3D model, feedback on the interim report, final material list and coding of the application. The render was finished in time but needs finetuning in the following weeks. The first bits of feedback is evaluated, and in the next sprint, the big content feedback will be adjusted. The final material list is almost finished.

10th Week Report

During the 10th week our team focused on the feedback of the interim report. We also gave each other feedback and this was considered. Left out introductions for the chapters were written and we tried to focus on coherence for all the topics. Furthermore, the material list was finalized and the HiFi prototype was developed.

11th Week Report

This week our team has continued working on our report based on the feedback. The Hifi wireframes are coming together. There has been progress in the application's implementations. Also, a lot of time has been spent on the 3D model this week. The team has been slightly slowed down by illnesses this week.

12th Week Report

Student Week Break

13th Week Report

During the 13th week, the wiki report was further improved, such as the cost chapter, state of the art and marketing. The group had meetings with the professors for feedback and it was incorporated. Moreover, the 3D model video was improved and future work was defined. In addition, the HiFi prototype was finished and the implementation of the swipe feature in the app as well.

14th Week Report

This week, we made significant progress on our tasks. The application is almost completely finished, and we have worked on upcoming deadlines, such as stress analysis tests on the box. The project on Overleaf is advancing well, with major milestones already achieved. The communication part is also progressing: the poster, leaflet, and manual are completed.

15th Week Report

During the 15th week, we worked a lot on the manual and poster but also on the overleaf. We also finished the functional tests.

16th Week Report

There was mostly worked on the prototypes. Also we continued work on manual, leaflet and poster. Finally we started the work on the promo video.

17th Week Report

The team worked on the prototype which is now finished, the electrical wiring, casing structure, ventilators and temperature sensor all work. the promo video is also almost finished just as the paper and report.

Meetings

1st Meeting (2024-02-29)

Agenda:

Meeting Details:

1. **Date:** 29 February 2024
2. **Time:** 10:26 – 11:08
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** Leevi Oksanen
3. **Chairman:** Lucas László
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Announcements
4. Presentation
5. Project
    1. Proposals
    2. Feedback on project idea
    3. Copyright
6. What comes up for discussion
7. Recap and future deadlines
8. Next meeting
9. Closing

Minute:

1. Proposal: platform/ application for artists to get more visibility
2. Inputs of the supervisors:
    1. Benedita knows someone we can ask something about art
    2. Digital art project should include every person of the whole community not only artists and owner → platform also can be used to offer facades (dimensions are specified)
    3. Copyright: artists have to agree that they do not violate the copyright
    4. Sustainability: Electricity for the projector (how much energy for that dimension)
    5. Digital art can used in metro stations or restaurants
    6. Note: weather conditions and day/ night for projector
3. To Do´s:
    1. Design:
        1. State-of-the-art

    2. Sustainability
    3. Ethic
    4. Marketing
4. Next Deadlines:
    1. **2024-03-06:** Upload the “black box” **System Diagrams & Structural Drafts** to the wiki (blackbox example)
    2. **2024-03-08:** Define the:
        1. **Project Backlog** (what must be done and key deliverables, every member should preferably participate in every task)
        2. **Global Sprint Plan, Initial Sprint Plan** (which tasks should be included, who does what)
        3. **Release Gantt Chart** of the project and insert them on the wiki (planning)

2nd Meeting (2024-03-07)

Agenda:

Meeting Details:

1. **Date:** 7 march 2024
2. **Time:** 10:31 - 10:57
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** /
3. **Chairman:** Leevi Oksanen
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Announcements
4. General Update
5. New Direction
6. Material choices
7. What comes up for discussion
8. Recap and future deadlines
9. Next meeting

10. Closing

Minute:

1. Discussion: We downscaled our project (the idea of our application) and added the idea of the box for a projector to use all our skills
    1. Input of the supervisors:
        1. keep the idea and write it down in the report (Project Development- Ideation
        2. Material not in detail but technical characteristics
        3. budget only for stuff which is not already at ISEP
        4. Material has to be from local Providers
2. To Do´s:
    1. State of the Art
    2. Market Analysis
    3. All information from Jira to wiki
    4. Start writing the report: Ideation, sketches etc.
3. Next Deadlines:
    1. **2024-03-13:**
        1. Upload the **List of Components and Materials (what & quantity)** to the wiki
    2. **2024-03-20:**
        1. Upload the detailed **System Schematics & Structural Drawings** to the wiki
        2. do the **cardboard scale model** of the structure

3th Meeting (2024-03-13)

Agenda:

Meeting Details:

1. **Date:** 14 march 2024
2. **Time:** 10:54 - 11:15
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** /
3. **Chairman:** Julia Hechtl
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Questions
    1. Building tools for the prototype
    2. List of materials
    3. References
4. Feedback on the report
5. What comes up for discussion
6. Future deadlines
7. Next meeting
8. Closing

Minute:

1. Inputs of the supervisors:
    1. State of the Art has to be more detailed
    2. First list of materials has to be more specific
    3. We can use machines in the university for our prototype
2. To Do´s:
    1. Improve the State of the Art
    2. Ethical and Deontological Concerns
    3. Add references in report:
        1. In art use reports about the social and economical impacts and not specifically about the statistics. Arts is to hard of a topic to have reliable statistics.
3. Next Deadlines:
    1. **2024-03-20:**
        1. Upload the detailed **System Schematics & Structural Drawings** to the wiki
        2. do the **cardboard scale model** of the structure

4th Meeting (2024-03-21)

Agenda:

Meeting Details:

1. **Date:** 21 march 2024
2. **Time:** 12:07 - 12:40
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde

    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** /
3. **Chairman:** Élise Lesage-Baur
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Project challenges
    1. Challenges with allocating the box in public spaces
    2. Ventilation systems
    3. Procurement
    4. CAD as final product or prototype
4. What comes up for discussion
5. Future deadlines
6. Next meeting
7. Closing

Minute:

1. Inputs of the supervisors:
    1. hint to upload the agenda in time, otherwise there is no meeting
    2. make comparisons to find the better solution for allocating the box:
        1. restaurants
        2. poles
        3. balconies
    3. 3D-Model for prototype and final product if there are differences
    4. choose one final projector to create the box with exact dimensions etc.
2. To Do´s:
    1. upload deliverables to the wiki
    2. change pictures in wiki
    3. choose materials
3. Next Deadlines:
    1. **2024-04-07:**
        1. Upload the **interim report and presentation** to the wiki

5th Meeting (2024-04-04)

Agenda:

Meeting Details:

1. **Date:** 04 april 2024

2. **Time:** 9:10 - 13:00
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** /
3. **Chairman:** Jule Nähring
4. **Secretary:** Lucas László

Agenda Items:

1. Opening
2. Setting the agenda
3. Questions:
    1. Some guidelines of the interim presentation
    2. How will the interim report/ presentation be graded?
    3. What is the S&P?
    4. List of portuguese shops for mechanicals equipment providors
    5. Material at Isep
    6. Weld or screw?
4. Feedback on the report
5. What comes up for discussion
6. Future deadlines
7. Next meeting
8. Closing

Minute:

Teacher input:

- interim presentation and report:
    - Think about what is most important for the teachers and audience to know about your project.
    - The report needs to be uploaded this Sunday, the presentation the next Wednesday.
    - The presentation is maximum 15 min long.
    - Explain all work that has been done also state of the art and others, not only the technical aspects.
- Graded and S&P:
    - S&P stands for self and peer review. Here it is important for a fair and honest evaluation about yourself and others.
    - The S&P will be shared by a google form.

    - Interim report needs to be uploaded as pdf.
- Material of ISEP:
    - We will get a list for mechanical parts.
    - List of material should exist out of a list for the final product and a list for the prototype.
    - It should also include place, price and transportation cost
- Weld or screw?:
    - There is a mechanical shop who can do the welding for the product at ISEP.
- Feedback on report:
    - Be more specific with azure logo in figure 14.
    - The wireframes, slice them up.
    - Number the figures and tables of chapter 7.

To Do:

- Upload deliverables interim report in pdf this Sunday.
- Upload interim presentation before this Wednesday.
- Work on the feedback on the report.

Next Deadlines:

- 2024-04-07: Upload the Interim Report to the wiki.
- 2024-04-16: Upload the Presentation to the wiki.
- 2024-04-17: Upload 3D model video to the wiki

6th Meeting (2024-04-18)

Agenda:

Meeting Details:

1. **Date:** 18 april 2024
2. **Time:** 10:49 - 11:32
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** /
3. **Chairman:** Siebe Van de Voorde
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Questions about feedback:
    1. We did not receive all the feedback of all the teachers except from mister Silva and mister Ferreira.
    2. Where do we need to put the reference of the tables?
    3. What is wrong with the automatic numbering?
    4. Where to put the subscription costs, adequate config depends on userbase?
4. After delivering the material list, when do we get the materials, what is the timespan?
5. What comes up for discussion
6. Future deadlines
7. Next meeting
8. Closing

Minute:

1. Teacher Input
    1. no stainless steel for prototype
    2. ca. 3 weeks for materials
    3. budget only for prototype not for final product
2. To Do:
    1. describe every table and figures and put references
    2. improve quality of pictures (png instead of jpeg)
    3. Materiallist for prototype
    4. introduction for every chapter
3. Next Deadlines:
    1. **23-04-2024:**
        1. Upload final list of materials
    2. **30-04-2024:**
        1. Upload refined interim report

7th Meeting (2024-04-24)

Agenda:

Meeting Details:

1. **Date:** 24 april 2024
2. **Time:** 9:51 - 10:28
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**

    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** /
3. **Chairman:** Lucas László
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Work update
4. List of materials feedback
5. Teachers with .net experience
6. What comes up for discussion
7. Future deadlines
8. Next meeting
9. Closing

Minute:

1. Input of the teachers:
    1. Plexiglas melting?
    2. roof in front of the glas
    3. lock is not available at the shop
    4. if we cannot see the date of the website then 2024
2. To Do:
    1. links: delete everything behind the questionmark
    2. 7.3 concept more general
3. Next Deadlines:
    1. **15-05-2024:**
        1. Upload packaging solution

8th Meeting (2024-05-02)

Agenda:

Meeting Details:

1. **Date:** 2 May 2024
2. **Time:** 9:10 - 13:00
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** Lucas Làszló, Jule Nähring
3. **Chairman:** Leevi Oksanen
4. **Secretary:** Julia Hechtl

Agenda Items:

1. Opening
2. Setting the agenda
3. Work update
4. Packaging solution
5. Questions about the report chapter “3.3 Cost”
6. What comes up for discussion
7. Next meeting
8. Closing

Minute:

To Do:

- Table conclusion of the chapter state of the art
- A packaging recyclable or with a seconde life
- Write down all the problems encountered and the solutions found in Chapter 7.

Next Deadlines:

- 2024-05-15 Upload packaging solution to Deliverables and Report
- End of May: overleaf done

9th Meeting (2024-05-16)

Agenda:

Meeting Details:

1. **Date:** 16 May 2024
2. **Time:** 9:40 - 10:15
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** Leevi Oksanen
3. **Chairman:** Julia Hechtl
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Work update
4. Arrival of material for prototype
5. Procedure of working with material
6. Poster & Manual
7. Deadlines
8. What comes up for discussion
9. Next meeting
10. Closing

Minute:

Input of the supervisors:

1. poster:
    1. A3
    2. no space for much technical information
    3. attractive image
    4. more communication than technical
    5. more minimalistic than flyer
2. material:
    1. meeting with Benedita for going to the attic, looking for other materials than on our list
3. controlling of the fans, they cannot run the whole time
4. only make an estimation about the price of the screws, cannot find them in the internet in portuguese stores

To Do:

1. 3D-Model Video in SolidWorks Composer, waiting for a solution because of the watermark in the background
2. think about a fan controlling maybe with an Arduino

Next Deadlines:

- 2024-05-28: Functional Tests
- End of May: overleaf done

10th Meeting (2024-05-22)

Agenda:

Meeting Details:

1. **Date:** 22 May 2024
2. **Time:**
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** Julia Hechtl
3. **Chairman:** Élise Lesage-Baur
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening
2. Setting the agenda
3. Work update
4. What materials can you supply to cover our prototype?
5. Test stress analysis
6. 3D model video
7. Deadlines
8. What comes up for discussion
9. Next meeting
10. Closing

Minute:

Input of the supervisors:

1. Watermark is okay
2. Can use wood
3. use Arduino

To Do:

1. buy materials
2. stress analysis
3. leaflet and poster

Next Deadlines:

1. 28-05-2024
    1. Functional Tests

11th Meeting (29-05-2024)

Agenda:

Meeting Details:

1. **Date:** 22 May 2024
2. **Time:** 09:10
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:**
3. **Chairman:** Jule Nähring
4. **Secretary:** Lucas Lászlo

Agenda Items:

1. Opening
2. Setting the agenda
3. Work update
4. Leaflet
5. Deadlines
6. What comes up for discussion
7. Next meeting
8. Closing

Minute:

Input of the supervisors:

1. Miss Benedicta gave feedback on the overleaf, write more about the solution not the process.
2. Need to take a second look at the fonds of the leaflet.

To Do:

- Finish up the wiki
- Finish the overleaf
- Work on the video

Next Deadlines:

- 2024-06-16 Upload the Final Report, Presentation, Video, Paper, Poster and Manual.
- 2024-06-20 Final Presentation, Individual Discussion and Assessment (reserve the whole day).

12th Meeting (06-06-2024)

Agenda:

Meeting Details:

1. **Date:** 6th June 2024
2. **Time:**
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:** Julia Hechtl
3. **Chairman:** Siebe Van de Voorde
4. **Secretary:** Élise Lesage-Baur

Agenda Items:

1. Opening
2. Setting the agenda
3. Work update
4. 3D-model upload

5. What comes up for discussion
6. Next meeting
7. Closing

Minute:

Input of the supervisors:

1. in the video should be the problem and the solution
2. 2 minutes

To Do:

1. references in the overleaf
2. everybody has to write a personal development for the overleaf

Next Deadlines:

1. 16.06.: upload Final Report, Final Presentation, Video, Paper, Poster and Manual

13th Meeting (13-06-2024)

Agenda:

Meeting Details:

1. **Date:** 13th June 2024
2. **Time:** 09:10 - 9:31
3. **Location:** ISEP, Porto, classroom F515-F503

Participants:

1. **Invitees:**
    1. Lucas László
    2. Siebe Van de Voorde
    3. Élise Lesage-Baur
    4. Jule Nähring
    5. Julia Hechtl
    6. Leevi Oksanen
2. **Absentees:**
3. **Chairman:** Lucas László
4. **Secretary:** Jule Nähring

Agenda Items:

1. Opening

2. Setting the agenda
3. Work update
4. Difference between interim and final presentation in terms of what we should present
5. Assessment
6. What comes up for discussion
7. Next meeting
8. Closing

Minute:

Input of the supervisors:

1. table for shortest and longest responsetime in the platform

To Do:

1. Presentation and also practicing

Next Deadlines:

1. 16.06.: upload Final Report, Final Presentation, Video, Paper, Poster and Manual

Activities

Please register here all accomplished project activities

Start	End	Task	Description	Who

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