

ENG 2PX – REFLECTION ASSIGNMENT 2

Submission instructions: Submit as a single pdf file to the “Self-reflection 2” submission Dropbox on Avenue by **April 10th, 2022** This is individual submission.

File Naming Convention:

- File naming convention: ENG 2PX_selfreflection2_MacID. e.g. “ENG 2Px_selfreflection1_ebrahs8”

Penalties:

- Late submissions will be subjected to a 10% penalty per day.
- Any submission with wrong file format will lose 10% of the deliverable’s mark.
- Any submission with wrong file name will lose 10% of the deliverable’s mark.
- Any submission to wrong Dropbox folder will lose 10% of the deliverable’s mark.

Self-Reflection #2

A group of people can bring together various perspectives and combine views and opinions to solve an issue rapidly and effectively. Due to the team's culture, each team member has a responsibility to contribute equally and offer their unique perspective on a problem to arrive at the best possible solution. (Chin, Roger) Overall, teamwork can lead to better decisions, products, or services. The effectiveness of teamwork depends on the following six components of collaboration among team members: communication, coordination, balance of member contributions, mutual support, effort, and cohesion (Hoegl, Martin & Hans Georg Gemuenden).

The purpose of this assignment is to help you reflect back on your experiences regarding teamwork and design during the ENGINEER 2PX3 project.

Course Learning Outcomes that will be focused upon for the reflection assignments:

- Manages time and processes effectively, prioritizing competing demands to achieve personal and team goals and objectives.

As you respond to the prompts below, please remember that your responses must be related to the intended learning outcomes listed above.

- 1) As we approach the end of ENGINEER 2PX3, you have participated in a design project with peers from other specialized areas and will have applied the design thinking process in a multidisciplinary team setting.
 - a) How did you apply your specialized knowledge towards the completion of the design project(s)?
 - b) What aspects of the design project(s) related least to your specialization?

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| <ol style="list-style-type: none">a) I primarily applied my knowledge of excel to refine the model and add parameters to the model that contributed to the evaluation of our methods. In addition, I was able to use my knowledge from working in the construction sector to evaluate material choices and construction constraints.b) Most aspect of the project were not related to my specialization. Material choice, transportation method, and construction method are not related to my specialization and I approached the project mainly using my knowledge from 1p13. |
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- 2) Consider your experience as a second-year engineering student that has worked on at least two design projects within ENGINEER 1P13 and ENGINEER 2PX3. Throughout these experiences, you have had to work alongside peers with disciplinary knowledge and lived experiences different to your own.

In this section, please reflect on an impactful event during which your team exercised effective teamwork by responding to the prompts below (note: you are encouraged to reflect on an experience within ENGINEER 2PX3, but may choose another event if it is more suitable to this assignment):

a) **What? (100 – 300 words):**

- i) What was this event impactful? At what point during the project did it occur?
- ii) What were the actions taken by you that lead up to this event? What were the actions taken by your team members?
- iii) How did this event make you feel initially?

- i) The event occurred near the end of our project when discussing our final design decisions. The event was impactful because we rallied all our ideas together to make a final decision, it was important that we thought clearly and organized our thoughts concisely.
- ii) The actions taken by my team were prompted by the other team's progress presentation. We realized that we had some lasting disagreements and confusion about our final design, so we spent the design studio discussing pro's and con's of each group member's preferred solution and consolidated our ideas into a final design.
- iii) Initially this event made me feel good since I think that further discussion was definitely needed regarding our final design and there were clear flaws with our design at the time that were not addressed.

b) **So what? (100 – 300 words):**

- i) Why was this event impactful to you?
- ii) What did you learn about teamwork as a consequence of this event?
- iii) Did you apply any skills or lessons learned from a previous, similar situation to this event? How did that go?
- iv) Was the event resolved to the satisfaction of you and your team? Why or why not?

- i) This event was impactful to me because it made me feel like I had an outlet to voice my ideas and give feedback about others' proposed designs, as well as the designs I supported previously.
- ii) I learned that a very important aspect of teamwork is to hear out your teammates and to plan a time and date where ideas can be shared without fear of negative criticism.
- iii) I applied skills learned from negotiation with my teams during 1p13 in the sense that I avoided mistakes I made previously. I made sure not to jump to conclusions too soon and to hear out my groupmates as much as possible.

- iv) The event was solved to the satisfaction of me and my group, since overall we felt more confident and had a better understanding of our final design and the factors that contributed to its selection.

c) Now what? (100 – 400 words):

- i) How might you apply your learning in similar, future experiences?
- ii) Looking back, is there anything that you would do differently? Why or why not?
- iii) What opportunities do you expect to encounter when collaborating with peers from other areas of specialized knowledge in the future? How might you get the most out of (i.e., leverage) these opportunities?
- iv) What barriers do you expect to encounter? How might you overcome them?

- i) In future experiences I will attempt to repeat this behaviour. It had a clear and positive impact on my team and prompted us to think back to our real goal. We refined our design further and made changes based on criticism which allowed our design to be more robust.
- ii) I don't think there's much I would do differently. I tried my best to play my part and hear out my groupmates so to improve our design.
- iii) I expect that with a wider range of knowledge across the team, my teammates and I will have an easier time criticizing our ideas and designs due to being more sure about design decisions. I will leverage these opportunities to broaden my knowledge and learn more about other specializations.
- iv) I expect to encounter barriers concerning individual interests across the team and I am mainly concerned with the clash of egos. Its important to know what your teammates' sets of skills are to know which areas you are and aren't more knowledgeable, and therefore which areas you should be listening instead of speaking on.