

Sprint Retrospective Report

Reflection on design thinking processes

The whole Design Sprint was a very new and interesting experience. The part of the two days that took me by surprise was the limited amount of time you must do each design task. Even though I knew prior to the event what time was going to be like, it's only once you're pushed to achieve your work to a high standard in that time frame you understand how little time you have. The whole two days were a great learning experience but the part that was most fulfilling was presenting what you had worked very hard on for two days on to a group of important people. Very little of the Sprint was unfulfilling but a notable exception would be not having all team members present, to allow all everyone to collaborate as a team. The process that we undertook to get to the proposal where necessary in coming up with a viable product for a real-world application. The initial stages to come up with the problem helped a great deal in choosing a problem that wasn't just for the activity but could be a real help for people in real life. The second day of then coming up with the final proposal brought the team together on a united idea, it let us all work together on the same idea but different parts, so we all got a part in the final product. Due to the time constraints and working with people that were not all here and having to account for people that take longer than others we fell behind the second day. This led us to having to rush the last sections of the design thinking experience. We still had a very decent model prototype but with more time we could have refined it more.

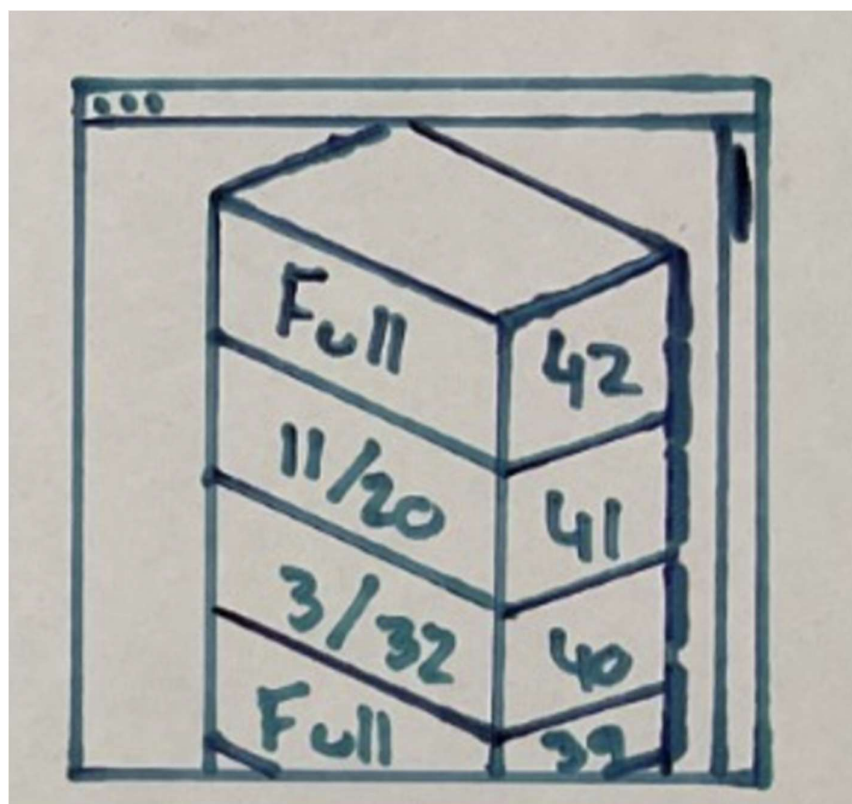
Reflection on prototype

In my opinion the overall design of the final clickable prototype was very clean and helped solve our problem greatly. We had thought of the whole user experience from the start to the end of the app. When designing the app, we included all aspects that needed to be included to ensure a coherent and clean solution. The process that involved transferring from paper to the digital model was assisted by the depth of information provided on the paper. However, when transferring the information from paper to digital we had to decide how it would work from the start to the end of the app. During this process we had to develop small aspects to ensure the problem we are solving was addressed. By doing the paper model it was easy to convert straight to the digital model and made making it a lot faster as everyone knew what they were already making. During the limited testing we did it was found that people liked the design. This was shown as the job they already had to complete was long tedious and bland. The members of the team were in agreement with the solution for the prototypes, but some wanted to take the design into more of a utility that could do a range of tasks instead of the task to solve the issue we were solving. When discussing this with team members we decided this would be a great idea if we had more time. In the future if I was able to change anything I would have allocated more time to it. The final prototype was very effective and efficient but could have been improved with time.

Reflection on teamwork

The teamwork throughout the sprint allowed us to collaborate and created an effective prototype to a real world problem. During the sprint I was surprised by how efficient the third years were and how broad their knowledge base was. Having these people present allowed us to improve our sprint drastically and allowed for possible ideas to be embedded into it. The most fulfilling part was being able to build something that is useful and needed in the world. Having the ability to build and create this created a sense of belonging and need. Having the mentors there that provided insights on how our design could help solve real world problems was very fulfilling. Although, the sprint provided me with an amazing insight on these problems, the least fulfilling of the sprint felt a little distant, as people were missing, and people could not be present due to COVID regulations. To not have all the team members present allowed it to feel distant and unorganised. Due to this the value of teamwork was highlighted to be extremely important. The final product could not have been produced if every team member that was present was not there and did not contribute. When working in a team I can become easily distracted if people are talking and can focus on a certain area as I am used to working individually. However, this was not a problem in the sprint as all team

members were focused and communicated effectively. During the teamwork, I felt as if my strength was being creative and finding solutions to problems that occurred during the sprint. In the future I would ensure all the team members motivated each other to ensure each section was time in a specific time frame. Overall, the sprint could not have been completed without the effort all team member's input.



User: _____
 Password: _____



User logs in with
3-factor authentication

A grid of icons for authentication: a 2x2 grid of icons (top-left: two arrows pointing right, top-right: two arrows pointing left, bottom-left: two arrows pointing right, bottom-right: two arrows pointing left) and a selection box with a diagonal line.

User chooses what
desk they want
to work at.

Welcome.
where do you
want to work
today?

User chooses if
they want to go into
the office or if they
will work from home.

Great!
See you
at:

User confirms
booking for
working in the
office.

A grid of buttons for selecting a desk: a 2x4 grid of buttons. The top row has buttons with icons (a person at a desk, an arrow pointing up, an arrow pointing down, and an arrow pointing right). The bottom row has buttons with icons (a person at a desk, an arrow pointing up, an arrow pointing down, and an arrow pointing right).

User chooses what
office they wish to
go into.

A 3D cube diagram showing floor and desk numbers. The top face has 'F11' and '42'. The front face has '11/20', '41', and '3/32'. The bottom face has 'F11' and '32'.

User chooses what
floor they wish to
work on.

Login

ID:

Resumed:



≡ Your Preference

Seat

Depth

Floor

☒ Save

The Preference will save as an individual

Booking Desk
Group Individual

Locking for a Desk
Based on the Preference?

☒ Yes ☐ No

Please select Timeframe

Start 00/00/00 09:00 ▼

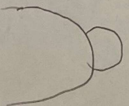
End 00/00/00 20:00 ▼

Reception

Temporary Code 51431

☒ Room

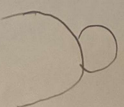
Check-in code 51431



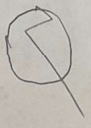
End Session

Would you like to book again?

☐ Yes ☒ No



Your booking has confirmed

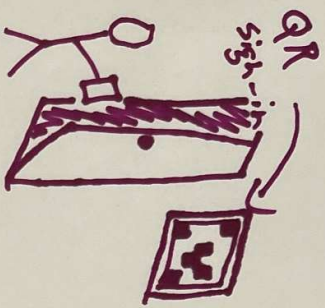


1
2
3
4

☒ 1
☒ 2
☒ 3
☒ 4

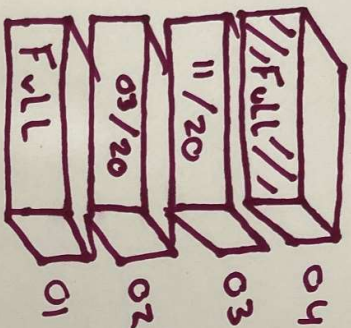
☐ Demand
☒ Not Reserved
☒ Booked all

QR
sign-in

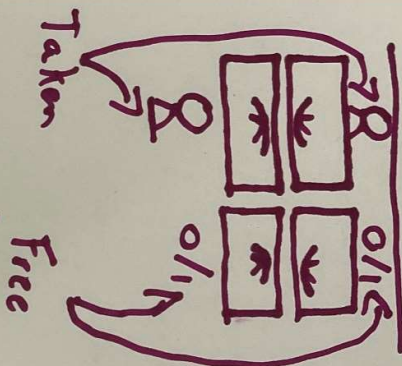


will auto
allocate desk
and floor

Floor selection



Visual desk selection



Save Desk prefs

Floor pref	3
Monitor Pref	2
Desk type	Any

Siri / assistant
integration



Book for a
Team

Team +	3
Send invites	

There are 5
stations available
for 3 team
members

Reminders to
Book at end
of day

Good Job today
want to book
for tomorrow?

Check-in / out
system for
flexible office hours

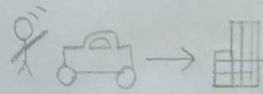
Last checked
11:52 am
check-in

UTILITY APP

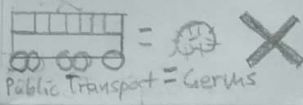
Office Management



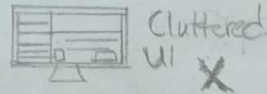
Designated Transport



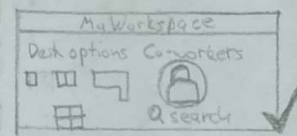
Pick up employer
Repeat
Drop off at building



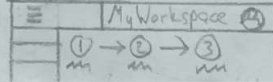
IMPROVE PORTAL



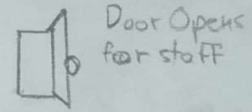
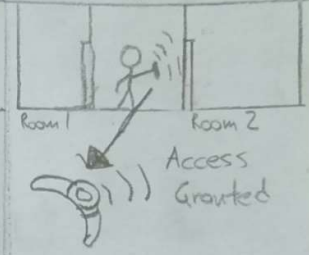
More customization



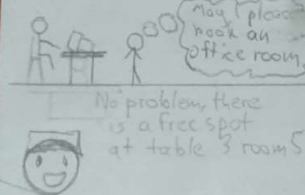
Streamlined UI



GEOFENCE BRACELET



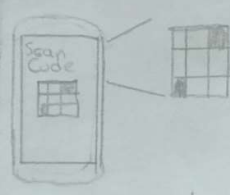
Reception



Thank you for that



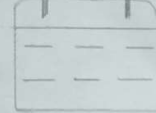
QR APP



Please find your designated desk.

SCHEDULE

Preset schedule for table designation



Monday



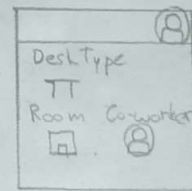
single table

Tuesday



workstation

DESK PREFERENCE



preference

Setup 1

monitors ▾	desk type ▾	▾	▾
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Choose

Setup 2

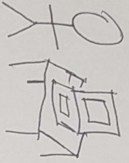
monitor ▾	desk type ▾	▾	▾
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Choose

Setup 3

monitor ▾	desk type ▾	▾	▾
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Choose



Floors where
setup is available
Floor 30 Desk 15
Floor 27 Desk 4
Floor 23 Desk 7

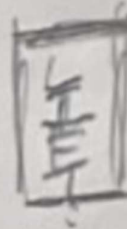
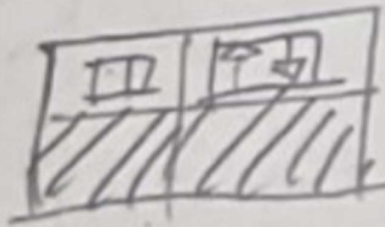
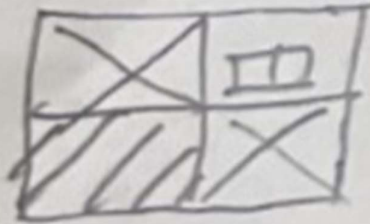
Log-in
user name
password
[05-17]

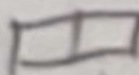
Desk booked at
Floor 27
Desk 12

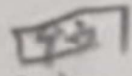
Book at
desk

Set your picture
Setup 1
[05-17] [05-17]
Setup 2


5
4
3
2
1
G




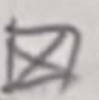

Dual


Adjustable

SELECT

 Recommend

 NOT Recommend

 Booked out