

10.2 - Project Reflection

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1. Group work reflection

Evaluation of contribution from each team member to the group

	Preparation	Management/ Organisation	Attending and contributing to meetings	Delivering good quality content
Le Nho Bach (leader)	Plans in detail what should be done for each task, outline key mistakes which we can learn from to improve the quality of every submission.	The group leader always keeps an eye on other members if they need help. Arranges and schedules meetings for the group.	An active speaker contributes well to every meeting. Attends all meetings on time.	Applies good logical thinking to solve problems, and has good writing skills to write reports.
Le Quang Minh (researcher)	Uses analytical thinking and keeps track of information before each task's research.	Good self-organising skills, label data from class sessions and external resources well.	Attends all meetings on time, however, sometimes he needs to leave the meetings early due to health reasons (as our meetings occur at night)	Excellent writing skills, always come up with good content or key ideas that are insightful to other group members.
Nguyen Anh Tuan (researcher)	Thoroughly prepares for each task and pays attention to small details in the requirement document of each task.	Does his role well, utilising credible platforms to do research.	Pays attention to meetings, and actively contributes through verbal expressions and ideas.	The content is decent, some small factors can be enhanced, such as presentation or screen-shotting.
Luong Trac	I read each task	I did my role well	I attend all	My content

Duc Anh (editor)	and advanced, outlined key details that can be used to examine and investigate further, note the details down and share them with other group members.	as the group's editor. I am always responsible for double check for the group submission, in terms of format, grammar, and content.	meetings on time, and contribute to meetings through ideas and solutions to problems that the team encounters.	qualifies for the university standard, as well as sets an example and provides insights to other group members who find it challenging to come up with ideas.
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Group strategies

Our group's strategic approach to this unit is to finish everything early. When a task is due, we make sure that we have worked on and finished the task before the set deadline, therefore having the window of time to double-check everything, fix the errors that we have made, as well as get feedback from our tutor from early submissions.

Things to improve on next time I work in a group

The unit went overall well, however, if I can make improvements the next time I work in a group, it would be to spend some time on task allocation before we do any assignment. Since our group operated based on the initiative of each individual, the workload can sometimes be unevenly distributed, making some members have to work harder than other members.

2. Project reflection

The most important things I learnt doing this Project:

The most instrumental aspect that I have learnt doing this project is to implement an approach based on facts, evidence, and data to elicit software requirements and specify those requirements based on extensive research. Throughout the course, we have come across different groups of user models. This factor is key as it gave us the experience to translate those models into applicable software requirements that can later be used to develop prototypes, and finally deliver the final products to the end users.

The things that helped me most were:

One of the factors that have helped me the most is the support from my group. For this unit, students are divided into small groups of 4 to 5 members. From my point of view, this course was challenging, as the number of theories, definitions, and analyses was numerous. Other team members were supportive in helping me go deeper into the course materials, as well as giving me

suggestions on external resources to reference in quality point tasks. The group strategy was to do everything early for double checking and feedback, which has worked for the majority of the assignments. And finally, my group and I could have not gone through the course without the help of our lecturer - Mr Ngoc and our tutor - Ms Linh. They are experts in the field of user-centred design and have helped us in solving and specifying our difficulties, whether those challenges were derived from lecture material or task requirements.

I found the following topics and/or activities particularly challenging:

The topic of applying guidelines for formal practice in the human research field ethically was particularly challenging for me. Since I normally test my products and ideas casually with acquaintances, learning and following formal, ethical guidelines was new and uneasy. However, for my usability evaluation, I successfully applied ethical principles and the session went rather well, with the support and consent of my evaluators. This can be a valuable experience for my future, when working in a professional environment

I found the following topics and/or activities particularly interesting:

One of the most interesting tasks that are listed in the intended learning outcomes was to develop an interactive user interface based on the requirements that we had already worked out. From this task, I got exposed to prototyping tools and enhanced my skills of self-study, as these tools are still new to a Freshman like myself. First, we utilised the Balsamiq software in drawing sketches and wireframes, visualising what our final prototype will look like. And for the final product, we used Figma, an online tool that is popular among software UI/UX experts that can be used for prototyping and sharing our product. This tool was extremely convenient, as it allowed the team to work together interactively online, with the option to share the prototype with others for feedback and recommendations.

I feel I learnt these topics, concepts, and/or tools really well:

The topic of conducting usability evaluation for evaluating and iterating through prototype solutions was adapted well by our team. After categorising the demographic user group, we carried out usability evaluations with the suitable group, which strictly followed the evaluation procedure, with respect and a professional attitude towards the evaluators. The results and problem identification served as a document after we have adjusted the prototype to enhance the user's experience and satisfaction. Overall, I have learnt about multiple aspects of testing products with real users, which gave me more detailed insights into what the users truly want in comparison with our perspectives.

I still need to work on the following areas:

The area that I have to enhance in the future is comprehending software's context of use through various models. In the course, we have studied different models, however, while reflecting on the tasks that require students to create models, I realised that it often took me a lot of time to get the

requirements and the context right. Some tasks were only finished when other team members pointed out my mistake so that I could re-adjust my work for the final submission. I hope that I can improve on this shortcoming for future work in both the school context and my career path.