

## **Reflection on Assignment 5 – Design Thinking**

On 14/01/2023, we are assigned to finish a Design Thinking project which involved having brainstorming, building prototypes, report writing and video editing on our chapter which is Cloud Computing. We need to allocate the challenges and problems faced by cloud services' users and developers then find a solution to solve it. Design Thinking really put our teamwork to the test, we spent a lot of time and effort to finish the project on time.

Usage of cloud computing not just makes our life convenient but also increases our productivity. Personally, I like to use cloud storage as it can sync my data by logging in into the same account which makes my work more efficient and easier. But we cannot argue that there are risks and threats to locate our important data online, so enhancing the security protection of our cloud computing service is a must for all cloud computing companies.

As a graphic and multimedia software's student, my goal is to develop a game or a system which can be used worldwide. Thus, the security and privacy of cloud computing is important for me as the trend is moving forward to cloud computing service. Maybe in the future, games are all cloud based and no need for hardware. The importance of prioritizing security and privacy cannot be overstated.

In terms of improvement, I think I can improve my time management and self-study skills as both are extremely important in order to be successful in the competitive future. There is no end in learning, learning process should be ongoing at any time.