

Assignment1

by Volodymyr Kovalenko

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Introduction: - In this assignment I would like to talk about how technological Innovation, and the Innovation I would like to talk about would be the 5G innovation and the use of the internet in general.

Portfolio link: <https://vladimirkovaler12333.myportfolio.com/>

Qualitative & quantitative analysis:

Qualitative

What qualitative analysis is the use of the subjective use of the common-sense data that is gathered during analysing company's value or expectations of non-quantifiable information, basically what it means is that a company would analyse the data based on the quality of the information instead of the quantity of it, the information that would be processed is going to be something along the lines of management expertise. As an example, if the company would be processing the Data that they have gathered during 5G launch they would rely qualitative expertise of the other people, and they would more rely on the quality of the answers rather relying on the quantity.

Another way of how qualitative data can be used for the 5G analysis is through the feedback that is received from the users and testers of the 5G that would consist of how much they liked or didn't like 5g, as will be shown below where the person has posted his opinion about the 5G and the how it has impacted his/her life

<https://edition.cnn.com/2019/08/09/tech/5g-review/index.html>

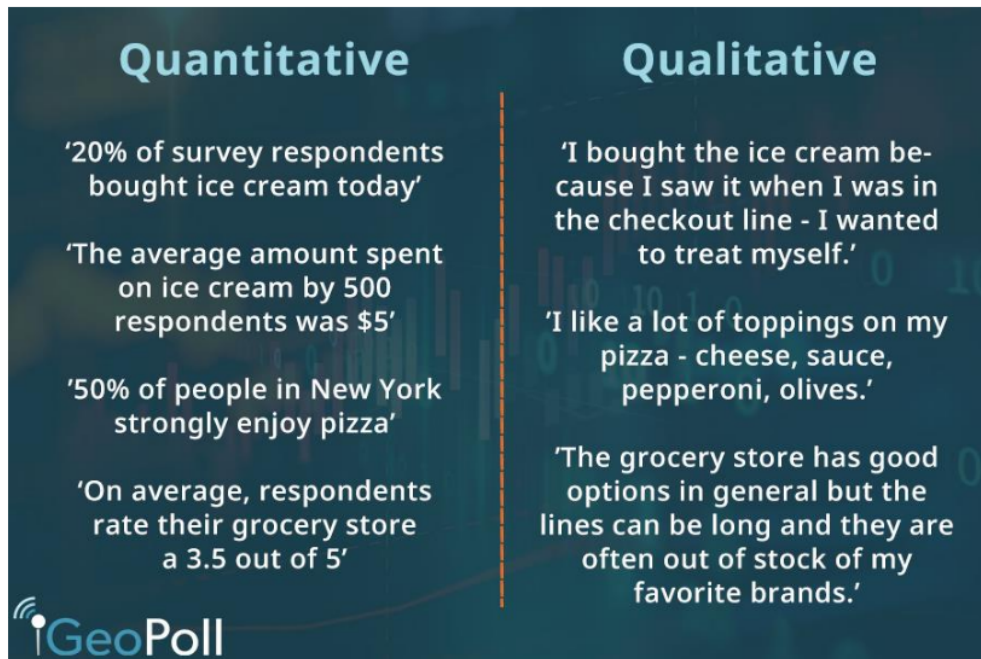
Quantitative

Quite on the contrary quantitative analysis is different qualitative analysis in the way that it uses the data such as facts, statistics and other data that is involved around numbers is being used in order to identify and analyse the quantitative data. As on the website below, I will show what facts and statistics I meant when using quantitative data

<https://www.marketwatch.com/press-release/data-sheet-on-5g-market-research-report-2021-global-industry-size-share-in-depth-qualitative-insights-explosive-growth-opportunity-and-regional-analysis-forecast-to-2030-2022-01-25>

Based on the research/report that has been done Kenneth on the website above, the person is able to see by how much has the 5G grown in terms it's revenue and general usage amongst the users, seeing different factual data whereas an example different Asian countries where able to adapt to the use of the 5g market quicker than the other countries across the globe.

In conclusion, based on the 2 example that I have provided above the user can identify the difference between the qualitative & quantitative analysis and how it aids in the improvement or judgement towards the 5g usage.

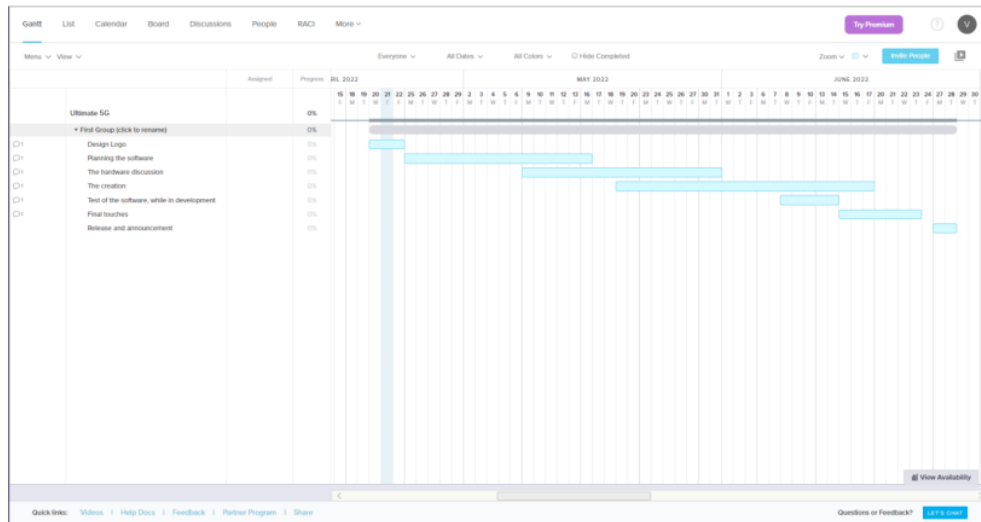


“5G Ultimate” project

The project I would like to build is going to be based on the software type or the hardware that would allow to run 5G on devices that are much older than new generation telephones, smartphones, tablets and others, the reason why I would like to promote this idea is to allow many other people to enjoy the services of the 5G outside of the home comfort, in which will enable people to access different type media, software and other way easier and quicker.

It would be hard to say to what hardware is needed in order to make the 5G work on all the smartphones and other, in my opinion what is needed is each and other smartphone chip from different companies such as Apple, Huawei, Samsung and other and try to implement the 5G into them and see what result it would bring.

5G ultimate Gantt chart



This is the chart that I have developed in order to aid with the production of my software, so first bits first I decided that the software needs to have a name, starting a platform on which, it will launch and work and finally the logo, that would show to who this software would be belonging.

After the completion of the previously mentioned bits, I decided that it would be time to start Planning the software in terms of what is going to be going the software, on which platform would it be best to launch. First, the budget required to run the software and lots of other bits. Since it is quite a large task, I decided to give a duration of a few weeks in order to get all the bits together.

Then after planning of the software has been decided, I chose to look at the hardware requirement that would be needed to consider if I would like to make this software work on the other platforms, devices and other, so for example what chip, CPU and other does as an example iPhone 6 does, that does not allow the usage of the 5G, unlike for example iPhone 12, and work towards changing that. Just like with planning since it is quite a sophisticated progress, I gave 2-3 weeks into development and testing with the hardware element.

Then again, after throughout examination with the planning of what software would do, who would target and how would it work and help. Similarly, with hardware where the idea would be trying to identify of how to bypass the use of the 5G on to much older smartphones and devices in general, with a throughout thought I decided that it would be time to start implementing all the bits and elements and combine them together into one working piece of the software. Since it is the biggest, the task I gave the duration of the completion of this task to approximately over a month and a week, to see where the progression would lead to.

Next thing on the list, would be after 75% into the progressive month, I decided that it would be wise to create a group of so-called beta testers in order to see, what is working, what needs to be improved, what isn't working and other bits and pieces that would be essential to discover before the launch of the software to the public use. As this is shouldn't require too much time to do, I gave it only around 4-5 days for the completion.

Additionally, after the beta testing would be complete and report given to see where the improvement needs to be done and what is working, I decided before the launch of the software it would be wise to run through some patches and fixes in order to give a complete product, and since

also isn't the biggest thing, I gave the completion from 4-5 days. Finally, after throughout look and testing, I have announced when the product will be launched and which platform would be used on, and from there the project can grow into a bigger piece.

Requirements:

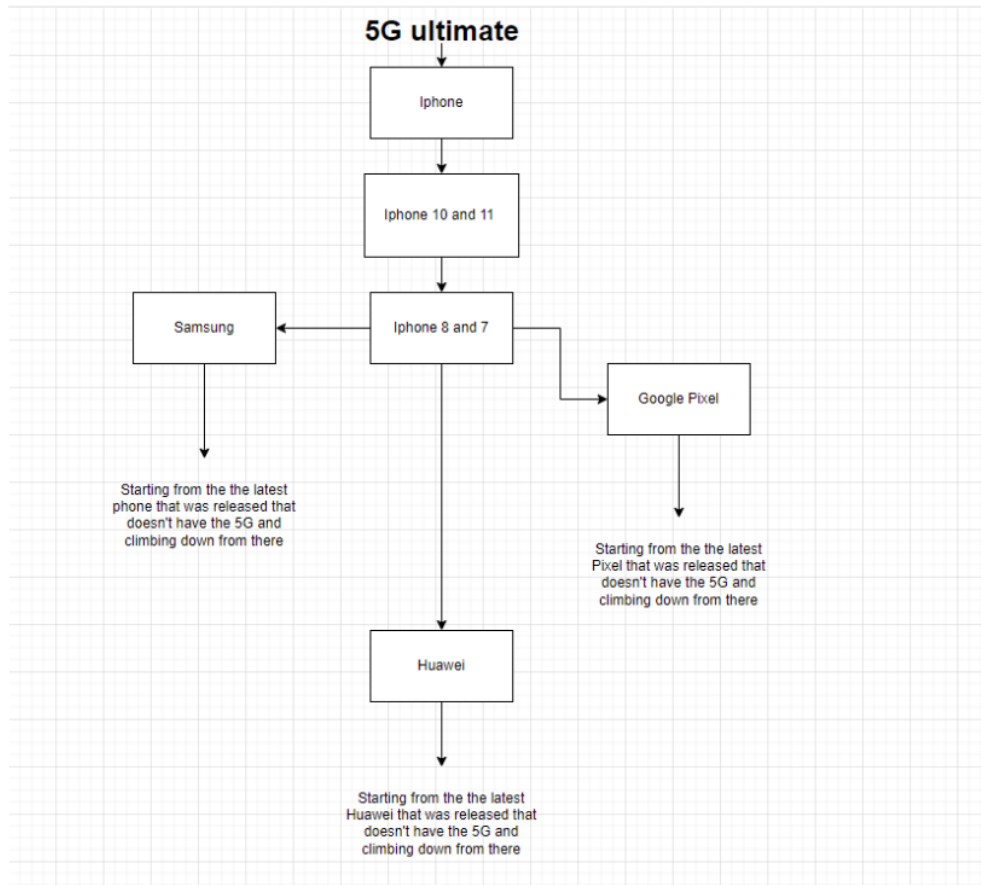
Mobile/tablets requirements:

For the mobile requirements, there isn't too much to be said, as in the launch the software would be able to be accessed by certain models, and from there it would gradually progress and be accessible to the other phones of an older brand. But, iPhone 8, X, 11 and the other versions would be suitable, and with gradual growth it would be accessible to other phones and other brands. On the other hands tablets would be different since they are a bit more advanced and have better specs, so the software/app would be accessible to every single tablet on the Apple brand and then with growth, I am planning to expand it to other platforms in the future too.

Laptop requirements:

The software would be accessible to all laptops if they meet the requirements, starting from Intel Core Processor i5-2400, the reason why I have picked this CPU, is because it supports the software and it is a cheapest option out there. And for the GPU I picked ASUS GTX 650, as the software would be compatible with the Adobe products, and as result would be able to run it, to do different graphical design and other.

Flowchart sketch



Project reflection

The use of the 5G to develop skills

First of all, the reason, why I have picked 5G in the first place is because the G series has been expanding over the years and will carry on expand even further, and just like that 5G has become almost an essential in our life due to the fact, that everyone uses the internet these days and the Wi-Fi isn't as easy to find or access, the 5G does the job quite well by providing the ability to access the internet outside of the comfort home. Which brings me to the question, to how would the 5G exactly help with the developing new skills?

Basically, the way that I find of how 5G would develop skills is by having access to the internet outside of the house, which then would allow me to develop different type of skills regardless of where I would be located, which I say is the big benefit, as I could learn and access different tools and programs outside of the work without the getting washed up. Also, it doesn't necessarily have to be resolved around the usage of the software to develop skills, with how 5G is I am also able to watch different videos or read the books to strengthen a certain idea, skill or just learn something in general. And that is the way that I would utilise the 5G in order to develop or learn new skills.

The positive contribution of the developed skills

The skills that I would develop using the 5G would differ from situation and the likewise will impact differently on the society, for example if I would contribute my time to learn skills on how to do plumbing, electricity or related to this assignment IT skills, then I could use these skills in the working or public environment to help with different causes such as if the server go out, I could come in and fix the issue. Also, I could use the skills that I have learned in order to educate someone else on how to do it as well or develop the course in which I can show on how to certain things on the software or hardware wise, with the help with of the 5G.

Potential challenges that can come across of using 5G

The potential challenge that is possible to face while trying to use the 5G would be its availability as it is not accessible on all the devices which can be a big issue, for some people that would like to access the 5G on their phone as it is bound to a newer technology. This is another reason why I decided to pick the 5G as I would like to promote the idea of having the 5G on the older phones too, as it is quite a problem that only the newer versions have access to the 5G, as they are quite pricy and not available to all people.

Assignment1

GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

32/100

Instructor

Total:		32
1. Engagement with Literature Skills:		
- No use of IEEE citations. - No formatted IEEE reference list. Some evidence of informal citations included. IMPORTANT NOTE: You will be penalised heavily for not IEEE at L5/Yr2 and L6/Yr3. In case you have not studied the L4 Learning in the Digital Era module. Please refer to the IEEE guidebook here: https://uwtsd.ac.uk/media/uwtsd-website/content-assets/documents/library-and-learning-resources/infoskills/IEEE-eng_v.1.2.pdf .	20	1
2. Knowledge and Understanding Skills:		
+ Qualitative data explained. – could be clearer. And Qualitative analysis methods documented. + Evidence of project planning, project management & design methods documented. – Careful with the scope of the project, be sure you are able to design, acquire the required resources and implement a solution within the timeframe. Note: Consider undertaking a project that would help you to develop practical Computing skills. Perhaps related to one of the module you are studying and enjoy.	20	10
3. Cognitive and Intellectual Skills:		
+ Some evidence of qualitative &	20	8

quantitative data analysis documented. – could be extended to analyse additional qualitative & quantitative ‘analysis’ methods. + Reference made to a chosen project/research area.		
4. Practical Application Skills:		
Poster: - No poster created. Gantt chart: + Gantt chart is clearly structured, easy to read and well presented. – The months are not visible in the portfolio. – Gantt chart timescale could map to the L6 project timeframe and include key milestones related to the L6 project assessment stages. Project Design: + 1 piece of design work (flowchart) created and documented. – could relate to a hardware or software design. – A more formal Requirement specification could be included, please see slide deck on Moodle for example.	20	8
5. Transferable Skills for Life and Professional Practice:		
New skills: The specific skills that would be learned from undertaking the project is not clearly documented. Positive impact: Project’s positive impact on society could be more specifically documented. Risks/contingencies: Specific potential risks in undertaking a L6 project are not clearly documented. Word submission document, e-portfolio and content: + Accessible. + Word submission document includes evidence of task answers (whole answers). – Incomplete, not all task answers are included. + Spelling/grammar errors.	20	5

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