**MOTIVATION - DNFC()**

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# QUESTION 1

1. First RWD Website
2. Analysis Document for SEP

# QUESTION 2

1. As a group, we all agree that the first RWD Assignment was a lot of fun to make. This can relate to Herzberg’s Motivators. Throughout the development of the website, we all:
   1. Felt a sense of **achievement** whenever we managed to make something look exactly as planned.
   2. **Recognized** and hyped up each other’s work.
   3. Everyone felt valuable for taking up **responsibilities** and contributing in the making of the final product.
   4. No one put themselves above other team members, meaning that we were all on equal grounds and no one felt underappreciated.
2. As a group, we did not feel as motivated to do the Analysis Document as for other tasks. The reason why can relate to the **absence** of Herzberg’s Motivators. For example:
   1. **The work itself** felt tedious and repetitive.
   2. It did not feel very rewarding to make. (No sense of **achievement**).
   3. It felt frustrating to “throw work away” due to the need of changing a lot of parts after receiving feedback.

# QUESTION 3

Right now, our motivation is higher after the pandemic has calmed down. This is because leaving the house and actually coming to a classroom and meeting our classmates is a lot more motivating than staying at home alone and distracted. During the pandemic, we had been deprived of our basic need for human connection (RELATEDNESS), so it is natural that we are more motivated now that we can fulfill it. Also, in a classroom, it is easier for a teacher to evaluate our body language and spot the need for further explanation whenever a student is in doubt, meaning that we, as students, receive a lot more feedback (COMPETENCE) as opposed to online classes, where it was much more impersonal. Moreover, at home it was easy to get sidetracked and AMOTIVATED: a student could easily just not do any tasks and not keep up with classes without being called out by teachers and supervisors.

# QUESTION 4

**AUTONOMY:**

Letting group members choose their preferred tasks. Making sure that everyone [understands the assignment](https://youtu.be/vb1w_1PuWGE?t=17) and why it is important and relevant. Making sure everyone feels good by, for example, regularly having breaks whenever we feel burnout, etc.

**COMPETENCE:**

Hyping each other’s work regularly. Helping each other whenever a team member gets stuck so that he will not feel frustrated. Not judging each other when we do something wrong or cannot manage to finish the task, because we know that everyone is doing their best.

**RELATDNESS:**

Regularly having lunch together. Including funny memes in our assignments as easter eggs. Letting ourselves let loose and have a good laugh occasionally when we are working on a long task so that it will not become too tense.