CS 7: Whats your thought "doing a project" and "learning through a project"

Doing a project

- Main aim: *finish the task and deliver an outcome.*
- Focus is on execution — following given steps, meeting requirements, ticking boxes.
- Learning can happen, but it's often a side effect, not the main driver.
- Common in assignment-style work: "Here's the project brief, complete it."

Learning through a project

- Main aim: *gain understanding and skills while creating something.*
- The process is as important as (or more than) the final result.
- Encourages curiosity, iteration, problem-solving, and reflection.
- Mistakes are treated as stepping stones, not failures.
- Common in project-based learning: "Here's a challenge, figure out how to solve it and reflect on what you learned."

Scenario:
A group of students is tasked with developing a mobile app that helps incoming freshmen navigate the campus. It should include maps, event schedules, and important contacts. They have four weeks to complete it.

Thoughts on *Doing the Project*
In this mindset, the students focus mainly on delivering the app on time. They quickly divide tasks, choose the easiest tools they know, and follow a straightforward plan. Their goal is to have a working app for presentation day. They avoid experimenting with unfamiliar features to reduce delays. The end result may function well, but the team's growth is limited to what they already knew before starting.

Thoughts on *Learning through the Project*
Here, the students see the project as a chance to explore and grow. While building the app, they experiment with a new mapping API, learn how to design a better user interface, and interview freshmen to understand their needs. They discuss challenges openly, debug collaboratively, and adapt their approach when something fails. Even if the final app has a few rough edges, the students walk away with a deeper understanding of mobile development, user-centered design, and teamwork — skills they can carry into any future project.