ngee ann polytechnic

# Project Journal

## Project YouTube Euphoria

By Nicole Low :-)

Fill in your group name and group members' names on the sticky notes!

# 1 Engage

## Theme

A broad theme or concept with multiple avenues for exploration that you and your team find relevant and interesting. Themes are all around us. They can come from inside or outside the classroom. These are broad one-word/phrase.

Your Theme

**Digesting Youtube Videos**

## Questioning

Generate as many questions as you can. These questions often begin with "How" and reflect you and your team's personal interests. If the question can be answered in a single response, the question is too prescriptive.

Example: If your theme is *Plastic*, a potential question might be "How do we eliminate the negative impact of plastic?"

Come up with as many questions as possible.

**Productivity**

- How can...
- How might...
- How will...
- How do...

Add more items by hovering over the theme and clicking Add Child

## Generating Challenges

Select one question that you and your group wants to work on answering and fill it in the field below. Now, come up with as many challenge statements as possible starting with the following words.

For example, a theme on *Plastic* might be *Reduce barriers to recycling plastics* or Improve the

Your challenge should inspire action, without prescribing a solution.

**Your question here**

- Improve...
- Help...
- Use...
- Reduce...
- Create...

Come up with as many as possible!

## Select a Challenge

Select one challenge statement your entire team agrees on pursuing and type it down below.

Selected Challenge

**Better retain useful knowledge gained from browsing social media .**

# 2 Investigate

## Who's Involved?

Add sticky notes and discuss why and how different groups of people are involved. This includes groups of people directly affected, those who might have worked on the solution, or any group that might have an interest in the problem. Research on how they're affected.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Who? | Government, NEA | Anyone who wants a dashboard to organise knowledge from their saved YouTube Videos | E.g. a student studying for their physics exam | Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone |
| How? | How? | Organise videos and summaries into cards | They can use the web API to digest key concepts from the video.<br><br>They can more efficiently allocate their time by first viewing the video summary, before deciding if the video is worth watching, should be shelved or is completely irrelevant | Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone |

## Guiding Questions & Activities

Starting with your challenge statement in mind, start asking questions like *Who*, *What*, *When*, *Where*, but it's also important to dig deeper and ask questions like *Could*, *Why*, *What If*, and *How*. These questions form the basis of your background research.

Given an example on plastics, potential questions might be

1. What is plastic?
2. Why is plastic bad?
3. Where do we find plastics in our daily lives?
4. What are the problems with plastic?

Avoid your biases getting in the way, add questions that you think you might already know the answers to.

Create sticky notes and ask as many questions as you have about your challenge.

You may add more guiding questions or revisit this section as you continue your research

After coming up with your questions, answer them. These answers are your Guiding Activities.
Guiding Activities can come in many forms, including searching for information online, interviews, asking friends or family. Make a copy of the organiser below and fill it out based on the various guiding questions your team is focusing on.

**Example**

**Harm to Wildlife**
- Millions of animals are killed by plastics every year
- Nearly 700 species, including endangered ones, are known to have been affected by plastics.
- Most of the deaths to animals are caused by entanglement or starvation.

National Geographic

**Harm to Health**
Chemicals in plastics include carcinogens, neurotoxic chemicals, and endocrine-disrupting chemicals

Consumer Reports

Guiding Question
**Why is plastic so bad for the environment?**

**Creates a lot of trash**
- More than 40 percent of the plastic we use comes in the form of packaging, generally single-use
- Only about 9 percent of all plastic ever made has been recycled, according to the United Nations Environment Program.

New York Times

**Greenhouse Gases**
The plastic industry is responsible for at least 232 million tons of planet-warming emissions each year, according to the Beyond Plastics report.

CNN

**Ways to simplify learning process:**
1. Reduce time taken
2. Reduce chances of misinterpreting content

Nicole Low

**Ways to reduce time taken:**
1. Time taken to process info
2. Time taken to make notes
3. Time taken to organise notes
4. Time taken to sieve for notes to revisit content

Nicole Low

Guiding Question
**How can simplify the process of learning through social media posts? (E.g. youtube, instagram?)**

# 3 Act

## Refine the Challenge

Based on your research, create a refined challenge statement from your problem. This may be adapted from your original problem, entirely rewritten, or just a rephrased version of your original problem.

It's perfectly normal to rewrite your challenge statement, or pivot away from your original problem after doing your research.

Refined Challenge Statement

**Reduce time-taken to retain useful knowledge from Youtube videos, by automating as much as the note-taking and note-organising process with the help of AI APIs.**

Example: Help people understand how to recycle.

## Solution Concepts

Come up with as many different solution concepts as possible. These are *different* approaches to solve the same problem. Do not rule out concepts that seem impractical, wild, or hard to implement. Come up with at least 5 completely different concepts. These solution concepts should be a single feature that addresses the challenge.

| | | | | |
|---|---|---|---|---|
| Create something like a pinterest board, but for youtube videos.<br><br>Create cards where people can add their own notes. | Create something with a jukebox - like carousell interface, for users to browse through their curated youtube playlist.<br><br>User will be able to make notes to video card that the carousell is displaying at the moment. | Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone |
| Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone | Type anything, @mention anyone |

Add more sticky notes if you have more concepts!

**When selecting a solution concept, consider...**

1. Does your solution respond to your Theme, Essential Question, and Challenge?
2. Is there an identified need for your solution?
3. Does the solution bring a fresh perspective to the challenge?
4. What are the potential benefits of your solution?
5. What are the barriers you may need to overcome?
6. Is it adaptable and/or sustainable?

Selected Solution Concept

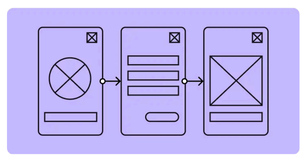
**Pinterest-Like youtube videos board**

**Rationale:**
- Easy for user to sieve through
- So that users can view multiple videos they've saved at a glance.
- There's more flexibilty for the user to organise the cards according to their preference
- There's more flexibility to implement more functions that might increase the productivity of the web-app in the long run. (E.g. dragging the video cards to rearrange them)

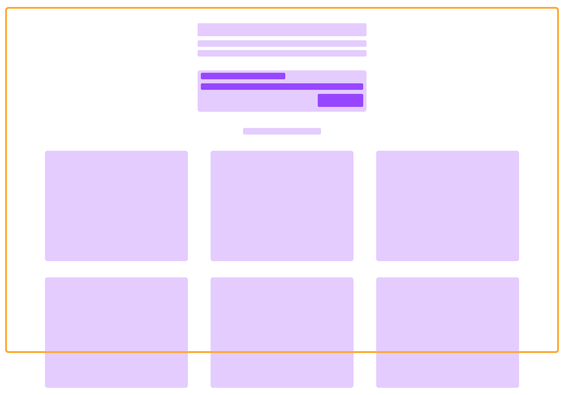
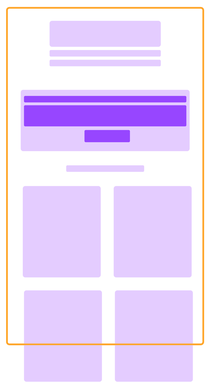
## Prototype it!

**Create as many prototypes as you can**
Use this space to prototype how your app will look like.
Focus on the layout, functionality, and user experience. Do not dwell on aspects like colours, specific icons, etc.
Treat these as prototypes as "disposable", do not spend too much time on them or aim to perfect them.

These are low-fidelity prototypes, intended to express your app's functionality without spending too much time on design details. (Learn more: https://www.figma.com/resource-library/low-fidelity-prototyping/)



**DESKTOP LAYOUT**



**MOBILE LAYOUT**