Final Project Report
5/7/19

Project Name: Mind Over Matter
Reporting Period: 3

The final project took 179.38 hours. We anticipated around 225.75 hours. The team believes the disparity was caused by better time management as well as utilizing more of a divide-and-conquer approach for the latter half of this project.

This team provided Recreational Sports with a dashboard that dynamically processes and analyzes survey data that McComas regularly collects so that management can make more informed and complete decisions when it comes to the gyms' improvement. The team also included a comprehensive roadmap for continuation of this project in the hopes that McComas gym will, one day, be able to provide a heatmap on their website to show gym utilization in real time. Because of the nature of this project no money was spent or gathered while pursuing our goal. That being said, our team did include in the roadmap suggestions for implementing real-time heatmapping McComas, some of which would require a significant investment on Recreational Sports behalf. All quotes are outlined in this roadmap.

This project's main issue was caused by the pivot from what it originally was scoped for. It was going to focus on gathering data in the efforts to show real time gym utilization via heat mapping on the McComas website. The team

anticipated this being a straight forward legacy project seeing as project teams in past semesters have been working toward the same goal, however the team didn't find enough structure nor direction for next steps. The team tried to pursue the heat mapping goal until it was concluded that the gym lacked the infrastructure for the project to be successful. Though the team was disappointed in the change of direction, it was decided that it was more important to provide Recreational Sports with something useful to them.

The team feels the project's pivot, while not initially seen as positive, gave way to strong deliverables and overall project. After discussing with the Sponsor it was concluded that the project would reincarnate itself as a data visualization project by processing survey data collected over the year to help management make decisions based on analyzed data rather than skimming through survey responses manually. The team also included a roadmap which is mentioned above to ensure that if other teams or McComas management wanted to go further with data visualization they had a more concrete means of doing so.

The team benefited from a healthy group dynamic with a wide variety of strengths represented by our members. While some were more technical leaning than others, all members came together and respected everyone's time and opinions throughout the duration of the project. Our team Project Manager, Stephanie Orozco, volunteered for the role at the beginning of the project and held reliable throughout the semester. She helped us to keep track in meetings, was our point of contact to the team's sponsor, and was a productive member of

the team. Stephanie really enjoyed leading the team because she felt that the team was very determined and hard working. The team worked well together and although she was given the leadership role, she feels that everyone on the team was a leader themselves. Stephanie does not see herself being a project manager in the near future, but would consider pursuing the career path in the years after.

Success for this project, as outlined in the scope statement, is a 9/10 rating from our project sponsor. We also outline success in our charter by stating, "The team's success relies on the ability to accurately and efficiently deliver deciphered data to Virginia Tech Recreational Sports for reporting and usage." As shown by Megan stated in our Customer Acceptance Form, "I'm excited to dig into the information they provided. It will help our department look at our data in a different way. It'll also help us have a roadmap for future work." She also provided us with a 9/10 rating. The team is happy she was pleased with the outcome and are all proud of their work.

This team didn't anticipate the original scope not working out. It was a hard to let go of original plans and face the hard truth that most of what work had been put in would be a wash. Thought as a hard lesson learned, it was a valuable one. If the team were to attack this project, or one similar to it, the members might not be so slow to change the project if it was starting to look infeasible. That being said, the line of infeasibility and a project merely seeming too difficult to approach is a thin one. Seeing as none of the members had done

anything like this, the time taken by the members to adjust seems appropriate for this instance. It would be easy to say that the team should've picked data visualization and the roadmap right off the bat instead of changing from the original heat mapping endeavor however the team accumulated valuable research from the original pursuit and should not be written off so easily.