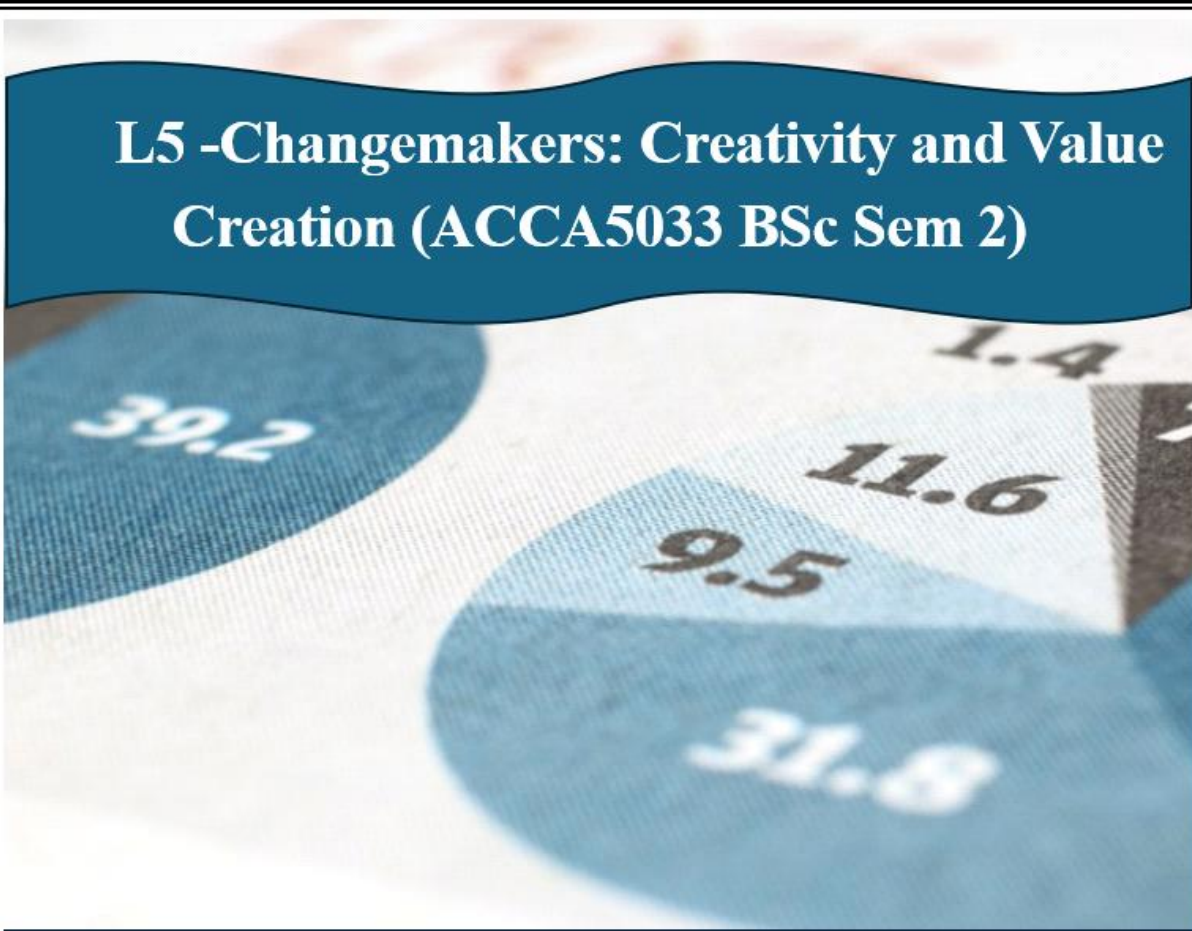




L5 -Changemakers: Creativity and Value Creation (ACCA5033 BSc Sem 2)

Assignment1: Innovation & Project Management

Innovation & Creation

Ibrahim Mohamed (2010957) 3/10/26 Changemakers

Assignment Title: Innovation & Project Management

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Changemakers: Creativity and Value Creation(ACCA5033 BSc Sem 2)

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Introduction

Changemakers are creative innovators who drive meaningful change by solving problems and creating value for individuals, communities, and industries. They focus on more than just profits, aiming for positive social, environmental, and cultural impact. Through new technologies, social ventures, and bold business models, they tackle complex challenges and transform how we live and work. This exploration of creativity and value creation shows that anyone can be a changemaker and make a difference in the world. [1] [2]

Creativity's Role:

Creativity drives innovation by helping us think differently and solve emerging problems.

Question1 Innovation

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What is Innovation?

Innovation improves technology and daily life, changing how we study, cook, communicate, and entertain.

Innovation Defined:

Innovation turns creative ideas into valuable solutions, improving existing systems or creating new ones.

Impact on Society:

Innovation improves quality of life, creates industries, and solves societal challenges, transforming economies and daily life.

Innovation in self-development:

An innovative mindset fosters personal growth, adaptability, and empowers individuals to contribute to change.

Think about how smartphones or food delivery have impacted you in the past 10 years.

Activity: List 5 innovations I use today that weren't around 10 years ago and reflect their impact. Here is list 5 innovations

- Food Delivery Apps: Convenient meal access
- Cloud Storage easy file access and sharing
- Streaming Services on demand for entertainment
- Smartphones Apps Improved communication and learning
- Contactless Payments secure transactions and faster.

These innovations have made my life more efficient, flexible and convenient, how I work, learn and enjoy entertainment.

Types of Innovation:

- Product innovation is new or improved products
- Process innovation is more efficient delivery methods.
- Business model innovation is rethinking value creation
- Social innovation Sustainable solutions to social issues|

How Has Innovation Changed Society?

Innovation, from fire to space travel, has shaped human progress and improved life.

Innovation is for everyone.

Innovation is now accessible to all, not just experts. Creativity and empathy are as valuable as analytical skills.

Is Innovation Making Things Better?

Innovation has improved life, but challenges like climate change remain. Steven Pinker argues progress is ongoing, but solving global issues requires continuous innovation.

Some of the areas and concepts from Topic 1 of Unit 1 on Moodle

How do creativity and Innovation Shapes the World, society and contribute to individual growth and self- development?

Innovation involves turning creative ideas into practical solutions that improve society. Creativity is the foundation of innovation and allows individuals to think in new ways. Innovation supports social development, economic growth, and self-development by improving problem solving.

Overall, creativity and innovation are essential for progress in society and personal growth.

Question2 Ideation

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Several project ideas

- ☐ Creating a digital platform
- ☐ Gaming Based Study Planner Application
- ☐ Developing Mobile app
- ☐ Social media business
- ☐ Mental health platform

Selected project idea

Gaming Based Study Planner Application

Project Title

Gaming Based Study Planner Application

Chosen Project: Gamefield

Brief description

This project focuses on designing a gamified study planner application that helps students manage their time effectively. By integrating gaming elements such as points, rewards, levels, and achievements, the game aims to make studying more engaging and motivating while improving productivity and academic performance.

Single Aim

To design and prototype a gamified study planner application encourages students to

study regularly and improves time management, motivation, and productivity.

Project Objectives

- To increase student motivation and engagement through interactive and game-based features.
 - To develop a user-friendly interface suitable for student use.
 - To design a gamified study planner that integrates gaming elements such as points, levels, and rewards.
 - To encourage consistent study habits through progress tracking and reminders.
 - To assess the effectiveness of digital gaming tools in supporting academic performance.
 - To evaluate how gaming techniques can improve student productivity and learning outcomes.
-
- To identify common time-management challenges faced by students.

Question3 Research

Saturday, February 14, 2026 10:09 PM

- Coursera supporting creativity and Innovation
It supports project Idea generation and structured innovation thinking.
- Google Scholar
Useful for sourcing journal articles on innovation theory, creativity models, and value creation frameworks.
- IEEE Xplore Digital Library
Provides reviewed research articles relevant to technology innovation, and technical project development.
- Miro is an online collaborative whiteboard platform used for brainstorming, planning, and visual teamwork.
- Lucid Software Lucid.app is visual collaboration tools for drawing network topology diagrams and Flowcharts

Question1

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Project scope

Research on time management to identify challenges and how gamification can assist students. Design of a gamification study planner, building a planner with points, and levels to engage students. Basic prototype and UI design, creating a simple, functional game prototype. Task scheduling, progress tracking, and rewards, adding task management, progress tracking features.

Propose solutions

- A digital planner with daily and weekly study schedules
- Gamification features points, levels.
- Progress tracking dashboard
- Reminder notifications for tasks
- Simple, student friendly interface

Project aim

To design and prototype a gamified study planner application encourages students to study regularly and improves time management, motivation, and productivity.

Required Technologies

- Software: Draw.io lucid chart
- Development:
- C# and JavaScript
- Hardware:
- Laptop or desktop computer

Project timeline

Total Duration 6 Weeks

Project schedule

A project schedule is essential for managing project timelines, resources, and scope. It outlines tasks, durations, milestones, and dependencies, enabling to stay

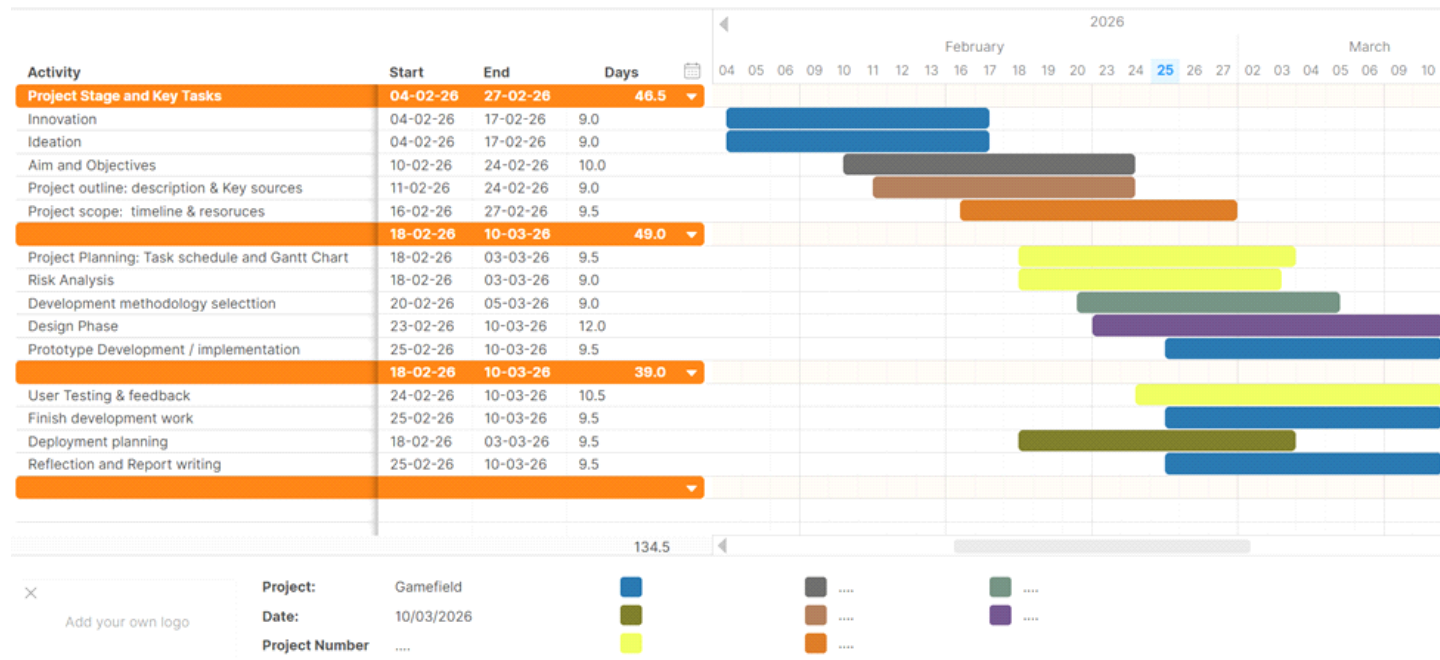
on track and meet goals efficiently within budget and on time.

Project Stage & key tasks	Start Date	End Date
Ideation	04/02/2026	11/02/2026
Aim and Objectives	11/02/2026	18/02/2026
Project outline: description & Key sources	11/02/2026	18/02/2026
Project scope: timeline & resources	11/02/2026	18/02/2026
Project Planning: Task schedule & Gantt chart	18/02/2026	25/02/2026
Risk Analysis	18/02/2026	25/02/2026
Development methodology selection	18/02/2026	25/02/2026
Design phase	18/02/2026	25/02/2026
Prototype Development / implementation	25/02/2026	10/03/2026
User Testing & feedback	25/02/2026	10/03/2026
Finish development work	25/02/2026	10/03/2026
Deployment planning	25/02/2026	10/03/2026
Reflection and Report writing	25/02/2026	10/03/2026

Question2 Gantt Chart

Saturday, February 14, 2026 10:13 PM

Gantt chart for project activity [2]



Question3 Risks and Challenges

Saturday, February 14, 2026 10:14 PM

The project may face several risks and challenges during development: [3]

Risk/challenges	Impact	Description	Mitigation Strategy
Data Loss	High	Risk of hardware failure or loss of project files	Regular backups in multiple secure locations
Skill Gaps	High	Lack of required knowledge or experience	Continuous skill development using relevant resources
Time Management Issues	Medium	Risk of delays or running out of time	Use and maintain a Gantt chart for structured scheduling
Scope creep	Medium	Adding unnecessary features beyond project objectives	Follow prioritised requirements specification and focus on core objectives
Technical limitation / software issues	High	Possible bugs, or system errors may occur	Regular testing, focus features
Lack of motivation	Medium	Low user engagement	Collect feedback to improve engagement
Difficulty balancing gaming and study features	Medium	Risk of imbalance between entertainment and educational content	Ensure the interface is simple while emphasising educational goals.

Question1 Development method

Saturday, February 14, 2026 10:16 PM

Agile Methodology

Agile Methodology is a way of managing projects and developing software that emphasizes flexibility. It is built to handle changes as they come up and deliver value quickly through short, repeated cycles called sprints. [1]



Iterative Development

Build, Test, Improve and repeat.

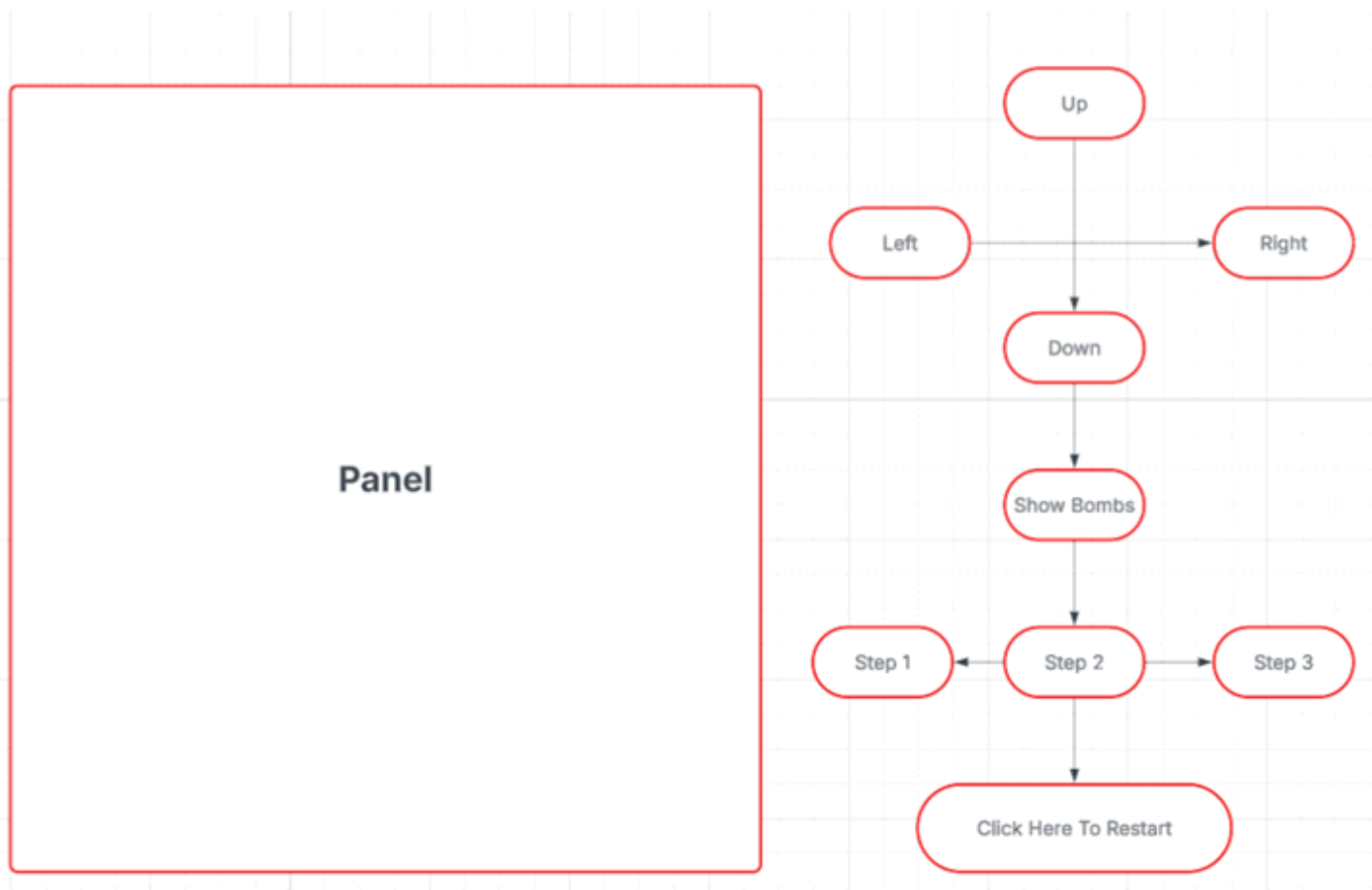
Used heavily by value corporation, playtesting driven design.

Question2 Design work and requirements specification

Saturday, February 14, 2026 10:18 PM

1. flow chart

flow chart is a visual diagram that shows the steps of a process using symbols and arrows to display actions and decisions. [5]

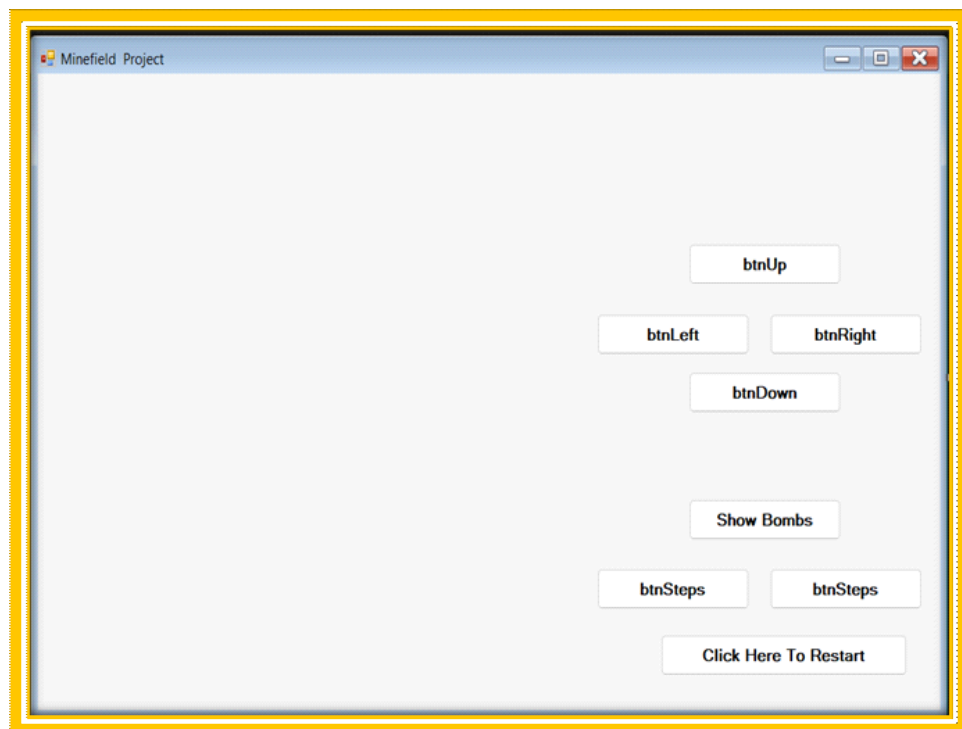


Question3 Use several screenshots with brief descriptions

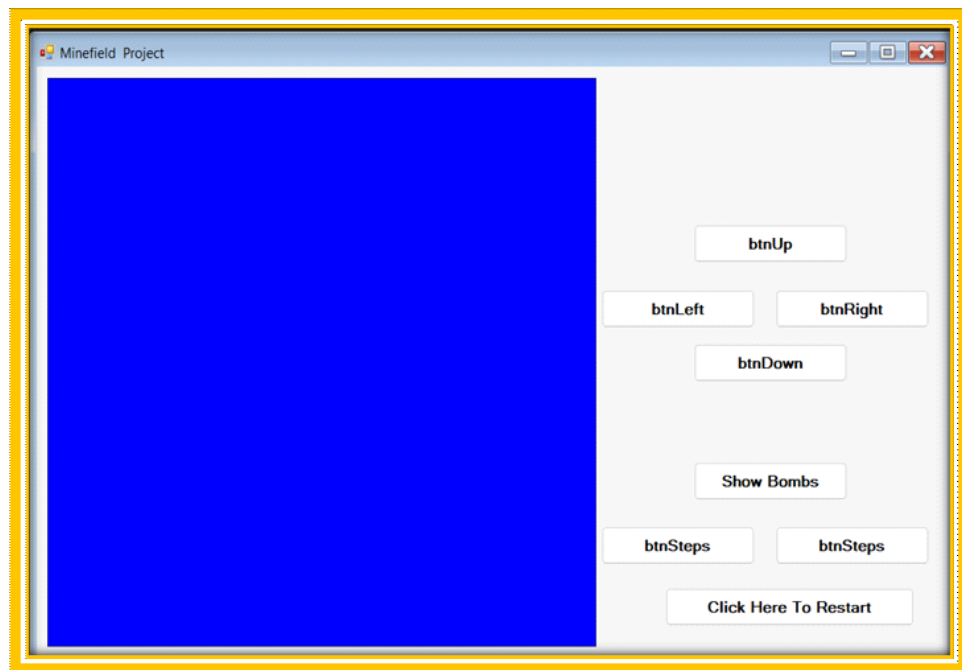
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Same screenshots with brief descriptions to document some initial practical implementation work for project.

Screenshot 1: One form with multiple buttons

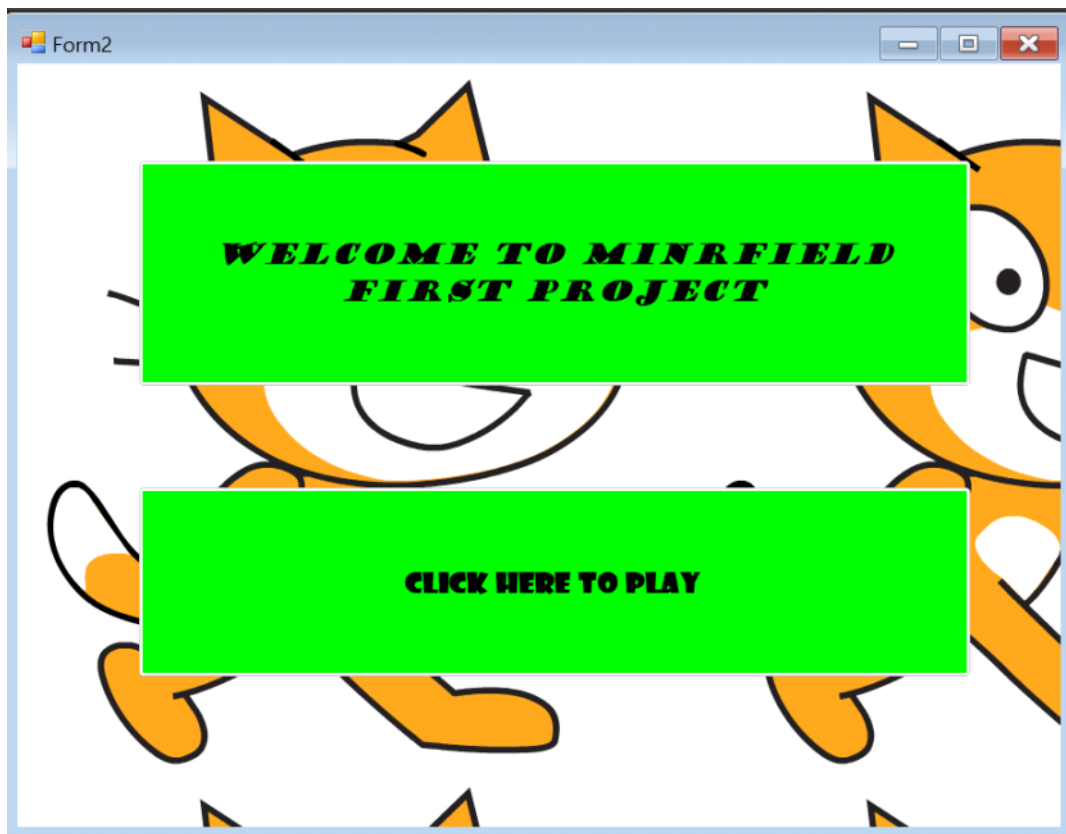


Screenshot 2: Panel with multiple buttons



Screenshot 3:

Welcome page and click to play the games



Appendices

Wednesday, February 25, 2026 12:41 PM

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TOM'S PLANNER Features Pricing Templates Support [LOG IN](#) [SIGN UP](#)

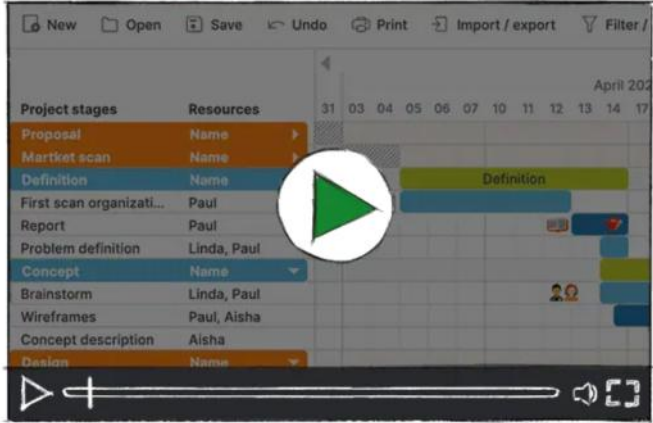
Online Gantt chart maker. Easy, quick, and effortless.

When project planning in spreadsheets is chaos, and when fancy project management software is overkill — try the Gantt chart creator Tom's Planner.

★★★★★ 4.8 review rating on Capterra

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The screenshot shows the Tom's Planner Gantt chart interface. It features a table with project stages and resources, and a Gantt chart visualization. A play button icon is overlaid on the chart.

Project stages	Resources
Proposal	Name
Market scan	Name
Definition	Name
First scan organizati...	Paul
Report	Paul
Problem definition	Linda, Paul
Concept	Name
Brainstorm	Linda, Paul
Wireframes	Paul, Aisha
Concept description	Aisha
Design	Name

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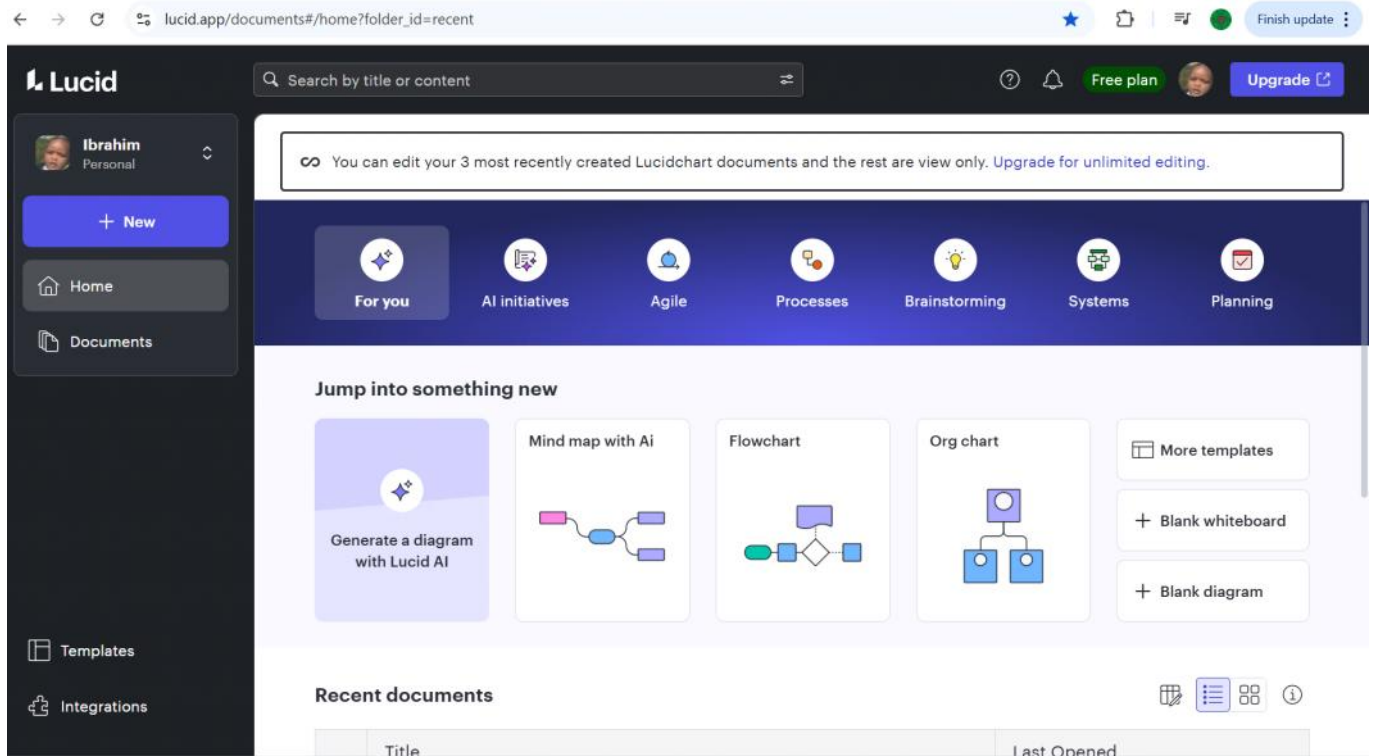
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