**PROJECT POSTMORTEM**

Once you have made your final presentation WE NEED YOU TO SUBMIT THE FOLLOWING COMPONENTS AS EITHER PRINTED HARD COPY, OR ON A CD OR ON A USB.

1. A SINGLE PAGE OF A4 (MAXIMUM) WHICH LISTS THE OVERVIEW OF THE ASSETS YOU HAVE PRODUCED FOR THE TWO PROJECTS, WHETHER THEY HAVE MADE IT INTO THE FINAL GAME OR NOT.
2. A COMPLETED REVIEW OF THE PROJECT **USING THE TEMPLATE PROVIDED BELOW**. PLEASE REMEMBER THAT THE MORE DETAIL YOU ADD TO THIS COMPONENT THE EASIER IT IS FOR US TO JUDGE YOUR WORK. SO AVOID SINGLE LINES OF TEXT. **EXPLAIN WHAT YOU MEAN**.

|  |  |
| --- | --- |
| **STUDENT NAME** | Jordan Marks |
| **PROJECT NAME** | You Are Here Exhibit: Interactive map |
| What do you think went well on the project? | The start of the project from the coming up with the idea. Getting to work with people I would not normally work with. Learning about the Items in the exhibit was also very enlighten. As someone who wanted to work in a museum when he was younger this allowed me to fully engage with what the museum wanted out the project.  Teamwork was strong on the team. If one member of the team was falling behind another member would go over and see if they needed a hand. A fair few meetings took place just to go over what everyone did, over the design of the mascot etc. This allowed us to talk the ideas out allowing everyone a chance to throw an idea in. |
| What do you think needed improvement on the project? | There was a lack of comms between yourselves and the museum this was sorted by us setting one person as the person the museum, yet I feel this take a few weeks to get sorted out that we could have done to the project.  Another lack of comms was between the two teams. I think it may have been because we were two different teams but one project. Which lead to a lot of misunderstanding of what each team has done to that point. Which in turn lead to a lot of explain and fixing issues that we could have used the time we lost to improve the game and get it finished earlier. We could have set team leaders who could have spoken to each other each week and kept each other up to date, this would have sorted this out I believe. |
| What do you think of your own contribution to the project? | I started the project off well. Helping to design the game and Presentation. Designing the layout of the pitch powerpoint, then worked with the team to work out which person would do which slide. This I think allowed us to clearly get our idea across to the museum.  I wanted to deal with the questions and the research part of the game,  This however ending getting mostly done by Caitlin with myself helping to bounce idea off well she did the majority of them. This I think was something that I should have done more to help. Yet I feel that if we had two people doing the question we would have stepped on each other toes in the end. We should have taken or made half the questions each, however I feel that could have ended up with half being really good to the other half.  After I partly come up with and designed of the map and mascot character of the game due to coming from Ipswich. We first started looking at what the mascot of places in Ipswich use. We found that Ipswich town fc uses a horse while one member of the group suggested that we use a seahorse. Cause that’s what is used on the Ipswich council sign. Yet in the end we asked the museum, they suggested using a Mammoth. We then let ochuko do the artist design for the mascot character.  I could have also did more to the Project yet I feel like with my import on the design idea allowed us able to come up with a very good product for the museum to use. If I did a project like this again I would clearly tell the team what I was going to do to try to fix this issue. |
| **OVERVIEW** |  |
| **Thinking about the project you have worked on this year, what are the important lessons that you will take away from the experience for your next group project?** | I think overall I enjoyed the project and I would do it again. Yet what I have learned is that I need to push myself to take tasks and not just be given what is left. This left me this project all over the place being working on one bit before going to help work on another bit of the project. This left me with the feeling that I did not add much to the project when I know that I had great idea for the mascot character and the map itself.  Again I still have not go the comms where they should be this lead to a lot of work being done by others while I then had to just Contribute after they had started the work. This was my fault again for not being as forward as I could be and clearly telling people what I was doing would have been a great improvement to the project. |
| **ESCALATION** | N/A |

**Work done or contributed to**

Contributed design ideas for the games mascots (See resubmission folder- Complied design ideas- Jordan Marks)

Contributed design ideas for the games map (See resubmission folder- Complied design ideas- Jordan Marks)

Co-made Extra Questions and Object Info.docx (DesignMasterclass/Interactive map assets/Extra Questions and Object Info.docx. (Uploaded by Caitlin white))

Contributed with initial idea for the game (This was done as part of a meeting from there everyone started to design part of the project.)

Worked on the Initial pitch for game (DesignMasterclass/Presentation/Interactive Exhibit.pptx)

-Designed the layout for the Pitch PowerPoint (DesignMasterclass/Presentation/Interactive Exhibit.pptx)

-Worked with the group to work out who said what. (DesignMasterclass/Presentation/Interactive Exhibit.pptx)