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**1. Executive summary**

***\*\*\*NEEDS TO BE UPDATED\*\*\****

*This report provides background on all the members of XVI, the tools they have used, a variety of reports, and their project. Along with this, XVI, reflect on their time together working as a team. Group XVI have recently teamed up, so all members have participated in a range of tests in order to determine compatibility; you will also find a brief introduction on each member of the group. Further on, you will find four reports focused on various Information Technology subjects, a report on Industry Data, as well as an interview with an IT professional. XVI have been working on a project called “Social Care Chat”, the project can be accessed through a website application or mobile application. Social Care Chat allows the elderly or those with a disability, to video call and interact with their loved ones with ease. Finally, in the group reflection, the team goes through what they learnt, what they found surprising throughout the process, how technology allows for effective online collaboration, and individual activity. This was done to determine what went well, what did not, and what we could do better next time.*

**2. Introduction**

***\*\*\*NEEDS TO BE UPDATED\*\*\****

*XVI collaborated through the use of technology to plan, allocate and discuss different components of the tasks at hand. The group decided on four subjects to investigate and report on, such as Raspberry Pi, Cloud Services & Servers, Cyber Security and Machine Learning. The group proceed to interview an IT professional so they can better understand the good and bad of the IT industry, as well as obtain Industry Data. In doing all of this, XVI, were able to commence with further planning of their “Social Care Chat” project with the new learnings and understanding of the IT sector; enabling them to plan in further detail and continue to leverage off technology to achieve results more efficiently and effectively.*

**3. Meet the team at XVI**

****I am Connor, ID s3866963, and I am a part of XVI. I was born 25 years ago in Ryde NSW and raised all over Australia by a single mother and technology. Currently living in Merriwa NSW with my fiancée and our giant sook of a furbaby Turbo. My passions include gaming, modding anything and everything to do with my PC, playing my guitar when I remember it exists, binge-watching whatever series has caught my attention for the week and travelling to find yummy new vegan foods and exciting new vaporizer juice flavours. I have had a very strong interest in IT for as long as I can remember, but the main things that have motivated me into studying it have been modding my gaming consoles, from the PS1 all the way through to the Switch, coding both mine and all my friends’ MySpace themes back in the day and just generally getting a PC, the openness and freedom of the PC platform just completely opened my mind after being on consoles for so long.

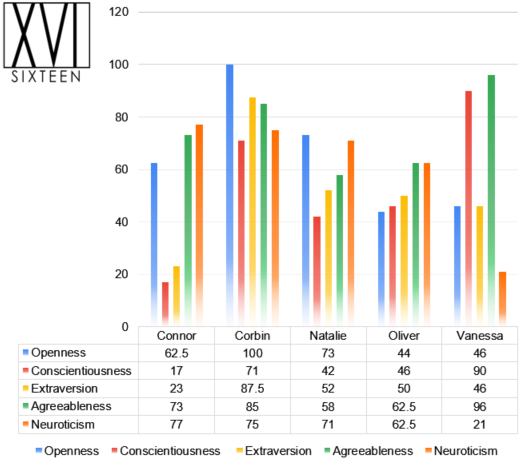
****I am Corbin, ID s3855159, and I am a part of XVI. Hailing from Melbourne City and originally from Country Victoria, I now live on the sunny Mornington Peninsula. My day job is in hospitality and tourism management but I am always pursuing a new side-hustle. I am an enormous music lover and spend most of my free time singing and playing guitar, reading a good book or involving myself in social or philosophical discussions. I have been a gamer for my whole life, and I do not really remember a time when I haven’t owned some sort of gaming console. My interest in IT was spurred when I took a short course in Python. Tech had always interested me but learning a small amount of code showed me that it was something I could learn and not as out-of-reach as it appeared. I am particularly interested in artificial intelligence and the future of computing.

****I am Natalie, ID s3505918, and I am a part of XVI. I am 24, Italian-Australian and I was born and bred in the northern suburbs of Melbourne. I enjoy modding my PC, playing video games, learning new skills, languages and watching RuPaul’s Drag Race. Since I can remember, I have always been in love with technology, from pulling apart electronics to hacking my game consoles and everything else in between. One of my big passions is making things and I consider myself a part of the maker community. I have taught myself to solder, 3D design and print and I enjoy woodworking. Recently, I designed and manufactured my own PCBs for a project in which I was modding a DS console to run inside an original Gameboy case. In the future, I would love to combine my love of design, making things and technology together as a career.

I am Oliver, ID s3861675, and I am a part of XVI. I am 16 and was born in Australia. I enjoy playing video games, watching shows, going out with friends and using software such as Unity to explore cool ideas. I have always enjoyed using technology whether it was creating my own retro arcades with raspberry pies or making small fun games in Unity to mess around in with friends. I have never made a game with a serious intent to either sell it or release it but I have made multiple to share with friends and play together for the next week seeing who can get the highest score. IT leaves almost no limits to creativity and that is why I like it so much, I would love to get a job as a game developer in a company, but it has also been my goal to work either by myself or in a small team just having fun whether it is by YouTube or making Indie Titles.



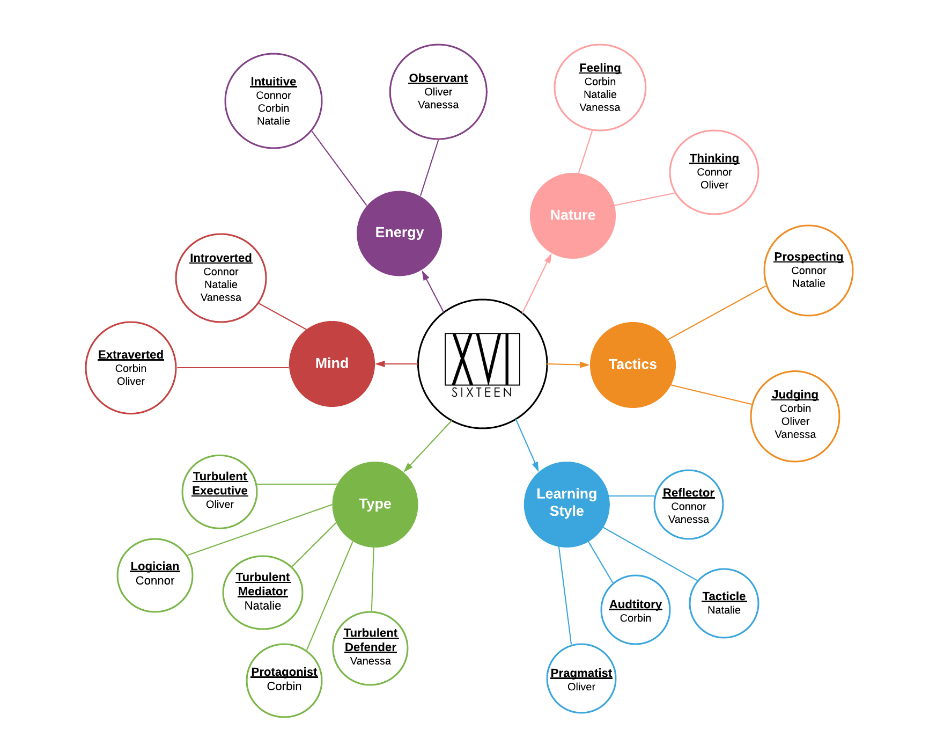
I am Vanessa, ID s3864452, and I am a part of XVI. I am 28, born and raised in Australia in a cute little country town that goes by the name of Orange! I grew up dancing to rock ‘n’ roll music and singing Shania Twain, I am still quite the country girl to this day but living in the suburbs of Sydney with my boyfriend, Chris, and furbaby, Layla. Snowboarding is my passion, I enjoy being outdoors but seriously love being a homebody as well. Throughout my time working in the tech space, I have been involved in various projects that have allowed me to be a part of the changes in our product and ultimately improve the experience for the end-user. I have become very passionate about technology which is why I am looking to develop my skills and knowledge in order to pursue a career in Software Engineering.



The members of XVI participated in three tests each to determine the strengths, weaknesses and compatibility of the group. The tests performed included The Myers-Briggs Personality Test, The Big Five Personality Test, and The Learning Style Quiz.

From the chart above, you can view the results of each individual from their Big 5 Personality Test and from the chart below, you are looking at a combined result of The Myers-Briggs Personality Test and The Learning Style Quiz. It is evident from these tests that the members of the group are a combination of all personality traits. The group’s personality type is different across the board with no same individual, as well as their learning styles with the exception of Connor and Vanessa both being reflectors.

The traits from each member complement one another and allow the group to leverage of the skills and strengths of other individuals in the team. Working with a variety of personality types also allowed us to learn from each other, as the team continues to collaborate, the dynamic of the team will likely change.

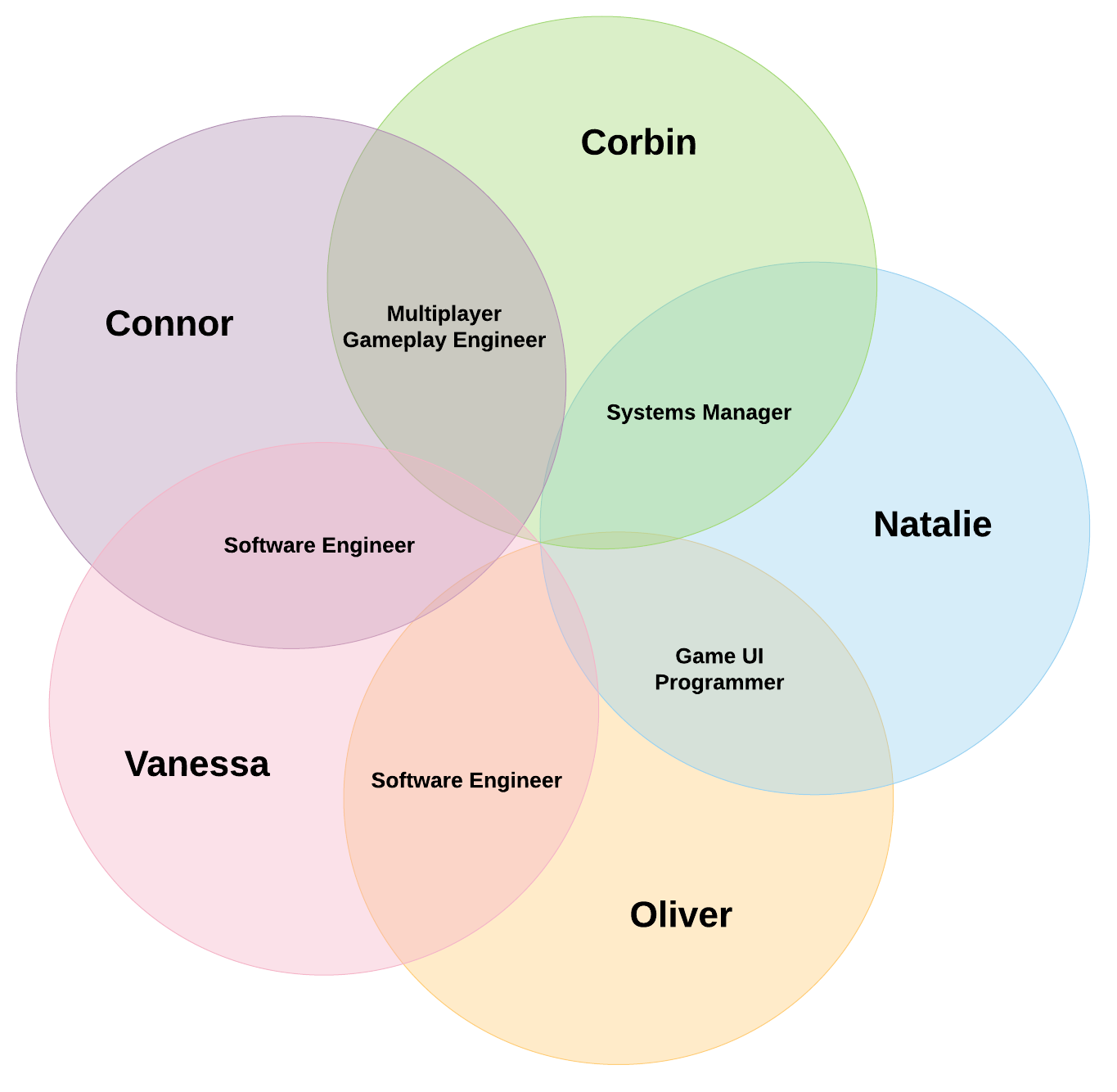
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**CHANGE TO CAREER PLANS!!!**

Ideal jobs for the members of XVI contain many similarities. Corbin aims to pursue a career as a System Manager, Connor and Natalie are prospecting careers in game development, and Oliver and Vanessa both seek to be Software Engineers.

The common thread between these jobs is engineering… Corbin’s job as a System Manager would see him presiding over a group of System Engineers. System Engineers oversee a wide range of tasks, and are usually involved in a project from start to finish. They focus on keeping a project running by monitoring software, hardware and security systems to ensure they are up to date and running smoothly. Software Engineers however, prioritise the development of software such as games, network control systems, operating systems and more to facilitate the needs of the project.

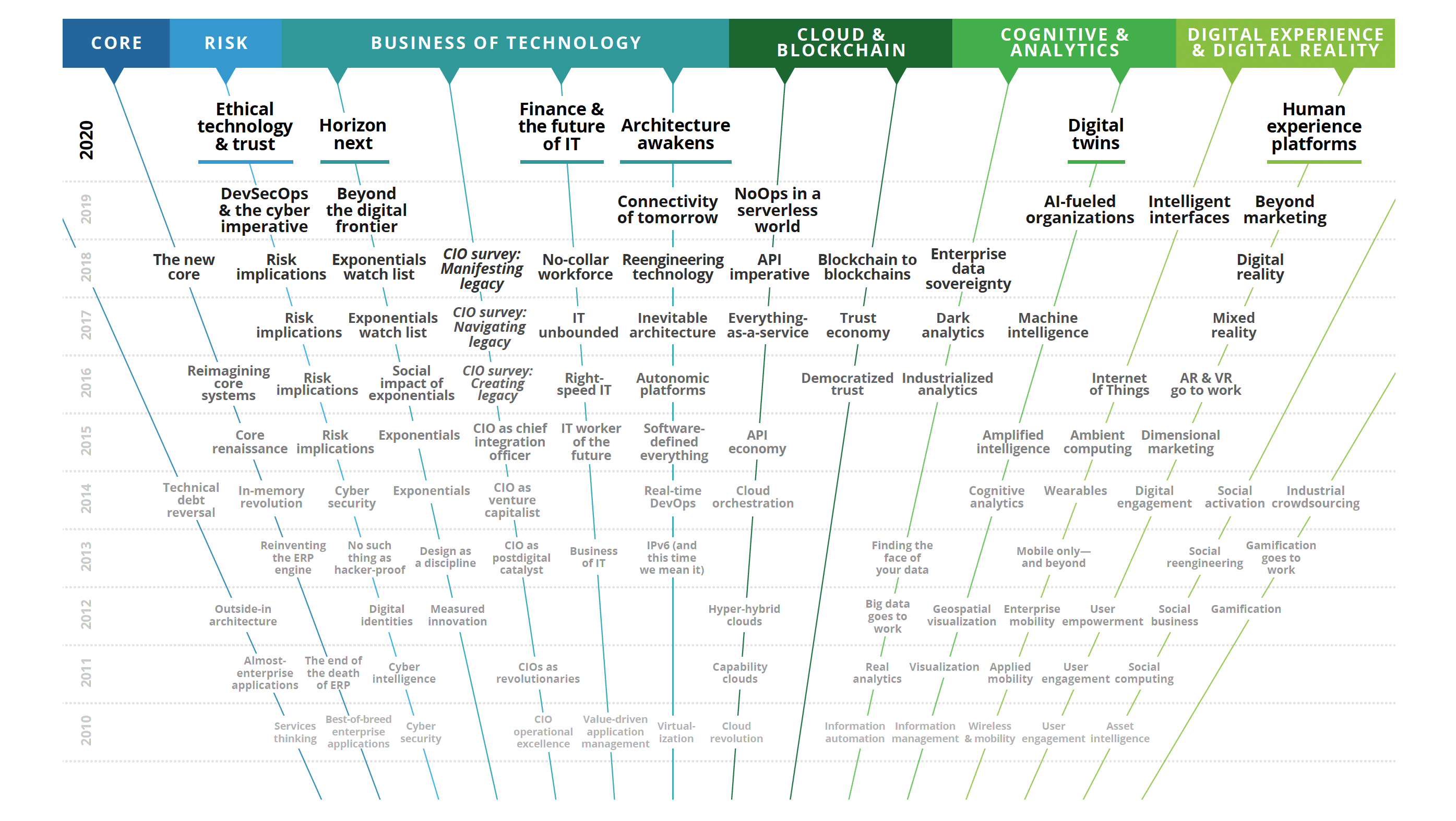
One of the jobs that stands somewhat alone compared to the rest is Game UI Programmer as it incorporates design alongside code, but does not hold the same emphasis on the running of the core game like Connor’s choice of Multiplayer Game Engineer.  Game UI Programmers are more involved in the front end development of the game, focusing on the end-user experience by creating a design that is intuitive and easy to navigate. Gameplay Engineers control the back end of the game, making sure it runs the way it was intended. These two jobs would work rather closely with each other to reach final objectives.

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**4. Tools**

**TBC**

11 years of research of Tech Trends prepared by **Delloitte.**

*“Deloitte’s 11th annual Tech Trends report provides insights and inspiration you will need for the digital journey ahead. Several of this year’s trends are responses to persistent IT challenges. Others represent technology-specific dimensions of larger enterprise opportunities. All are poised to drive significant change and transform business in unpredictable ways.”*

**5. XVI Project: The SocialCare Chat**

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**5.1. Overview**

* Aims
* Motivation
* Landscape

**5.2. Detailed Description**

* + - Plans & Progress
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