Week 7 Industry Review

Cameron Nelson is the expert in week-7 lecture. At the beginning of the lecture, he introduced himself by his engineering backgrounds in school, volunteer activity, and industries. Then, he used his experiences to present the critical components of managing change, which are communication in both short-term and long-term, planning and reflection.

Cameron discussed few approaches with high operability in improving autonomy, influence, complexity and business skills of SFIA [1] and these methods are related to Design Thinking. To be autonomy, the self-preparation need be done from clients to project aspects. Employees need to think of building a connection with clients personally to sell the ideas of a project to clients early; They also need to have an awareness to find the potential problems of a project and prepare a possible plan for that. For the influence, such as promoting a product by teaching potential clients and enhancing the profile of a product, these methods not only increase the influence of product but also employee's. Since the business has varied environments and belongs to different fields, more project experiences can benefit the speed of changing a plan and being adaptiveness under complex circumstances. For the business skill, communication runs through the management of change. Such as when the employee engages with clients, they need to be aware of if a presentation proves the real value of the product to clients and a development team need to discuss with clients to seek an appropriate technique for improving service. The 3 changing processes reflect the Design thinking is suitable for any project management, because the finance, technology, and clients oriented as the core values of DT are also considered in these three contents. The DT also have similar processes as the three components, which are understanding the users, exploring customers' problems and solving these problems by prototyping and evaluation [2].

This lecture gave a hint to my current game development course, named the Software Construction. At the current stage, we finished the basic game, but we want more game features. Evaluation can be the suitable strategy for us to check what game features are needed. Therefore, I introduced our current game to this course lecturer. Then, he provided a suggestion that let us set the game difficulties to enhance the interesting.

References:
[1] "Framework summary — SFIA", *Sfia-online.org*, 2018. [Online]. Available: https://www.sfia-online.org/en/sfia-6/framework-summary/view. [Accessed: 22 - Apr- 2018].
[2] N. M. C. Valentim, W. Silva, and T. Conte, "The Students' Perspectives on Applying Design Thinking for the Design of Mobile Applications," in *2017 IEEE/ACM 39th International Conference on Software Engineering: Software Engineering Education and Training Track (ICSE-SEET)*, 2017, pp. 77-86