

**IM3080 Design and Innovation Project (AY2023/24 Semester 1)**  
**Individual Report**

Name: Choy Zi Jie Victor

Group No: 7

Project Title: Dueling

**Contributions to the Project (1 page)**

### Question Bank:

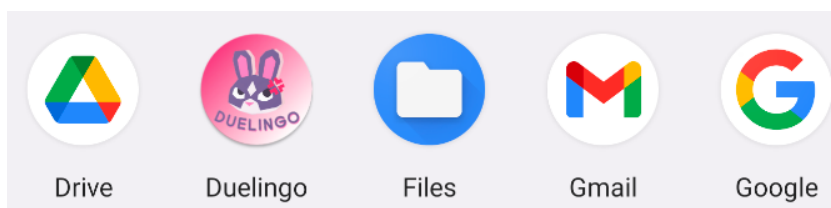
- Generated some questions for use in language modules

### Designing Modules Page on Figma:

- Helped with designing of Modules Page on Figma for easy visualization of App

### App Icon:

- Implemented the change of the Application Icon from the default Android logo to our designed graphic of the Duelingo app



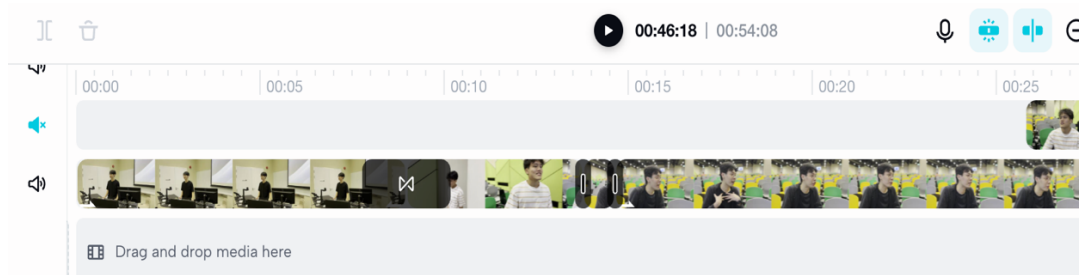
### Splash Screen:

- Implemented a Splash Screen to show from when app starts up to when it is done loading, then transitions to Home Page



## Video:

- Produced the video for Duelingo App Showcase



## Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to at least two of the points below:

- (a) Engineering knowledge
- (b) Problem Analysis
- (c) Investigation
- (d) Design/development of Solutions
- (e) Modern Tool Usage
- (f) The Engineer and Society
- (g) Environment and Sustainability
- (h) Ethics
- (i) Individual and Team Work
- (j) Communication
- (k) Project Management and Finance
- (l) Lifelong Learning

### Point 1: Individual and Team Work

I learnt a lot about teamwork during the course of this project. Personally, I did not have strong programming or coding background. Thus I found it difficult to contribute to the project in the beginning, as many of the aspects of the app were code-based. However, thanks to my groupmates, I was able to contribute to less technical aspects of the project such as 1) generating questions for the question bank, 2) designing the Module Page layout on Figma so the people doing the code had a visual reference, 3) implementing the App Icon and Splash Screen, 4) editing the video for presentation of our App Showcase. I learnt that when working in a team, it is best when individuals work to their strengths. Good task delegation is important.

### Point 2: Lifelong Learning

In order to implement some of the features in the app, I had to do some research on my own. This is exemplifying Lifelong Learning to help me improve. To develop the questions for the question bank, I had to download some of the existing apps in the market, and do some of their quizzes to get a feel of the kind of questions and question types (MCQ, fill-in-the-blank, etc.) we can have. To implement the app icon and splash screen, I had to learn from online tutorials as my technical proficiency is not great. I learnt that when working in a team, it is best when everyone is learning from each other. There is always more to learn.