Final Reflection: Pellissippi State EAP Training

Evaluation: Team Process & Individual Contribution

Considering most of us had no experience working on a project of this magnitude, I think we managed fairly well. Everyone was pretty responsible about work submission and managing his or her assigned sections. Everyone was also more than willing to volunteer for extra work or work outside his or her comfort zone, in order to ensure we all produced quality work. For my contribution, I covered several areas: Module 1, Module 6, and D2L quiz set up as well as repeated review for grammar and spelling errors. I also wrote the script for Darrell McGraw's introduction video. As I have worked with Camtasia, I was also able to offer the suggestion of Screencast.com to prevent issues with videos (dependent upon OS and browser). I also made sure to help my team members with any problems or issues they had with D2L or Camtasia.

Team Member Recommendations

Member 1:

- Start with providing structure at the onset of class

- Stop being unorganized.

- Continue providing real world opportunities.

Member 2:

- Start being more vocal in class.

- Stop forgetting to send email updates.

- Continue coming up with great ideas.

Member 3:

- Start being more diplomatic in responses to team members (even when irritated).

- Stop worrying about the little things.

- Continue being reliable, creative, and fun to work with.

Member 4:

- Start being more vocal.

- Stop second-guessing yourself.

- Continue being helpful, reliable, and knowledgeable.

Member 5:

- Start being more vocal.

- Stop neglecting your ability to create excellent photos!

- Continue being a creative, reliable team member!

Member 6:

- Start giving team members a chance to take the lead in class.

- Stop talking to people like they are idiots.

- Continue being dedicated to quality work.

Member 7:

- Start being more vocal.

- Stop overthinking things.

- Continue being a reliable and knowledgeable team member.

Reflection: Course Project & Team Experience

Although the course project and team experience had me stressed out for 80% of

the semester, I feel like it was an invaluable learning experience. Not only did I get an idea

of what instructional design entails, but I also learned that working as part of a team

requires good manners and a sturdy backbone. The most important thing I took from this

assignment was the importance of planning, consistency, and feedback - from users, from

teammates, and from the client. Planning kept us on track and ensured that each person

knew what his or her responsibilities were. Consistency ensured a quality product for the

client. Feedback highlighted where there were problems and confusion. Each of these

helped the teamwork towards the end product.

The team experience was good, for the most part. There were times when

communication was not great and when one person dominated the meetings, but most of

the time, everything went fairly smoothly. I found that most of my teammates were happy

to step up and help when needed. I also enjoyed how each person had different strengths

and experiences they were able to bring to the table. Regardless of the stress level and

group dissension, I think this class has been one of the best experiences thus far. It gave me

a real taste of what to expect in the field, helped me learn to be a better team player, and

allowed me to complete work that I am proud of.

Reflection: Course & Client Project Development Experience

I think more structure on the front end would have made the project less stressful.

In particular, a discussion of ADA compliance requirements, details (like style, font, etc.)

and structure (modules, quizzes, etc.) would have saved a lot of reworking. I understand

that adaptation is necessary and good ideas can spark change, but some things would have

been great to deal with at the beginning of the project. This may sound silly, but a guide

sheet would have been helpful. Maybe one that mapped out things to consider when

beginning the design process - font, compliance issues, colors, documentation and the like.

One aspect of the project that I neither liked nor appreciated was the scheduled face-to-

face meetings. As a true distance student, this was not something I could participate in.

While I was able meet virtually, it wasn't an ideal situation (poor sound quality, sketchy

internet service).