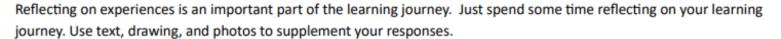
## Reflection question: Phase One - Discover (Individual submission)





\*NOTE: This reflection is part of your project documentation and will be graded. Think about success and challenges in terms of (1) Process (solving design problems, working with team members, seeking feedback/guidance on project work); (2) Changes/Strategies (during your learning journey in encountering challenges)

1. What worked well?

I feel that I was able to communicate well with my group in brainstorming ideas during the weekly cohort sessions, for example, coming up with the activity to focus our DTI project on, as well as the different types of personas.

My groupmates are very agreeable and diligent people, allowing us to agree on the topic smoothly and generate many great ideas too.

2. What did not go well?

I feel that as someone with a Junior College background, I still struggle to manage time management and meeting deadlines of a group project well, which caused me to burn midnight oil for a couple of days to complete them last minute.

3. What actions/strategies are you going to take to address the challenges/difficulties encountered?

To counter poor time management and remembering of the many deadlines in a group project, I decided that I will record down any new deadlines being given to me on assignments on a sort of 'deadline tracker' (basically a note in my phone consisting of all the deadlines I have in order of soonest to latest). Since I check my phone regularly, I can often keep a lookout of all my deadlines by checking this 'deadline tracker' every now and then.

Homework submission deadlines: SSW (6pm): Hmk 1: 7 Feb (Wed) Hmk 2: 21 Feb (Wed) Hmk 3: 1 Mar (Fri) Hmk 4: 27 Mar (Wed) Hmk 5: 11 Apr (Thur)

TW (by 6pm): Hmk 1: 9 Feb (Fri) Hmk 2: 23 Feb (Fri) Hmk 3: 15 Mar (Fri) Hmk 4: 29 Mar (Fri) Hmk 5: 12 Apr (Fri)

Hmk 6: 17 Apr (Wed)

 How many times did you visit the site during this Phase? List or draw some new discoveries.

I have visited the lift lobby site 3 times.

During the first visit I did not enter the lift, but only observed it from the outside of level 2, Changi City Point.

During the second visit I took the lift, and I realised it has double-sided doors, with the other end only opening at the basement, which opens up to the carpark.

During my third visit, I had the opportunity to take the lift with one of my target user, families with strollers in a lift. Seeing how they interact with each other and the lift during the experience allowed me to better understand their struggles, for example, finding a suitable place to park their stroller in the limited space lift.

 Were you able to apply any learnings from the Case Study (Dyson) and Activity (2-4-6) in your project? Please explain.

Yes, I was to apply one of the most important learnings from the Dyson Case Study, that in innovation, you need to be able to take failure as failure is an important and a necessary part of innovating.

By having this mindset, I felt that I was more open and acceptive of new ideas, no matter ridiculous they may seem and try them during our first group's brainstorming session on possible light installations for our project, to improve social interactions in the act of taking a lift.

And as a result, though we have not yet decided on a final solution, we came up with many great ideas, one of which is about adding coloured lighttiles on the ground of the lift that will light up when a pressure is applied on them (when they are stepped on)

Any other feedback? (Anything else you want to reflect about)

Nil