Instalment 2

SID: 490447846

1. Reflection on collaboration with a diverse team and external industry

My assigned works for the first stage of the project, Group plan, were the development of the project timeline and the infographic for client presentation. This innovative collaboration significantly deepened my understanding and approach to complex problem-solving. Our team included different fields of expertise which was initially challenges in decision making on approach to complete the task because everyone used various points of view. However, this diversity was the key success as it generated multiple ideas via the fusion of various fields which resulted in a more innovative and feasible solution.
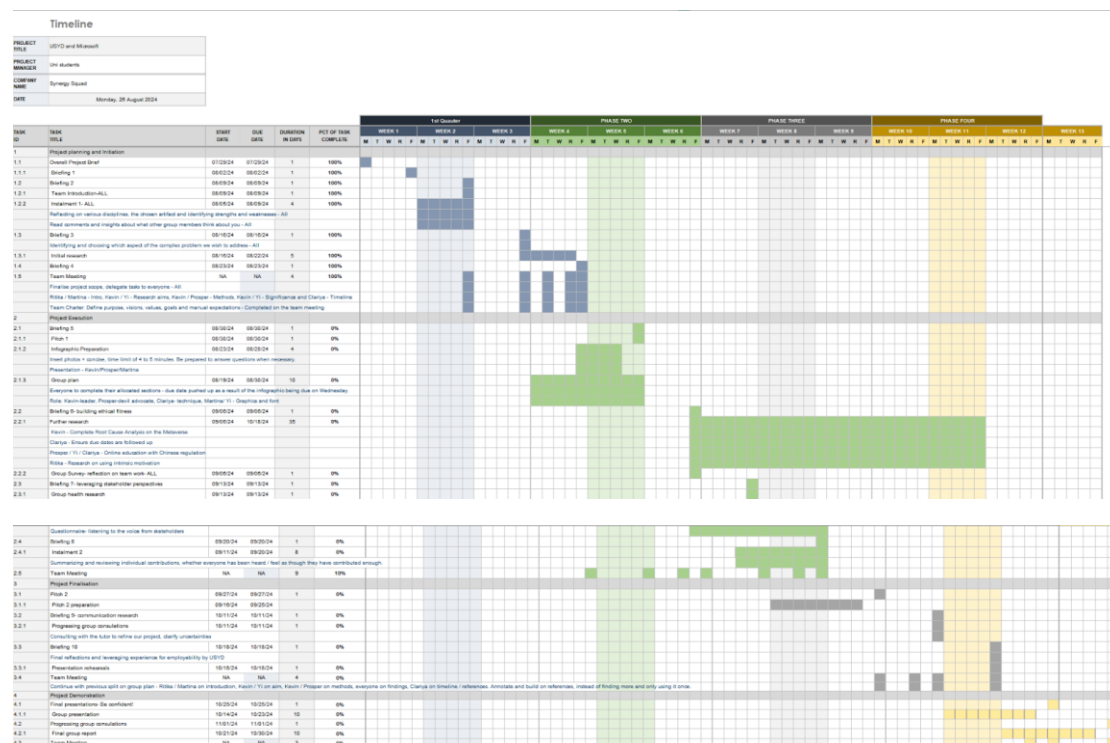
For example, integrating the technical insights from a team member specializing in data science dramatically enhanced the reliability of our timetable. This collaboration not only improved its visualisation but also ensured that date and task details were accessible and practical for client and us which demonstrated the professional development by merging technical insights and communication skills.

2. Future Strategies for collaboration and working contexts

I have designed several key strategies for improving future collaboration for future stages of project.

Iterative Feedback Mechanism: Firstly, regularly asking feedback from all stakeholders such as external partner after every presentation is important. This approach will help us to refine our project deliverables continuously which ensures an alignment with the client's requirements and expectations.

Dynamic Role Adaptation: My role wasn't only the technical advisor or designer but also functioned as a bridge to connect between technical and non-technical team members. This required adapting my communication skills and technical knowledge based on the audience. It was also a skill that I planned to further develop to be a professional in future interdisciplinary projects.

Flexible Risk Management: Identifying potential risks and adjusting timelines dynamically in real-time was necessary, especially when the project was complex with multi-disciplinary elements. This flexible approach will help us to control the risk effectively by avoiding or minimising the negative impacts of risks on management, resulting in increase of the reliability of the project outcomes.

Conclusion

This project has significantly developed my professional identity with enhancement in my complex problem-solving capabilities by collaborating with a diverse team and external partner.

References

Gates, B. (2013, May 8). *Teachers need real feedback*. Www.ted.com. https://www.ted.com/talks/bill_gates_teachers_need_real_feedback?subtitle=en

Appendix

Event ID	Details	Event ID	Details
Briefing 1	Introduction to the entire project and complex problem solving with diversity by USYD/Education Innovation.	Group health research	A research about maintaining group health
Briefing 2	Digital transformation and AI concept by Microsoft.	Instalment 2	Self-reflection on the evolution of an individual's learning experience.
Team introduction	Self-introduction by Kevin, Prosper, Martina, Clariya, Rikita and Yi.	Pitch 2	Team creates a pitch to notify any updates to the USYD and Microsoft partners.
Instalment 1	Referring to an artefact from various areas of study for each member, **Martina - consumer behaviour graph,** Clariya - codes and data, Rikita - Categorisation, Kevin - lock, Yi - social media platform, Prosper - circuit board.	Pitch 2 preparation	Different sections of the plan will be distributed to each member equally. The further details will be updated soon.
Briefing 3	Digital campus concept and expectations by USYD/ICT.	Briefing 9	Communicating research: presenting for impact by USYD.
Initial research	Each member conducts at least 3 readings for the problem, why do we need a digital campus?	Progressing group consultations	If a team has any problem, the tutor will do the consultations.

Briefing 4	Integrating different ways of doing research design by USYD.	Briefing 10	Final reflections and leveraging your experience for employability by USYD.
Team meeting	Team agrees to meet on every Friday and Wednesday fortnightly.	Presentation rehearsals	Demo presentation for every group, the feedback will be provided after everyone is done.
Briefing 5	Designing primary research instruments by USYD	Final presentations	Every team member will engage in the final presentation for both USYD and Microsoft partners.
Pitch 1	Pitching complex problem to Microsoft and USYD	Final group report	A well written final report will be submitted on the deadline.
Infographic Preparation	The first page of the infographic is team introduction and the second page highlights the topic that will go through. Yi and Martina take charge and Prosper supports them to finish.		
Group plan	An achievable group plan for a team to work through the semester. Introduction is assigned to Rikita/ Martina, Research Aims and Objectives is assigned to Kevin/YI, Approach and Methods is assigned to Kevin/Prosper, Significance is assigned to Kevin/Yi and		

	Timeline is assigned to Clariya/Prosper.		
Briefing 6	Building ethical fitness by USYD.		
Group Survey	A group survey about the team work.		
Briefing 7	Leveraging stakeholder perspectives by USYD.		

Appendix 1.0 Group plan timetable by me.

Synergy Squad

USYD and Microsoft

Members

Kevin Park
Team leader

Business Analytics

Martina
Team member

Marketing and
Chinese Study

Clariya
Team member

Data science and
Finance

Rikita
Team member

Psychology and
Marine Science

Prosper
Team member

Electrical Engineering

Yi
Team member

Media studies and
digital culture

4 Topics

1 INTRODUCTION

1) Infrastructure Challenges: Overcrowded facilities and aging buildings at USYD limit student access and hinder learning.

2) Values of Uni degree: AI's rise challenges the traditional value of a university degree, making digital solutions crucial for maintaining relevance.

3) Cost and Flexibility: Rising living costs and the demand for flexible learning drive the need for digital options to support students balancing work and education.

2 AIMS & OBJECTIVES

This project aims to enhance USYD's student engagement by integrating Microsoft's capabilities to address both online and offline educational challenges, complementing the existing campus.

1. Research educational infrastructure, value, and cultural challenges.
2. Analyse Meta's Metaverse to learn from its shortcomings.
3. Assess the impact of enrolment caps on funding.
4. Maximize student engagement through various motivational strategies.
5. Ensure the digital campus doesn't exclude disadvantaged communities.

3 APPROACH

The project adopted design thinking to explore diverse expertise and to build strong communication. The team established regular meetings, delegated roles, and used Litbaskets and academic databases for research. A case study of Meta's Metaverse was analyzed using Root Cause Analysis to identify digitisation challenges.

The impact of international student enrolment caps and potential marginalization of disadvantaged communities were key concerns. Gamification was explored to boost digital campus engagement. The team remained flexible, considering various frameworks for further analysis.

4 SIGNIFICANCE

Tangible results are expected after developing a prototype, but this plan serves as a reference for identifying and addressing key challenges in creating a successful digital campus.

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Appendix 2.0 Infographic design