

changemakers assignment 1 - Ethan Walton-Deaves

by Ethan Walton-Deaves

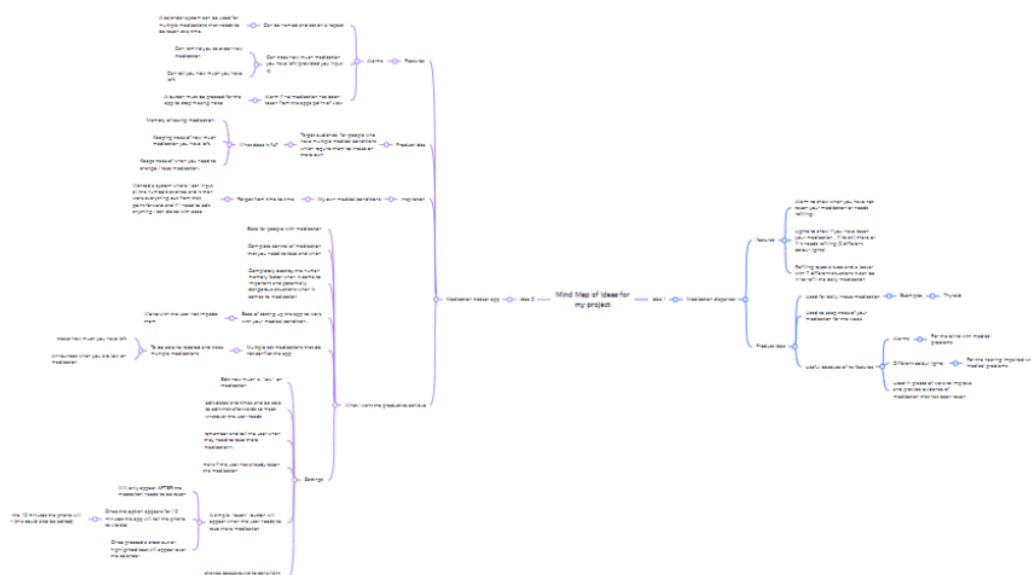
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question 2



task 2

question 1

Aim 1:

Research competition using the internet and increase my knowledge on how to make a successful application using both successes and failures as a reference and make sure it can compete in the market before starting development of the application and its features.

Objective 1 – using the internet find and record information about competitors that are in the same field as my project idea this must be started before objective 2

objective 2 – using the list from objective 1 we find identify the key features of our competitors in order to compare with our features making sure not to accidentally copy as well as making a note for future improvements that can be made this must be completed before objective 4.

objective 3 – Using the internet find information on what makes something stand out and eye catching so my idea can embrace these ideas in order to compete with my competitors this must be completed before objective 4.

objective 4 – using what we find from objective 2 and objective 3 improve on the design and features of my project before the start of the development this must be done before objective 4

objective 5 – Using objective 4's idea test that people will like the new features by handing out questionnaires on the before and after results of the project.

question 2 -

Research philosophy

Positivism

meaning -

[1]

why I choose this philosophy? -

"only those objects or events that can be experienced directly should be the object of scientific inquiry"

this tells me that the research that will take place will directly effect or alter the experience of the user or researcher which is exactly what I am doing In my chosen idea. Since my project uses real life people information such as medical and times they take there medication this philosophy directly links into my project and Is why I am choosing this philosophy.

How can I help me in my project? -

This philosophy will help as the research I am conducting is on people who have trouble keeping up with there medication or people who want to keep there medication intake on an alarm or have a reminder system to do so or people who want to keep neat and tidy with there medication. Since this falls under the "experienced directly" category and I feel that there is "an objective knowledge out there that can be discovered by the human mind" so using this knowledge I find from this research as well as my own ideas I can come up with a application that will help people with medication and with more features to use so that it is not targeted too one type of medication problem.

Another point is that I will need to be objectivist when doing research on this topic as I have a a similar problem with my own health and medication problems and wish this app to see my needs as well as such this means that I must research this fairly and also gain opinions of others during my research to fully evolve my idea before developing it.

Appendix

[1]

<https://www.youtube.com/watch?v=FybkUMplAII>

question 3 -

CRAAP Test must be included while searching for anything in the databases this includes:

Currency – is it recent ?

relevance – relate to my project?

Authority – credibility? Who wrote it? Sponsored? Ulterior motive?

Accuracy – is this material true? Comments?

Purpose- why had it been written ? Is it selling something? Is it entertainment?

Databases -

1)

[1]Google – defiantly can be used to find mostly everything you need to find online. Most other databases can only be accessed by browser like Google. Google itself can be considered to be a databases of databases and is extremely useful when using search strategies such as boolean.

Pros-

-It is the largest gateway for information in the world nearly all news / education / entertainment and more is located somewhere on the internet and google can be used to access and read/watch this.

- searching online is very easy and only needs a few words to find what you are looking for

Cons –

-since Google is massive searching for information can lead to a large amount of misinformation

- Google may have harmful websites

2)

[2] YouTube – Is the largest collection of videos and is not all entertainment. Educational videos and reference videos can be found using this site.

Pros- vast amount of videos that can be used

different teachers mark sure that any education strategies you like most likely will be there (e.g text based or picture based education about the same topic)

cons- vast amount of misinformation

- vast amounts of bias

- only the most popular of the type of video can be found this con links with bias.

- advertisement can distract the user from what they want to learn and is time consuming

-distractions as YouTube is full of non-educational videos

[3]UWTSD library (or any online library) -

task 3

question 1

Task 3 – Selecting research strategies I will use for my project

1 – boolean searching

why how it links into my work - since its a very basic type of searching using databases it should be very easy to use when researching for my project idea.

My idea uses data storage on the users device and internet or location is only needed for updates to the app. The app itself will use internal clock to work all its systems. This means that I will be researching competition as well as ways to complete a successful app and upload it to the user stores such as the app store. In my search for these answers a more simple method of searching throughout databases will help however when finding exact information in documents or documents that just don't hit what I will be looking for I can move to the next searching method.

2 – citation searching

why how it links into my work- as previously stated when documents of the same field don't hit the requirements I seek be it bias or or sponsored research there will always be some sort of information that the owner of the document used to gain there information for the document. This means that if the document is valid and has citations I can use this to get information by using the links or searching the titles in order to get my own understanding and come up with my own solution to the problem at hand. This in turn add validity to my research which helps me complete my project idea.

When finding a title of the document used in the citation (may it be a paper or a book) I can use the [1]UWTSD library to search for the title and find the document that way

Next is how I will get my research from real life experiments I will conduct in order to make and improve my choices in my project.

[2]

Firstly I will be using a questionnaire focus on the troubles (if any) about the selling point of my project. Not that my questions will be biased it will push the user to answer there view on

question 2

Question 2 task 3

Enhancing validity , reliability and generalisability.

Firstly as previously stated on task 2 question 3 the CRAAP test can be implemented in order to help this situation however to add additional enhancement for validity , reliability and generalisability I can also do the following things:

Validity – Additionally when checking all of CRAAP's tests (see databases from task 2) you can also validate by making sure your work is unoffending and is objective. There are no personal bias when writing or researching about your project any and all personal statements must be factual and any non-factual statements such as hypotheses I must use up to date knowledge and my own knowledge to create a well educated and possible statement. If that statement proves to be incorrect then stating why and what the true result were.

Reliability – Proving who you are and how reliable you are comes is not easy at first this is because most people check to see WHO you are before reading your work and believing it. This means that to gain reliability I must (while including the CRAAP test) increase the amount of evidence and unbiased work I have done so that people who see my work and look into me a little will judge that as a slight reliability boost and will then see that this project and give it a read. Credibility is very important and gaining credibility like this will improve my chances of people gaining interest in my project as well as improving my credibility for my other future projects. It also helps that I am apart of a credible university this way it is better than saying that I am just some person on the internet as people can see there is a drive for something to change and that being from a university could give my projects slightly extra credibility

Generalisability - "is the extent to which the findings of a study can be applied to other situations" This can be explained by my project in a few ways:

1) project idea – my idea is focused on creating a help system to all people who take Medicine themselves.

The "themselves" in the last line this point can be further pushed to apply to others helping someone else with there medication (will be a response to this from a person who helps in this area) this has the meaning of improving life styles and can definably be applied to other situations

2) my right idea from the mind map in task 1 question 1 – this includes a real life device that once again helps people not forget there medication and supply's there medication during the day. My left idea can be implemented further and help with devices such as these

3) other unknown by me methods – in this situation I can only think that my work will be related to ether an application on the phone or other devices or some medication device or diary that will help people not to forget there medication. This means that my project can help in many different situations involving these groups as my project idea is focused on improving life of people using technology and making it as simple and straight forward as possible.

question 3

changemaker

open in Desktop App

Tell me what you want to do

Share

123

...

A

...

abc

...

...

...

Question 3 - Data collection method

Thursday, March 10, 2022 8:31 PM

I will be designing a questionnaire based on trying to find information about people and their medication :

Question 1

Do you have a medical problem that requires you to intake in any way medication periodically?

Please tick one

Y		N	
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Question 2

How often have you forgotten or was late to take any medication be it prescribed temporarily or constant?

Please tick one

Never		A little		Sometimes		A lot	
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Question3 –

If at all what do you do if you have forgotten to take your medication?

Please write in the lines bellow

Question 4

What (if any) software/recording device or method do

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GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

Instructor

75/100

Total:	75
1. Engagement with Literature Skills	
T1 Mind Map: - No use of citations included. T2 Aim & Objs, Res. Phil., Dbs & search strats: + Some use of citations and references included. – IEEE format could be adhered to more closely in the reference list. T3 Res. strats: + Some good use of citations and references included. – IEEE format could be adhered to more closely in the reference list.	9
2. Knowledge and Understanding Skills	
T1: - No coverage of Unit1 section 1 concepts/topics. + Knowledge of a relevant Project area documented. T2: + An appropriate research philosophy is defined, justified and documented for the project. T3: + Some relevant research strategies for data collection are selected and documented.	16
3. Cognitive and Intellectual Skills	
T1: + Evidence of project idea analysis is clearly documented. Good. - Evidence of concept analysis is not documented. T2: + A single Aim and several Objectives have been documented. Good. – Could be refined and a bit less generic in wording, Aim and objectives need to specify the nature of the App being researched, designed, developed, tested, and evaluated. T3: + Relevant strategies to enhance	15

validity, reliability, and generalisability are documented.	
4. Practical Application Skills	
T1: + Good use of software to create the Mind-map. T2: + Search tools identified and search strategies documented. – Specific research databases have not been identified and search strategies not used to identify relevant research for the project. T3: + Data collection method designed and used to acquire some feedback to improve the focus of the project.	17
5. Transferable Skills for Life and Professional Practice (10 marks for participation.)	
T1: + Good structure and clear presentation. T2: + Task answer is clearly documented and structured. OneNote Research portfolio: Accessible, clearly structured and easy to use. Some minor spelling and grammar errors in places. On-time/Late: OT.	18

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