

# E-Portfolio Notes

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4:26 PM

Do not make a portfolio that's supposed to match everything. Match the portfolio to the job you want.

1. Make it reflect YOU
2. Cover the...
  - a. Types of experiences
  - b. Range of experiences
  - c. Quality of experiences
  - d. Skills and abilities
3. Does it show off your...
  - a. Ability to design
  - b. Ability to select
  - c. Ability to represent
  - d. Ability to communicate
  - e. Attention to detail
  - f. Craftmanship
  - g. Maturity of thought
4. Your audience will...
  - a. Quick scan
    - i. Can I find the important stuff fast?
    - ii. Is it professional?
    - iii. Is there enough information?
      - 1) Who, what, when, how, why should I care?
    - iv. Can I actually see it?
    - v. Does it hit one of my "hot buttons" <-- I don't know what that means
  - b. Dip in
    - i. Is the work relevant to the job
    - ii. Is it high quality?
      - 1) Is the second level still easy to use?
      - 2) Is the designer telling me more?
      - 3) Is the additional information useful?
        - a) Specific
        - b) Revealing of skill/understanding
  - c. Dig deep
    - i. What were the actual details of this project?
    - ii. How can I map this experience onto the requirements of the position?
    - iii. How has this designer been taught to work and think?
    - iv. Was it worth the trouble to get here and look up the material?
5. Do not, under any circumstances, say "final solution" in your portfolio because it's code for the plan to exterminate the Jewish community

## Examples

- Talk about where you came from, what your focus is ([Jeff Howard](#))
  - Make it transparent, so there are no surprises about direction
- Show information consistently ([Dustin Kirk](#))
- Don't make the visitor have to wait for information to load ([Andy Gilliland](#))
  - Don't let the visitor have to determine your role in the project --> show context!
- There is a difference between project, process, and perspective ([Jesse Beach](#))
  - If you're going to show all of these, separate them to avoid confusion
  - It's good to expound on all three topics
    - Still better to expound on all three, and make it obvious which is your core
- Transparency is good ([Simon King](#))
  - Make each level count... sometimes you can link to a lot in one level and have it look nice/rich

- Not necessarily good to have it all in one level
  - You can easily confuse your visitors
  - Don't hide your navigation in cutesy icons
  - Always give your visitor context
- (<http://www.lukew.com/>) is transparent, has a lot of information at each level, allows you to actually look at examples (real size) and then provides fastest possible way back to page
  - Always keep track of what's in your portfolio
    - If someone asks about one of the projects, you better remember so you can talk about it to a possible employer

Read <http://www.hcidesigns.com>: It's valuable to have a hard copy of your portfolio (can be pared down), have a blog, have a resume, etc

### Portfolios must have...

- Visibility (be able to see it)
- Accessibility at three levels (skim, dip, dive)
- Clarity and focus (create artifacts to explain artifacts)
- Transparency (tell them what they will get... file format, file size, length of movie)
- Context (not everyone knows the HCI course #s)
- Maintenance (how fast can you add/delete items?)

### Keep in mind...

- Don't annoy the person who might hire you
- Always get hired as yourself, not some other person
- If you don't have good stuff in your portfolio, who's fault is that?
  - You can always make a good representation of what you have, whether you only have a little bit
- If you're going to post a photo of yourself, make sure it's something that represents you professionally
  - Very well may not be your "favorite picture" of yourself

### Portfolio critique

All of these have put time/commitment into the portfolio

1. [www.jennybrownhertel.com](http://www.jennybrownhertel.com)
2. [www.kenfan.net/portfolio](http://www.kenfan.net/portfolio)
  - a. Navigation style changes from landing page to subpages, which is disconcerting
  - b. Screenshots are nice, and show exactly what they did...
    - i. Text is saying he did the scripting, and the screenshots show the actual script, rather than the finished project... good!
  - c. Not good that it required you have to download something to see the whole portfolio
  - d. The three section icons aren't very intuitive...it's supposed to represent the number of projects within the sections?
    - i. Why not just have the projects shown, rather than trying to implying
  - e. Provide more space to talk about the projects...right now they look like program specifications, leaving people to wonder "where's the good stuff?"
  - f. Your background implies that you're more programming centered rather than interaction design
    - i. It "rattled" Chad's brain
3. [www.feixingtuang.com](http://www.feixingtuang.com)
  - a. Portfolio
    - i. Cool that the slideshow that links to a Flickr photo album with larger images
    - ii. Excellent that the videos explain the process, rather than just throwing images of the process up...provides another artifact to see who you are, and your commitment
      - 1) Make sure your visual content is all the same quality if they're on the same page
        - a) If not the same quality, separate them! Otherwise, one looks like it's a lesser quality

- iii. Selected works pulled to the front of the website allows the visitor to get a quick understanding of what this person is about
      - 1) Very nice that you can tell there are three distinct projects
      - 2) Also good that you're making it easy for the visitor to know what's important
    - iv. Make sure your navigation is consistent across the website to avoid confusion
  - b. General comments
    - i. Try not to make the visitor scroll too much...
      - 1) If you're going to use a full-screen mode, then try to make it at least a two-column design
    - ii. The points that mark new projects aren't really dominant enough...somewhat misleading
  - c. This logo in the bottom right, if it's your design interest, should be more prominent and higher quality...doesn't match the quality of your photos
    - i. It looks like a "seal of approval" type icon
    - ii. If it's supposed to represent your design interests, then you should talk about it in prose form, rather than having an image you assume people will understand
- 4. <http://ankitkhare.googlepages.com/index.htm>
  - a. Landing page
    - i. Hard to determine the navigation
      - 1) Try not to have too many components to the website... reorganize
    - ii. It's good that you can access the home page from anywhere in the site, good that you can access subpages from any page in the site
    - iii. Seems completely disconnected from the remainder of the website layouts
    - iv. Your images make you seem like a photographer... but you're an interaction designer, so why not make the hand-drawn image to emphasize that's what you are?
  - b. Good that everything is easy to access
  - c. Resume: good that you don't have to download the resume in order to see it
    - i. Good that you're listing the experience, academics, skill set
    - ii. Typos stand out like crazy!!
    - iii. Why not link straight to the projects from the resume? Make the best of your digital medium
      - 1) Make sure that the projects are named the exact same way to establish context with your visitor/user --> also ensures that you're not trying to make your portfolio look bigger than it actually is
  - d. Projects: good that there's context information provided
    - i. Condensed information view (why two links to the same information for each project?)
  - e. Blog: shows that you're reflecting about your moves/choices as a designer
    - i. Something that may be specific to this program only?
  - f. Having a personal section on your portfolio website makes you look like a real human being
    - i. As long as it doesn't weigh down your portfolio... why not include it?
  - g. Make sure the information isn't redundant across the website