Project title: Treasure Hunterian

Tentative Project Description: A web based game application focused but not limited to children aged 11-14 to immerse themselves in an educational and interactive storyline, learning the history behind the artefacts of the Hunterian Museum.

Individual one liner

Ayan - The exposure to a different environment and in depth knowledge of the design process widened by appreciation for it

Shyam - This enlightening module highlighted the different stages in product development and stressed the criticality of the initial stages for success.

Xin Jie - Learning design thinking to empathize and define the given problem statement through effective communication collaboratively with our client to shape the best possible solution for them.

Ivan - From understanding user needs to idea and prototype testing, I've experienced how such processes refine our ideas through multiple iterations.

Jun Xiang - Working in a different environment overseas has broadened my perspectives of the world and at the same time improved my design thinking and critical thinking skills.

Jeff - In a time-constrained environment, this module has provided me with invaluable skills, value-adding to both my professional and personal development.