

TaylorHodges_2008862_Change Makers2

by Taylor Hodges

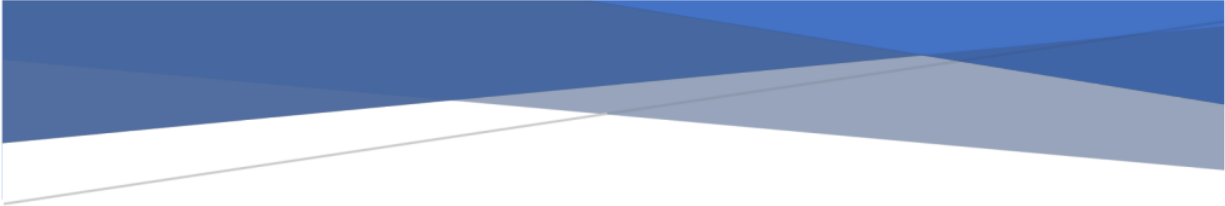
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CHANGEMAKERS: CREATIVITY AND VALUE CREATION (ACCA5033)

Assignment 2: Project Management

BSC Computing (Software Engineering)

Lecturer: James Williams

Due 28/4/22

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Changemakers Assignment 2

Portfolio: https://uowtsd-my.sharepoint.com/:o:/g/personal/2008862_student_uwtsd_ac_uk/Eiag5-hl6hxPofYBjdBloP8B_1oCcJpAlTaYA-AuiKwqZA

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Task 1 – Qualitative and Quantitative Analysis

OneNote window: T1 Qualitative and Quantitative Analysis - OneNote
Taylor Hodges (2008862)

File Home Insert Draw History Review View Help Learning Tools

ChangeMakers_TaylorHodges Assignment 2 5 T1 Qualitative and Quantitative A... T3 Project Reflection Search (Ctrl+E)

T1 Qualitative and Quantitative Analysis

21 March 2022 12:07 PM

Quantitative

Quantitative data is a collection of facts and figures; usually collected in numbers such as 'on a scale, how easy was X?' this kind of data collection is fast, easy and less subjected to opinions and biases.

Quantitative analysis is the process of collecting, monitoring and analysing this numerical data. Here are the two main types of quantitative analysis:

1. Descriptive analysis - the use of statistics to present and describe findings in an easily accessible form [1]; this methodology reports facts and figures to really explain 'what' rather than 'why' [2][3]. This may be in the form of reports, numbers, tables, charts, graphs, etc. to identify and show patterns and trends in collected data as well as through sub-categories such as age, gender, location, job role, etc. "With descriptive statistics you are simply describing what is or what the data shows." [4]
2. More complex/inferential analysis - the use of statistics to draw relevant inferences and conclusions from the gained evidence and appropriate reasoning [1]. Inferential analysis works with descriptive analysis to predict how the results form a sample population applies to the whole population [5], therefore giving researchers the opportunity to apply found data from a sample to the larger population without collecting data from the entire population.

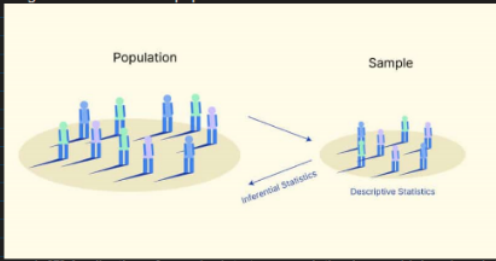


Figure 1: [5] Application of sample data to a population by combining descriptive statistics and inferential statistics.

"With inferential statistics, you are trying to reach conclusions that extend beyond the immediate data alone" [4]

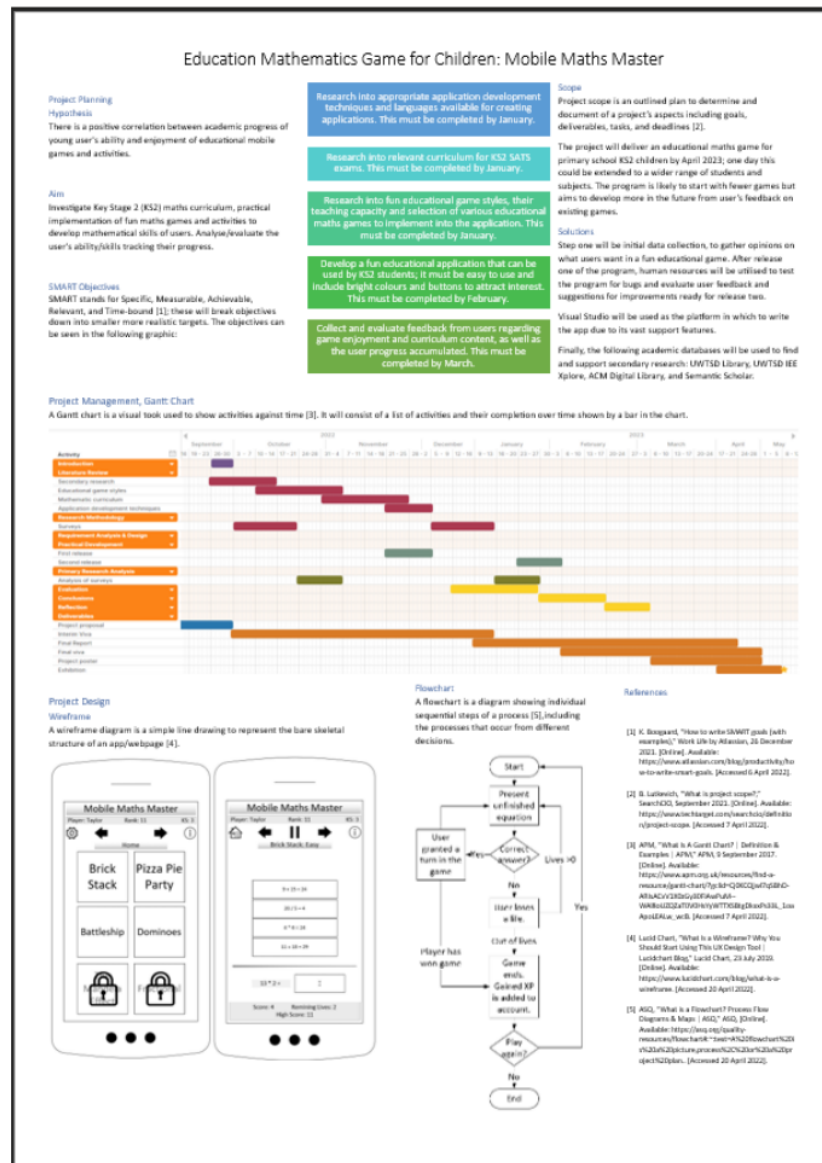
Qualitative

Qualitative data asks subjects 'how/why do you feel this about X?' to gather opinions of the test subject; it comes in the form of anything that except numbers, such as interviews, documents, survey responses, images, etc. It takes longer to gather and analyse this data, but it provides more information on the perspective of users to help make relevant improvements.

"Qualitative research focuses on words, descriptions, concepts or ideas" [6]

Task 2 – Project Management

Education Mathematics Game for Children Poster



Poster Content

Gantt chart: <https://plan.tomsp planner.com/#doc=svvBLbnNpCBfzGPKLIGC>

Wireframes: https://uowtsd-my.sharepoint.com/:u:/g/personal/2008862_student_uowtsd_ac_uk/EVBBmhCCA5NlvMy5yqP7uFgBotskmvE7r6ypSYAb57z81w?e=I98Y65

Flowchart: https://uowtsd-my.sharepoint.com/:u:/g/personal/2008862_student_uowtsd_ac_uk/EVA_Wqz6Nj5Pg5ABU-7VlpcBG10cfCBuVPso2U63Ttl0ew?e=LVSuRS

Task 3 – Project Reflection

The screenshot shows a OneNote application window titled "T3 Project Reflection - OneNote". The interface includes a ribbon with tabs for File, Home, Insert, Draw, History, Review, View, Help, and Learning Tools. Below the ribbon, the document is titled "T3 Project Reflection" and dated "05 April 2022" at "10:29 AM". The document content is organized into sections: "New Skills", "Impact on Society", and "Challenges".

New Skills

Firstly, this project will require learning how to create mobile apps, including the design, writing in the chosen programming language and applying methodologies, and the processes of releasing the app onto the relevant mobile OS store [17].

Additionally, the process of collecting and analysing data will improve on analytical skills especially when applying descriptive analysis, drawing conclusions into inferential analysis.

Furthermore, this project will also develop the writer of this report's teaching skills as they have some teaching skills and experience, but is also interested in a teaching career in the future.

Impact on Society

This application will foremost educate young children in their mathematical studies, which is considered to be a core skill (along with English, Science, and Computing); teaching today's youth gives them the possibility for a better future [18]. Moreover, the importance of making education fun increases enjoyment of the subject, which will encourage these students to try their best to beat their high score and improve their skills. It is a fact that having fun through learning has a positive influence on learners:

"fun has a positive effect on motivation levels, determining what we learn and how much we retain." [19]

A secondary positive impact of this application is it is non-paper based learning, therefore having a positive impact on the environment due to the reduced CO2 emissions released from turning wood into paper, and from lack of trees performing photosynthesis [20].

Challenges

The biggest challenge in this project is the time constraint. Should the writer find they are running out of time, the program will unfortunately lack all the desired functions, leading to missing features, incomplete games, and increased chances of bugs due to rushing. These can be mitigated by following the software development cycle: planning, analysis, design, implementation, testing, and maintenance [21]. By regular testing, and well-planned program making good use of classes and functions, the application should be completed to a good standard before the deadline.

Furthermore, the writer may find the development process a challenge due to lack of knowledge in developing programs and the relevant programming languages; This could lead to issues with the application working on the chosen technology. This issues can be mitigated with research, planning, testing, and troubleshooting.

FINAL GRADE

GENERAL COMMENTS

91 / 100

Instructor

Total:		91
1. Engagement with Literature Skills:		
+ Good use of citations & a relevant well formatted reference list.	20	20
2. Knowledge and Understanding Skills:		
+ Evidence of knowledge and skills learned covering: Qualitative & quantitative analysis, project planning (idea, objectives, scope, solution & resources), project management (Task schedule/Gantt chart), & design methods documented. Good. – Scope could also refer to the time/timeline of the project	20	19
3. Cognitive and Intellectual Skills:		
+ Good evidence of qualitative & quantitative analysis methods documented. – Reference could be made to a chosen project/research area.	20	17
4. Practical Application Skills:		
Poster: + Poster presentation quite good. + Balance between text and images/illustration/diagram. – Indication of reading flow could be included using e.g. numbers or arrows. And structure enhanced between different poster sections. Gantt chart: + Gantt chart is clearly structured, easy to read and well presented. Project Design: + 2 pieces of design work related to the practical element	20	17

of the project have been created and documented. Good.		
5. Transferable Skills for Life and Professional Practice:		
New skills: + Potential to develop new skills clearly documented. Positive impact: Project's positive impact on society clearly described. Risks/contingencies: Some potential challenges identified, and contingencies documented. Word submission document, e-portfolio and content: + Accessible, easy to use, clearly formatted & structured.	20	18

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