

LEVEL 5 Assessment Details - Innovation & Research

27 November 2025

22:59

LEVEL 5 ASSESSMENT INFORMATION

Detailed information about the assessment's specification:

Student Name:	Alexandru-Teodor Ichim	Student ID:	2323396
Programme:	BSC Applied Computing	Module:	Changemakers: Creativity and Value Creation (ACCA5033_LON)
Module code:	ACCA5033	Internal Verifier:	Dr Sana Jokhio
Lecturer:	Dr.Fahad Ahmad	Word count (or equivalent):	2500 Words equivalent
Assessment Title:	Assignment 1: Innovation & Research.	Return date of all the marks & written feedback:	Wednesday, 7th January 2026
Submission deadline:	Friday, 28th November 2025	Student email:	2323396@student.uwtsd.ac.uk
Submission method:	Turnitin		
Assessment Number:	Assessment 1		

Contents

[LEVEL 5 ASSESSMENT INFORMATION](#)

[Task 1 – Making an idea utilizing a Mind Map](#)

[Introduction on Innovation](#)

Task 2 – Aims, proposals, objectives and research on the Clonecraft LUA programmed project

The main goals of the project which is a LUA programmed one as a game for developing purposes and building up skills of computational ideas which are innovative.

Task 3 – Research strategies and techniques on the Clonecraft LUA programmed project

Boost validity of the research having reliability in the research having general information and a general part in terms of generalization including consideration of ethical nature

References of sources from across the web:

Task 1 – Making an idea utilizing a Mind Map

Introduction on Innovation

In accord and in line to the famous and understandable Cambridge dictionary the innovation is explained as fresh ideology or way to do things or also called as a method order the utilisation of fresh or newly inventions implementations or even taking a new path which is a big yes for the society's innovative goodwill to do something. In the day-to-day routine people of this society are nearly and very frequently making interactions with such inventions or innovative creations of any type which means that they are becoming a innovative society as it may have been set up or constructed to boost or improve everyday activity in our lives. Here are some examples of inventive innovations which well not available about 10 years ago:

1. 1st let's start with the famous iPad which in the beginning it was launched back in 2010 taking as a storm the world of tablets and the market of the electronic devices.
2. 2nd is Instagram the famous applications which is everybody addicted as a social media which is also known as application of sharing photos which was released in 2010 as its first version was very widespread and took the world of social media as a storm.
3. The famous riding and sharing app which is called Uber was not invented until a decade ago which is 2010. This application could even deliver the in existent impossible burger which is based on plants alternative of meat which is designed and made door have the taste as the normal meat was released in 2016 and was taking the world like a storm as it became very fast spread and available all the common restaurants we see and in shops in the years to come.
4. Delivery using a drone started with Amazon, as they were making experiments ways delivery using a drone in 2016 as commercial providers and services including expanded adoption of this technique have been step by step embedded and progress including scaling step by step back then in the years until now.
5. Engineering which is accessible genetic not the target for a long time ago in 2014 the first animals which were genetically modified were made-up a huge step as it was applying and developing and progressing with similar science store human beings for treatment of diseases.
6. Simplified systems of security of houses which were controlled by a application which were designed to be security of homes and houses including properties like Google nest which gives simpler watching over house and implementation including installation then classic systems which there were increased in usage and very in trending after their take over in 2017.
7. Augmented reality via the mainstream system and virtual reality which is also called VR which came up in devices which some examples include Oculus VR was owned by Facebook in 2014 but is it proper products which can be used by the user and the fast development and spread around the globe as in terms of availability of strong VR headsets and proper devices which is the actual product appeared after the year 2016.
8. The airports we're taking the world other storm in trending which they were completely with no wires which they were wireless and connectable by Bluetooth and revealed at the same time with the iPhone 7 in September of the year 2016 and there were a huge trend for the wireless headphones market and brands.
9. Affordable avis or vehicles of electric make - even if Tesla existed, the permissible in budgets electric vehicles such as model 3 were implemented in 2017 upbringing electric vehicles very closer to the customers interest and passion as well. This succeeded in the widespread and taking as a storm the world of electrical vehicles and their markets in 2017.
10. Voice assistance using AI - as main and classic versions such as Amazon Echo or Alexa well released and produced in late 2014 they were very rarely used. Customer involvement expanded and took more interest 4 electrical devices such as the Google nest and many similar integrations or implementations massively appeared after 2016.

In a nutshell around late 2016 which is about 10 years ago a quite a number of such creative huge innovations and customer products which are now very common and very frequently used didn't even have existence or we're not expanded as much as to let all the people know which makes them having expanded availability. As every product of each this may involve

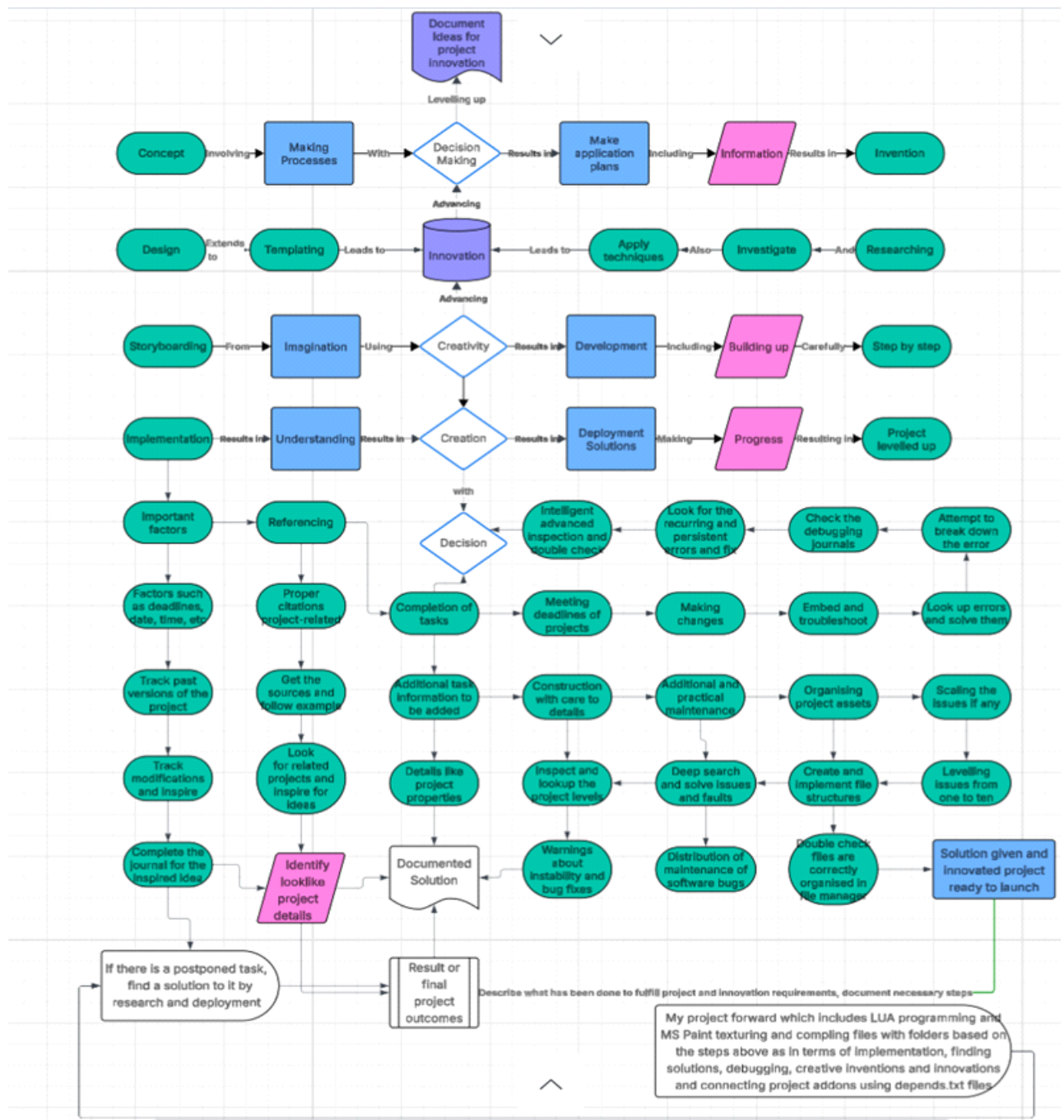
important progress in technology for the customer including means of transportations and computer intelligence including AI.

Therefore there is a list of five things that I have used including activities which I going through in terms of technology which they wouldn't be active 10 years ago:

1. AI Voice Assistant and talk AI robot - these include Google Assistant ChatGPT, And many more
2. Instagram the photo and video sharing application – used with friends and family
3. Uber ride sharing apps – another good example is Bolt App.
4. Utilising an Advanced air Fryer from Masterchef with multiple and advanced options
5. When playing Minecraft, I am utilizing the Nvidia GeForce technology or the shaders.

I think that the biggest innovation that has been implemented today and has a immense impact on the progress of the society and the population as we acknowledge it today is the digital technology and the Internet of Things which includes devices such as smartphones tablets virtual reality devices AI chat bots smart metres smart cars automatic trains also called driverless trains such as the Docklands light railway which is also known as the DLR, smart appliances and home assistants. It has impacted positively the world because it helps the population grow and those things much easier as it comes to the Internet of Things for example it can take control of all devices and makes it easier to handle them smartphones it makes easier for the course including video calls tablets makes it easier so read the news or use it as a newspaper, or even a crossword including seniors, VR devices to experience real life impossible experiences which others cannot make in their own time little certain difficulties and though explore more and have more inspiration using the AI virtual devices and virtual reality as well. In terms of AI chat bots it helps us to explain what is going on in the Internet and in the world smart metres help us to measure what we are using up in the household and though take care of the things that the suppliers give us automatic trains give people an immersive experience on what it is to drive a train without actually driving it and letting AI to do so or computers. Finally the justification of innovations such as smart appliances in home assistance it helps us doing the house chores very easily and without so much effort and it is also a very innovative creation because it gives us suggestions on what to do in the house when it's not much left to go for how to organise the house ourselves without too much hassle.

- Q1 - Here is my diagram completed using Lucidchart and including the idea that I would like to take it forward as an innovation to make it easier for the gamers and it involves also programming in LUA.



- Here is the links to the diagram:
<https://lucid.app/publicSegments/view/294928b1-26d5-4d15-8e1f-24b55884ce5e>
- <https://lucid.app/lucidchart/41a18524-5221-4bd7-a263-c77e0756fe17/view>
- The idea in this flow chart is about the main ideology of any innovation which is an idea or a concept made by a person who wants to invent something very different and very unique and put it into practise which begins with the idea itself over concept then involving making up processes, including making of the decisions which leads to Realising plans including information and data which comes up as invention and that invention needs a design which is pursued and done with the help of templates which demonstrates the innovation itself. Well that needs to apply some techniques moreover to investigate and very good habits of researching. Storyboarding is also taken into consideration which mitigates the process forward door imagination utilising some skills of creativity which comes up as development and processing of the code for example involving to build up the mechanisms but very carefully and doing so step by step. Implementation is also taken into consideration with the understanding of basic principles of doing so which comes up with creation after understanding and revising everything which may lead to debugging and coming up with solving of the problems or solutions in terms of information technology or other innovative

technology developed so far, involving a good process or even progress into it coming out as a levelled up project which is very innovative for the information technology users and community. There are also very important factors to consider such as citing and referencing for example the sources which are used to build up the innovative project and use the innovative ideas including the completion of the tasks or activities of what is needed during the process of the building of the project which may also come up as a decision including a yes or no answer. Answer should be positively yes usually everything is deployed and bugged for the project which is aimed to be very innovative and involves intelligent an Advanced Research and inspection including proofreading and double check of the code and assets including files in the File Manager.

- Q2 - Therefore a project idea that I would like to take forward and implement is that my creative innovation of Clonecraft game which aims to be like Minecraft but it is open source and this is made in LUA scripts and utilising mods and realistic textures.

Task 2 – Aims, proposals, objectives and research on the Clonecraft LUA programmed project

The main goals of the project which is a LUA programmed one as a game for developing purposes and building up skills of computational ideas which are innovative.

Q1. The main set of goals for the programmed LUA called it project which is called Clonecraft Engine it is to apply computer and information technology including coding thinking and developing by self exercising and using the practises and techniques included in coding and measuring game statistics. So it is mixed innovative research on gaming metrics learning step by step techniques and coding practises including debugging and testing for the final outcome of the innovative project which is a great step into development. It is based on an open source code project which is called Minetest which is developed by PETTU AHOLA from Finland. The project is open source and it's called can be reusable and editable which makes it accessible in terms of usability and compatibility across various devices. The primary devices with operating systems would include Android and windows and others include iOS and Linux. Finally the main overall goal of the project it is to be advanced in thinking in terms of information technology and computational and programmer problem solving, Tracking order issues and techniques of programming and all the variables and blocks including the loops conditions functions Aliases dependencies files connection TXT files including code chunks. And making up automatic functions and options in game, sub games, mini games, end bills which work throw using programmed code or scratch programming including based by the block programming such as Makecode.

Here is the list of my project objectives which are organised by the innovative concepts of coding which assists teaching and during the results in the game and how to use these functions in the game:

1. Gathering automatically of the resourcing with you God the game agent on a mechanism or function which is Possessing a looking in display character feature or quantity as it is not Bing identical or very extremely less identical or looking alike. It is fundamental sequencing of what is happening in the game and the movement of the game.
2. Building up and making a simple shelter - this technique requires to utilise the programming to put automatically blocks in a button which was sorted out before using the code to build up a 3 * 3 or 5 * 5 basic grid which serves as a shelter which is defined at programmed coordinates. This emphasises of the sequencing including exact putting off the blocks in the game
3. Emphasis on how to build up and farm which is automatic within the game - unlike solving automatically a crossword or building up a re-captcha bot system, this technique it is utilised to make up and develop a programme that utilises main event such as player or a row within the game utilising and item or stated time of the day though turn on and set up the harvesting

within the farm and ready using of crops utilising if or and loops including conditional verifiers for sources of water within the farm. This is why is it also called strategy mitigation within a project and concept of the techniques.

Here are the main S.M.A.R.T. objectives of the Clonecraft project which is made in the Minetest engine which is a programmable engine and very innovative solution for LUA coders and can be used very easily and smoothly with the LUA editor concisely:

Criterion (S.M.A.R.T.)	Explanation	What has been done in-game using coding
Specific	Try to precisely and understandably on how the code should execute the things in the game where when and how	The hero in the game or the game player will construct A5 block huge wooden bridge over the four block wide gap
Measurable	Make utilisation in terms of quantity metrics to follow and track progress and the process itself and including good results and success	The bridge will be precisely 5 blocks in length utilise only one planks block and involving connection the 2 existing big redstone pillars
Achievable	Making sure and having assurance that the main target and objective is succeeded and has possibilities to be done involving available blocks of coding and block commands as well as resources from the game	That player Is able to obtain sufficient wood blocks, The hero or the agent Should not be guest to control the <i>place</i> function also the <i>move</i> positions Involving the gap which is defined as a size as the agent can complete with a code
Relevant	The main objective it is supposed to get in line with the average lesson or the general lecture or even the target of the game such as loops for learning conditionals AI scopes or how generative AI works, or optimization including automatization	This activity it is focusing to the lesson or lecture on utilising learning loops and sequences including coordinates to form and build up in game structures and mechanisms secure safely and productively with big efficiency
Time-bound	Configure and set up a concise time frame or deadline to complete and finalise the task in the game using the coding principles and computational thinking	Zone programmed file on the code itself must Construct the bridge with making use of order blocks necessary before the deadline of the coding or programming session or before starting again a specific and defined in game thing to happen

Q2. Well-being and being creative in a research philosophy: this means that one of the items and parts of the time at the university or college which is about expanding your creativity it will be beneficial for exercising this ability or skill when making the project assessments. There are other possibilities which may be practical for the taste of creativity also. Including take into consideration and accepting one of the main skills needed in the near time period of work creativity includes some other advantages especially when it comes to the research philosophy.

In a simple definition and explanation, the research philosophy is the best belief and thinking regarding the opportunities and ways as you will it be gathering inspecting analysing and utilising data and information in the main project. This includes numbers and letters including within the code such as statistics and characteristics. There also needs to be an approximate assumption which is personal regarding the source, resource, origin and deployment including development of the elements of what you know as you will include it

in your research which is going to create the main project and develop it. In but not shell the main characteristics features including approaches of the techniques that you will take into account when doing assessments including the research philosophy and adding a name to the overall my terms regarding research philosophy are:

- being positive in terms of project development and innovation acquiring and putting in practise
- being critical and constructive thinking including realistically thinking
- being able to interpret things
- being able to sing be on modernity
- being able to predict debug or utilise and solve sensible and practical issues which is key role in a project which has been innovated

Q3. Here are my appropriate search tools and techniques involving some specified databases of research to collect and identify the data and information research in relation to the game project which is programmed on LUA language:

- One research tool that I have is the one which is inspired from Neil Armstrong which is the creation of knowledge and elaborating which stands as the definition of the research which is the creating of the new knowledge. This means that I have to create new knowledge from the research which I have conducted and elaborate on what I know already in conjunction to what I have discovered.
- The definition of the known knowns Want to emphasise the level of what you know in this field of innovation and we're all precise and sure about the knowledge we know already from what it is known and from the research gathered.
- Known knowns are known already these are elements we are already confident in and we comprehend.
- Known already unknowns – List of all elements and information that we are established in our mind, but we are not able to comprehend them at the moment.
- Unknown knowns - information that we comprehend but we have not established in our minds
- Unknown unknowns - information that we're not able to comprehend or not processing it in our minds and at the same time we are not having it established in our minds.
- Research databases: In etymology and in terms of research database is every resource which is Technical and has information. This implies that it involves technology such as Google and including Bing also as resource supplied for example in UWTSD library.
- Inside the UWTSD library we've got selections of electronic journals and electronic books which are called ejournals and e-books.
- This involves pieces of information such as newspapers documents supplied by the government reports of a technical nature and definitions including in their own standards which is educational material and property which need not to be written down in words but furthermore it may involve statistical details and information maps to navigate images to view and other media such as music and videos.
- Databases available in the library involve pieces on free information from academic journals articles from newspapers and popular publications standards of technical natures reports including marketing media such as images and videos books and any book chapters reports of the government and including its policy reports of bodies which are very professional studies of case and TED lectures and speeches.
- The main benefits of databases are that you can get reliable information And Yvette arrange collection of resources which are available online which are usually not available for free on the internet via search engines, but they are available in university libraries
- This is a very good thing as it assists you locate details an information you may find necessary to take your assessment forward and it may also score and grade extra higher points that you need.

Task 3 – Research strategies and techniques on the Cloncraft LUA programmed project

Boost validity of the research having reliability in the research having general information and a general part in terms of generalization including consideration of ethical nature

Q1. Here is my research on general information on quantitative, validated, if reliable and optimal generalisation and considerations of ethical nature:

- Once in 10 years in the United Kingdom there is an institution which is called the office of National Statistics which takes part in doing the population census. It is an immense responsibility other undertaking to interview the grown-ups from the population. What has been resulted is utilised by the government, business and affairs including academic institutions such as universities and colleges. This has been stated by ONS in 2021.

Same within the project has to be a census of developers or even players as it will help improve rating functionality stability and the performance of the project as it will assist a lot in terms of innovative thinking as well. When the data and information is collected this remains to be seen when especially considering factors such as the amount of points of data which are needed for a sample which is very reasonable and understandable. As always there will be no right neither wrong answer for this kind of questions. What is crucial is that you are concise specific and simple in your writing regarding the limitations of your information and data collection about the people and developers including agents, players and so on and involving the explanation towards the reader clearly and concisely. Information in regards of how much data is sufficient and collected is remain to be seen by the organisations for conducting the research and releasing the actual papers or information including data if necessary.

Q2. The main strategies, techniques and ways to collect data and information which may be used are the following:

- Surveys/questionnaires
- Feedback and comment forms
- Emails to game users or those interested in the innovated project
- Presentations with commenting functions
- Online forums regarding to main LUA engine (example Minetest Forums or even FOSS Game dev and creative worlds)
- Voting by looking for a post which gives option for users to vote the desired option on YouTube posts section of the YouTube channel
- Cookies module in the website

Q3. Here it has been taken consideration of analysis in terms of statistical point of view and getting to know how to utilise data and information to tell a story or to compile a document.

- Considerations of charts is a brilliant way of comprehending the information which has been collected and gathered
- collection of information in excel is also considered which is very popular and in trending among students and businesses
- collection of data in Microsoft Access in tables of numbers which can be showcased also in XLS and XLSX bar charts this includes line charts in Microsoft Excel and scatter charts in the same program.
- Such things can be duplicated and pasted into the research papers in the normal way as you would apply something.
- In terms of data in a quantitative way the relevance and the involvement of mathematics is important because this kind of data and information is tide to numbers. Furthermore, a lot of people are unstable when it is needed to read investigate research and analyse the numerical values as it gets to involve mathematics and algebra including even geometry especially when developing LUA programmed games and engines.
- Mathematics are necessary to be utilised as it comes up with precision to the main points that have been given within these statistics. The possibility it is big to do the research in terms of quantitative information and data utilising very non complex mathematics to unleash and

discover the potential patterns in information and data that are being gathered. This can involve the mode of calculations such as average middle point mean mode and median - as the most common thing or way to calculate which is being utilised nowadays is the arithmetic mean which you add up all the numbers and divide by the number of them (or in simple terms of how many these numbers are)

- Charts, diagrams and graphs are being utilized as well as the algebra to view data and analyse it statistically.
- The main theme here it is focused on block based innovative coded game which is the Cloncraft project in LUA which is inspired from Minecraft as a Voxel Game and other platforms have been used such as WordPress Editor for Websites and Blogs as it is hosted as a web blog to collect and gather information for improvement, user stability and such purposes. The website of the project is available at cloncraftproject.wordpress.com and was started initially as a passion.

References of sources from across the web:

[1] Y. Guo and G. Zheng. Y. Guo and G. Zheng. How do firms upgrade capabilities for systemic catch-up in the open innovation context? A multiple-case study of three leading home appliance companies in china. How do firms upgrade capabilities for systemic catch-up in the open innovation context? A multiple-case study of three leading home appliance companies in china. Technological Forecasting and Social Change Technological Forecasting and Social Change 144144pp. 36–48. pp. 36–48. 2019. .

[2] D. B. Audretsch. D. B. Audretsch. Innovation and Industry Evolution Innovation and Industry Evolution 1995.

[3] R. Parmar, I. Mackenzie, D. Cohn and D. Gann. R. Parmar, I. Mackenzie, D. Cohn and D. Gann. The new patterns of innovation. The new patterns of innovation. Harv. Bus. Rev. Harv. Bus. Rev. 9292(1), pp. 2. pp. 2. 2014. .

[4] S. Sayre, J. Bryant and C. King. S. Sayre, J. Bryant and C. King. Entertainment and Society: Influences, Impacts, and Innovations Entertainment and Society: Influences, Impacts, and Innovations 2010.

[5] T. Stuczynski. T. Stuczynski. The Impact of Innovation: Entertainment The Impact of Innovation: Entertainment 2014.

[6] A. I. Mørch and R. Andersen. A. I. Mørch and R. Andersen. Programming with minecraft bedrock up: Modeling, coding, and computational concepts. Programming with minecraft bedrock up: Modeling, coding, and computational concepts. Presented at International Symposium on End User Development. Presented at International Symposium on End User Development. 2023, .

[7] G. Latsev. G. Latsev. No title. No title. Playing Minecraft with Program Synthesis Playing Minecraft with Program Synthesis 2024. .

[8] C. Zorn, C. A. Wingrave, E. Charbonneau and J. J. LaViola Jr. C. Zorn, C. A. Wingrave,

E. Charbonneau and J. J. LaViola Jr. Exploring minecraft as a conduit for increasing interest in programming. Exploring minecraft as a conduit for increasing interest in programming. Presented at FDG. Presented at FDG. 2013, .

[9] F. Lecordix, R. Laouar and T. Szanto. F. Lecordix, R. Laouar and T. Szanto. Simulations in the minetest video game (luanti) for sustainable development themes. Simulations in the minetest video game (luanti) for sustainable development themes. Presented at Proceedings of the ICA. Presented at Proceedings of the ICA. 2025, .

[10] M. Tsikerdekis. M. Tsikerdekis. Persistent code contribution: A ranking algorithm for code contribution in crowdsourced software. Persistent code contribution: A ranking algorithm for code contribution in crowdsourced software. Empirical Software Engineering Empirical Software Engineering 2323(4), pp. 1871–1894. pp. 1871–1894. 2018. .

[11] M. Malagón, J. Ceberio and J. A. Lozano. M. Malagón, J. Ceberio and J. A. Lozano. Craftium: An extensible framework for creating reinforcement learning environments. Craftium: An extensible framework for creating reinforcement learning environments. arXiv Preprint arXiv:2407.03969 arXiv Preprint arXiv:2407.03969 2024. .

[12] A. Costin. A. Costin. Lua code: Security overview and practical approaches to static analysis. Lua code: Security overview and practical approaches to static analysis. Presented at 2017 IEEE Security and Privacy Workshops (SPW). Presented at 2017 IEEE Security and Privacy Workshops (SPW). 2017, .

[13] A. Skyrme, N. d. L. R. Rodriguez and R. Ierusalimschy. A. Skyrme, N. d. L. R. Rodriguez and R. Ierusalimschy. Exploring lua for concurrent programming. Exploring lua for concurrent programming. J.Univers.Comput.Sci. J.Univers.Comput.Sci. 1414(21), pp. 3556–3572. pp. 3556–3572. 2008. .

[14] R. Ierusalimschy. R. Ierusalimschy. Programming with multiple paradigms in lua. Programming with multiple paradigms in lua. Presented at International Workshop on Functional and Constraint Logic Programming. Presented at International Workshop on Functional and Constraint Logic Programming. 2009, .

[15] Í S. de Sena, L. Niroshan, J. Rosecký, V. Brůža, M. Butler and C. Cocco. Í S. de Sena, L. Niroshan, J. Rosecký, V. Brůža, M. Butler and C. Cocco. A playful participatory planning system (P-PPS): A framework for collecting and analyzing player-generated spatial data from minecraft worlds. A playful participatory planning system (P-PPS): A framework for collecting and analyzing player-generated spatial data from minecraft worlds. ISPRS International Journal of Geo-Information ISPRS International Journal of Geo-Information 1414(6), pp. 210. pp. 210. 2025. .

[16] K. Sangchai, N. Mhuadthongon and A. Ruengwaree. K. Sangchai, N. Mhuadthongon and A. Ruengwaree. Developing cyber-physical systems learning material using minecraft and micro: Bit: A case study of lower secondary students at suwanprasit school. Developing cyber-physical systems learning material using minecraft and micro: Bit: A case study of lower secondary students at suwanprasit school. Presented at 2025 10th International STEM Education Conference (iSTEM-Ed). Presented at 2025 10th International STEM Education

[17] M. M. Nkadameng. M. M. Nkadameng. Minecraft as a Learning Tool: A Focus on Atomic Structure in Grade 8 Natural Sciences Minecraft as a Learning Tool: A Focus on Atomic Structure in Grade 8 Natural Sciences 2020.

[18] M. W. Vorster. M. W. Vorster. No title. No title. Integrating 'Minecraft' as a Digital Game-Based Tool to Support Learner Engagement in the Teaching of Coding and Robotics in a Grade 7 Class Integrating 'Minecraft' as a Digital Game-Based Tool to Support Learner Engagement in the Teaching of Coding and Robotics in a Grade 7 Class 2023. .

[19] G. C. Ullmann, Y. Guéhéneuc, F. Petrillo, N. Anquetil and C. Politowski. G. C. Ullmann, Y. Guéhéneuc, F. Petrillo, N. Anquetil and C. Politowski. Visualising game engine subsystem coupling patterns. Visualising game engine subsystem coupling patterns. Presented at International Conference on Entertainment Computing. Presented at International Conference on Entertainment Computing. 2023, .

[20] J. Arnedo-Moreno, K. M. Cooper and D. Lin. J. Arnedo-Moreno, K. M. Cooper and D. Lin. Emerging advanced technologies for game engineering. Emerging advanced technologies for game engineering. ACM SIGSOFT Software Engineering Notes ACM SIGSOFT Software Engineering Notes 4949(3), pp. 37–41. pp. 37–41. 2024. .

[21] M. Sapkota. M. Sapkota. Improve the energy consumption of CPU in mine test game. Improve the energy consumption of CPU in mine test game. .

[22] S. M. Sari, H. Amini, L. Saraswati, F. Rozi, N. Nazir, F. Azima and R. Rahmayani. S. M. Sari, H. Amini, L. Saraswati, F. Rozi, N. Nazir, F. Azima and R. Rahmayani. Application of bibliometric visualization and mind mapping for dadih development. Application of bibliometric visualization and mind mapping for dadih development. AJARCDE (Asian Journal of Applied Research for Community Development and Empowerment) AJARCDE (Asian Journal of Applied Research for Community Development and Empowerment) 77(2), pp. 121–125. pp. 121–125. 2023. .

[23] D. M. HALL. D. M. HALL. Process mapping with lucidchart. Process mapping with lucidchart. .

[24] C. M. Vician and E. M. Pierce. C. M. Vician and E. M. Pierce. Accounting documentation software: An overview of options and results from a lucidchart software evaluation. Accounting documentation software: An overview of options and results from a lucidchart software evaluation. AIS Educator Journal AIS Educator Journal 1313(1), pp. 62–85. pp. 62–85. 2018. .

[25] A. Faulkner and Contributor. A. Faulkner and Contributor. Lucidchart for easy workflow mapping. Lucidchart for easy workflow mapping. Serials Review Serials Review 4444(2), pp. 157–162. pp. 157–162. 2018. .

[26] A. Chen, D. Eating and P. Loss. A. Chen, D. Eating and P. Loss. My WordPress blog. My WordPress blog. .

[27] T. D. Hedengren. T. D. Hedengren. Smashing WordPress: Beyond the Blog Smashing WordPress: Beyond the Blog 2012.

[28] R. J. Lackie and J. W. LeMasney. R. J. Lackie and J. W. LeMasney. Blogger, WordPress. com, and their pseudoblog alternatives: A comparison of focus, features, and feel. Blogger, WordPress. com, and their pseudoblog alternatives: A comparison of focus, features, and feel. J. Libr. Admin. J. Libr. Admin. 4646(3-4), pp. 139–180. pp. 139–180. 2008. .

From <[https://uowtsd-my.sharepoint.com/personal/2323396_student_uwtsd_ac_uk/Documents/Documents/UWTSD%202323396@student.uwtsd.ac.uk%20Alex/Changemakers%20Creativity%20and%20Value%20Creation%20\(ACCA5033_LON\)/Assignmant%201/Assignment%201%20Innovation%20&Research.docx](https://uowtsd-my.sharepoint.com/personal/2323396_student_uwtsd_ac_uk/Documents/Documents/UWTSD%202323396@student.uwtsd.ac.uk%20Alex/Changemakers%20Creativity%20and%20Value%20Creation%20(ACCA5033_LON)/Assignmant%201/Assignment%201%20Innovation%20&Research.docx)>