**Evaluate**

v      Include the feedback received from your testers /user in proper format.

The feedback that I received about the video that I made is that my video is pretty interesting. But I need more pictures in the video because I only use some interesting fonts. The almost all of the fonts in this video are different so that thing make the one who watch this video not bored. Overall, my video is interesting and actually my aim in this project is to make an interesting video. However, I also received a negative feedback about the video. They said that the video needs more pictures in it and it is a bit long.

v      Analyze the results of questionnaires if any used for testing your product / solution.

**Survey Questions:**

1. Do you know what this video is about? A. Yes B. No
2. Do you think the the videos are long enough? A. Yes B. No
3. Do you think the video is pretty interesting? A. Yes B. No

From the 25 people that I surveyed, 20 answered my survey question, and all of them said they understand what the video is telling them about, which is about a fitness program and the fitness equipment. Almost everyone said that the video is a bit too long. A lot of people said that it is interesting enough already, I just need to put some more pictures.

v      Include a detailed evaluation of your own performance at each stage of the design cycle by discussing the strengths and weaknesses of each stage. Include your observations on how each stage could be improved.

**Investigate**

In this step, I investigate about what exactly is the media that they preferred for the advertisement. They tend to watch TV channels all the time. Then, the exact media that I need to make the advertisement is a movie or video. This step has helped me to understand more about how to make an interesting video and this is a very important step because through this step I can understand more and deeper about the problem and find a way to solve it. This step is like the base of everything in this project where we gather information, knowledge, and technique to make a good result of video, like what online website are we going to use, what needs to be inside the video so that the target audience would like it, etc. From the survey and my research, design specification is made which later will be used for surveying people when this project is done. It is also an aim that I will try to achieve so that I can do my best. Overall, this step is really important because all started from this step. Without this step we cannot achieve the best result and we don’t know what to do in the next step.

I can improve this step by not only explaining the problem but also to state it so that the mark I got can also improve. I also have to be careful in choosing my design specification so that what I write can be tested later. One of the design spec that I write cannot be tested and it is considered as not important. Later, I have to also write a testing method so that this step will be complete and full mark can be achieved.

Strength

* This step is the step where I gather many important information about the real life problem relating to media they preferred which I can solve
* I get a lot of knowledge about video making and how to use Imovie because of the research
* I got to know about the basic things of video which later becomes a goal for me to make teenagers judge my project
* Make design specification, which becomes an aim for me to make this project successful

Weakness

* The weakness of this step is that we have to find the right website and use appropriate resources contains the information I am looking and it takes a long time for this step.

**Design**

In this step, I make a lot of design of the video and also other media like posters. I make 6 designs and among them there is the best out of all designs. I match each one of them to my design specification and they have different result. Among them, I found a design that matched the design specification. This step has helped me to brainstorm for my project that will be made later, and make best design among all so this step is helping me to achieve the greatest result. Without this step, I cannot make a good video because if I directly make the video I cannot really tell whether it’s the best or not and the result will not be a good result.

I can improve this step by being careful when doing the evaluation of the best design that I have made. I realize the mistake that I made, the explanation that I gave below the table of evaluation in this step does not match with the table so it cannot be qualified as a good evaluation.

Strength

* Helped to make a great design of video, allows us to practice making a video for starter, and help us to choose the best design to make the project successful. In this step, I got to brainstorm a lot of creative design which help me to know what kind of website can be classified as good

Weakness

* To get a full score, we have to make at least 7 design. To make a lot of design is not a simple matter because you have to think over and over again to create a good design. Moreover, it has to be different from one another. This takes a lot of time.

**Planning**

In this step, I made a plan about steps of the creating of the video, also the duration and date of each steps. I made the plan as detailed as possible so that not only me can understand it but also other people. This step helped me to predict what will I do late which make things easier for creating phase because I already know what I am going to do, I do not have to waste time thinking about what I’m going to do.

I can improve this step by really thinking about the steps that I will do so that there will be not many changes that I make in the next step, so that all can go according to what’s planned. I have many changes because I don’t really think about the steps that I write.

Strength

* The strength of this step is that it’s really useful and makes things easier for the next step that I will do which is create
* It helps us to act according to what’s planned and learn to work as the duration planned so we won’t have to think about what to do

Weakness

* Even if we make a detailed one, not all people can understand this plan because they have to know the basic things of how to make a video. They cannot understand the plan unless they know how to use it.

**Create**

This is the step where I make my project by following the plan that has been made before this step. In this step, it’s better to follow the plan because by doing that, we have proven that the plan that we’ve made is a good plan. Without this step, nothing will be achieved so this step is the most important step. If there is no creating step, all the steps and things that I did before this step will be meaningless because all information that I have gathered is all for this step so that a good project can be created. This step has leads me to my goal which is making a video. This step has helped me to make the video and some changes might occur in this step.

I can improve this step by doing what’s planned in the planning phase, I have to try to not making too many changes and act according to what’s planned. Too many changes will not be great.

Strength

-The strength of this step is that I think this step is the most important steps of all. Without this step, all steps that I have done before will be useless because the purpose of this project is to create the video.

Weakness

-The weakness of this step is that some changes might occurred in this step when we realize that our plan doesn’t match with the situation I am in which proved that my plan is not good enough

**Evaluation**

This step is the final step, which is to wrap all things I’ve done into a reflection. In this step we can learn to reflect back about all the things we do for example the mistakes, and things that should be improve. This step is used to learn about my mistakes, what should be improved, and think deeper from my product into the impact of it to other people and society. This step helps me to achieve my goal which is to determined whether my product meet the design specification or not. In other words, this step is also telling me whether my goal to make a good educational game is achieved or not. The problem I have found in making this project is the difficulty of making the video according to my planning. Since there are things that might pop up in our head to make a better way than our original design. I think I have used an appropriate technique because I did the basic things, which have to be used in making an educational game. If I can redo the project, I will change the plan by making each step has longer time to work because I realize that this is not an easy project, also I will spend more time to learn about making a video in order to make the video according to the feedback I received, it means that I am lacking of making a video.

Strength

This step is the last step, but this is a time for us to reflect back to our work. This step makes us consider our weakness and strength of our product. So that later on we will not do the same mistakes.

Weakness

When most people are lazy to answer the given survey, we can’t complete our work. When the feedbacks received don’t match with our project it will be troublesome because it shows that our work is lacking many things.

v      Compare your predicted time plan with the actual and give reasons for the changes

At a certain day, we did not follow our time plan because we don’t have enough time, but since our plan says finish other details, so it is still counted as following the plans that we made. So I think that we actually followed the time plan that we made.
v      Include a discussion on the impact of your product on you, others and/or the environment.

 The impact of the product to me is that I get to learn new skills and knowledge about how to create an interesting video, which is new to me. I also become more aware of selection of sources and collecting a good quality of information to make a good impact to people by watching the video. I also learn more about videos, like the technique of making the video more interesting.

 If others were to use my product, I think it would affect people by leading them to buy the equipment because the equipment is pretty good and also the advertisement is pretty interesting. I suppose they would be interested and also try telling the others about it so they would buy it. By seeing my video, people would be very encouraged to buy it because it is a good and simple equipment.

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| **EVALUATION ITEMS** | **1&2** | **3&4** | **5&6** |
| Product evaluation | Some attempt | Explain | State & Explain |
| Product testing | Some attempt | Based on design spec | Based on design spec & view of intended users |
| Performance evaluation | Some attempt | Yes, in appropriate form | Yes, in each steps of design cycle |
| Future Improvement | N/A | Product & Performance | Product & Performance |
| Evaluation of the product impact | Some attempt | Some attempt | On life, society and/or the environment |

|  |  |  |  |
| --- | --- | --- | --- |
| **EVALUATION ITEMS** | **1&2** | **3&4** | **5&6** |
| Product evaluation | Some attempt | Explain | State & Explain |
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| Performance evaluation | Some attempt | Yes, in appropriate form | Yes, in each steps of design cycle |
| Future Improvement | N/A | Product & Performance | Product & Performance |
| Evaluation of the product impact | Some attempt | Some attempt | On life, society and/or the environment |