Project Skills Essay

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1 Background

The context for our project is Health Informatics. A company called CleVR were the stakeholders and provided the tasks. There were two tasks within this context; The first task was about creating an interface for one of their latest application. The second task was about human-computer interaction within a virtual environment. Our group was assigned the second task.

Our group contains five people. We all come from the same academic background, we are all second year computer science students and we were all doing this context project for the first time. We are all aged similarly, ranging from 21 to 24. For two people in the group, including me, computer science was not their first study. I've known these people since the start of this academic year and I've developed a good relationship with each of them.

My role in the group was mostly as a workhorse, focussing on the code. Sometimes I took a leading role, when the things we were working on was about the code or the system. Since I wrote most of the product vision, people came to me when aspects of the product were unclear.

2 Process Loss

We've experienced several moments where process loss in our group was apparent. Almost all of these moments could be attributed to coordination loss, since our motivation for this project did not waver. The tasks we assigned were divisible and the quality of a task was of high importance. We sometimes had difficulties dividing these tasks into equal subcomponents, leading to one person being less productive than the other. Not all tasks were of the same type either. For example, tasks that were not code related were difficult to divide and execute, because we were less experienced with these kind of tasks. Since Optimizing was also a big part of the project, a more optimal product is in this case a better product.

Concerning interdependence, the efforts of each individual were combined, making the process additive. We each had code or assignments to deliver and all of it was essential for the final product. This made it also a conjunctive process, but in many cases it was also a discretionary process, since the quality and relevance of each assignment also differed a from time to time. We've encountered moments where features were developed that were eventually discarded since it did not work as well or was not what we had envisioned. This increased the process loss we experienced.
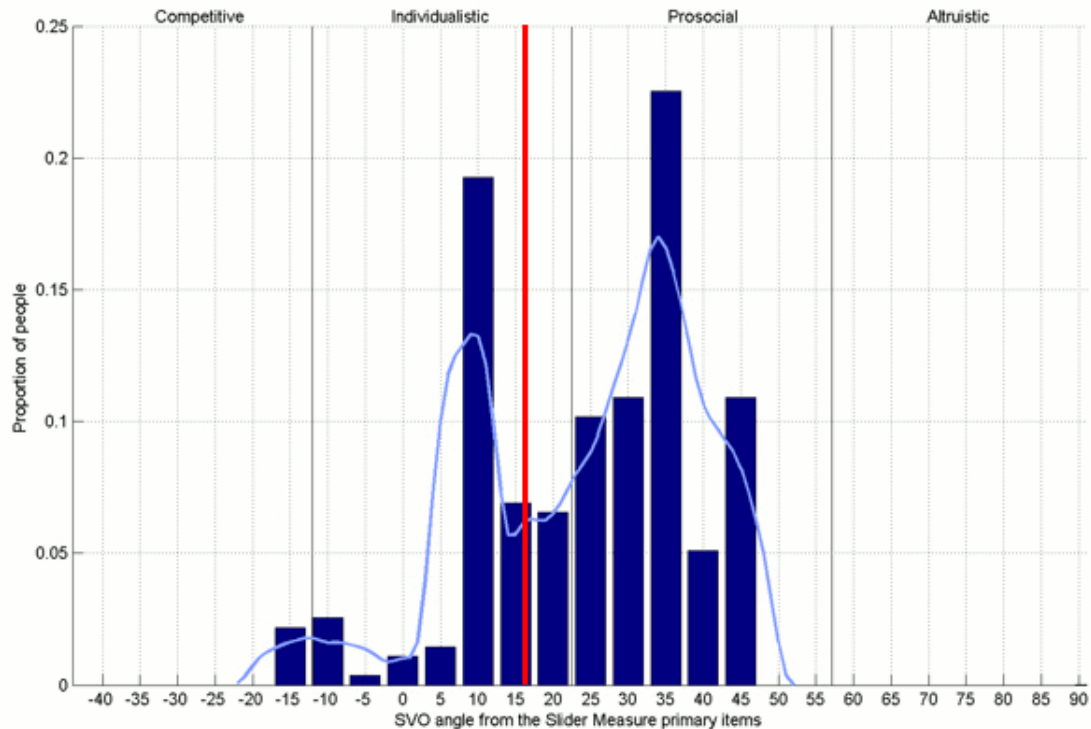
3 Social Value Orientation

Figure 1: My results

My SVO Slide score was 16.3. This score would categorize me as individualistic, but closer to prosocial than competitive. I generally agree with this score. I've filled the test in a whim and did not have a specific strategy in mind, but after evaluating the results, it seems to fit fairly well based on my own observation and the observations of others. The other team members were surprised with my score, because I did not exhibit many individualistic traits during the course of this project. I would agree that with this project I behaved more prosocial than individualistic.

4 SVO Distribution

In our team, all of the members are prosocial except me. Of all the prosocial members, one was closer to altruistic than individualistic. To put it in numbers, four members were prosocial, one of the four was more altruistic than individualistic. One member was individualistic but closer to prosocial than competitive.

Because of the overwhelming prosocial presence, the group dynamic was generally very social as well. There were no serious conflicts that disrupted the flow of the project or the group and minor conflicts were resolved in peace. While my general attitude might be more individualistic, within this group I might've been more prosocial.