

IM3080 Design and Innovation Project (AY2022/23 Semester 1)

Individual Report

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Group No: Group 1

Project Title: Mobile Application - NyMe

Contributions to the Project (1 page)

1. Planning
 - a. Project Objectives
 - b. Splitting into Sub-Groups
2. Functions of Mobile App
 - a. Calculating the Cost of Rides

Based on my research, most hitch rides cost take peak hour into account, which makes hitch rides not totally affordable. In our project, I proposed that we will only multiply the distance took to send the rider to his/her destination with the fuel price. It's the sharing fuel cost with driver concept.
3. UI/UX of Mobile App
 - a. Logo Design
 - i. I have brainstormed the words that describe our mobile application. I then came up with a few ideas with photoshop based on these words and let my group vote on them. The final design chosen symbolizes a successful notification of a hitch ride.
 - b. Wireframes for Application Interface
 - i. Using Figma
 - c. Color Theme
 - i. White & Coral Pink

White background gives clean interface, matching with coral pink for a friendlier mood.
4. Poster
 - a. Template Poster
 - i. Objectives
 - ii. Project Model
 - b. Marketing Poster
 - i. AIDA Concept

Both posters were created from Canva.
5. Project Video Making
 - a. Plan
 - b. Story Board with Script
 - c. Film / Act
6. Report Writing

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to at least two of the points below:

- (a) Engineering knowledge
- (b) Problem Analysis
- (c) Investigation
- (d) Design/development of Solutions
- (e) Modern Tool Usage
- (f) The Engineer and Society
- (g) Environment and Sustainability
- (h) Ethics
- (i) Individual and Team Work
- (j) Communication
- (k) Project Management and Finance
- (l) Lifelong Learning

Point 1: Lifelong Learning

Lifelong learning is broadly defined as the ongoing, voluntary, and self-motivated pursuit of knowledge for either personal or professional reasons. It is important for an individual's competitiveness and employability but also enhances social inclusion, active citizenship, and personal development. The platforms that we decided to use were foreign to most of us. We had to take time out separately to learn and be familiar with it. As technology are advancing rapidly, new skills are demanded in the workforce. With a lifelong learning attitude, we can upgrade ourselves to stay relevant to the demands of workforce. Through this project, I'm exposed to using React Native, GitHub, Node.js, Figma, and Canva. It's definitely a short time to learn to work with these platforms, but it was necessary for the successful creation of the mobile application.

Point 2: Communication

Communication in project management refers to the sharing of ideas and opinions between teammates who are working on project-related tasks. Communication ensures each individual working on the project is aware of the goals and expectations. Our group were split into 3 sub-groups, UI/UX, Front End, and Back End. It is critical for the three groups to maintain good communication to keep conflict and confusion from bogging the project down. By ensuring key players are aligned on project goals and know exactly what's expected of them. It also helps build team-wide trust so that everyone works better together from project start to finish. We will hold group meetings which consists of the relevant sub-groups to solve problems, discuss on different findings, and of course to clear confusion.

Point 3: Individual and Teamwork

It is important that each individual work together in their groups and sub-groups. It's my first time being in such a big group of 10. In this project, it gives me a taste of how the real working environment will be like, with different sub-groups working towards a common goal. I have learnt that teamwork aids in increased efficiency and productivity. We contribute all differently according to our strengths, and we were not afraid to ask for help in areas that we're weak in.