

W.2 Individual reflection – Eugene

... the current situation or "what is" (A),

... what you want the situation to be or "what might or should be" (B), and

... a plan for getting from where you are to where you want to be or "feedback designed to reduce the gap" (A -> B).

What do I want to learn or understand better?

I would like to review my knowledge of prototype/ mock-up creation. The goal is to remember how to create a mock-up, using Figma and how to think when creating a prototype. The plan is to read some parts of the book "Designing Interfaces" by Tidwell, et al. and use the relevant design pattern in creation of a mock-up. If needed, browse the internet for Figma tutorials.

How can I help someone else, or the entire team, to learn something new?

Some group members may have not used Figma before. Its therefore important be to understanding and not be too harsh on them. The goal is to make sure that everyone has made a small prototype which we can then combine into one united mock-up. This could be done by sending the relevant tutorial link on group chats and also helping those in need.

What is my contribution towards the team's use of Scrum

The group have not really used scrum. The main objective was the project scope. I examined the scrum board for unchecked cards and made sure that the relevant card was moved to the TODO box. In the future, I would like to be more directly involved in scrum board planning.

What is my contribution towards the team's deliveries?

This week I contributed with active group discussion and participation in the project scope, such as one of the prototype suggestions made in Figma. The final mock-up became a hybrid of all the suggestions, including mine. In the future, I want to change my workflow, instead of working a lot during one or two days, I would like work every day in shorter terms.