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This was the first time I was ever placed in such a large group for any project so the first thing we did was greet each other, at least those which had mics, did. After initial greetings we then discussed how exactly we should go about doing this assignment, we ended up agreeing that the primary way we will design this, given that there is minimal guidelines as to what the application we make has to do, was to spitball ideas off each other and judge the viability and feasibility of the ideas. There were several ideas which were shot down due to a variety of reasons, such as a ride-sharing style one that was too niche an idea when compared to already existing apps like lyft and uber. Another idea was a public bathroom locator that was mothballed due to the perceived difficulty compared to other ideas. Eventually we reached a consensus and ended up between a universal ATM locator and an E-waste disposal site locator, and at the end of class we were leaning towards the ATM locator. The universal ATM locator would access public information to determine any ATMs in your current vicinity, label what bank they are affiliated with (if they are), and allow users to filter them by bank affiliation, fee amount, and other criteria. We realized we would need to break this into subgroups in order to properly design such an app so we had a front end who’s job was to design an UI for users to select from a number of options to search, and a back end whose job was to create a cloud repository in order to process the queries. We decided that the team leaders for the groups should be people experienced in full stack development since they would have the most experience with both front and back end and how they interact. Breaking into subgroups made collaboration easier since instead of 12~13 people it was 6~7 people but the smaller groups did mean that the variety of ideas was lessened. However, the biggest issue I felt there was when it came to collaboration as a class group were that not everyone had mics or were willing to voice their ideas. Before splitting into subgroups we had 4~5 people using their mics and a 2~3 people using text chat exclusively, after however we would have had 2 with voice and 1 text in the subgroup I was in given who was communicating when we were in a large group. I think the issue with that is that a lot of us had no experience talking or working together in large groups, so it was only those who felt comfortable talking in groups. Alternatively, I would not be surprised if some people simply do not have mics (even though the coronavirus has made mics invaluable for the past year) but there was the option for text chat so it kind of detracts the value of that argument. Personally though, it felt really messy as I feel most people here, myself included, have no experience in large groups and I think some people have no experience in any sized groups (luckily I had *some* group experience due to a previous class, even if it was very strange group experience and I don’t think is normal when it comes to groups). I can see the advantages for working in a collaborative environment though, it allows for the problem to be more easily approached from multiple perspectives and allows for ideas to be build off other’s ideas. For example, when we decided on the ATM locator, we built it off of the concept of finding something near your location we had for the ride sharing app we dropped.