**IM3080 Design and Innovation Project (AY2021/xx Semester 1)**

**Individual Report**

Name: \_\_\_\_\_Ng Yun Yi\_\_\_\_\_\_

Group No: \_\_\_\_\_\_Group 7\_\_\_\_

Project Title: \_\_\_\_\_\_\_\_\_\_joiNTU\_\_\_\_\_\_\_\_\_\_

**Contributions to the Project** (1-2 page)

Graphical user interface, text, application, chat or text message

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A screenshot of a cell phone

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Graphical user interface, application

Description automatically generated

I belonged to the design team, creating prototype on Figma, updating and changing the design constantly to meet the standard. I did the booking function, CCA under social function and poster.

**Reflection on Learning Outcome Attainment**

**Reflect on your experience during your project and the achievements you have relating to at least two of the points below:**

1. Engineering knowledge
2. Problem Analysis
3. Investigation
4. Design/development of Solutions
5. Modern Tool Usage
6. The Engineer and Society
7. Environment and Sustainability
8. Ethics
9. Individual and Team Work
10. Communication
11. Project Management and Finance
12. Lifelong Learning

Point 1: (d) State the area: Design/development of Solutions

Before Designing: Before brainstorming on how I am going to design the application and the poster, I thought of two points to look at; consistency and user friendly. Visual consistency is important as the application must have the same feel throughout for example a back button designed on one screen looks and acts the same on every other screen it appears on, or the theme of the application should be uniform. To me importance of content consistency is to prevent cluttering of information, so users will not be overloaded with too much information at once. User friendly means application should be easy to understand, simple to use, fulfil user’s needs and expectations.

Process of designing & Problem met: One important point of an application apart from the functions, is the theme or looks. People prefer to look at pretty things, hence the users will judge the application before installing them. These days people like simplicity, so my design team came up with monotone theme; black, white and grey. But we have been receiving feedbacks saying our application looks boring and dull. My initial design for the booking function had 6 screens in total, separating each of the components for example one screen for selecting time, one screen for selecting place or room and others. While working with the coding team, they met issues with some input functions are too complicated to code. So, I changed my designs constantly, according to their feedbacks.

Solution & Lesson Learnt: After discussion our target audience is students, the application should be attractive and interesting to attract them to install the application. So, we decided to go with a light blue theme with vector character to make it more appealing. Putting myself into the shoes of a user, what I look in application is simplicity and convenience. Instead of having 6 different screens containing one input, I combined the important inputs and summarised them into 3 screens. This way it is less clustered and confusing for users. I learnt that consistency eliminates confusion. Having a consistent application allows users to be able to predict the inputs to the function, users will be able to learn the application fast, making it user friendly.

Point 2: (j) State the area: Communication

Planning is extremely important for a successful project management but planning alone is not enough for the successful completion of the project. I feel communication is very important when working as a team, especially we are grouped with majority people we did not meet or work together before. In a project, communication refers to the exchange or sharing of messages and information to convey ideas and knowledge between the team. Everyone in the team should help to plan, direct, control and coordinate all activities throughout the project. Communication is the nerve system of leadership, teamwork, cooperation, and control. It determines the quality of relationships, levels of satisfaction, the extent of project’s success or failure. Effective communication in a team focuses on communication planning; information distribution and reporting of performance. Reporting project inputs include project records, plans, and work results. These tools and procedures assist in updating all the teammates on the progress of the project.

In my personal experience during DIP project, I can proudly say our group’s communication is very good. Despite some of us not knowing each other or just a “hi-bye” in school, we are able to forget about the awkwardness of being strangers and voice out our thoughts and sharing our ideas on our first zoom session. My team is split into three teams - 2 coding and 1 design team. After much discussion we feel that it’s easier to have a person to code the design n function together than splitting it. I was assigned to the Design team. The design team works on all the project parts which requires design like the wireframe, prototype, poster and video. Our team will hold a weekly meeting to plan deadlines, discuss problems met and changes, and update on the status all the three different team. The project progress started with the design team designing the functions on Figma, get feedbacks from the teammates and continue to improve on the design constantly. While the coding team follows the design and code the backend. One may think the design team’s job is easy all we do it just design we would not meet any errors. But let me prove otherwise, we all know different people have different preferences, it is very difficult to live up to the standards of everyone. So, for me the best solution I came up with was to change according to the coder that is coding the function I’m in-charged or change with the majority. What I did was to communicate with the whole group on which designs they prefer than I will discuss the final design with the coders. Since it is a group effort project, everybody’s opinion is equally important hence I will always seek the group’s opinion. Through this I feel communication is very important, because without communication, everybody will be doing their own things and our project will not be successful.

Point 2: (i) State the area: Individual and Team Work

Individually work to me is about one’s responsibility to complete the work, meeting deadlines and to put our passion into the work. To be honest, looking at the eye-catching design of the joiNTU application. I am proud to say I put my heart and soul in it to design, taking in feedbacks and trying my best to meet standards.

Teamwork is a group of people with different technical knowledge, joining together to achieve a common goal. For a team to work effectively, every teammate should be communicating to be at the same channel. Starting with having a clear and common understanding of the objective and goals and strategies to achieve a successful project. Personally, I feel there is great teamwork within my design team because there is always a time delay or ‘lag’ when more than two person is using. To solve this issue, we have to allocate timing for ourselves to use. When one person is using or finish using, we will notify each other in a private group, this way we will not clash into one another or waste time. As a group in whole, we manage to successfully complete and produce what I believe an outstanding work, this shows our good teamwork skill.