COS20001 – User Centre Design

Task 6.3 Group Work Reflection

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Group 5

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1. Group Reflection

The group's perspectives on the prototype design and interface are covered in this essay. My name is Le Hoang Hai, and I am the group leader for 5. Myself, Hai Le, the team leader, Quoc Bao, the team editor, Quang Danh, the arbitrator, and Hoang Long, the note-taker, make up my team.

Overview

We are now at the end of this course of COS20001 that means that we have been collaborating for 12 weeks. As the team's leader, I am pleased to be the leader of my team that we have workout together throughout this course. In addition, I can recognize the advantage of each of my team members.

Preparation

As the leader, I insist that every team member read the assignment's description or substance, and Quang Danh was excelling in the position of arbitrator. Despite certain health issues, He made a concerted effort to inform us and prepare for each duty ahead of time. I have the duty to instruct everyone to follow the rules as a leader, but sometimes I forget because of the challenging course I'm taking. The same applies to Danh and Bao. We didn't omit any essential duties, however, which would have impacted our final marks.

Management

I'm not sure enough of myself to say that I'm the best leader at what I do. I try to get better every day. I did my best to be a good leader. I'm in charge of everything in the group, and if anything goes wrong, I'll be held responsible. During the course, I was able to read all of my lecturer's messages, keep track of how each project was going, and give each group member an assignment. I made sure that everyone on the team had the same amount of responsibility for each task, and I was fair. Early on in the course, one of my team members got some bad news about their health, which made it harder for the rest of the team to do their work. However,

everything was going the right way, My team was able to keep track all the assignment as well as the project in the right path, We have finished all 17 core assignment that would make all the members pass this course. In addition, we have learn alot of important thing in the designing interface process.

RESPONSIVENESS

I saw that my team did really well in terms of how quickly they responded. During the initial week of class till the final week of the course, my team still using a group chat on Messenger in order to communication. All of the lesson's alerts, tasks, and notes will be added to the chat. It took about an hour for each team member to reply and be heard. Every participant can see right away if someone is stuck, needs help, or can't make it to the meeting and offer the best solutions.

ATTENDING

As I said above, one of my coworkers, Quang Danh, couldn't make it to every meeting because of health problems. We could meet at school, online, or at a study center that's open during business hours. But every team member had a bike, which made it easy to set up meetings. I, as the leader of the meeting, am the only one who always shows up. Since the task 6.3 about the Group Work Reflection, I have concerned about the meeting attend of my members, after 6.3 I have contacted to all my members and figure out a better way for my group can join the meeting for everyone, and It worked out really well. It looks like everyone in my team recognize the same problem so they tried to arrange their work to attend the rest meeting till the final week. Each member of my crew had a lot of work to do, but I know that everyone had tried their best to work together for the final work.

CONTRIBUTING

The course covers the creation of interface prototypes, and it mandates that we utilize the Adobe XD program for creating. The program has a feature that allows us to show the prototype to each team member so they can provide suggestions and help with the design. My team will be working on a single common interface, and anything that is incorrect or not optimal will be pointed out so it can be changed. I saw that everyone in my team made a contribution to the project overall. Although we often have divergent opinions, we nevertheless prefer to vote since the candidate with the most votes wins, and we create accordingly.

The course teaches us how to build interface prototypes, and we have to use the Adobe XD program to do so. The program has a feature that lets us show the prototype to each team member so they can make suggestions and help with the design. My team will work on a single common interface, and anything that is wrong or not the best will be pointed out so it can be fixed. I could see that everyone on my team did something to help the project as a whole. Even though we don't always agree, we like to vote because the candidate with the most votes wins, and we make things based on that.

GROUP STRATEGIES

We decided that we would try to finish all of the course assignments in the first week. But as time went on, I saw that our crew had to do a lot more work on the other courses. Due to a lack of time, our team could only finish the tasks that were needed to pass. This semester, this class is not meeting in person, which is bad for both our team and the other Ho Chi Minh teams. But I could see that our group had learned a lot about concept design, the evaluation process, and how to use the Adobe XD tool to make prototypes. How to lead is the most important thing I've learned. I'm not great at it, but I'll do my best to help not only my team but also myself do better.We established the goal to complete all of the course assignments within the first week of the course. But as time went on, I realized that the other courses required a lot more labor from our crew. Because of time constraints, our team was only able to finish the tasks necessary for passing. This course does not meet in person this semester, which is a disadvantage for both our team and the other Ho Chi Minh teams. However, I saw that our group had picked up a lot of knowledge about concept design, the evaluation process, and how to develop prototypes using the Adobe XD tool. The most crucial lesson I've learned is how to lead. I'm not the greatest at it, but I'll do my best to improve not just my team's performance but also my own.

2. PROJECT REFLECTION

The most important things I learnt doing this Project:
- The process of design an user interface prototypes"
- Use Adobe XD to design an interface about Quitch
- Steps to held a user evaluation process
- Collect raw data and transfer them into final data
- Calculate user score of user usability score (SUS score)

The things that helped me the most:
- My lecturer's lesion
- Some video tutorial on Canvas as well as on Youtube
- The talk with the professors out design user interface

I found the following topics or activity challenging:
- Design the user interface
- Help a user evaluation
- Collect data and process them into data

I found the following topics or activity interesting:

- How to use Adobe XD to design an interface
- Interactive with participant for recording for the user evaluation
- Talk with professor about user design

I feel I learnt these topics, concepts, and/or tools really well
- Calculate SUS score
- Stretching wire frame.