

Ryan Gengler

Senior Design II

Dr. Annexstein

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Individual Self-Assessment (Spring Semester)

Part A:

My individual contribution in relation to the senior design project consists of many things including UI design and implementation along with making our application functional and appealing to users. My focus for this project was more on the functionality of our web-based application, such as creating the search filter that filtered each band or venue based on specific filters given. For example, if one wanted to filter venues by distance or by genre, they had the option to use these filters and even stack these filters to further discard the unwanted venues for that specific user. I also linked the filter bars to the profile cards as well. The information in each profile card was linked to each search filter, so if that information is not included in the filter, the profile card will no longer be visible on the page. I did this for both the Performer Search and the Venue Search. I was also responsible for helping create datasets that we could then import into our code and then filter that data so that our search filter and the profile cards worked properly. I was also responsible for a lot of the formatting on the page in order to make the UI experience more enjoyable and easier for the user to interact with.

I was able to apply my skills that I have developed and learned in the classes and experiences that I mentioned in the previous self-assessment in the fall. I especially used my skills from my User Interfaces I class and also my Visual Data Interfaces class. Those both really helped me with formatting and also coming up with specific functionalities to make the application user-friendly and useful. Unfortunately, I was unable to apply my skills from my Python programming class due to the fact that we were never able to create a database for this project. Our former third teammate was responsible for setting up that database and Aaron and I were going to help with that, but since he dropped from our team, we were unable to reach that initial goal that we set. I was also able to learn more about web development along with thinking from the perspective of a customer, or in this case, a performer, or a venue. This helped me think from their perspective, which all in all, I believe helps us design a better webpage (the customer is always right). A couple challenges we ran into were losing a teammate halfway through our project, which definitely made some of our initial goals not feasible. Another challenge we faced was designing the search filter and ensuring that it actually worked. This was probably the hardest part of the project. Being able to correctly filter while also bringing in data and making it work with the data was definitely a large challenge to overcome, but we learned a lot in the process.

Part B:

Our group was able to accomplish almost all of the goals and tasks that we set for ourselves, such as creating an interface for venues and bands to connect and interact with one

another to set up a time and a date for that band to perform at that venue. I believe that we were able to accomplish quite a bit considering the obstacles that we encountered and overcame. We were able to create an interactive homepage for our application that provided you a prompt to choose whether you are a venue or a performer which would then lead you to the corresponding search page based on whether you chose to be a venue or a performer. We also created an About page that describes what exactly Gigseek is and about the application a little bit. It also shows the developers of the page, being Aaron and I. We also have a "What's New" page that describes the updates that Gigseek had for each patch along with the upcoming updates for the webpage. We also designed profile cards for each of the bands and venues along with profile pages for each of them so that whoever clicks on the specific profile card will lead you to that profile page. We formatted all of these pages as well, ensuring that every link worked properly along with ensuring that each page looked good, and the theme matched for all of them.

This was a good project to understand how long-term group work functions, especially since I worked with Aaron for as long as we did. I think that this was a good way to learn how to work as a team and communicate with one another on what we need to do, what is expected from one another, and also a good way to understand what our visions and our goals are for this project. Communication was definitely one of the most important aspects of this project, with us being successful in it. Good communication helped us both stay on the same page and accomplish what we wanted to accomplish for the most part. I also think that we were successful when it came to our work ethics. Many times, we worked together at the same time so that if any of us had questions or needed help with particular parts of the project, we could

go ahead and help each other out. We had a strong work ethic; we put in work almost every week of the last two semesters, ensuring that we were always thinking about the project and trying to stay one step ahead. I would say that we really did not have any unsuccessful aspects when it came to teamwork. I think that our effort was pretty even; we each put in many, many hours into this project and communicated if we needed the other to step up, and whenever that occurred, we did step up. I believe that our efforts were very close to one another. I have no complaints whatsoever with my teammate and I believe that we both contributed fairly equally.