

ASSIGNMENT COVER SHEET

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All assessment items submitted in hard copy are due at 5pm unless otherwise specified in the course outline.

Student ID U6325688

For group assignments, list
each student's ID

Course Code COMP6250

Course Name Professional Practice 1

Assignment number 1

Assignment Topic Synopsis: Tender for Wayfinder App

Lecturer Emmaline Lear

Tutor Ankita Gagrani

Tutorial (day and time) Tuesday 10:00

Word count 436 Due Date 16 Apr.

Date Submitted 15 Apr. Extension Granted

I declare that this work:

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Initials

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each student must initial.



Synopsis: Tender for Wayfinder App

Yangyang Xu, a master student who is studying Computing in Australia. She is applying for a tender that allows her to join in a UK development team and develop the Wayfinder App [1] together. She is an experienced developer. Her professionalism, skills in communication, teamwork and business can be revealed through the 4 standards of the Skills Framework for the Information Age (SFIA), which are Autonomy (Level 4), Influence (Level 1), Complexity (Level 2) and Business Skill (Level 2) [2].

To be autonomy requires the experiences. She did her own tasks and worked with a team. Design Thinking (DT) is the tool that helps her make product that consider about the business, customers and technologies as equal concepts [3]. By using the process of DT, she hopes to use her tech knowledge to make visitors and the business partners of this event be benefited by the App.

She had the influence in her project groups. Because she knows negative interpersonal environment cost coworkers' efforts and make them be emotional exhaustion [4]. Therefore, she was trying to make a harmonious work environment by being patient, honest, helpful, open-mind to her teammates.

To reach complexity, her experiences give the proof. Her clients were Queensland State Achieve and professors from the University of Queensland. The applications she made for them were code by popular language, such as C++ and Java, that are also related to the features which required in the Wayfinder App: route guider and light gamification. Her small group works were managed by Git Tool and the Agile, since Agile is friendly to small group, budget, flexibilities and due time [5].

Finally, at Business, she is skilled. Her communication strategy follows the responsibility said by Rogers [6], that a scientist need to make non-tech background people join in a science communication. She is also self-motivate and rule-abiding at work.

References:

- [1] "Wayfinder App Tender - Design Network North", *Design Network North*, 2018. [Online]. Available: <http://www.designnetworknorth.org/news/opportunities/wayfinder-app-tender/>. [Accessed: 15- Apr- 2018].
- [2] "Framework summary — SFIA", *Sfia-online.org*, 2018. [Online]. Available: <https://www.sfia-online.org/en/sfia-6/framework-summary/view>. [Accessed: 15- Apr- 2018].
- [3] N. M. C. Valentim, W. Silva, and T. Conte, "The Students' Perspectives on Applying Design Thinking for the Design of Mobile Applications." pp. 77-86.
- [4] M. P. Leiter, and C. Maslach, "The impact of interpersonal environment on burnout and organizational commitment," *Journal of Organizational Behavior*, vol. 9, no. 4, pp. 297-308, 1988.
- [5] A. B. M. Moniruzzaman, and S. D. Akhter Hossain, "Comparative Study on Agile software development methodologies," *eprint arXiv:1307.3356*, 2013.
- [6] C. L. Rogers, "Making the audience a key participant in the science communication process," *Sci Eng Ethics*, vol. 6, no. 4, pp. 553-557, 2000.