

Skills for the IS Professional: Portfolio

Assessment 1: Group Project

- Completed by:
- Harith
- Johnny
- Dan
- Blake
- Sam
- Amir



The Wellness App



Introduction

- Idea
- Research
- Technology
- Strengths and Weaknesses of Our Group
- Scrum
- Elevator Pitch

The logo for 'ONE STOP SHOP' is displayed in a bold, black, sans-serif font. The words 'ONE STOP' are stacked above 'SHOP'. The entire logo is enclosed within a red rectangular border that is slightly tilted, giving it a dynamic appearance.

**ONE STOP
SHOP**

IDEA OVERVIEW

- One stop shop app.
- Information and tools all in one place to improve well-being.
- Overall goal of the app is to make student life easier and providing a platform which can do it all, a “one stop shop”.

SOCIAL PAGE

- “High social well-being was found to be associated with students who viewed themselves as healthy and were integrated with, and concerned about, others. Low social well-being was associated with students who were in college for primarily instrumental reasons and who lacked social integration.” (Fagan, R. W, 1994)
- This page is key as it provides a basis for students to find and attend events directly contributing to a more positive well-being.



Social

Events


Event 1 >

Event 2 >

Event 3 >

Event 4 >

Messages

 James >

 Mya >

 Randy >

 Gary >



ACADEMIC PAGE

- Our final page is focused on academics, and aiding students with achieving their degrees and so on.
- This page will provide students with one location containing many different features to excel and prosper in their studies
- This page is key aspect in our app because the entire app relies on a persons ability to be a good student



Fluid UI

12:30

Academic



Academic News



Blackboard

UWL Portal

LIBSEARCH

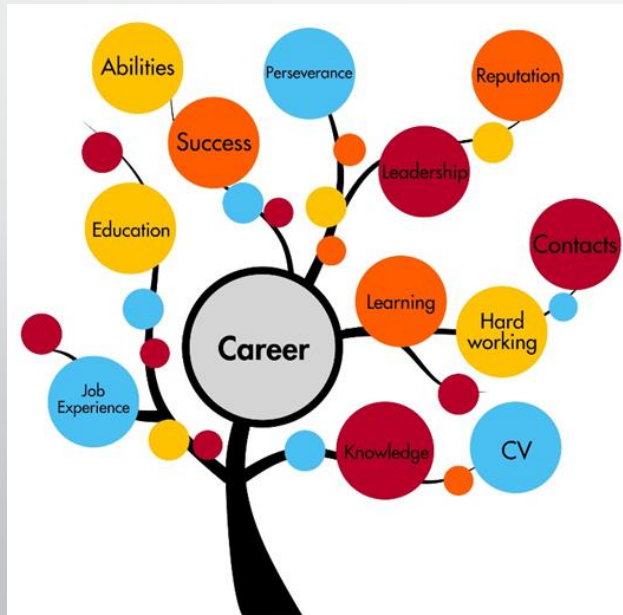
Contact
Librarian

Search



CAREERS PAGE

- Within our careers page, we will be aiding students in the acquisition of part time/full time careers during their studies.
- This will allow students to earn while studying which can provide them with more financial freedom



Employability

Interview Tips

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt...

Local Business News

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt...

Contact Career Services

SEARCH INDEED

Search



FINANCE PAGE

“Students who are under financial strain are some of the most likely to run into mental health issues – recent research from the University of Southampton and Solent NHS Trust revealed that students who experience financial difficulties and worry about debt, have a higher chance of suffering from depression” (University of Southampton and Solent NHS Trust, 9 September 2016)

-The finance page revolves around providing a platform for students to manage their finances



Money

Weekly Budget

MON	TUE	WED	THU	FRI	SAT	SUN

Financial Help

Student Loan

£-----

Search



HEALTH PAGE

- This page of our app revolves around mental health.
- This page will provide different methods of support and mood tracking for students
- All the features within this page we believe will positively contribute to student well-being.



Health

Mood Journal

MON	TUE	WED	THU	FRI	SAT	SUN

Struggling with your Health?

Lorem ipsum dolor sit amet,
consectetur adipiscing elit, sed
do eiusmod tempor incidi...

[Talk to Therapist](#)[Contact Helplines](#)

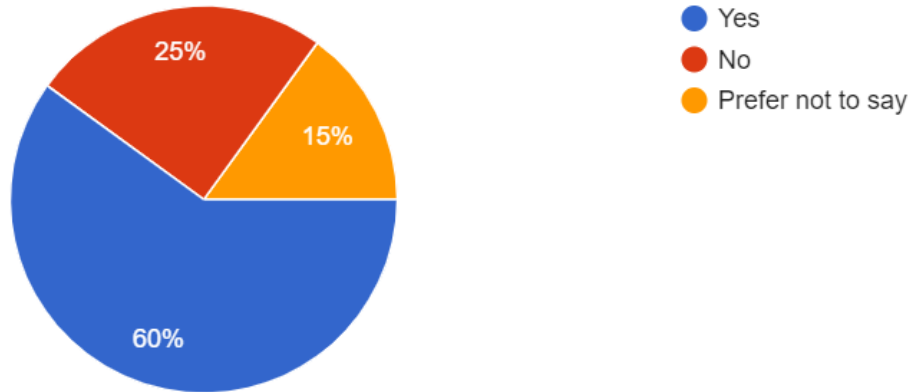


Research To Back Up Our Idea

Mental Health Amongst Students

Are you somebody who has suffered with mental health problems?

20 responses



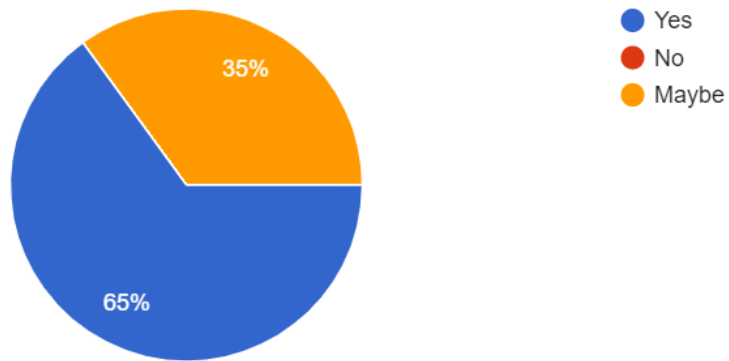
In a recent study (Lewis, Elisa G. et al., 2019) 39.8% of students in high- risk professions such as pharmacy, medicine etc. answered yes when asked if they have ever thought about taking their own lives.

The pressure of studies can lead to many different, long term health problems. This could lead to problems such as : anxiety, depression and OCD. These are disorders likely to leave long term or life long effects on the students. Which they will ultimately have to learn to cope with.

What Students Need?

Do you think our app would be useful to help someone struggling with organisation?

20 responses

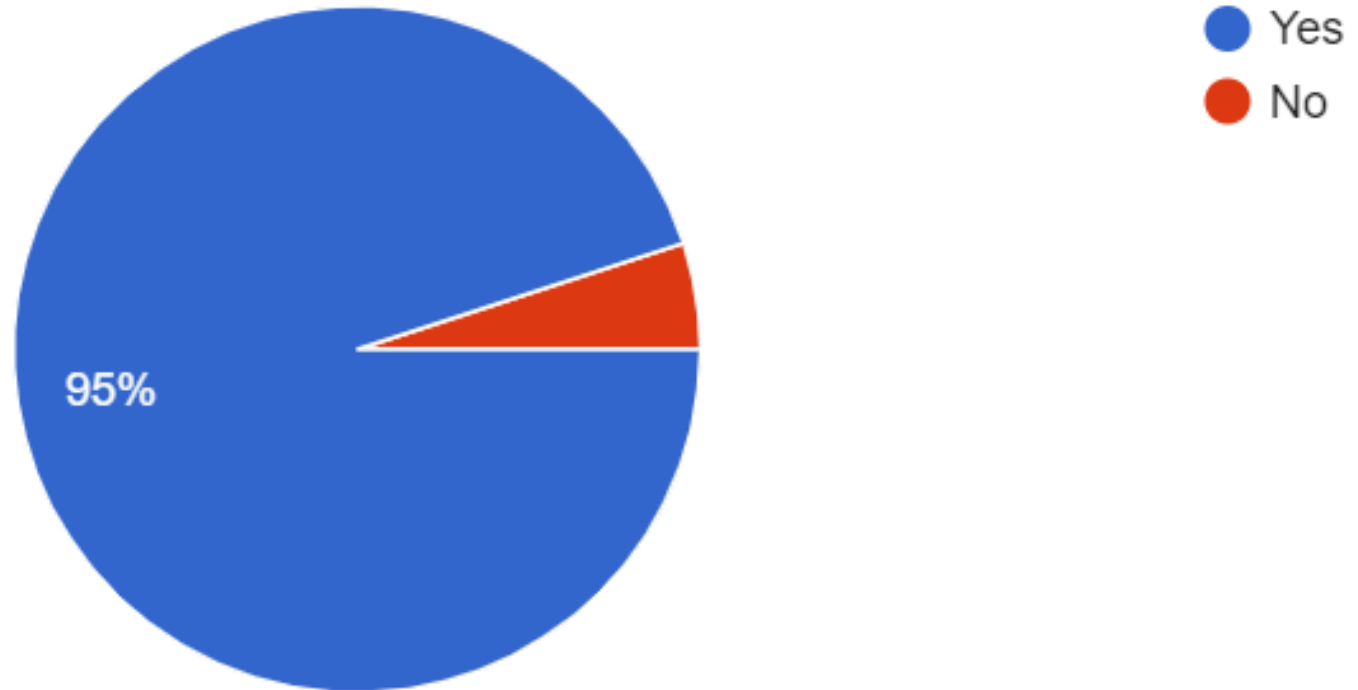


- Students are being put under so much academic stress and pressure.
- This is in part due to lack of organisation.
- Creating an app where all student related resources and tools can be put into one place.
- There are also journaling features.
- This will help students to monitor and preserve their wellbeing.

What have we found out?

Do you think the app will be beneficial for students in university?

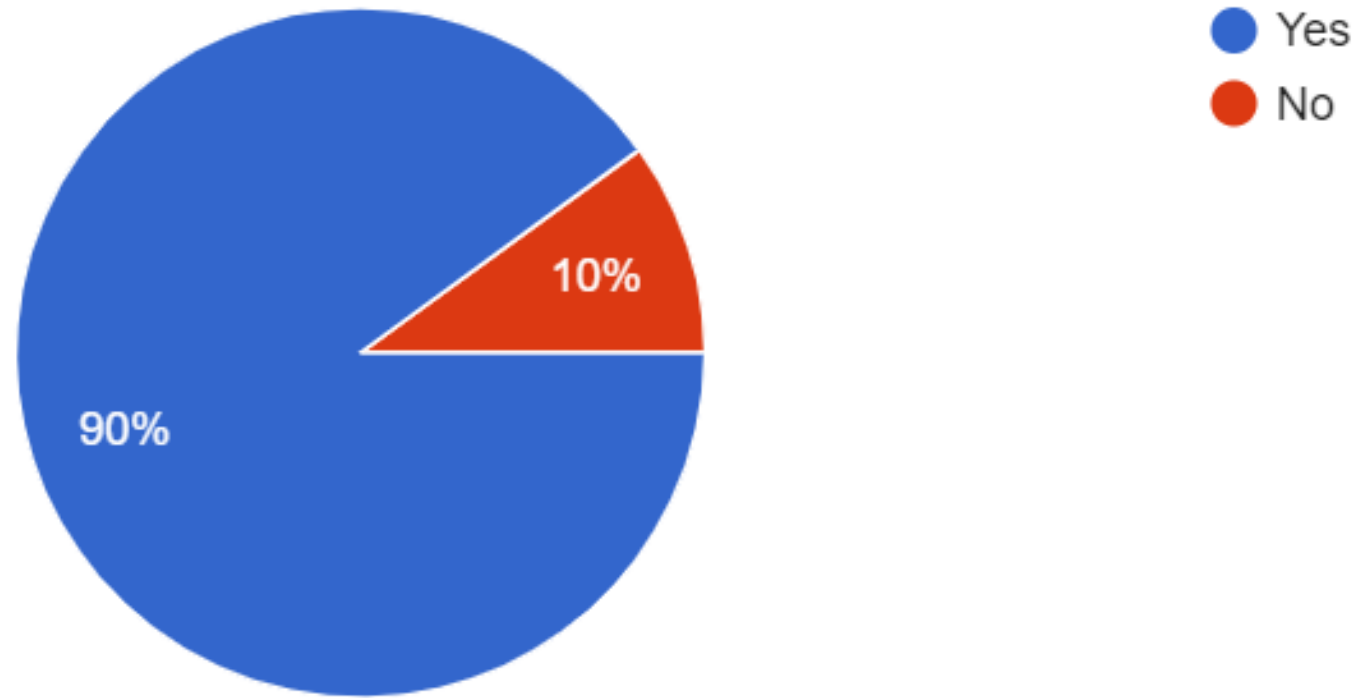
20 responses



What have we found out?

Would you be able to incorporate this app into your daily lifestyle?

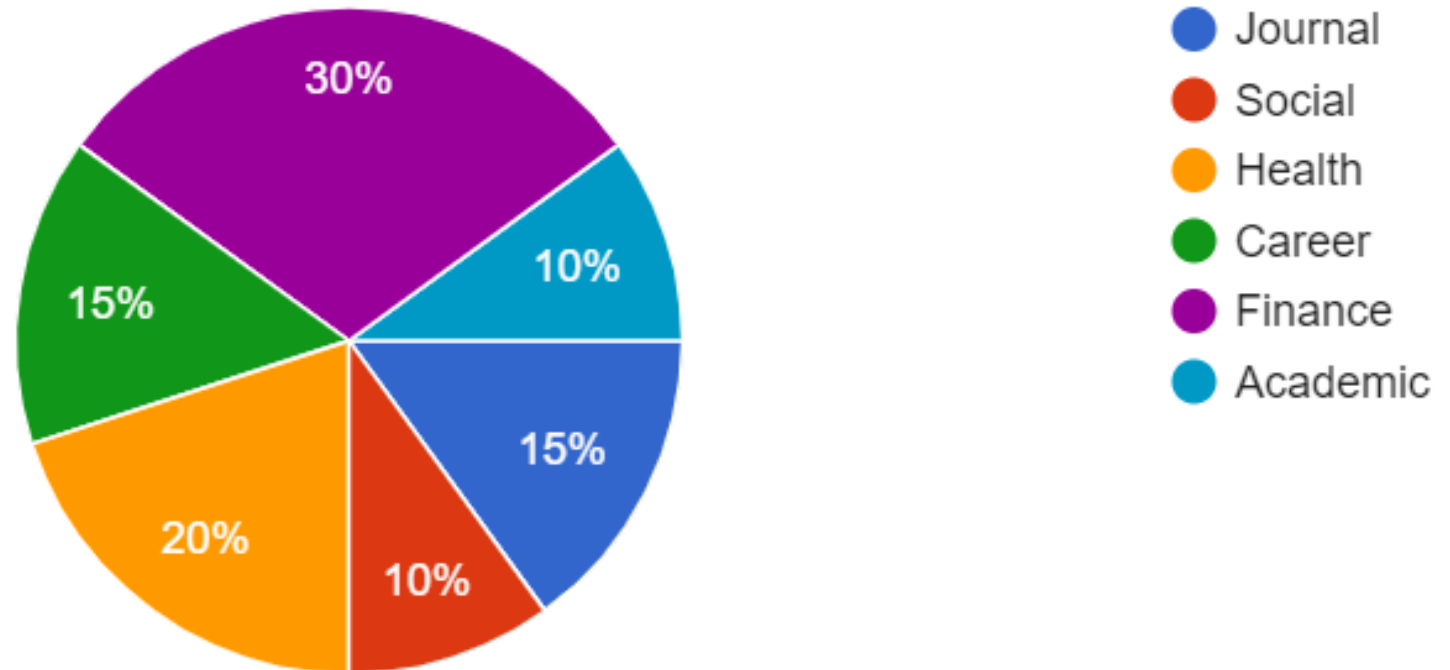
20 responses



What have we found out?

Which section of the app do you think will be most useful for you?

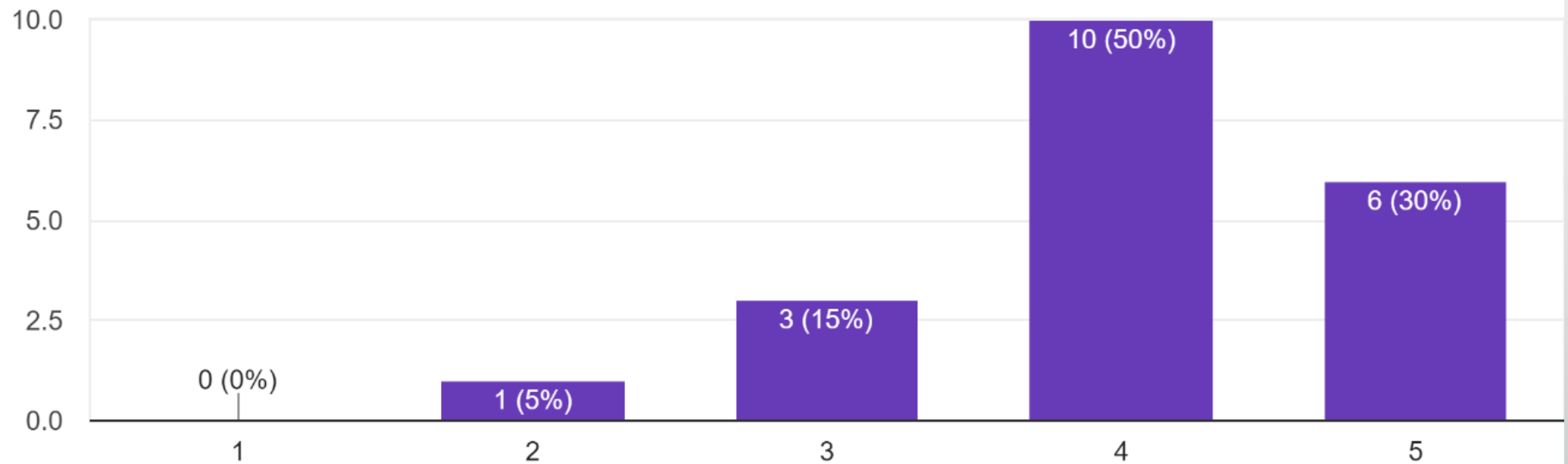
20 responses



What have we found out?

How likely are you to recommend the app to a friend struggling with organisation or mental health?

20 responses





Tech We Will Use to Make This Project a Success

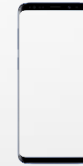
Technologies We Will Use to Make This Project a Success

There are many vital technologies needed to make this project a success, this is the technologies we have narrowed down during the planning stage of this project that will be useful to make this project a success.



Technologies We Will Use to Make This Project a Success

- Computers – All programming will be done on the computer
- Smartphones – Testing will be done on smartphones and it is the target device
- Tablets – Testing will be done on tablets and it is another device app will be used on
- Smartwatch – End goal device





Programming Software and Languages

There are many programming software and languages we will need to use to make this project a success, this is just a few that we have narrowed down during the planning phase that will be important for various reasons.



Programming Software and Programming Languages

- Android Studio – Used for creating the app.
- Kotlin programming language – Programming language we will use
- Adobe Dreamweaver – Option for the web design portion of the project
- Blue Stacks – Used for testing the app on PC to make it easier in the development and testing stages of the app



Android Studio

Advantages:

- Built for Android
- Official Android app programming software created by Google
- Supports many of the main Android programming languages
- Intelligent code editor that is smart and intuitive to use
- Built in emulator
- Flexible UI

Limitations:

- Slow emulator compared to other emulators
- Minimum system requirements

Kotlin

Advantages:

- Similar to Java
- Streamlined for Android app development
- Works with Java
- Easy to work on and maintain

Limitations:

- Need to learn Kotlin
- Not as simple as switching from Java to Kotlin as even though they are similar they are still two different programming languages

Adobe Dreamweaver

Advantages:

- Highlights code
- Easy to use for beginners
- Gives autofill suggestions
- Intuitive UI and shortcuts
- Code on top of screen and output on bottom so the website will be easier to work on
- Code is monitored in real time

Limitations:

- Website can look different once finished on browser
- Team will need to learn the interface

Blue Stacks

Advantages:

- A lot of the testing will be done on an emulator like Blue Stacks instead of built in emulators
- Blue Stacks is a Windows and MacOS based emulator so it will be easy to use on whichever OS each team member uses
- Allows you to use Android applications on your computer which makes testing easier

Limitations:

- Newer, better emulators available



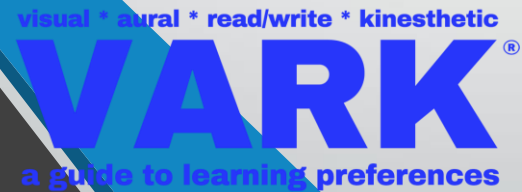
Our Strengths and Weakness as a Group

OUR GROUP

Blake = Implementor – *Strategy planning*
Sam = Specialist – *Brings in depth knowledge*
Harith = Team worker – *Helps the team to bond*
Amir = Plant – *Brings the creative side*
Johnny = Shaper – *Provides drive to the team*
Dan = Coordinator – *Focuses on team objectives*



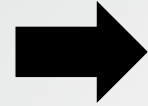
Blake = Multimodal
Sam = Multimodal
Harith = Multimodal
Amir = Strong kinaesthetic
Johnny = Multimodal
Dan = Multimodal
Multimodal – Prefer any learning method
Kinaesthetic – More engaged learning type



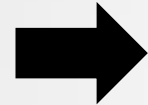
STRENGTHS



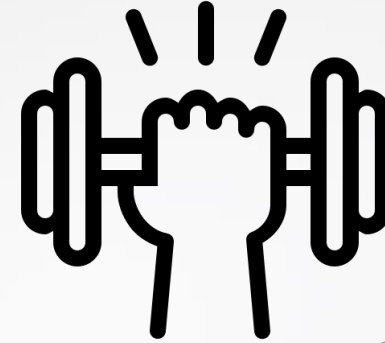
visual * aural * read/write * kinesthetic
VARK
a guide to learning preferences



What is it?



What is it?



How important?

What are our group strengths ?

- Belbin roles, a wide range of attributes. 2 shapers, 3 specialists and 3 team workers, this means the group had each section of group work covered and also led to being very organised
- VARK test, 80% of the group came with multimodal results meaning almost everyone has no preference. This helped the team to progress well and work with different learning types

Overall, our group worked extremely well and had a clear plan in place from the start, this was because of all of the positive differences in our group

WEAKNESSES



visual * aural * read/write * kinesthetic
VARK[®]
a guide to learning preferences

What are our group weaknesses ?

- Belbin roles, within our results, only 1 plant came out. This could have been why some members struggled to come up with creative ideas to help benefit the overall product
- VARK test, we had very little issues with learning methods and communication of ideas, so our group had no weakness within this aspect

Overall, our group had very few weaknesses, which is why we worked so well and kept well above schedule



How We Used Scrum

Group Blog

We got connected as soon as possible

 **Let's Connect!** 

Posted by  Daniel Eshkeri at Thursday, 6 October 2022 11:06:56

Hi. I'm Dan.

This is my phone number 07874813615

Shoot me a message on whatsapp and we can make a group chat.

Thanks!

Group Blog

Ground Rules

Posted by  Daniel Eshkeri at Friday, 14 October 2022 12:46:05

Hey everyone

Happy Friday!

Here are the ground rules that we all agreed on yesterday:

Attend the meetings
Meet the deadlines
Be kind and respectful
Communicate with others throughout the project

These are a few extra I think would be good:

Let others talk and listen to them
Critique ideas, not people
Help everyone and make sure to ask for help if you need it

Let me know if you like these rules or if you think they should be different.

Also, if you have anything else that you think would be good make sure to share it.

Thanks,

Dan

We discussed some ground rules

- Attend the meetings
- Meet the deadlines
- Be kind and respectful
- Communicate with others
- Let other talk
- Critique ideas, not people
- Help everyone and ask for help

Group Blog

A link to the backlog was upload so everyone could edit it

















The Link to the Backlog

Posted by  Daniel Eshkeri at Thursday, 27 October 2022 09:59:23

[Product Backlog.xlsx](#)

File Exchange


Everyone made sure to upload their work to the file exchange

<input type="checkbox"/>	elevator pitch plan	 Harith Saleh	16008	Sunday, 6 November 2022 19:35:47 o'clock GMT
<input type="checkbox"/>	Elevator Pitch Plan	 Daniel Eshkeri	13097	Thursday, 3 November 2022 11:01:02 o'clock GMT
<input type="checkbox"/>	Belbin Test	 Blake Cumberbatch	85060	Wednesday, 2 November 2022 22:44:47 o'clock GMT
<input type="checkbox"/>	template	 Johnny El-Ammar	155523	Wednesday, 2 November 2022 21:55:23 o'clock GMT
<input type="checkbox"/>	Vark test	 Harith Saleh	426404	Wednesday, 2 November 2022 17:45:19 o'clock GMT
<input type="checkbox"/>	planning presentation for peoples mental health	 Harith Saleh	2957144	Wednesday, 2 November 2022 17:43:49 o'clock GMT
<input type="checkbox"/>	Tech planning - Amir	 Amir Saleem	24213	Friday, 28 October 2022 19:47:37 o'clock BST
<input type="checkbox"/>	s and w template	 Samuel Cooper	43280	Thursday, 27 October 2022 10:51:21 o'clock BST
<input type="checkbox"/>	Vark results - Amir	 Amir Saleem	122991	Wednesday, 26 October 2022 23:16:31 o'clock BST
<input type="checkbox"/>	technology research Sam	 Samuel Cooper	14388	Tuesday, 25 October 2022 17:43:38 o'clock BST
<input type="checkbox"/>	Blebin test Sam	 Samuel Cooper	194048	Tuesday, 25 October 2022 17:33:30 o'clock BST
<input type="checkbox"/>	VARK test Sam	 Samuel Cooper	14746	Tuesday, 25 October 2022 17:17:27 o'clock BST
<input type="checkbox"/>	Vark test	 Daniel Eshkeri	12835	Friday, 21 October 2022 12:00:58 o'clock BST
<input type="checkbox"/>	idea detailed document	 Johnny El-Ammar	13037	Friday, 21 October 2022 10:40:08 o'clock BST

Backlog

Everyone was able to edit the backlog

Useful information about the group was put in the backlog

 The Group		
Name	Mobile Phone	Belbin Roles
Amir		Implementor - Action Oriented
Blake		Implementor and Complete Finisher - Action Oriented
Dan		Coordinator - People Oriented
Harith		Specialist - Cerebral
Johnny		Implementor and Shaper - Action Oriented
Sam		Specialist and Team Worker - Cerebral and People Oriented

Backlog

All the tasks were laid out on one page

Tasks			
Task - Priority (Highest - Lowest)	Story Points	Task Description	Person Assigned
Research mental health statistics.	2	Research mental health statistic to assist in our planning process.	Dan, Harith, Blake
Research innovative technology for app.	2	Research innovative technologies to assist in our planning process.	Johnny, Amir, Sam
VARK test	1	Each member has to fill out a VARK test.	All
Make pp template	1	Template for the power point to use.	Johnny
Market research survey	3	Write questions for survey and get at least 10 people to do it.	Blake
Planing research slides in word doc	2	Plan the information that will go into the slides about our demographic and mental health problems in students.	Harith
Planning idea slides in word doc	2	Plan the information that will go into the slides about the app idea.	Johnny
Planning tech slides in word doc	2	Plan the information that will go into the slides about the innovative tech that we will use.	Amir
Planning S and W Slides in word doc	2	Plan the strengths and weaknesses slides.	Sam
Design proper mock up	4	Make detailed mock up of the app interface in power point or other application.	Dan
Create stats research slides	3	These slides should have information about customer insights, challenges/risks, market research survey.	Blake
Create product idea slides	2	Slides on what the product idea is and how it will help.	Johnny
Create tech slides	3	These slides should have info about the tech we can use in the app and how it will make it realistic.	Amir
Create strengths and weaknesses slides	2	Slides about strengths and weaknesses of our group which includes the VARK results and Belbin roles and an analysis of how we work together.	Sam
Create how we used scrum slides	3	Slides that show how we worked and used the scrum method to conduct meetings and document our work.	All
Plan video	3	Planning the video	Harith
Film video	3	Make the 5-minute video showing the mock-up and selling the product.	Dan, Harith
Quality check slides	1	Check that all the slides have continuity.	Dan
Put Slides together	2	Put all the slides together into one power point presentation.	Dan
Put Slides together	2	Put all the slides together into one power point presentation.	Dan
Reherse presentation	5	Reherse the presentation as a group to ensure quality and verify timings.	All

Backlog

We used a colour coded key

KEY

Done

WIP

Not Started

Info needs to be revised

Backlog

Sprint 1 was all about **research**

<div>  <div> <div>Tasks</div> <div>13/Oct - 20/Oct</div> </div> </div>				
Task - Priority (Highest - Lowest)	Story Points	Date Completed	Task Description	Person Assigned
Research mental health statistics.	2	17 November 2022	Research mental health statistic to assist in our planning process.	Dan, Harith, Blake
Research innovative technology for app.	2	18 November 2022	Research innovative technologies to assist in our planning process.	Johnny, Amir, Sam

Backlog

Sprint 2 was all about **planning**

Tasks 20/Oct - 27/Oct				
Task - Priority (Highest - Lowest)	Story Points	Date Completed	Task Description	Person Assigned
VARK test	1	21 October 2022	Each member has to fill out a VARK test and upload it.	All
Make pp template	1	02 November 2022	Template for the power point to use.	Johnny
Market research survey	3	03 November 2022	Write questions for survey and get at least 10 people to do it.	Blake
Planingg research slides in word doc	2	02 November 2022	Plan the information that will go into the slides about our demographic and mental health problems in students.	Harith
Planning idea slides in word doc	2	21 October 2022	Plan the information that will go into the slides about the app idea.	Johnny
Planning tech slides in word doc	2	28 October 2022	Plan the information that will go into the slides about the innovative tech that we will use.	Amir
Planning S and W Slides in word doc	2	17 October 2022	Plan the strengths and weaknesses slides.	Sam
Design proper mock up	4	27 October 2022	Make detailed mock up of the app interface in power point or other application.	Dan

Backlog

Sprint 3 was all about **creating**

Tasks 27/Oct - 10/Nov				
Task - Priority (Highest - Lowest)	Story Points	Date Completed	Task Description	Person Assigned
Create stats research slides	3	WIP	These slides should have information about customer insights, challenges/risks, market research survey.	Blake
Create product idea slides	2	09 November 2022	Slides on what the product idea is and how it will help.	Johnny
Create tech slides	3	WIP	These slides should have info about the tech we can use in the app and how it will make it realistic.	Amir
Create strengths and weaknesses slides	2	WIP	Slides about strengths and weaknesses of our group which includes the VARK results and Belbin roles and an analysis of how we work together.	Sam
Create how we used scrum slides	2	WIP	Slides that show how we worked and used the scrum method to conduct meetings and document our work.	Dan
Plan video	3	07 November 2022	Planning the video	Harith
Film video	3	09 November 2022	Make the 5-minute video showing the mock-up and selling the product.	Dan, Harith
Edit video	4	Not Started	Edit the 5-minute video	Dan

Backlog

Sprint 4 was all about **rehearsing**

Tasks 10/Nov - 24/Nov				
Task - Priority (Highest - Lowest)	Story Points	Date Completed	Task Description	Person Assigned
Quality check slides	1	Not Started	Check that all the slides have continuity.	Dan
Put Slides together	2	Not Started	Put all the slides together into one power point presentation.	Dan
Reherse presentation	5	Not Started	Reherse the presentation as a group to ensure quality and verify timings.	All

Meetings

Every week we had meetings

	17/10/2022	20/10/2022	27/10/2022	31/10/2022	03/11/2022	10/11/2022	17/11/2022	24/11/2022
Amir	Yes	Yes	No	No	Yes			
Blake	Yes	Ill	Ill	Ill	Yes			
Dan	Yes	Yes	Yes	Yes	Yes			
Johnny	Yes	Yes	Yes	Yes	Late			
Harith	Yes	Yes	Yes	Yes	Yes			
Sam	Late	No	Yes	Yes	No			

Scrum Conclusion

- We used scrum effectively
- We were organized
- Everyone got involved
- We worked as a team
- People were kind and respectful



Summary

- One-stop shop
- Helps students with their organisation and wellbeing
- Effective use of modern technologies
- We are a well rounded team
- Scrum was used efficiently



Elevator Pitch



The Wellness App

Thank you for listening!

Bibliography

- Fagan, R. W. (1994). Social Well-Being in university students. *Journal of Youth and Adolescence*, 237–249p.
- (University of Southampton and Solent NHS Trust, 9 September 2016)
- Lewis, Elisa G. et al. (2019) 'A comparative study of mental health and wellbeing among UK students on professional degree programmes.' *Journal of Further & Higher Education*, 43 Issue 9, p1226-1238. 13p.