

IM3180 Design and Innovation Project (AY2023/24 Semester 1)

Individual Report

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Group No: 2

Project Title: Pethome

Contributions to the Project (1 page)

After our first meeting, each of us was to go and brainstorm and think of mobile apps or ideas we would like to work on or clone. My ideas were Bumble and Shopee: Bumble (dating/friend-making app) - sharing hobbies and playing games with friends helped to bond more besides just chatting through the app normally Shopee (shopping app) - share reels and stories on the latest deals and promotions in bite-sized info.

For week 3, I helped to do up the slides for the first common presentation. The app's backend is responsible for managing user data, pet listings, and other functionalities. As such, when my group member created the Google Docs for the database, I then helped to input and give my opinions regarding the users, pet, pet breed, vet, shelter, appointment shelter, and appointment vet.

Creating an intuitive and visually appealing user interface is crucial for a pet adoption app. Thus, I helped to design the app's user interface and ensure a seamless user experience by doing the profile page and appointment confirmation page.

As I had some programming skills, such as being proficient in Java, I helped to contribute by developing the mobile app for Android development. I also need to work with various tools and frameworks like Android Studio. Before the prototype version, I did the sort liked page based on age, most recent, and least recent algorithm.

Quality assurance is vital for any app. Therefore, I also contribute by testing the app, identifying bugs or issues, and providing feedback to the development team.

Following up, I did research on the benefits of AR in order to present our key features better. Through the research, I learned that AR has many benefits. They are increased engagement by providing a more immersive and interactive experience for the users, competitive differentiation, enhanced learning, reduced return (abandoning) pet rates, capacity to bridge the gap between the digital and physical worlds, and incredible accessibility.

For the group report, I did the conclusion for the whole app and also recommendations for future works. For conclusion, the main essence is that developing a pet adoption app presents a unique opportunity to make a positive impact on the lives of both animals in need and individuals seeking companionship. For recommendations, integration with social media, setting up notifications and geolocation services are some pretty good modifications for the current version of the app.

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to at least two 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: Problem Analysis

Achievements related to problem analysis can be significant in various contexts. I successfully identified and addressed the root causes of the pet adoption issue which is that there is a lack of a one-stop platform for people to browse pets available for adoption or pet-sitting and learn more about the pets they are interested in. Next, process improvement, which is analyzing existing processes, finding inefficiencies, and implementing changes that lead to increased efficiency and cost savings. As to my group's app context, I helped to test out the app interface from the perspective of a user and analyzed what changes are needed to make the app more efficient and smoother. I demonstrated a commitment to ongoing problem analysis and improvement which is by consistently running and testing the app to see if I can add any feature to make the flow smoother and a more positive experience for the users. Coming up with creative and innovative solutions to complex problems can lead to breakthroughs and advancement in various fields. As such, I leveraged on my creativity to come up with innovative ways of implementing the app which can be seen via the swiping gesture to like or unlike a pet. This is with reference to an app called Tinder.

Point 2: Communication

Achievements in the realm of communication are diverse and can have a significant impact on personal, professional, and social aspects of life. Effective communication is a crucial skill as it ensures that the development team, stakeholders, and users are on the same page. Establishing a clear and shared vision for the coding app 'Pethome' with all team members and stakeholders is an achievement. This involves defining project goals, features, and the problem the app intends to solve. Next, requirements gathering, successfully gathering and documenting all project requirements through effective communication with project stakeholders ensure that the app meets user needs. User feedback integration is important too by actively seeking and incorporating user feedback into the development process demonstrates a commitment to effective communication with app users, leading to improved features and user satisfaction. My group did this through an interview with a pet owner who is a friend of my group member, asking him about his opinions on such a pet adoption application. Effective communication throughout a coding app project is crucial for its success and the satisfaction of its users. Achieving these milestones ensures that the project stays on track, addresses user needs, and delivers a high-quality coding app.