

IM3080 Design and Innovation Project (AY2021/2022 Semester 1)

Individual Report

Name: Chua Jing Yi

Group No: 4

Project Title: BusMeet

Contributions to the Project

I was part of the creative team and was mainly in charge of the UX Design portion of our project.

After the creative theme has decided on the school theme for our application, we then proceeded to come up with the layouts of various screens, user flow, and assets to suit our theme. I created the initial wireframes, low-fidelity, and high-fidelity prototypes on *Figma* as well as the user flow of the screens for the meet-up function on *Miro* as seen in *Figure 1.1 and 1.2*.

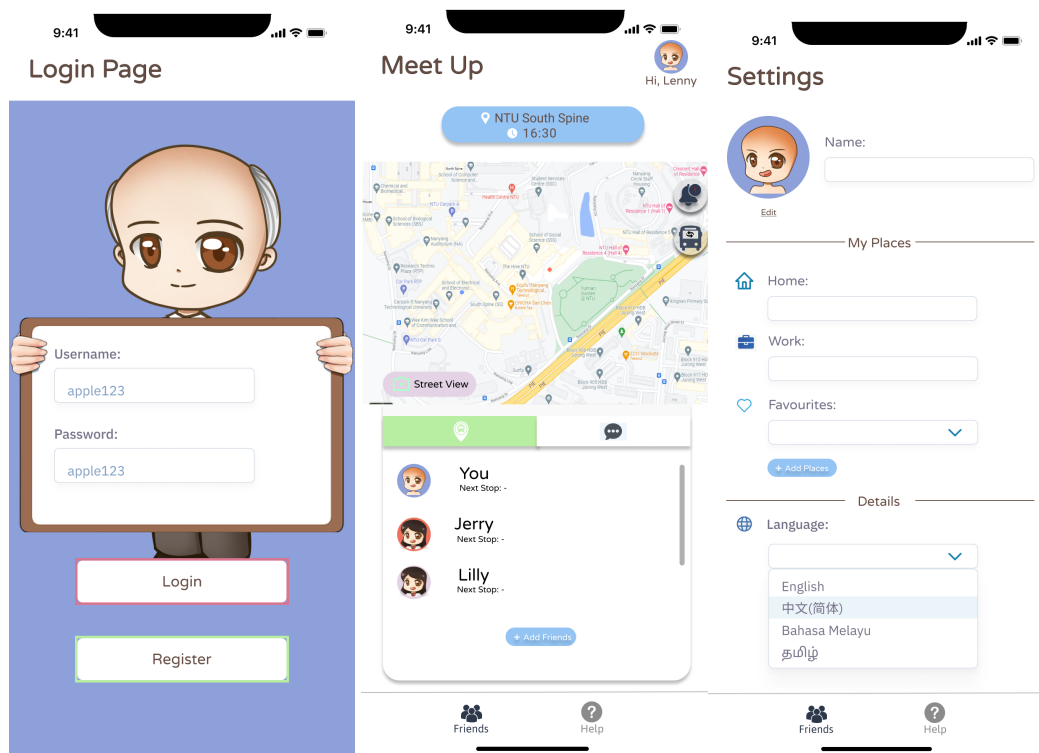


Figure 1.1: High-Fidelity Prototypes

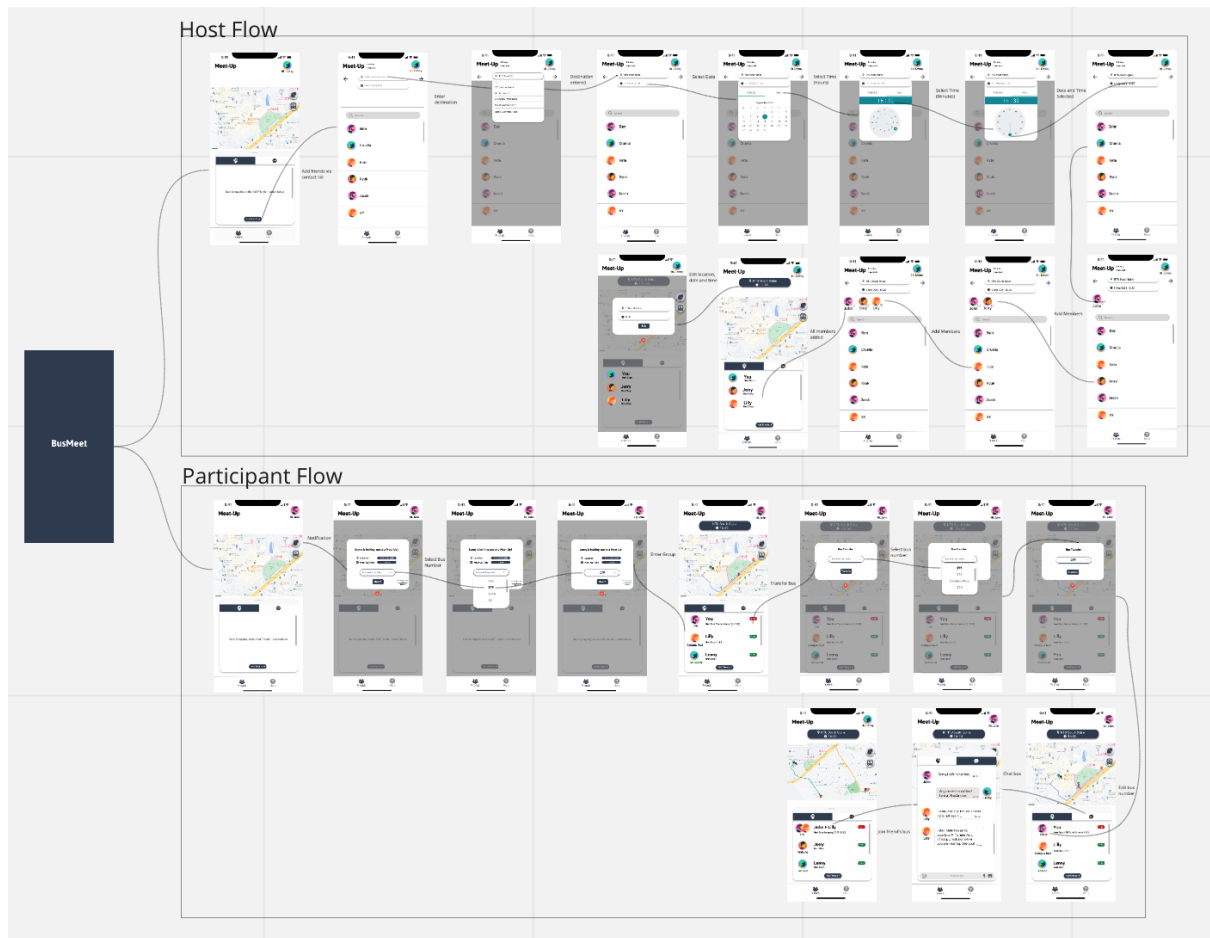


Figure 1.2: User Flow of the Meet-Me function

After settling on the font and colour palette used, we then created the respective icons, avatars, and assets needed. Here are some of the icons that I have created using *Procreate* shown in Figure 1.4 and 1.5.

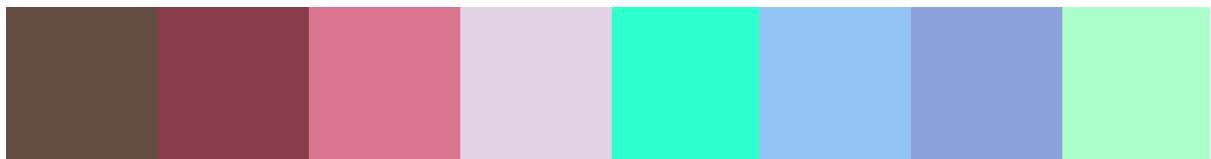


Figure 1.3: Colour Palette



Figure 1.4: Notification Icon

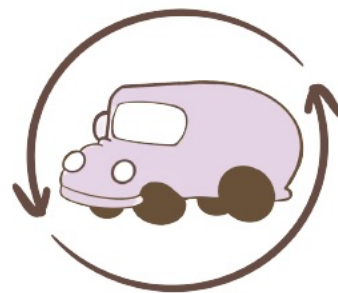


Figure 1.5: Bus Transfer Icon

I also worked on the slides for our group presentations on *Google Slides* and presented on behalf of the team for some weeks.

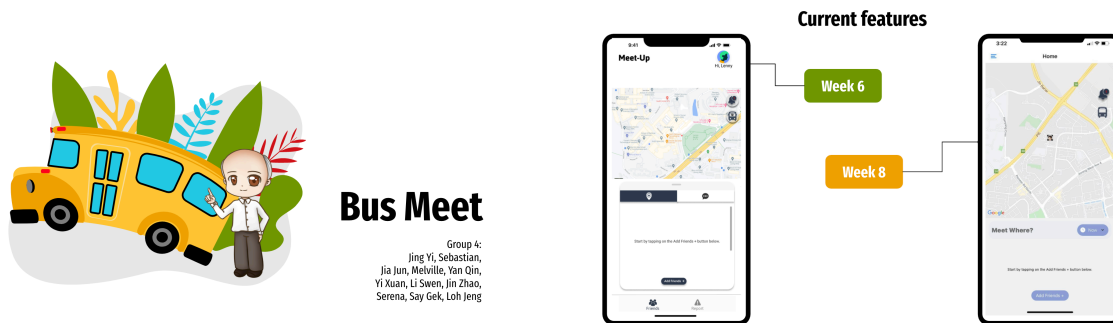


Figure 1.7: Week 8 Presentation Slides

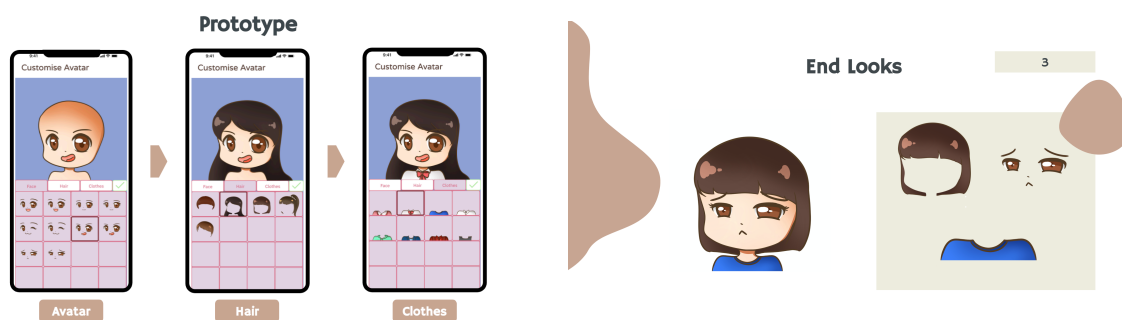


Figure 1.8: Week 11 Presentation Slides

I also created the poster needed for our final submission using *Canva*.



Figure 1.6: BusMeet Poster

Finally, I also helped with the writing and some editing of the final group report.

Reflection on Learning Outcome Attainment

Point 1: Communication

In this project, I was working with a group size of 11 team members. This was my first time working in such a big group and it was also my first-time meeting most of my members. At first, it was quite hard to communicate as we were conducting our meetings virtually via Telegram and Discord and everyone was still warming up to each other. We were also not very certain of how big the scope of our project should be as everyone has other commitments, and it might not be feasible to complete a large-scale project in 13 weeks. However, over time, communication started getting a lot smoother as we were regularly meeting up for updates on the various smaller teams and everyone also had a clearer idea of our respective parts to contribute to our project.

It was not a smooth sailing journey. In the beginning, there were a couple of conflicting opinions on which application we should work on and what our new feature of the app would be. There were members who were concerned over the feasibility of some of the ideas proposed due to our technical skills, and others who were still confused as we could not settle on one new feature to create a new version of the current app. Eventually, we managed to settle these conflicts by clarifying with our supervisor via meetings. We also had meetings internally to figure out what each team member thought about the various proposed ideas so that no one would feel that their voice is left unheard. Through this project, I have learned the importance of effective communication and what it takes to be a good team player so that everyone will have a great experience learning together in this tedious yet meaningful journey.

Point 2: Modern Tool Usage

As part of the creative team, I was tasked to come up with a suitable theme for the application that we chose and to oversee the UX design of the application. To create the prototypes and UI widgets, we had to self-learn new tools such as *Procreate*, *Figma*, *Canva*, and *Miro* to aid us. We used *Figma* initial wireframes of the various screens and the eventual prototypes that will be implemented. Then, we made use of *Miro* to create the user flow of the various functions and screens and *Procreate* to create the icons, avatars, and widgets. There were a lot of tools and functions for these platforms that we utilized. For the technical aspect of the project, we also managed to learn more tools, such as *GitHub* for collaborative work, *Android Studio*, and *Expo*. Initially, we had trouble trying to figure out how to use these functions as we were new to these tools. However, through useful online learning

resources such as *YouTube* tutorials, relevant websites, and help from our group mates, we managed to refine our skills and learn to master these new modern tools that we utilized throughout the project.

Overall, these tools have helped me become a better engineer and I hope to carry these relevant skill sets to my future projects.