

**IM3080 Design and Innovation Project
(AY2021/22 Semester 1)
Individual Report**

Name: Nabilah Binte Eddy Razali (U1922800J)

Group No: 5

Project Title: myHealth

Contributions to the Project

For myHealth 1.0:

- designed the layout of the application (in terms of button placement, size of buttons, what buttons to put) with Mary, Jun Hong and Shawn
- helped come up with colour scheme of app, icons and backgrounds of functions
- designed the main logo for the app which can be seen on the landing page
- contributed to ideation for main features of app
- coded the home page of the app which would navigate to other parts of the app with the help of Nikki, Jian Liang and Mary.

For myHealth 2.0:

- coded front end of 2.0 application (in terms of updating the colour scheme, fonts, layout, icons and backgrounds of functions) with Mary.
- assisted with landing page by helping to arrange the background, logo and button
- coded in scrollview and top navigation bar
- helped Mary, Bao Li and Nikki with the waiting room for e-consultation feature
- designed and drew the body model for Know Your Body in Waiting Room
- coded the Articles and Programmes page and linked it to the Waiting Room
- helped with the navigation for bottom bar tabs (linked the icons on the bottom navigation bar to the respective Profile and Appointments pages)

Other parts of the Project:

- designed the poster with Si Ning and Nikki
- wrote the Literature and Technology Review section in the group report

Reflection on Learning Outcome Attainment

Point 1: Communication

Through this project, I discovered the importance of communication, especially in such a large group. To maximise efficiency, we divided our group into subgroups to work on different parts of the app. However, in doing so, we realised that this resulted in the subgroups not being aware of the progress of the other subgroups. This then led to differing expectations from each subgroup and making the application look patchy and not uniform. Luckily, we realized this at the start and decided to hold weekly meetings so that everyone could update each other on their progress. This helped in setting a uniform expectation throughout subgroups. Through these meetings, we could also provide feedback to other subgroups on how they could further improve on their part. This made the application look seamless and it was an application we were all proud of.

Point 2: Lifelong Learning

Initially, our group decided on OutSystems as the software to use for our application. However, we realised that this software was not the best for our application. Despite already learning how to use OutSystems, instead of sticking to this software, we decided to look for other softwares we could use. After much research, we decided on using React-Native which was better suited for our application. We were willing to learn how to use React-Native from scratch as we knew that it was the better choice for our app.

On top of that, we had weekly meetings to update the progress of each subgroup. During these meetings, subgroups would also explain the rationale behind why they choose to do something a certain way. This allows everyone else in the group to learn new things together.