Reflection                                      Name: \_Andrew Swayze\_\_\_              Total Points\_\_\_\_\_

Every other week in this class, you will provide a reflection on your learning. Your participation in the summary is a summation of your answers the following questions. The questions are categorized on the difficulty of depth. Each question you answer is worth that many points, when you are done answering the questions, give yourself a total score based on the rubrics, provide justification in one sentence. You can only use each question once.

Please answer a subset of the following questions:

1. **5 pts each: Affect: (What?, So What?...Return, Report, Reflect and Regroup.)**

**What? (Return and Report)**

1. What did you do to prepare for class this week?
   1. I did a lot of research this week into the various aspects of the elicitation requirements that Nolan and I would be working on. I also did a lot of work in the Github in getting everything setup on my own device and fixing the current structure to match our documentation strategies.
2. What did you learn from this week’s activities?
   1. I learned a lot about modern design aspects of mobile apps. What’s effective, the things to look for, white space, colors, etc.
3. What did you learn from the customer?
4. What did you learn from the customer’s domain knowledge?
5. What synergic activities did you participate with the customer?
6. On a scale of 1-Zoned out, 2-Attentive, 3-Thinking, 4-Activity Participated, 5- Dominated the activities, **how did you participate in class**?
7. On a scale of 1-Waste of my time, 2-Re-enforced my learning, 3-Learn something new, 4-New content that connected to previous learning, 5-Mind Blowing/Paradigm shift, **what did you learn**?

**So What? (Reflect and Regroup)**

1. How did you affect the project?
   1. I designed the prototype for the project based on my research into effective app design strategies and put together a functions document outlining features that we should try to implement into the final product.
2. How did you include the customer?
3. What is the status of your goals from previous reflections?
   1. We’ve made amazing progress into the SRS and in setting up the requirements for the project. We’re largely done with all the tasks that were assigned to me and my partner, outside of waiting for some feedback from my team.
4. What value did you provide to the program/team?
5. What value did you provide to the product/customer?
6. **10 pts each: Behavior: (What now?...my ideas are starting to emerge!)**
   1. What value or innovation do you plan on providing the customer, project or program?
      1. I plan to contribute a lot to the final design of the project. In the future, I’ll be on the front end team and so being involved in this prototyping and researching how users interact with social media apps is truly invaluable to that phase of development.
   2. How do plan on including the customer in your tasking?
   3. How do plan on contributing to the team, besides completing your tasks?
      1. I’ve been doing my best to include the team in decision making in regards to the design and features. Tomorrow, Nolan and I are going to be presenting our SWOT analysis so the team can see more of what we’ve discovered and be involved more in every aspect of the project. I also reorganized part of the file structure in Github in order to help keep things more clear as far as data segregation goes.
   4. What would you do differently next week?
      1. Next week I would like to start earlier in the week on my tasks. I have been able to get everything done in a decent time frame, but I don’t like getting closer to the end of the week without having everything nailed down.
   5. Write a SMART goal for next week?
   6. If you were to teach one thing that you learned to someone else what would it be?
      1. I would teach someone else about the kinds of features that people look for on a social media platform, there’s a lot of thought that goes into the design and in keeping people engaged and scrolling through the app. That’s the kind of thing that stuck with me the most from this last week and that’s what I would pass on to others if pressed to teach.
7. **20 pts each: Cognitive: (Wow, I learn?... Ok that is deep!)**
   1. How does your experience relate to other experiences you have had?
      1. I loved being able to make a somewhat tangible product this week. Typically, in this step of the development process I’ve been largely relegated to designing data structures, but one of my passions is design, so I really enjoyed this week for that. I also really enjoyed learning more about modern app design and comparing old and new designs for similar products.
   2. How does your experience relate to other classmates’ experiences?
      1. I can’t speak for everyone, but I found myself really enthralled in the design process for the prototype and in researching how people use social media. I looked at a lot of heatmaps and design analyses and things like that.
   3. Tell me about what you taught someone? And what did they learn, that they didn’t know before?
   4. If you were to write your experience as STAR story, how would you phrase it?
   5. If this was a religion class, how would you relate this week’s topic to the gospel?