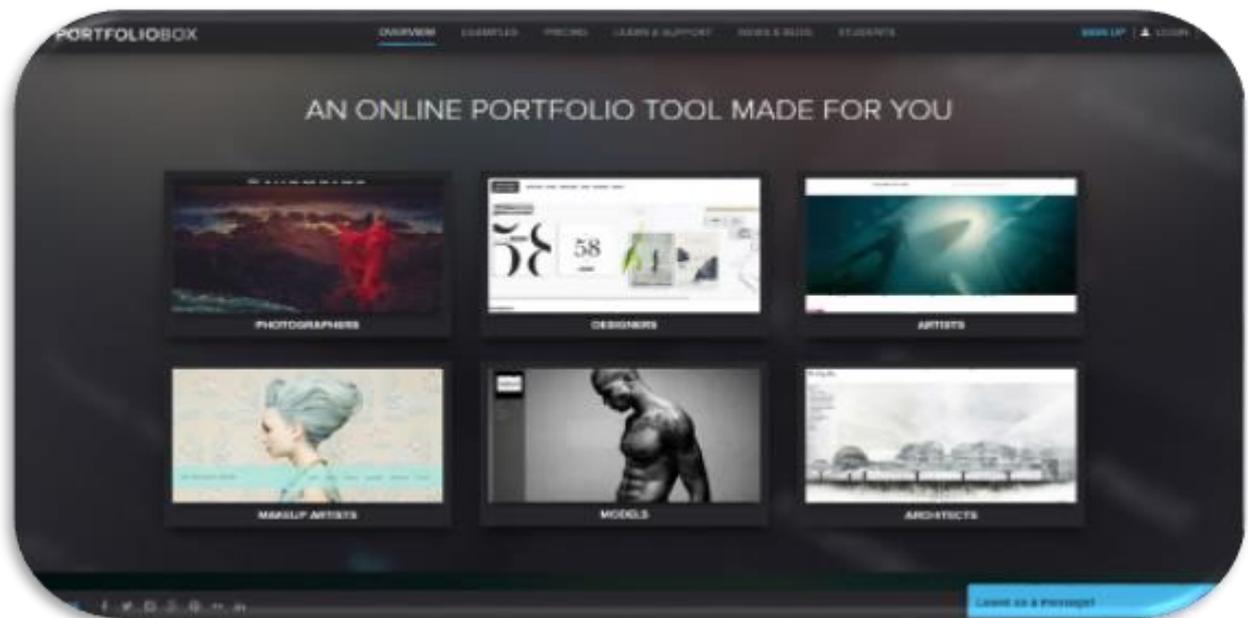


# Portfolio Website

Final report on the portfolio website co-creators project



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<b>Abstract</b>	5
<b>Executive summary</b>	6
<b>Background and aims</b>	6
<b>Methods</b>	6
<b>Results</b>	7
<b>Discussion</b>	7
<b>Conclusions and recommendations</b>	7
<b>Dissemination</b>	8
<b>Reflection</b>	8
<b>Appendix A: Comparison of popular game databases</b>	9
<b>IndieDB</b>	9
<b>Itch.io</b>	9
<b>ArtStation</b>	9
<b>Stand-out features</b>	9
About the developer	10
About the project	10
Download	10
Support for video and images	10
Developer logs	10
Customizable project page	10
<b>Sample pages</b>	10
<b>Appendix B: Game database feature descriptions</b>	11
<b>Introduction</b>	11
<b>Job openings</b>	11
Industry examples	11
Functionality	12
<b>Featured articles</b>	12
Industry examples	13
Functionality	13
<b>Project rankings</b>	13
Industry examples	14

Functionality	14
<b>Project scope</b>	14
Original scope – university only	15
Extended scope – framework for other universities	15
Extended scope – standalone website for use by anyone	15
<b>Appendix C: Game portfolio services</b>	16
<b>Gamification</b>	16
<b>Project Progress</b>	16
Itch.io	16
IndieDB	16
Artstation	16
Why Project Progress	16
<b>Project Stats</b>	16
Itch.io	16
IndieDB	17
Artstation	18
Why Project Stats	18
<b>Integrated Code Viewers</b>	18
<b>Appendix D: University portfolio services</b>	19
<b>Abertay University</b>	19
<b>University of Bradford</b>	19
<b>UEL Games</b>	19
<b>Cologne Game Lab</b>	19
<b>DigiPen institute of technology</b>	19
<b>FZD School of Design</b>	19
<b>Appendix E: Survey and results</b>	21
<b>Appendix F: Design and conclusions</b>	47
<b>Introduction</b>	47
<b>Stakeholders</b>	47
Course leader	47
Marketing team	47

Prospective students	47
Current students	48
Employers	48
<b>Users</b>	<b>48</b>
Course leader	48
Current students	48
Writers	48
<b>Content</b>	<b>48</b>
Users	49
Feed	49
Search bar	49
Articles	49
Students	49
Projects	49
Profiles	49
Devlogs	50
Course leader	50
<b>Moving forward</b>	<b>50</b>
Additional questionnaires	50
Estimates	50

## Abstract

This research is about feasibility for a 'Portfolio Website' for students at The University of Westminster. The feasibility study has been undertaken using two methods. At first, we have concluded a thorough research focusing on the similar websites and services that already exist on the market. Secondly, we have issued a survey to students at The University of Westminster, which allowed us to gather valuable feedback and gain insights from the user perspective. Moving forward, considering that we would proceed further with this project, the next step would be to create a wireframe and follow up with a survey. The feedback gathered in the more specified survey based on the wireframe created, would enable us to learn and reflect on what has been done so far, and adjust wireframes accordingly.

## Executive summary

This co-creators project aimed to create a feasibility report for a portfolio-based website, that would allow students on the BSc Computer Games Development course to upload game projects and showcase them.

We gathered information for the report by two methods; research of existing similar websites, and a survey to ask questions for current game development students. Researching existing websites involved going to popular portfolio and game project websites such as Itch.io<sup>1</sup> and IndieDB<sup>2</sup>, as well as similar services from other universities in the UK and abroad and research the functionality that these websites offer. The results of these research phases can be found in appendix A, B and C. Based on research from previously mentioned phase and the original ideas of what a portfolio website could be, a survey was created with the intention of asking students of game development courses, primarily at Westminster, but also otherwise, if they would use a portfolio website such as this, and what they would like to see on such a website.

Based on the results of the survey, and with the knowledge acquired from the research phase, we concluded on which features would be useful and desirable to have on a portfolio website such as this, and wrote a preliminary design document, which can be seen in appendix F.

## Background and aims

This project was presented to us by the course leader of BSc Computer Games Development as a service that students could use to showcase their work, for prospective students to have confidence in choosing the course and for employers to find students for internships and employment. With this in mind, we wanted to create a feasibility study to evaluate the usefulness of the website, as well as find out what features such a website should have.

We achieved the aim of creating the feasibility study by researching similar websites, and competing services by other universities, and by creating a survey for current game development students to answer. With all of this, we managed to get a better idea of what a website such as this should have in terms of features, and whether people would use such a website.

In appendix F, the full list of stakeholders, and descriptions of why they would be stakeholders in the project, can be found. To summarize here, the stakeholders, I.E. the parties that would find this website useful would be; the course leader of BSc Computer Games Development, or any other course that would use this website, the marketing team at The University of Westminster, prospective students, current students of BSc Computer Games Development, or any other course that uses this website, and employers.

## Methods

For this co-creators project, we used two methods for creating the feasibility study. The results of these methods, and more details on the different research methods, can be found in the appendices A through E, with appendix F being a result of all the cumulative research carried out in the project.

We made some analysis of several different portfolio and game project websites like the idea of this project, as well as competing services by other universities. This was done by accessing these

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<sup>1</sup> <https://itch.io/>

<sup>2</sup> <https://www.indiedb.com/>

websites and writing down what functionality seems essential or useful for the project, and later questioning students about the functionality to confirm which features were useful. This process was done in multiple phases. The second method we used, as mentioned earlier, was a survey. We questioned current game development students about functionality and use of a portfolio website and made conclusions based on that. The data we received from the survey was automatically visualized by Google's Forms tool and was analysed.

## Results

Based on the results we received from our survey, and the research we did in earlier phases, it was not possible to make a conclusion on the feasibility of a website project, though this was not necessarily the original intention of the project. What we managed to conclude from this project is that a website such as this is seen as useful to game development students, and it would be used and be helpful if it were to be created. Additionally, we know which steps need to be taken to move forward with the project, should a future group wish to move forward with the concept.

## Discussion

This feasibility study is the very first step in a process of creating a portfolio website, that would result in having a website up and running that would be beneficial to a wide range of people involved with the university. Since it is only the first step in that process though, there is still much to be done. This project might be considered a jumping pad for other groups to take the concept forward, and truly grasp how feasible and useful it would be to create such a website for the university.

The project does have some shortcomings, most of which are related to the stakeholders, and the lack of communication between the co-creators group and the stakeholders. As previously mentioned, only current game development students have been contacted and questioned about the usefulness of a portfolio website, but there are still four other stakeholders that have not been contacted for this project. Due to this, the preliminary design for the website is incomplete, and only considers the needs and wishes of the students that would use the website. Another shortcoming of the project is the low amount of replies on the survey that the design document is based on. With 24 replies, and many of them not answering all the questions, many of the conclusions are based on few people, and having responses from more people would have made the conclusions more robust.

These shortcomings could have been resolved by having extended the work period of the project, or by another co-creators group picking up the project at another time. Some positive notes on the project are the amount of research done into different features from different portfolio websites that already exist, that lay down a solid foundation for other groups to pick up the project. If that were to happen, that group would be able to use more time on contacting the stakeholders of the project and getting estimates of resources required for a final product.

## Conclusions and recommendations

Some key points to take away from this project would be that there definitely is an interest from students in having a portfolio website, and that it could be very useful for the university to have, not just for making students appear more ready for the industry, but also for advertising the course.

Some recommendations for a future co-creator's group, should someone decide to do further research into this topic, would be to get into more contact with the stakeholders of the project. In this project, we contacted game development students, so it might be a good idea to contact prospective students and employers about the service, if they would use it and what they would like to see on it. Additionally, we would recommend that professional developers are contacted to get estimates on development time, cost and upkeep cost and resources needed for the project. A more in-depth description of recommendations from the group can be found on the last page of appendix F.

## Dissemination

The report should be circulated to the management of The University of Westminster and the people who take decisions on whether the website should be produced, to show them how this website can help the Computer Games Development course as well as other possible courses should the website be expanded.

Other course leaders could read the report and might get inspired to implement either the proposed website or something similar in their course, which would help improve their course. This could also help increase the awareness of why a portfolio website is useful for a course like the Computer Games Development course.

The marketing team at The University of Westminster could read the report and get more insight into the benefits of a portfolio website primarily for the Computer Games Development course, but also other courses and how this could benefit the attraction of new students, which would again help push the website into the development stage.

The website and its content proposed in this report should also be presented to the technical staff at The University of Westminster, who could help make an estimation on whether it would be possible to host the website on university servers or if it would be necessary to use third-party servers. They might also be able to make a more accurate estimation of the running costs of the website, and possible technical difficulties that would arise under development and maintenance of the website.

## Reflection

The workflow between student and staff functioned very well and made sure that there was always a structure and a goal in the project, which helped motivation for the project as well as reaching deadlines on time.

The students split up into two groups focusing on two different aspects of the project, which enabled more parallel work, which sped up work significantly. However, this also meant that work from one team did not get the input from the other team. Certain aspects of the products could therefore have been improved by having all students revise all products. By doing this the communication between students would also have improved, since everyone would know what everyone is doing, and how their work benefits the final product.

One big issue that arose during the project was the number of respondents to the survey. The aim of the survey was to get around 50 respondents, which would help validate the results and ensure that most of the students on the Computer Games Development course got represented in the design of the website. The survey, however, only managed to get 24 responses as seen in Appendix E. This means that many of the students have not had their views represented and the design of the website may be biased towards a certain type of student instead of helping all students in the best possible way.

## Appendix A: Comparison of popular game databases and similar portfolio services

### IndieDB

IndieDB works mostly as a video game blog, with some database functionality added. Each game page consists of images and/or videos of a game, with articles from the developer displayed on the 'summary' section of a game's page. It features basic information about each game, such as platform, developer, release date and more. It also features reviews from within the IndieDB community, as well as a ranking on the site. In addition to this, users of the IndieDB community can post comments and the end of the 'summary' section of a game page.

### Itch.io

Itch.io features hosts many games, game assets, game development tools and similar. Each game on Itch.io has its own customizable page, and there are very few required similarities between the pages, though there are a few;

- Download button, with option for pricing
- Option to view all developers' games, as well as follow them, view related games or add viewed game to a personal Itch.io game collection
- Development logs
- Comment section

Besides this, the individual game pages can be customized to be completely unique and contain as much or little information as the developer wants.

### ArtStation

ArtStation is a portfolio website for artists, where people can upload illustrations, 3D renders, drawings and other art-related work. As opposed to Itch.io it follows a very standard formula for every user on the website. Another major difference from the two previously mentioned sites is the focus on the individual artist, rather than focus on a specific project. An ArtStation profile includes a portfolio, where all the user's work is displayed in a grid pattern, and the individual pieces of work can be accessed. The profile also includes a store, blog and about page, as well as social media functionality such as likes, following and followers.

ArtStation also has a separate layout for each piece of work. From this the piece of work can be seen in full detail, as well as allowing the artist to upload additional pictures, such as alternative angles of a 3D model, additional poses of a character or whatever else the artist wants. In the section for individual pieces of work, social media functionality can also be found, such as liking a piece of work, sharing it to other social media platforms, and commenting on a particular piece of work.

### Stand-out features

There are a few features that all these websites have in common, that seem to be the most beneficial to the individual developer/artist, as well as for the project.

## About the developer

Each page has a separate page to display the developer/artist, where users can read about who the developer is, and see all the projects that the developer made. IndieDB and ArtStation also allows developers to write a paragraph about themselves, that users can read on their profile. All the websites also allow for the developer to refer users to social media platforms elsewhere, and in case of ArtStation; linking to any webpage that the artist would like. It allows the developers to make sure that users of the website can reach the developer, if they wish to be reached.

## About the project

All the websites allow for developers to write a text paragraph about their game, or artwork, in the case of ArtStation. Being able to describe the project that a user sees is essential in being able to understand what a game project is, and why a user might want to read more about it or read more about the developers behind the project.

## Download

Itch.io hosts game projects, so that users of the website can download the games that are featured on the website. It also allows for users to purchase games, and make sure that only users that have paid for a game can download it. IndieDB also allows for users to download games, and developers are able to upload multiple different versions or builds of their game.

## Support for video and images

All the websites allow developers to upload media about their game, in the form of videos and pictures. As well as being a visual hook for users to feel enticed to look at a particular game project, images and videos allow developers to explain their game project much more easily and demonstrate the project. ArtStation and Itch.io allow developers to embed YouTube videos on their game pages, while IndieDB hosts videos with a different video player.

## Developer logs

IndieDB and Itch.io allow developers to post development logs. These development logs can be used to show the progress of the development of a game. Developer logs function as a blog on these sites, where the developer can write text paragraphs to explain the progression of the development of the game in any way they wish, as well as show pictures of the development in progress. From here, users of the websites are also able to comment on the logs, and developers can engage with the website's community.

## Customizable project page

Only Itch.io allows for developers to customize a project page, but it does allow for developers to make their game page to look unique and stand out from other games on the website. IndieDB and ArtStation have a predefined template for each project and does not allow any customization in the regard of how the overall project page looks. As a result, each project looks very similar, and the only features that make projects look different from one another is the support for images, videos and the text that is different on each page.

## Sample pages

Here are links to the pages that were primarily used to inspect the functionality of each website.

EpicShop by The Wacky Wizards

<https://funkyhippo.itch.io/epicshop>

Simmiland by Sokpop Collective

<https://sokpop.itch.io/simmiland>

Equilinox by ThinkMatrix

<https://www.indiedb.com/games/equilinox>

CardLife by Freejam

<https://www.indiedb.com/games/cardlife>

Alexandra Malygina

<https://www.artstation.com/fler>

Raphael Lacoste

<https://www.artstation.com/raphael-lacoste/albums/all>

## Appendix B: Game database feature description

A look at popular features for game databases, and a consideration of usefulness

### Introduction

This project looks at and describes popular features found on many game databases, game portfolios and other portfolio platforms and websites. The aim of the document is to explain the functionality of these features, and consider their usefulness in general, and usefulness in accordance to the co-creator's project.

Finally, the project will also consider the scope of the project, and possibility for expanding the scope to be a platform for other uses than only being used for The University of Westminster.

### Job openings

A job openings pane is an opportunity for job providers to put up job listings, and for students to search employment or otherwise see which opportunities are available.

### Industry examples

There are a couple of industry examples of a job openings feature being implemented in noteworthy portfolio/game project sites, namely IndieDB<sup>3</sup> and ArtStation<sup>4</sup>. They take different approaches to offering this feature.

Firstly, looking at IndieDB, their jobs platform is formatted as a list, showcasing newest job offers first. Anyone can post a job opening on IndieDB, though people who are not considered indies or mods must pay just under £40 per month to have job listings. The amount of job listings at time of writing (17<sup>th</sup> of December 2018) is 44. Job listings on IndieDB do not have to be paid, and as such many listings are for hobby projects, posted by users of IndieDB, that are unpaid.

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<sup>3</sup> <https://www.indiedb.com/>

<sup>4</sup> <https://www.artstation.com/>

Professional game companies are also able to post job openings on this platform, though no paid jobs are offered at time of writing.

On a job posting, the poster can write whatever text they want explaining the position being offered, as well as featuring a separate section at the bottom of the listing with information on how to apply for a position.

ArtStation takes the approach of only allowing companies and professional game developers and animation studios to post job openings on their site. Big name professional game companies often have job openings listed on ArtStation. Companies have company profiles on the site, where companies can write some information about themselves, as well as link to their website. From the company's page, all available job openings within that company can be seen. Companies can have multiple openings posted on ArtStation at a time.

Individual job listings are written by the companies and can have whichever useful information they want in the listing. Sections for skills & requirements, additional information and how to apply are present on all job listings, seemingly.

### Functionality

A job listings section may be useful for offering students different opportunities in employment, though in the case of The University of Westminster, it may also be able to have listings for internships, work placements and other opportunities that could gain students in their subject.

If such a feature were to be implemented in the project, it may be a good idea to only have authorized job providers be allowed to post openings on that section. Looking at IndieDB's job openings sites, no professional game developers were offering any jobs, and no paid jobs were present in their listings. On the other side, ArtStation, that has restrictions on who can create job listings on their site, seemed to have plentiful openings, from reputable and well-known game developers and companies.

Best practices for implementing such a feature seems to be to have a separate page on a website, where job openings are displayed in a pattern with essential information. Clicking on the ads should bring the user to a detailed listing for the opening, describing the job, company, requirements and details on how to apply for the opening.

If this feature were to be implemented on the project site, The University of Westminster may consider adding support for the Engage platform they offer, since that is already a fully featured job openings platform, with support for different types of opportunities as well. Integrating engage in some shape on the project site may be beneficial for filtering through job openings relevant to students who might use the project site.

### Featured articles

Featured articles, or articles in general, is a feature allowing people to write articles on topics interesting to the users of a respective site. These articles may come from users of a site, people from the industry or people knowledgeable on the topic in general.

## Industry examples

Looking at three of the major game databases and portfolio sites; IndieDB, ArtStation and Itch.io<sup>5</sup>, they all have some sort of article feature, with articles or development logs written by members of their community.

IndieDB and ArtStation showcase a series of featured articles on their home page, which are visible immediately as a user enters the site. A title appears to give an indication of the article, and in case of IndieDB, a small part of the article is shown. Clicking on these articles, users can read the articles in full.

In case of ArtStation, it is usually the staff of the site, industry professionals or particularly prolific artists that write articles and have them published in the ArtStation Magazine. On the other hand, IndieDB allows for any indie developer to write an article, though there seems to be some amount of curation on the front page of the site, to show the most popular or relevant projects.

Itch.io has a section for development logs for every project on the site, these development logs are written by the developers themselves. Itch.io does not feature any articles on their front page, though users can go into a separate page on the website where articles are featured, and sorted, depending on sorting settings, after relevancy and popularity.

## Functionality

Adding functionality for allowing articles may be relevant for the project site, under the right circumstances. Both IndieDB and Itch.io execute the development log as an article well, allowing users to see relevant content from indie developers that are popular on their site. To execute it properly though does require for high quality projects and willing indie developers to write high-quality development logs and articles about their games, or topics of the industry. A lack of that quality might be irrelevant for users, and take away from the experience, rather than adding to it.

ArtStation's approach of curating high-quality articles from both industry professionals, prolific users and other relevant parties seems to be successful in showcasing interesting, high-quality articles that are relevant for the users of the site. If the project site were to include such a feature, this approach may add the most to the experience, though it would require the project site to have enough relevant article writers and users, which may not be easy to get.

Adding a feature to write and publish articles on the project site seems to be a good idea, though execution is key, and having a steady stream of high-quality articles is crucial in delivering a better experience to the users, and as such, it is difficult to judge ahead of time if such a feature would be a good idea to implement at launch, or not.

Letting academics and asking industry professionals to write relevant articles may aid in providing users with relevant content.

## Project rankings

Project rankings is a feature found on some of the popular game database/portfolio websites, where users of the site can rate games, and have them sorted on the website in different ways.

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<sup>5</sup> <https://itch.io/>

## Industry examples

Looking at the three major game databases/portfolios previously mentioned in this document, IndieDB, Itch.io and ArtStation all have project rankings, and some sort of discoverability of projects based on popularity, trends or ratings.

IndieDB seems to have one of the most integrated solutions for rating and ranking projects. Users of the site can view different projects on the site, which will contribute to the project's views, one of the statistics IndieDB collects for rankings. Users can also choose to follow projects, as well as rate the game that have available downloads. Commenting on project pages is also an option, which indicates some amount of popularity for projects.

In the search section of IndieDB, users can filter by project ranking, since every project on IndieDB has a definitive ranking, which gets updated in real time. Users can search for projects by most popular games of the day, or most popular games of all time, on the site.

Itch.io has a section for featured games on their homepage, which indicates some degree of popularity, though a definitive ranking of best/most popular games on the site is not available. Users can however filter by top sellers and top-rated games, giving some indication of the more liked games. The featured games on the homepage seem to be based on some sort of popularity, together with some curation from the Itch.io team.

ArtStation takes a very different approach to rating. ArtStation functions much like a social media platform, in that users can like artworks on the site, comment on them, share them, add them to personal collections of art and follow other artists on the site. While there is a definitive 'most liked' artwork and 'most followed' artist on the site, ArtStation does not allow users to search for these on the site. The main page does however show art filtered by trending. This gives an indication towards the most popular art, but does not give a definitive search criterion, and may also be curated by staff.

## Functionality

Adding project rating and ranking on the project site may be a good idea, it is functionality that most other game databases and portfolio platforms include in some shape or another. The reasons for adding such functionality would be to entice users of the site to work hard, and do their very best to achieve the highest rank for a project on the site. Whether this is the effect that would be achieved on users would have to be tested. Both Itch.io and ArtStation feature popular projects, but do not explicitly show the best rated projects, but rather showcases a variety of different well-rated or otherwise noteworthy projects, which may also be a good approach to this functionality. The rationale behind that decision may be to entice users to do their best to get featured on the site, but not to obsessively work to achieve the number 1 spot.

This functionality seems to be essential for many sites of the same nature as the project site, it seems to be essential functionality for enticing users to work. The way of implementing should be considered. The most popular option for featuring popular projects seem to be through user interest in specific projects, whereas ArtStation's method of mimicking a social media platform seems to be much more useful for a platform that lends itself to smaller projects that are more easily appreciated in a shorter amount of time and would work in a feed format.

## Project scope

This project has previously been pitched as a portfolio type framework/website for students at The University of Westminster to be able to upload game development projects, and perhaps other

creative projects, to showcase for future interested parties and academics. Through research and idea generation for the project, it has been brought up that the product, should it be made, could be opened to more parties. The options that the group have found will be described below.

### Original scope – university only

This is the original idea, to keep the product for students at The University of Westminster as originally intended. The product was intended to be used by students of the Computer Games Development course, though it has been suggested that it could also be used by students of other courses, for other creative projects. The usage could be limited to game development, but be opened for other courses as well, or allow for other types of creative work as well. It is also an option to leave the project at its original pitch, being a game database for game development students to showcase their game projects for later use in portfolios, or by academics.

### Extended scope – framework for other universities

It was brought up that the website could be created as a framework to be used by different universities. Through the groups research, it has been discovered that most UK universities that have courses in game development, do not have a platform such as this one. An option for extending the scope of the project would be to create the product as a framework for other universities, in the UK as well as abroad, so that other universities could launch their own game databases with the same framework as The University of Westminster. Doing this would be an immense amount of work, and would require many more considerations, though it would also extend the scope of the project, and leave The University of Westminster with a product that may be desirable for other universities and educational institutions.

### Extended scope – standalone website for use by anyone

It was brought up that extending the use of the product for people around the world to use, much like Itch.io or IndieDB, is a possibility. The benefit of doing this might be that the university would be the owner of a powerful, modern platform to host game projects on, that could be used as a portfolio of sorts for many game developers. There would be several drawbacks to this idea as well:

- The project would need to be reimagined and reconsidered a lot to be able to fit in with this change.
- The focus would be taken away from offering students at The University of Westminster a better experience.
- It would be a competitor to existing game databases/portfolio websites, and success in that regard would not be guaranteed.

## Appendix C: Game portfolio services

Analysis of gamification, project progress, project statistics and code viewers

### Gamification

None of the websites had any significant kind of levels, points or other gamification features.

### Project Progress

#### Itch.io

Itch<sup>6</sup> has a release status tag, which can also be seen on figure 1. It also has integrated devlogs, where developers can classify posts with tags as well as uploading accompanying videos, images and other files.

#### IndieDB

IndieDB has a release date that can be filled out as well as project articles. Demos and updates can also be released during project development.

#### Artstation

There are no direct features for showing off progress, but artists are encouraged to upload work in progress pictures along with their final art for showing off their process.

### Why Project Progress

The websites seem to use the project progress features to get people interested in the game and the development before release. Many other developers frequent these sites, and they will likely be interested in other people's development process and methods. Project progress is also a good way of gaining and keeping followers, since it will continually send notifications to people as well as incentivising them to try out new updates, making them play the game more. This can also help build up the fanbase for release.

Common features between Itch.io and IndieDB especially include ways to upload devlogs with tags to keep people up-to-date with the project progress.

For portfolio sites such as these many employers also investigate the process behind the work, and therefore it is critical to upload documentation on this, which might also be why the websites have chosen to either encourage or implement it.

### Project Stats

#### Itch.io

On Itch.io the user can see how many views and downloads they have gotten. Every project page has a range of information displayed on it as seen on figure 1. More information also includes multiplayer support, content warning, licenses and publishing information. Games on the site can be filtered by the used tags.

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<sup>6</sup> <https://itch.io/>

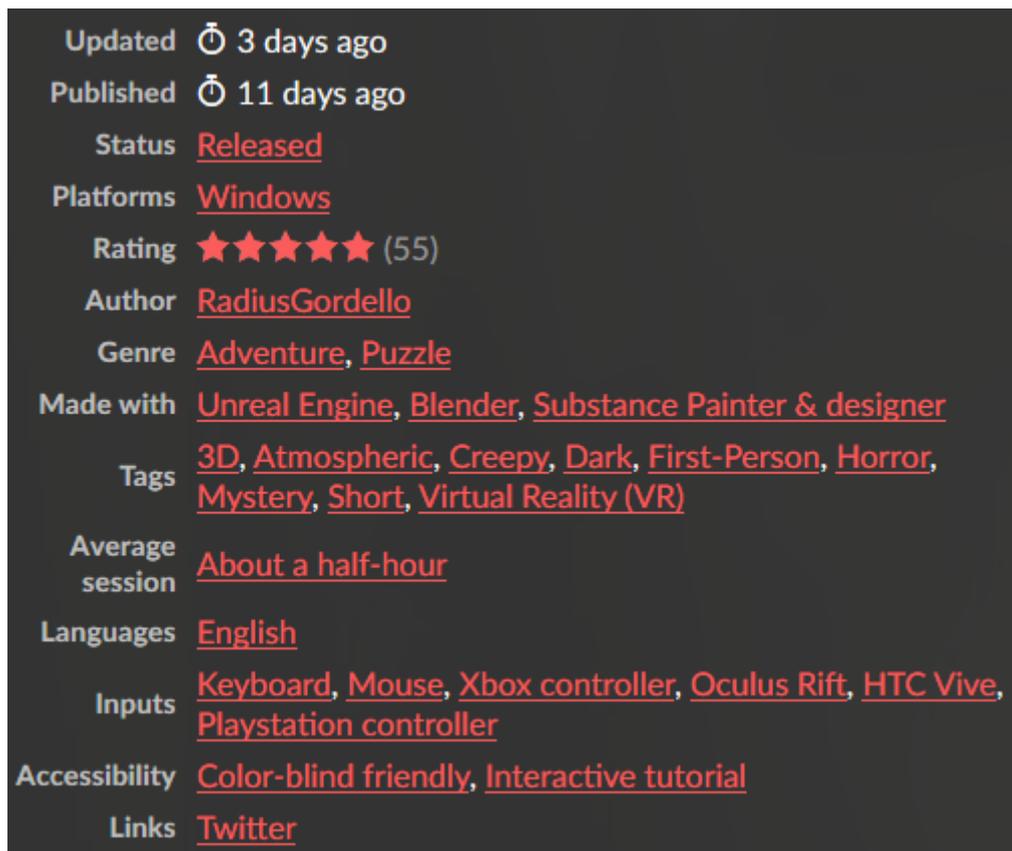


Figure 1: Project information from Itch.io<sup>7</sup>.

Users can also view views and downloads per project, and it is possible to connect Google Analytics to their project page for more detailed information.

#### IndieDB

IndieDB has stats for how many views and downloads each project has as well as a project's total rank. It also includes a way of viewing from where users came before visiting the project page. Developers can also make Presskits<sup>8</sup> on IndieDB, which are pages meant to showcase product information. All the different developers can also be showcased on this page along with their role.

<sup>7</sup> Retrieved from: <https://radiusgordello.itch.io/unreal-pt>

<sup>8</sup> <http://dopresskit.com/>

Profile		Style	
Icon		Genre	Role Playing
Platforms	Windows	Theme	Antiquity
Creator	a_roberti	Players	Single Player
Engine	Unity	Project	Indie
Contact	Send Message	<b>Tags</b>	
Homepage	Legionaryslife.com	<a href="#">ancient battles</a>	+ -
Release date	TBD	<a href="#">ancient rome</a>	+ -
Game watch	Follow	<a href="#">Pixel Graphics</a>	+ -
Share		<a href="#">Retro</a>	+ -
<b>Statistics</b>		<a href="#">Roguelike</a>	+ -
Rank	2,011 of 48,925		
Visits	689 (1 today)		
Last Update	1 hour ago		
Watchers	9 members		
Files	1		
Articles	4		

### Artstation

Artstation has statistics about views and likes for users' projects. Projects also contain tags, kinds of software used, medium and descriptions for displaying and sharing statistics and information about projects. For purchasable products a license is also included.

Artstation also contains information about the individual user such as what skills they have, and what software they use.

### Why Project Stats

Project stats are especially used to categorise content through all the websites via tags, genres, tools used, pricing etc. This is especially used by the websites for giving viewers filtering options when looking for specific content/projects.

The other major part of the project stats was seeing the views for a project and how well it did in that regard. For Itch.io and IndieDB this included a timeline for viewing the progress over time.

### Integrated Code Viewers

None of the websites contained integrated code viewers.

## Appendix D: University portfolio services

### Abertay University

Website covers projects on main page on top there are top 4 projects. After that there are all games showcase and you can filter games by year they were made, genre and platform game are on. Games are shown as title screenshot from game and one sentence description. When you click on game you want to know more you are transferred to another page where is more screenshots, synopsis, information's about game (Developer, date publish, genre and platform) and video presentation of game if it is possible.

### University of Bradford

Projects are listed sorted by the department they were done in. They have developer name, game name, synopsis, course, module, and video presentation.

### UEL Games

UEL Games - 69 published games that students work at and 7 student projects

Hold records of students and graduates on games that were published. Showing small icons of games with titles and when you click on it, it shows name of person that worked on it, what was their part of this game and a short synopsis. They have second gallery with playable projects of students that are shown as en YouTube video of gameplay. Some of the projects of students are able to play on their website.

### Cologne Game Lab

Cologne Game Lab - 160 projects

Holds gallery of projects filtered by years they were made with screenshot, title and what was project made for. When clicked on one that interest you, sending you to page with more pictures, description (project type, production year, platform, genre, team and synopsis) and gameplay video

### DigiPen institute of technology

DigiPen institute of technology - 1005 projects

Have 3 main pages. First one is home page here are the best games they have to show case. They are shown as a picture with name of game with themed picture, when you hover over theme, they show gameplay video of this game. Second page is with games that you can download shown with ranking theme by most downloads. Third page is all games, as name says there are all projects of students they got finalized, you can filter theme by year or genre. When you go the page of project you have all the information about that game there (genre, course, release date, downloads count, synopsis, team which work on it and video presentation). You can also download game there. In team space it shows name and type of work this person did. When you hover over any name its shows degree and other games they worked on as well.

### FZD School of Design

FZD School of Design - 130 projects

It is more of an art showcase other than all above. They have all the pictures shown there. When you click on any of them it is showing all of pictures from same project type. They also keep pictures from convent they shown their works at featuring artist themselves.

## Appendix E: Survey and results

### Welcome!

This survey was made to help our team create a website that is useful for you. We would like to ask you few questions which will help us develop a product that both sides will be satisfied with. We are aiming to create a website which will contain all your portfolios and project work. Based on your answers development and design might change.

\*Required

#### 1. Email address \*

---

### Use of email/Terms and Conditions

We would like to inform you that your email will not be used for retail purposes. Please tick one of the boxes below to let us know whether you are ok with us using your for a draw of 5x£20 Amazon voucher cards. Also we would like You to tick a few boxes for us just to make sure You are ok with our terms and conditions.

# TERMS AND CONDITIONS



#### 2. Are you ok with us using your email? \*

Mark only one oval.

- Yes  
 No

#### 3. I understand that I can withdraw from the survey at any time. \*

Mark only one oval.

- Yes  
 No

4. I understand that if I will withdraw from the survey My data will not be processed and will be deleted. \*

Mark only one oval.

- Yes  
 No

5. I clarify that I am participating in this research at My own will. \*

Mark only one oval.

- Yes  
 No

6. I understand that My data will be anonymous. \*

Mark only one oval.

- Yes  
 No

7. I understood all terms I have agreed to and I am happy to continue the survey. \*

Mark only one oval.

- Yes  
 No

## Portfolio questionnaire



8. Project or profile based \*

Mark only one oval.

- The website should be based on projects, and profiles should only contain links to projects  
*Skip to question 12.*
- A user's profile should contain all the information about what they have made on projects  
*Skip to question 8.*

## Feed/Front Page

Latest Articles + 🔔



**Alpha 9.4: General Update**  
Empyrion - Galactic Survival 2hours ago

Eleon Game Studio releases Alpha 9.4 with a completely new planet type, more variants and updated models of cargo containers and controllers, dynamic...



**Hello there, I'm Edgar**  
Edgar - Bokbok in Boulzac 2hours ago

My name is Edgar and I'm going on an adventure with my hen!!! 🐔🐔🐔 Bok bok to you!!!



**Devblog 01: NPC Dialogue**  
Project Harpy 4hours ago

A new video showing off the dialogue system is up! So what's next?



**Survive in "Battle Of The Heodenings" + Switch Version!**  
Dead in Vinland 5hours ago

The second DLC for Dead In Vinland is finally available! Will you be able to survive as long as humanly possible in "Battle Of The Heodenings"?



**Ectolibrum Devlog 21**  
Ectolibrum 9hours ago

This week, I go over our plans for the first Auxiliary Release in broad strokes, and show a quick preview of the graphical upgrades in store for April.

9. Would You like to see information feed on the front page? \*

Mark only one oval.

- Yes *Skip to question 10.*
- No *Skip to question 9.*

## Search bar

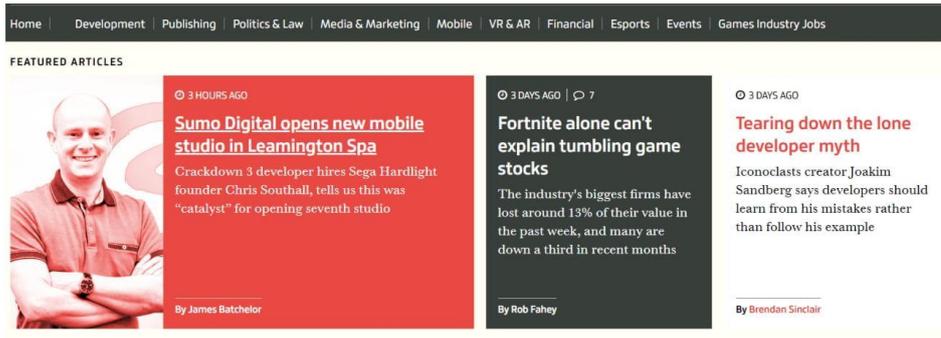
10. Would you like a search bar to be available? \*

Mark only one oval.

- Yes *Skip to question 11.*
- No *Skip to question 13.*

## Feed/Front page

Based on this section we will determine what will stay on the front page and what will have its own section.



11. \*

*Tick all that apply.*

- Projects
- Users
- Industry Articles
- Rankings
- Recently uploaded

*Skip to question 9.*

**Search bar**

**Popular Games (0 - 30 of 36,972)**
+

Status ▾

Genre ▾

Theme ▾

Search

Scope ▾

Players ▾

Date added ▾

Reset

Released | Added | ▲ Popular Today | Popular All Time | Rating | Name
Updated

**Kingdoms**  
Early Access 2015 Role Playing ↑ 3

---

Kingdoms - procedural RPG in medieval world with randomly developing story, quests and world.

**Workers & Resources: Soviet Republic**  
TBD Real Time Strategy = 0

---

Manage all aspects of your own republic with planned economy, including mining resources, manufacturing goods, construction, investments, and citizens...

**BEWARE**  
TBD Adventure = 0

---

BEWARE is currently in early development. At the base, it's an open-world driving simulation where the player embarks on a long journey of information-gathering...

**Guts and Glory**  
Early Access Feb 2017 Racing ↓ 3

---

Guts and Glory is a game about racing to the finish line while everything tries to kill you and you laugh about it. \*Currently in development, so your...

**Mario Editor**  
Released 2016 Platformer ↑ 1

---

With Mario Editor, it's easy to play, create, and share your very own custom Mario levels! Utilize a massive selection of powerups, enemies, items, and...

**12. What would You like to be searchable? \***

*Tick all that apply.*

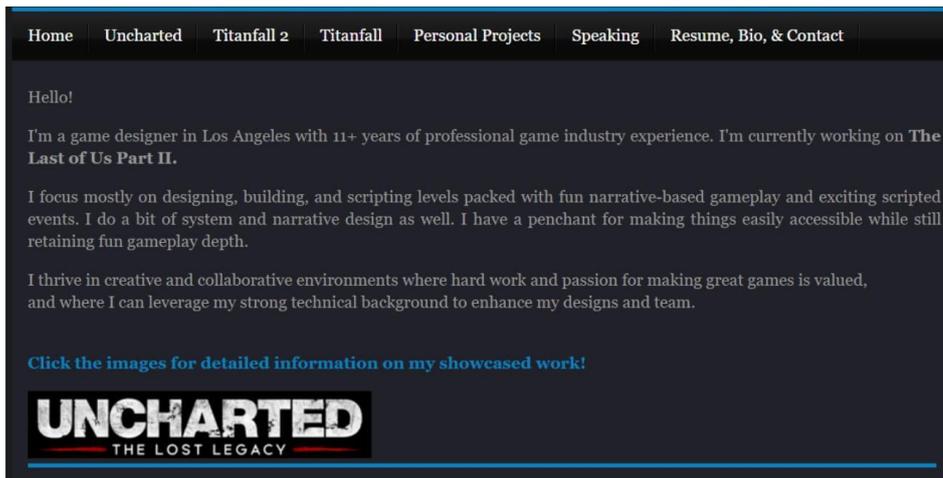
- Users
- Portfolios
- Industry Articles
- Projects
- Genres
- Tools

*Skip to question 13.*

**Project information**

What statistics would you like to see on a project page?

**Example of Profile design**



13. \*

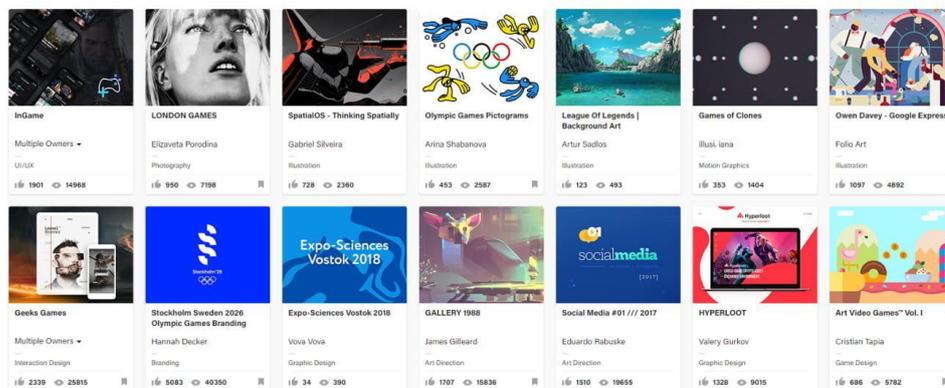
*Tick all that apply.*

- Platform
- Author
- Genre
- Tools used
- Languages
- Input options
- Multiplayer support (if any)

*Skip to question 8.*

## Content

The content that should be featured on the site.



14. Content List \*

Which areas of game development would you like featured on the site?

*Tick all that apply.*

- Programming Portfolio
- Art Portfolio
- Games Design Portfolio
- Digital Media Portfolios
- Combined Portfolio (Tick only this box if you think that there shouldn't be separate sections)

## Additional features

### 15. Project or profile features \*

How important would you rate the following features?  
 Mark only one oval per row.

	Not important	Slightly important	Somewhat important	Fairly important	Essential
Integrated videos and images	<input type="radio"/>				
Integrated code viewer	<input type="radio"/>				
Integrated web player	<input type="radio"/>				
3D model viewer for art assets	<input type="radio"/>				
Customizable project pages and profiles (ie. background color, fonts)	<input type="radio"/>				

### 16. Personal information

What kind of personal information would you like to be displayed on your profile?  
 Tick all that apply.

- Name
- E-mail
- Phone number
- Address
- CV
- Other: \_\_\_\_\_

### 17. Professional profile information

What kind of professional information would you like to be displayed on your profile?  
 Tick all that apply.

- Other portfolios
- Areas of interest (e.g. programming, 3D, VFX)
- Preferred tools (ie. game engines, 3D programs, programming languages)
- Number of projects contributed to
- User written description of skillset
- Other: \_\_\_\_\_

## Industry articles/events

### 18. Would you like industry articles/events on the website? \*

Mark only one oval.

- Yes      Skip to question 21.
- No        Skip to question 18.

## Rankings

### 19. Would you like the website to have rankings for projects and/or users? \*

Mark only one oval.

- Should have rankings      Skip to question 24.
- No rankings                Skip to question 19.

## Comments

## Sign up to join the conversation

Add your feedback for Diana Akopyan's project by signing in or signing up.



**Sergei 4** · 5 hours ago

Nice work.....It's awesome! ...I really like your work, it's great.



**Parth Kachhadiya** · 9 hours ago

Absolutely fantastic



**Max Zlydar** · 23 days ago

Amazing!



**Nan Yin** · 25 days ago

Good work !



**Tatiana Komisar** · a month ago

Awesome!!!



**Zireal Mccoy** · a month ago

Absolutely fantastic



**Hugo Lagotti** · a month ago

amazing work! Beautiful UI and presentation!

20. **Would you like to have comment functionality for users and/or projects? \***

Mark only one oval.

Yes Skip to question 27.

No Skip to question 20.

## Devlogs

21. **Would you like to have support for devlogs? \***

Mark only one oval.

Yes Skip to question 30.

No Skip to question 31.

## Industry articles

**22. Who should be able to post articles? \***

Mark only one oval.

- Everyone
- Select users
- Industry professionals
- Other: \_\_\_\_\_

**23. Where should the articles be shown? \***

Mark only one oval.

- On a specific page
- Sidebar
- On the authors' profiles
- On relevant projects
- Other: \_\_\_\_\_

**24. What content would you like to see in the articles? \***

What distribution would you like to see between the different types on content?  
Mark only one oval per row.

	None at all	A little bit	Some	A lot
Tutorials for specific tools	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
General insight into a discipline	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Explanation of technical concept	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
University events	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Events outside the university	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Skip to question 18.

## Rankings

**25. What should be ranked? \***

Tick all that apply.

- Users
- Projects

**26. What should determine rank? \***

Tick all that apply.

- Views and downloads
- Mark received for project
- Users' votes via likes/dislikes
- Users' votes via 1-5 star rating system

**27. What should rank affect? \***

Tick all that apply.

- Highly ranked projects will be displayed on a "feed" page
- Rank should be displayed on the user or project
- On a leaderboard page

Skip to question 19.

## Comments

**28. What should be commentable? \***

*Tick all that apply.*

- Users
- Projects

**29. Who should be able to comment? \***

*Mark only one oval.*

- Everyone
- Everyone with an account
- Select users such as professors and industry professionals

**30. Who should be able to view the comments? \***

*Mark only one oval.*

- Everyone
- Everyone with accounts
- Only the person that received the comment

*Skip to question 20.*

## Devlogs

Devlogs additional features.

**31. Should the devlogs be integrated? \***

*Mark only one oval.*

- Yes
- No (they will be uploaded as separate files such as PDF files)

## What is the chance that You would use this website?

**32. Please answer in scale from 1 to 10 \***

*Mark only one oval.*

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>									

*Skip to question 32.*

## User's Privacy

**33. Privacy settings \***

How private should the projects/profiles be?

*Mark only one oval.*

- Projects/profiles should be private and only shareable via link/password
- Projects/profiles should be viewable by faculty and via shareable link/password
- Projects/profiles can be viewed by anyone
- Other: \_\_\_\_\_

## Other features

34. Do you have ideas for other features?

---

---

---

---

---

35. What feature would make you come back to the website?

---

---

---

---

---

Send me a copy of my responses.

---

Powered by  
 Google Forms

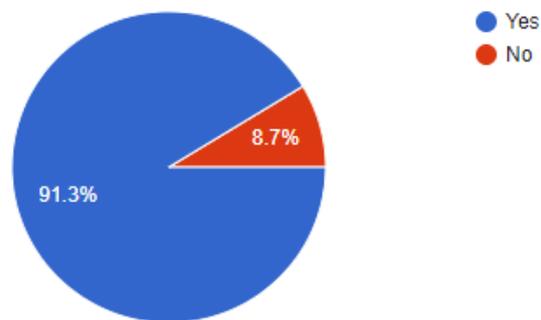
# Welcome!

24 responses

## Use of email/Terms and Conditions

Are you ok with us using your email?

23 responses



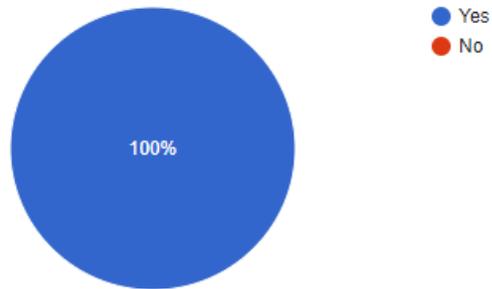
I understand that I can withdraw from the survey at any time.

23 responses



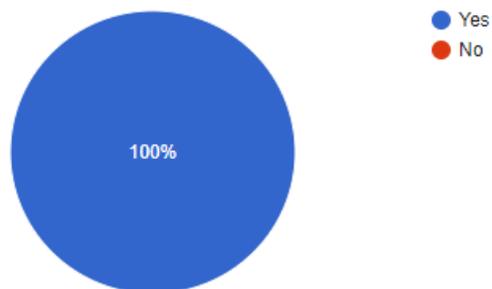
I understand that if I will withdraw from the survey My data will not be processed and will be deleted.

23 responses



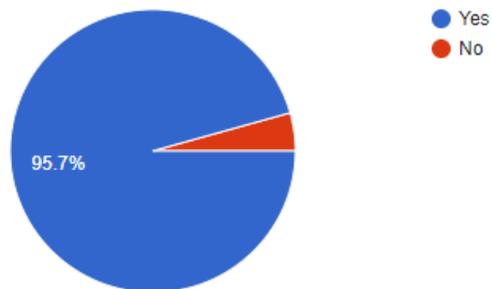
I clarify that I am participating in this research at My own will.

23 responses



I understand that My data will be anonymous.

23 responses



I understood all terms I have agreed to and I am happy to continue the survey.

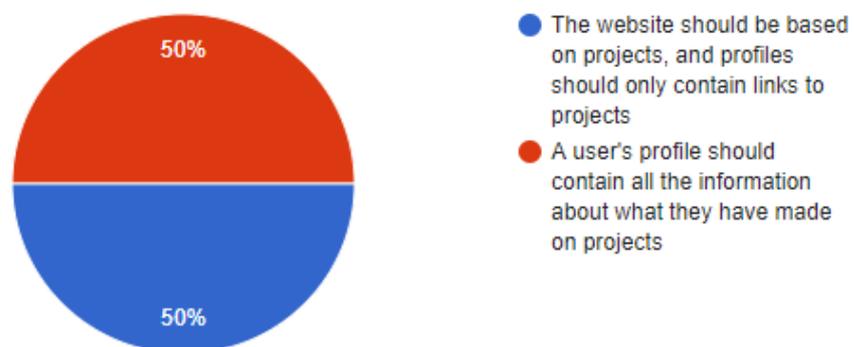
23 responses



## Portfolio questionnaire

Project or profile based

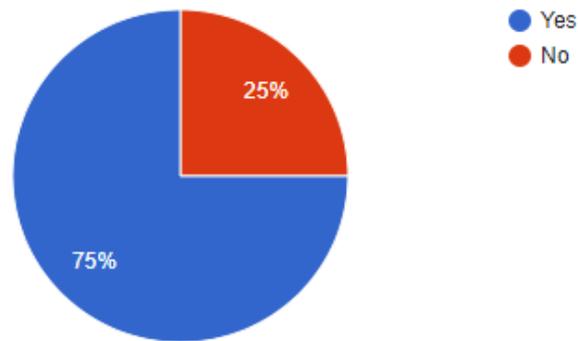
24 responses



## Feed/Front Page

Would You like to see information feed on the front page?

16 responses



## Search bar

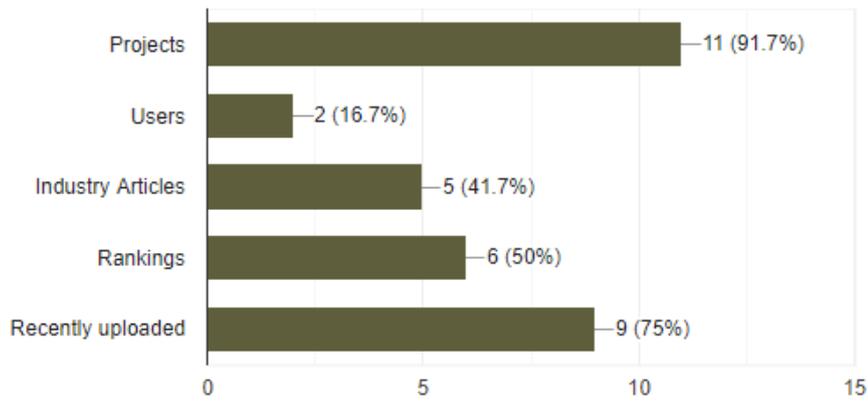
Would you like a search bar to be available?

16 responses



## Feed/Front page

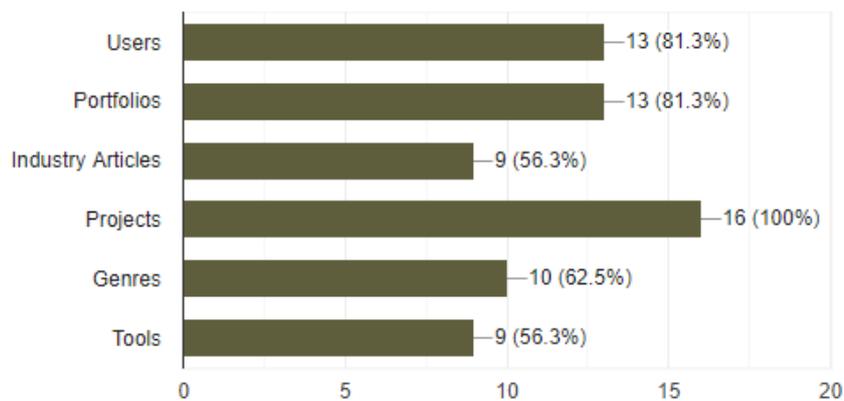
12 responses



## Search bar

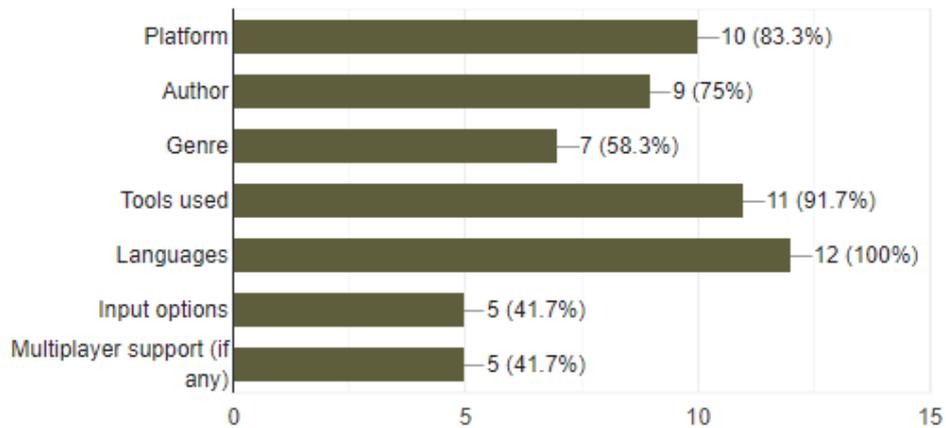
### What would You like to be searchable?

16 responses



## Project information

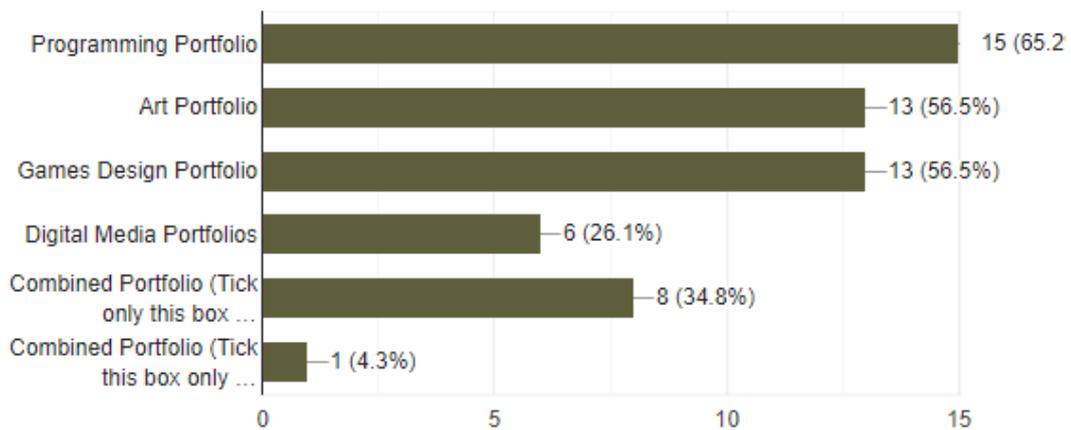
12 responses



## Content

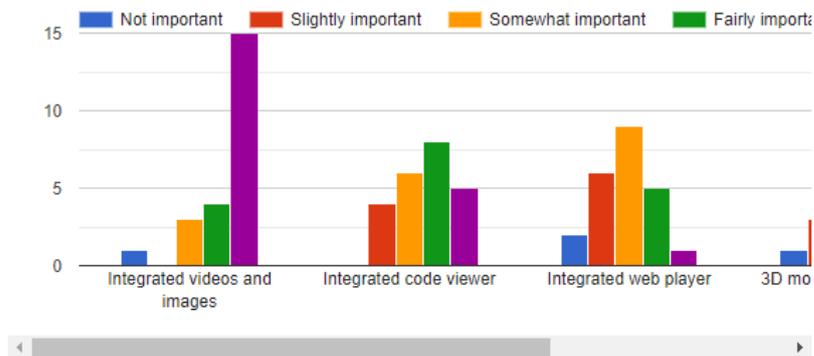
### Content List

23 responses



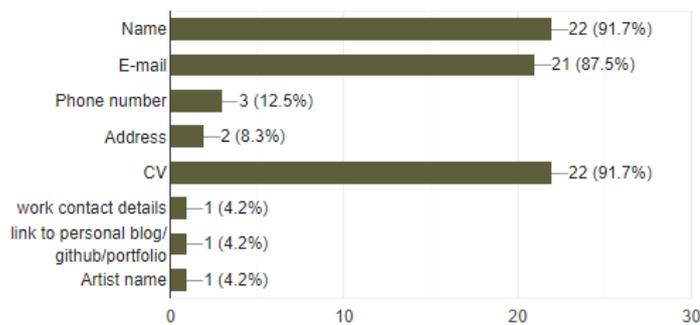
## Additional features

### Project or profile features



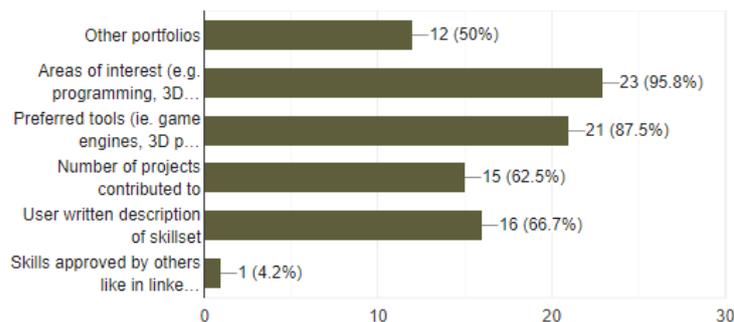
### Personal information

24 responses



### Professional profile information

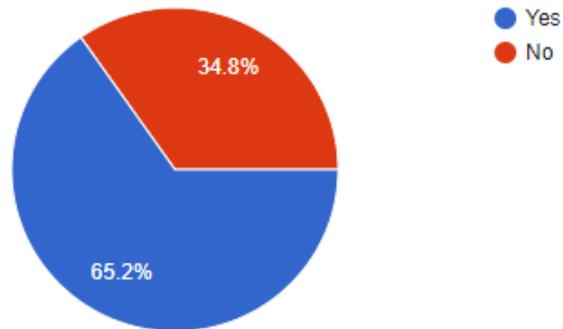
24 responses



## Industry articles/events

Would you like industry articles/events on the website?

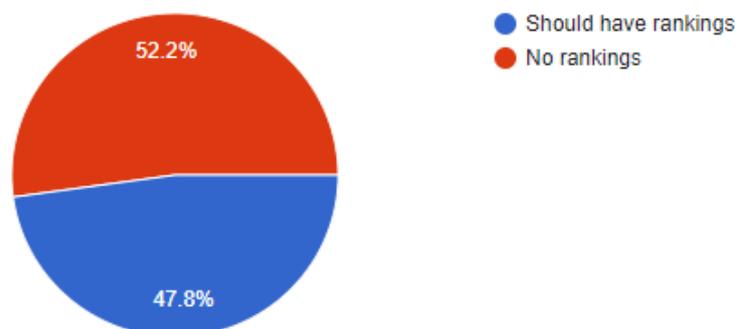
23 responses



## Rankings

Would you like the website to have rankings for projects and/or users?

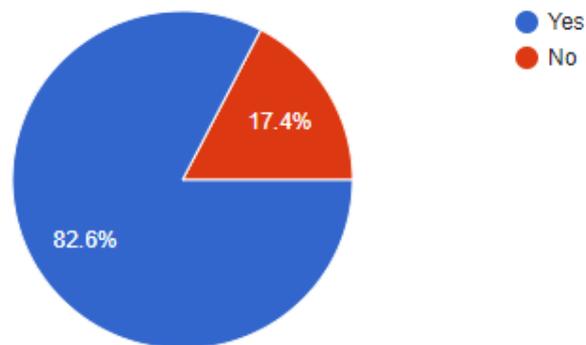
23 responses



## Comments

Would you like to have comment functionality for users and/or projects?

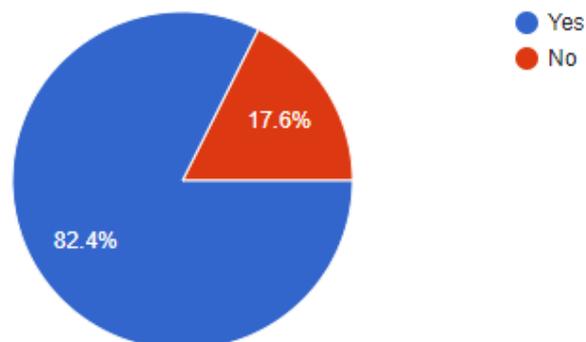
23 responses



## Devlogs

Would you like to have support for devlogs?

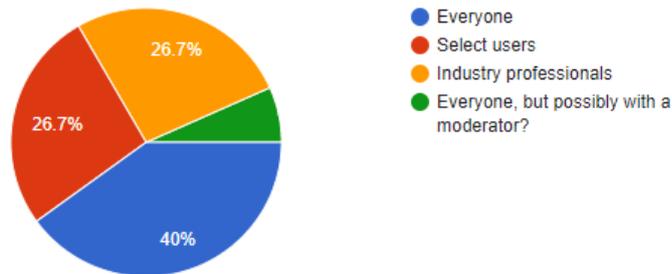
17 responses



## Industry articles

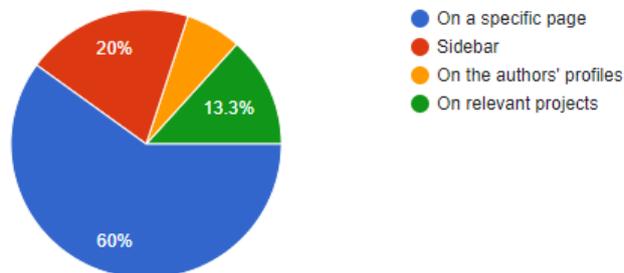
### Who should be able to post articles?

15 responses

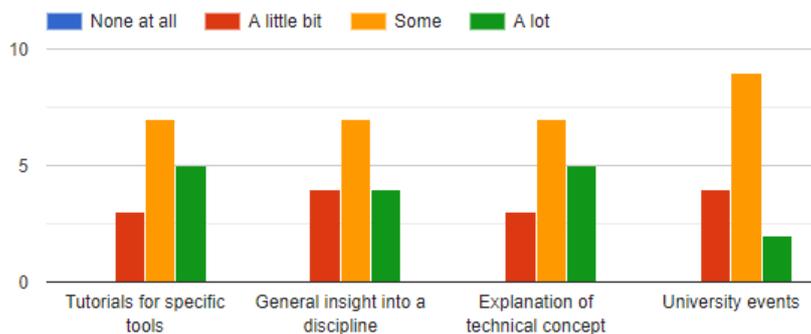


### Where should the articles be shown?

15 responses



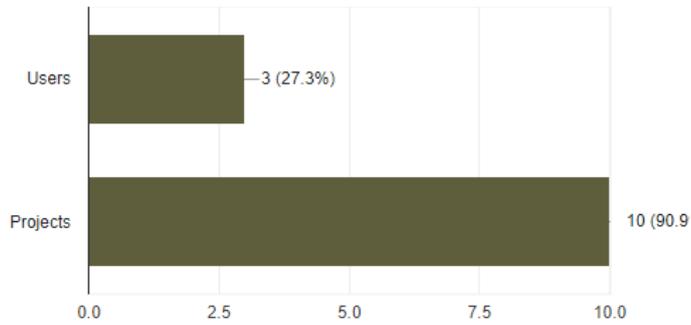
### What content would you like to see in the articles?



## Rankings

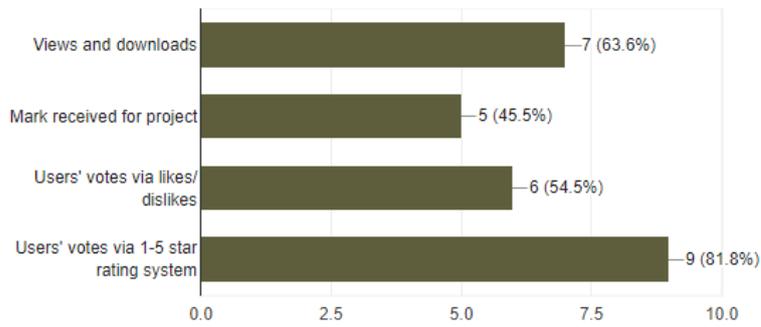
### What should be ranked?

11 responses



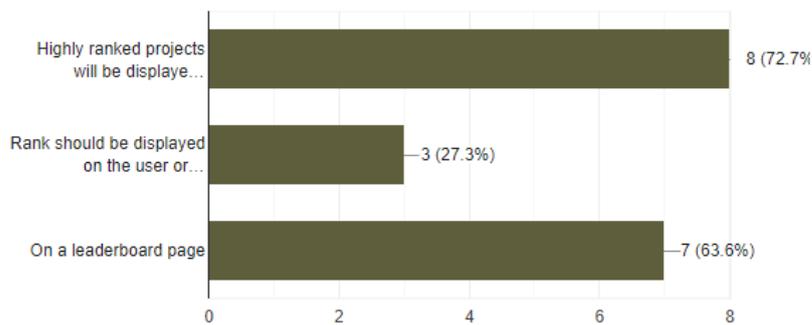
### What should determine rank?

11 responses



### What should rank affect?

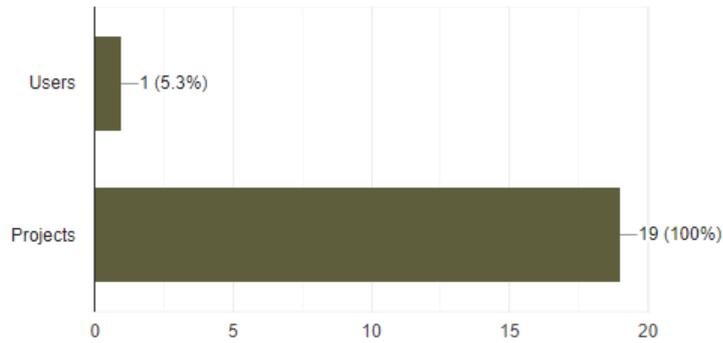
11 responses



## Comments

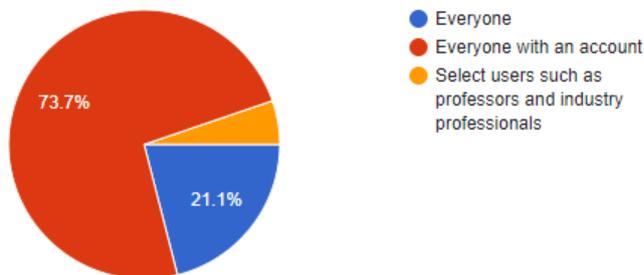
### What should be commentable?

19 responses



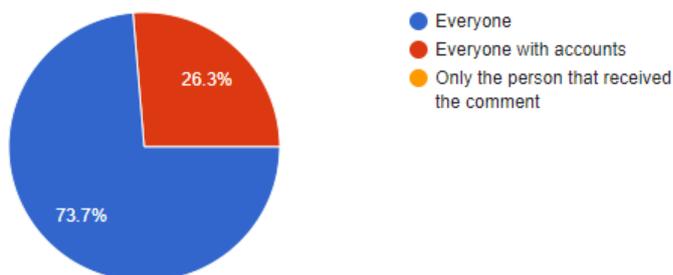
### Who should be able to comment?

19 responses



### Who should be able to view the comments?

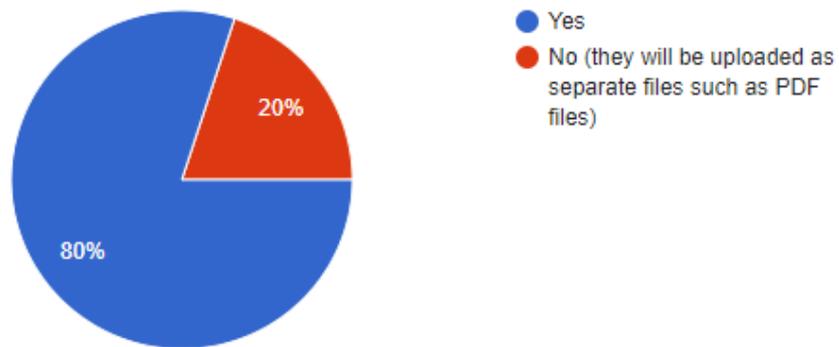
19 responses



## Devlogs

### Should the devlogs be integrated?

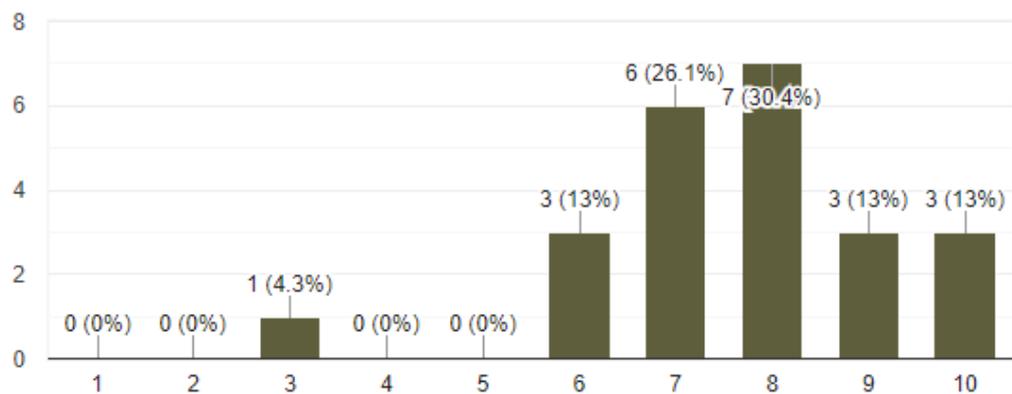
20 responses



## What is the chance that You would use this website?

### Please answer in scale from 1 to 10

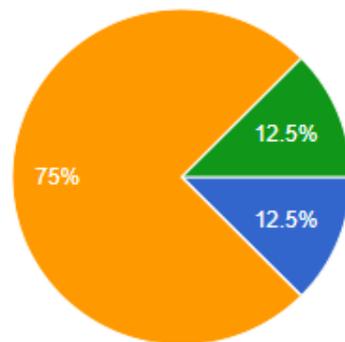
23 responses



## User's Privacy

### Privacy settings

8 responses



- Projects/profiles should be private and only shareable via link/password
- Projects/profiles should be viewable by faculty and via shareable link/password
- Projects/profiles can be viewed by anyone
- Projects should be private and only shareable via link/...

## Other features

### Do you have ideas for other features?

6 responses

no

Have a way for people to sell their assets, code or to get donations to entice people to keep on making things.

gamify the site with achievements and maybe coding challenges

User integration and connectivity when collaborating on a project. Having them have a somewhat 'Private' Direct Messaging when collaborating on a project if they were to use the website quite frequently. Obviously, some Moderation to check to see if there are any too negative feedback or comments on others project and work.

-

## What feature would make you come back to the website?

7 responses

Easy to navigate, regular updates and filters to get to portfolios that interest the user

dunno

3D interactive game style portfolio

achievements

The interactivity and the up to date retrospect of news, projects and other new things going around. It will keep me and most likely other users interested in seeing other similar bright minds contribute and make amazing projects that will inspire a new spark.

General support

-

## Appendix F: Portfolio Website Conclusions

For the portfolio website co-creators project

### Introduction

This document details the conclusions that are made for the portfolio website co-creators project, that was started in the fall of 2018. The main goal of the project was to create a feasibility study regarding a website used for the BSc Computer Games Development course at The University of Westminster. The website is a portfolio type website, where students of the course can showcase their game projects, which might help their employability, because they could show potential employers their game projects, and prospective students, because they could get a sense of what might be achievable by studying this course.

So far the project has researched similar websites, as well as taken a look at similar websites or services from other universities. Additionally, a questionnaire for game development students regarding the topic of a portfolio website has been created. Based on answers from this questionnaire as well as previous research, a design and suggestions for moving forward with this project have been formulated in this document.

### Stakeholders

This section aims to discuss the different people that would benefit from the existence of a portfolio website like this, and why they would benefit from it.

#### Course leader

The course leader of BSc Computer Games Development, or any other course integrated into this portfolio website service, would benefit from this website since it can function as advertisement for a course. The website would do so by showing prospective student projects from current, or previous students.

In addition to showcasing past game projects online, the course leader(s) would be able to keep an archive of past projects, which would also be helpful for advertisement, since the course leader(s) can then handpick projects they want to show and also track development of students and the course in general.

#### Marketing team

The marketing team would be able to use a website such as this for better advertising the specific courses on the website, such as the Computer Games Development course. Having a dedicated site for specific courses would allow for more targeted marketing to prospective students, and to showcase only the information that the prospective student needs.

Additionally, having a website where all the most impressive student-created game projects are, would make it easier to convince prospective students that graduates finish the course with a truly competitive education, that can be used in the game development industry.

#### Prospective students

Prospective students would benefit from this website by seeing what they can expect to achieve, should they study on the Games Development Course at The University of Westminster. Being able

to see game projects developed by students can make prospective students more comfortable and confident in choosing this course, over other similar courses by other universities that do not have this service. Prospective students would also be attracted, because they would be able to use the site themselves if they enrol.

### Current students

Current students would be able to use this website as their portfolio. They would be able to upload their game projects and showcase them easily. Additionally, students would be able to showcase their projects and have them recognized as projects that have come out of The University of Westminster, showing that their projects are the result of a solid education, and that they have more knowledge than just that of their project.

### Employers

Employers from the game development industry, or other creative computing industries, that are searching for interns or employees, would be able to find talented students from The University of Westminster easily through the website.

### Users

This section will describe who the intended users of the website is, and what kind of functionality that they have over the site. This does not include the general user of the site, such as the prospective student, but only the users that have functionality to change or add content of the website. Detailed information on the specific functionality for the different users are included in the Content section of this document.

### Course leader

The course leader of the BSc Computer Games Development course will be able to use the website to add information on the course, as well as update news on the course. The course leader would also be able to add events, such as information on open days, applicant days or similar, and any other information that would be relevant for prospective or current students, as well as other potential users of the website.

### Current students

Current students would be the main contributors to the content of the website. The current students would have profiles and the ability to upload projects to the website.

### Writers

These users can write articles or news items for the website. Note that these users can at the same time also be a course leader or current student, or exclusively a writer.

### Content

This section concludes on what the intended content on the site should include. The content will be heavily based on research done on similar websites where common functionality between all the services has been identified, which would suggest that the identified functionality is of use to the user.

The survey has been used as a tool for finding out what parts of the content are most important to the users, and how they would like to see the content implemented.

## Users

All users of the site would be able to see projects, profiles, articles and information about the course. They would be able to see all the information about the content that has been made publicly available. All users would also have access to the feed where the most relevant content viewable by them should be displayed.

Users will also be able to use the search bar to navigate the website. It should be possible for users to write articles for the website with industry relevant content. All users should also be able to see comments and devlogs on projects.

## Feed

The front-page feed will show the newest projects and industry articles.

## Search bar

The search bar should be able to search for projects, profiles and industry articles. Relevant content should also be searchable by the used tools and genres.

## Articles

Industry articles can be written by everyone but will need to go through a moderator before being published on the site. Articles will have their own specific page, but the newest articles will also be accessible via the feed.

The content of the articles should be aimed at being rounded with information about events going on within and outside of the university, as well as explanations of technical concepts, general industry insight into different disciplines and tutorials for specific tools. The content should however be slightly more focused on the technical aspects of the articles.

## Students

Students have extra permission to upload projects and edit their own profiles.

## Projects

Projects should contain which platform they are targeting, the project's author, genre, the tools used for the project, which languages the project is in, what input is usable for the project and whether the project has multiplayer support.

There should be support for integrated videos and images and if possible (in prioritized order) an integrated 3D model viewer, integrated code viewer, options for customizing project pages with colours, fonts, position of content etc. and an integrated web player.

Projects should also be commentable by users with an account and have integrated support for devlogs.

## Profiles

A student profile should contain their name, email and link/download link to a possible CV. It should also link to other portfolio services used by the student. There should also be a description of the areas of interest for the student and their preferred tools, as well as a user written description of their skillset. It should also be possible to see the number of projects the student has contributed to and links to all these projects.

## Devlogs

Devlogs for projects are student-written descriptions of the current progress on the project. By using integrated support for devlogs on the website, it should be easy for the users to create and upload devlogs.

## Course leader

The course leader will have a specific admin role, that will allow them to upload and update information about the course. They will also be able to moderate all content on the website as well as post articles and information about events without having to go through another moderator.

## Moving forward

The scope of this project was primarily to make a feasibility study, and while a large portion of preparation for further development of an actual website project like this has been made, there are several considerations that must be made before a production phase would begin, and this section intends to give some suggestions to what should be looked into, if the project is to be continued.

## Additional questionnaires

For this feasibility study, game development students were asked questions about the website project, primarily regarding content that should be showed on the site, as well as what functionality would be useful. While feedback from these users have been useful in finding the basic content and functionality of the website, as well as what would entice current students to use it, more questioning from other stakeholders would be very useful. Asking questions to the other four stakeholders would give a better indication of what functionality would be required for all five stakeholders to use this website meaningfully.

## Estimates

The feasibility study has had a focus on the usefulness of a portfolio website. Before a design or production phase for a portfolio website project could begin, a variety of estimates would be very useful.

Firstly, an estimate on how long it would take to produce a website project such as this, with a team of professional developers and/or students would be useful.

Additionally; estimates on how much storage space would be required on a server for storing projects, articles and the like would be needed. Storage needed would be dependent on how many projects are aimed to be stored on a server, and as such, estimates on space required for storing game projects would also be very useful. In extension of this, based on the estimates, it might be worthwhile to investigate whether the servers owned by The University of Westminster could be used for this project. If the University owned servers cannot be used for the project, an estimate of costs associated with the project, hosted on third-party servers would be useful.