IM3080 Design and Innovation Project (AY20xx/xx Semester x)
Individual Report

Name: Teng Say Gek

Group No: Group4

Project Title: BusMeet

Contributions to the Project (1-2 page)

As a member of group 4 I contributed to the creative aspects of the project as part of the UIUX team. Students of Information Engineering and Media, as artistic engineers we are required to have a strong sense of design in order to combine both looks and technology seamlessly.

<u>UIUX</u>

As the creative team I came up with the idea of the school theme after considering our target audiences and the possible art style of our members. This includes ideation of our prototype and creating icons for our app.

- Colour scheme
- Fonts
- Wireframing (Figma)
- Drawings of icons (Procreate)

Hence our team came out with the prototype and layout of our BusMeet app on Figma before handing it on to our coding side for easier visualization during the coding process.

<u>Presentation and reports</u>

I also helped in creating the school theme slides (SlideGo), with the avatars and many school icons, this is to ensure that our design and creative choices of the project were consistent clearly conveyed. I also helped in the process to create the poster for the BusMeet Application (Canva).

<u>Application</u>

We all brainstormed, ideated, and pitched ideas for the application. I came up with the idea for some functions such as showing the bus on the maps via GPS, however many ideas were not feasible and carried out in the end. In the end we all tried out the application using (reactNative) and gave out weekly feedbacks on the

application, group report and etc during our many meetings. Overall, it was a whole new experience, ideating and creating an application from scratch.

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to <u>at least two</u> of the points below:
    (a) Engineering knowledge
    (b) Problem Analysis
    (c) Investigation
    (d) Design/development of Solutions
    (e) Modern Tool Usage
    (f) The Engineer and Society
    (g) Environment and Sustainability
    (h) Ethics
    (i) Individual and Team Work
    (j) Communication
    (k) Project Management and Finance
    (l) Lifelong Learning

      Point 1: Design/development of Solutions   State the area: For the different aspects
__I learned quite a lot for the design and ideation process for our application. When we first started brainstorming for the application our imagination went wild, eager to implement this and that into our application. Some examples were our weather function and live bus location which we later gave up. This is because during the ideation stage we did not fully consider the implementation and the difficult of our task at hand, this led to the restructuring of our application and its functions later on. In addition to that, our team did not have many strong coders hence this was a very new experience for the most of us and we had to consider the abilities of our team before deciding on our application complexity.
For the design side, we started off with very simple and minimalistic designs, an overall black and white colour scheme for the prototype application. For the slides, the default template was used, with one tone colours such as red and brown. This was not really visual appealing and did not suit our theme, hence after feedback and further brainstorming, we came out with new artistic designs and colours and revamped the whole artistic look for our application which I think was a great change in the end. _____

   (a) Point 2: Individual and Team Work   State the area_____
__Our team started off with 11 course mates who barely knew each other. As we are in the midst of the covid situation, classes were made offline, and it was very difficult to communicate efficiently offline as most of the people were softspoken and shy. However, over the weeks as we got more familiar with one another, members were more willing to step up and become more outspoken during meetings and things became much more smooth sailing. In the end I am glad to have known the different individuals from my team. I am also really thankful for our team leader Melville who spent great efforts to lead our team.
For the coding aspect, it was really challenging for our group as our application's main form of development is coding and our team did not have very strong coders. Without strong coding knowledge it is very difficult to progress and put our idea into reality. Throughout the weeks our team slowly researched and tested the different feasibilities of the different functions which led to the application we have now. It may not be the best but it is what we tried our best to come up with.