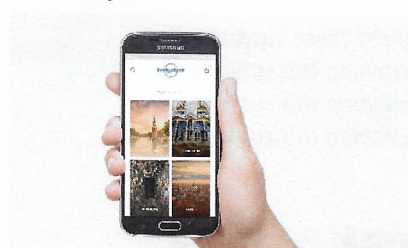


## INTERNATIONALISATION – CITYGUIDE EINDHOVEN

### THE ASSIGNMENT:

During this assignment you will work as an app-designer for the city of Eindhoven. The city of Eindhoven is looking for a nice app in which you can find information about the city involving the next subjects:



- See
- Do
- Eat
- Sleep
- Shop
- Drink
- Play

Before apps are being launched, it is common to first test it in a trial. We call this kind of trial a prototype.

Form a group of 5 persons and make such a prototype in English for the CityGuide of Eindhoven which can be tested by your classmates.

*Examples of Travelapps:*

- *Guides by Lonely Planet*
- *TripAdvisor*
- *TravelBird*

### RESEARCH FOR CITYGUIDE

#### Step 1.

Choose from the list given above at least three subjects that you will use in your CityGuide. Come up with a matching tip or activity for each of these subjects and describe these in a word-document.

Example:



*See: Blob building*

*Eat: Zoet & Zout*

*Sleep: Pullman hotel*

#### Step 2.

Search the Internet for information about your tips and activities and write a piece about it in your own words.

While doing this, think for example of the history and designer of the building. Or write down why a certain activity is nice to do.

Go to the city to make photos of the activities and tips you would like to show in your app. Make sure you have enough photos and try to make them both inside as outside.

## DESIGN CITYGUIDE

### Step 3.

Before you can realise the CityGuide, it is important that you know how you would want the CityGuide to look like.

What are you at least going to sketch:

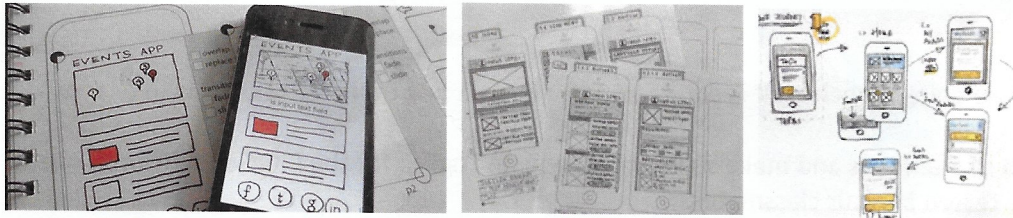
*Home screen: Here you see a word of welcome and the three buttons to the three subjects.*

*Design 1: Here you find information and pictures about a tip/activity matching this subject..*

*Design 2: Here you find information and pictures about a tip/activity matching this subject..*

*Design 3: Here you find information and pictures about a tip/activity matching this subject..*

*Also think about a name for you app and design a logo.*



Make a sketch for each screen in which you show what these pages will look like. What colours do you use? Where are you going to put the buttons? Where will you place the text? Etc.

## WORK OUT CITYGUIDE

It is time to work out your ideas and realise your CityGuide! You will do this via Marvelapp. This is a website to test prototypes of apps.

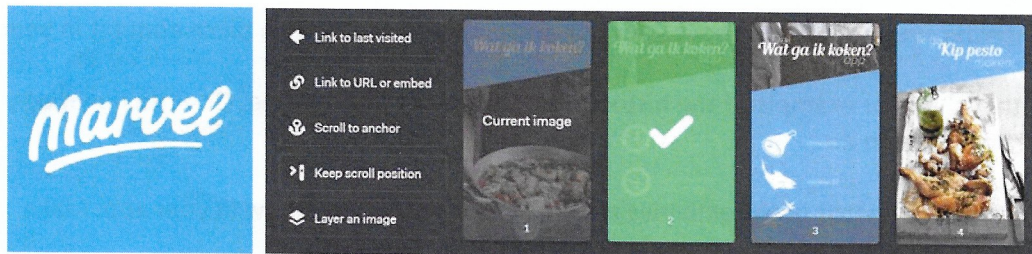
Before you start, take a look at the next movie so you know how the programme works:

<https://www.youtube.com/watch?v=Vm1J2wUhNOK>

### Step 4:

To make a prototype in Marvelapp, you first have to digitalise all the screens of your sketches. You can digitalise your sketches in Photoshop or Illustrator. Marvelapp can upload the next types of files: Photoshop, PowerPoint, PNG and JPEG. Be aware of this while digitalising your sketches.

*Tip: telephone screens generally work with the next pixel proportions: 320 x 480 pixels. Make sure your files contain these proportions.*



**Step 5:**

All screens are made digital. You can upload all digital screens and link them to each other via this [www.marvelapp.com](http://www.marvelapp.com). Go to the website and sign yourself in with the following account:

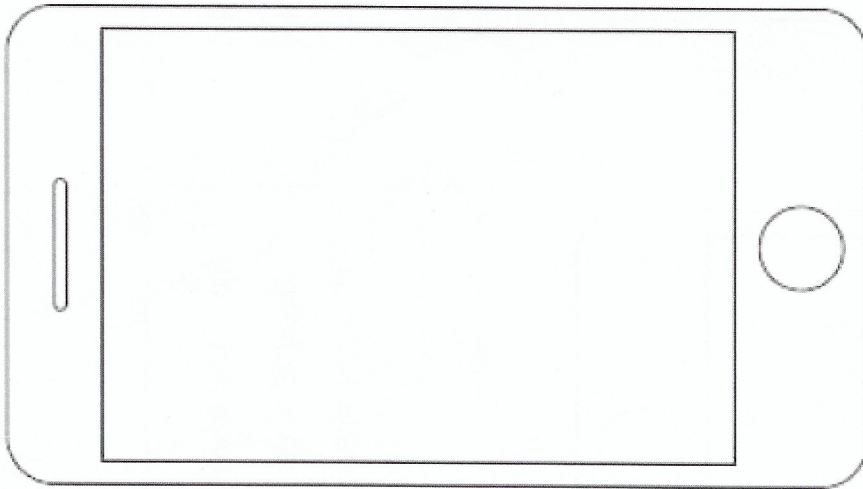
**Username:** [sintlucas.go@gmail.com](mailto:sintlucas.go@gmail.com)

**Password:** sintlucas

**Project name:** V3\_Namesofstudents

Have you linked and uploaded all of your screens? And does the prototype in Marvelapp give you a good impression of the way your app will work? Then click the 'share' button so you can share the URL of your project with your classmates.

**ATTACHMENTS:**



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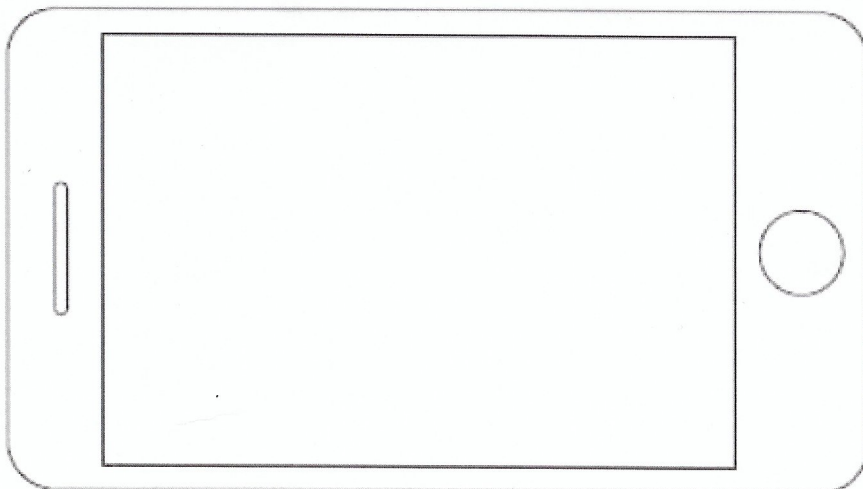
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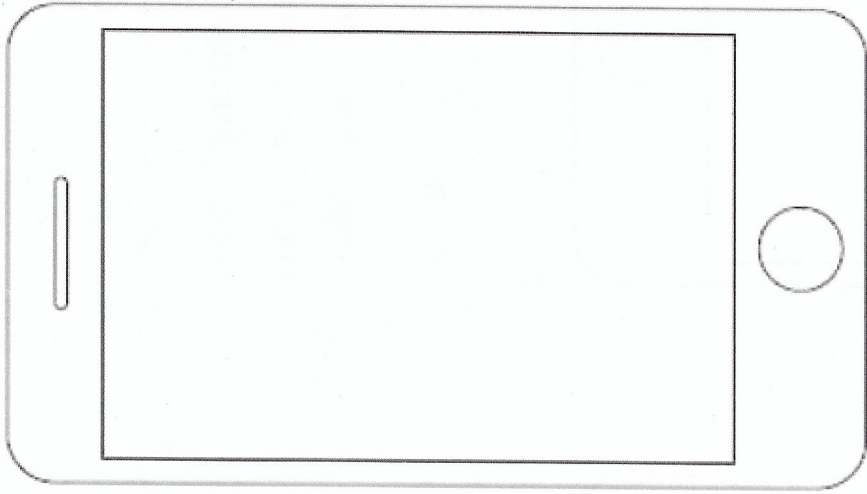
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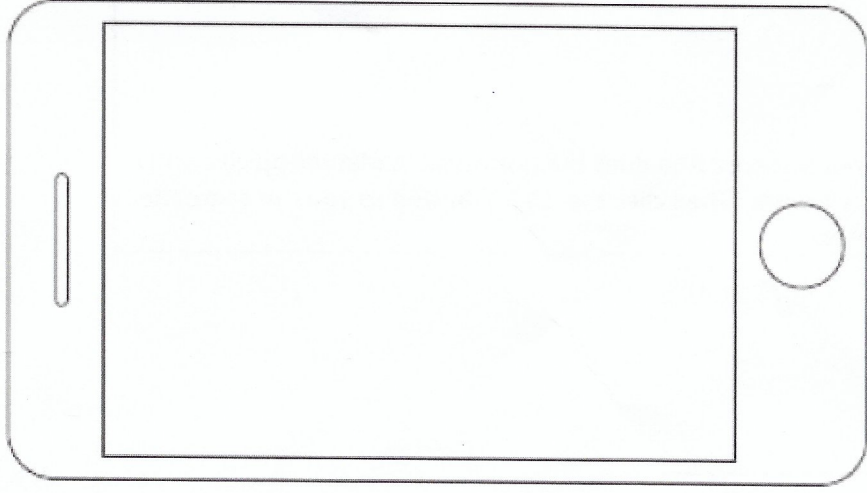
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