Eric & Wendy Schmidt

#### **Data Science For Social Good**

**Summer Fellowship** 



# Agile, User Stories, and Wireframes

Lauren Haynes

# Learning objectives

- 1. Understand why usability and User Interface are important in Data Science for Social Good
- 2. Learn how to wireframe

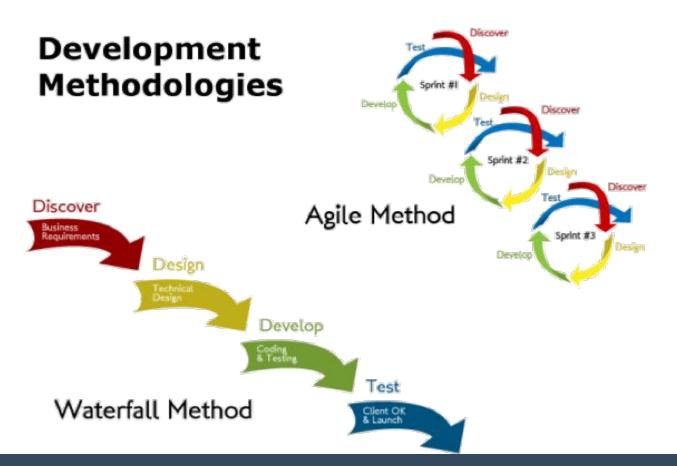
#### **Non- Profits:**

Limited Resources Empathy

High Touch/Relationships Social Issues

Limited Tech Skills

In non profits we are often solving problems for people who are not ourselves, or not like us



### **Agile Manifesto**

We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

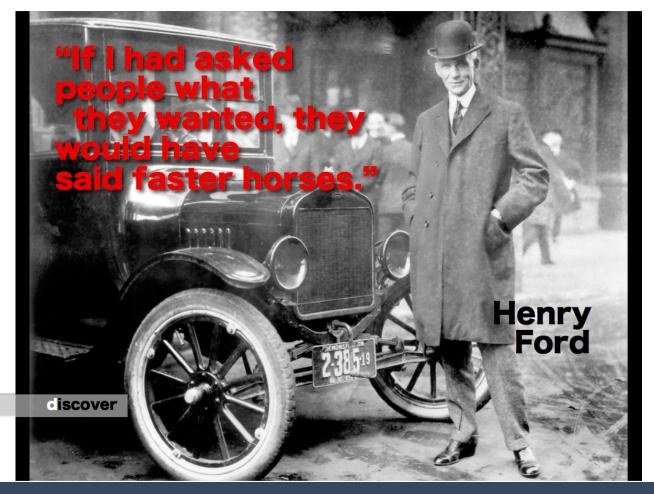
Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

# Waterfall Requirements

Requirement	Function	Priority	Stakeholder
The system must run on Windows 8	System	Тор	IT
The system must use Oauth to log in	Login	Тор	IT
The system must require the user to change their password every 3 months	Security	High	IT
The system must be cost effective	Business	Тор	CEO
The system must require passwords to have Capitals, numbers, special characters, wingdings, and roman numerals	Security	Critical	Some jerk in IT who read about best practices for banks even though you're at an NPO with no sensitive data
The system must be useable	Usability	Low	The Sad End User





# interview guidelines

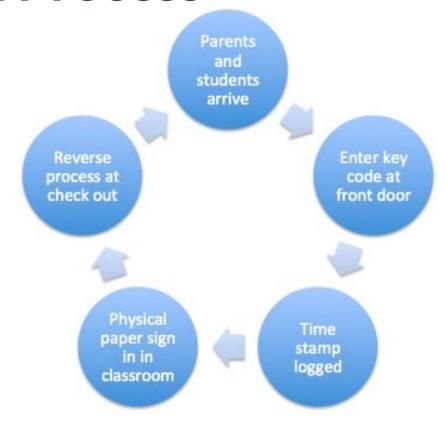


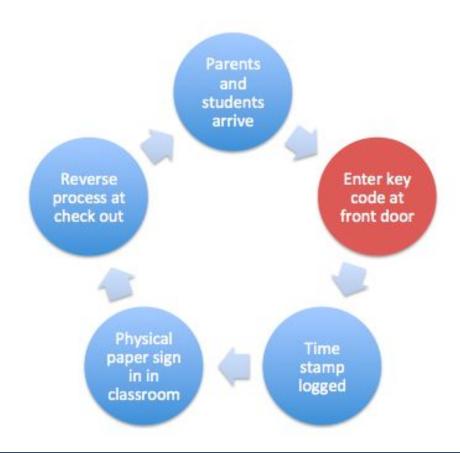
break ice explore facilitate probe listen listen listen

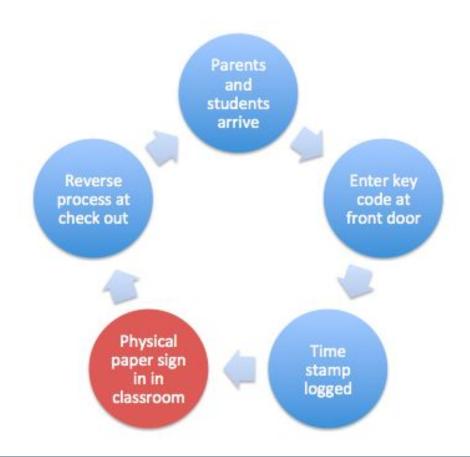
# **Data Collection & Usability**

- Research at the Ounce Dosage is important
- User Interface Design changes the data you have available
- People are involved at every step

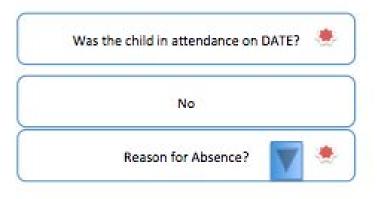
### **Check In Process**



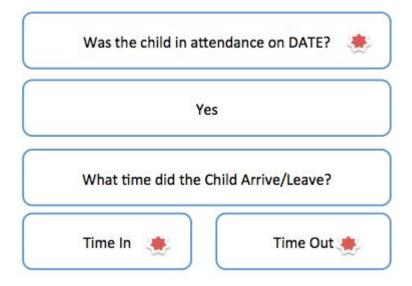


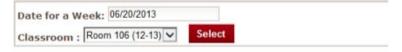


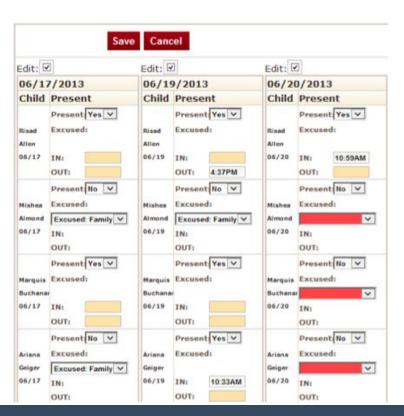
# Staff Attendance Form: Student Not in Classroom



# Staff Attendance Form: Student in Classroom

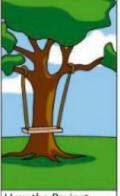








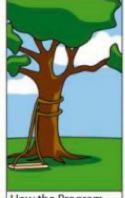
How the customer explained it



How the Project Leader understood it



How the Analyst designed it



How the Programmer wrote it



sultant described it



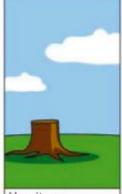
documented



What operations installed



was billed



How it was supported

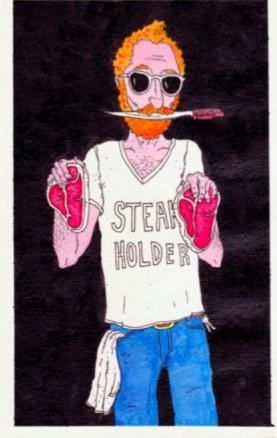


What the customer really needed

# Who are the stakeholders for the Ounce?

- Children
- Parents
- Teachers
- Gov't
- Tax payers
- Researchers
- Staff collecting data
- IT
- School administration

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by the

### **User Stories**

- •As a <type of user> I want to <describe action> so that <reason>
- •Ideally each stakeholder writes stories and prioritizes their own stories

#### **Useful For:**

- Product Development
- Project Management
- Project Scoping

### **Ounce User Stories**

- As a parent, I want to get my child in the classroom quickly so that I can get on to my day
- As a teacher, I want the system to involve minimal monitoring so that I can focus on the children
- As a security professional, I want the attendance process to keep people moving through the entry way so that I can keep the children safe
- As an EHS program, we require that the adult sign a paper attendance sign in form in the classroom so that we meet the EHS requirements

### **Ounce Solution**

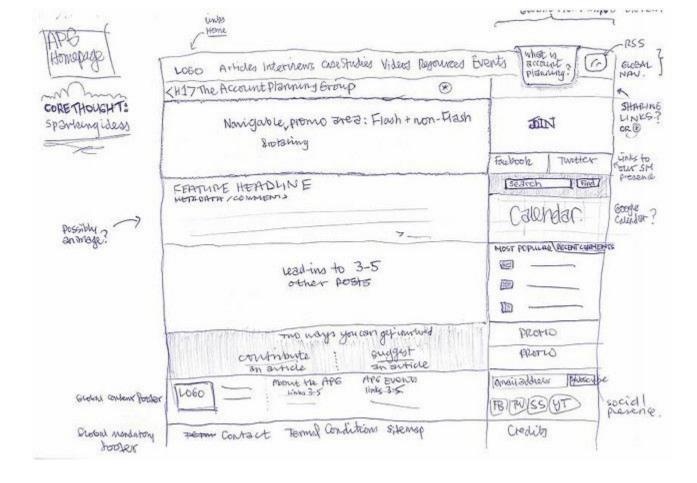
- Install off the shelf system (ChildPlus)
- •Install Barcode readers for attendance
- Lead Developer spec'd cheap computers
- Several months of configuration and unreliable uptime
- •What user stories were missing?

### **Example Stakeholders: Police**

### **Example User Stories: Police**

### Wireframes

- "Messier" is better people will give you more honest feedback if it feels like a WIP
- Tools :
  - White Boards
  - Pencil & Paper
  - Powerpoint
  - Balsamiq
  - InVision



# HOW TO BUILD A MINIMUM VIABLE PRODUCT NOT LIKE THIS

# Recommended Reading

