

IM3080 Design and Innovation Project (AY2022/23 Semester 1)

Individual Report

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Group No: 6

Project Title: Personality Test Mobile Application - SOMA

Contributions to the Project (1 page)

1. Initial Phase

a. Brainstorming of Project Direction

Actively joined in the discussion and threw in different ideas on what application we should do that has value and meaning to us, then deciding on a Personality Application.

b. Implementing First Round of Proposed UI/UX on Figma

Identified an existing application, CO-STAR, that aligns with the design that we wanted to go for and created the pages on Figma for all members to evaluate on what improvements are needed and changed it accordingly.

c. Creating Pages on Android Studios

Used Android Studios to create the pages that were ideated on Figma, mainly focusing on User Profiles and Setting Pages, ensuring that the flow of the application was simple and intuitive.

2. Revision Phase

a. Ideation to Improve UI/UX

After receiving feedback that the UI/UX looked too simple, we created a new concept from scratch that differed from the minimalist concept that we originally had. The design team created a new look that included different color tones to make a more dynamic application. For functions, I focused on allowing users to see their history of the tests they took and included those in the pages.

b. Creation of New Interfaces and Pages on Android Studios

Came up with ideas to present the History of the tests the users took and created it on Android Studios, ensuring a flow from the original pages and refined the placements of buttons on the pages.

3. Final Phase

a. Final Addition of Details and Functions

Made use of functions available in Android Studios to improve on UI/UX, such as Scroll View and Card Views, and implementing visibility toggles for when there is result and no result. Also included gender pickers as well as date pickers instead of manual input to ensure number and data consistency.

b. Group Report

Focused on the UI/UX portion of the report to express our creation process accurately.

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

Due to the lack of experience in application making, regardless of UI/UX, HTML and Java coding, not having knowledge led to various difficulties faced. As I am not trained, I am unaware of what constitute to good UI/UX and could only learn by examples of what is available on the market. However, I learnt that not everything on the market is good, and it is important to learn professional knowledge as well as experiencing hands-on to give a better evaluation. Therefore, I improved on my original solution of being constrained by what is on the market to doing trial and error with my creativity, as then I could practice of HTML side as well as put myself into the shoes of a user to pick on areas of improvement.

Additionally, one main aspect in development solutions would be to evaluate the requirements as well as the feasibility of it and select the optimum solution. Being overly ambitious in implementing new pages and functions may cause the project to decrease in quality if we are unable to deliver and must rush it, thus selecting the best option within our means may give rise to the best result. For example, the design team faced a difficulty when implementing for users to change their profile picture. Usually, a pop-up appears for that function but due to us being unable to implement the pop-up, we overspent time on that. Our first solution was to learn from professional courses online, but we were unable to replicate it on our project. Therefore, we decided to improve other applications of the application instead, which allowed us to code the date and gender pickers, also improving UI/UX, and that information is more crucial than the profile picture in our application. In conclusion, solution development should be done while balancing both the goal and feasibility to increase quality and efficiency.

Point 2: Individual and Team Work

As this project will prepare us for our workplace in the future, where many projects are team-based, this project serves as a good exposure to me. Having 8 other members will require us to have a method of communication as it is difficult to talk to every individual during meetings. Therefore, I learnt that having a funnel approach, where we split into sub-teams and have representatives to discuss the work between teams is an effective way to work. Despite it being more time-consuming, this can minimize confusion and allow work to be distributed clearly. This method of teamwork also required everyone to be on task with their individual roles. However, one downside of this method of working would be that we are unaware of what each individual is working on, but this can be solved if a project management application is used. In conclusion, I feel that this experience allowed me to be more aware of how to be a responsible team member and ensure efficiency in producing a deliverable as a team.