Based on a new design of technology, website or app, the annotated portfolio is comprised of the literature review, early designs, prototypes and evaluations, culminating in a 3000 words (max) report discussing the real-world challenge your proposed technology works to address.

My idea:
So I want to create an app similar to Spotify but for podcasts. So you can create a playlist, follow artists, listen to it offline and online, ability to browse different podcasts depending on your mood and share your playlists with friends. But I want to include a live cam, so a listener can watch their favourite podcasts live or turn the camera off and just listen. I also want people/ businesses to be able to create their content if they wish to, similar to Youtube, where you make your channel. For example, a video agency wants to create podcasts that share tips on how to shoot a video on your phone or tips on how you can create in-house videos.

COMPETITIORS:
\* Spotify
\* Pocket Casts
\* Google Podcasts
\* RadioPublic
\* Castbox

Structure of the report:
Introduction
\* Be sure to motivate your work through a clear problem statement that you are seeking to address; highlight the current state of the art in this domain; and provide an overview of the approach you’ve taken i.e. the work carried out to reach your final design / technology.

Literature Review
\* Demonstrate your understanding of the contemporary technologies in this domain (both from academic research publications and review of industrial technologies and reports).

\* Seek to identify the emerging trends or open challenges that relate to your own work.
\* Who you are designing for? For example, multiple stakeholder
\* The consumption side of this podcast space
\* Focus more on a particular challenge – for example ‘discovery’ of new podcasts. New episodes from existing know podcasts are somewhat handled by the subscriptions (like spotify and youtube) but new discovery is still facilitated by a search bar which assumes you somewhat know what you are looking for.

Design Process
\* Describe the evolution of your technology through the various elements of the research portfolio; These should be included in the appendices and referenced appropriately from the report.

Final Design
\* Give a detailed description of the final design you produced to respond to the research challenge.

Evaluation
\* Report on the study design and results of your evaluations.

Discussion / Conclusions
\* Interpret your results and reflect on how your proposed and evaluated technology responds to the original real-world challenge.

\* Be critical and honest about your technology, we are interested to hear about the process more than anything. So, if you think that the technology needs to be different, then explain why, and how it should be changed based on what you’ve learned.

Literature Review (Review of academic literature and industrial/technology-related sources which are robust (i.e. good quality), relevant (i.e. to the technology problem/challenge) and timely (i.e. contemporary).

Design process and final design: Relevant and appropriate description of the evolution of technology design. Complete final design which clearly attempts to address the technology problem/challenge. Use of supporting evidence contained in appendices in the form of artefacts arising from a user-centred design lifecycle.

Evaluation, discussion and conclusions: Relevant and appropriate evaluation of technology designs. Clearly presented evaluation results with appropriate interpretation.