

From my individual academic perspective, my choice to create a mobile movie journal app for my senior design project combines my love of movies with my computer science background. I wanted to find a way to incorporate the things I care about outside of computer science into my project so it's more personal to me, and I felt that movies were something applicable for me and my teammate Nate, since we both enjoy watching movies of any genre. As someone who always likes to learn new things, I'm excited to be working in the Android environment, because I think it will be the best introduction into the mobile development space. I also think that my experience with various programming languages and desktop applications will be applicable to my project. I believe that this project will demonstrate my personality through its purpose, which is to be a personal journal for people who like to watch movies and talk about them. The project will also be proof of my learning, by being a technically sound and well functioning mobile application.

The development of this project will be guided by the things I have learned in my previous college courses, specifically CS-2021: Python Programming, CS-2028C: Data Structures, and EECE-3093C: Software Engineering. Python Programming course was a core coding class that got into the specifics of the python programming language. This has been very helpful since python has been used in most of my classes since then. Data Structures was also a fundamental coding class that discussed concepts that I continue to use in classes and co-op as well. Software Engineering will be more applicable to the non-coding aspects of this project, since in this course I learned much more about the business processes behind software engineering such as forming requirements and writing up documentation. These courses provide a foundation of coding skills and an understanding of business processes that will assist in the development of this project.

My co-op experience will also guide the development of this project because of the improvements I have made as a developer and the introduction of SCRUM. Over the course of my time at Siemens DISW, I have become a much stronger developer in both C/C++ and python. I have adapted to Siemens' coding standards and know how to make code well documented and readable due to the things I learned on co-op, and these will be helpful when developing my project. At Siemens, I work on a SCRUM team, and learning about SCRUM has shown me how it can be helpful in dividing large tasks into smaller, easy to tackle assignments. I know that I can apply aspects of SCRUM to this project to make the development easier on myself and my teammate. The experience that I have gained working as a co-op at Siemens DISW has influenced the way I code and the way I think about large projects in a way that I think will be helpful to the development of my project.

I am motivated to work on this project because it combines two things that I care about, movies and code. I also believe that if the end result is good, it's something that I would actually use since I watch a lot of movies and would like to keep track of my thoughts on them. I am also motivated because my teammate is a good friend of mine, and I know that we will work well together on this project since it covers a topic we are both interested in. Another aspect of the project that's exciting to me is the mobile format. I have little experience in mobile development so I'm excited to expand my knowledge and tackle something new. I believe that this project will

be a good showing of my technical skill when it comes to coding as well as reflective of my personality in the topic and design of the app.

My preliminary approach to designing a solution is to look at examples of mobile applications that are similar in topic to the app we plan to design as well as popular apps outside of our topic to see if we can incorporate principles from their interfaces. From my findings, I'll think about what I like and dislike about them until I have 15-20 requirements that give me somewhere to start and a general idea of the layout of the app. In the end, I expect the application to be able to log a movie into your collection along with the date you watched it, your personal rating, and a journal-like entry where you can list out your thoughts and feelings on the film. I will self-evaluate my contributions by looking at my additions to the whole of the project compared to the list of requirements we end up with and the tasks should be split about evenly between myself and Nate. I think that the project will be done once we are happy with the design and the basic functionality is finished, but this project leaves a lot of room for creativity and things that we might like to add on top of the basic functionality. We will know whether or not we have done a good job based on how we both feel about the end product and the reception we get from our friends and peers.