



Semester I 2018/2019

COURSE:

Technology and Information Systems
(SCSP1513)

TITLE:

Report on Design Thinking Project
(Future Effective Learning Style)

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SECTION:

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INTRODUCTION

Design Thinking is a methodology used by designers to solve complex problems, and find desirable solutions for clients. A design mindset is not problem-focused, it is solution focused and action oriented towards creating a preferred future. Design thinking has 5 steps for all of us to follow which is Emphasize, Define, Ideate, Prototype, and Test. All these steps need to follow to produce effective products.

It is a process that starts with the people you are designing for and ends with new solutions that are tailor made to suit their needs. Human-centered design is all about building a deep empathy with the people you're designing for; generating tons of ideas; building a bunch of prototypes; sharing what you've made with the people you're designing for; and eventually putting your innovative new solution out in the world.

Based on the topic given by Dr Aryati, which is "Learning Style". Learning styles can be defined, classified, and identified in various ways. Generally, they are the overall pattern that provides the direction of learning and teaching. Learning styles can also be described as a set of factors, behaviours, and attitudes that facilitate learning for individuals under certain circumstances.

Hence, we have agreed to conduct a conducive study room to students because our main target is a student. Next, this is because, effective way for student to study or revise is important factor in improving learning style is more effective. Furthermore, based on the surveys we conduct, most of the students are not fully focused in the classroom, they even prefer to study themselves (alone). Next, we want to attract students to use this room because it is very conducive and comfortable. Thus, we can conclude study room is interesting way to implement, so we will upgrade this room be more interactive and innovative by applying all the multimedia elements.

DETAILS

(TEAMWORKS AND PROBLEMS)

Upon choosing our main topic for the project, which is Future Effective Learning Style, we discussed among ourselves regarding our own learning style before we proceed to Phase 1 of system design, Empathize. Most of us faced the same problem in class, we cannot fully focus on what we are learning in class as there many distractions that come both surrounding and our own self. Some of the distractions we can list include noisy classmates, incomplete slides from the lecture, loss of focus due to lack of sleep and more. These problems have led us to one possible solution which is to study alone and all of us agreed. We also decided to choose students as our main target.

As of deciding our best solution, we proceed to discuss some more on how to make the idea of study alone more fun and compelling. This is because when a student chose to study alone; there will be some consequences such as getting bored and sleepy due to unconducive environment. Furthermore, for every student, they have their own preference on the surrounding around them while studying. Some would love to listen to music while some prefer silence. Some loves to study while witnessing the nature but there are some students would love a library environment. Therefore, considering the variety of learning styles, we came out with our best solution; a room where the students can choose their own study environment depending on their mood at that time and what subject they are learning.

For the team working, our group consists of five members; we divide our roles among ourselves to complete the project. As for the five phase of system design, most of the phases are done together so that all of the members completely understand how the project works. For phase 1, we did an interview separately, the boys interviewed one male respondent and the girls interviewed one female respondent. To gather more information regarding the project, Aiman and Syamil created a Google Form with the same interview questions and posted it on all social media. As of getting our results from the interviews and forms, we did some discussion for Phase 2, to choose our exact solution before starting on Phase 3. For Phase 3, we did some brainstorming together to gather more possible ideas for the best outcome. Alia and Rusyda are in charge for video recording and multimedia while Aiman is the one who edited the whole video. So, for Phase 4, all of us contributed in the making of the prototype while Aiman did the video for our demo during our presentation. Lastly, for Phase 5, we decided to meet our previous respondent and present our prototype to them. From there we manage to get to improve and add some more ideas on our project before submitting it on the given time.

ASSESSMENTS

a. During the end of the project demonstration

At the end of the project demonstration, that we did on 3 December, we found out that our project had some problems as we did not do the final step in design thinking project which is “Test” step and we did not get user feedback with the prototype that we had done. Furthermore, the comments given by Dr Aryati are quite encouraging and she also give a good comment about our prototype.

b. During the transition between design phase of thinking

Transition between phase of design thinking, our empathy phase received a fairly good review from Dr Aryati as we were able to find out the problem for the project through our verbally (interview) method and survey in google form. Next, we also get good reviews for the define phase, ideate and prototype, we are all grateful, because our project is not being rejected by Dr and she was quite satisfied with our project.

PROCESS EVIDENCE

Possible Question & Answer for user

Future Effective Learning Style

*Required

Do you prefer to study in group or alone? *

- In group
- Alone
- Other: _____

What kind of environment do you prefer while you are studying? *

- Nature
- Music
- Crowd
- Silence
- Other: _____

What type of learning style would you prefer *

- Logical (Reading / Writing)
- Kinesthetic (Role playing/Hands-On activities)
- Visual (Media)
- Auditory (Conversation / Music / Discussions)

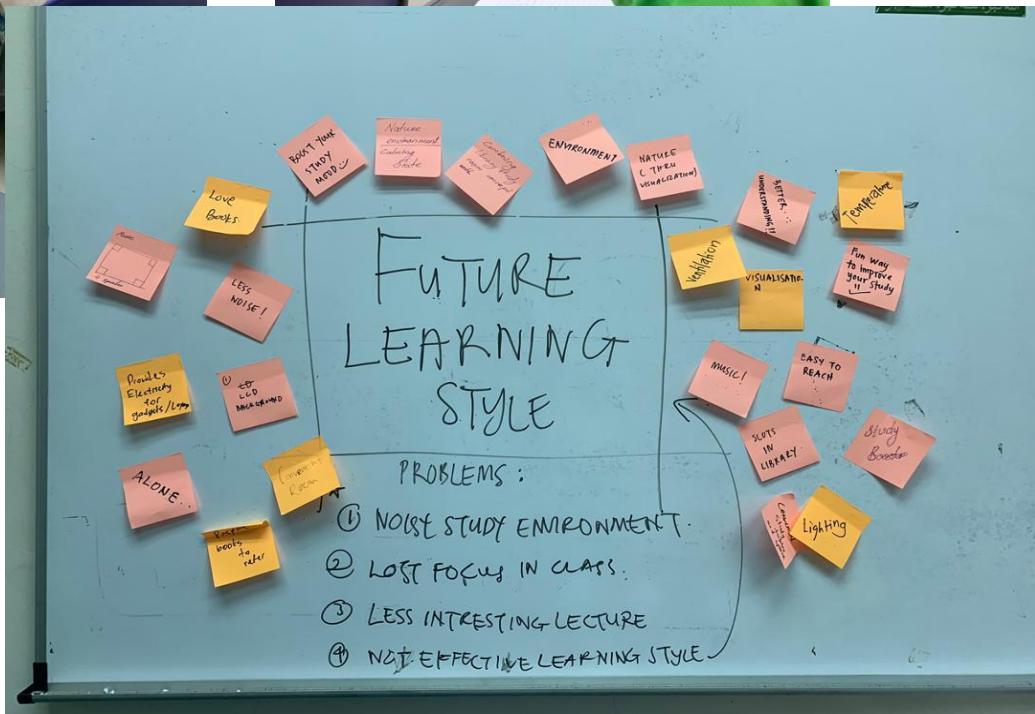
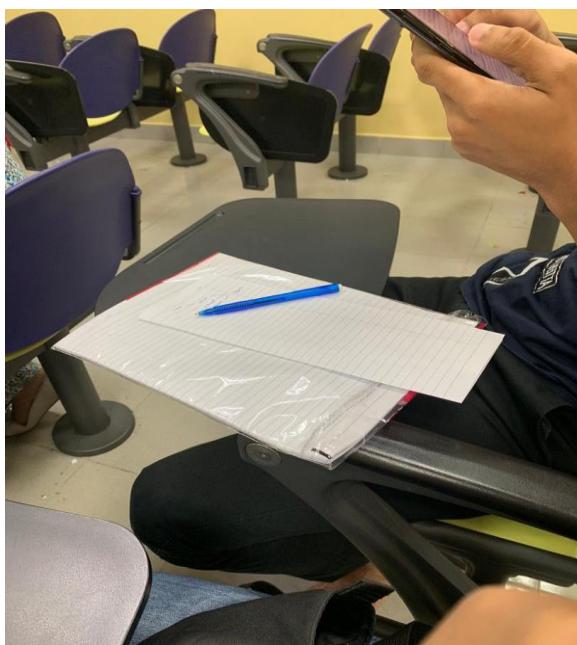
Do you prefer to study using techs (gadgets/devices) or conventional (by books)? Why? *

Your answer

Suggest your own preference for the environment when you are studying.

Your answer

Brainstorming Process



Picture 1

*Picture 1 shows result from our
brainstorming*

Prototype Development



Picture 2

Picture 2 shows materials that we use to create our prototype

Picture 3 shows our prototype named "All-for-one Room"



Picture 3

ACTIVITY RECORDS

No.	Date	Activity
1.	26/11/2018	We create Whatsapp group and start planning our Design Thinking
2.	27/11/2018	We conducted our interviews with the target users and do some analysis on our survey
3.	30/11/2018	We met up at SCSP room and having brainstorming process
4.	1/12/2018	We met up at MakNgah café to start our design process on making the prototype, then we do our prototype
5.	2/12/2018	We test our own prototype and give our prototype to the target user to test it
6.	3/12/2018	Presentation day

For More detailed description of the process, please view the video representation of it

<https://www.youtube.com/watch?v=c1NyfoRROj0>

REFLECTION

Our goal on this course/program is to be the skillful data engineer we pass our graduation. We admit that nowadays there are a lot of programmers like us who are seeking for the job all over the industries. Thus, we should master some skill that can embrace ourselves among the other competitors. One of the skills is the communication skill especially in English. Even though we own a capability or specialty in programming, we still need to communicate with the clients, other employees or bosses especially when it linked with the international clients or companies.

When we talk about ‘Design Thinking’, it refers to a method that designer use in ideation and development plus it also requires a few processes in tackling the issues or problems. The primary start of design thinking is to make and test idea in order to learn and put some enhancements to it. All the companies or clients are now seeking for the new innovation that can produced especially from the fresh graduates. In order to create and produce some ideas, we should gain our knowledge from every source such as reading material, internet and joining any exhibition. From that, we can implement some ideas that can be contribute for the innovation purpose.

Next, in order to meet the improvement on our potential, we have to think and work smart. We need more practice and get involved in every activity that associated with IT. Besides, having more knowledge other than this field is really helpful when it comes to the working place. Furthermore, it will be a massive advantage when we are capable of thinking outside the box when facing any problem or create the innovative idea. There was no doubt that we face every problem every day. We should be prepared for the challenge nowadays and keep striving in order to be the great persons soon.