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Group No: 5

Project Title: myHealth

**Contributions to the Project** (1-2 page)

Design team

During this project, I was in the design team. The first thing I did was to design a mascot that suits our app. Since myHealth is a local app, my partner and I decided to integrate a symbol that represents Singapore as well as something that relates to healthcare. We used the merlion to represent Singapore and the nurse to represent healthcare as they hold a significant role in the healthcare industry. We also had other sub mascots that are placed at different locations throughout the app. The sub mascots were drawn with the inspiration of a health related/ active lifestyle. After researching different softwares, I found ExpressAnimate to work on as it allows us to work and draw our mascot as well as animate our drawings. However, it was different to draw on the computer with a mouse and it took a lot of time to smooth the edges of the drawing, so we decided to use another software. We discovered Vectornator so we drew on that software and animated it on SVGator.

After downloading the mascot as a SVG file, we realised that we were unable to put the SVG file into our app. The mascot would be there but there was no animation. So we had to find ways to change the files and put them into the file.

After the mascot, as our team wanted to focus on a main function, we decided to create a waiting room for users to wait in there for their doctors. In the waiting room, there were a few sections that users could go to during the wait. The sections are the “know your body” section, “Articles & Programmes” section and the game section. We wanted to make the room look like a clinic that allows users to navigate about. So we drew a cupboard as the magazine holder where the articles and health related information are located. While for the game, we wanted to create a game that is related to health, so i had drawn food that are related to different cultures, both unhealthy and healthy food. Eg. nasi lemak, chicken rice, north indian food, cake, pizza, burger. However, it was not used because the game was too complex, so we decided to create an easier game for users to play with during the wait. As there are kids who might be playing the games, we had the snake game for them while the older audience were able to play with 2480 as a way to entertain themselves during the wait.

After these, we had to create the video. We wanted to make our mascot guide the user along the video so that the user could feel more involved and engaging throughout the video. Hence we had the voiceover to represent our mascot. The first scene and last scene were potential scenarios that users might be facing and how it could be solved with our app. The middle part was a step by step navigation of the app so that users are able to use it. We found a soothing voice and background to suit the nurse aspect of our mascot. This allows the users to feel more comfortable throughout the video.

**Reflection on Learning Outcome Attainment**

Point 1: Problem Analysis and Communication

In this project, I have learnt that to solve a problem I had to apply and think of the problem in the real-world setting instead of unrealistic solutions. I had to put myself in the seat of the user and think of their needs. I was on the design team and we had to design an animated mascot which would represent our app. As our app was a local app, we wanted to integrate a local symbolisation as well as something that would represent the healthcare industry. I was not a drawer so I had a hard time trying to draw a mascot that looks presentable. Not only that, there was limited software for us to work on the animation as well as the drawing. We also decided to draw a few different sub mascots so that it could be placed throughout the app. As there were 2 of us working on the drawing, we had to adjust to each other’s drawing styles and adapt to that style. Initially we used the ExpressAnimate as the software for our mascot. The drawing was done on the laptop so we had to use a mouse throughout the drawing. There were a few problems that I had come across while drawing. The first was getting used to the software. When I first used the software I used the tapping method to draw my whole mascot out. The lines were jagged and uneven, I had to find ways to make the lines smoother and I had to learn how to draw the whole shape out instead of drawing it like it is on paper. This took up a lot of time as it was hard to control the mouse while trying to draw. We started using Vectornator for easier control of the drawing and it made our drawings smoother. As ExpressAnimate had an expiry date, we could not animate our mascots there so we had to find other softwares that could accommodate our drawings in Vectornator. Through this project, I learnt that communication is important too as without communicating, we would have worked even slower and it would be harder to get our drawing styles to fit each other. As there were 10 of us in the group, communication was harder because there were so many of us and we all had different views. This also made communication even more important. It was great that our team was able to voice our opinions and views on each other’s work, making it more constructive and we could move forward from there.

Point 2: Modern tools usage

At the start of our project, we wanted to use adobe to draw our mascot but it needed money so we had to find other solutions. We did a lot of research to find a suitable software for us as a lot of softwares either needed money or needed tools that I do not have. There was softwares that uses drawing pads to draw on and I did not have a drawing pad. There were also a lot of softwares that allowed frame by frame animation. Due to time constraints, it would take up a lot of time to animate every character that we have. Fortunately, we were able to find 2 softwares that were free and allow us to draw and animate it. With our video, we used powtoon as the platform to edit and create our video. Powtoon allowed us with characters that already have movements and actions that were suitable for our video. With the help of Powtoon, we were able to use our ideas and make the video interesting with props and characters ready for us. We did not need to draw on our own. This allowed us to put our creativity in use instead of spending time drawing the animations.