

COS20001 –USER CENTRE DESIGN

TASK 6.3 GROUP WORK REFLECTION

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Group 5

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GROUP REFLECTION

This essay discusses the group's thoughts on the interface and prototype design throughout the semester. Le Hoang Hai is my name, and I'm the group leader for 5. My team consists of myself, Hai Le, who is the team leader, Quoc Bao, who is the team editor, Quang Danh, who is the arbitrator, and Hoang Long, who is the note-taker.

OVERVIEW

We are now halfway through the course, which means that we have been collaborating for seven weeks. As the team's leader, I've come to realize that we still need to strengthen our team's attendance management in the future. In addition, I can recognize both the individual and collective strong points.

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 am not confident enough to claim to be the finest leader in the job of a leader; I am simply an ordinary student looking to better myself. Every day, I strive to do better. I did my best

to be a good leader; I'm the one in charge of everything in the group, and I'll be held accountable for anything that goes wrong for the team. I successfully caught up on all of my lecturer's notifications throughout the course, kept track of the development of every project, and assigned assignments to each group member. I saw that every team member had an equal responsibility for each job, and I was impartial. Although my team received terrible news early in the course that one of its members had some health concerns, increasing the burden of other team members, my professor and each member of the team actively contacted me and informed me of the situation. Fortunately, my staff consented to additional assignments. I want to progress with my buddy instead of using him to work for me in the future. I want to lead rather than be a boss at work.

RESPONSIVENESS

I saw that my team performed really well in terms of reactivity. My team decided to establish a group chat on Messenger during the first week of the course, and we will utilize it going forward. The conversation will be updated with all of the alerts, tasks, and notes from the lesson. Each team member's turn to speak and be heard took around an hour. Every participant can instantly observe when someone is stuck, in need of assistance, or unable to attend the meeting and provide the best options. I must give the Internet credit for today's schools' quick communication channels.

ATTENDING

One of my coworkers, Quang Danh, had some health concerns that prevented him from attending every meeting, as I mentioned above. There are three venues where we may meet: in school, online, and at a study center open during business hours. However, we had the benefit of having bikes for every team member, which allowed us to easily schedule meetings. I, the meeting's leader, am the only one who consistently shows up, followed by Bao, who is seldom late due to his extracurricular activities, Long, who always promises to show up whenever I call a meeting, before Danh, who often visits the hospital for medical attention. As the leader, it is my responsibility to speak individually with absent members and inform them of the purpose of the meeting and the duties they need to complete. My crew may irritate me a lot at times, but I realize that everyone will mind their own business and that I have no right to order them about. When the course comes to a conclusion and the final project is due shortly, I will need to fix this issue.

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.

GROUP STRATEGIES

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.