**Self-Reflection Report**

Project Name: **WUD 2021/ BANNED BOOKS MUSEUM**

Project Team: **Team Fusion**

**Members**

Yi-ting Yeh

Zhenyu Wang

Dianka Diaby

Kert Liinat

Sylvia Lawson

Ibukun Olowu

1. ***Yiting Yeh***

The design flow of this project is what I used to do, but this is the first time to collaborate with people from interdiscipline background. Our team did concrete user research to discover problems, then brain-storming within the group to define what and how we wanted to solve. I really enjoyed the process of listening to others’ opinions.

Meanwhile, our mentor is very supportive to give us suggestions, such as using the facial detection tool to analyse users’ reactions. When doing user research, there are always several methods to choose, but how to choose an appropriate method needs experience. Hence, I was happy to have a chance to use a new method to gather data.

In the end, our team ranked third place; it was cheerful. Next, we will share the data with our partner, Banned Book Museum, and hope they could implement the features.

1. ***Ibukun Tolulope Olowu***

This project is a great opportunity for me to interact with my fellow students from various backgrounds and also gain knowledge from each other.

I joined this project because it's part of a course fulfilment for my Bachelors degree programme in Tallinn university which I must participate in before I graduate. Furthermore, I find the project interesting due to my quest for knowledge of new things,I like to explore a lot and add value to myself in the process. My expectation is to gain knowledge in the field of IT as regards website development.My role in the team is Media specialist and I oversee Digital documentation and Logistics during the project,though I have a little background on this but in the course of the project I was able to help the team in this regard. Personally, I developed my adaptive skills and teamwork skills which help in supporting the project. My team members were all supportive,understanding and ready to share their thoughts and ideas during the course of the project. The use of different tools such as Miro boards,google drive,the zoom platform really helped me personally during this project.

In summary, I believe with this project we are able to achieve our set goals and meet our individual and collective targets during the course of the project. Going forward in the future the knowledge and experience gained during this project will help me to better work in the field of project management.

1. ***Zhenyu Wang***

Having experienced a similar design project last semester, I became more devoted to this LIFE project. I sometimes seemed to burden myself a lot in order to hone my skills just because I was enthusiastic about the topic and wanted to be responsible with my tasks. Nevertheless, my tempos may be too quick to match the team’s steps. I had to alert myself that we are a team. Had I dismissed others’ advice and ideas, I might have followed the wrong direction with too quick tempos.

I have the same idea that our mentor Mustafa tried his best to support us. He’s the glue that holds us together. Without his guidance, we would have not completed data analysis and a high-fidelity prototype with which participants in usability testing felt content. Also, he offered us sufficient theoretical and technological tools for usability testing. Though team Fusion, we ranked third, I believe that our direction is right.

Thanks to opportunities offered by Human-Computer Interaction, I have stretched my capabilities in UX research and design, UI design and teamwork through this project.

1. ***Sylvia Lawson***

The project's theme: *The Design of our Online World: Trust, Ethics and Inclusion,* piqued my interest since it dealt with how to foster trust in the online community, what the world's ethical consequences are, and how to make digital technology more accessible to all. It was one that had its own set of difficulties while also yielding a positive outcome.

I enjoyed gaining fresh experience in a more technical field and learning about the processes involved in creating a prototype. I was able to learn more about the tools that are used to assess a website's functionality and design, as well as additional digital resources for collaborative work. I had no idea such tools like Usabilityhub, Miro board, Discord, existed before this endeavor, let alone the complexities required in ensuring a website is user-friendly for the sole purpose of constructing one.

Furthermore, collaborating with others from various disciplines and sharing and learning from each other's perspectives was a good experience. However, I believe that the project's organizers might have done a better job communicating and setting realistic deadlines in order to improve productivity. I must admit that this had an impact on our delivery in some areas, since we had to speed through several processes to meet the deadlines.

Nonetheless, we had a formidable team that went the extra mile to ensure that our prototype was delivered on time. As a result, based on the topic provided to us, we recreated the website of an NGO named Banned Books Museum.

In summary, our project objectives were met, as my team's prototype was ranked third best. Similarly, it was a delight to collaborate with such brilliant minds and learn new things from a different perspective than my own.

1. ***Kert Liinat***

The project overall was an interesting idea and we landed a rather interesting NGO that deals with a topic that is becoming increasingly more important in our society, and that is censorship. While I do believe that spreading awareness about censorship is important and absolutely necessary, I somehow did not feel motivated enough to give this project my full attention and time. As we got third place overall in the design challenge I believe that our team did a great job, yet I don’t want to take any credit for the achievement as most of the other members just contributed more time and effort to this project than I did. I gained experience mostly in working with people from different disciplines and cultures.

1. ***Dianka Diaby***

I consider myself a good user of technology. But this is the first time that I find myself on the end that develops that user experience. This project provided me with two lessons. Firstly, though I have previous research experience, this course allowed me to further enhance those capacities. I was introduced to the concept of ideation using a specific format and tools that ensure that the proposed solutions are creative and efficient. The “How Might We” concept is one that I will take with me to my next project development endeavors, as it seeks to be objective, structured and participative.

Secondly, I was introduced to the concept of humanizing users. This means that activities matter; outputs matter; but beneficiary sentiments are also very important. The time that beneficiaries spend on products or services should be productive for them, not burdensome. As a result, a project, business or a service provider can instigate loyalty, adherence and recognition.

In the end, I believe that our team proceeded efficiently, and thus, reached the goal of our project. We made small but meaningful contributions to the Non Profit Organization’s website, changes that will motivate them to invest further into technology-based solutions.