

IM3080 Design and Innovation Project (AY20xx/xx Semester x)

Individual Report

Name: Muhammad 'Arif Bin Abdul Malek

Group No: 6

Project Title: Personality Test Mobile Application - SOMA

Contributions to the Project (1 page)

1. UI/UX

- Curated a new colour scheme and interface design with other design members, developing UI design and wire frame.
- For prototype 1, used Figma to redesign COSTAR application with useful features that intended to be incorporated to our application
- For the final product, Adobe XD is used to create drawable background that is more modern and can be easily exported to be implemented in application.
- Oversee the placement of buttons and effectiveness of buttons to redirect to which pages effectively
- Followed instructions of other team members to improve design

2. Frontend Development

- Implemented front-end codes to link pages together.
- Created a foundational link for the codes by creating a physical database and using adapters to display Recyclerview properly.
- Conveyed the functionalities of the adapters and Recyclerview to backend team effectively to allow the team to switch from a physical database to our server database instead.
- Created elements to be visible or invisible depending on requirement met.

3. Design

- Spearheaded the design of the Personality, Love and Work Avatars using Adobe Fresco
- Gave direction to design team members on images to be used and imagery to portray.
- Provided inputs while making decisions on fonts, images, background and colour choice for final poster.

4. Video Editing

- Contributed to the production of marketing video of the application by being the videographer and colour grading the video during editing.

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to at least two of the points below:

- (a) Engineering knowledge
- (b) Problem Analysis
- (c) Investigation
- (d) Design/development of Solutions
- (e) Modern Tool Usage
- (f) The Engineer and Society
- (g) Environment and Sustainability
- (h) Ethics
- (i) Individual and Team Work
- (j) Communication
- (k) Project Management and Finance
- (l) Lifelong Learning

Point 1: Design/development of Solutions

While I have passion to learn more about the backend of UI/UX, I admit that I do not have the skills that are sufficient to be able to aid the team properly. Through this project, I realized that design is not a small part of the project. I utilized quite a few new design applications that I have not used before such as Figma and Adobe XD. It has deepened my awareness of prototyping a design. While designing can seem straight forward, I had to consider the potential needs of users such as utilizing the bottom for easy accessibility of the fingers when placing buttons. Initially, the group had ideas of placing it at the top. Some issues were raised during the development of Android Studio by the backend team where a refresh button was better than an infinite Scrollview. While I thought it would be lesser work for the backend team for a ScrollView as I have already done the code for that, I learned that design wise, it might not be as practical as I thought. Overall, as a team, the inputs on various solutions have helped improve the different aspects that we are doing and the project. I was also in charge of filming and colour grading the marketing video. It was my first time using a gimbal and using the colour grading feature on Adobe Premiere Pro. This opportunity allowed me to deepen my understanding as I researched the features to look out for during the process.

Point 2: Individual and Team Work

Initially as we started off this project, there were quite a few occasions where there were some tensions as we were all strangers to each other prior to this project and we had different ideas or misconceptions of the ideas. It has improved as the project goes by. I believe this prepares us for the future workforce as it is rare for us to always be able to work with people that we know from the start, especially if we just land a job. It was messy from the start as we had no directions of what we were supposed to do. Having a leader helped to delegate the job. Soon we each had our task to do, and we focused on our individual work. As this project involved many aspects, inevitably we will communicate less with members that have no job associated with us. However, we shared our concerns and gathered input from all team members, especially the design team which I was in as I felt visuals are important to represent who we are. Our team leader checking up on each one of us helped us push through our individual work and helped me to be aware of other members' tasks. Therefore, this experience allowed me to be a team member that listens to other members and be responsible in delivering my deliverables for the team.