

## INTRODUCTION

The objective is to understand and identify the goals and needs of ASU students majoring in User Experience regarding the development and enhancement of their **professional portfolio**. Through this research initiative, we sought to uncover the unique **challenges, preferences, and objectives** that shape the portfolio-building journey for UX students at ASU.

By uncovering these important insights, we have provided guidance for developing strategies and materials that help students create portfolios that not only highlight their abilities and successes but also reflect their desired careers in the rapidly changing field of UX design.

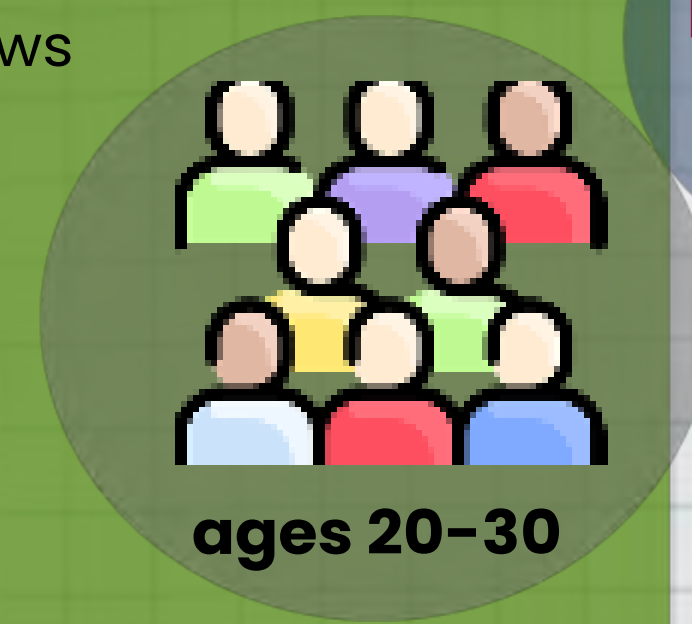
## METHOD

6

participants  
enrolled in  
MS User  
Experience  
program



Semi-structured interviews  
Contextual inquiry  
Post-interview survey  
Competitive Analysis



(Sharp et al., 2023; Mara, A., 2020)

## RESULTS

Participants' Opinion

Websites for portfolio inspiration & help

Contextual Inquiry

Competitive Analysis

Behance  
Dribbble  
UX Planet

Portfolio reviews  
Inspiration Quality  
Ease of accessibility

UX Resource integration  
Learning path diversity

## TAKEWAYS & NEXT STEPS

· Based on feedback built a **centralized portal** for design inspirations and feedback.

· **Easy** and **accessible** communication channel with UX experts for feedback through messaging, audio or video.

· Recruit ASU students seeking feedback on their UX portfolios and conduct usability testing and post-test interviews to measure metrics **usability & time taken** to complete tasks

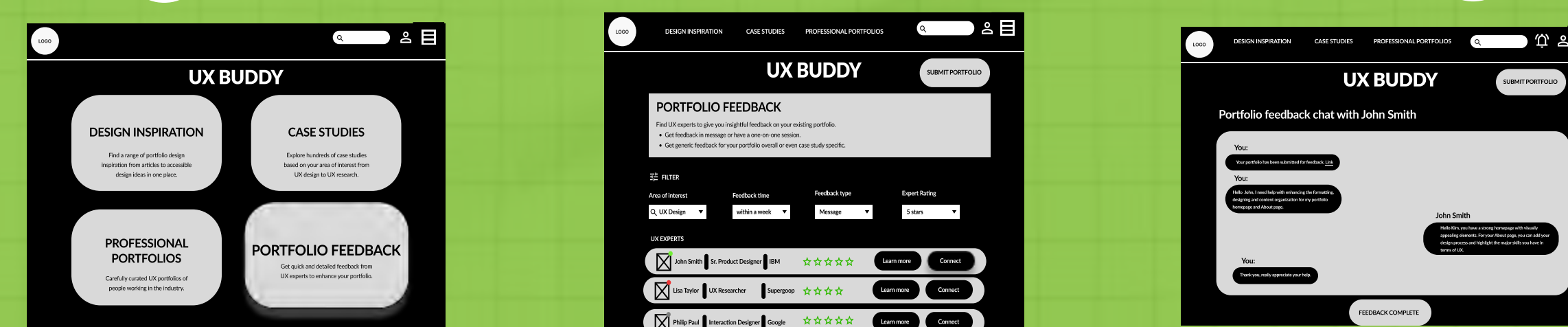
· For future, we can introduce **mobile application** to get notified about feedback easily.

## Enhancing UX portfolios collaboratively through feedback with UX Buddy

SUDIPTA DEB  
MS Human Systems Engineering  
(conc. UX Research)

TWC544 User Experience  
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## WIREFRAMES: UX BUDDY WEB PORTAL



**Scenario:** An ASU UX student with an existing portfolio needs to get feedback on their UX portfolio's homepage and 'about me' section. They need to submit their portfolio online to get feedback via text from a UX expert.

(Rogers et al., 2011)

## CONCEPT STORY

Scenario:

Struggling to refine his portfolio for UX design roles, Alex, a 26-year-old ASU Master's student, faces frustration navigating through scattered online feedback channels and ineffective Google searches. ASU recognizes his struggle and offers customized resources to help him streamline his portfolio-building process, empowering him to stand out in the competitive job market.

(Mara, A., 2020)

### References:

- Mara, A. (2020). UX on the go: a flexible guide to user experience design. Routledge.
- Sharp, H., Rogers, Y., & Preece, J. (2023). Interaction design: Beyond human-computer interaction. Wiley.
- Rogers, Y., Sharp, H., & Preece, J. (2011). Interaction Design: Beyond Human - Computer Interaction (3rd ed.). Indianapolis, IN: Wiley Publishing. *Using Prototypes in Design*.