**IM3080 Design and Innovation Project (AY2021/22 Semester 1)**

**Individual Report**

Name: Yong Wen Kee, June

Group No: 3

Project Title: Jio

**Contributions to the Project**

As the Art Head, I oversaw the design team and made sure that all the designs came together nicely. This included deciding on the overall theme of the game and reviewing all the art designs and UI before it was added into the game. I also worked on the UI of the game, such as the pop ups (eg. inventory, end of timer, invitation) and the smaller buttons. The gradient background (when the timer is running) was also designed by me. Finally, I filmed and edited the trailer video for the game.

**Reflection on Learning Outcome Attainment**

**Reflect on your experience during your project and the achievements you have relating to at least two of the points below:**

1. Engineering knowledge
2. Problem Analysis
3. Investigation
4. Design/development of Solutions
5. Modern Tool Usage
6. The Engineer and Society
7. Environment and Sustainability
8. Ethics
9. Individual and Team Work
10. Communication
11. Project Management and Finance
12. Lifelong Learning

Point 1: Communication

One of the biggest challenges of being in a project with many team members (compared to the usually >5) is communication. In the first few weeks of this projects, there was a lack of initiative and communication when we have online group discussions due to the large team setting. We eventually started splitting the work to smaller groups, so it would be easier for the mini groups to discuss more freely. For the mini groups that I was in, I created chat groups to further discuss and directly delegate the workload. I realised that in this smaller setting, my groupmates, especially those who are more introverted, voiced out their ideas more and the discussions were more in depth. The mini groups also had a better sense of what the goal was and were able to better deliver. If this method was integrated earlier, I think the entire team’s communication could have been even better than it already is.

Point 2: Design/Development of Solutions

Our two main goals of the project are productivity and social interaction. Many students enjoy working with their friends to motivate one another, but they must find the balance between interacting and being productive. Thus, our app had to find that balance to facilitate users such as deciding the limitations of what users can do in the app and when they can do so.

We clearly defined our app into two sections, when the timer is running and when it is not. When the timer is running, users’ controls are limited, avoiding any distractions, and allowing them to be productive. When the timer is not running, users have more control such as character movement to explore the maps and to take a break before starting the timer. The two defined sections will help users stay focused and exercise self-control, all while being in the same virtual space as their friends to motivate each other. To further motivate users to use our app to stay productive, we implemented a simple currency system, allowing them to collect fishes. The motivation behind this simple currency was to not overcomplicate the game, and to discourage users from abusing the timer system just to earn the currency.

As productivity and social interaction tend to contradict each other, it was interesting exploring ideas to find that perfect balance that suit our users’ needs. As students ourselves, it was easier to relate to our target audience and foresee the challenges and limitations that could arise. It was also thus more natural to develop the solutions to these limitations.