

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

## **Individual Report**

Name: Ang Jing Jing

Group No: Group 6

Project Title: Personality Test Application

### **Contributions to the Project (1 page)**

Role: Design Team, Frontend Develop Team, Marketing

#### **1. UX/UI**

- Utilised Figma, in collaboration with the design team, to recreate the COSTAR application
- Spearheaded the concept creation and development of UI design and wire frame using Adobe XD for every page in the application
- Planning of different features and pages that will be implemented in the application
- Coordinated the workload among the design team (helped to split the pages) and manage any issues that were faced

#### **2. Frontend Development**

- Implemented designs codes (i.e., main/log-in/sign up/home/profile) in android studio
- Implemented front-end codes to link pages together created
- Created fragment code linking home, connect and profile pages together
- Assisted in the debugging of codes to ensure all pages are working as intended
- Coordinated communication between the backend and frontend team weekly and update the frontend team regarding new changes

#### **3. Design**

- Contributed to designing Work avatars and some Personality avatars using Procreate
- Designing graphics and layouts including making decisions about fonts, images, and readability for the main marketing poster and final mood board using Photoshop
- Creating interactive slides and coming up with overall theme and colour using Microsoft PowerPoint for the final project presentation as well as presenting on behalf of the group

#### **4. App Demo and Video**

- Contributed to the production of marketing video of the application by appearing in the video
- Contributed to demo video for the application by creating the UI interface design for the demo video

## 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: Communication

Project was done in a group of 9 people including myself, it is my first large group project (> 6 people), and I was unsure how would a big team would communicate together. The team is split into 3 teams (backend, frontend, design), I was in both frontend and design team. I volunteered to help design the initial interface of our application. After sharing design ideas to the design team and getting their feedback, I would communicate with the backend team to discuss if they were able to code out the designs. Naturally, I took up the role as a representative of the design team to communicate with the other sub-group. There were also a lot of communication going on within the design team such that when the backend team wants to add in certain features, we would need to redesign. Hence, the weekly DIP lesson was important for me to discuss and update the backend team on our progress. I also constantly check on the design/frontend team progress and managed the splitting of workload among the team. It was also important for us to check that each member is not having a hard time doing their work, by communicating we are able to voice out difficulties and ask for help within the group this helps us to work better and more efficiently with each other.

Point 2: Design/development of solutions

When working in a big group, there are bound to be disagreements and problems, when this arises the team needs to design new solutions. At the initial start of the project, there were some problems regarding using new software such as Figma, to help the design team, I was able to use our DIP lesson time to teach the team how to navigate the application. This helped my members to kickstart Figma and they managed to use the application without many problems. Later part of the project, some frontend coding issues were raised up due to lack of proficient in Android Studio. This created a problem for us as we were unsure on certain codes, however we tried to do our own research and help each other. As I work on the UI interface design & project poster, there were also certain design problems I face, when this happens, I turn to my team members for input. I would gather their input and this help me with my inspiration to come up with a solution. Overall, I think by coming together as a team, many of our team members will give their inputs on various solution and this has helped guide us through every problem we face.

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