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BioRubeBot

Spring 2019 Project Group

Final Self-Evaluation

A final self-evaluation of myself after participating in a group of fellow classmates for my Senior Design project started out with high, and potentially unrealistic expectations. I've learned a lot through working in a team without a "manager" per se since the group was required to manage ourselves. At times I think I was missing some direction as to what needed to be completed next but as time went on, those tasks became glaringly obvious that it was unmistakable as to what needed to be worked on first and what took priority over other tasks.

During the first sprint, I think the entire group felt slightly aimless at times. I volunteered to work on the artwork for the new level and any requests to create additional artwork for previous levels and to complete requests submitted by the client. This was a difficult and slow start as it's been many years since I've used photoshop but I can say by future sprints, I became somewhat fluent in using Photoshop again and I began producing artwork without any issue.

In Sprint 2, I really started to get my bearings on how to utilize Photoshop at the very least to the potential needed to resolve any artwork issues. It was during this sprint that I think conflicts began to arise within the team. I had established high and at times, unrealistic, expectations out of teammates. I had come to know all but one of my teammates before the project began and as a result, I set expectations in my own mind on how productive they might be. It was a good learning lesson for myself in that, just because you know someones quality of work when the spotlight is only on them, the same quality of work is not always the same when the responsibility falls on other individuals as well. However, this changed drastically after our "Come to Jesus" meeting with Professor Mayfield at the end of Sprint 1.

During Sprint 3, we all began to really find our groove. The project was a large undertaking and at this point my expectations became a lot more realistic as to what to expect out of individual members of the group. I had high expectations out of myself and often fell short due to some complications with either time, software, or prioritizing what was important. I know I spent roughly 6-10 hours per week working to get the project to the state it needed to be, in the form of artwork, however it didn't ever seem to prove to be enough. Not necessarily in the sense of the team but rather within my own expectations.

Once I realized what my strengths were, in regards to Photoshop, I began plowing through my tasks without too many issues. The team started to sync much better towards the end as we all found our niches in responsibility. I think in summary, project group members have to set realistic expectations out of teammates and not hold other teammates to higher standards than others. I learned a lot about working in a group with limited management. In the end we managed ourselves individually to ensure we got the jobs we needed to done with slight oversight from everyone else. And I whole-heartedly agree with a statement Prof. Mayfield made at the beginning about being careful about assigning roles and letting those individuals fulfill those roles without oversight, in the end, we all had to manage each other to ensure a good project would be presented at the end.