

2013 Term2 ITU-SMU Group wikis: Team 7 Reflection

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Reflection

Member	Reflection
<div>Celestine Goh</div>  <div>SMU</div>	<p>The challenge that arises from a global project stems from the inability to directly contact overseas group members, which makes it difficult to get answers/things done quickly. Timezones and language barriers further exacerbates communication inefficiencies. Scheduling for a global project will require the need to factor in the lag time when consulting with overseas group members and delayed tasks. As such, buffer time should be comparatively longer as compared to a local project. Written documents are especially important when there are language barriers, as it is much easier to understand and review tasks through written work rather than verbally.</p>
<div>Lynette Seah</div>  <div>SMU</div>	<p>I learnt that it is possible to have a successful project even when grouping with team members who are located far apart, before we have the chance to physically meet them. I learnt more about the lifestyle, characteristics and speech language of people living in Copenhagen. I believe that more buffer time should have been planned for, especially working with global teams because it might be hard to get a hold of them if they are not online.</p>
<div>Wong Cai Ling</div>  <div>SMU</div>	<p>The main takeaway from this project is that Global project is workable even at the construction phase of a project. Choosing the right communication tools is also as important because it might affect the success of this project; especially our first language is not the same. The time zone and culture difference increases the difficulties of this project but on the other hand I realized the culture difference between us and them, it taught me how to adapt and learn/cooperate with others. Lastly, it was a very fun and enjoyable working experience with ITU.</p> <p>□</p>
<div>Claus Lindquist Henriksen</div>  <div>ITU</div>	<p>I think our cooperation went really well. It was only rarely difficult to understand their Singlish and it was never a problem on text.</p> <p>It was confirmed to me that communication is essential to this sort of project. I would have enjoyed a purely social meeting, prior to our work meetings. I think that would have loosened us up a bit.</p> <p>A thing we did absolutely right, was writing a well-defined and very clear Web Service API. Lynette, Celestine and CaiLing could read and comment from the beginning, and that made it easy for both parties to keep on the same track. It saved us a lot of time, having this strict definition explaining each detail. The time difference was an obstacle that sometimes could make for long response times. We used Skype a lot.</p> <p>Chatting was easy. It made it much quicker for us to respond to any questions or problems, and it was easy for us to ask for specific details. All in all a good experience and I am glad I got to work with Lynette, Celestine and CaiLing. Our collaboration with them has led to a better product than we could have written ourselves.</p>
<div>Morten Drescher Salling</div>  <div>ITU</div>	<p>I have learned that completely different cultures can work together, as our collaboration was based primarily on what we had in common, the project. I was also surprised at the initiative the SMU group took and believe that it helped a lot to the collaboration. The idea of being able to communicate beyond meetings, for us through emails, helped both groups better understand each others expectations and requirements.</p>
	<p>I have learned that collaboration between two groups so far apart can function quite well. However, i do not think that the collaboration would have been quite as seamless if both groups were working on the same part of the program. It helped us a lot that our work was on two separate things.</p>

<div data-bbox="86 185 116 360" data-label="Caption">Michael Søby Andersen</div>  <div data-bbox="323 360 367 383" data-label="Text">ITU</div>	<p>I have learned that frequent communication is very important, even though you might not have a lot to talk about. We have made sure to keep in touch both verbally and in writing at least two times a week. Frequently a lot more than that.</p> <p>The largest problem we faced was probably the time difference between us.</p> <p>The second largest problem must be miscommunication about deadlines. We started developing the server a bit late, because we were not enough aware of the SMU deadlines.</p>
<div data-bbox="86 600 116 725" data-label="Caption">Philip Jon Rasmussen</div>  <div data-bbox="323 725 367 748" data-label="Text">ITU</div>	<p>This project has given me a greater understanding of how software development with stakeholders is like. It has been satisfying to design and implement the software based on the needs of people external to the group, rather than going through the abstract process of defining the product requirements solely by ourselves. On the other hand it also meant stricter internal deadlines, since the work of others depended on the progress of the project.</p> <p>As I experienced the collaboration part, the greatest challenge was to keep up with the demand, as it forced us to develop and deliver the software iteratively in functional modules. However, this also meant we received feedback on our work, leading to multiple release cycles as bug reports and feature requests were received and patches were produced.</p> <p>Overall I think the collaboration went rather well, although we were not able to meet all deadlines. I think the collaboration went as well as it did, because we maintained frequent communication, even when neither part had much to update the other part with.</p> <p>For the communication I believe written media have been vital, especially as support during video conversations when the audio failed or the accents were too different.</p> <p>It has been very rewarding to work on this project, and I will surely miss the feedback cycle in my next projects.</p>
<div data-bbox="86 835 116 1093" data-label="Caption">Nicolai Ditlev Krogh Krüger</div>  <div data-bbox="323 1093 367 1115" data-label="Text">ITU</div>	<p>To successfully complete a project like this, with two teams placed so far apart from each other geographical, not only did we have to expect longer response time (at some points of the day). We also had to develop much larger parts of the program at a time, and then fix errors found by the SMUs later, to ensure a faster development.</p> <p>We also had to be available for the SMUs when errors/problems were encountered, so we could either fix or guide. All in all it has been an educational experience, one that I have really enjoyed.</p>

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