

## Design Challenge 2

Team: Jordan Pearson \* John Santias  
Jess Moor  
Bradley Hoshing  
Hoang Nguyen

### Idea Planning

**Health:** 3D printing organs, 3D print braces, wrist band to track people, powered suit.

**Agriculture:** Drones (checking sea levels etc), 3D print beehives, 3D print meat.

**Business:** Robots /powered suits (for assistance with lifting etc)

**Culture:** Translating languages

**Rubbish:** Robot vacuums.

**Study:** Raspberry Pi can store data on and passed to others, Wifi router problem fixed by internet drones.

### Possible topics:

- 3D printing organs that can cut down the waiting list for those needing organs. Also cuts down the number of organ donors.
- \* - Translate languages that improves the communication between 2 different language speakers. Helps a person learning a language and for better understanding.

### Chosen topic:

- Translator device.

## Exploratory questions

- Who does this appeal to? Almost everyone.
- Is this device necessary? For language learners/ communication.
- How can this impact society? Improves communication.
- What other features can be in this device?
- Who would use it? Almost everyone.
- Will there be a whole range of different languages? Yes.
- What are the procedures of communicating with others? Is it hard? Two earpieces, device listens then translates.
- What happens if it translates incorrectly or responses with inappropriate languages? Type in.
- What has happened in the past? Poor translation.
- How to disrupt convention and empower participants? Two devices.
- How will the device concentrate on one person when in a group conversation? Each person has one device.

## Stakeholders

International Students - Those who plan to study abroad and learn their language can use the device as a guide/ help with communicating with others.

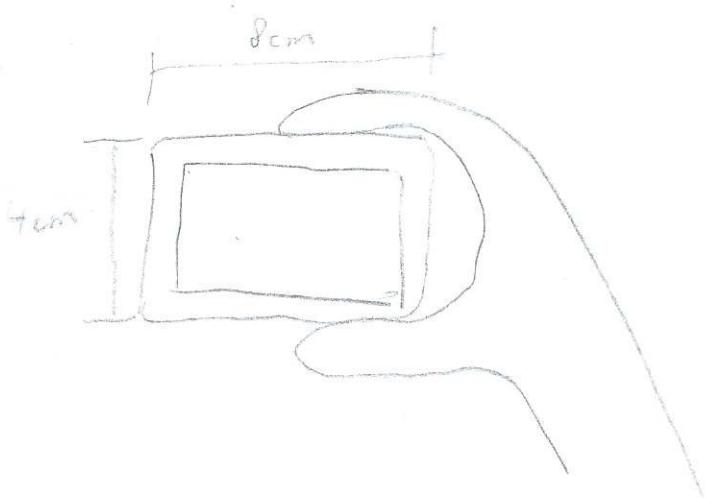
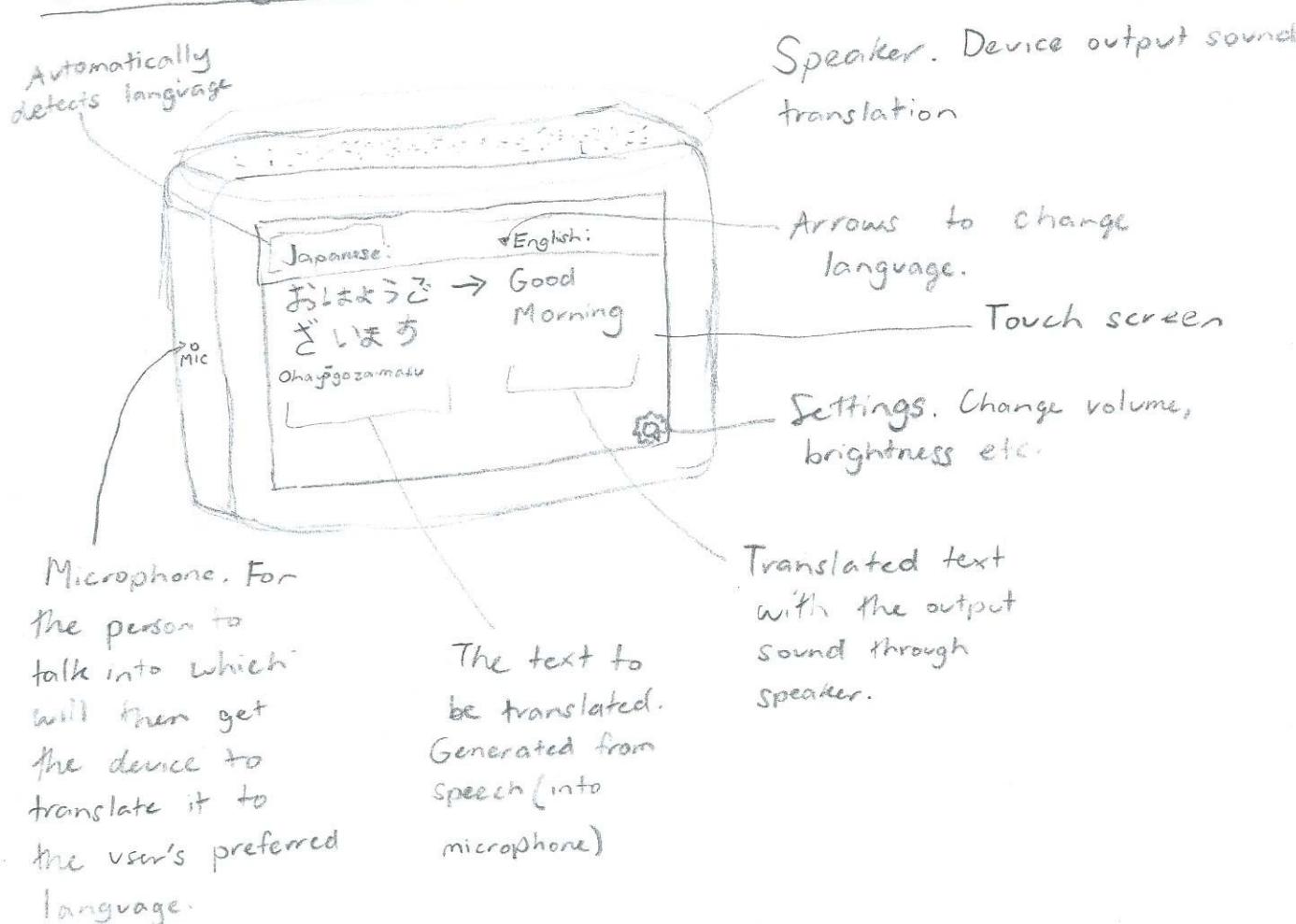
Teachers - Teachers can use the device to help translate their own words or the other person's words. The device can guide teachers to speak in the default language (depending on their location) with the device telling them what to say.

Learners - Those who are learning a new language can use the device to help their studies. Can use the device to practice speaking languages or as a guide.

## Assigned Tasks

- Individual contribution to the low fidelity prototype or solution.

## Low fidelity prototype:



## Group comments

- Want it more of an earpiece.
- Don't want to keep putting it in people's faces to translate it.
- The screen is nice, useful for when the person can't understand, so they can just read the text instead.

## Surveying the public

Number of people who participated in this survey: 12

Q1) What is your occupation?

Responses :- Student (Majority)

- Food and Beverage Attendant

Q2) Do you prefer written (includes texting) or face to face communication?

Responses

Written: 2 (16.67%)

Face to face: 10 (83.33%)

Q3) How confident are you talking to others?

Responses

Very confident: 2 (16.67%)

Confident: 3 (25%)

Neutral: 6 (50%)

Unconfident: 1 (8.33%)

Very Unconfident: 0 (0%)

Q4) Do you have trouble understanding people that are not fluent in your own language?

Responses

Yes: 9 (75%)

No: 3 (25%)

Q5) Does it frustrate you when someone doesn't understand what you're saying?

Responses

Yes: 9 (75%)

No: 3 (25%)

Q6) How many languages do you know?

Responses

zero: 0 (0%)

one: 1 (8.33%)

two: 9 (75%)

three: 2 (16.67%)

Q7) Do you know sign language? If not would you learn it?

Responses

Yes: 0 (0%)

No, I would NOT learn it: 3 (25%)

No, I would learn it: 9 (75%)

Q8) Have you ever had trouble speaking to someone with a different language? If so, how often do you witness this?

Responses

Yes, often: 3

Yes, Not often: 8

No : 0

Q9) How would you communicate with someone that doesn't speak the same language?

Responses

- Hand gestures

- Use simplified english/body language

- Speak with easier vocabulary

- Talk slowly and clearly

- Online translation

- Intonation

- Lots of pointing

- Pictures

- Alcohol

Q10) I think the problem of communicating with someone speaking a different language can be fixed by...

### Responses

- Translator
- Friend that speak the same language
- Translation device, not use google translate as it will be awkward typing in stuff while talking to someone
- Learn the language
- Write the message down
- Auto translation when going to a site.
- A universal language
- Alcohol

### User testing on the low fidelity prototype

#### User 1

- Do I have to carry it around all the time?
- Add a little grip to prevent it from slipping away.
- Cool if it's waterproof.
- Add volume and on/off buttons
- Make it able to save common phrases.

#### User 2

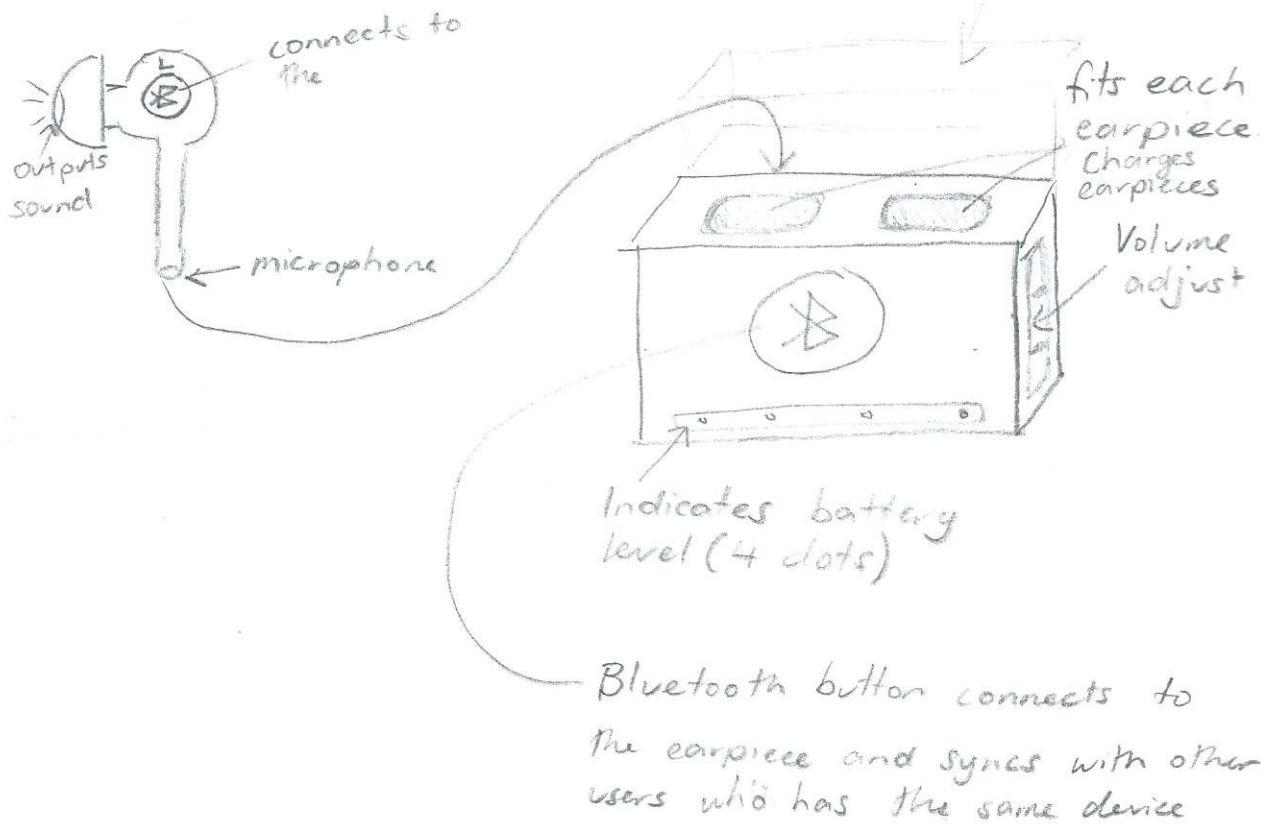
- It's a good idea but you can already do this on your phone, the google app allows you to do this.
- Not a needed device when there is already google translate.
- Can remodify this by...
  - \*Not make it as a phone
  - \*No screen
  - \*An earpiece that goes in your ear and translates words for you when a different language is spoken, the translation will be outputted through sound.
  - \*With no screen you can make it much smaller, like put it on your wrist. Make it attached to your body?
  - \*Either make it like earmuffs or airpods.
  - \*Wireless earpiece
  - \*One or two earpieces?

## In summary of user testing low fidelity

- Remodify device to like an earpiece
- Make the device save common phrases
- Water proof
- Add volume + on/off buttons?
- Have a safe storage for the earpiece, make it easy to carry.

## Low fidelity #2 (Remodified / Combined with group)

lid/cover



## Group's findings in user testing for own low fidelity prototype

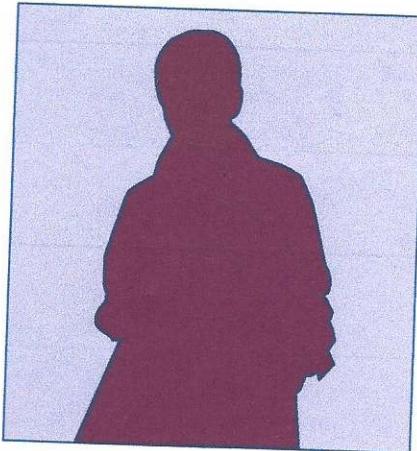
### Hoang

- Device was just earphones
- Users would use the device if it's reliable and translates accurately.
- Two way translation or wide range?

### Jess

- Users thought it was a hearing aid, was confused.
- Design was worrying
- Use for music?
- Personalise the device, colours etc.
- Device good for group scenarios?
- Rubber part is on no, it gets earwax and others won't use it

# Lost Mark



*"I am an international student and I have trouble understanding others."*

Mark is an international university student from Japan. Studying at QUT for one semester. He struggles to communicate and understand others, at home, at school and in public. He has a friend who studies the same subject and speaks Japanese, but is getting more annoyed being Mark's translator. Every time Mark talks to someone speaking English, he listens to what the person says, tries to understand then takes his dictionary out thus making the conversation awkward.

Name Mark Crawford  
Age 20  
Role University Student

## Motivations

- Practical lessons
- New latest technology.
- University facilities

## Goals

- To communicate with people speaking a different language.
- Have a simple useful device for travelling that can translate many languages.
- To not make conversations awkward
- To be able to understand and speak English

## Pain points

- Only knows one language which is Japanese.
- Trouble communicating who doesn't speak the same language.
- Can easily misunderstand others.
- Doesn't fully understand teachers and students
- Takes time reading English text books and websites, often takes out translator/dictionary.

## Behaviours

Time management



Understanding



Skills with technology



Social skills



Time spent translating and understanding



Talking to others



**ThoughtWorks**

## Brad

- Useful for international travel
- Hands free?
- Small device?
- Battery life?
- Didn't like voice commands to configure the device. Could have a UI.

## John

- Waterproof?
- Saves common phrases?
- A grip?
- Safe storage?
- Carry around all the time?
- One or two earpieces?
- Size of box
- Lock for earpieces? (so it won't fall out)

## Group decisions

- Add on/off button on the left side of the device.
- The device size will be the same as a macbook charger.
- Use two earpieces. An earpiece can be shared to someone else who doesn't have the device.
- Will be able to play music aswell.
- Get rid of the rubber part of the device.
- For the device to focus on one person in a group conversation, two people must have a device for the device to translate or give an earpiece to the other person.
- Customers/users can personalise something like an iPhone, add a case, put stickers, change themes.
- The battery life should be long, it will use low energy technologies. Won't see the device being used for long periods.
- Will be waterproof
- Able to save common phrases. A day log can be exported to computer for users to learn a language.
- No grip on the case.
- No lock for the earpieces to fall out. A magnet/lid should be enough.
- No battery pack, battery inside the case, there's a charging input. USB charging port.

## Summary of the survey

In summary of the survey, most of the users preferred talking face to face instead of written/typed text. Most were also confident talking to others but have trouble understanding people that aren't fluent in their own language which thus can be frustrating. A majority also said they did not know sign language but would learn it.

When communicating with someone that didn't speak the same language, most of the users said they'd use hand gestures, pictures and online translation.

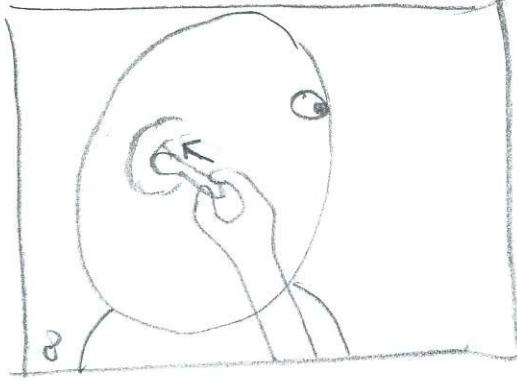
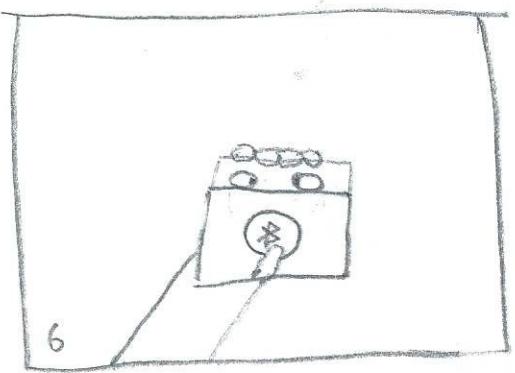
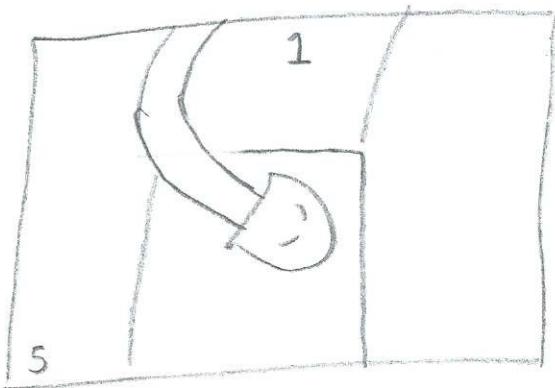
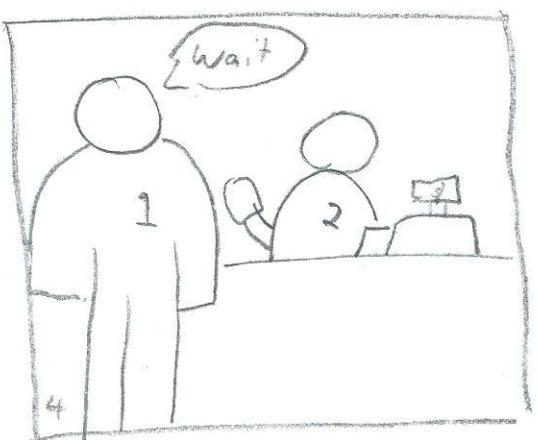
Also, in my findings, a majority of users said that they would use a translating device to fix the problem of communicating with someone speaking a different language.

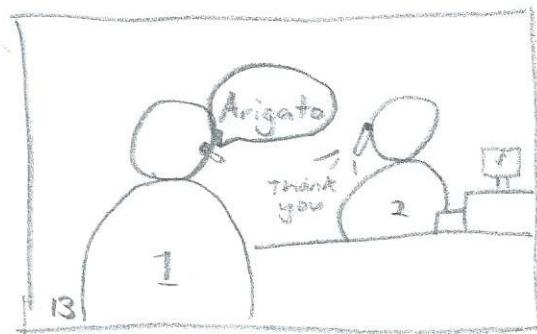
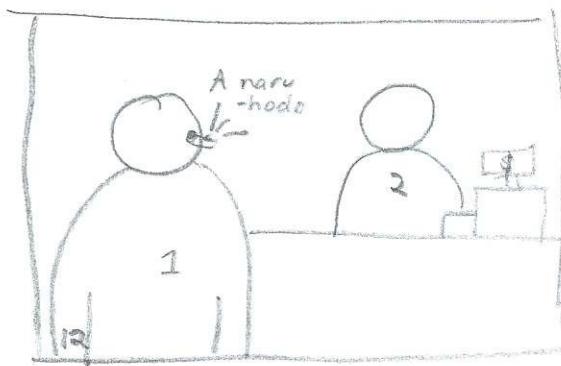
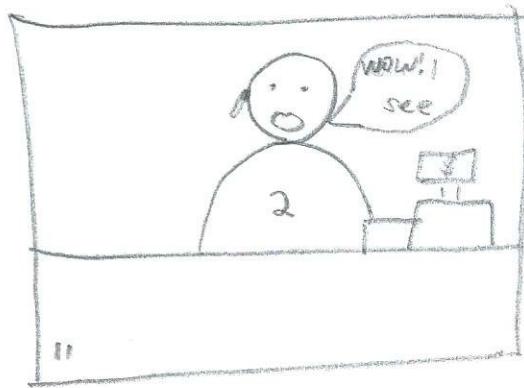
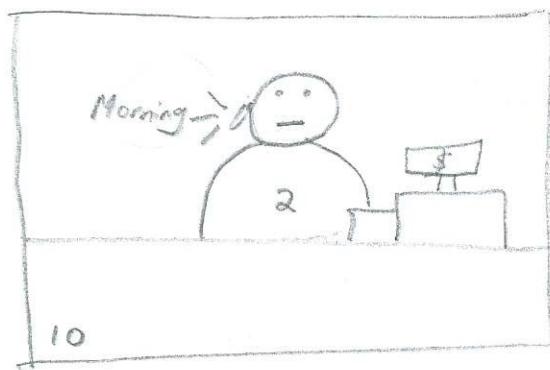
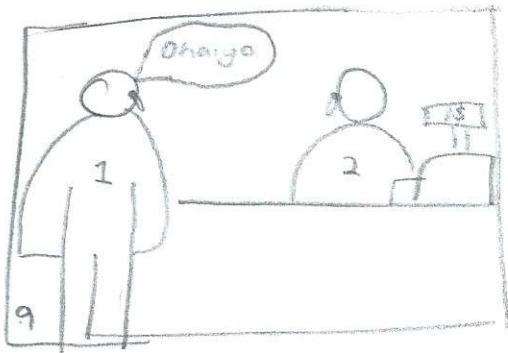
In conclusion, a translating device would be key to minimising the problem of communicating with people speaking a different language. The device could include a screen which will show messages in text because some users said they preferred to communicate over text or writing the message down for the person to understand what they're saying. This device can boost confidence in talking to others, not leave people in frustration when they don't understand someone and help them learn new languages.

### Annotated diagram of user testing



# Storyboard

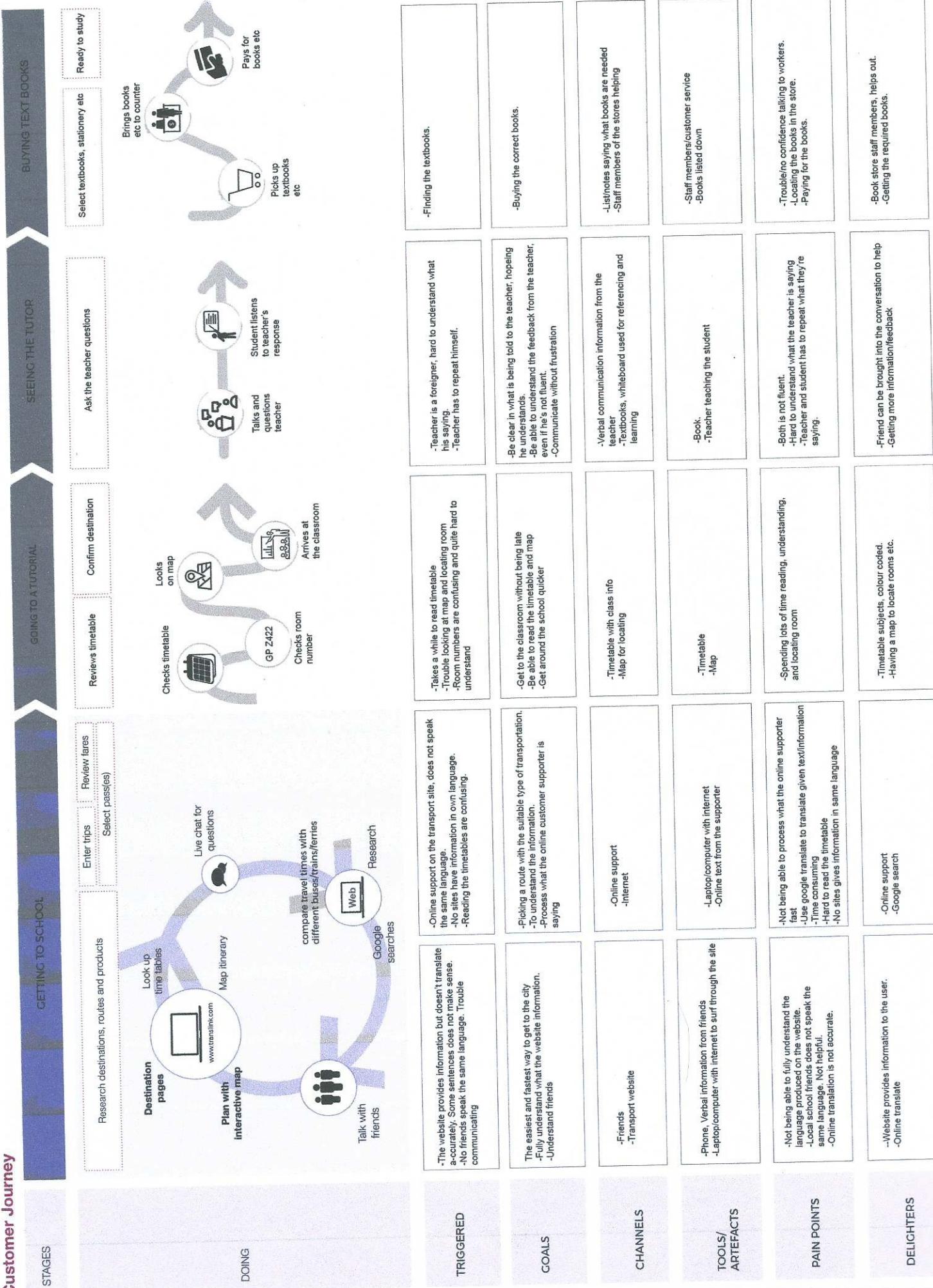




### Assigned tasks

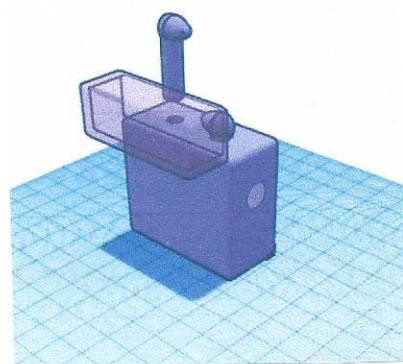
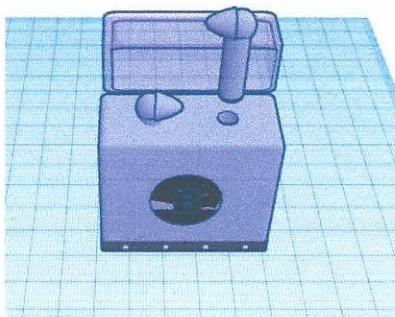
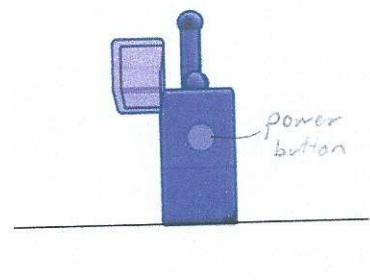
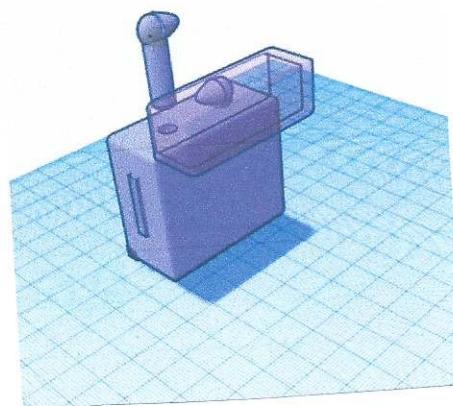
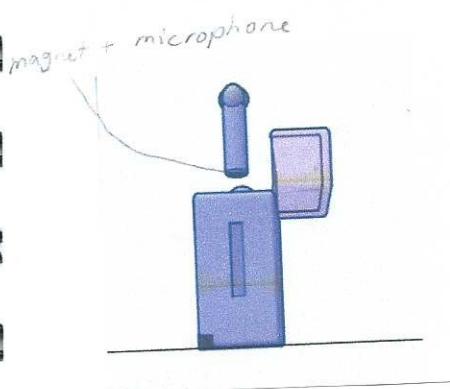
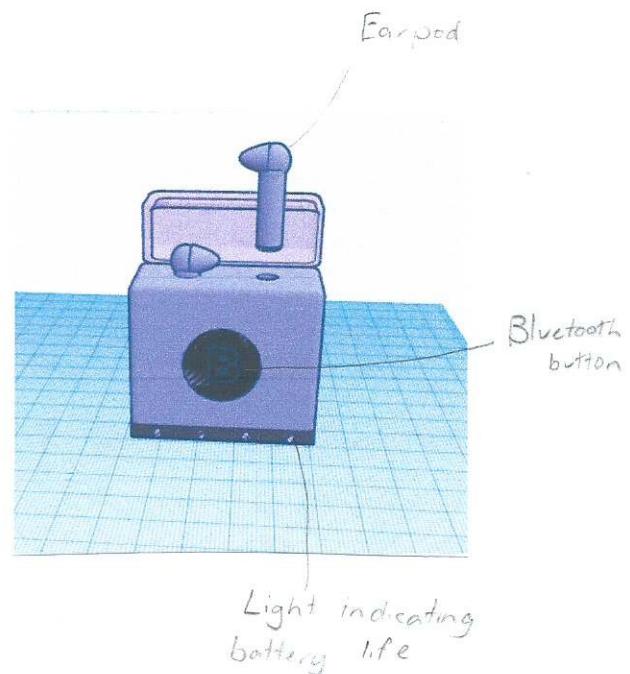
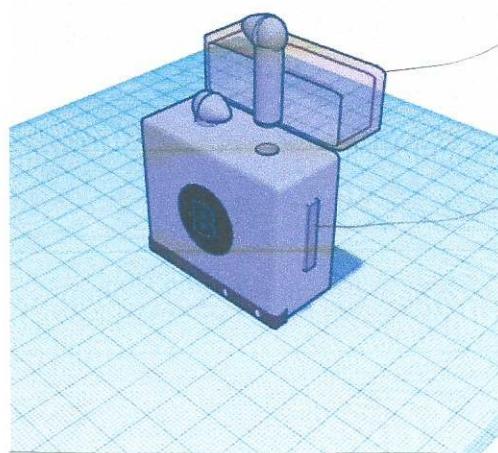
- Complete any uncompleted assessed item
- Individual contribution to the development of medium fidelity prototype.
- Receive feedback from user about the medium fidelity prototype.

## Customer Journey



## - Medium fidelity prototype

Interactive demonstration: <https://www.tinkercad.com/things/2HuqIZSAFz4-jibberjabba>



## User test with medium fidelity prototype

### User 1

- The colour looks cool, nice combination of colours.
- Guess the right side of the box is the volume button? I like how the button is together not separate.
- Earphones don't look comforting. Looks weird.
- What's the B on the front?
- I like the dots on the bottom which I'm pretty sure indicates the battery life of the device.
- Feel like the box is too big. Maybe make the box look smaller.
- Would spend around \$120-200 for this.
- Where's the power button?

### User 2

- Like the colour, remind me of travelling, brown and white like a map.
- Box looks a bit too big. Could have it smaller.
- I reckon it can be like a tablet.
- Only need one earpiece to listen right?
- Pay \$300-500, which is average for most wireless headsets, this device doesn't just translate but also play music.
- How do I charge the earphones.

### Recommendation

- Make the device clip to a backpack?

### User 3

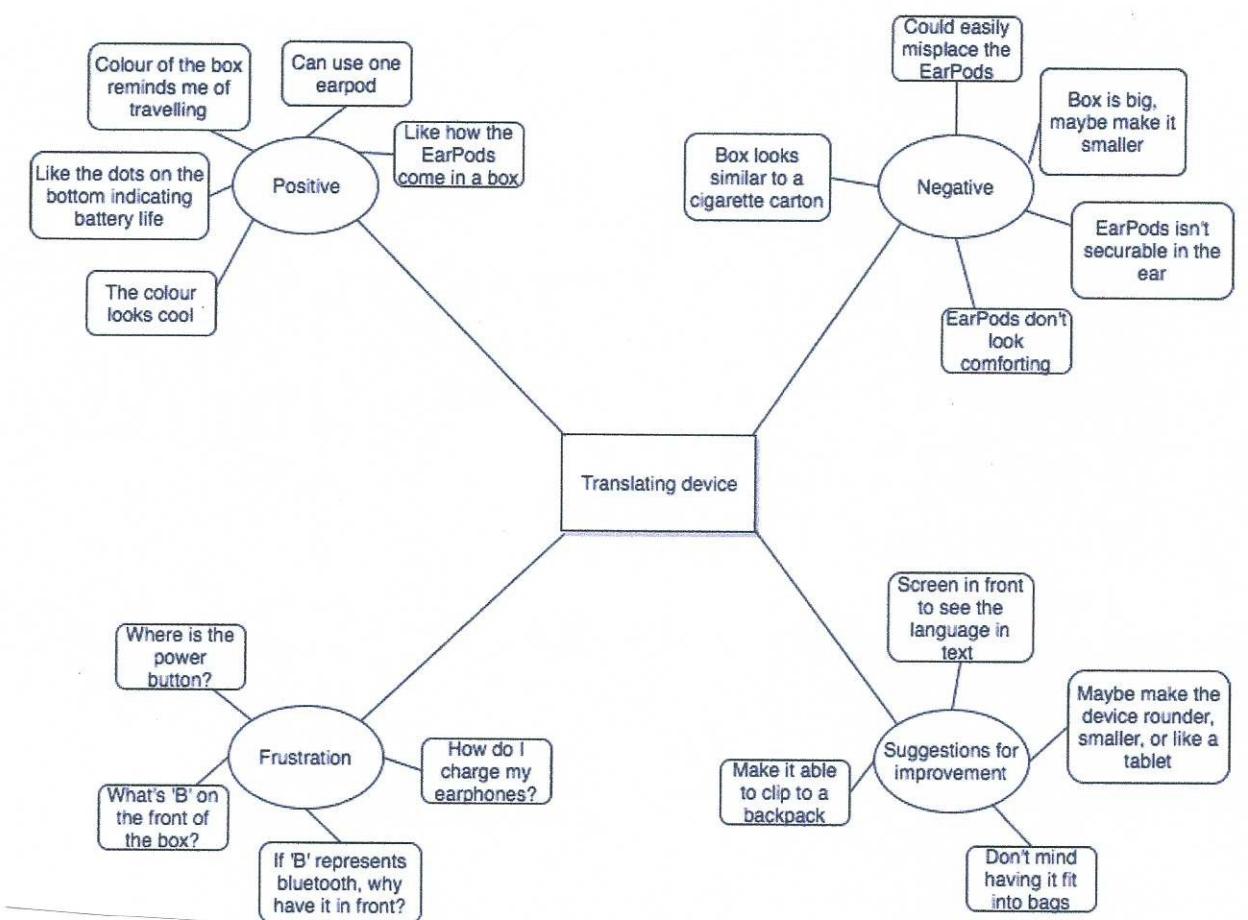
- Always thought Apple AirPods to be impractical because they would be so easy to lose.
- Like how it comes in a box, assuming charges the earpieces, and good place for storing it, because I would immediately misplace them.
- The ear pieces don't look like they would terribly secure in your ear, maybe have an attachable ear cuff would help.
- Box looks like a cigarette carton which could turn some people off. Maybe have it as plain white.

- I see it more of a small tablet.
- Would buy it for \$50-100, as the device also plays music I'd expect it to be more expensive.

### Changes to make / Group decisions

- Leave box as it is.
- Make earphones look comforting.
- Get rid of the 'B' on the front.
- Have a screen on the front.
- Add charging input.
- Keep colour
- Make the earpieces secure on the ear like the latest/popular apple earphones.
- People wouldn't attach the translating device on to their backpack, could get stolen.

### Annotated diagram



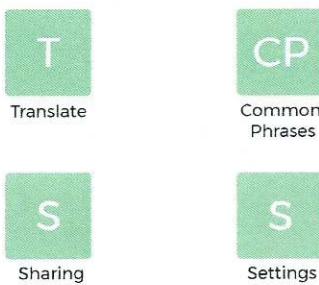
## Medium fidelity prototype #2



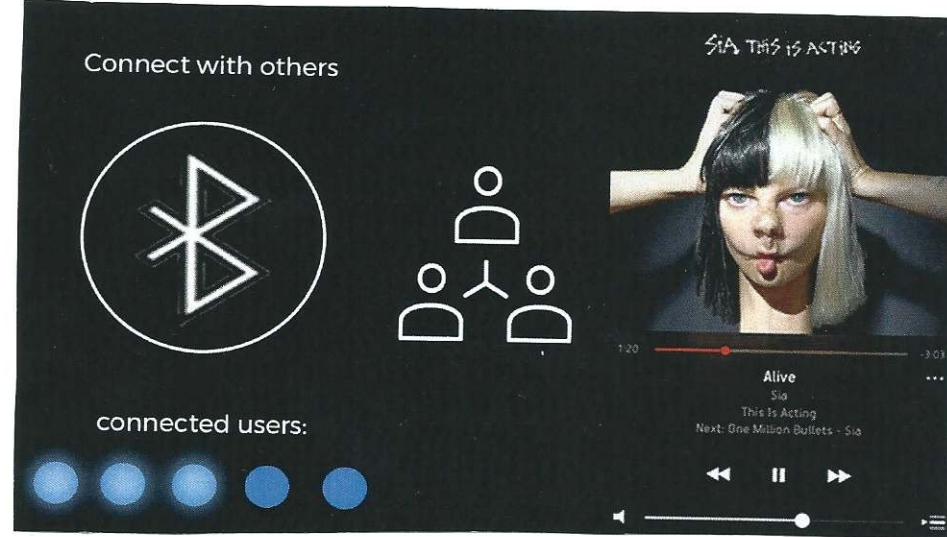
### Contribution to prototype

Jess - the box, title, speaker, buttons, lighting, charging input, screen. Share screen.  
John - Widened screen size of the box to show the full screen of a smart phone. Menu and translate screen. Spray paint and foam for earpiece.  
Jordan - Common phrases screen.  
Brad - Settings screen  
Hoang - Translate page.

Menu/home - by John



# Sharing screen - by Jess



## Settings screen - by Brad



Application Text: English ✓

Translated Speech Output: English ✓

## Device Pairing

Current Connection: "John's Phone"

**Cancel**  
**Pairing**

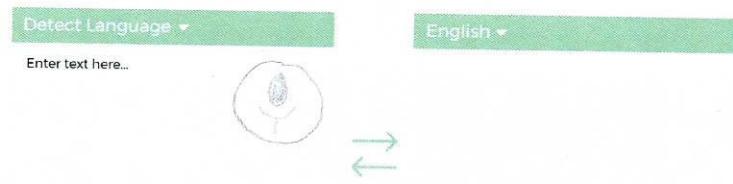
## Software Updates

Automatic Updates:



**Factory Reset**

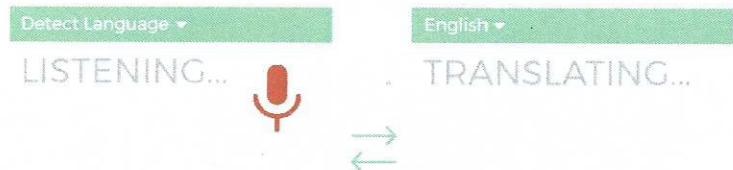
## (1) Translating screen - by Hoang



## History

What does this mean? English → Chinese  
Where can I buy books? English → Spanish

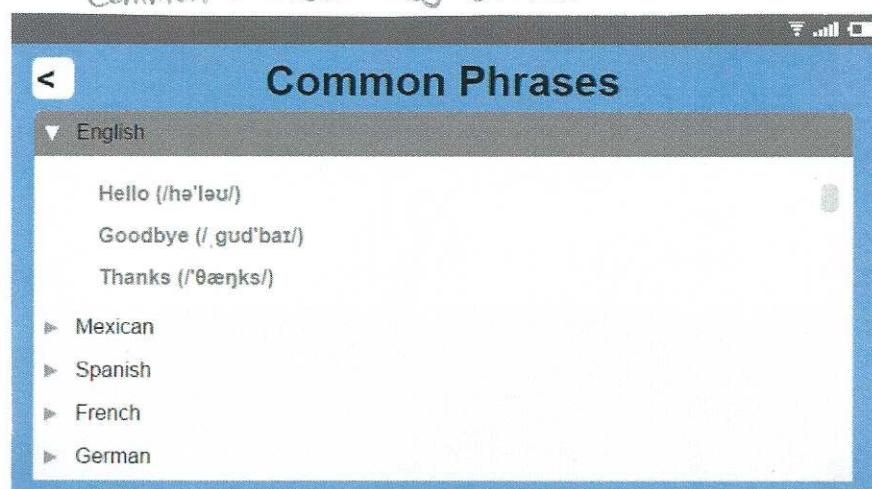
## (2) Translating screen - by John



## History

What does this mean? English → Chinese  
Where can I buy books? English → Spanish

## Common Phrases - by Jordan



## User testing of the real prototype medium fidelity

### User 1

I like the interactive screen on the device where you can configure settings etc. Love how you can play music on this.

The lighting/dots that indicated battery life has been relocated to the right side of the device which I think is cool. It's a good placement. Don't care where it really should be placed except underneath the device.

Overall it looks great. The interactive screens are inaccurate. They all look different. Make the screens look the same.

I would use this device for overseas travelling/have it for someone who is studying another language/homestays.

The simplistic design of the app makes it easy to use, however there can be a few improvements.

The music and translation page of the app were also missing a clear indication of where the back button was.

#### Suggestions/recommendations?

Add a lighter for the music screen, where the user can switch from a bright screen to a dark screen while listening to music. Low brightness also saves power.

Icons on the menu buttons will make the app more aesthetically pleasing as opposed to just letters.

Make the screens have the same theme.

### User 2

The screen covering up most of the front is good. I like having big screens.

The stand at the back is useful instead of making the device flat or tilting it for the person to see the screen properly.

Great choice of ear pieces. They're not rubber earpieces that people wouldn't want to share around and get earwax in it.

I like how the lightened dots on the side is with the power button and the charging input. When you charge the device, the dots shows how much battery it's got.

Having the speaker underneath is sort of a bad spot to place it but thinking of the other devices out there, most of them have the speaker underneath.

You can adjust the volume anyway or make it lean on its stand.

Overall it's a good design. Good big screen and would use it.

Too many things on the music page, I was confused and didn't know what the left side was. Icons were too big.

I like the translation parts. Where you can activate voice translation, or type.

The device even saves your translating history.

#### Suggestions/Improvements?

Make the screens have the same theme.

Have more settings options.

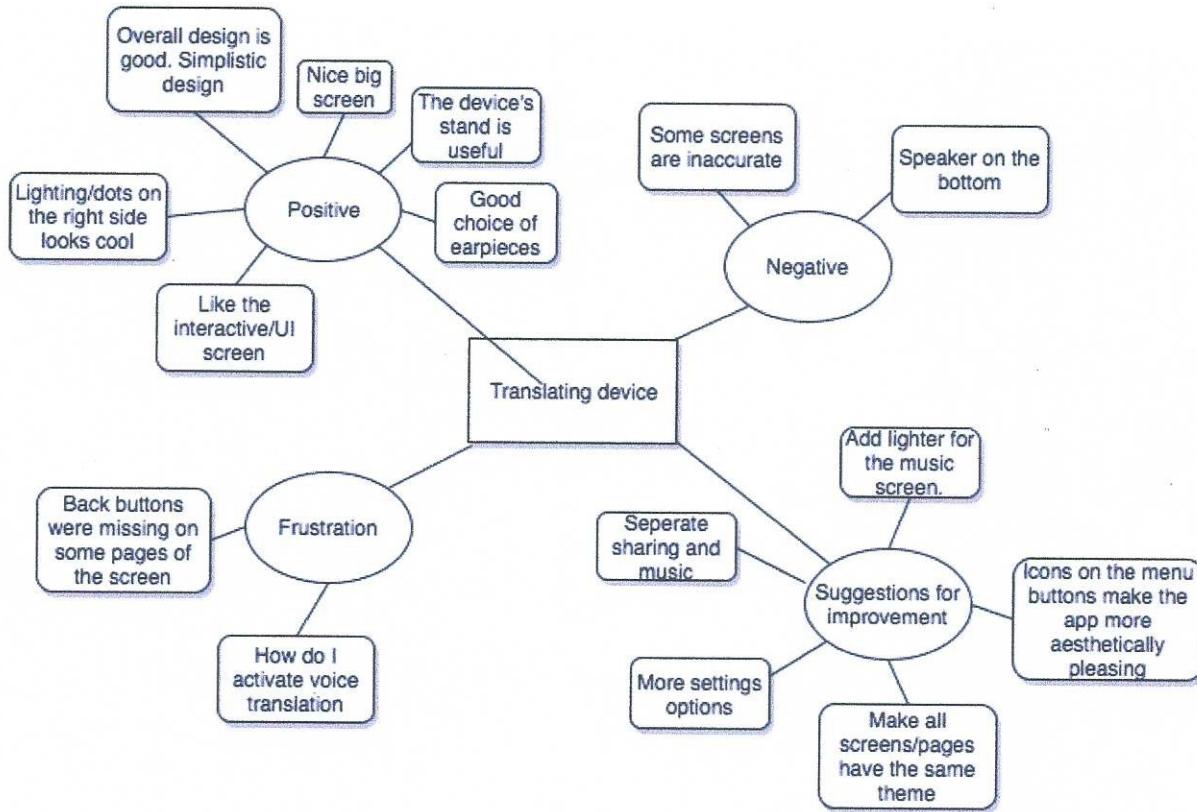
Separate the sharing and music into different screens.

### Changes to make / Group decisions:

- Fix up screens, have all screens with the same colour, do a touch up
- Make the screens have same themes.
- Add more settings options.

- Separate the sharing and music into different screens.
- Add light on/off on the music page.
- Add brightness setting.
- Replace letters with icons on the menu.
- Leave icons as it is, user may not be able to read the title of the icons.

### Annotated diagram



### Assigned tasks

- Finish high fidelity prototype.

for the presentation:

Brad - Problem space, stakeholders/investors and issues. Intro

Hoang - Target users and user experience

Jordan - Competitor analysis

Jess - Interactive demonstration

John - User feedback and conclusion.

for 5 page team document:

Brad - Define

Hoang - Ideate

Jordan - Empathize

Jess - Prototype

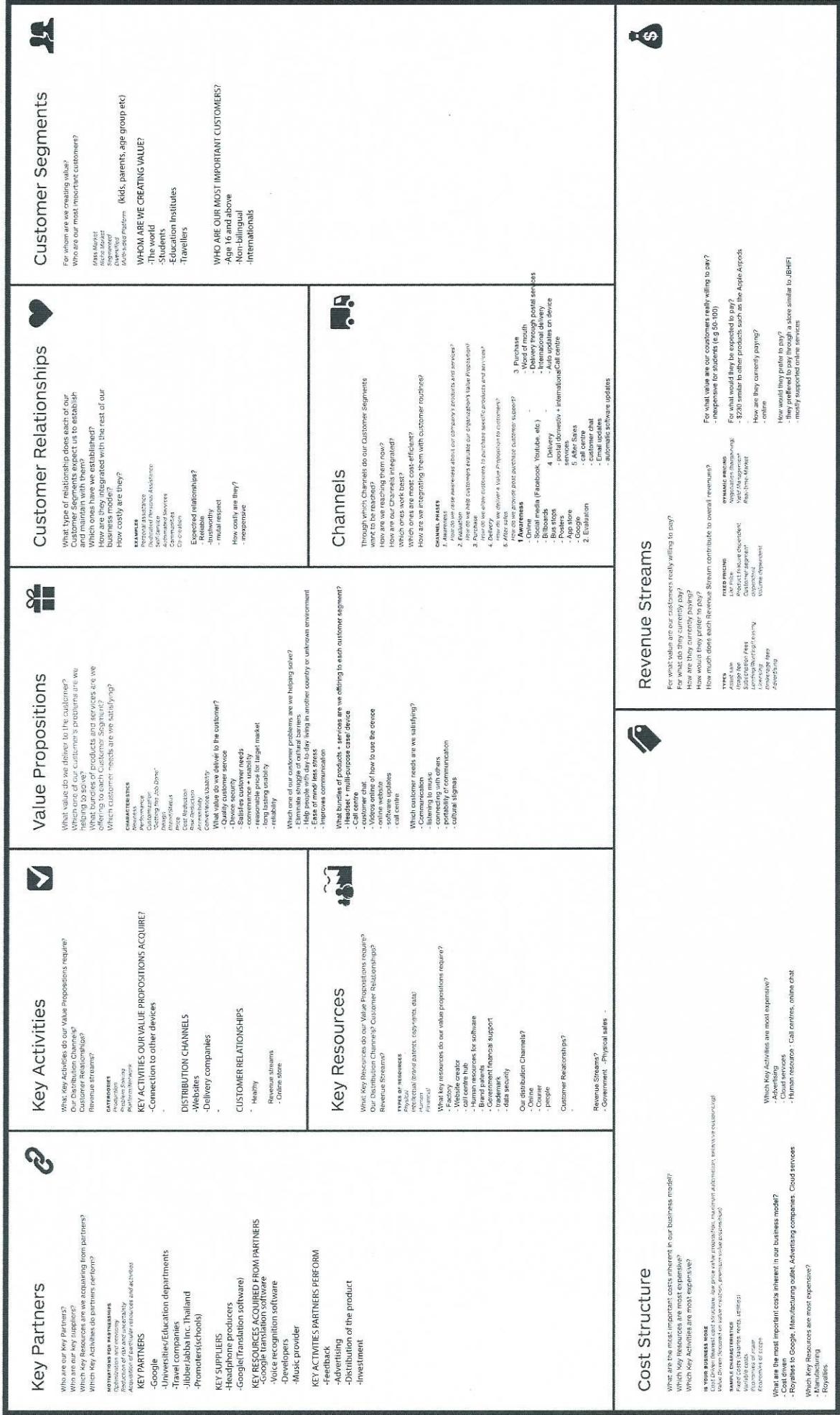
John - Testing.

## The Business Model Canvas

Designed for:

Designed by:

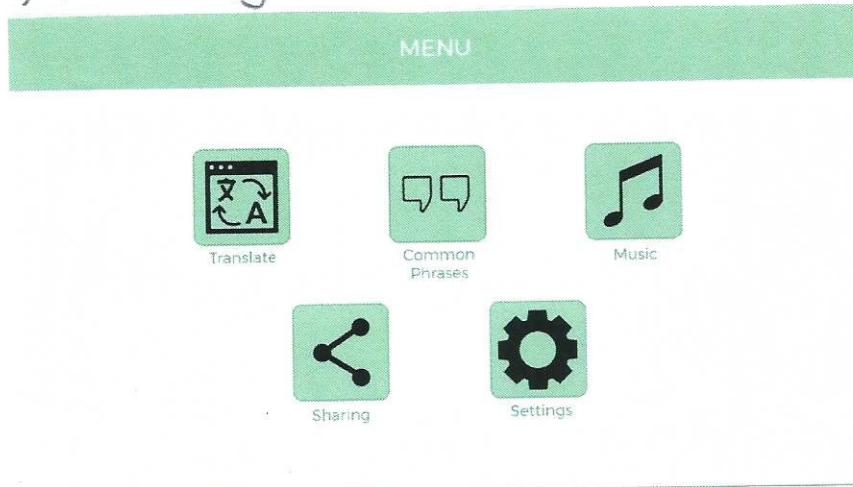
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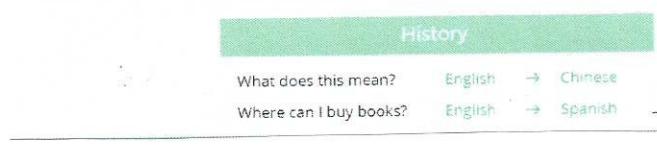
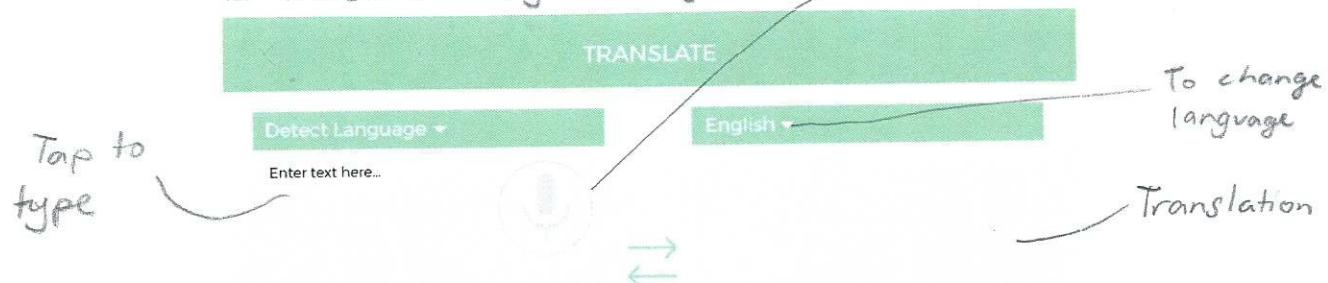
## High fidelity prototype

Marvel app link = <https://marvelapp.com/project/2003083>

### 1) Menu - By John

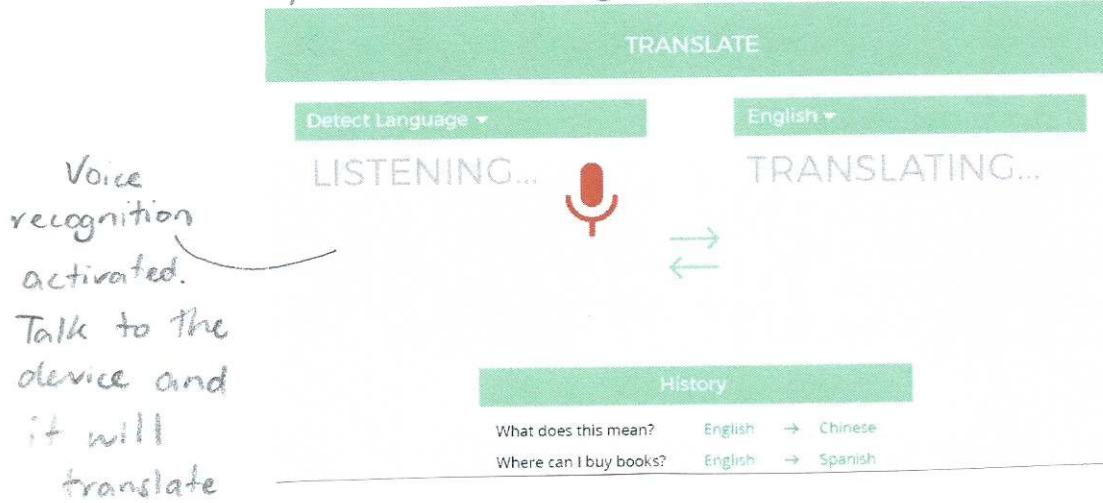


### 2) Translate - by Hoang



Past translations

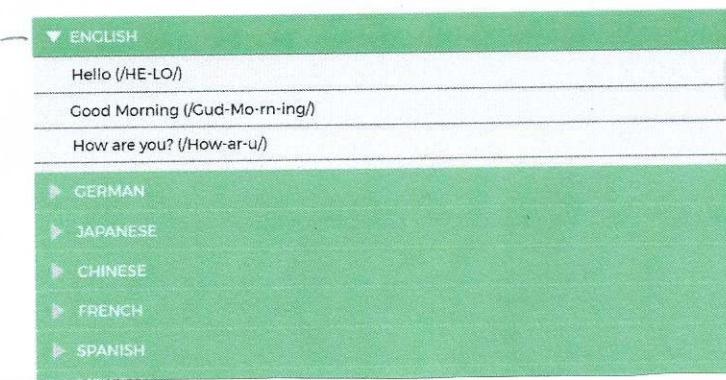
### 3) Translate - by John



#### 4) Common Phrases - by Jordan

##### COMMON PHRASES

Tab expands  
to show  
common  
phrases



Common  
Phrases  
in that  
language

#### 5) Music - By Jess

##### MUSIC

Switches  
the bright  
screen to  
a dark  
screen.



Listeners:  
Tom'sJibberJabba  
phone 7  
Shaniqua'sJibberJabba

Shows  
others users  
also listening

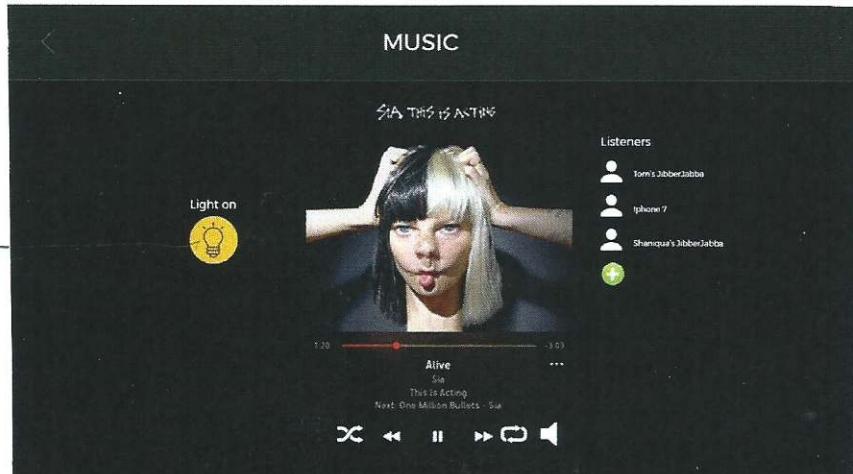
Add more  
people to  
be able listen  
to your music

music controls

#### 6) Music - by John

##### MUSIC

Turns  
light  
back on.



## 7) Sharing - by John

SHARING

**CONNECTED DEVICES**

- Tom's JibberJabba
- iPhone 7
- Shaniqua's JibberJabba

3 Connected devices

**ADD**

Total number of devices connected

To add another connection

Shows connected devices and how they're connected

Able to remove connection.

## 8) Settings - by Brad

SETTINGS

**LANGUAGE**  
Application text: English  
Translated speech output: English

**CONNECTED DEVICES**  
"Jordan's Samsung" +

**BRIGHTNESS**

**SOFTWARE UPDATES**  
Download updates manually  
Download updates automatically  
Scheduled software updates

**MODEL NUMBER**  
Jibjab-P812873

**DEVICE NAME**  
"Jordan's JibberJabba" **edit**

**SOFTWARE INFO**  
View currently installed version, build number etc.

**BATTERY INFO**  
View device's battery status, remaining power, and other information.

**FACTORY RESET**

Default settings of language and translation

Connected devices

Software updates to automatic or manual,

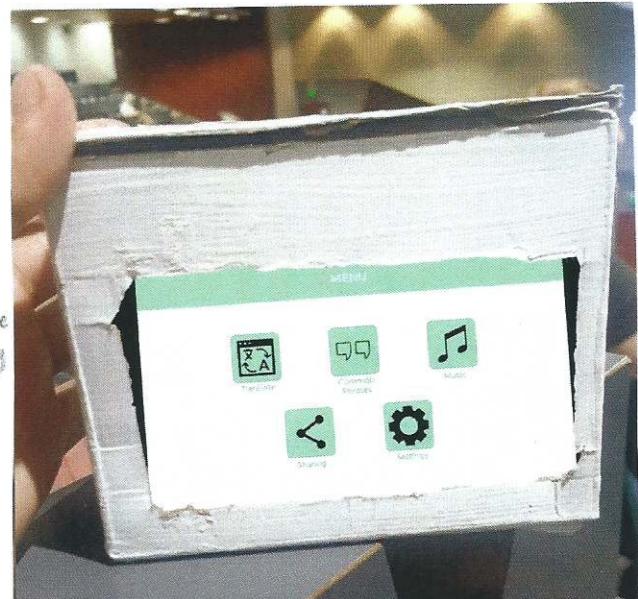
Device name can be changed by pressing 'edit'.

See software info (Tap)

Tap to see battery info

Resets the whole device

The device



## Ethical theory - Utilitarianism

Utilitarianism is something moral, or good, when it produces the greatest amount of good for the greatest number of people in which I believe the translating device, 'Jibber Jabba', produces the good for a whole range of people like students, language learners, teachers, travellers, and more. The Jibber Jabba can be used by almost anyone and will make people happy with the way the Jibber Jabba is able to bring people together, and minimize communication / translating problems. It brings more happiness than suffering.

In utilitarianism, good is defined as the existence of pleasure and the absence of pain, this is called utility. This Jibber Jabba is a utility, reduces negative consequences for the large number of people. This device is good because it does more good than harm. It eliminates the frustration of not being able to understand what the other person is saying, or the bad moral of racism and discrimination of people making fun of visitors, or telling them to speak properly or go back to where they came from.

An example of the Jibber Jabba producing the good, is having a group of politicians in a conversation, all from different countries, talking about climate change and not being able to understand each other well. When they use the Jibber Jabba, it brings everyone together and helps everyone communicate / understand each other leading to a faster and better conversation and making a peaceful / happy resolution.

### 3 things that went well during this design challenge

- Every member contributed to the medium fidelity prototype. If tasks for the prototype weren't split, we would've been behind on tasks.
- We were able to have group meetings at least once a week; every member showed up to each meeting to try and finish up the prototypes, business model canvas and storyboard/video planning.
- The making of the video, shots were taken quick and fast. We didn't need to have to take repeating shots. Finished filming in one day.

### 3 things that went bad during this design challenge

- The user testing, if everyone did their user testing, we would've been able to maybe add or remodel the prototype.
- The miscommunication/misunderstanding, the group decided to target schools, (students, teachers and learners). However, some members were a bit lost and not on the same page, few decided to target travellers, thus making them redo the persona and list of stakeholders. If everyone understood the tasks/roles and were on the same page we probably would've been ahead on the tasks.
- We didn't have a lot of ideas for the video, we needed more storyboards. If we carefully planned each detail and scene, the final video may have been improved.

Hoang  
- Good at designing

Jordan  
- Good at brainstorming.  
- Able to go further in depth of topic.

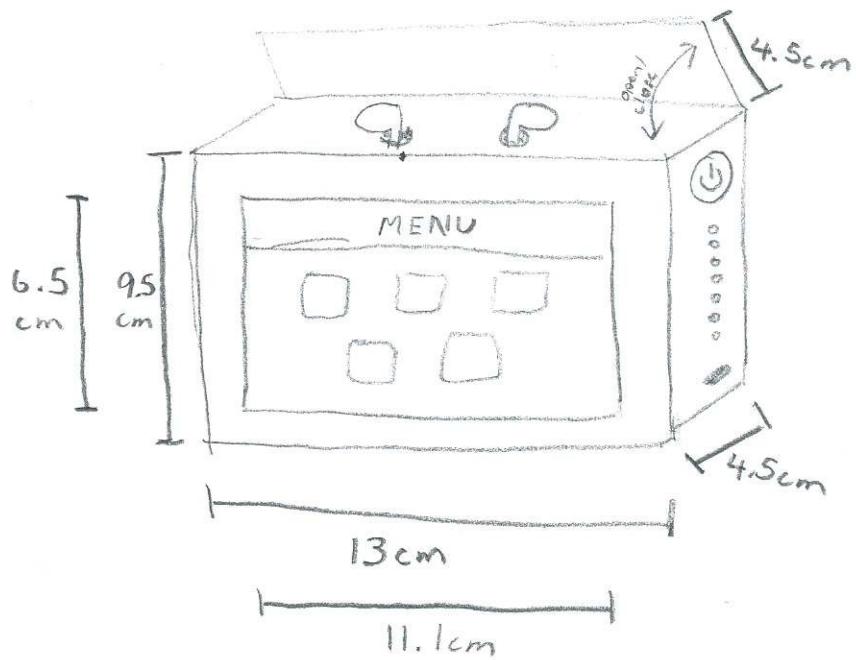
Brad  
- Gets tasks done.

Jess  
- Manages time very well

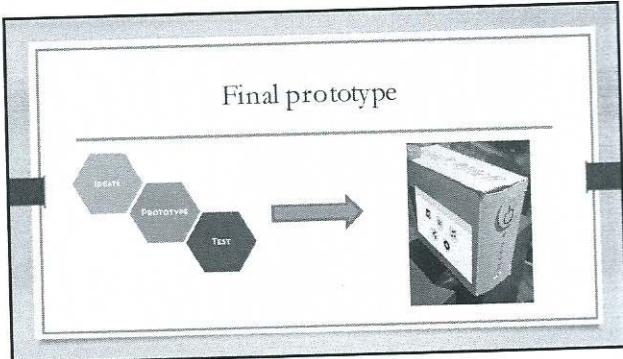
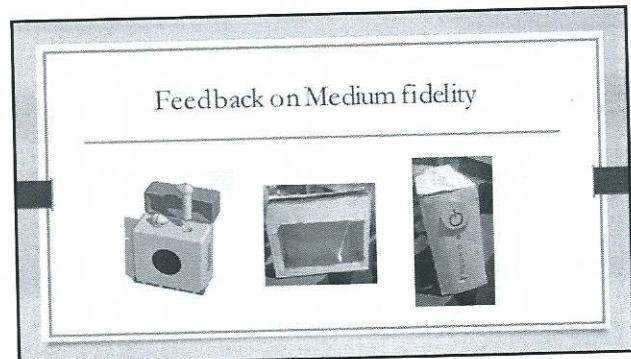
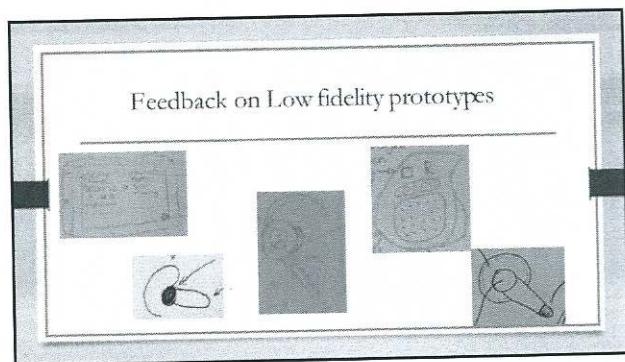
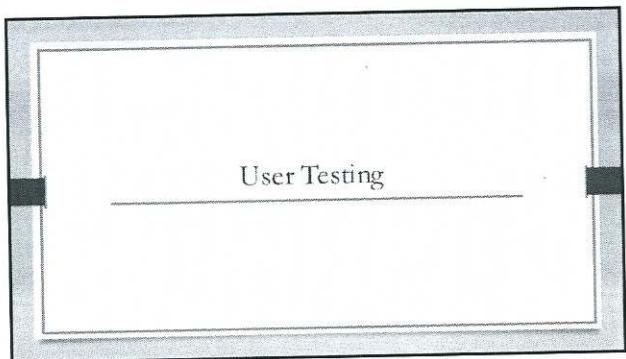


John  
(me)

## Prototype dimensions



## My slides for the presentation



## How I contributed to these slides

I contributed by gathering everyone's prototypes and user testing, then reviewed and evaluated their findings. Their feedback and prototypes were needed for me to talk and show our designs evolving from an earpiece and small GUI box to produce the final solution with applying the user feedback and repeating the process of ideating, prototyping and testing.

Your efforts in this assessment are assessed using this criteria. Criteria are split by week and difficulty. Each item falls under one of the following three criteria types:

1. Done or not done [1 mark] – straight forward items that are evidenced in their inclusion.
2. Simple criteria [2 marks] – these items are completed well (2 marks), satisfactory attempt (1 mark) or incomplete (0 marks).
3. Full criteria [3 marks] – where these items are asked for we believe the significant effort you undertake to complete them, demands an expanded criteria.

When submitting this assessment please print and complete the checklist column information for weeks 9-13 below

Design Activities Logbook Checklist		Final Mark
Week 9 incomplete	/5 item	/4
Week 10 incomplete	/4 items	/12
Week 11 incomplete	/2 items	/8
Week 12 incomplete	/1 items	/4
Week 13 incomplete	/3 items	/4
Overall	31 /32	
Total	/20%	

19.3  
20

### Week 9 deliverables

Criterion Item	Completed well [3 marks]	Satisfactory attempt [2 marks]	Limited attempt [1 mark]	Incomplete [0 marks]	Done [1 marks]	Not Done [0 marks]
Individually list 3 stakeholders who you think would be interested in your design. Provide justification for selection.	3 Stakeholders provided with strong and well evidenced justification for their relevance in this design problem.	3 Stakeholders provided with some justification for their relevance in this design problem.	Fewer than 3 Stakeholders provided with piecemeal justification for their relevance in this design problem.	Provided stakeholders are irrelevant to the problem space or non-existent.		(3)

### Week 10 deliverables

Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Individual contribution to the development of the initial low-fidelity prototype or solution			

Criterion Item	Completed well [3 marks]	Satisfactory attempt [2 marks]	Limited attempt [1 mark]	Incomplete [0 marks]
Individually develop a persona based on the findings you and your group gain interviewing members of the public about your chosen problem space	Well thought-out persona with insightful and meaningful entries. Defines a clearly articulated individual and their traits.	An understandable persona with satisfactory entries. Defines an individual and their traits.	A general persona with mixed or limited entries of low-quality. Attempts to define an individual and their traits.	No evidence of effort in defining a persona, or a stereotype is conveyed.

Criterion Item	Completed well [3 marks]	Satisfactory attempt [2 marks]	Limited attempt [1 mark]	Incomplete [0 marks]
Individually conduct a user test using your low-fidelity prototype or solution with at least 2 users. Summarise your findings and includes annotated full-page diagram of findings.	Well summarised research findings relating to design prototype. Diagram demonstrates a concerted effort to convey relevant information.	Summarised research findings relating to design prototype. Diagram demonstrates relevant information.	Research findings are notes or off-topic. Diagram conveys relevant information to a limited extent.	Research findings and diagram are piecemeal or research/diagram is missing.

Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Individually create a storyboard for how you envisage your prototype will be demonstrated with a user story through video			

Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Individually develop a Customer Journey Map for one of your persona			

### Week 11 deliverables

Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Individual contribution to the development of medium-fidelity prototype or solution			

Criterion Item	Completed well [3 marks]	Satisfactory attempt [2 marks]	Limited attempt [1 mark]	Incomplete [0 marks]
Individually conduct a user test using your medium-fidelity prototype or solution with at least 2 users. Summarise your findings and includes annotated full-page diagram of findings.	Well summarised research findings relating design prototype. Diagram demonstrates a concerted effort to convey relevant information.	Summarised research findings relating design prototype. Diagram demonstrates relevant information.	Research findings are notes or off-topic. Diagram conveys relevant information to a limited extent.	Research findings and diagram are piecemeal or research/diagram is missing.

Criterion Item	Completed well [3 marks]	Satisfactory attempt [2 marks]	Limited attempt [1 mark]	Incomplete [0 marks]
As a team, create a Business Model Canvas that is appropriate to your design and problem space.	Thorough Business Model Canvas that has information directly relevant to key areas of intended design proposal and is realistic in idea.	Business Model Canvas that has information mostly relevant to key areas of intended design proposal and is semi-realistic in idea.	Limited Business Model Canvas that has little information which is slightly related to key areas of intended design proposal. The canvas is unrealistic in idea.	Business Model Canvas is either missing or is piecemeal in completion.

(3)

(12)

(8)

**Week 12 deliverables**

Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Individual contribution to the development of high-fidelity prototype or solution			
Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Please use one of the ethical theories covered in week 11 to write up any ethical considerations that relate to your design			

(4)

**Week 13 deliverables**

Criterion Item	Completed well [3 marks]	Satisfactory attempt [2 marks]	Limited attempt [1 mark]	Incomplete [0 marks]
Include the slide you worked most upon for the design challenge pitch and how you contributed to it				
Criterion Item	Completed well [3 marks]	Satisfactory attempt [2 marks]	Limited attempt [1 mark]	Not Done [0 marks]
List the top three things that went well during this design challenge, as well as top three things that went badly. Include a team picture with annotations about each team member, highlighting their strengths	Well-written areas of meaningful success and disappointment. Demonstrates a concerted effort to convey relevant information.	Areas of meaningful success and disappointment. Demonstrates relevant information.	Writing is formulaic, or explanation fails to explain significance.	Success and disappointment selection is piecemeal or sections are missing.

(4)

Comments: