Group Project

Innovation Insights

Juliën Verheijen
Fontys Hogeschool ICT
Advanced Media Design

Table of Contents

Context

During Innovation Insights, our group project will be presented to a wider audience. Here, we will have the opportunity to share our work, results and experiences about the work process of the past 12 weeks.

Research Methods

 Proof of Concept

Demonstrate the desirability or the feasibility of your idea or design.

 Expo

By placing your work in the spotlight, you learn about its value for others in ways you might not expect yourself.

(CMD Methods et al., 2015)

Results

To present our project, we wanted visitors to Innovation Insights to experience what it feels like to be in a room with a lot of noise pollution just like the gym teachers also experience. For this, we are going to install a speaker in one of the staterooms where we will loudly play the sound of children playing sports in a gymnasium.

We want to make the sound not only audible but also visual. We will do this by setting up a screen with a live decibel meter.

We coded this concept together with the group. Together, we set up a Gitlab repository, with everyone working in their own branch and then merging them together.

I created the live decibel meter based on the decibel meter I found on soundmeter.online. It uses the built-in microphone to measure the sound. The measured value is displayed large in the centre of the screen the numbers are indicated with the same colours as in the Noice Control app.

(Green for good, Yellow for attention, red for harmful). It also displays the same icon as in the app to which the decibel level equals.

36.2 dB = 🔊

Pause
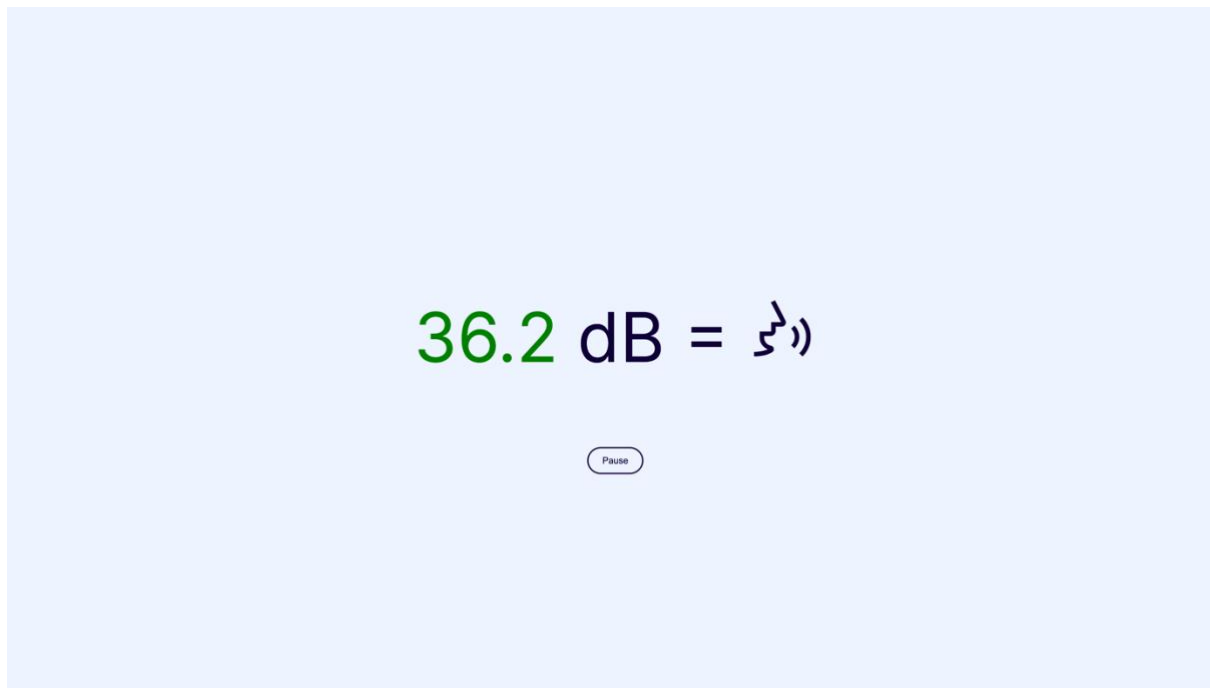
Click here to try the live decibel meter.

Conclusion

Collaborating in GitLab worked without any problems.

Unfortunately, I cannot draw a conclusion about Inovation Insights at this point because it will take place after the portfolio deadline.

However, I do expect the live decibel meter to be a good addition to better present the idea. Because this gives the visitor an audio and visual comparison of the situation the gym teachers will experience.

Learning Outcomes

Learning outcome 3: Software design and realisation
By creating and reusing software components to build a working POC with code. Working together with group members on the same project with Gitlab.

Learning outcome 7: Goal-oriented interaction
By presenting and communicating with different stakeholders or collaboration partners about the project.

Literature

CMD Methods, Van Turnhout, K., Jacobs, M., Kamp, I., Mulholland, C., Neuman,
A., Rouwhorst, S., & Van Vlies, L. (2015). *CMD methods*. Accessed January 8, 2024, from https://cmdmethods.nl/

Sound Meter App. (2023, 14 October). Accessed January 8, 2024, van https://www.soundmeter.online/