

changemakersass2

by Paul Newman

Submission date: 27-Apr-2022 03:55PM (UTC+0100)

Submission ID: 177513926

File name: 11910_Paul_Newman_changemakersass2_396388_344074244.docx (723.43K)

Word count: 2167

Character count: 9629



Prifysgol Cymru
Y Drindod Dewi Sant
University of Wales
Trinity Saint David

Changemakers: Creativity and Value Creation

ACCA5033

Assignment 2: Project Management.

James Williams

Adam Head

Paul Newman 1805494

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Task 1: Qualitative & quantitative analysis:

Q1

Q2

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Task 2: Project Management:

Project Planning:

Research Onion

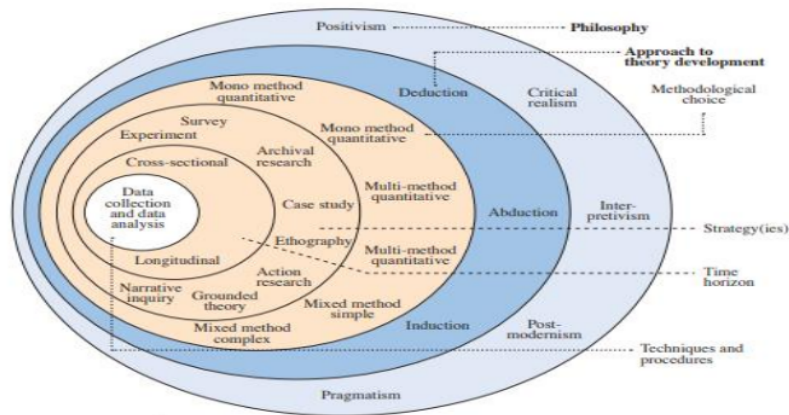


Figure 1 Research Onion demo [1]

Research Philosophy

Research philosophy is the first layer of the research onion, it's the foundation of a study and the set of beliefs either [2].

- Ontological

Ontological is the reality of what is understood, is it a single object or is it different of each event? [2].

- Epistemologies

Epistemology is how can it be obtained and understood and the limits of the thing [2].

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Research Approach

Research approach is the second layer, when researching it is important to find which of the two methods to collect data you need for your problem [2]: -

- Inductive

Inductive entails generating theories through research [2].

- Deductive

Deductive starts with a theory and builds and tests it via research [2].

Research Strategy

Research Strategy is the third layer it is used to conduct the approach in a few different ways [2]: -

- Experimental Research

Is a study that sticks to scientific research and design, the hypothesis is to manipulate a variable and calculate and compare the data in a controlled system [3].

- Action Research

Is based on reflection of data collection of positivist science generating knowledge to help solve problems [4].

- Case Study Research

A case study is research on the same subject matter i.e., different types of martial arts mainly the specific or limited aspect of the said art form [3].

- Grounded Theory

Is a methodology used in many suites, both use Qualitative and Quantitative to generate data that in turn give theory's that can be very flexible [5].

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- Ethnography

Is the study of naturally occurring setting in a set field, helping to collect data in a systematically manner [3].

- Archival Research

Archival research is a study that involves a collection of older documents to get a better understanding of a selected data such as an item or person [5].

Each of the above will help in different way to collect the data needed for the project at hand [2].

Choices

Choices is the fourth layer and can be determined by how many data types you need [2]: -

- Qualitative

Qualitative Focuses' more on textual, visual and audio based data, Qualitative uses inductive approaches [2].

- Quantitative

Quantitative research is more numerical data, and often uses deductive approach

The three types of option you can use are [2]: -

- Mono
- Mono is where only one type of data type is used, such as Quantitative or Qualitative [2].
- Mixed

Mixed can be used to research in a quantitative manner to get data and analyse the results in a qualitative method [2].

- Multi-Method

The Multi-method uses a larger range of approaching the problem to find the data [2].

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Techniques and Procedures

Techniques and Procedures is the last layer used in the research onion, this is the practicality of the data and research used. To find what is the best method via surveys to interviews to sample the data needed [2].

Project Management:

Gant chart

PROJECT

Hei Jo Shin Jujitsu App
Project Paul Newman

Project Start: Mon, 25/04/2022

Display Week: 1

TASK	ASSIGNED TO	PROGRESS	START	END	
Phase 1	Think Tank				
Task 1	start app template	80%	25/4/22	28/4/22	
Task 2	Start List of techniques	90%	28/4/22	30/4/22	
Task 3	Finalise list of techniques	100%	30/4/22	4/5/22	
Task 4	Weapons list	80%	4/5/22	9/5/22	
Task 5	Finalise list of Weapons	100%	29/4/22	1/5/22	
Phase 2	Start Demos				
Task 1	Start filming techniques	80%	30/4/22	4/5/22	
Task 2	Finalise techniques	100%	2/5/22	7/5/22	
Task 3	Filming Weapons	100%	7/5/22	10/5/22	

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Task 4	Re-working any mistakes in filming	100%	7/5/22	9/5/22
Task 5	Final cut for Demo	100%	7/5/22	10/5/22
Phase 3	Coding for app			
Task 1	Start Coding making the framework		10/5/22	15/5/22
Task 2	making the code bug free		16/5/22	20/5/22
Task 3	adding demos to the code		21/5/22	26/5/22
Task 4	Making sure the back end of the app works		27/5/22	31/5/22
Task 5	Adding the front end of the app		21/5/22	25/5/22
Phase 4	Research for Diet			
Task 1	research on Diet		4/6/22	15/6/22
Task 2	Adding data into the app		15/6/22	20/6/22
Task 3	testing		20/6/22	20/8/22
Task 4	Final testing		20/8/22	20/8/23
Task 5	Release		20/8/23	20/8/24

Figure 2 Gant chart for app

Phase 1 Think Tank

Task 1 Start app template

This is the start of the project where a team will sit down and talk and decide on what when and where all the options are going to be for this one-of-a-kind app, this will take a few weeks to sort out what will be need and how it will run.

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Task 2 Start List of techniques

In this task Renshi Sensai Paul together with Sensai Paul, Sensai Hugh, and Sempai Gerwyn will sit down and go over what martial art techniques should be used.

Task 3 Finalise list of techniques

In this task the marital artists will finish and decide what and witch techniques will be used after testing each of them in a one-on-one training session.

Task 4 Weapons list

To aid in the training there will be several weapons to choose from to help with hand eye movement fitness and control. They will be chosen by the Renshi and the other black belts.

Task 5 Finalise list of Weapons

All the weapons that will be finalised will all have to be legal across the bord in all countries and availability in all countries.

Phase 2 Start Demos

Task 1 Start filming techniques

At the start of phase 2 all the moves have been finished and starting to film each move from all angles and in slow motion to help the user see and understand what is happing in each demo.

Task 2 Finalise techniques

All the techniques have been filmed it would be up to the Renshi on which is the best demos to use for the app.

Task 3 Filming Weapons

While filming the confirmed weapons the safety of the Martial artiest are at the most hight safety so filming this part would be done in grate care for all involved.

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Task 4 Re-working any mistakes in filming

At this point any techniques whether they are the weapons or physical movements would be re-worked if either they did not work for the app or there was an error in filming this is where it would be fixed.

Task 5 Final cut for Demo

This is the final cut for the app everything would be fixed and put into order ready for the coding aspect.

Phase 3 Coding for app

Task 1 Start Coding making the framework

The framework for the coding would start here where the coders would have already got'en together to start on the pseudocode before the start of the coding.

Task 2 Making the code bug free

At this stage there would be a lot of de-bugging of the code before adding any of the demos.

Task 3 Adding demos to the code

Here the demos would be added to the hopefully bug free code and sorting out where all the demos go.

Task 4 Making sure the back end of the app works

In this part the back end of the coding it tested to save all scores and point of the user.

Task 5 Adding the front end of the app

This part of the phase is to add most of the bells and whistles for the app making sure the more advance coding works before final testing.

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Phase 4 Research for Diet

Task 1 Research on Diet

As an extra part of the app diet would be a good addition, to help the user stay or get healthier this is a lot of research on food so this will take some time, as some users would not be able to eat certain food whereas others could. Many diets would have to be made with a lot of options.

Task 2 Adding data into the app

Adding any data or information that needs to be updated as this can change at the drop of a hat as information is constantly updated.

Task 3 Testing

Basic testing of the app with a controlled set of users would be a perfect time to check for problems, bugs and any updates that might be needed.

Task 4 Final testing

This would be the last testing before final release this should take about 8 months to a year to make sure it's error free and all options are diverse for all types of users.

Task 5 Release

At this part of the phase the app should be up and running with advertising to sell.

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Academic poster



Figure 3 Academic Poster of Marital Arts app

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Task 3: Project reflection:

A.) How to develop new skills

Due to the gamification of the app a user can communicate with and compete with other users to not only to keep track of each other but to support each other in case of times of struggle, to create a community of friends and helpers to keep on pushing the user to better them self physically and mentally [6].

B.) Positive Impact on society

Though the martial art training from the app a user would not only be fitter and feel more confident in normal day life but if there was a chance of a negate encounter the training should kick in and the muscle memory would start to be accessed without thinking on what to do this would help defend them self and others, as the app would also help with eating right for each individual user (as every user is different) the users health would improve over time causing less sickness and illness. As a result of the physical training in martial arts people geniality have a better meatal health attitude in life which can help stop or reduce depuration and anxiety [6].

C.) Ricks and Challenges

The Risks in all marital arts are always the same, when some one pushes them self above there own capabilities to fast and to soon, (learning to jump before you learn to crawl) always causes serious physical harm to the individual.

The app would also have some types of training weapons and there is always a chance some one will hurt them self and or other's maybe even furniture [6].

The Challenges would be to try and keep the users on the right track and not rush to the end of their training model, the safety aspect should be implemented at the start of the app and before each training section to keep in mind that the techniques can cause harm if practiced in the wrong way or

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rushed, there will also be training for different types of meditation to help different types of users to fit the right one with the right user for user satisfaction [6].

Bibliography

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FINAL GRADE

GENERAL COMMENTS

40/100

Instructor

Total:		40
1. Engagement with Literature Skills:		
+ Some good use of citations & a relevant well formatted reference list. - could be extended to gain additional marks in this category.	20	12
2. Knowledge and Understanding Skills:		
- Qualitative & quantitative analysis methods not described. + Evidence of knowledge and skills learned covering project planning and project management documented. - Project objectives and project scope could be directly documented. - Some project design documentation could be included.	20	8
3. Cognitive and Intellectual Skills:		
Qualitative & quantitative analysis methods are not documented. Although there is some relevant information documented. Task could be more directly answered.	20	2
4. Practical Application Skills:		
Poster: + Good poster format. Images add value. Images could be titled and refereed to. Gantt chart and some project design work could be included. Gantt chart: + Good project schedule. - Gantt chart could be produced and documented. Project Design: - 2 pieces of design work related to the practical element	20	10

of the project could be created and documented.		
5. Transferable Skills for Life and Professional Practice:		
New skills: Potential to develop new Computing skills and soft skills as a result of undertaking the project has not been documented. Positive impact: + Project's positive impact on society clearly described and documented. Good. Risks/contingencies: + Potential risks to the user have been documented. - Potential risks that could occur for the author/student as a result of undertaking the project have not been documented. Word submission document, e-portfolio and content: + Word submission document includes some task related content. - Research portfolio not created, or link not included in the Word submission document.	20	8

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