Reflection Willem

The project was a lot different than I expected it would be. In the first weeks of the project we received a lot of lectures in which we were given a background about social phobic patients and connecting with a person with virtual reality. Because of this I assumed the project would be about using an avatar to talk to patients and implement artificial intelligence in order to help the patient at home. This wasn’t the case and we would build a program that should help the therapist communicate better with the patient outside sessions. We should only build a framework in which the therapist can give instructions to the program and we shouldn’t get into knowing how to communicate with the patient with the avatar.

During the project I most of my time went in the therapist side of the program and connecting the two sides with the database. In the beginning we were told not to focus too much on the therapist sides, but since the project turned out to let the therapist give all the options of setting up a treatment plan, increasing the usability of the program for the therapist became a higher priority.

Although the project wasn’t what I expected in the first place I did learn a lot. I had never programmed in C# before, but I got used it quite fast and my experience could really be helpful later.

Our planning started out good, but in next couple weeks we split the workload into more separate parts and we planned less and focused mainly on our own parts. Because of this the planning was not always clear. We improved on this later on and this showed me the value of good planning, which would be useful for projects in the future.