

BEE-LIKE COLLABORATION

Collaborative Project
Chelsea Physic Garden

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MA User Experience Design
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Timeline & Division of work

WEEK 1

WEEK 2

WEEK 3

WEEK 4

Desk & Field
Research

Idea
Development

Protptype
Making

Final
Presentation

Together

Searching information about plants and activities on garden website
Listing the aspects to focus on for observation

Brainstorming ideas

Searching for information about medicinal plants and bees
Discussing about the scenario and scripts
Doing paperwork to make interface elements

Discussing about the content of presentation

Yiheng

Taking photos to record the experience

Using medicinal plants' impact on health to engage user
Using insects as character to attract children

Taking photos of elements for the interface
Making the reward machine

Introducing research process
Introducing idea and target user

Jenny

Generalising our finding into AEIOU
Drawing sensory experience map
Interviewing via instagram

Using the form of game to encourage visitors to explore the garden
Adding seeds as the reward of the mission

Adding action on the interface
Making the seeds reward

Demonstrating the process of the app
Demonstrate interaction with machine

Brief

Design a way for new visitors to access the living archive of the medicinal plant collection in Chelsea Physic Garden.



**Jenny
Chien-Yun Lee**

She think...

- logical thinking
- respect others thoughts
- guiding people
- responsible
- very structure
- energetic

- lack of confidence
- easy to be anxious

- model making
- nice handwriting
- interface design

I thinks...

- understanding
- well-expressing thoughts
- sweet smile

- not straightforward enough sometimes

- model making
- gathering, integrating and conveying information



Yiheng Du



She thinks...

- logical thinking
- respect others thoughts
- refining ideas
- eager to learn new things
- pay attention to details
- clam and patient

- not creative enough
- too focused on details sometimes

- research
- good sense of colours

I think...

- logical thinking
- understanding
- patience

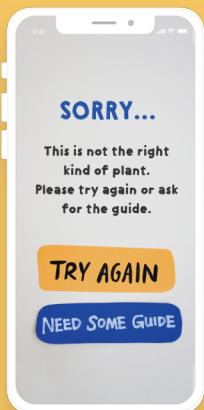
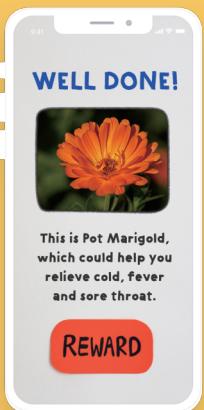
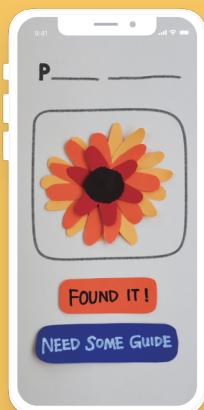
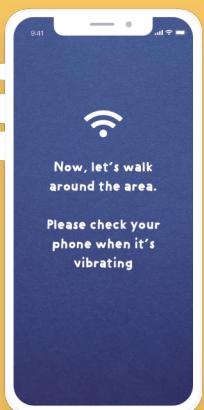
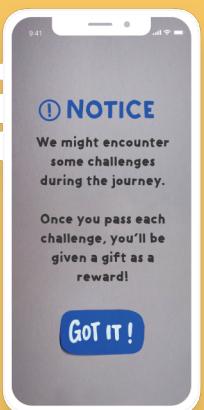
- presenting
- not used to thinking out of the box

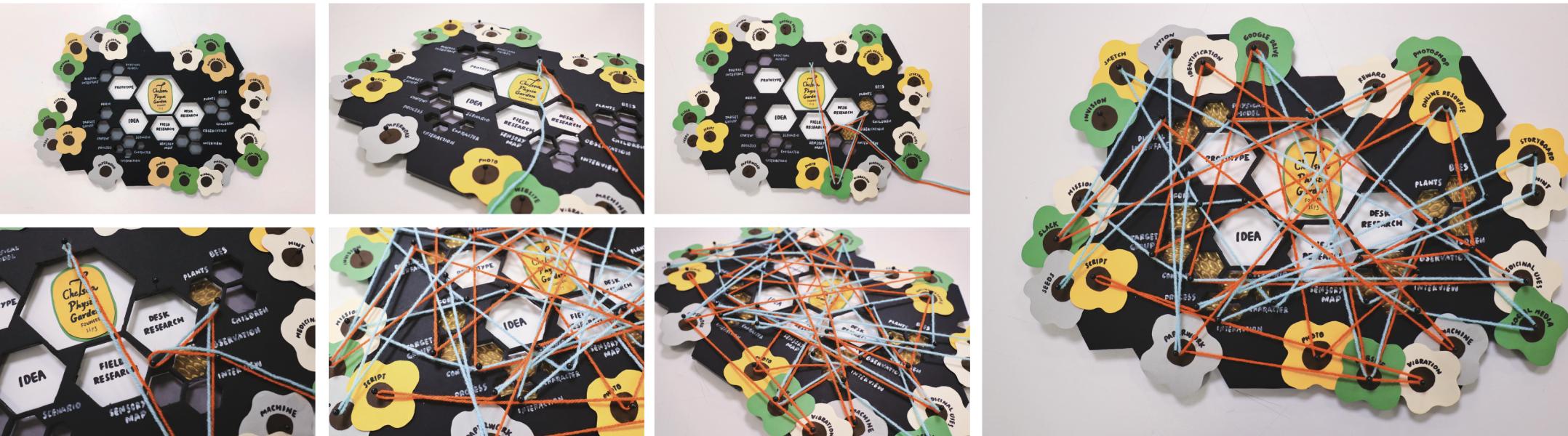
- programming

Final Design

A game designed for 8-10 year-old children, making their visit process more joyful. Children would get missions and hints along the way of exploring the garden. They could gain some basic knowledge about the uses of medicinal plants that are related to their lives, as well as the close relationship between plants and insects.

After completing each mission, they would get the seeds of those medicinal plants which allow them to spread the life of the plants themselves, just like bees.





Collaboration Model

Since our final design was about bees and we know that bees, especially the “workers”, are the kind of insects that are very good at collaboration, We tried to use bees and honeycombs to represent our collaboration process.

The biggest cell on the board is the project itself, which is about Chelsea Physic Garden. The four cells surrounding it are four main stages of our process, desk research, field research, idea and prototype. Each of them

consists of several elements and we used the smaller cells to represent them.

The surrounding flowers are the tools and materials that we used to complete the project.

To complete the whole “honeycomb”, the bees need to collect honey from the flowers. On this model, Jenny and I are the bees. The blue thread represents her route of the process, while the orange one represents mine. When we complete a single process, each cell would be “fulfilled” with “honey”.

During the project, we sometimes did things together, sometimes divided the work and did it individually. As the model shows, our process was complicated and sometimes repeating. We worked, we discussed, finally completed the project and presented it to Chelsea Physic Garden.

Reflection Interview

What does collaboration mean to you?

Jenny : To me, collaboration is about more than one person working on the same thing. People contribute their own thoughts, ideas and abilities, communicate with others and learn from others, trying to reach a particular goal together.

Du : I think collaboration is a balance between getting along with other people and accomplishing the goal with your skills. We talk about emotions and feelings to get along with a friend, but we need logic to accomplish a project. How to keep the balance between emotion and logic, is the key to the collaboration process.

How do you think about our collaboration?

Jenny : I think the whole process of our collaboration was quite smooth and lots of fun. The way we think is actually quite similar. However, I feel like both of us are kind of practical people, sometimes it is hard for us to think out of the box. We were a bit lost at the beginning, didn't really know what to do, but after coming up with some ideas, we started to focus on the same direction which made us work more efficiently. I really liked the vibe working with Dudu, we both immersed ourselves in work but in chill vibes.

Du : Pretty fluent and pleasant. Jenny is the kind of person that can easily get along well with most people. She can always make the atmosphere very relaxing. Both of us can express the thoughts and ideas clearly, we can also understand each other easily, which makes the collaborating process very efficient. As for the balance, we get along well and we discuss fluently, the two parts of the balance (emotion and logic) are actually promoting each other in our collaboration, not conflict.



What did you enjoy the most during our collaboration?

Jenny : I really like the moment when we have our own argument about something, we always tried to explain our thoughts in a very logical way, trying to use examples to convince each other. But still, we were very respectful to each other, when we realised that the other person was actually right, or the person's argument did actually make sense, we always admitted it instead of insisting on our own opinion.

Du : Understanding each other very fast, Getting to the point fast, Pointing out the problem or concern logically. These really give me motivation and confidence to move on.

What do you think could be improved during our collaboration?

Jenny : As mentioned, I wish we could be more creative. Since our final design was kind of an APP combined with physical rewards, I feel like it was a bit too "straightforward", not unique and interesting enough.

Du : Actually, nothing needs to improve from the collaborating aspect. Really great vibes and in high efficiency. It would be good if we use less Chinese and more English ==

What do you like the most about your partner?

Jenny : Honestly, at first, I was a bit worried about working with Dudu, since I almost had zero interaction with him in the last unit. I thought he is very serious and introverted. I'm not very good at getting along with quiet people, and I easily feel awkward in a silent vibe. However, after working with him, I realised that he actually had a good sense of humour and was very easy to get along with. The most thing I liked about him was that he was very patient and calm. Every time I came up with rough ideas and thoughts, I tried to explain them, yet once I felt lack of confidence about them, I tended to "pause" myself, but he always encouraged me to go on. After I talked about them, he would try to ask me some questions which help me clarify my own thoughts.

Du: While doing our project, we may have some disagreements or different opinion about things. But Jenny won't let personal emotion affect logical discussion process, and her emotion won't be affected by the intense discussions as well. This makes our discussion much easier and more detailed. Jenny can totally get immersed in the project and that gives us the possibility to focus on the content of the project and discuss more details.

What did you learn from your partner?

Jenny : During the whole collaboration process, I found that Dudu was the person who pays lots of attention to details. In fact, I consider myself as a "perfectionist". However, I think he was even more "picky" than me in a good way. Sometimes, I was a bit impatient, trying to finish things as soon as possible. Yet, he would insist on the detail and eventually it did prove that his insistence actually helps us build a better outcome.

Du : Jenny once told me that she was a bit concern about collaborating with me because she was worried that I may be a very serious person. But I have never think Jenny would be a person that is hard to collaborate or get along with, and I think no one would think she is. The ability to show friendly to others might be not that essential for engineers, but it is such an important characteristic for a designer. Being friendly and making people want to understand your design is as important as the design itself.

What do you think your partner could improve?

Jenny : While we were doing the "collaboration model", Dudu felt that there was no point to do that after we realised that we couldn't just use an abstract model to represent our whole collaboration process. However, to me, though I did understand that we were doing extra work that was probably not needed, I actually enjoyed the process of making that. Meanwhile, I felt that we got to know each other more and we were even closer by recalling the whole collaboration process while doing the work. What I am trying to suggest Dudu is that sometimes it is okay to do things without purpose. Try to use another point of view could help you see things differently. You might find out that something benefits self isn't always tangible but it can be even more valuable than you imagine.

Du : After our visit to Chelsea Physic Garden, Jenny did some AEIOU and sketches for our round table discussion next Friday. Jenny was really on her own initiative and did lots of work. But sometimes she did something and told me "I have done this". Then I may think "oh that's true we do need to do this, but you can tell me before you did this, maybe we can discuss and do this together". Telling the partner all your thoughts about the project is helpful for making the collaboration always in the right direction.



What do you think you could improve?

Jenny : There are two things that I really want to improve. First, I think my biggest weakness is that sometimes it is hard for me to trust people that I am not familiar with. Sometimes, I would choose to do things by myself first and then discuss with others after I had done them. This might lead to a bad feeling for other people, thinking that I am too dominating even though I don't mean to.

Meanwhile, I often feel less confident about myself and always question myself. As mention, I always "pause" myself or say "no" to myself before I express my ideas to others completely. I need some time to digest the information I get and clarify my thoughts as well.

I feel like the two points are somehow connected. I hardly trust others and myself. I think this is mainly because I am too afraid of doing things wrong. To improve that, I need to learn to accept the failure and it is okay to make mistakes. I should admit my own inadequacy and allow people to help me out with my problems.

Du : I think I have a bit procrastination, sometimes will leave some part of the work to finish until the deadline is coming. This is what I am trying to overcome recently and there is still a long way to go.

I am not the kind of person that looks friendly, active and talkative at first sight. Facial expression, smile, muscle on the face are things I need to improve and practice. Perhaps I will practice it by smiling to the mirror for 10 min every day :)

Then, is the talking skills. Sometimes I will point out some problem too directly and some questions are too aggressive. Maybe this is the right question for the process of the project, but some people would think this kind of too direct way of expressing not mild and friendly. I should adjust the way I talk and make it easier to be accepted by others. Well, no one wants to hurt others feelings. Communication skills are also used in many other occasions such as interviewing. It can really change how some other people think of you.



Thoughts

This report gives me the opportunity to look back at the communication process rather than the result of this project. During the interview between us, we really opened our heart and dug out so many thoughts of our collaboration. Some details like the pause of speaking or way of asking questions are not seen is a big deal while working on the project, but these are the key elements that really affect others impression of me during a collaboration.

This reviewing and rethinking process leads me to jump out of the role of a part of the team and relook at the way we collaborate in the third person. When the interview ends, I found that more and more details about recent projects come to my mind and I want to discuss it with Jenny and other teammates. Reviewing and comparing is so powerful of understanding a person's characteristic. I do think this reviewing process should be applied to the end of every team project.

