**ASSIGNMENT 2 FRONT SHEET**

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| **Qualification** | **BTEC Level 5 HND Diploma in Computing** | | |
| **Unit number and title** | Unit 06: Managing a Successful Computing Project | | |
| **Submission date** |  | **Date Received 1st submission** |  |
| **Re-submission Date** |  | **Date Received 2nd submission** |  |
| **Student Name** | Lê Minh Anh | **Student ID** | GCH190017 |
| **Class** | GCH0801 | **Assessor name** | Han Minh Phuong |
| **Student declaration**  I certify that the assignment submission is entirely my own work and I fully understand the consequences of plagiarism. I understand that making a false declaration is a form of malpractice. | | | |
|  |  | **Student’s signature** | Anh |

**Grading grid**

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| P5 | P6 | P7 | M3 | M4 | D2 |
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| **❒ Summative Feedback: ❒ Resubmission Feedback:** | | |
| **Grade:** | **Assessor Signature:** | **Date:** |
| **IV Signature:** | | |

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| --- |
| Name: Le Minh Anh |
| Project title: Digital Well-being for game League of Legends |
| Date: 30/11/2020 - 06/12/2020 |
| Update on weekly research/tasks achieved:   * Finished ideas, Project Charter, WBS and Gantt chart for planning. * Primary research hasn’t finished |
| Risk and Issues identified:   * Using wrong template for Project Charter * Wrong use for WBS |
| Problems encountered   * Fix mistakes in Project Charter and WBS * Create questionnaire and interview question |
| New ideas and change of project direction   * No problem hard to identify or understanding * I performed up to my standard * Project finished safe and sound |
| Task planned for next week: Finish primary and secondary research |
| Project plan status on date: On date |
| Signature: Anh |

# Introduction

This article will talk about how I reflect on what I did in the project and how to improve it for the future.

# Logbook 1

|  |
| --- |
| Name: Le Minh Anh |
| Project title: Digital Well-being for game League of Legends |
| Date: 07/12/2020 - 13/12/2020 |
| Update on weekly research/tasks achieved:   * Finished creating questionnaire and survey questions * Conducting survey for result |
| Risk and Issues identified:   * Shallow questions were made * Unexpected result from interviewer |
| Problems encountered   * Create questionnaire and interview question * Implement new idea to project |
| New ideas and change of project direction   * No problem hard to identify or understanding * I performed up to my standard * Next week I want to finish my project on time without errors |
| Task planned for next week   * Finish primary and secondary research |
| Project plan status on date: On date |
| Signature: Anh |

# Logbook 2

|  |
| --- |
| Name: Le Minh Anh |
| Project title: Impact of Digital Wellbeing |
| Date: 14/12/2020 - 20/12/2020 |
| Update on weekly research/tasks achieved:   * Finished Primary and Secondary Research |
| Risks and Issues identified:   * Troublesome interviewer * Questions for survey is vague * Hard to reliable source for Secondary Research |
| Problems encountered:   * Help survey more attractive * People’s knowledge on Digital Wellbeing is still lacking |
| Task planned for next week: Presentation |
| Project plan status on date: On time |
| Signature: Anh |

# Logbook 3

# Logbook 4

|  |
| --- |
| Name: Le Minh Anh |
| Project title: Digital Well-being for game League of Legends |
| Date: 21/12/2020 - 27/12/2020 |
| Update on weekly research/tasks achieved:   * Finished Presentation |
| Risk and Issues identified:   * Hard to evaluate over-all process * Hard to evaluate statistic information * Misunderstandings occur during presentation |
| Problems encountered   * Evaluate stats in survey and interview * Presentation before supervisor |
| New ideas and change of project direction   * No problem hard to identify or understanding * I performed up to my standard * Project finished safe and sound |
| Task planned for next week: Self-reflection |
| Project plan status on date: On date |
| Signature: Anh |

# Logbook 5

|  |
| --- |
| Name: Le Minh Anh |
| Project title: Digital Well-being for game League of Legends |
| Date: 28/12/2020 – 03/01/2021 |
| Update on weekly research/tasks achieved:   * Finished Self-reflection |
| Risk and Issues identified:   * Hard to evaluate over-all process * Hard to evaluate statistic information |
| Problems encountered   * Evaluate stats in survey and interview * Self-assessment report |
| New ideas and change of project direction   * No problem hard to identify or understanding * I performed up to my standard * Project finished safe and sound |
| Task planned for next week: None |
| Project plan status on date: On date |
| Signature: Anh |

# I. Current System

Riot Game is a game company. There are many online games released in market by Riot Game such as League of Legends, TeamFight Tactic, … One of its main products is the infamous League of Legends, the most popular online game in the world at the moment. However, game online main customer is young people under 18. That’s the reason Riot Game want to apply Digital Well-being project in the game.

## 1. Reflection on methods and applications

At the beginning of the project, I met many challenges such as confuse about scope of the project, lack of supervisor. The use of Project Charter and WBS is still new to me and require a lot of time to get familiar with it. After a few days of confusing, I figured out about the importance of WBS and Gantt chart and immediately created WBS and Gantt Chart for my project. After finished Project Charter, WBS and Gantt Chart, I began to identify the characteristics of the customers and start planning a project.

## 2. Primary Research

Objectives of the primary research are identifying how familiar the customer with Digital Wellbeing and their agreement about my Project. Try to improve my DW program so that it can satisfy more customer.

### a. Qualitative Research

Main objectives of qualitative research are finding out the customer’s knowledge on advantages of Digital Well-being, investigate the trend right now in the market and lastly, find out if customer has any disagreement with the DW program.

We will use the interview technique which is very effective since the company product will be released in groups of area. In interview, candidates can talk more openly and more detailed about the program. This project can use group interview but we choose not to because it will lose its qualitative because candidates will continuously be affected by each other in a group interview.

The prepared questions for the interview are open, possible to acknowledge about the customer’s problems and their desired. Note that question must not go too deep in technical matter since that’s not something everyone can understand.

### b. Quantitative Research

This research’s objectives are identifying the trend in the community, confirming facts on how participants feel about the Digital Well-being and DW program. This survey used Google Form system since it’s very friendly with new user. This help saved lot of time spends on distributing surveys. One more benefit is that it will automatically summarize all data in survey into an excel file which will help analysis much better than paper fill like traditional. In order to obtain the accurate information, we need at least 30 forms. The more data is presented, the more accurate our evaluate is. Therefore, the authenticity is promising. The result will be very meaningful for us.

## 2. Secondary Research

Objectives of secondary research are confirming the knowledge of people in general about Digital Wellbeing. This research will help find out on how people care about digital well-being by using others project/research and answer the question “is digital technologies improve life or distract us from it?”.

Finally, I want to see the solution to improve satisfaction of our customers. The source for secondary research is chosen carefully with criteria such as it must stay relevant to my research, from reliable source. If it is a book, it must be published by well-known publisher or international organization. And most of all, it must answer the objective. Most of the data in research could be used for presentation

# II. Reflection on process

## 1. Faced Risk

Other jobs: In the time of 4 week long, I also have done other job as well. This requires a lot of time and therefore delays the projects for a few days.

Sleep Deprived: lack of sleep effect on my focus ability a lot. Since doing both job and assignment take a ton of time, sleep also get affected. I need to reschedule in order to be healthy to perform my best in project.

Security risk: Since we used Google Form to do primary research, the security risk is high because it’s a public site and not the most trusted way to do survey.

Authenticity risk: The truthfulness of the participant’s answers is questionable.

## 2. Problems that occurred

Lack of clearance at the beginning: this led to delay of the project since I have spent most of time on the first week. This have been solved by narrowing the scope and ask for advice from supervisor.

Wrong Project Charter template: The template I used at the beginning have many faults but I still blindly apply it to the project. It took quite some time to fixed every fault in the template.

The preparation for the survey and interview: Due to lack of skill, experience and knowledge, it had been rough time for me to finish my questionnaire for interview and survey. After asking for friend and from people with experience in internet, I finally can prepare for my questions without issues.

# III. Reflection on outcome

By using some tools and techniques, all deadlines are met and always stay on schedule. This is a positive side in my project as milestones are respected and followed strictly.

All researches bring valuable result, insight and data for my presentation. Most of the data is used in the presentation and answer all the purpose from the start of the project. The secondary research is on point and reveals many data and information. The qualitative research is being done by interviewing 2 peoples and quantitative research has 30 answers for the form.

The presentation is delivered to the supervisor on time and reveals many usable data and statistics. Even through all deadline is met, the arrange for the project is a total mess and need to be reconsidered in the future project. Doing everything near deadline will only bring down the quality of the project.

The biggest lesson after this project is that I have to come up with better time-management plan and distribute the work evenly with the help of gantt chart and work breakdown structure. This will reduce negative effect like sleep deprived and improve project’s quality a lot.