SELF-REFLECTION USE

Team 8

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Quartile two was prepared for the USE learning line IoT to prototype. Taking the time to think through and experience which material and which electronic components are needed to fulfil the MVP of your prototype. Beginning by prototyping the most important feature of your MVP to the least important one, this to make sure you have finished the main one when the time is over.

In this reflection my learning experience of this quartile will be reported as well as how the teamwork in my opinion went. At the end there will be written my future plans in this learning line and will I reflect on me as a designer, what my vision is and how I have and will incorporate these two aspects (more) in the next quartile.

During this period, we got a lecture on how to make an estimation of your costs in an excel spreadsheet. I learned for the first-time which costs should all be included to make a good validation about the costs for your final product. This way you can see what your product will cost, how much money you will need for the first year and years after that. With these calculations you can see what the amount of money is you need to start up your business and when you will make revenue and can give your shareholders their money back. I learned new business vocabulary, like 'churn rate' and learned how to know what type of return you want for your product, if you want to have a subscription (weekly, monthly, yearly) or that your customer should get the opportunity to buy your product. This new knowledge will I use to make better calculations for cost prices of my final product during projects and other courses in my final bachelor as well as after my study. I can further use this knowledge to finalize my business model canvasses for projects.

I learned a new canvas, the Lean canvas. It is like the business model canvas (bmc) only the order you take with that canvas is reversed. I am contended that I learned this new method because it makes it easier to full in a bmc. Why? When you are stuck during the making of a bmc you can reset your mind and start at the other end of the canvas with new inspiration. This makes it in my opinion easier to write a bmc. I will keep using this new method to make bmc's for my next project and maybe next courses. As well as for this course possibly as the next quartile will be more about the business side of your project.

Making a bmc wasn't new for me, but my experience in this area is not advanced yet, there is always room for improvement. Therefore, I was glad we got some help from our tutor, Lorna, by making the bmc. I made the first draft of the bmc and we got from here some great feedback. This helped me in spotting the things I could improve when I make a bmc, that I didn't saw before. I was now due to the lecture about the spreadsheet, as well able to include better numbers in the bmc, numbers that where more plausible. With these improved skills I can probably do the next period of this course better and am

able to work with a bmc for my next project and courses. I think it is very useful that I improved my bmc skills as I am more interested in the business side of making products as well, learned so far during this bachelor, and am able to use this perhaps in a future study or job.

This quartile we started with the preparations for a user test. I wrote down with Anna interview questions. After reading a document and feedback from Lorna we were able to improve this. I learned how you should order your interview, what type of questions you could ask and what type of questions you should ask before you want your final important question. Asking questions before the final important question, is from importance as this makes the interviewee more at ease and will give an eventual 'better' answer. I learned that you shouldn't expose your product immediately to your participant as this can influence the final answers. With this ability to make interviews I will be able to do better user test in coming courses and next projects to improve my final product.

I wrote for the first time a software architecture document together with my groupmates. I wrote the introduction and wrote together the architectural representation. By writing the architectural representation I learned how you could use and incorporate the, for me new, "4+1" model from Kruchten[1]. With these new, more professional reporting skills I will be able to deliver better reports during courses and projects and will use this.

This quartile the team communication went much better. I tried to make my WhatsApp messages clearer to my teammates, to ensure they would understand it the way I meant it and tried to keep my communication via Teams clearer as well. In my opinion this worked, and this made our meetings go smoother as well. Smoother, as in shorter because they were more to the point of discussion which made it easier to do the things that where necessary in a shorter amount of time. During meetings we ensured that at the end there was a task division so everyone had something to do and could work on their own time as we experienced that it worked the best to make before our meetings your own task, so we only had to discuss this during the meeting.

In the next quartile I will try to incorporate these new learnings where needed. I am eager to learn even more new skills or improve older skills during the next quartile. This to become a better overall designer that has knowledge about every expertise area. To become the designer that I want to be. A vitality designer that makes products for health in the areas sport and food.

Here the documents made:
Excel spreadsheet:
https://docs.google.com/spreadsheets/d/1DbyYlTCFbwq3Q6VG76v777u7XPhsm7wepPMYS_2GkNA/edit?usp=sharing
Lean canvas:
https://docs.google.com/document/d/1o6G4P-3HO0TCbvj_R3YcdIT2cB2tvUVI-wQP3ccAsH0/edit?usp=sharing
Business model canvas:
https://drive.google.com/file/d/1NgBebbiBZ5Hr0g33yO2WgDbqurces1-G/view?usp=sharing
User test questionnaire: https://docs.google.com/document/d/1ZnIRRwJKcVoAS-5vR5wpW7AitgqKewAUo-C0KytWC9A/edit?usp=sharing
Software architecture document:
https://drive.google.com/file/d/1lhGPPhPZF15hvnSrE1sS5CSd0LuU_IP-/view?usp=sharing

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[1] [Kruchten]: The "4+1" view model of software architecture, Philippe Kruchten, November 1995, http://www3.software.ibm.com/ibmdl/pub/software/rational/web/whitepapers/2003/Pbk4p1.pdf