ASSIGNMENT 2 FRONT SHEET

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	Trần Bình Khang	Student ID	GCD18374
Class	GCD0821	Assessor name	

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	

Grading grid

P5	P6	P7	M3	M4	D2

☐ **Summative Feedback:** ☐ **Resubmission Feedback:**

Grade:	Assessor Signature:	Date:

Internal Verifier's Comments:

IV Signature:

ASSIGNMENT 2

Project Management

Tran Binh Khang – GCD18374

Contents

I. INTRODUCTION

Diamondware is a video game, software and hardware company that utilizes the latest cutting edge technology whenever possible. One of such technology that the company wishes to pursue is the ability to use A.I to generate human voice as well as copying it. Voidtech is the name of the project. The previous document has detailed the planning process of the project, including the research. In this document, the result of the research, as well as conclusions and learned lesson, is going to be shown and analyzed.

II. RESEARCH DATA ANALYSIS

In the previous document, the chosen research methods were quantitative and qualitative research. In this section, the result will be shown, analyzed and turned into conclusions.

1. The research

Five sentiments were given to the interviewees, and they selected how much they agree with the sentiments on a scale of 1 to 5 (where 1 is very disagree and 5 is very agree).
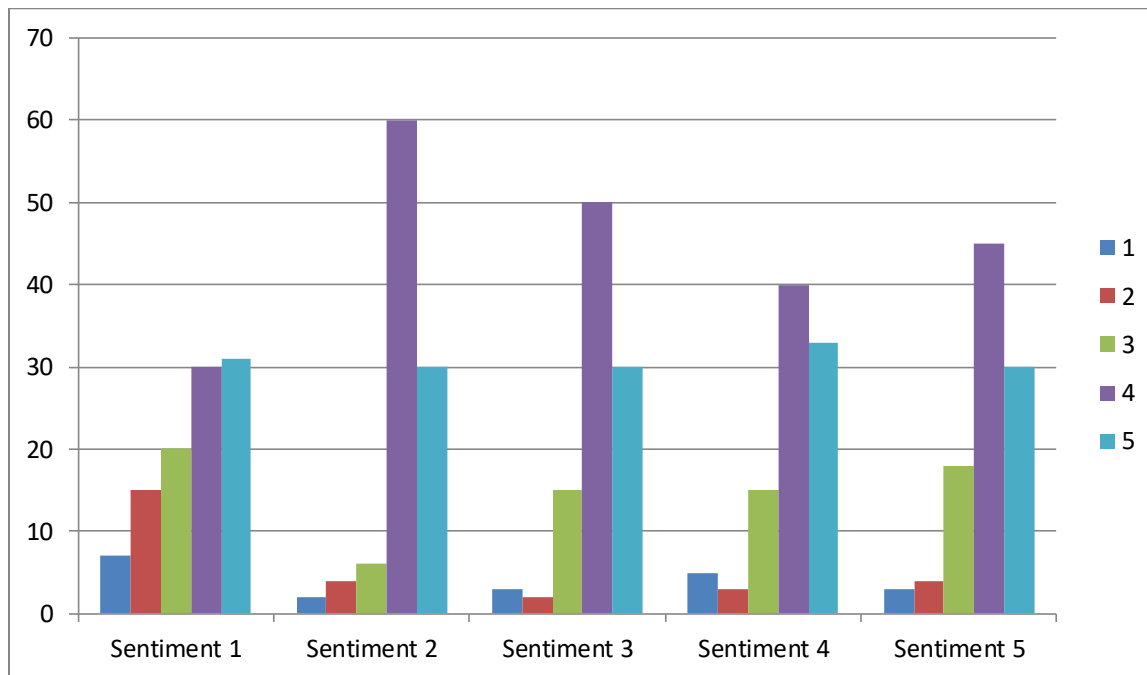
Sentiment	1	2	3	4	5
If something can be automated, it should be automated					
If the voice sounds like human, who cares if it is generated by an A.I					
Not having to pay voice actors and wait for them to record will benefit the company greatly					
Not working with voice actors anymore will help with the creative process because you no longer need to keep the story simple enough for voice actors					
Even though the initial investment is huge, the long-term profit will be worth it					

In addition to the quantitative research, a qualitative research was also conducted with the following questions:

- Even though voice actors will lose their jobs, do you believe that automation is necessary for the company to move forward?
- How do you feel about A.I taking over something that has been traditionally done by humans?

2. The result

A. Quantitative result

61% of Interviewees agreed that anything that could be automated should be automated. 90% of interviewees agreed that it didn't matter whether a voice was generated by a human or an A.I. 80% of interviewees agreed that getting rid of voice actors would benefit the company greatly. 73% of interviewees agreed that not working with voice actors anymore would improve the quality of video games. 75% of interviewees agreed that the long-term profit of the project will be worth the cost.

B. Qualitative research:

The number of replies was massive, and many of them overlapped with each other, so the team would only display some of the best answers.

Respondent 1

Question 1: Although it is sad that some people will lose their jobs, I believe that this is a necessary step forward for the company. We all know the song "TV kills the radio star", during which the singer laments how the advent of T.V makes less people listen to radio. It's sad that something becomes obsolete, but we as the consumers only have to gain from this. T.V turns out to be much better than radios, and the art form of music didn't diminished because of radio's decline.

Question 2: A.I taking over things that has been done by humans is a great thing. It's mean we are freed up to do something else. In the future, may be all the menial labor will be done by A.I. We only have to do things like making arts and maintenance, which is great.

Respondent 2

Question 1: The video game industry is a cutthroat market. If we don't advance, we will fall behind. If we fall behind, we will have to take fewer risks. If we take fewer risks, our products might not stand out. If our products do not stand out, our sales will suffer. If the sales suffer, we will suffer layoffs and many people will lose their jobs. In short, someone will lose their job regardless. As a programmer, I fully support the replacement of voice actors because that will make the company moves forward, which makes my job more secured.

Question 2: This is a tricky question. A.I replacing human jobs will make us unemployed. It's okay if we live in a Marxist society where the people own the mean of production and thus the A.I, but in most modern societies, the rich own the mean of production. They will not care about taking care of us, so many people will not be able to make a living. Let's hope that something changes before total automation occurs.

Respondent 3

Question 1: It's not like voice actors will lose their job instantly. For such an advanced technology, I believe that the company will keep it a secret for a few years before making it public on the market. Apple has access to technology that is years ahead of the world, and they

aren't making it available anytime soon. Therefore, I believe that we would be very foolish not to pursue this technology since it's not even going to render voice actors obsolete instantly.

Question 2: I believe that governments will make regulations in time that prevent people from losing all of their jobs when A.I takes over. A.I can do a better job than any human, so I don't see any reason to hate it.

3. Conclusion
- People are very receptive to the idea of automation
- People don't care if the voice they hear comes from a human or not
- People believe that getting rid of voice actors will benefit the company as a whole
- People believe that voice actors only hold down the creative process
- People believe that the project is worth the upfront cost.
- People believe that A.I is necessary for the company to move forward, either because it's natural for something to become obsolete, because the market is too competitive not to move forward or because they believe voice actors will not lose their job immediately.
- People are mixed on how they feel about A.I replacing human jobs. Some fear that A.I taking over will lead to huge unemployment. Others are optimistic that the governments or something else will figure out a way to prevent that from happening.

4. Recommendation
- Invest more money into project: Most interviewees believe that the project is beneficial enough to get a large investment. Additional budget to get more programmers and bug-testers would be optimal.
- As per recommendation, we should keep the technology secret to our company for a few years. Voice actors will still be able to keep their job for the time being, and our competitors will not go on a mad rush to catch up to us.

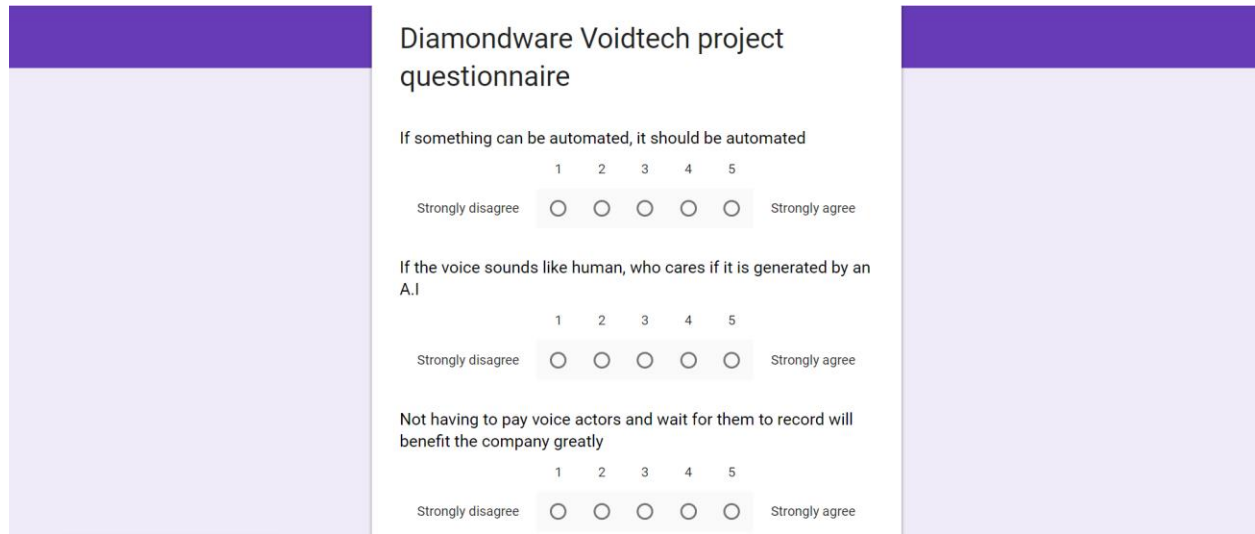## 5. Tools and techniques used throughout the research:
The research is conducted by using both quantitative and qualitative research.

Quantitative research can give researchers fact about a certain matter. It gives a hypothesis and sees if people agree with that hypothesis. Using this method helps the team understand the general opinion toward the project without having to delve deep into the reason behind it. Sometimes, it's better to know if people will support your project or not than know why they support it.

However, quantitative research alone is not complete. Our project has some questions that delve into morality, so we also need real answers as well. Qualitative research is also used in

the researching process. It gives us the interviewees' perspective and from that we can gain more recommendation than just mere numbers.

The questionnaire is made using Google form.

The schedule of the project was made using expert judgement and team meeting. The project manager has experience in IT fields, so he knows how long certain processes take. In addition, meeting with team members and see how long they believe a process will take also factored into the schedule creation. Team members are expert in their field, so they are good at estimating the time.

The budget was determined through a bottom-up method. The project manager calculated the cost based on the standard monthly salary of team members, the schedule of the project and any equipment the team might need.

The scope of the project was determined by meeting with stakeholders as well as expert judgement. The stakeholders know what they want from a project, and the project manager knows what need to be done to accomplish the project.

The risk is determined through a team meeting. Every team member brainstormed and tried to come up with any potential risk to the project. The team utilized root cause analysis and SWOT analysis during the process.

II. THE VALUE OF THE RESEARCH TO THE PROJECT

1. Evaluation of the value of the research

The research enables the team to know what they are doing, and also what they are doing wrong. The qualitative and quantitative research helps the team understand how feasible the project is. Prior to the research, the team held a belief that many people would prefer real human over A.I, which turns out not to be the case. With interest in the project secured, the team can confidently ask for more funding to be allocated to the project. The feedback given allows the team to make some adjustments. Overall, the research is very beneficial to the project.

2. Team performance review

The team worked tirelessly, considering that they had only three months to finish the project. Although team members hail from many different countries, no cultural or racial clash occurred during the development process. All team members were very receptive to messages from Discord and Facebook, even when worktime was over. They always went to work on time, and always gave advance notices if they were about to be absent. The team had very high expertise and very well-trained in teamwork, so work effectiveness was very high. In overall, a very good team.

3. Personal performance review

As the project manager, it is my duty to review my performance throughout the course of this project.

- Budget: The budget is too low for a project that can bring as much profit as this. I take full responsibility for the shortfall. The team requires additional budget for more personnel.
- Schedule: The project will take place over the course of three months, with only a few weeks dedicated to bug-testing. This is potentially very harmful, so I take full responsibility for my overconfidence.
- Communication plan: The communication plan is very general and lacks specific date. It would be better if I had made a specific communication schedule.
- Risk management: Although I have identified the risks, I did not specify the management method. This is another failure on my part.
- Scope: The scope is well-defined, in my professional experience. This part is one that I can confidently claim to be well-done.

In overall, my performance will no doubt leave many wanting. I take full responsibility for my failure. I am better-suited to manage small project. When this project turns out to be much

larger than expected, my failures become apparent. I sincerely hope that the board and the stakeholders will review my failure and decide on a corrective course.

4. Conclusion

The research shows that the project has a very high chance of success. Even though the team leader's leading ability is limited, the inherent value of the project will still bring a profit to the company.