Group members: Megan Chen | Goh Jet Wei | Russell Teoh | Su Keming | Gan Xiao Tong

Reflection question: **Phase Four– Define (Team submission)** Cohort No. 6 Team No. 1

Reflecting on experiences is an important part of the learning journey. Just spend some time reflecting on your learning journey **as a team**. Use text, drawing, and photos to supplement your responses.

**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. For your design thinking journey, share about a key learning moment for the team.

A key learning moment for the team is that we learned to be understanding of each other's background, and interests in order to be able to work together effectively as a team in this project, as we balance our time with our DTI project with assignments from other modules.

2. What is the biggest strength of your team? And what is the biggest weakness of your team?

The biggest strength of our team is that the team is diverse in terms of our skills, including visual design, electronics, programming, CADing and woodworking.

The biggest weakness is that we can get too particular at certain parts of the project, which can affect our progress to other parts of the project and cause tiredness.

3. What have you done to address challenges mentioned in previous reflections? Assess their effectiveness.

To address this challenge, we assigned the work based on our skills, and set deadlines to ensure that we progress in our work, as efficiently, and highest quality, as possible.

It was effective, as for example, we assigned our teamate with the most prior experience with 3D printing and laser cutting to create our models for the functional and scale model, and he manage to finish it within a few days, which the rest of us would never could have finished it in that short amount of time.

4. From which case study (Dyson, Paul MacCready, Google Glass) did you learn the most and why?

We felt that the specific lesson, 'embracing failure, learn and grow', from the Dyson case study, greatly resonates with our DTI journey. We initially had the idea of implementing a queue system for the lift, but was shot down by the external judges. We were devastated by the revelation, but with help from our TAs, and inspiring ourselves, we managed to come back through brainstorming again and finalizing with the idea of an visually appealing lift display status, which was better and more effective in solving our problem, while containing traces of our previous ideas.

5. From which hands-on activity (2-4-6, cow drawing, low-fidelity activity) did you learn the most and why?

We believe that we learned the most from the low-fidelity activity, where we learned the benefits of low-fidelity prototyping through hands on work to design an ideal mobile music app.

In the activity, we learned the benefits of creating low-fidelity designs as it can be rapidly created, and allow us to brainstorm and inspire future designs based on old ones.

Additionally, during the process of designing the ideal mobile music app, we learnt various methods of rapid low-fidelity designing such as sketches, and using cheap everyday items e.g. disposable cutleries, paper and stationaries.

6. Any other feedback?

Despite so, I do believe that we would need more time for our DTI project, as it was quite the challenge in balancing our other modules, due to the high time-requirements due to the many submissions of the DTI module. Would suggest less submissions or requirements for future DTI projects, especially the 5 A3 poster required for DTI psrt 3, or the 2 DTP II A2 posters for DTI part 4.