# Project Introduction

The purpose of this report is to introduce the team at Prosight and to showcase the project that the team has developed. This was developed as part of Assignments A2, A3 and A5 for Introduction to IT with RMIT University.

This report will cover the team’s profile, introducing each of the team members, the tools used and a detailed description of the project to be undertaken. The project description will be broken down to cover the aims, plans, roles and scope of the project. In addition, this report will highlight the roles required with sample role descriptions for the four key roles required.

# Team Profile

The team is the same as the team that worked on Assignment 2, detailed below is the information about the team members including their personal profiles, personality test results and career plans.

## Team Members

Alex Barron

Student ID: s3831619

Link to full profile: https://s3831619.github.io/

Alex is originally from the UK and moved to Australia in 2012. Alex got his interest in IT at a young age, playing with systems to see how they work. Alex started working in IT in 2001 on the helpdesk and has worked with a variety of industries. Alex's hobbies include running, golf, driving and socialising.

Shane Miller

Student ID: s3427238

Link to full profile: https://shanewmiller.github.io/

I am born and raised in Australia. I have a certificate iv in Engineering (electronics) and a certificate iv in Information Technology. I have completed two units at RMIT University so far and am currently continuing my studies through them working towards a Bachelors's in Information Technology. In my spare time, I like to study, play computer games, and to spend time with my chihuahua Daisy.

Brandon Moroney

Student ID: s3832081

Link to full profile: https://brandon-m-tech.github.io/Assignment-1/

I currently live in Perth with my partner and sausage dogs and work as a mechanical fitter. I have a strong interest in IT specifically in the area of programming. When finishing my Bachelor of IT, I will be persuing a career as a Technical Analyst(Technology detective). My hobbies include gaming, programming and car/motorbike related things.

Natalie Ogilvie

Student ID: s3831618

Link to full profile: https://natalieogilvie.github.io/

I live in a remote mining town 16 hours drive North of Perth, W.A called Tom Price. Currently working as a haul truck driver. I’m a dog groomer by trade, dogs are a massive part of my life and I am a dog mum of 3. I.T is another passion of mine and I am very keen to start a career in this field. My interest started in I.T at around the age of 14, my parents bought me my first laptop and I would spend hours on MySpace creating and writing HTML for my page. I love all things about technology but my main interests revolve around I.T support and web/software design.

Emily Petrie

Student ID: s3655611

Link to full profile: https://em-petrie.github.io/

I’m 23 years old, living in Perth, Western Australia. I grew up living in Oklahoma City and traveling all over the US. Currently, I work in tech support, and am studying to get my degree online and further my education. When not studying or working, I love going to the beach, playing guitar, reading and catching live music gigs on the weekend. My interest in IT began in my mid-teens. Growing up, I didn’t have much access to technology, but my interest still grew especially in engineering and design. Visiting theme parks as a kid gave me passion for learning about the way rides and attractions are built and programmed, and how technology can allow us to experience things or places we never normally would be able to in the “real world”. My current IT experience is limited to tech support, some hardware repairs and low-level programming, but I look forward to growing my skills and applying a more creative slant to them.

## Group Processes

The team assessed the way we worked together for Assignment 2 and looked at where we could improve for A2. As a group we where happy with the way we worked and plan to continue this way. The tools we used where a mixture of GitHub, Google Docs, Discord and Canva to communicate and produce the assignment. The individual team comments are below.

***Alex****- During assignment 2, the group worked really well together.  Communication was open and we worked well on our assigned tasks.  I don’t anticipate any requirements to change the way we worked to A3.*

***Brandon*** *- I feel like the tools we had in place for assignment 2 worked fine. The only addition I can see in this next assignment is the recording and editing of short video clips for our ProSight presentation.*

***Emily*** *- I think that the processes and tools we used in A2 will be very similar to what we will be using for A3, without much anticipated deviation. We worked really well together for A2 and this has continued through to our current work on A3/5.*

***Natalie*** *- Our group worked well together in A2 that I don't think we will change our processes for A3, we are still all happy using the same tools to communicate and work together.*

***Shane -*** *I thought our team worked well, with good communication utilizing Discord which we will continue to do through in assignment three.*

## Career Plans

***Alex*** *- As I have been working in IT for approaching 19 years, my career plan is quite a way down the path.  Part of this is working towards the skills required for my ideal role which will allow me to take the next step in my career.  My ideal role involves working with customers to resolve their issues across Google technologies. It is a global role that involves working across a variety of industries and companies. What makes this appealing to me is that it is a cross-functional role that requires a wide range of both technical and soft skills. This offers a varied work environment with the opportunity to make an impact in the growth market of the cloud.  One of the macro goals in my career plan is to achieve the Bachelor of IT qualification in the next 5 years.*

***Brandon*** *- I’m currently working as a mechanical fitter/machinist in a mining company, which I have been doing for the past 11 years. Although the career path that I want to pursue is Cyber security, specifically Computer forensic analyst. This role involves tasks such as pursuing data trails, interpreting data linked to crime and Recovering deleted files. A Computer forensic analyst can often be called upon in court to provide evidence in crime cases, this would be the task that sets this job apart from the others. I really want to focus on the programming side of the Bachelor of Information Technology degree that I will be undertaking.*

***Emily*** *- I currently work in a technical support role that also involves hardware repairs on smart devices but am in the process of transitioning to more of a customer support-based job. This is more of a means to support my studies as I work towards my career goal of working as a ride control software engineer or in a similar area. The ride control role involves the design and management of ride systems and relies heavily on programming skills and a good understanding of mechanical and electrical structures. This is a field that has always greatly interested me and would be an exciting way to implement new technologies while demonstrating creativity in a way not many people would get to experience.*

***Natalie*** *- Currently working as a haul truck driver in mining I am looking to complete my Bachelor of Information Technology for a career change. My ideal role would be a web designer, this would include working with customers to bring their website ideas to life and also on-going maintenance and support for their websites. This position is appealing to me because not only is it website design, but you also get to work closely with your clients. This would be a very rewarding job, being able to use your skills in creating your client’s ideal website.*

***Shane*** *- Currently I work as a consumer representative for South West Metro Health Services. My passion has always been with computers and software and my ideal job would be a games developer or 3d artist. I want to be able to love the work I do and not have it feel like a job, so I daydream about releasing indie games to market one day. I think my approach to my ideal career would be entrepreneurial in nature, which is different to my teammates.*

***Overall Comparison*** *Common elements that are required for our ideal jobs are experience in programming languages and/or knowledge on software design. Alex and Emily’s job both require some engineering experience. At a glance all our ideal jobs are in different fields, a technical solution engineer involves working with customers to resolve their issues across Google technologies. A technical analyst will be responsible for providing technical support to investigations with the Australian Federal Police. A ride control software engineer is responsible for designing, facilitating and managing the systems and equipment used in operating a ride or attraction. A web designer will be creating websites and liaising with clients. A unity developer will be maintaining existing products and developing new features and prototype 3D interactive software.*

*All career paths are very different, they can be linked together with the common factor that we require experience and knowledge in programming language and/or software design. We will all also need the soft skills in communication and group work. As a group we have chosen quite different career paths which shows the variety of options available in industry to support IT professionals.*

## Team Test Results

### Myers-Briggs

Each member of the team has taken a Myers-Briggs test as part of assignment one. Each member’s results of this are below with a description of each.

* Alex Barron: ISTJ – Logistician (Sentinels)
  + Practical and fact minded individuals, whose reliability cannot be doubted.
* Shane Miller: INTP – Logician (Analysts)
  + Innovative inventors with an unquenchable thirst for knowledge
* Brandon Moroney: INFJ – Advocate (Diplomats)
  + Quiet and mystical, yet very inspiring and tireless idealists.
* Natalie Ogilive: INTP – Logician (Analyst)
  + Innovative inventors with an unquenchable thirst for knowledge
* Emily Petrie: ISFP – Adventurer (Explorers)
  + Flexible and charming artists, always ready to explore and experience something new.

### How can this be helpful to the group?

Having a mix of personality types is helpful to the group as long as we understand the benefits and challenges of each personality type. This will allow us to adapt how we work and be empathetic with other members of the group. Knowing someone has a different style allows us to adjust our expectations and compromise when appropriate. There are four distinct results for our team, with Shane and Natalie both Logicians.

Alex, Shane, Brandon, Natalie and Emily all favour introversion. Introverts need to think things through and need to consider before making a decision.  
  
Alex and Emily focus more on sensation, whereas Shane, Brandon and Natalie lean more towards intuition. Sensors use facts to make a decision while Intuitives look at the big picture.

Alex, Shane and Natalie lean more towards thinking, whereas Brandon and Emily lean more towards feeling. Thinkers set their emotions to one side, often not making an immediate decision while feelers typically judge situations, taking into account personal values.  
  
Alex and Brandon focus on judging where Shane, Natalie and Emily fall more towards perceiving. Judgers favour correctness and definition, perceivers will favour open time frames.

Interestingly the whole team expresses introverted personality aspects. This is beneficial with our team as often communication problems and issues can occur when introverted and extroverted people “butt-heads”. The disadvantage to this is that we are all less likely to speak up and address issues if we are not comfortable with something, we need to be conscious of this when working together and keep communication lines open.

### Learning Styles

Each member of the team took a learning style assessment as part of assignment one. Each member’s results of this are below with a description of each.

* Alex Barron: Visual learner
* Shane Miller: Visual learner
* Brandon Moroney: Visual learner
* Natalie Ogilive: Auditory learner
* Emily Petrie: Tactile learner

Visual learners learn best by seeing information, visual concepts help learning. Auditory Learners learn best when information is presented in an auditory fashion, hearing information helps these students learn.

Kinaesthetic/Tactile learners learn best when information is presented to them and enables them to use their body to experience the concepts taught.

### How can this be helpful to the group?

The way people process information impacts how someone learns and deals with both new information and new concepts. With team performance, we will need to share information between each other, often including new concepts. Understanding the best way to deliver this information can help us perform better as a team. For example, using these results, Natalie is at her best listening to instructions and executing on them, whereas Alex, Shane and Brandon work best seeing the steps written down and Emily would be at her best get hands on experience to learn. If we look at some of the project steps, such as accessing via GitHub with a group repository, which is a new concept, we need to disseminate the information in the most appropriate ways and if we only choose one, understand that other members of the team may need more or less support.

### Additional Test Results

In addition to the Myers-Briggs and Learning Styles tests, we also took an additional personality test of our choice. Our team used three different tests. Alex, Shane and Brandon utilised the “Big 5” personality test, Natalie used a creative-problem-solving-test and Emily used an Enneagram personality test.

The results of these tests are displayed below.

Big 5 Personality test (OCEAN) – Openness (O), Conscientiousness (C), Extraversion (E), Agreeableness (A), Neuroticism(N)

Alex Barron: (O) 52%, (C) 52%, (E) 52%, (A) 54%, (N) 50%

Shane Miller: (O) 83%, (C) 56%, (E) 8%, (A) 50%, (N) 58%

Brandon Moroney: (O) 71%, (C) 56%, (E) 29%, (A) 73%, (N) 54%

Creative Problem-Solving Test  
Natalie Ogilive: Openness to creativity - 78

Enneagram Personality Test

Emily Petrie: Achiever

### How can this be helpful to the group?

Understanding additional elements of the team’s personality helps us become a more cohesive team faster. It is important for us as a new team with limited time, working remotely, to work through problems faster. Teams that have worked together for a long time understand where strengths and weaknesses in the team lie, without that luxury these tests assist us in forming a strong team that can perform strongly in this module’s assignments.

# Tools

**Link to group website:**

<https://brandon-m-tech.github.io/Project-Assignment-3/>

**Link to group GitHub repository:**

<https://github.com/Brandon-M-Tech/Project-Assignment-3>

***To be updated***

*Our group communicated through the use of Discord. This was our primary communication tool. In addition to communicating through Discord, we used Google Docs to list our assigned and outstanding tasks. Over 1000 messages have been exchanged through Discord for this assignment.*

*Add image of doc*

*Add github log*

*Our GitHub repository was used to upload documents, photos, reports and anything else needed. The group used this well with all documents being named. This helped with organisation and having an overview of what tasks were left to do.*

*Our Github activity log reflects how well everyone participated in this assignment. It shows consistent work over the past few weeks and contributions by everyone in the group. In total there has been 81 commits to the repository showing the consistency of uploads.*

*Below also shows the activity on the Google doc we used showing most days someone viewing to check on their tasks.*

# Project Overview

## Topic

*The project idea is a mobile app or interactive website that allows STEM students to search for help or assistance on a particular topic and filters the resulting resources based off of the student’s individual profile (for example, the units they are taking and the level they are studying at).*

*In addition to this, the app would also incorporate assessing what learning styles best suits the students’ needs and using this to influence the resources provided. For example, providing more video content to a visual learner or practical exercises to a kinaesthetic learner.*

## Motivation

*STEM is an already underrepresented area of education within Australia that will drive jobs for the workforce of the future. In addition, more university-based content and teaching resources are available online than ever before. Even if a student is studying on campus, the chances are that they will need to access online content and extra resources outside of the teaching materials given. As every student is different, and has different learning requirements and styles, a way to better tailor and filter the huge amount of information and assistance available out there could really benefit a lot of people.*

*A 2018 report titled Programme for International Student Assessment (PISA) details the long-term decline in Australian students in Science, Reading and Mathematics subjects in comparison to Chinese students. Specifically, the report details that Australian students are on average 3.5 years behind Chinese students in mathematics. Based on this information, we see a market for our project, not just in Australia, but in potentially every country.*

From a team motivation perspective, this would assist us in having a system in place so that we could find relevant study material suited to my learning style/learning profile. We think that if this is something that we would find useful, as a group of remote students, then other students are likely in the same situation.

## Landscape

We have investigated the options that are currently available to learners and there are currently a number of personality tests available, there are also a number of online learning solutions available. A sample of some of the free online learning platforms are below:

*Free online education platforms:*

1. *Khan Academy*
2. *edX*
3. *Coursera*
4. *Udemy*
5. *TED-Ed*
6. *Codeacademy*
7. *Stanford Online*
8. *OpenCulture*
9. *Udacity*

What is missing is the ability to match them together. It is currently down to the student to understand how they learn, through completing tests. Then they need to find the appropriate material that not only gives them the knowledge but helps them to absorb that knowledge in the most appropriate way to them.

What Prosight’s solution offers is a bridge of these technologies. Incorporating a learning style quiz alone does not offer a unique solution, however allowing students to search within the site and have results returned, either from an internal course catalogue, or from external sources that are appropriately matched to the student, will be a unique value proposition for our solution.

# Project Detailed Description

## Aims

The Big, Hairy, Audacious Goal of our project is to improve education of Australian students by simplifying the access to online resources appropriately matched to allow a student to learn in the best way possible for each individual student.

As a group this is our core goal, we know that this is an ambitious goal, but the purpose of this is to drive the company forward and define how we do business.

In order to be able to deliver this goal, we will have a number of projects which will take us closer.  The first project we are working on is to deliver a website that will enable us to build on and deliver content.  The goals and aims of this project are detailed below.

Aims of the project:

* To have a service that students can register with
* To allow students to complete learning assessments to define their learning style
* To develop student learning profiles from these assessments.
* To have a content repository that can be searched by students
* To recommend resources to students that match their Learning Profile.

Key goals of the project:

* Create a website
* Develop learning assessments that can be used
* Create a data service to manage student identities and learning styles
* Create a data service to hold content
* Have a service to find, import and classify content
* Build a recommendations engine to recommend content to students.

To measure the success of the project we will review against these aims, using the following questions to guide our project.

The key success criteria will be:

* Do we have a service that students can access and sign up to?
* Can students complete a learning assessment?
* Is there a repository of content that can be searched?
* Is the content matched to learning styles?
* Is content recommended appropriately to learners?

## Plans and Progress

## Roles

We have assigned a primary role to each team member initially.  These are documented below.

|  |  |  |
| --- | --- | --- |
| **Name** | **Role** | **Key Responsibilities** |
| *Alex Barron* | Lead Architect | Project delivery and documentation |
| *Brandon Moroney* | Lead Web Engineer | Website design and build |
| Emily Petrie | Lead Test Engineer | End user acceptance |
| Natalie Ogilvie | Lead Designer | User experience |
| Shane Miller | Lead Data Engineer | Database and search capabilities |

Whilst these roles have been defined, they are there to define who ‘owns’ that part of the project.  These roles are expected to change throughout the project due to the size of the team, however each team member will maintain the overall signoff and responsibility for delivery for their project area.

The reasoning for the allocation of each role is based on interest and past experience.  Alex has worked with project delivery, Brandon has developed the group websites previously, Emily has experience with end users and technical support, Natalie has worked on the design portions of our projects and Shane has been key in researching technologies.  This makes sense then for us to have these as responsibilities, though we understand the requirements to be fluid and will need to adapt as a small team.

## Scope and Limits

## Tools and Technologies

## Testing

Testing will occur after key milestones and at the end of the build phase of the software development life cycle. We will use in house staff to drive initial testing and branch out to website testing companies to run our website through comprehensive tests. We will test for fit and function, looking to see if the website is capable of meeting our specifications, goals and scope.

For quality management purposes testing will occur at specific milestones throughout the project timeline. This will also allow parts of the website to be built in parallel to each other with final testing when the components come together as a whole. We will be looking to capture all defects and deficiencies in this phase of the project before signing off for deployment.

## Timeframe

## Risks

## Group processes and communications

# Skills and Jobs

Position 1

Position 2

Position 3

Position 4

# Group Reflection