**Interaction Design Assignment: Collaboration & Problem Solving (STAR Method)**

**Course:** Interaction Design  
**Semester:** 1  
**Assignment Type:** Reflective Writing + Peer Discussion + 1-on-1 Presentation  
**Due Date:** End of Class Week 1

### **Assignment Overview:**

Collaboration and problem-solving are key components of your everyday work. In this reflective writing assignment, you will use the **STAR method** (Situation, Task, Action, Result) to respond to two real-life (or realistic) scenarios that demonstrate your ability to collaborate with stakeholders and solve design or workflow-related problems.

This assignment will help you build communication and reflection skills, which are crucial in team-based environments.

### **Instructions:**

1. **Individual Work:** Complete the writing activity independently using the STAR method.
2. **Group Discussion:** Join a group of 4 classmates to share and discuss your responses, and present your understanding of the STAR method to one another. Provide feedback to each other and refine your thoughts. (Instructor will meet with each individual group during this time)
3. **Peer Sharing:** Within your group, present your key takeaways or insights from the discussion.
4. **1-on-1 Presentation:** Present your answers directly to the instructor in a scheduled, live feedback session. Marks will be awarded during this session.

Focus on being clear, concise, and honest. If you don’t have real-world experience, you may create a hypothetical scenario based on your understanding of teamwork and design thinking.

ANSWERS

### **Question 1: Stakeholder Collaboration**

**Describe a time when you collaborated with stakeholders outside your immediate team to accomplish a goal or complete a project.**

* At my previous job, there was an issue during development where we needed the help of the backend team to fix a major issue. I was a senior front-end developer during that time, and I was informed of the issue by my subordinate.   
  I asked for the bug report from my junior. On seeing the STR and the severity of the issue, I understood that the issue must be forwarded to the backend team. My task was to help my junior fix the issue and coordinate the communication with the backend team and my team.  
  I messaged and emailed the backend dev assigned to my team explaining the scenario. I showed him the issue by reproducing the bug in front of him so that he can have a better understanding of the situation. The backend dev was busy with another major task, so we had to wait for a few hours to get him to look into the issue.   
  After a few hours, he fixed the code and the issue was solved. I then proceeded to close the issue and report that with the corresponding teams.

### **Question 2: Identifying a Solution or Efficiency**

**Provide a specific example of a time in which you identified a solution or efficiency to a problem.**

* At my previous job, there was a situation when a customer submitted a support ticket stating that she couldn’t load the game.   
  I was tasked with looking into that ticket. On investigating that ticket, I couldn’t find anything unusual other than problems with her internet.  
  I was about to send an email back to the support team saying that there was nothing unusual to report. Then, I just looked at the asset sizes for the loading screen. One asset wasn’t compressed in the bundle. I talked with the artists about this issue. They said that that file was supposed to be compressed and that somehow got into the art asset bundle uncompressed.   
  The art team quickly fixed the issue, and I uploaded the updated art bundle to the server. Although, this was a minor issue, I acted quickly to get it fixed so that it won’t become an issue in the future.  
    
  Hypothetically, if my manager was not willing to implement my solution, I would have raised my concern to others as this uncompressed asset was not supposed to go live and it somehow bypassed our checks.