**Week 1**

What impressed me the most this week was the "Wallet Design" activity in the application course. I was asked to design a wallet prototype based on the actual pain points of my teammates rather than some scattered functions. I designed a larger wallet for her, which contains a medicine box and a card slot. She said it was very convenient. Hearing her say so, I felt that my efforts to understand her needs were worthwhile.

Looking back, I relied too much on my intuition before and didn't ask some detailed questions. For instance, I only asked her if she needed to store medicine, but didn't confirm the size or quantity. Next time I want to ask some structured questions, such as: What do you bring every day? When do you use it most often? What's your most annoying pain point? Then I can draw two versions for her to choose from. This design will be more precise and practical.

The second thing was that I actually used LeanKit for the first time at the meeting on Friday. At first, I thought it was very helpful because all the content could be clearly seen on one board. But I soon realized that my cards were too broad, usually just some goal-level tasks, lacking acceptance criteria or dependencies. The Kanban board looks very full, but it doesn't allow me to clearly understand the progress.

From this, I understood that the tool itself cannot solve the problem; How to use them is of vital importance. To make LeanKit effective, I need to ensure that each card lists deliverables, acceptance criteria and prerequisites. My plan is to write smaller cards and clarify the dependencies.

**Week 2**

One highlight of this week is the Marshmallow Challenge. I quickly came up with a plan and built a stable tower on my first attempt. I was glad it didn't collapse, but seeing that the other small towers were much taller than it, I was still a little disappointed. I choose to act steadily and opt for stability over risk. This made me realize that I tend to prioritize safety, which sometimes limits creativity.

Quick success does not mean it is the best solution. If I had tested various solutions, I might have done better. In future projects, I will remind myself not to be content with "it works", but also to ask myself "Can it be better?"

**Week 3**

This week, I basically completed the construction phase. As I was in charge of the front end, the main functions ran well, but I found some problems during the demonstration. I have always regarded "code functionality" as my ultimate goal, but my supervisor pointed out some issues, such as the alignment problem of the text in the navigation bar. These problems make the website look unprofessional. I feel very frustrated because these are all minor issues that I could have fixed easily. I'm proud to present a complete version, but I'm dissatisfied with the lack of a perfect one.

Looking back, I was too focused on functionality and neglected appearance. Once the code is running, it's easy for me to feel "done", but users are more concerned about the details and the overall impression. I decided to create a list for myself: consistent navigation, aligned text and clear buttons. After each build, I will check it once to avoid minor issues affecting the demonstration.

I also recorded a user-guided reflection video. At first, I was a little nervous and stammered, but eventually I relaxed and found that expressing my reflections was very helpful. This made me more aware of my strengths and weaknesses.

I realized that I couldn't just "chat" through video. I need to be organized. Next time, I will prepare a three-sentence summary of key points and practice it before recording. This way, the video will feel more natural and organized.

**Week 4**

This week I attempted to propose a theme for the main project. I did some research and thought my idea was very creative, but it was ultimately rejected. The data is hard to obtain and too broad for a short period of time. At first, I felt very frustrated because I believed in its potential, but later I realized that the rejection was due to feasibility rather than my personal reasons. I understand that when coming up with ideas, a balance needs to be struck between creativity and practicality.

Looking back, I could have been better prepared, for instance, by checking the data sources in advance and presenting a simple example. Even a small prototype or demonstration can make the idea seem less risky. Next time, I will make sure that my ideas have at least some evidence or drafts to support them.

Another crucial moment was giving a speech to industry guests in the studio. I was very nervous. My speech wasn't as smooth as I had hoped. I didn't participate in answering the questions either.

I think the root cause of my lack of confidence lies in not preparing a clear keynote speech. I haven't practiced reading aloud before, so I stumbled a bit. Next time, I will summarize my key points in three sentences and practice once or twice. My goal is to be more fluent in the Q&A session and take responsibility.