

Design project: Reflection Report

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1 Personal development plan

- **Video technologies:** I'm interested in learning more about the concepts of existing video technologies (e.g. YouTube) and how to use their APIs to get more out of this technologies. In our project I am exited to work on adding annotations to YouTube video so we can use it in our web application without the need to develop a whole new video player.
- **Frontend development:** On previous projects I never actively worked on developing GUIs so I have almost no experience in developing good-looking views for applications. I want to increase this knowledge by working in the frontend development team and efficiently learn developing a GUI for our web application.

2 Project reflection

When we take a look at my personal development plan that was created at the start of the semester I can conclude that my skills in most part of the points described are improved. The first point where I looked forward to work with existing video technologies is partly improved. Most of the work here (adding annotations, working with cuepoints, links on the timebar,...) was done by Caroline but by looking at her code and how she tackled the problems I also learned more about how existing technologies can be used and adapted in creating a new application. I do have studied the youtube API to acces the video title and duration from an url which also gave me an insight in a lot more possibilities of this API for different applications in the future. My task in the team was frontend development so I certainly improved a lot in becoming a better developer in javascript (angularjs), html and css. Before this project I had some small experience with html and css from practica in the previous years but the combination with AngularJS showed me the great achievements that can be reached in the development of web applications.

Working in a team of seven people was a total new experience for me. In previous years I only worked with 2 or 3 people on projects so doubling this number was a serious challenge for me. In such a project it isn't possible anymore to know everything what is going on

so you depend a lot more on the work your teammates do and when they do it. I really felt the slack tool was very useful to communicate with the team, but from time to time it was also annoying to be pinged on moments you wasn't able to work on the project or you was busy with something else. In my observations I believe Driek did a great job in managing and motivating the people to make sure everybody was working on the same goal and deadlines were respected. I don't think I would be able to manage a project of 7 people for the moment so I believe it should be my personal development goal in the future to take more initiative in managing projects.

During the second semester of this course I also had my first experience with the scrum software development framework. Working in sprints of two weeks was something I never did or had to do before so these project were easily delayed until the deadline was near. Working in two week sprints made sure there was progress in the project during the semester but I still had the same feeling that most of the work was done in the second week(end) of the sprint, close to the deadline. A good communication between the people who are waiting for code to be finished from other people to be able to work on was necessary and this certainly improved during the second semester.

I conclude that this course was a great opportunity to be able to create a big project with a lot of nice people and I believe this experiences are going to be useful in the future.