Critical Thinking and Problem-Solving Skills

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INTRODUCTION

In today's fast-paced world of education, technology plays a crucial role in making student life easier and more productive. That's why I and my team set out to create a mobile app specifically designed for college students. As the Lead Researcher, my goal was to make a handy tool that would truly make a difference in students' lives. By using critical thinking and problem-solving skills, we tackled each challenge head-on, aiming to build an app that would help with studies and bring the campus community closer together. This introduction sets the stage for our journey, showing how we used our skills to create something special for students.

Using Critical Thinking and Problem-Solving Skills in the Student App Project

1. **S - Situation:**

As the Lead Researcher on our team, my job was to create a mobile app that would be super helpful for students. We wanted it to help them do well in their studies, connect with others on campus, and make life easier overall. Our big goal was to make it a must-have for every student, making their time in college even better.

2. **T - Task:**

My task within the project was to oversee the development of various features essential to the app's success. These features included Course Registration, Grade Tracker, Assignment Submission, Payment System, Course Materials, Discussion/Engagement Forum, News Feed, Notifications and Alerts, User Profile, and Student Feedback/Survey.

3. **A - Actions:**

   A. **Prioritization**: At the start, I carefully looked at what we needed for the project and decided which parts were most important. I thought about how each feature would help students and help us reach our goals.

   B. **Strategic Planning**: I worked with the team to plan out how we'd tackle the project step by step. We split it into smaller parts, or sprints, so we could focus on one thing at a time. This helped us stay organized and get things done on time.

   C. **Problem Solving**: As we worked, we ran into all kinds of problems, like not having enough resources or running into technical issues. I introduced sessions where

we came up with creative solutions to these problems. We looked at different ways to fix things and made smart choices to keep the project moving forward.

D. **Continuous Improvement**: We didn't stop once we had something working. I made sure we kept making the app better by getting feedback from people who would use it. We listened to what they had to say, tested things out, and made changes to ensure the app was as good as possible.

4. R - Result:

As a result of applying critical thinking and problem-solving skills, our team successfully delivered a robust and feature-rich student app. We made sure each part of the app was beneficial and fit our goals well. People loved it! They said it was easy to use and had everything they needed. By using our smarts to solve problems, we made something that students liked and that helped them out big time.

REFERENCES

1. LucidChart. (n.d.). How to Develop a Stellar Scrum Product Backlog, from: https://www.lucidchart.com/blog/how-to-develop-a-product-backlog-in-agile

2. Karapetyan S. (n.d.). Product Backlog Perfection: 3 Examples Of Backlogs Done Right, from: https://theproductmanager.com/topics/product-backlog-examples/

3. Obergfell Y. (n.d.). Scrum Product Backlog: How Teams Create Value In Agile Projects, from: https://www.scrum-institute.org/The_Scrum_Product_Backlog.php

4. Most of the time no external references were used for making and planning the application. Our group met and discussed it, and came up with the plans.