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**EE/CprE/SE 491 WEEKLY REPORT 1**

**01/25/2022 - 02/06/2022**

**Group Number: 6**

**Project Title: JA Time Management App**

**Client: Jewels Academy**

**Faculty Advisor: Rachel Ann Shannon**

**Team Members - Role:**

**Adrian Van Der Veer - Role not yet assigned**

**Olusola Ogunsola - Role not yet assigned**

**Benjamin Hourigan - Role not yet assigned**

**Christopher Burgos - Role not yet assigned**

**Theron Gale - Role not yet assigned**

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## **Weekly Summary:**

Over the past week, the team has begun the initial design process and is currently in the “Empathize” phase. During the class’s virtual meeting on Tuesday, the team coordinated during the design workshop on the Miro board in order to develop a sense of what we envision our project to be. We created an empathy map with the central user being a Jewels Academy student, we roughly defined the Jewels Academy app’s functional requirements, and brainstormed possible features that the app might contain. After meeting with our faculty advisor and developing a list of questions that we wanted to ask our client, we coordinated a virtual meeting with the Jewels Academy corporate voice, Murugan Nambia, and developed an initial idea of our client’s requirements and expectations.

## **Past Week Accomplishments:**

- Initiated Contact - All
  - Contact with our client and faculty advisor has been made, along with steady and consistent meeting times
  - “Empathize” phase has started with both client and advisor
  - Empathize map made in design thinking workshop
- Brainstorming Features - All
  - Brainstormed ideas for app features and possible contacts and questions from both meetings
  - Logged ideas and questions - Adrian
- Defined functional requirements and expectations - All
  - Defined user stories in the design thinking workshop
  - Took notes for the answers to any questions regarding requirements, features, and other details in our client meeting - All
- Established a setting of growth and creativity with our client during the empathize phase of design - All

**Individual Contributions:**

<b><u>Name</u></b>	<b><u>Individual Contributions</u></b>	<b><u>Hours this week</u></b>	<b><u>Hours Cumulative</u></b>
Adrian Vanderveer	Wrote meeting questions, attended meetings with both faculty and the client, took meeting notes, and attended the weekly workshop.	2	2
Olusola Ogunsola	Attended design thinking workshop, attended initial faculty meeting	2	2
Benjamin Hourigan	Attended all meetings and workshops.	2	2
Christopher Burgos	Took notes with client, Connected and built relation with client, Attended all needed meetings	2	2
Theron Gale	Assisted in note taking, attended all initial workshops and meetings.	2	2

**Plans for the Upcoming Week:**

- Research time management apps
- Establish new and necessary plans for meetings
- Allow creativity and ideas to flow
- View necessary programs/applications we may need
- Set up meetings with faculty for fact finding and research.

**Summary of the Weekly Advisor Meeting:**

During the weekly advisory meeting We had a discussion about design thinking as well as research strategies that may be useful in the future in regards to the design and drafting of the time management application. We also discussed avenues of gathering more primary source information about the project, including speaking to the head of Jewels Academy, for which a

meeting has since been arranged, the students, as well as their aesthetic designers (web designer, graphic designer, social media manager, etc.). There were also talks about supporting research we could seek out such as the universities department of Human Computer Interaction, and Cognitive Psychology departments which may give insight into creating a better end product. For the most part the meeting with the academic advisor gave us more ideas that could assist in researching models that will satisfy the client of the project as well as assisting in the research and design phases of this project overall.