GIVING FEEDBACK

INTRODUCTION: I've not only received feedback from peers and teachers but also personally given feedback whenever it was asked from me especially from my teammates.

HOW I DO IT: We made it clear in the team charter that everybody gets to give proper and professional criticism and/or feedback. I have mainly given feedback while having a conversation and them asking me something or via WhatsApp chats. I won't share these as proofs since they can contain private info but there's one document I can show as evidence: **Abigail's version of the project plan for Belco project.**

Here's a link to the project plan:

[https://stichtingfontys-my.sharepoint.com/:w:/r/personal/543405_student_fontys_nl/_layouts/15/Doc.aspx?sourcedoc=%7B031954ED-2A74-42EA-8644-F27E74AB5441%7D&file=Project%20Plan%20UX%20design.docx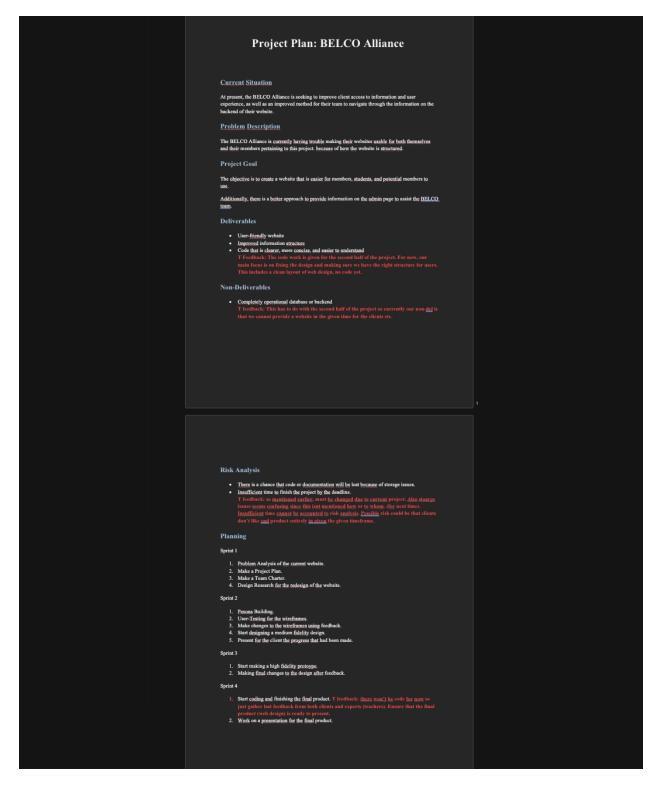&action=default&mobileredirect=true](https://stichtingfontys-my.sharepoint.com/:w:/r/personal/543405_student_fontys_nl/_layouts/15/Doc.aspx?sourcedoc=%7B031954ED-2A74-42EA-8644-F27E74AB5441%7D&file=Project%20Plan%20UX%20design.docx&action=default&mobileredirect=true)

As you can see Abi had made a project plan and asked us to review it for further fixations or approval. The rest did not seem to have noticed much but I added my **feedback in Red** with my initial following with the feedback. I showed some of this feedback to Chris for which he agreed with me, so I knew I wasn't on the wrong path when stating my view on the project plan. I notified Abi about this matter and cleared her slight misunderstanding too.

REFLECTION: Learning to give feedback to your peers is as crucial as receiving feedback. This develops their growth in any way possible and there is a way of doing it. I do know that I am just a first-year student and cannot give best feedback right now but the more I get the hang of it the more I treat my feedback given to someone as valuable and as a professional insight rather than just how I see it. It is always useful for any aspect of your own or someone else's work.

in case the link doesn't work, here's a screenshot:

Project Plan: BELCO Alliance

Current Situation

At present, the BELCO Alliance is seeking to improve client access to information and user experience, as well as an improved method for their team to navigate through the information on the backend of their website.

Problem Description

The BELCO Alliance is currently having trouble making their websites usable for both themselves and their members pertaining to this project, because of how the website is structured.

Project Goal

The objective is to create a website that is easier for members, students, and potential members to use.

Additionally, there is a better approach to provide information on the admin page to assist the BELCO team.

Deliverables

- User-friendly website
- Improved information structure
- Code that is clearer, more concise, and easier to understand
  T Feedback: The code work is given for the second half of the project. For now, our main focus is on fixing the design and making sure we have the right structure for users. This includes a clean layout of web design, no code yet.

Non-Deliverables

- Completely operational database or backend
  T feedback: This has to do with the second half of the project so currently our non-del is that we cannot provide a website in the given time for the clients etc.

Risk Analysis

- There is a chance that code or documentation will be lost because of storage issues.
- Insufficient time to finish the project by the deadline.
  T feedback: as mentioned earlier, must be changed due to current project. Also stoarge issues seems confusing since this isnt mentioned how or to whom. (for next time). Insufficient time cannot be accounted to risk analysis. Possible risk could be that clients don't like end product entirely in given the given timeframe.

Planning

Sprint 1

1. Problem Analysis of the current website.
2. Make a Project Plan.
3. Make a Team Charter.
4. Design Research for the redesign of the website.

Sprint 2

1. Pesona Building.
2. User-Testing for the wireframes.
3. Make changes to the wireframes using feedback.
4. Start designing a medium fidelity design.
5. Present for the client the progress that had been made.

Sprint 3

1. Start making a high fidelity prototype.
2. Making final changes to the design after feedback.

Sprint 4

1. Start coding and finishing the final product. T feedback: there won't be code for now so just gather last feedback from both clients and experts (teachers). Ensure that the final product (web design) is ready to present.
2. Work on a presentation for the final product.

FIGMA BUBBLES:

Another proof of feedback is how I've given my **comment bubbles feedback on Figma** for the Belco group project. Of course, once I started the rest of the group took note and we

used a lot of bubble comments on each other's work for peer feedback. This was not only deemed useful and efficient since u can point exactly where the feedback is given and by who but also interactive since all members can participate and even add more on someone else's feedback if they agree or disagree instead of WhatsApp or verbal communication.

You can see an example here:

https://www.figma.com/design/h1HcyYYeLHspVdMG3mz2Nn?node-id=316-3#1210404738

CONCLUSION AND REFLECTION:

Naturally this way of giving feedback not only backs up that I have the initiative of trying new ways (comment bubbles) for our peers to actively engage but also receive and provide proper feedback. It is not just for fun or to make sure we have an amount but rather to genuinely allow a person to see my point of view and maybe have them think differently and get them closer towards their growing journey. Giving feedback is important and learning how to give proper feedback is also important so I make sure that even when I am giving feedback to someone, I discuss within the group to also see what others think about it. This is an essential way of development for a person, and I will continue to do so.