What do I want to learn or understand better?

I want to get more confident and feel more comfortable when programming in Android Studio, right now I am starting to understand how to use this tool and the specifics of it but I still don't feel complete used to it and I am still an absolut beginner. To get better at it I have watched a lot of online tutorials and read a big part of the documentation as well as discuss with my project colleagues on the best solutions when presented with a problem.

I also wanna get better at my roll as product owner, for this I have discuss my role during the weekly review to get a better understanding of what is expected of me in this role and what are my practical responsibilities.

How can I help someone else, or the entire team, to learn something new?

This week I have collaborated a lot with one of the projects member given that we are working on the same programming task, I have tried to help her when I have found a possible solution to one of the programming programs we have encountered, and she has done the same back. One example is the use of navigation component on Android.

What is my contribution towards the team's use of Scrum?

This week the group decided I will take the role of product owner for the entire course. I have taking my part by explaining and discussing with the teams scrum master what the stake holder is expecting to be deliver during this first sprint. In this way the team decided what user stories and tasks should be prioritised.
 I have also had a meeting with our stake holder to show her how long we have come some far, asked for feedback and find out what is she expecting the next step to be and what functionality she wants to be prioritised .

What is my contribution towards the team's deliveries?

I have contributed to the teams deliveries by taking responsibility along with another team member for the quiz classes, activities and layout as well as connecting this pages, so in the end of this sprint we should had program this and have a demo to show, where the user can move from the home page to our quiz and move back and forward between the quiz questions. I have also contributed by taking my part as a product owner and practicing the scrum methodology.