Within the group project for Sea++, I acted as the group leader. I took care of most of the organization of the project, handed in all of the milestones, and had the most influence in directing how the project was carried out. Unfortunately, I did not have as much help from the others as I had hoped for. For instance, I wrote up all of the final paperwork, the E-R diagram, transcribed half of the interview, put together the tables with minimal assistance from David, wrote up the SQL script including all of the tuples, and took care of part of the website, including making sure that it did what it was supposed to for the last milestone. I always kept a line of contact open with other group members, and with each step in the project, asked for input. The only person responding to emails in the second half of the semester was David. I made sure to show that I was extremely happy when someone else was willing to put in work for the project, however, most wanted to skirt as much work as possible.

David took the HTML skeleton of the site I developed for the main site and Guest form, and changed it to CSS, Javascript and PHP, which no one else in the group knew. This made matters problematic in the last Milestone when he gave up on having the HTML form add new tuples to the database. David also offered his advice on most stages of the development of the database and website, when he was not on vacation. Mustafa only contributed to transcribing 25% of the interview, and soon quit responding to emails altogether. Kevin also transcribed his 25% of the interview, and also drew up a rough sketch of a list of potential entities and attributes. He also offered some advice on how to draw some parts of the E-R diagram. However, after that stage of the project, he quit replying to emails, and rarely was in class to discuss the project in the second half of the semester.

The hardest part of the project for me, was the frustration that came with what seemed like being the only person that cared about doing a good job. It was also frustrating that David never wanted to do any of the hard work, and only contributed to parts of the project that were fun to him,

like putting together the website. It was also frustrating that he changed the website to a format that no one else knew, despite me asking him not to, since that meant that if he did something wrong, either I would have to learn a couple of new programming languages, or I would have to recode the website in HTML and PHP. In terms of the project itself, the hardest part was putting together the E-R diagram, since at first, it seems counter-intuitive to how one would think a database is put together without seeing one before. However, I have learned a lot by studying the E-R conceptual model.

The best part of the project was putting together the SQL script, and browsing the intact database with the tuples I put together. It was fun to see what I learned in class put into action. The worst part of the project was being frustrated that no one else was motivated to do well on the project, aside from David most of the time. I think I have learned what not to do as a group leader. I should not try to lead by example, since it seems that in a class environment, being eager to work hard leads to others believing that they don't have to put in any effort, since someone else will get the grade for them; or that they would get a better grade if someone more motivated did it for them. In the future, I will make sure to be more direct, and instruct people in what they should do, and if they do not do it, or do not put in any effort, then I will be more assertive, and tell them that it is not fair for others to do their work, or inform the Professor or TA about the problem if it becomes problematic.

I have very little experience working in a group in class projects. I feel that this is not a good thing. Perhaps every class should have a group project component to it; that way others would know what to do in order for the process to go smoothly for everyone. I have learned to be patient with other people, and to be accepting of constructive criticism. I've also learned that it is much better to end up doing most of the work, because others gave up contributing, than it is to get a bad grade on the group project. I think that if this were a corporate environment, there would be much less social loafing, especially with annual performance evaluations, since it seems that there are a lot of people in a classroom environment that are okay with getting a poor grade, as long as they pass the class. The latter is a mentality I do not understand, but accept that others adopt it. The project itself was

interesting, and when it finally worked, was rather fun. It was exhilarating to see that we have put

together a system that allows anyone, from anywhere in the world to add new tuples to a database, that

can simulate a real-world business environment.

To improve, or alter the project, I would suggest simulating an online video game store, since I

believe most CSCI students have a lot of experience with video games. The students could then

include screen-shots of games on their website, reviews of other games, and maybe even embed some

Youtube videos into their website. Also, since many students have experience with video games, they

also may be able to easily conceptualize the database in Third Normal Form.