**IM3080 Design and Innovation Project (AY20xx/xx Semester x)**

**Individual Report**

Name: \_Kuah Bao Li\_\_\_\_\_\_\_\_\_\_\_\_

Group No: \_\_\_\_5\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Title: \_\_\_myHealth\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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

During the initial discussion phase, I contributed with the diet tracking and financial tracker idea to complement the existing functions on Healthhub. The diet tracking function was to supplement the lack of dietary information besides articles and to highlight the simple “Quarter Quarter Half” Guide by Health Promotion Board. Since the application was targeted at helping Singaporeans take charge of their health, I thought that the financial aspect was neglected. The financial tracker would be designed to track the transactions on the application for their medicine, appointments etc. With a clearer picture of their healthcare expenses, Singaporeans can better plan their expenses so as to not compromise their health because of financial reasons. However, upon further discussion on the feasibility and creativity of the functions, only the diet tracking function was implemented as a supplementary function. During the first presentation, I designed the wireframes for these functions and presented the respective slides.

After the final idea was finalized, I was in charge of designing the mascots for the application. Since the application was targeted at Singaporeans, I decided to go with a lion family concept to mimic a typical Singaporean household with the merlion as inspiration. I did a low fidelity sketch using Procreate initially then shifted to AnimateExpress to create the mascot animations. After attempting to include the GIF file into the android studio code, I realized that the image quality was low and swapped to using Vectornator and SVGator. I used Vectornator to design 5 mascots (Nurse, Father, Mother, Son, Daughter) and the pose variations then animated them using SVGator so that the animation can be imported as JavaScript file.

On android studio, I coded the diet tracking page and was in charge of the overall interface design of myHealth. I designed the landing page background, myHealth icon and waiting room design. I was also in charge of the content and illustration of the ‘Know Your Body’ segment in the waiting room as well as the call pop up. Towards the end, I was tidying up the visual aspects of the myHealth.

For report writing, I was in charge of writing the design segment under 4.0, recapping on our initial design analysis of Healthub and the reasoning behind the changes we’ve implemented in myHealth. Lastly, I was in charge of the video making of myHealth which included script writing, audio and the animations for each frame. This was implemented using Powtoon.

**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:**

1. Engineering knowledge
2. Problem Analysis
3. Investigation
4. Design/development of Solutions
5. Modern Tool Usage
6. The Engineer and Society
7. Environment and Sustainability
8. Ethics
9. Individual and Team Work
10. Communication
11. Project Management and Finance
12. Lifelong Learning

Point 1: \_\_\_\_\_\_Individual and Team Work\_\_\_\_\_\_\_\_\_\_\_

This was my first time participating in a group project with so many team members, many of which I’ve never met or interacted with before. Initially, it was quite worrying as the entire module was carried out online which was not what I expected. This posed as a problem in terms of communication as it was difficult to read everyone’s mind when the cameras are off, and the microphones are muted. There were also times where my microphone malfunctioned, and I had to communicate using the chat which was inefficient. However, as time went by, the group grew more comfortable with each other, and we could easily share our ideas vocally. I learnt that it was important for me contribute by stating my strengths and using it to its full advantage. By doing so, I can help others who are weaker in these aspects to learn and work more efficiently as a team. Since we had such a large and dynamic team, it was a good opportunity to learn from other’s strength and work on my weaknesses as well. I have also learnt the importance of accountability as an individual’s actions implicates 10 other students and we all have our own responsibilities to deal with. Instead of struggling on my own, it was much better to share my problems faced with the group, so they understand my circumstances and have a heads up to manage their expectations. I am glad that the team managed to overcome the difficulties faced together and each of us did our part to complete the project in time within our capability.

Point 2: \_\_Design/development of solution

During the initial ideation phase of the project, it was easier as we were picking out problems of existing applications that we hoped to improve on. Our solutions were mainly based off other applications design and functions, and I struggled to be innovative with our solutions. I thought one possible way was the storyline and context of our solution. Personally, I tried to implement these ideas through the visuals I designed. However, design alone was insufficient. It was not difficult to try out new software to design the visuals but I faced a lot of difficulties importing it into the code. It was exhausting to deal with the uncertainty of the solution we had after spending so much time on it. First off, a lot of the technical terms and solutions were foreign and has a steep learning curve. The first difficulty I had to overcome was setting up the environment. This was followed by adjusting myself to change the UI using React Native instead of adjusting design elements directly off Android Studio. I am glad that at the end I learnt how to properly import the animations and navigate around the software. I have also made my share of mistakes on GitHub such as pushing commits without pulling them first which affected everyone’s code. Thankfully these mistakes were made at the initial phase and had no detrimental effects. While designing the solutions, I had to constantly put myself in the shoes of the users to ensure that it will be an impactful addition. For example, including a static mascot will improve user interface design but animating it would let users feel more interaction hence also improve the user experience. My role in this project has allowed me to explore into the technical aspects of design implementation which I see as a valuable experience.