

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

Individual Report

Name: Nikki Lim Zhi Li (U1921675H)

Group No: 5

Project Title: myHealth

Contributions to the Project

Ideation

- Came up with the idea of the Waiting Room that includes the 3 components: Know Your Body, Articles and Programmes, and Games
- Formulated the main flow of the app's main feature: E-Consultation

Function and front-end development of app

- Coded the E-consultation Q&A section of 8 pages (questions asked at the start of the feature) and linked the questions with the other sections of the feature alongside Si Ning
- Coded the E-Consultation Landing Page and Waiting Room page (before and after the Q&A section) before handing it over to the design side to add in the other components
- Assisted on coding the Game for the Waiting Room, including researching and making use of resources online
- Coded the animated fade in for the Landing Page when the app first launches
- Linked the Appointments and Profile icon button on the bottom navigation bar to their respective pages with Nabilah

Design aspects of app

- Assisted in the new design assets with Bao Li, Nabilah and Mary – mainly the new colour scheme of the app by matching it to the intended theme
- Helped with the discussion and finalisation of the Waiting Room (E-Consults), Landing Page (when app first launches), Backgrounds of different pages with Bao Li, Nabilah and Mary

Resources (Group report, presentations, etc.)

- Wrote the main section of the group report – section 4: Design and Implementation including all sub-sections
- Edited and rewrote the Background, Motivation, Objective, Literature & Technology Review section of the group report
- Edited the group report to ensure the flow between sections

- Created the main content in the presentation deck for the various weeks, including final presentation
- Assisted my team members, namely Janelle and Si Ning on their scripts for some of the presentations
- Assisted Nabilah and Si Ning on the design and layout of the poster
- Wrote the GitHub readme

As a leader

- Coordinated weekly meetings and making sure majority of members are present during meetings
- Delegate tasks to members in the function and design aspects based on members' strengths
- Liaised with our supervisor, Prof Erry Gunawan, to set up meetings or clarify information with him before relaying them to team members
- Updated the main group with tasks done by the function and design sub-teams to ensure all members are up to date with the progress
- Sat in on meetings with the sub-teams, especially with the design team (Bao Li, Nabilah, Mary), to assist in the confirmation of design aspects of the app
- Discussed with other group leaders their projects to allow my members to learn from other groups

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: Communication

As the group leader of this project, I had the opportunity to oversee many of the things happening within the group. However, I learnt that communication does not only involve getting members to update one another on the progress of the task delegated to them. It also involves the way opinions and instructions are presented to others.

Throughout the project, there were many tasks that had to be delegated for each of the 10 members in my group to work on. This meant that each member would not be aware of the progress on the other members unless they updated the group chat. Fortunately, our group decided on Telegram as our main form of communication which made it easy when having all our messages on one platform. We also coordinated weekly meetings that lasted 1-2 hours to allow one another to share what updates have been made on screen. We made sure that the meetings did not last longer than 2 hours as it can affect our concentration. Thus, the group always tried to keep our discussions succinct.

Like any group setting where members are placed into groups randomly and are unfamiliar with one another, our group had some difficulties at the start to break the ice. Being the leader, I gave myself the task to talk to them about things outside of the project and tried to get to know them better. I also ensured that they were comfortable to share their opinions during meetings and encouraged them to speak up. As the weeks passed, everyone in the group was more responsive and active in the discussions we had.

When giving my own feedback and ideas, I had to take note of the way I phrased my sentences. While I had to have the group's best interest in mind, I also had to be sensitive to others' feelings to ensure that feedback given is constructive and encouraging instead of being dismissive when I disagree with something.

Overall, I was very fortunate to have a group that understood their priorities and work effectively. Communication in any group settings is essential in ensuring that all ideas are considered in discussion and that tasks are carried out with good progress.

Point 2: Lifelong Learning

I was able to gain a deeper understanding of the phrase “lifelong learning”. Initially, I assumed that it was just about trying to learn new skills as much as possible and getting better at the ones you already have. However, I came to realise that lifelong learning also encompasses having the confidence to try new things, asking others for help, and learning to be comfortable with criticisms and failure.

Going into this project with 9 other members whom I was not familiar with, I was afraid that I would not be able to help much with the coding side of things as it is not one of my strengths. My group members made everything easier by taking the effort to teach me certain things with regards to both the design and coding aspects of this project. Our team decided to use React Native to develop the app and most of us have never heard of it before, let alone used it. It was confusing to switch from Android Studio that uses Java as its main programming language to React Native that uses Javascript. The members who were split into the function team alongside me kindly helped me get use to using React Native. Furthermore, I was also able to make use of my researching skills to source for help online. I was able to use my strengths to improve on my weaknesses. Once I got the hang of React Native, developing the app was more fun than I thought it would be. This pushes me to be more open with the idea of trying things that are outside of my comfort zone and to ask for help when needed. Only then, will I be able to better myself and upgrade my skillsets.

With regards to being comfortable with criticism, there were a few times where the professors had given feedback on the design and features that our group came up with. Sometimes the feedback given was not in favour of the group’s consensus, but we recognised that the ideas the professors gave us were for our best. Being comfortable with accepting constructive criticisms enables us to grow and be better at what we do.

All in all, lifelong learning is essential in allowing me to keep improving and prevent myself from becoming obsolete. Learning new skills, whether hard or soft skills, can be tough at the beginning but once I overcome these obstacles, I will be able to bear the fruits of my labour and efforts. Lifelong learning will be applicable throughout my academic and work life. There will be times where I lack experience or do not understand certain concepts or ideas and I will try to keep a positive and growth mindset to apply the things I have learnt before, as well as gain more knowledge in different fields.