

Yangyang Xu as a member of 7-people software development team, she has few work experiences that make her satisfied with the tender requirements and the four skills described by Skills Framework for the Information Age (SFIA): autonomy, influence, complexity, and business skills [1]. Following contents will introduce her work experiences according to the SFIA 4 terms and briefly talk about how her experiences can help with building the Wayfinder App in the future.

She can use the Design Thinking (DT) strategy to help her be autonomy. During the previous experiences of working with DT, she both cooperated with other team members and finished her own tasks Individually and on time. By using the DT, the Wayfinder App will be developed via considering the concepts of business, users and technology simultaneously [2]. Such as an appropriate approach to make the final product, which will encourage more people to download it conveniently and enjoy the exhibition tour. Before launching the product from prototype, there will be several tests and improvements that ensure the Wayfinder app will be empathetic.

Her influence can be shown by her kind, open-mind and strong ethic work attitudes. She likes helping her colleagues, such answering their questions of coding. She never denied the better solutions provided by others because she concerns the quality of software, as a team, she and other members trust each other. These attitudes will make sure the work environment is harmonious, that affect people focus on making better products. Because it consumes people's attentions to interact with coworkers in negative interpersonal work environment [3].

For the complexity skill. She has some work experiences on working with government employees and professors of school. She participated building two Web Apps; One is helping people search immigration boat information of their ancestors, the resources and requests are from the Queensland State Archives. Another one is using some route algorithms to help the staff of the University of Queensland find printers location. She just completed the 2048 desktop game and a mobile shooting game by C++ and Java separately. Those experiences help develop the two features requested by Great Exhibition of the North 2018, which are wayfinding and light gamification. To avoid spend more budgets or resist multiple changes of making features. Agile is a good strategy that she used in her small group. Because its multiple iteration periods of establishing and enhancing the quality of the product, an Agile team will finally deliver a product on time and never exceed budget [4] (£100,000 is the budgets offered by provider).

She has basic business skills to listen and talk. Since there are some exhibition business partners, who want to know this App but don't have the tech background. As a motivate tech worker, Yangyang understands her responsibility of assisting non-tech background people to participate the science communication that Rogers mentioned [5]. As the previous part mentioned, she can interact with clients and colleagues and communicate efficiently. For ethic of business, she is honest about her work, the privacy part of the further contract will not be leaked by her, she will also comply the rules which are stated in the contract.

Finally, she looks forward the future cooperation and hopes her abilities can bring a helpful app to the event holders and visitors.

References: