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CISC 3160

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Lab Activity #1

Going into Lab Activity #1, I expected the outcome to be extremely chaotic and disorganized as we collaborate amongst many classmates. I expected the environment to be serious and extremely focused on completing the task. However, despite my expectations, the outcome was quite surprising, as we worked quite efficiently as a group of roughly 20 students. Given the limited amount of time we were allocated to discuss plans for a hypothetical project, we as a group came up with some great ideas and concepts. We decided to create a first-person shooter game that incorporates ideas from both battle royale and concepts from the popular game Among Us into one complete and coherent game. Although we did not have much time to detail every aspect of the game, we discussed the game mechanics, game modes, micro-transactions, and various topics surrounding the game. During the meeting with fellow peers, there is usually a select few who take the leadership role. Many people were not speaking or actively participating in the collaboration. Given the time allotted for this meeting, we could not split the team into smaller groups successfully. However, the use of sub-teams would be optimal in our case because we proposed a plan where we split the game into different categories as such as various game modes or different aspects to the game such as the user interface, graphics, and story; this would be the ideal scenario to utilize sub-teams, where each sub-team focuses on a particular aspect of the game. Despite this being my first time collaborating with such a big group, it was quite a pleasant experience to talk and collaborate with my fellow peers to work out a hypothetical project. The task of brainstorming and coming up with a hypothetical project is considered “serious,” but throughout the meeting, we laughed and enjoyed ourselves while we were working on the plans for our project. This made it seem as if we were not working because we were having fun while working on our task. I thought this lab activity was great as it gives us a glimpse of what working in a large group at a tech company could be like. Collaborating amongst many people has many advantages, such as there are much more people contributing to the task, which speeds up the process. Since there are many people, this allows for more constructive criticism, which allows for improvements in the project that you may not have been able to up pickup on when working individually. Collaborating amongst a large group provides many benefits; it also presents many drawbacks, such as the conflicts in ideas between individuals in the group. Another disadvantage to collaboration is that many members go unheard as they are overpowered by the other members who are actively speaking and contributing. Working in a much smaller team will allow members to develop stronger communication skills as you work much closer to one another. With all this said, I would much rather work in a group rather than work individually as it creates a more fun and diverse environment while reducing the workload on an individual, allowing for more quality work. The major advantage to working individually would be that you can work at your own pace and work efficiently without the disruption of your fellow peers. Even with these advantages of working individually, I would prefer collaborating with others as it allows you to build stronger communication skills and learn from others, whether through constructive criticism or learning from one that is highly skilled.