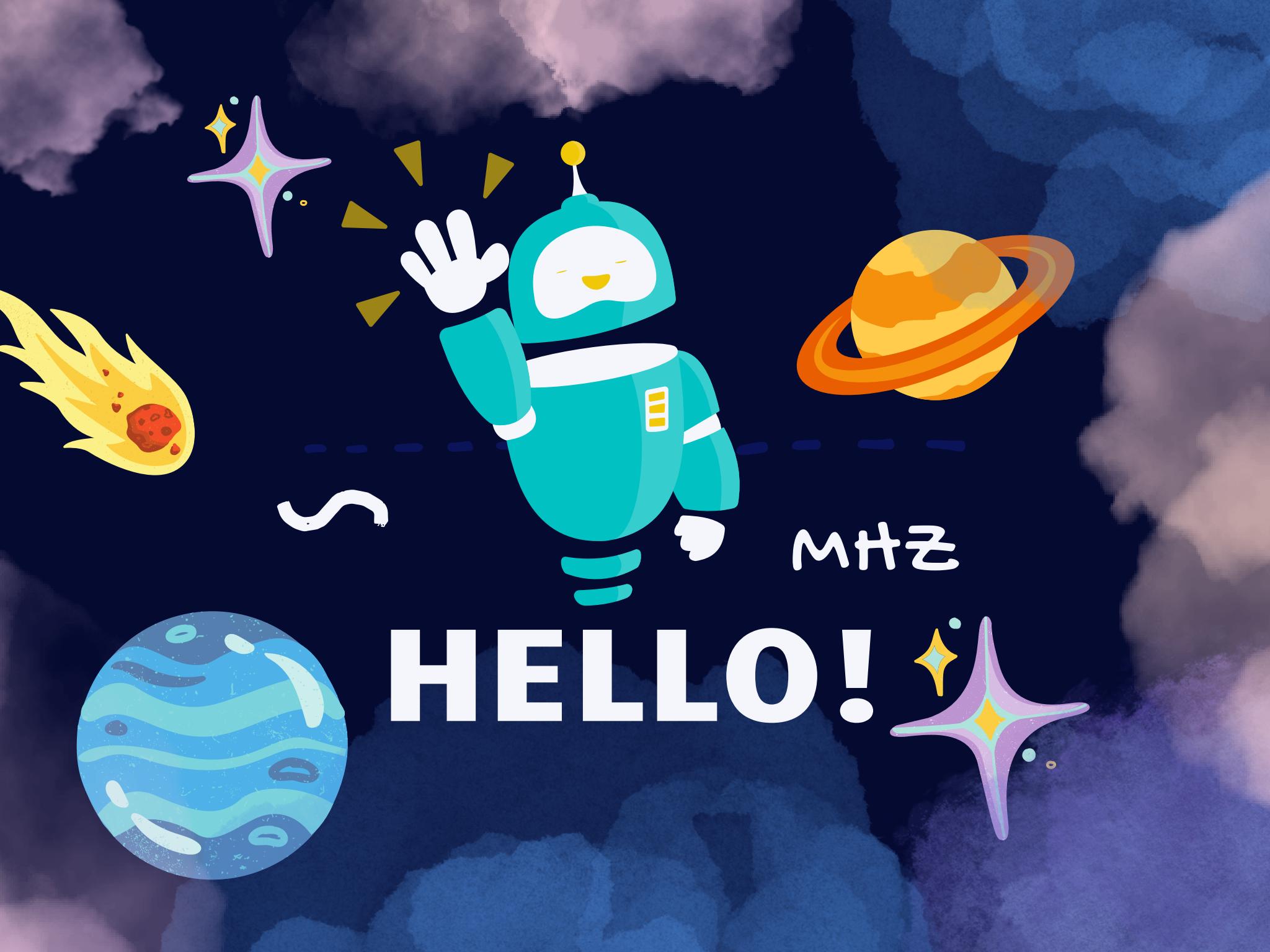


MHz

HELLO!



ROUGH PLAN

ROUGH PLAN

ROUGH PLAN

ROUGH PLAN

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INTRODUCTION

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Robots are cool! I think that most people on the world would agree with this one statement, from kids and teenagers who watch robot fantasies like Transformers or Gundam, to adults with their quality-of-life robots that help them in daily life, such as the little vacuum cleaner that cleans your whole house for you, or some places even have robots that bring you food, some hospitals have robots bringing you medicine, the list goes on.



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Robots are cool! I think that most people on the world would agree with this one statement, from kids and teenagers who watch robot fantasies like Transformers or Gundam, to adults with their quality-of-life robots that help them in daily life, such as the little vacuum cleaner that cleans your whole house for you, or some places even have robots that bring you food, some hospitals have robots bringing you medicine, the list goes on.

Although looking at them might be cool, making them, or even learning anything about them, is a tedious process. That's why team MHZ (pronounced megahertz) is passionate to create Project MHZ - an interactive learning website designed to make learning about robotics, hardware, and behavioral AI fun and easily approachable for everyone in the world.

HUMAN RESOURCES

As a team, we figured out that just one specific role for every single member (that is QA, designer, writer, etc) is simply not enough, especially if we're doing a website. This is because too many tasks depend on another, for example you can't design a website without any written content, you can't quality check the website without, well, the website :D. Therefore, there will be a situation where one person has to do too much, while others have nothing to do.

Therefore, to maximize everyone's work efficiency, we decided to distribute the work force as such (Full details about the roles can be found at B. Our specific plans):



| Name | Strengths | Weaknesses | Roles | | | Notes |
|-------------|--|--|--------------------|------------------|----------------|--|
| | | | Research | Preparation | Production | |
| Mango (CEO) | - Has 9 month experience in HTML CSS - Is very focused and hardworking - Pretty ok leadership | - Not really great at designing using canva | Behavioral AI | | | Mango will try to teach others HTML CSS |
| Jade (CIO) | - Has really good self discipline, teamwork presentation and designing skills - Can adapt to new things well - Willing to listen to advice (not a conservative person 4sure) | -A real “night owl” and “sleepaholic” at the same time - A “gamaholic” also | Hardware + Network | | Web programmer | - Jade, Tony and Mango are all Vietnamese, so the HTML CSS teaching is a little easier |
| Tony | - Can learn quite quickly and engage in the team well - Can 100% focus on studying and working | - Can forget quite quickly as well - Is sometimes pretty conservative as well | Hardware + Network | Group discussion | | |
| Ryan | - Is really good at focusing - Is fast when learning something - Is interested in robotics* | - Sleepy joe - Over thinks a lot | Behavioral AI | | | * Ryan and Darrel are the ones who suggested that the team go for Behavioral AI |
| Darrel | - Had HTML CSS back in high school (only needs a refresher) - Uses Canva a lot - Is also interested in robotics* | - Also sleeps a lot - Thinks about guns all day | Behavioral AI | | UI UX design | - Both being roommates and Indonesian, they can help each other out a lot. |
| Faiza | - Has experience in Canva, powerpoint and presentation skills - Is extremely enthusiastic in learning new things - Always give her 100% | - Is still a beginner at programming | Hardware + Network | | | Faiza will also be in charge of writing down our meeting logs |



B. OUR SPECIFIC PLANS PROJECTMHZ WILL BE SPLIT INTO 3 PHASES:



This is the phase where we quite literally just research everything that we can about our module. After all, we need to understand the subject in order to teach it to other people, right?

Our module has three different aspects we have to cover: Behaviourist AI (chap6 Behaviorist AI), Hardware, and Networks (chap2 Hardware and Networks (2)). But for now, as AI is a difficult field, I am going to group Hardware and Networks together, and split the task evenly as follows:

Behaviourist AI - Mango, Darrel and Ryan
Hardware + Network - Jade, Tony and Faiza



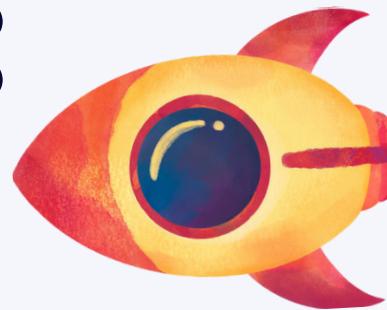
B. OUR SPECIFIC PLANS PROJECTMHZ WILL BE SPLIT INTO 3 PHASES:

Of course, the given power points are just the pure bullet points of what needs to be researched about the given topic.

Please conduct research about the given topic thoroughly into the corresponding google docs provided in Project MHZ.

The deadline for this task will be 1 week after the holiday, which is at the end of 13/10/2024 (earlier is better, but I don't want to put too much pressure on our team).

PREPARATION PHASE:



1 Analysis:

Seatworks extend a student's grasp of the lesson. It allows them to synthesize on their own and think of ways they can apply their new learnings in real life. Duplicate this page as many times as needed to give you more space for discussion.

2 Layout discussion

This process discusses what we should have in our website. For example, we should have a homepage that allows you to navigate around the website, a user page that shows the user's details and progress, a quiz list page that shows all the quizzes you have done and haven't done, a lesson page to display all the lessons and so on.

These two aspects should be able to be covered within one or two meetings, possibly on 14 and 15/10. If everything gets too complicated, the deadline of this process can also be extended.



III. PRODUCTION PHASE

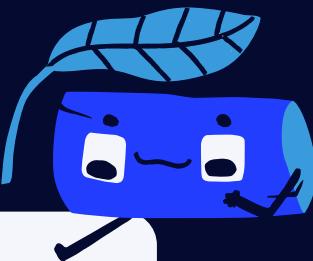
If all the other processes go as planned, we should have plenty of time to do this step. The layout for this phase is divided into 2 teams:

UI UX Design team: Faiza + Darrel

Web programmer team:
Mango + Jade + Tony + Ryan



THE WAY WE ARE PLANNING OUR PRODUCTION IS



Recap 1

The UI UX team designs the web page on canva (or whatever they decide to use)



Recap 2

The web programmer team uses the design the UI UX team made, and creates the web version of it.



Recap 3

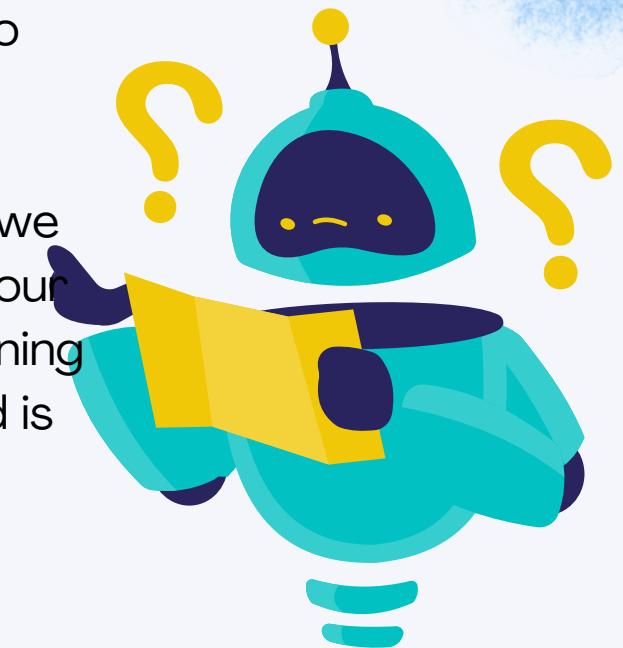
Since most of the team are beginners at web development, they are also doing project based learning. (Mango will assist the team with the learning process)

THE WAY WE ARE PLANNING OUR PRODUCTION IS

4. Repeat step 1 2 3 until the website is complete.

Of course, more details about this project will come after the research and discussions. We will have to repeat the aforementioned 4 steps around 10-20 times, and each screen will take around 1-3 days. Do the math.

After the base HTML, CSS and JS are all complete, we will also try to implement RIVE web animations into our website (which is also used in Duolingo, another learning platform). But of course, this is only ornamental and is not prioritized.



THANK YOU!

