**IM3080 Design and Innovation Project (AY2021/22 Semester 1)**

**Individual Report**

Name: **TANG ZHAOSHENG**

Group No: **Group 7**

Project Title: **joiNTU**

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

For the user interface design part, I created parts of joiNTU design 2.0 by using Figma. The pages I created includes splash screen, login page, register page, home page, profile page, booking system, avatar page and app logo.

**Graphical user interface

Description automatically generated with medium confidence UI/UX design I created by Figma**

After I have done the design of these pages, I worked on the frontend development for these 12 pages in Android Studio. The way I implement frontend development is through exporting the design elements I did in Figma, after that I had to assignment different elements with respective functions and activities (the entry point for interacting with the user or directing to other page). Splash screen animations and transition animations are also created using Android Studio to ensure the app is responsive. After the frontend is done, I assisted Desmond to combine the Booking system frontend and backend environment to make sure the function is workable.

**Text

Description automatically generated Frontend Development**

After I have done the frontend part, I started to work on the final video making. The software I used to create the video includes Adobe Photoshop, Premiere Pro and After Effect. The reason I used Photoshop is to present our design using mockup and export to After Effect so that animation of the mockup can be done. Since some of the app animations can only be captured from Figma, I used Green Screen Keying technique to remove the background of the footages to achieve background transparent animation of most of footages from Figma. After the footages and mockups are well prepared, I added various Non-linear animation and keyframe interpolation to the footages, mockups, and texts to make the entire video smoother and more engaging. Once the video is finish, I exported it and imported to Premiere Pro to compile with background music and voiceover. For the voiceover, I used Denoise and keyframe interpolation technique to make it clearer, louder, and match with the video speed.

**A group of cell phones

Description automatically generated with low confidence** **Adobe Photoshop for Mockups**

**A screenshot of a computer

Description automatically generated with medium confidence After Effect with Green Screen footage**

A screenshot of a computer

Description automatically generated with medium confidence **Premiere Pro with voiceover footages**

**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: Modern Tool Usage

Throughout this project, I have used 5 different software and the database management flatform (Figma, Android Studio, Adobe Photoshop, After Effect, Premiere Pro and Firebase) to achieve various stages of our application development. It is a great experience that allows me to participate in the stages of Design, Development and Advertising so that I can have a better understanding of the workflow of mobile application development.

Point 2: Individual and Team Work

Without a doubt, teamwork is extremely significant for a group project. The process of teamwork which I experienced starts with goal setting, followed by cooperative activities and challenges and problem solving. After this project, I have the better understanding of individual work and teamwork. For individual work, it is better when the tasks require high concentration and focus, meanwhile teamwork is vital for brainstorming sessions because different people have different experiences and backgrounds. Throughout this project, I have learned that when I have the working experience on particular tasks, I should voice out and take responsibility to such tasks in order to provide better and more efficient solutions.