**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.

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| **STUDENT NAME** | Heather Bishop (S177801) |
| **PROJECT NAME** | Design Masterclass: Ipswich Museum Interactive Exhibit |
| What do you think went well on the project? | I think the team pitched two products that fulfilled the brief well, and managed to stay on course when creating the products to keep in mind that brief as well as the user experience.  The teams scoped the projects well, cautiously aware of the tight deadlines for delivery of the games.  The team maintained communication well with the Museum, and portrayed the ideas well to people who are not designers and at times found it difficult to understand what we were talking about.  The team also negotiated well with the Museum in regards to the reality of fulfilling the brief – for example the programmers were not confident in their ability to use the Raspberry Pi (due to not knowing the Python scripting language well), but negotiated carefully and managed to save the Museum money by using interactive screens that they already had in storage. |
| What do you think needed improvement on the project? | I think the fundamental flaw of this project was that individuals didn’t fully appreciate that whilst this was an assignment which we would be graded on, it was also a commercial product for an third party. The fact it was a product for an outside organization meant individuals didn’t fully comprehend the level of polish that had to go into the products in order to display them to the public.  There was also some poor time management, with individuals waiting until the last minute to get work submitted which caused big problems in the pipeline when the final crunch happened – leading to a few individuals working extremely unsociable hours fixing issues that should have been spotted long before.  Communication between teams broke down towards the end, and I should have been more aware of it and intervened before the situation escalated. I should have dedicated more time to the management aspect of the project, and not taken peoples word that their project was on track without seeing the work on GitHub.  We should have set up some kind of task management system to track our work and progress, and to create a line of irrefutable accountability and avoid what did happen: Individuals doing very little work and denying it was their responsibility in the first place. The tracking of work would also have created a blueprint for everyone to know what they were doing, when and why.  The second team (Interactive Timeline: Courtney, Tom, Lewis, Oliver and Heather) should also have spent more time polishing the artwork, and left enough time to implement and reiterate as required. It’s a large part of attempting to get users to empathise and care about the items in the exhibit by anthropomorphizing them with characters. However due to the lack of art skill of the designers in question – in places the characters do not look good enough to be in a commercial product. More time also needed to be spent considering the UI design, and playtesting to check the user experience and for bugs. |
| What do you think of your own contribution to the project? | I worked hard on the art work, and it’s probably the best art I have ever produced. I also did quite well in the design of the interactive timeline itself – it was a strange experience to design something with such little interaction from the user but I think I did my best with the support and help of my teammates.  I ended up fulfilling a management role on this project which I would say was mediocre at best. I did well with the email communication with the Museum – all the emails were professional and friendly. I tried to keep the Museum as updated as possible so they always knew what was happening with the projects. However I also accidentally sent them at least 2 emails that contained emails from a different thread – fortunately they were kind enough to ignore it. The management ended up taking a backseat to the production of the artwork in the end, and I think that shows in the outcome of the products. I should have spent more time checking on people and making sure they were on track, offering support and help.  Overall I think I worked hard, but fell at the final hurdle because I didn’t manage my time and team very well. This meant that in the final week a lot of issues came up that could have easily been avoided. |
| **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?** | Predominantly to manage my time better. If I am fulfilling a management role, then that role should take the majority of my time. Also to work on communicating to “tell people off”, so that I can scold them but leave them unscathed. I feel I was quite harsh with Caitlin, especially when the situation wasn’t really her fault – she was just the person responding to the emails at that time.  I also need to work on maintaining momentum towards the end of projects, I allowed myself to loose motivation and I think that shows in the products.  Finally I will consider my art abilities before committing to any project that is heavy on the production of art. I have been practicing and learning drawing to improve my craft, I just need to be more realistic about my abilities. |

**Asset List**

IP4 character/background artwork.

5 different UI artworks.

Meeting Minutes.

Presentation.

Sounds.