
Week 1 - Self reflection and Quality Enhancement

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Computer Science Team Project

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You should work through the provided worksheets and also on your project planning and development during workshop sessions. The workshop sessions are a scheduled chance for you to complete team work, but **don't forget, you should also be scheduling your own sessions outside of the workshops to complete the work for this module.** You can also come back to this worksheet in the future for reference if you need to.

Please note: These workshop sessions are the primary way by which you will obtain feedback on your work through this module. Attendance and active participation at each of the *allocated* sessions is expected from all team members, and you may not attend alternative sessions. Failure to engage with these sessions without a credible reason will be interpreted as a lack of contribution towards the team, and will negatively affect that individual's final module mark.

1 Introduction:

Welcome to the second teaching period of the Team Project module (CS2TP) as "experiential learning", where we set up an experience for you, give you coaching and mentoring, and provide a structure with specific moments for reflection and feedback. This module is designed to provide you with an experience where you will be working as part of a team to deliver a high-quality software product which is ready to be released to the wider world. You will need to carry out all the typical tasks involved in producing and delivering a large piece of software, including project management, team working, collaborative software engineering, and demonstrating your work to your target audience.

2 Planned activities for this session

1. **You will be engaged with your TP2 team in a team reflection activity.** (expected time needed for this activity is 40 minutes)
Download the **team reflection activity** document available on Blackboard under **week 1-TP2** folder. Based on your previous experience in teaching period 1, work with your team to provide brief answers to the four questions below:
 - (a) What were the top two 'highs' and the two major 'lows' for the TP1 teamwork?
 - (b) What enabled or motivated you as a team to reach your 'highs', and how did we successfully move through the lows?
 - (c) What caused you the most stress and how could you navigate it better in TP2 teamwork?
 - (d) What were each of you most grateful for in TP1 teamwork and how can you take that into TP2 teamwork?
2. Use your answers to generate a poster using the template provided in the Team reflection activity document. The team reflection poster will be submitted as part of your final submission. This is a formative submission, meaning that you will not receive a direct mark on this deliverable, but it is a compulsory submission to show that you had a in depth discussion reflecting on your past experience in TP1.

3. Web Application Quality Enhancement:

You will be engaged in another activity to practice the concepts that you have learnt in week 1 lecture (software quality) (expected time needed for this activity is 45 minutes)

Performance Optimization Exercise

1. Identify three potential performance bottlenecks in your current web application (MVP product)
2. Propose optimizations to address the identified bottlenecks.
3. Identify how you will measure the improvements that you require to achieve in terms of performance.

Usability Evaluation Workshop

1. Conduct a usability test on your current web application involving at least three participants.
2. Document user feedback, highlighting both positive aspects and identified issues.
3. Propose design changes or enhancements to improve the overall usability of your application.

User Authentication Enhancement

1. Evaluate the current user authentication system in your web application.
2. Implement improvements such as secure authentication protocols or multi-factor authentication.
3. Document the changes made and explain how they contribute to the overall security of the application.

You are encouraged to incorporate the improvements from these activities into your ongoing website projects, fostering a holistic approach to web application development.

ENJOY THE SESSION :)