

CM2020-01

Agile Software Projects

{Jessica, Jer, Marco, Brent, Jason}

University of London



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1 Teamwork Overview

Time	Location	Members	section
14-May-2022, 8.30am BST - 9.30am BST	Skype	Jessica, Jer, Marco, Brent	Section 2.1
21-May-2022, 8.30am BST - 9.30am BST	Skype	Jessica, Jer, Brent, Jason	Section 2.2
28-May-2022, 8.30am BST - 8.50am BST	Skype	Jer, Jason	Section 2.3

Table 1.1: Online meeting sessions

	Tool	Description	Infos
01	Skype	online meetings	
02	Trello Board	brainstorming	https://trello.com/invite/accept-board
03	Latex	main documentation	
04	Slack	all day communications	
05	GitHub	project folder	https://github.com/MrsFrisby/AgileT5G6

Table 1.2: Tool summary

2 Meeting Conclusions

2.1 14-May-2022

We started with two possible ideas previously proposed on our Slack channel, a revision/study aid with some kind of reward – but this is an already saturated market, or a community app to allow people interested in solar technology to buy, sell and collaborate. During the meeting Brent expressed interest in creating a better organiser app, a ‘to do list’ that rewards achievement. We agreed that it would be very interesting to further explore the psychology of motivation and reward. “The nyt made wordle too hard i feel stupid now,” - Twitter use. As an example of the power of small positive reinforcements, when Wordle was purchased by The New York Times, people claimed it got harder and felt demotivated, instead of getting a small (but addictive) daily boost of positive reinforcement for solving the puzzle, they were left feeling disappointed and ‘stupid’. People were proud of their winning ‘streak’ and keen not to lose it– this might be something we can use in our app.

It may be useful to further investigate the psychology of social media in general – people chase likes, we need to be rewarded with positive reinforcement. It is known to be addictive. This led us to the idea of setting small, achievable goals and rewarding progress, making the user feel good. Jer proposed the possibility of a financial incentive set by a parent to encourage a child to complete tasks. Should we pay kids to learn article.

We concluded that a viable project for our group may be an app that allows parents to set up lists for their children, these could be behavioural, academic/study related, musical instrument practice or household chores. The parent would also set up a small financial reward to be accessed when the tasks are completed. There should be a child friendly visual indication that progress was being made towards the reward/ through the list and that tasks were being completed regularly – a streak is maintained. We also agreed that it would be useful for us each to write a brief biography to share with the team. I suggest as follows { Name,Location/Timezone,Modules completed}. Career/Experience/Skills that we feel we can contribute to the project. Optional About me (personal circumstances, kids, other commitments, work/life balance) During (or before) our next meeting we will also need to decide which Teamworking tools we will use to communicate with each other and manage our project. It would be useful if everyone could share their previous experience of teamworking tools via Slack.

I have to confess that I have not been prioritising this module and have not yet progressed beyond week 4. However, I can see that there is a Team Activity in Week 5 that needs to be completed but doesn’t contribute directly to our own project. We need to decide how much time we can each realistically commit to this project each week. I propose that we each complete the Week 5 task independently and submit a written report to the group (or not). This will allow us to use our next meeting to focus upon Week 6 Team Activity 3.403. I suggest that we also need to formalise ourselves a little more before next week. We need to collectively complete the Team Rules document and establish an agenda for our next meeting. We need to set up a shared work area and consider how we will use version control. I think it would be good if we could all commit to completing the course up to week 6 before we meet again next week so that we are ready to move forward with research planning.

<https://theconversation.com/why-we-should-carefully-consider-paying-kids-to-learn-111624>

I just had another thought! We could also maybe investigate the possibility of rewarding kids in the gaming currency of their choice - Robux/V-Bucks/minecoins for example. Would this be possible to actually implement?

<https://www.playerauctions.com/market-price-tracker/>

2.2 21-May-2022

2.3 28-May-2022

3 2.404 Teamwork activity: icebreaker

It is time to start working with your team! In your team, give a one-sentence description of a project you would be interested in pursuing. Then, for each point, tell your team members in one sentence:

- why your proposed solution is unique
- where it might sit in a crowded marketplace of other technologies
- is the unique selling point really unique and, if so, why haven't others joined the lucrative market?

Reflect on these ideas as a group. You might find that one of the ideas stands out as an interesting project or that you want to use an amalgamation of ideas to form a new project entirely.

Jess

My background is in education, both my daughters are currently taking high school exams (A Levels and GCSEs in the UK) lots of study apps already exist but I have access to lots of teenagers who could give us advice on what does and doesn't work for them. My daughter likes Study Bunny an app that rewards you for study by allowing you to buy treats for a digital pet rabbit! Both my daughters would benefit from a Pomodoro style app that would help them to plan and partition study and social media browsing. Flashcard apps such as Anki and TinyCards are popular but evidence shows that the more you invest in creating the flashcard the more you learn. Obviously this is an already saturated market but I wonder if we could find a market segment with specific needs? Maybe younger students who are just learning how to revise and organise their study time. I currently have a class of 10 year olds who have just had their first exam week.

Jer

For mine, here goes: While toying with the idea of installing solar panels at my home in tropical Singapore, I came across the idea of community solar in the USA - a community marketplace of home solar panel owners / solar farm property owners (electricity supplier) as well as environmentally conscious people who can't own solar panels but want to buy clean energy. There could be a niche in developing solar community platform software for people to discover communities, subscribe and bill for solar energy. Solar community is not yet common internationally but interest in solar is everywhere so there may be early mover advantage.

- Modules completed: All level 4 and 5 (except "agile software projects" and "programming with data")
- Career/Experience/Skills that we feel we can contribute to the project: Have some experience with setting up web application backend using Python/Django, doing desktop literature research and documenting
- Optional About me (personal circumstances, kids, other commitments, work/life balance): Have full time job and family commitment. Usually budget about 1-2 hours a week to work on UOL courses but may have unforeseen commitments.

Brent

Something where everyone can participate assuming they've completed lv. 4 courses.

Marco

I would like to merge the power of python and the power of latex together.

Jason

Hi, I'm Jason and my background is AI/Artificial-Life simulations and tech R&D for consumer product. I'm currently in the process of building a small research lab that develops brain simulation software for neuro-tech. By generating synthetic brainwaves, similar to the data output of an EEG device, it allows developers to build BCI (brain computer interface) applications without them needing to have a human brain continuously hooked-up to the developer environment. All the ideas presented by the team sounds really good! My idea for the group project is a mobile App that allows people to track and share their dream experiences. The App would include some technical parameters in the UI that would allow users to log the type of sleep state they believe they were in, the duration of their sleep and some other optional parameters such as foods they had consumed before going to sleep and the day-time activities they participated in that day.

4 3.403 Team activity and deliverable: writing research questions

4.1 Task 1

As a team, it is time to start thinking about the research questions you need to ask in relation to your project ideas.

As a team, you should discuss the following:

- your main research questions and how you intend to answer them
- the modalities and methodologies that are most useful for your area of interest
- how will you document, share and disseminate this information.

4.2 Task 2

Prepare and share with the team:

- a list of research questions
 - What are forms of incentive to encourage self-discipline and planning among children to complete tasks?
 - What are the theoretical/empirical basis for these incentives?
 - How saturated is the market for study or revision app?
 - What are the opportunities in other types of tasks/goals organizing app for children?
- an outline of modalities and methodologies
 - Desktop research
 - Anecdotal research
- a list of documents that will be shared and disseminated.
 - Online articles
 - Peer-reviewed papers
 - Report of short end user survey e.g. interview children, parents, experts
 - Written review of relevant existing apps

Make sure that you are all accountable for actioning these things. Remember to reflect as you go!