

# TECHNOLOGY AND INFORMATION SYSTEM SECP1513-02

## Design Thinking Project Report: Laundry Tracking System

PREPARED FOR: DR. ARYATI BINTI BAKRI

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#### 1.0 Introduction

#### 1.1 Background information

In today's fast-paced world, self-service laundromats or "dobi" have become an essential part of modern living, especially for university students, working professionals, travellers and also individuals without access to in-home laundry facilities. These laundromats offer convenience and affordability, but it is not without Achilles heel. They also come with several challenges that affect user experience and service efficiency.

Traditional laundromats typically operate on a first-come, first-served basis. As a result, users have to manually wait for their turn to use washing machines and dryers. This manual queuing process often leads to overcrowding, wasted time, and user frustration. Additionally, users have to remain physically present to track when their turn will arrive and when their clothes finish drying or washing, making the experience inconvenient and time-consuming.

Thus, in order to solve this problem, our team decided to design an app named 'StainSlayer' that can track the laundry process.

#### 1.2 About us

'StainSlayer' is an Internet of Things (IoT) application-based technology that incorporates four main elements for efficient data processing which are sensors, connectivity, communication and user interface. By integrating sensors within washing machines and dryers, the users can track machine status, queue numbers and operational conditions in real time. Moreover, users can remotely monitor their laundry progress and receive alerts for queue positions, turn reminders and cycle completion through the user interface. The system's connectivity is enabled through a Wi-Fi connection that links the application to the cloud-based server, ensuring users can access information and control the system remotely. This connectivity enables enhanced control and monitoring which would offer users a more efficient and automated laundry experience. Lastly, essential user data is stored within the system, allowing for seamless user authentication, customized wash or dry settings and also personalized queue tracking.

#### 1.3 Objective and overview of this project

The objective of 'StainSlayer' is to revolutionize the laundromat experience by providing users with a smart, connected platform that enhances convenience and efficiency. This app aims to reduce waiting times, improve queue management, enable multiple payments rather than cash only and provide real-time status updates for washing and drying cycles. Ultimately, the goal is to increase user satisfaction, reduce operational inefficiencies and promote the adoption of smart self-service laundromats. By leveraging IoT technology, 'StainSlayer' will offer users a more modern and stress-free laundry experience. For example, the users can track machine availability, monitor queue positions and receive notifications for both turn alerts and also completion statuses. Most importantly, an AI chatbot is integrated to assist users with troubleshooting and customer support inquiries. Through real-time data sharing and smart automation, the Laundry Tracking App represents a significant step toward modernizing the self-service laundromat industry.

#### 2.0 Target Consumer

'StainSlayer' addresses an essential need for convenience, efficiency, and automation in laundromat services. This innovative solution incorporates IoT (Internet of Things) technology with smart sensors, machine connectivity, and user-friendly interfaces. It is designed to cater to a diverse range of users, including students, working professionals and also travellers. For this reason, 'StainSlayer' enables them to track machine availability, monitor queues, and receive alerts when it's their turn to use a washing machine or dryer, minimizing their time spent at the laundromat. Moreover, it provides cashless payments and real-time updates, allowing them to manage laundry with ease and flexibility.

The laundry tracking app is designed for busy individuals, including students and office workers, who rely on shared or public laundry facilities and need a convenient way to manage their laundry time efficiently. 'StainSlayer' targets users who often experience long waiting times at laundromats or struggle with managing their laundry schedules due to their hectic lifestyles. By enabling real-time tracking of laundry status and queue positions, the app minimizes the inconvenience of waiting at the laundromat, giving users the freedom to spend their time productively. With additional features like reminders, chatbot and digital payments, the app provides a seamless, modern solution for an everyday chore.

## 3.0 Problems and Solutions

Problem	Description	Solution
Lack of status update	Users often lack clear	'StainSlayer' offers real-time
	visibility of the number of	tracking and status updates for
	people ahead of them in the	washing and drying cycles,
	queue, making it difficult to	along with turn reminders.
	accurately estimate their	Users receive timely
	waiting time. Additionally,	notifications when their turn is
	users are generally	approaching or when the cycle
	unaware of the current	is complete. For instance, they
	status of their laundry,	may receive alerts like, "It's
	leading to uncertainty about	your turn to WASH/DRY now!"
	when it will be ready. This	or "Your clothes have finished
	situation results in wasted	washing/drying! Come and
	time and an inefficient	collect now!" This feature
	laundry experience. For	keeps users well-informed,
	instance, users may leave	allowing them to manage their
	the laundromat to run	time more efficiently without
	errands but miss the	needing to wait on-site. By
	completion of their wash or	minimizing idle wait times and
	dry cycle, causing delayed	providing clear updates,
	pickups and potential	StainSlayer enhances the
	conflicts with other users,	overall laundry experience with
	which may lead to	greater convenience and time-
	inconvenience or	saving benefits.
	discomfort for others.	
Confusion about	Many users struggle to	'StainSlayer' addresses this
exact amount of	determine the correct	issue by providing precise
detergent used	amount of detergent	guidance on detergent usage
	required for various load	based on the size of the
	sizes. This uncertainty can	laundry load. It offers specific

lead to either overuse or underuse of detergent. Overusing detergent may excessive cause foam, which can be challenging to rinse out properly, potentially leaving a soapy residue on clothes. On the other hand, using an insufficient amount of detergent may result in clothes not being cleaned effectively, leaving behind stains, unpleasant odors, or dirt. This issue highlights the need for clear guidance on detergent usage to ensure optimal cleaning performance and resource efficiency.

recommendations light, for medium, and heavy loads. This guidance helps users avoid overuse or underuse of detergent, ensuring effective cleaning while promoting ecofriendly washing practices. By reducing detergent waste. 'StainSlayer' supports sustainability and encourages more responsible consumption.

# Limited payment methods

Many laundromats. including the Dobi at Arked Angkasa, only accept cash or offer a limited range of payment methods. This creates inconvenience for users who prefer cashless payment options. As a result. users are often forced to carry cash or search for nearby ATMs to withdraw money solely for

'StainSlayer' integrates multiple payment options, including e-wallets (TNG, GrabPay, ShopeePay and Boost) as well as bank transfers and cash payment. This enables users to make payments quickly and securely, By accommodating both digital cash and 'StainSlayer' transactions. offers flexibility for those who

	the purpose of doing their laundry.	prefer cash while still promoting a cashless economy.
Lack of	Users frequently face	'StainSlayer' features an Al-
chatbots/assistance	difficulties in resolving	powered chatbot that offers
	technical problems or	24/7 support. The chatbot
	understanding how to	offers real-time assistance and
	operate the machines or	troubleshooting guidance,
	accompanying mobile	enabling users to receive
	apps. This issue gets even	instant responses to frequently
	worse during non-business	asked questions, step-by-step
	hours when immediate	troubleshooting instructions,
	support is unavailable,	and live support for processes
	leaving users without timely	such as payments, queue
	assistance.	tracking, and machine
		operation.

Table 3.1 Problems and Solutions

#### 4.0 Team Working

To ensure a more seamless workflow, our group has divided tasks among ourselves. Angela is responsible for creating and distributing the Google Form for data collection besides designing the prototype. At the same time, Michelle conducted the interview. Meanwhile, Arina, Michelle, and Mikael are tasked with enhancing and developing the prototype. All group members also contribute to writing the report and creating presentation slides. For the video, Michelle will be focusing on the video editing. Although each member has specific responsibilities, we collaborate on our tasks to facilitate discussion and provide feedback so the process is more efficient and cohesive. Initially, we utilized the time between classes to discuss our design thinking topic and decide on our project focus. However, as the design thinking process became more complex and detailed, we began dedicating our free time after classes to ensure the timely completion of our tasks.

	NAME	ANGELA NGU XIN YI	ARINA SOFIAH BINTI HAMEDE	MICHELLE HO CHIA XIN	MIKAEL HAQIMI BIN NAHAR JUNAIDI	
	Interview, Discussion, Prototype and	Give Idea about Design of Prototype	Improve Prototype & Test	Interview (Empathy) Prototype & Test	Improve Prototype	
	Test	Discu	ssion for Define	r Define and Ideate Stages		
	Documentation	Slide Presentation Editing Videos		√ideos		
TASKS			Brainsto	rm Idea		
		Problems a	and Solutions		_	
	Report	Target Consumer	Design Thinking Assessment	Introduction	Merge and Summary the Report	
		Detail D	escription for D	esign Thinking	Summary the Report	
		Desi	gn Thinking Ev	idence & Reflec	ction	

Table 4.1 Tasks for Each Member

#### 5.0 Design Thinking

#### **5.1 Design Thinking Process**

#### 5.1.1 Empathy

The first stage of the design thinking process, empathy, focuses on user-centric research. The goal is to develop a deep understanding of the problem we aim to solve. The primary objective of the empathy stage is to gain insights into the users, their needs, and the underlying challenges that influence the development of the product we want to create.

During this stage, we conduct observations to actively engage with users and develop a sense of empathy. To achieve this, we designed a Google Form to collect data from the community, particularly UTM students. Through the google form, we gained detailed insights into their laundry experiences, the challenges they face and their suggestions for improvement. Additionally, we conducted an interview with a UTM student, Miss Tay Xin Ying, to better understand the specific issues she encounters during her laundry routine and to gather her ideas for potential solutions.

From the survey and interview, we discovered that most users face common issues, such as the lack of real-time status updates, uncertainty regarding the appropriate amount of detergent to use, limited payment methods, and insufficient customer support or assistance.

#### 5.1.2 Define

During the Define stage, we organize the information gathered in the Empathize stage through survey responses and interview sessions. We analyze our observations to identify and articulate the core problems faced by users. After collecting the data and conducting interviews, our team engages in a discussion to review user response and pinpoint key issues, establishing a clear problem statement.

#### **5.1.3 Ideate**

In the third stage of the design thinking process, known as "Ideate," creative solutions are ready to be generated. This phase involves viewing the problem from multiple perspectives and brainstorming innovative ideas to address the problem statement. During this stage, our team collaboratively brainstormed strategies to effectively tackle these challenges. We proposed the development of a product designed to track queue orders and monitor cycle completion, providing users with real-time updates.

Additionally, we incorporated innovative features into our product, such as detergent usage recommendations and an AI-powered chatbot to enhance user support. Most importantly, the app supports multiple payment methods, ensuring greater convenience for users.

We have proposed different solutions to address the issues users are encountering, categorized into two main approaches which are smart kiosk systems and application-based solutions.

#### 5.1.4 Prototype

The next stage is the "Prototype" phase, where we aim to identify the best possible solutions for each of the problems identified during the first three stages. After our discussion, we concluded that developing a new application would provide a better user experience and greater convenience compared to the Smart Kiosk System. In this phase, we also transform our ideas and concepts into a tangible prototype. After discussing the design and features of our application, we began creating it using materials like A4 paper and pens, among others. We sketched and developed a user interface for our application.

#### 5.1.5 Test

The last stage, which is the testing stage, is really crucial for us to ensure that our product is fully functional and free of any deficiencies. User testing allows us to identify areas for improvement and make necessary adjustments. To facilitate this process, we created a tutorial video outlining the steps for users, enabling them to follow along easily and provide valuable feedback. This helps us verify that our product meets the needs and expectations of the community and satisfies its requirements. Moreover, we have given our prototype for the users to test, such as students and working professionals. Luckily, most of them were satisfied with this final solution.

#### **5.2 Design Thinking Evidence**

#### 5.2.1 Sample Work



#### **Data Collection**

We collected the problems faced by users and suggestions from them.



#### **Interview session**

Interviewer: Michelle Ho Chia Xin Interviewee: Miss Tay Xin Ying

We asked about the problems she struggled with during laundry service and her suggested solution.



#### **Discussion**

We chose the topic which is laundry tracking system.



#### **Further Discussion**

We analyzed the problems faced by users and listed out all the possible solutions. Then we chose the best one after making a comparison.



#### **Building a prototype**

After the discussion, we started to build a prototype which is the app interface.



#### **Testing**

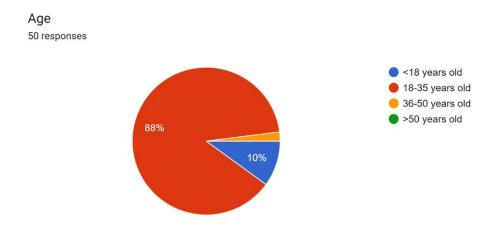
When our prototype was done, we demonstrated and tested our prototype with different users.

Table 5.2.1 Design thinking evidence

#### 5.2.2 Record for each phase

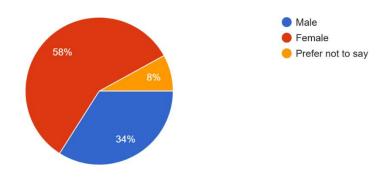
- 1. Empathy
- a. Data Collection (Google Form)

The chart below illustrates the data collected on questions and answers gathered through the survey.



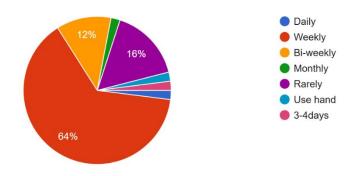
#### Gender

50 responses

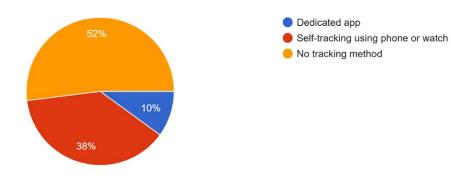


#### How often do you use laundry service?

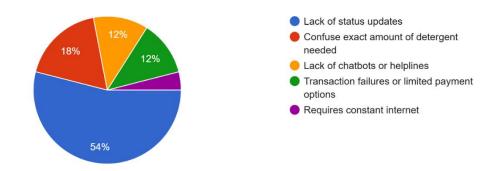
50 responses



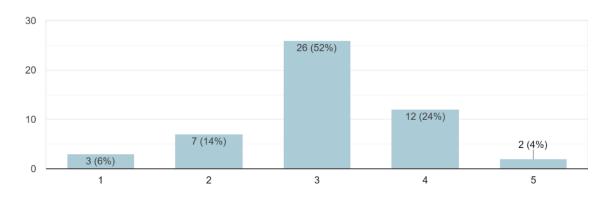
How do you currently track your laundry orders? 50 responses



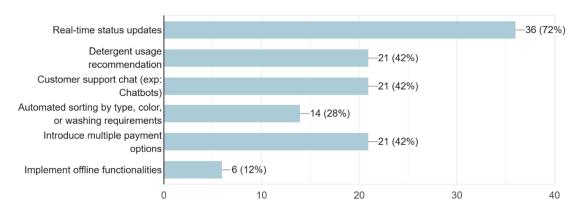
## What are the most common issues you face with laundry tracking? 50 responses



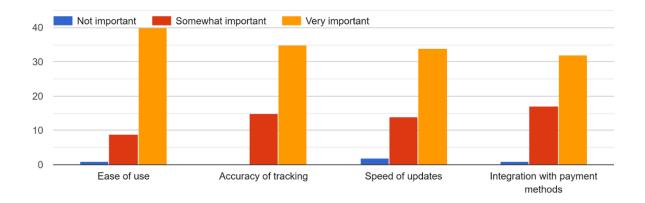
## Rate your satisfaction with your current laundry service tracking 50 responses



# Which of the following features would you find most helpful in a laundry tracking system? 50 responses



How important are the following factors that you think in a laundry tracking system?



#### b. Interview

The table below presents the questions and answers obtained during the interview.

Questions	Answers
Good morning, Miss Xin Ying. We are here today to interview about the topic of the Internet of Things for our TIS assignment.	Morning, Michelle.
How do you do your laundry?	I usually go to Arked Angkasa and use the dobi provided there.
How often do you use laundry service?	I use it about once a week.
How do you currently track your laundry orders?	I will set my phone timer or just wait at the dobi.
What are the common issues you face with laundry tracking?	The first issue I faced is the lack of status update system so I need to wait at the dobi or set a timer to track my order. Secondly, I'm usually unsure about the amount of detergent to be used per laundry load. Lastly, I think the Arked Angkasa dobi doesn't accept

	TouchnGo or any e-wallet. They only accept cash, which is quite inconvenient for me as I don't always have enough cash on hand.
Do you have any suggestions to solve these problems?	- Control of the cont
Thank you for accepting our interview, hope you have a nice day.	Welcome.

Table 5.2.2.1 Questions and Answers during Interview Session

### 2. Define

The table below shows some problems faced by users.

Problems	Descriptions
Lack of Status Update	Users often struggle to gauge the number of people waiting ahead of them, making it challenging to predict their wait time accurately. Moreover, they typically have no real-time updates on the status of their laundry, leaving them unsure of when it will be ready for collection. This lack of transparency leads to inefficient time management and a frustrating laundry experience.
Confusion about exact amount of detergent used	Many users are uncertain about the appropriate amount of detergent to use for different load sizes. This can result in either detergent wastage or ineffective cleaning. For

	instance, using too much detergent may produce excess suds, which can be difficult to rinse out. Conversely, using too little detergent may fail to clean clothes thoroughly, leaving stains or odors behind.
Limited payment methods	Many laundromats, including the Dobi at Arked Angkasa, only support cash payments or have limited payment options. This poses a significant inconvenience for users who prefer digital payment methods. Consequently, customers are often compelled to carry physical cash or search for nearby ATMs to withdraw money specifically for laundry services.
Lack of chatbots/assistance	Users often encounter challenges in troubleshooting technical issues or understanding how to operate the machines or app. As a result, they lack immediate assistance, especially outside of business hours.

Table 5.2.2.2 Problems and Description

# 3. Ideate The table below shows the possible solutions that can be used to solve users' problems.

Problem	Smart Kiosk System	Application
Lack of	The smart kiosk displays the	The application provides
Status	current status of each	comprehensive real-time updates,
Update	washing and drying machine	allowing users to monitor the progress
	on a screen, showing	of their washing and drying cycles
	estimated completion times	seamlessly. It includes automated
	and the queue position.	reminders to inform users when their
		turn is approaching and notifications
		when the laundry cycle is complete.
Confusion	The kiosk can offer step-by-	The application provides tailored
About	step instructions for users,	recommendations for detergent usage

Detergent	including detergent	based on the size of the laundry load.
Usage	recommendations based on	It calculates precise amounts for
	load size and type of fabric.	different categories such as small,
		medium, or large loads.
Limited	Smart kiosks can be	The application supports a variety of
Payment	equipped with cash	payment methods, including popular e-
Methods	acceptors, card readers, and	wallets like Touch 'n Go (TNG),
	QR code scanners to support	GrabPay, ShopeePay, and Boost, as
	payments through cash,	well as direct bank transfers, offering
	debit/credit cards, and	users greater flexibility and
	popular e-wallets.	convenience.
Lack of Al-	The kiosk can have an Al-	An Al-powered chatbot is integrated
Powered	powered support system	into the application to deliver round-
Chatbots	where users interact through	the-clock support. This intelligent
	a touch screen to get help	assistant provides instant solutions to
	with troubleshooting and	common user concerns, offering
	frequently asked questions.	guidance on troubleshooting issues,
		step-by-step instructions for payments,
		queue management, and machine
	Table 5.0.0.0 Daneible cabus	operations.

Table 5.2.2.3 Possible solutions to solve the problems

#### 4. Prototype

After our discussion, we made a conclusion that developing a new application would provide a better user experience and greater convenience.

The reasons for this decision are outlined in the table below.

Smart Kiosk System	Application	
Developing a kiosk will be	Developing an application has	
much more expensive as it	lower upfront and ongoing costs	
involves hardware	if compared to installing and	
procurement, installation and	maintaining kiosks.	
	Developing a kiosk will be much more expensive as it involves hardware	

	upkeep. Moreover, when it breaks down, it will disrupt services for all users at that location.	
Accessibility and Convenience	Users have to stay at the laundromat because smart kiosks are limited to the physical location of the laundromat.	With an application, users can access the system anytime and anywhere using their handphone without being physically present at the laundromat.
Portability and Future-Proofing	Kiosk are fixed installations and may become outdated quickly as technology evolves.	Application is portable which means users can carry them in their smartphone whenever they go. Moreover, it can also be updated regularly with new features, ensuring them to remain relevant and useful over time.
Seamless Integration with other Technologies	Kiosks have limited integration capabilities because of hardware constraints and lack of ability to provide real-time notifications to users.	·

Table 5.2.2.4 Comparison between Smart Kiosk System and Application

Hence, our team decided to develop an application that allows users to monitor their turn and track the progress of their laundry in real time. Additionally, the app provides detergent usage recommendations to prevent overuse or underuse. It is also equipped with multiple payment options, offering greater convenience to users. Furthermore, the

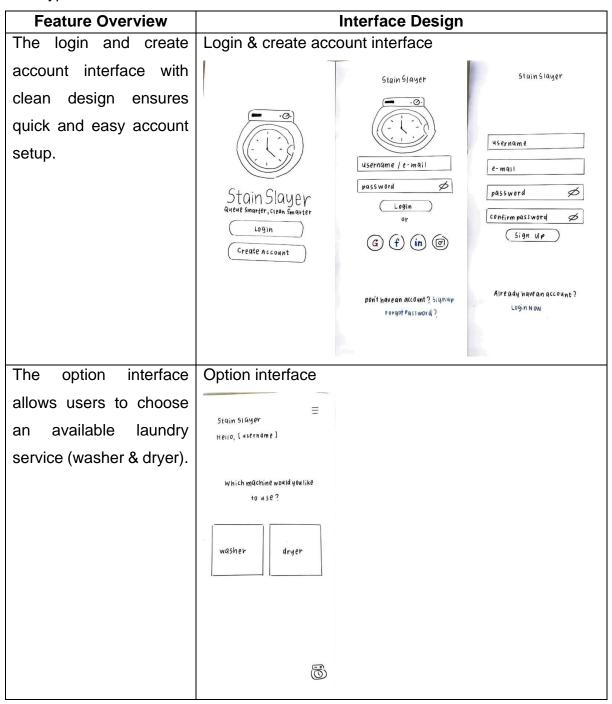
app features an Al-powered chatbot to assist customers, particularly during non-business hours.

The table below shows the features of our application "StainSlayer".

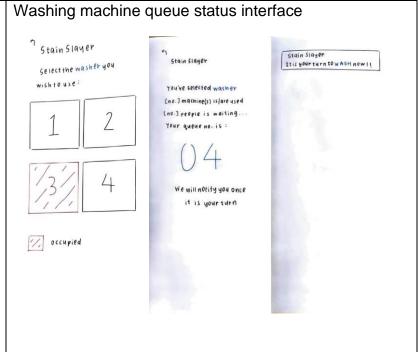
Features	Description	
Real-time Status Update	'StainSlayer' provides real-time updates for washing and drying cycles to ensure users are informed about their laundry's progress, along with turn reminders. Notifications are sent when it's their turn or when their laundry is done, with messages such as, "It's your turn to WASH/DRY now!" or "Your clothes have finished washing/drying! Come and collect now!"	
Detergent Usage Recommendation	To solve detergent usage concerns, 'StainSlayer' offers tailored recommendations based on the laundry load size, which are light, medium or heavy. This helps users avoid wasting detergent or using too little.	
Multiple Payment Methods	'StainSlayer' supports a variety of payment options, including e-wallets (like TNG, GrabPay, ShopeePay, and Boost), alongside bank transfers.	
Al Chatbot	'StainSlayer' incorporates a 24/7 Al-powered chatbot for support. It provides instant assistance, including answers to common queries, step-by-step troubleshooting for payment or machine issues, and live guidance for managing queues and using the system.	

Table 5.2.2.5 Features for "StainSlayer" application

#### Prototype Showcase

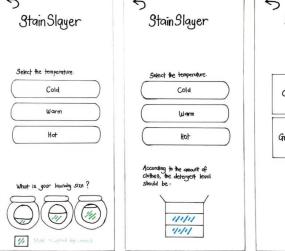


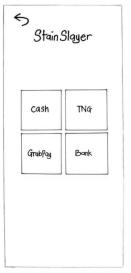
The washing machine queue status interface provides real-time updates machine on availability, showing which machines are in use and which are free. It also shows the queue number and notifies users when their turn in the queue is up, ensuring they can start their laundry right away.



The prototype shows a washer selection interface to choose water temperature (cold, warm, hot), choose laundry size to predict the amount of detergent to be used, as well as a payment option interface supporting cash and digital methods.



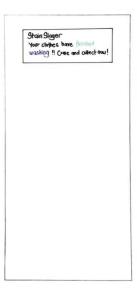




The prototype shows a washing status interface with a timer and an "Add On" button to add washing time, and a completion notification that alerts users to collect their clothes.

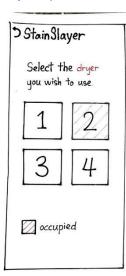
#### Washing status interface





The dryer queue status Interface provides realtime updates on machine availability, showing which machines are in use and which are free. It also shows queue numbers and notifies users when their turn in the queue is up, ensuring they can start their laundry right away.

#### Dryer queue status interface







The prototype shows a Dryer interface & payment option dryer selection interface 5 Stain Slayer 5StainSlayer to choose temperature out of low, medium, and Payment method high options, as well as a Select the temperature Low TnG cash payment option interface Medium supporting cash and High GrabPay Bank digital methods. The prototype shows a Drying status interface drying status interface 5 StainSlayer 5 Stain Slayer with a timer and an "Add Your clothes have finished drying! On" button to add drying Come and collect now. time, and a completion Drying notification that alerts 34:59 users to collect their Add On clothes.

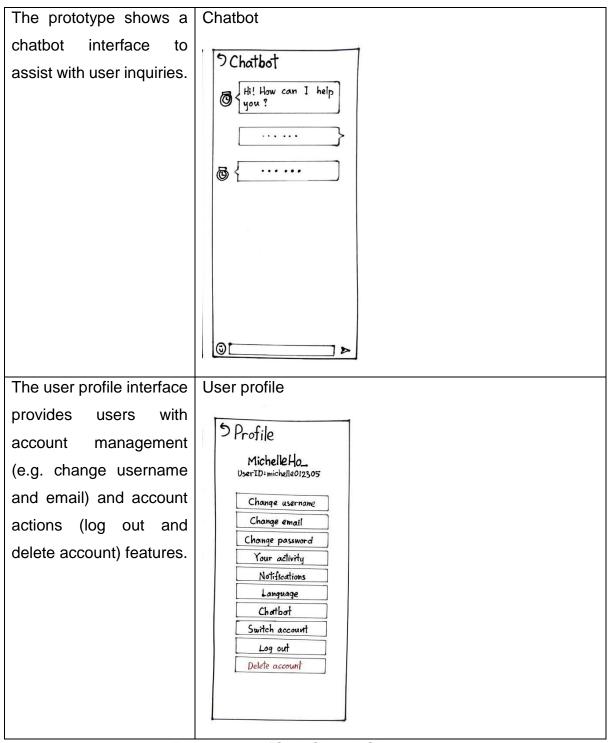


Table 5.2.2.6 "StainSlayer" Showcase

#### 5. Test

Once our prototype was completed, we presented it to Miss Xin Ying. We thoroughly explained the functions and features of our product, highlighting how it addresses key user needs. She was impressed with our work and provided positive feedback, commending the design and functionality. Miss Xin Ying expressed her hope that our

solution would effectively address the common challenges faced by laundromat users. Specifically, it could help users track their laundry status, see the number of people waiting in line, monitor the exact amount of detergent used, access assistance when needed, and enjoy the convenience of multiple payment methods.

#### **5.3 Design Thinking Assessment**

#### 5.3.1 During the end of the project demonstration

To conclude our project demonstration, creating a product or application that serves society is undeniably a challenging endeavor. Conducting interview and utilizing Google survey are critical steps in understanding the issues faced by users. This foundation enables us to generate ideas more effectively although it requires considerable effort to ensure the solution functions seamlessly and efficiently. For example, it is essential to align our technologies with societal demands and market trends. Additionally, collaborative discussions are indispensable for achieving a unified concept and vision. Nonetheless, we take pride in our application and remain committed to enhancing it further, aspiring to genuinely address user challenges.

#### 5.3.2 During the transition between design thinking phases

In the initial phase of the design thinking process, integrating IoT to address the identified issues proved to be quite challenging. However, after thorough discussions, we decided to create a solution leveraging IoT to tackle the challenges faced by laundry users. We conducted user interviews and gathered insights from the community regarding their laundry experiences. Then, we identified the problems faced and thought about the solutions. Additionally, we explored various technologies that could be incorporated into our design and products. Subsequently, we created a prototype, enabling users to test it and provide feedback. Fortunately, our design thinking process was smooth, which allowed us to clearly determine each subsequent step. This clarity helped us stay on track and complete all tasks within the given timeline.

## 6.0 Reflections

Name	Reflection	
Angela Ngu Xin Yi	<ul><li>a. What is your goal/dream with regard to your course/program?</li><li>b. How does this design thinking impact on your goal/dream with regard to your program?</li></ul>	a. I hope to develop the skills required for my career, especially coding skills in languages like C++, HTML, and JavaScript, to name a few. Moreover, I aspire to master all the topics and subjects in my course. Since our program follows a 2u2i structure, which provides an extended internship period, I need to enhance my skills to effectively manage the responsibilities during my future internship.
	c. What is the action/improvement/plan necessary for you to improve your potential in the industry?	b. In my opinion, design thinking undoubtedly impacts my goals as it has significantly improved my soft skills, particularly problem-solving, critical thinking, collaboration, and communication. For instance, when my teammates and I encountered challenges, we held discussions and brainstormed solutions together. Additionally, this design thinking approach allowed me to delve deeper into IoT, gaining more detailed knowledge about it. I firmly believe that these skills and insights will be invaluable in the future, especially during internships, and when completing projects or assignments.
		c. To enhance my potential in the industry, I aim to improve my problem-solving and critical thinking skills by attending as many workshops as possible, which can help me refine my abilities and gain useful tips. Additionally, since I often lack confidence, especially when presenting in front of crowds, I plan to improve my communication and presentation skills by participating in events such as the Youth Speak Forum. Furthermore, I intend to take part in more challenging and nurturing competitions to advance my skills and stay updated with new knowledge. Most

importantly, I strive to fully understand all the topics in my course so that I can effectively apply them in the future. a. My dream regarding this course is to Arina sharpen my critical and problem solving Sofiah skills by involving myself with all of the binti industry visits and talks that are prepared by Hamede the faculty. I also hope that by joining and exposing myself in how the industry works through the 2u2i program will make me become even more prepared to face my future endeavours in the workforce. b. The design thinking project definitely helps me in challenging myself and team members in terms of my creativity and solving problem skills that will certainly be helpful in the future. With the Stain Slayer, I also managed to learn the impact of artificial intelligence and how much the users and I depend on the technology due to its ease of use when most of the responses agreed on implementing chatbots to help the users. Next, with my team members I managed to practise my teamwork skills and I am very thankful to meet and join hands with such amazing and diverse team members that I personally think would be quite impactful when especially meeting with new colleagues during my working days. c. In my opinion, I would engage myself with most of the activities and programs that are done by the faculty and college to gain more insights and knowledge with what is currently trending in the world of evolving technology these days, for example the blockchain tech talk that was held by PESAKA themselves. Lastly, I would also partake in becoming crew members of certain programs that will help in my communicating skills and also team building that will be a crucial part in the industry where meeting with clients and

	also colleagues will become a new norm in the future. Therefore, I would join more programs and activities to gain more insightful skills.
Michelle	a. I'm good at following steps and working
Ho Chia	in a structured way. If there's a clear
Xin	process, I can do things very well, but I'm
	not very strong in creativity. I chose Data
	Engineering course because I enjoy the
	sense of accomplishment that comes from
	following steps to build a working program
	from scratch. However, this course isn't just
	about following steps—some parts require
	thinking out of the box to complete, which
	helps to develop my creative thinking to
	some extent. Back to the question, my goal
	is to become someone who is both strong
	in logical thinking and creative problem-
	solving, not only in school or at work, but
	also in my everyday life, helping me make
	thoughtful decisions, and find innovative
	solutions to everyday problems.
	b. In this design thinking task, my
	groupmates and I had to think creatively to
	design an innovative app that is needed by
	the public but not yet widely implemented.
	We followed the methodical steps of the
	design thinking process: empathize, define,
	ideate, prototype, and test. Each stage
	required careful planning and problem-
	solving, but also challenged us to think out
	of the box. For example, while designing the
	interface of the laundry tracking app, we

combined logical thinking with creativity to

make it user-friendly and visually appealing.

There is no doubt that this is a great opportunity for me to grow in both areas.

c. The most important quality and skill that I need acquire is undoubtedly to programming skill, as I need to build a strong foundation that will enable me to turn my ideas into reality. I aim to learn at least three programming languages before starting my internship, as this will give me confidence to tackle real-world projects. To achieve this, I have already taken steps by signing up for an upcoming C++ workshop organized by PERSAKA. I also plan to participate in more programming-related events and workshops in the future to continuously improve my skills. In addition to programming, I also want to improve both my logical thinking and creativity. To achieve this, I will treat every coursework and assignment, no matter how small, as an opportunity to learn and grow. By taking every task seriously, I believe I can learn something valuable from each experience.

a. My goal is to use the knowledge and skills gained in my Data Engineering program to design and implement innovative solutions for real-world problems, particularly by leveraging IoT and smart technologies through the SECP1513 course. From projects like StainSlayer, I aspire to modernize traditional systems, enhance user convenience, and promote

Mikael Haqimi bin Nahar Junaidi sustainability with my team. Ultimately, my dream is to become a technology expert who contributes to improving everyday experiences and advancing industries by creating impactful, user-focused solutions.

b. Design thinking plays a crucial role in achieving my goals by fostering a usercentered, innovative approach to problemsolving. Ву understanding users' challenges through empathy, defining core issues, brainstorming creative solutions, and testing prototypes like StainSlayer, I learn to deliver impactful products tailored users' needs. This iterative and collaborative process enhances my problem-solving, critical thinking, and teamwork skills, which are essential for excelling in data engineering and developing practical, user-oriented technologies.

c. To improve my potential in the industry, I plan to deepen my technical skills in IoT cloud computing, systems, and app development while improving my knowledge of user-centric design. Engaging in internships, collaborative projects, and real-world applications will provide valuable experience and help me build a strong portfolio. Additionally, I will networking focus on with industry professionals, staying updated with emerging trends. and integrating sustainable and innovative practices into

	my work to ensure my solutions are both
	impactful and relevant.

Table 6.0 Individual reflection from each group member

#### 7.0 References

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#### 8.0 Video

https://drive.google.com/file/d/1Auqq9nvePBwRj7YkC7GAWtDV\_oDXbAEu/view?usp=sharing

