**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 be like, its only once your pushed to achieve your work to a high stranded in that time frame you understand how little time you have. The whole two days where a great learning experience but the part that was most fulfilling was presenting what you had work 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 were undertaken 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 constants 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 agreeance 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.

