ASSIGNMENT 1 FRONT SHEET

Qualification	**BTEC Level 5 HND Diploma in Computing**		
Unit number and title	Unit 06: Managing a Successful Computing Project		
Submission date		**Date Received 1st submission**	
Re-submission Date		**Date Received 2nd submission**	
Student Name	Le Duc Anh	**Student ID**	GCS18856
Class	GCS0801B.1	**Assessor name**	

Student declaration

I certify that the assignment submission is entirely my own work and I fully understand the consequences of plagiarism. I understand that making a false declaration is a form of malpractice.

Student's signature	

Grading grid

P1	P2	P3	P4	M1	M2	D1

✯ **Summative Feedback:**		✡ **Resubmission Feedback:**
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V Signature:		

ASSIGNMENT 1 BRIEF

Qualification	**BTEC Level 5 HND Diploma in Computing**		
Unit number and title	Unit 06: Managing a Successful Project		
Assignment title	Plan and conduct a small scale research activity		
Academic Year			
Unit Tutor			
Issue date		**Submission date**	

Submission Format:
Format: The submission is in the form of an individual written report that shows how you have manage

the project. This should be written in a concise, formal business style using single spacing and font size 12. You are required to make use of headings, paragraphs and subsections as appropriate, and all work must be supported with research and referenced using the Harvard referencing system. Please also provide a bibliography using the Harvard referencing system.

Submission Students are compulsory to submit the assignment in due date and in a way requested by the Tutors. The form of submission will be a soft copy in PDF posted on corresponding course of http://cms.greenwich.edu.vn/

Note: The Assignment *must* be your own work, and not copied by or from another student or from books etc. If you use ideas, quotes or data (such as diagrams) from books, journals or other sources, you must reference your sources, using the Harvard style. Make sure that you know how to reference properly, and that understand the guidelines on plagiarism. *If you do not, you definitely get fail*

Assignment Brief and Guidance:

Scenario: Digital Wellbeing is about fashioning and sustaining a healthy relationship with technology. As technology plays a big part in our lives we find ourselves spending an increasing amount of time online and on our devices. Our wellbeing is dependent upon our mental and physical health and thereby our digital wellbeing is influenced by our online interactions and the amount of time we spend on our devices.

Your company is currently working on [YOUR ASSUMPTION] domain and has a specific product [YOUR ASSUMPTION] that runs well so far. However, with recently attention of digital wellbeing, the board of directors does not want to be left out of this trend.

Tasks

As a member of Research and Development department, you have been assigned a mini-project to find out do digital technologies improve life or distract from it and to explore the efficacy of products and features specifically designed to improve health and wellbeing.

You need to do primary research (both qualitative and quantitative research) and secondary research to find out that impact and conduct a report for your research. Even it's a mini-project, you must apply project management (PM) techniques such as project charter with aims, objectives, cost etc. As for time management, you need to produce WBS and Gantt chart with reasonable tasks and time. A project logbook is required to provide evidence of the project development process and ongoing reflection for every week. This logbook will be needed later for your reflection and evaluation in Assignment 2. As part of QA (quality assurance) policy, in the report you also need to critically evaluate the PM process and appropriate research methodologies applied.

Your report must have an introduction stating the project aims and objectives. This must be followed by a copy of your project management plan. Your plan should show the milestones when you will review with your tutor your

ongoing progress so far. You will submit your logbook which shows how you have carried out the project.

<table>
<tr><th colspan="3">Learning Outcomes and Assessment Criteria</th></tr>
<tr><th>Pass</th><th>Merit</th><th>Distinction</th></tr>
<tr><td colspan="2">LO1 Establish project aims, objectives and timeframes based on the chosen theme</td><td rowspan="4">LO1 & LO2
D1. Critically evaluate the project management process and appropriate research methodologies applied.</td></tr>
<tr><td>P1 Devise project aims and objectives for a chosen scenario.
P2 Produce a project management plan that covers aspects of cost, scope, time, quality, communication, risk and resources.
P3 Produce a work breakdown structure and a Gantt Chart to provide timeframes and stages for completion.</td><td>M1 Produce a comprehensive project management plan, milestone schedule and project schedule for monitoring and completing the aims and objectives of the project.</td></tr>
<tr><td colspan="2">LO2 Conduct small-scale research, information gathering and data collection to generate knowledge to support the project</td></tr>
<tr><td>P4 Carry out small-scale research by applying qualitative and quantitative research methods appropriate for meeting project aims and objectives</td><td>M2 Evaluate the accuracy and reliability of different research methods applied.</td></tr>
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Unit 6 – Managing a Successful Computing Project

Part 1: Project Management

I. Introduction (about the chosen scenario)

In this project we will make a plan to create an app to help people live healthy with a schedule to eat on time with recommend food suitable with the weight and the height also the age are entered to the app. When is on time our app will like an alarm clock and remind us to eat and it will prevent us from using any function of the phone for 1 hour except calling and viewing our app to see the recommend food and amount of food we need to eat to be healthy. Due to the topic we choose is we will make a plan and some interview/survey to answer the question " Do digital technologies improve life ? " and to show the efficacy of products and features specifically designed to improve health and wellbeing.

II. Project initialization (P1)

The main purpose of the project is planning an mobile app to help people live healthy and prevent people from using the phone too much and skip meals.

List of objectives to achieve the aim:

-Specific: This project is planned and implemented by two people and the aim of this project is to planning and develop a mobile app to remind user eat on time and stay healthy restrict from using too much phone.

-Measureable: We can know the change by periodic monitoring the app per week and run testing per month to see if the function has been achieved or not yet.

-Achieveable: for achieveable objective we will do step by step to find out what people prefer to eat and what time they prefer to eat so that we can put the food recommend and time setting into the app so that they can select it freely.

- Realistic: for realistic objective we will conduct a survey and interview the customer and get review from them to help develop the app suit with their habit.

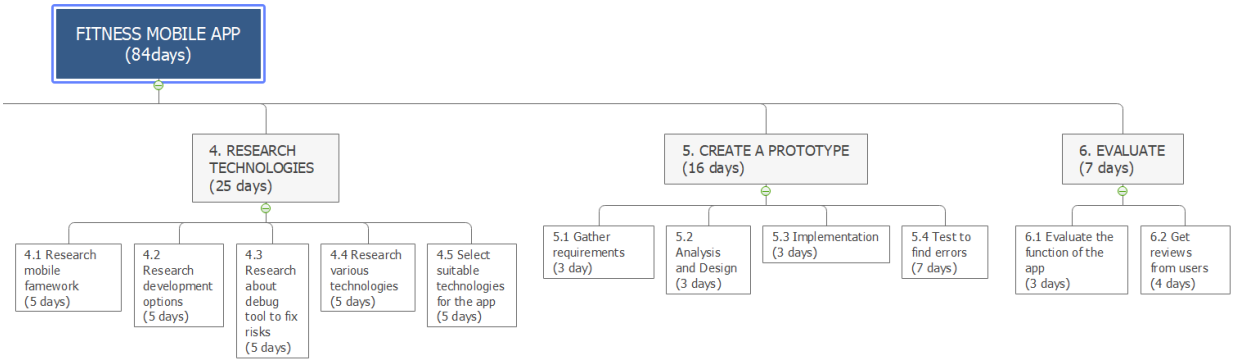
- Timely: for timely objective we will testing error so that we could implement the app on time and finish the deadline is three month according to the plan.

III. Project Management Plan: (P2)

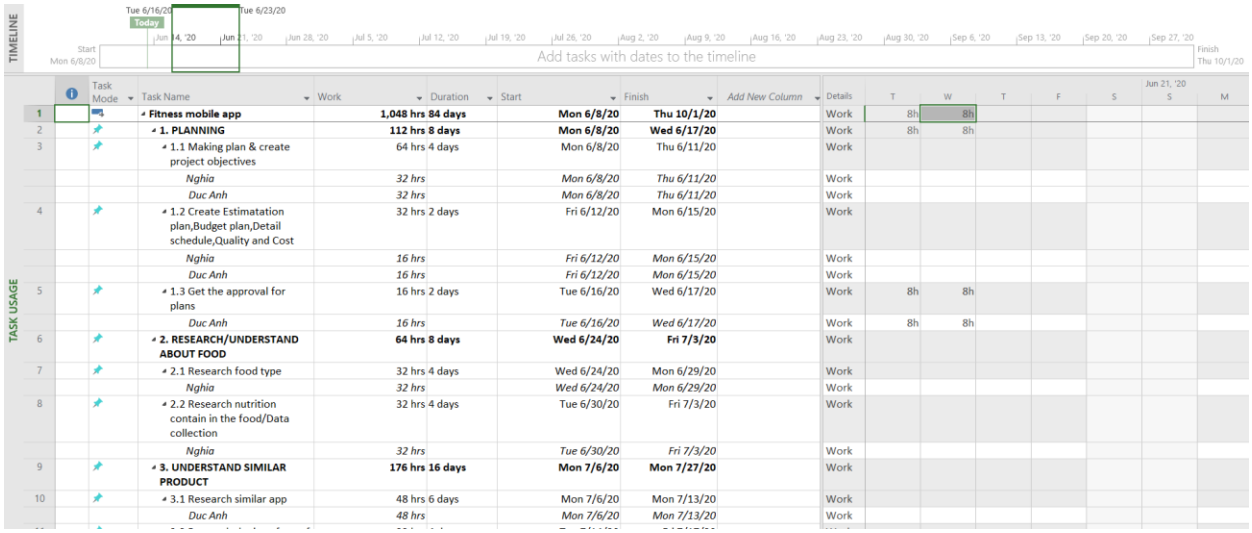
1. Scope: This project will help people to use the app and live a healthy life, the thing this project don't do is this app can only remind,suggest food and help discipline themselves from using phone too much but can not force others to eat.
2. Time : The project will finish in about 3 month.
3. Communication: meeting, messaging…
4. Risks: some bug may occur, risk like fever or sick may slow down the progress.
5. Resources: Software: AppMakr, AppyPie, AppInstitute, Swiftic, Java.
6. Cost estimation: man-month for about 15 million for a month.

III. Planning (P3)

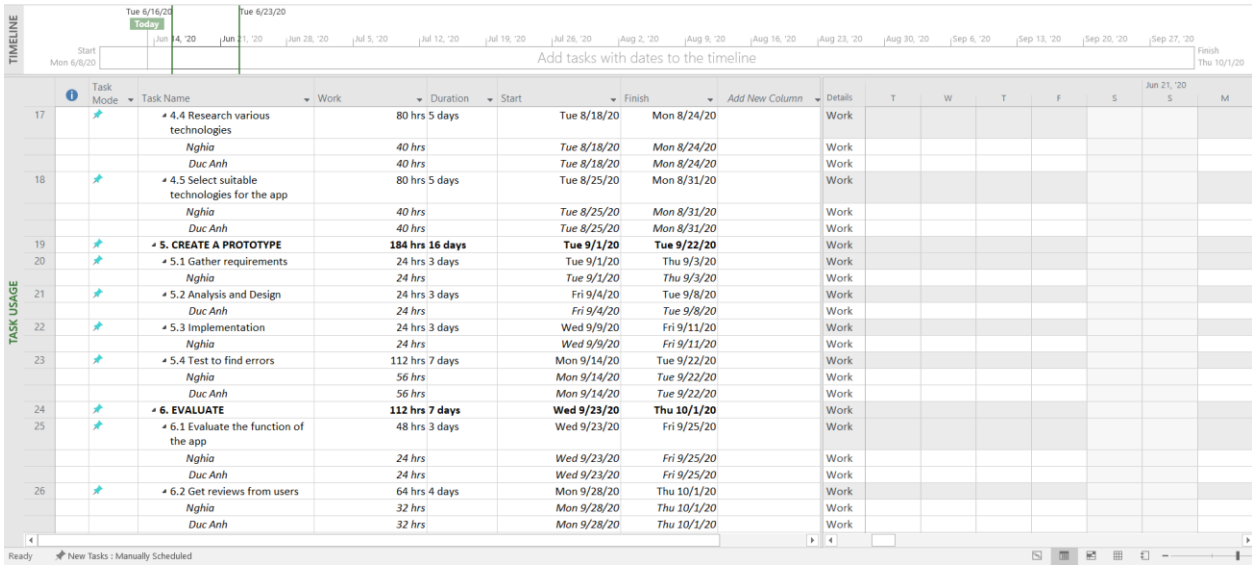
1. WBS



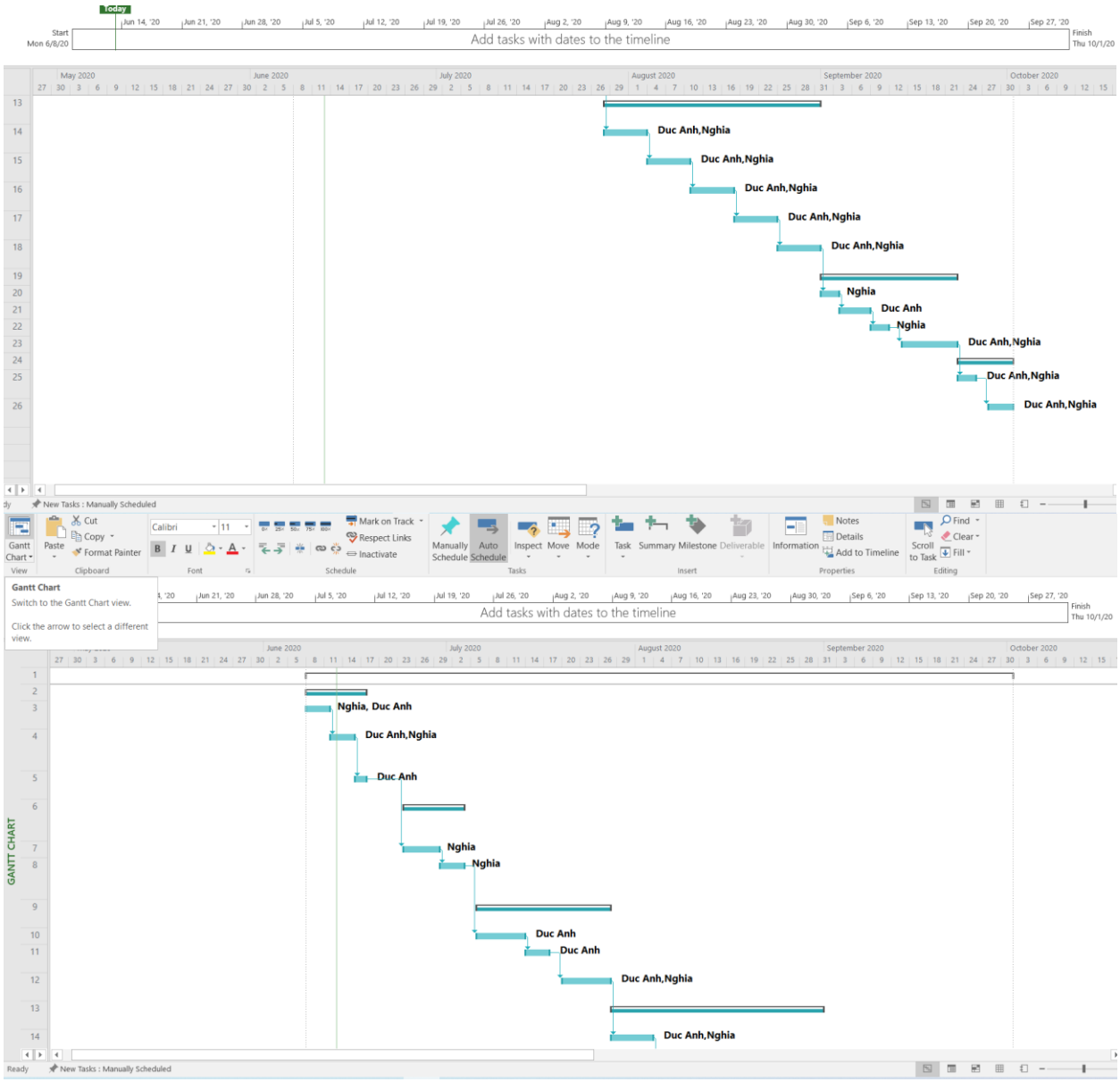
2. Gantt Chart



	Task Mode	Task Name	Work	Duration	Start	Finish	Add New Column	Details
1		**Fitness mobile app**	**1,048 hrs**	**84 days**	**Mon 6/8/20**	**Thu 10/1/20**		Work
2		**1. PLANNING**	**112 hrs**	**8 days**	**Mon 6/8/20**	**Wed 6/17/20**		Work
3		1.1 Making plan & create project objectives	64 hrs	4 days	Mon 6/8/20	Thu 6/11/20		Work
		Nghia	*32 hrs*		*Mon 6/8/20*	*Thu 6/11/20*		Work
		Duc Anh	*32 hrs*		*Mon 6/8/20*	*Thu 6/11/20*		Work
4		1.2 Create Estimatation plan,Budget plan,Detail schedule,Quality and Cost	32 hrs	2 days	Fri 6/12/20	Mon 6/15/20		Work
		Nghia	*16 hrs*		*Fri 6/12/20*	*Mon 6/15/20*		Work
		Duc Anh	*16 hrs*		*Fri 6/12/20*	*Mon 6/15/20*		Work
5		1.3 Get the approval for plans	16 hrs	2 days	Tue 6/16/20	Wed 6/17/20		Work
		Duc Anh	*16 hrs*		*Tue 6/16/20*	*Wed 6/17/20*		Work
6		**2. RESEARCH/UNDERSTAND ABOUT FOOD**	**64 hrs**	**8 days**	**Wed 6/24/20**	**Fri 7/3/20**		Work
7		2.1 Research food type	32 hrs	4 days	Wed 6/24/20	Mon 6/29/20		Work
		Nghia	*32 hrs*		*Wed 6/24/20*	*Mon 6/29/20*		Work
8		2.2 Research nutrition contain in the food/Data collection	32 hrs	4 days	Tue 6/30/20	Fri 7/3/20		Work
		Nghia	*32 hrs*		*Tue 6/30/20*	*Fri 7/3/20*		Work
9		**3. UNDERSTAND SIMILAR PRODUCT**	**176 hrs**	**16 days**	**Mon 7/6/20**	**Mon 7/27/20**		Work
10		3.1 Research similar app	48 hrs	6 days	Mon 7/6/20	Mon 7/13/20		Work
		Duc Anh	*48 hrs*		*Mon 7/6/20*	*Mon 7/13/20*		Work
9		**3. UNDERSTAND SIMILAR PRODUCT**	**176 hrs**	**16 days**	**Mon 7/6/20**	**Mon 7/27/20**		Work
10		3.1 Research similar app	48 hrs	6 days	Mon 7/6/20	Mon 7/13/20		Work
		Duc Anh	*48 hrs*		*Mon 7/6/20*	*Mon 7/13/20*		Work
11		3.2 Research the interface of other app	32 hrs	4 days	Tue 7/14/20	Fri 7/17/20		Work
		Duc Anh	*32 hrs*		*Tue 7/14/20*	*Fri 7/17/20*		Work
12		3.3 Conduct survey for product needs	96 hrs	6 days	Mon 7/20/20	Mon 7/27/20		Work
		Nghia	*48 hrs*		*Mon 7/20/20*	*Mon 7/27/20*		Work
		Duc Anh	*48 hrs*		*Mon 7/20/20*	*Mon 7/27/20*		Work
13		**4. RESEARCH TECHNOLOGIES**	**400 hrs**	**25 days**	**Tue 7/28/20**	**Mon 8/31/20**		Work
14		4.1 Research mobile famework	80 hrs	5 days	Tue 7/28/20	Mon 8/3/20		Work
		Nghia	*40 hrs*		*Tue 7/28/20*	*Mon 8/3/20*		Work
		Duc Anh	*40 hrs*		*Tue 7/28/20*	*Mon 8/3/20*		Work
15		4.2 Research development options	80 hrs	5 days	Tue 8/4/20	Mon 8/10/20		Work
		Nghia	*40 hrs*		*Tue 8/4/20*	*Mon 8/10/20*		Work
		Duc Anh	*40 hrs*		*Tue 8/4/20*	*Mon 8/10/20*		Work
16		4.3 Research about debug tool to fix risks	80 hrs	5 days	Tue 8/11/20	Mon 8/17/20		Work
		Nghia	*40 hrs*		*Tue 8/11/20*	*Mon 8/17/20*		Work
		Duc Anh	*40 hrs*		*Tue 8/11/20*	*Mon 8/17/20*		Work
17		4.4 Research various technologies	80 hrs	5 days	Tue 8/18/20	Mon 8/24/20		Work



	Task Mode	Task Name	Work	Duration	Start	Finish	Details
17		4.4 Research various technologies	80 hrs	5 days	Tue 8/18/20	Mon 8/24/20	Work
		Nghia	*40 hrs*		*Tue 8/18/20*	*Mon 8/24/20*	Work
		Duc Anh	*40 hrs*		*Tue 8/18/20*	*Mon 8/24/20*	Work
18		4.5 Select suitable technologies for the app	80 hrs	5 days	Tue 8/25/20	Mon 8/31/20	Work
		Nghia	*40 hrs*		*Tue 8/25/20*	*Mon 8/31/20*	Work
		Duc Anh	*40 hrs*		*Tue 8/25/20*	*Mon 8/31/20*	Work
19		**5. CREATE A PROTOTYPE**	**184 hrs**	**16 days**	**Tue 9/1/20**	**Tue 9/22/20**	Work
20		5.1 Gather requirements	24 hrs	3 days	Tue 9/1/20	Thu 9/3/20	Work
		Nghia	*24 hrs*		*Tue 9/1/20*	*Thu 9/3/20*	Work
21		5.2 Analysis and Design	24 hrs	3 days	Fri 9/4/20	Tue 9/8/20	Work
		Duc Anh	*24 hrs*		*Fri 9/4/20*	*Tue 9/8/20*	Work
22		5.3 Implementation	24 hrs	3 days	Wed 9/9/20	Fri 9/11/20	Work
		Nghia	*24 hrs*		*Wed 9/9/20*	*Fri 9/11/20*	Work
23		5.4 Test to find errors	112 hrs	7 days	Mon 9/14/20	Tue 9/22/20	Work
		Nghia	*56 hrs*		*Mon 9/14/20*	*Tue 9/22/20*	Work
		Duc Anh	*56 hrs*		*Mon 9/14/20*	*Tue 9/22/20*	Work
24		**6. EVALUATE**	**112 hrs**	**7 days**	**Wed 9/23/20**	**Thu 10/1/20**	Work
25		6.1 Evaluate the function of the app	48 hrs	3 days	Wed 9/23/20	Fri 9/25/20	Work
		Nghia	*24 hrs*		*Wed 9/23/20*	*Fri 9/25/20*	Work
		Duc Anh	*24 hrs*		*Wed 9/23/20*	*Fri 9/25/20*	Work
26		6.2 Get reviews from users	64 hrs	4 days	Mon 9/28/20	Thu 10/1/20	Work
		Nghia	*32 hrs*		*Mon 9/28/20*	*Thu 10/1/20*	Work
		Duc Anh	*32 hrs*		*Mon 9/28/20*	*Thu 10/1/20*	Work



Part 2: Research (P4)

I .Primary Research:

Overview about survey/interview: the target user the app want to get suvey and inteview is teenager, because teenagers are living an unhealthy life and usually skip meals and addicted to using the phone 24/24.

1. List of interview questions (4 question)

- Do you usually stay up late and using the phone?

- Do you skip your breakfast due to staying up late?

-How much time do you use your phone for a day?

-Do you eat 3 meals a day or more than that?

2. Summary about interview:

4 question on the interview part help us to know the daily routine of the customer and how much time they eat on time and to know whether they eat enough meals or not.

3. List of survey questions:

- How many meals you eat a day?

a) 1

b) 2

c) 3

-Do you use your phone while you were eating?

a) Yes

b) No

- Which food do you prefer ?

a) Homemade food

b) Street food

c) Restaurant food

- Your goal when using this app is for what ?

a) Reduce the time using phone and live a healthy life

b) To gain weight or lose weight with a strict mode

c) For fun

4. Summary about survey

With this survey we can know what is the purpose of the user when using this app and what type of food they prefer also know about their habit so from that we could develop the system so that it can be suitable for mayny kind of people and ages.

5. Evaluation about interview and Survey

For evaluation part we will evaluate the answer of the customer to adjusted the app suit with their habit and their daily routine.

II. Secondary research

After studying in school, most of the time I have to work part-time, I often read in my free time, I read "Dale Carnegie.", "I am a talented person, a friend. similar - Adam Khoo. " , "7 habits of success - Stephen R. Covey." And many other books, the lessons I learned are

1. Set your own goals

The 19th-century German philosopher, Friedrich Nietzsche wrote, "Losing your goals is losing your way." So you should clearly identify who you are and what you are aiming for. From there, do your best to improve yourself. You also should not be content with simply fighting this life.

2. Know the priority

Determine what is most useful to you and implement them. No matter how hard they are, you should try to complete them. Point yourself to the results of your work. Be the most effective time manager.

3. Believe in yourself

Your image reflects what others believe in you based on your ability. You should believe in your abilities. You should know that all problems have their solutions. Be someone who believes in yourself. Don't expect others to handle your work.

4. Understand the problem and be patient

You are working means you are eradicating all the anger, anger, impatience, selfishness, ignorance, laziness, jealousy, hatred and negative thoughts in life. your. You also work to free yourself from personal prejudices. Please respect the rights of others.

5. Always being tough

You face challenges. By accepting and overcoming challenges, you will become stronger than ever. Understand the meaning of the following German saying "Fear makes the wolf bigger than you think". You should not create pressure yourself. Do not try to pretend that everything is great even if it is not. Don't be afraid to look like a fool when you are learning and giving yourself a tough personality. Not only that, you should not lie to yourself or anyone else.

Part 3: References

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