FACULTY OF COMPUTING
UTM Johor Bahru

SECP1513-06 TECHNOLOGY AND INFORMATION SYSTEM

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INDIVIDUAL REFLECTION ON DESIGN THINKING PROJECT

SECTION:06-SECJH

COURSE NAME: BACHELOR OF COMPUTER SCIENCE – SOFTWARE ENGINEERING

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GROUP: 2- JELLYBEAN

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For this design thinking project, I learned how to design a prototype based on the problems of the user that we are interviewing, cooperate and communicate within group members, and use our own creativity to solve the problems to design a prototype. This is because our group members had to brainstorm the problems that related to our topic, which is hardware. Moreover, we needed to create a design and prototype that do not exist in the world yet. Besides, we also need to consider the problem faced by our users and try to think about the best solution to solve the problem. Fortunately, we created a prototype design that can solve the user's problem, which is using the head of the user when scrolling the video. This is very convenient for the user, especially if they are busy with housework and work; otherwise, there is no more free hand. In my opinion, I hope this design thinking assignment can be continuously conducted or given to students. This can let students use their creativity and knowledge to solve the problems of their users. Students will also gain a lot of knowledge when doing this assignment.