

# TUTORIAL 1 - GETTING TO KNOW YOU, YOUR GROUP, THE PROJECT AND THE UNIT

## A 10x10 grid of dots, consisting of 10 rows and 10 columns of small black dots. The dots are arranged in a regular, repeating pattern across the entire page.

- Introduction to the Tutorials
- Assessment structure
- The UCD Project Brief
- Teamwork and team formation
- Team Management Plan

• • • • •  
• • • • •

# Acknowledgement of Country

We respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the Traditional Owners of the land on which Swinburne's Australian campuses are located in Melbourne's east and outer-east, and pay our respect to their Elders past, present and emerging.

We are honoured to recognise our connection to Wurundjeri Country, history, culture, and spirituality through these locations, and strive to ensure that we operate in a manner that respects and honours the Elders and Ancestors of these lands.

We also respectfully acknowledge Swinburne's Aboriginal and Torres Strait Islander staff, students, alumni, partners and visitors.

We also acknowledge and respect the Traditional Owners of lands across Australia, their Elders, Ancestors, cultures, and heritage, and recognise the continuing sovereignties of all Aboriginal and Torres Strait Islander Nations.

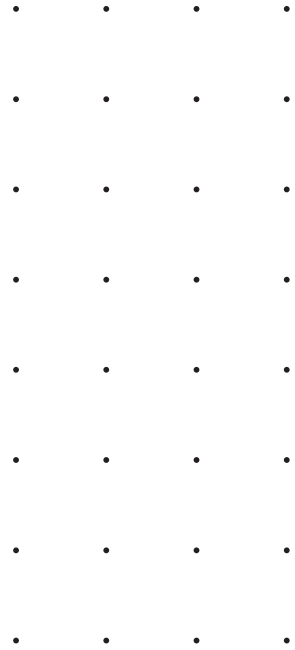
• •  
• •

• • • • • • • • • • • • • •  
• • • • • • • • • • • • • •



# Tutorial structure

1. Questions related to previous week's activities or other administration issues
2. Overview of Project activities to be completed in current week
  - [OPTIONAL: Review of content related to current Project activities]
3. Project Time:
  1. work on Project progress
  2. get feedback on project progress
4. Sneak peek at upcoming activities (if time)



# Schedule

## Tutorial 1 - Planning

- Meet teammates
- Analyse individual resources (skills, software and hardware)
- Start negotiating rules for teamwork (UCD 1: Teamwork Management Plan)
- Start to become familiar with the project

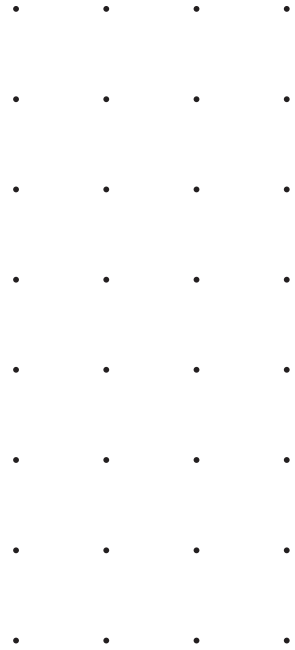
## Tutorial 2 - Preparing to work together

- Get to know team better, compare skills, timetables... will it work?
- Complete Teamwork Management Plan
- Become more familiar with the project
- Start UCD 2: Context of Use and Requirements

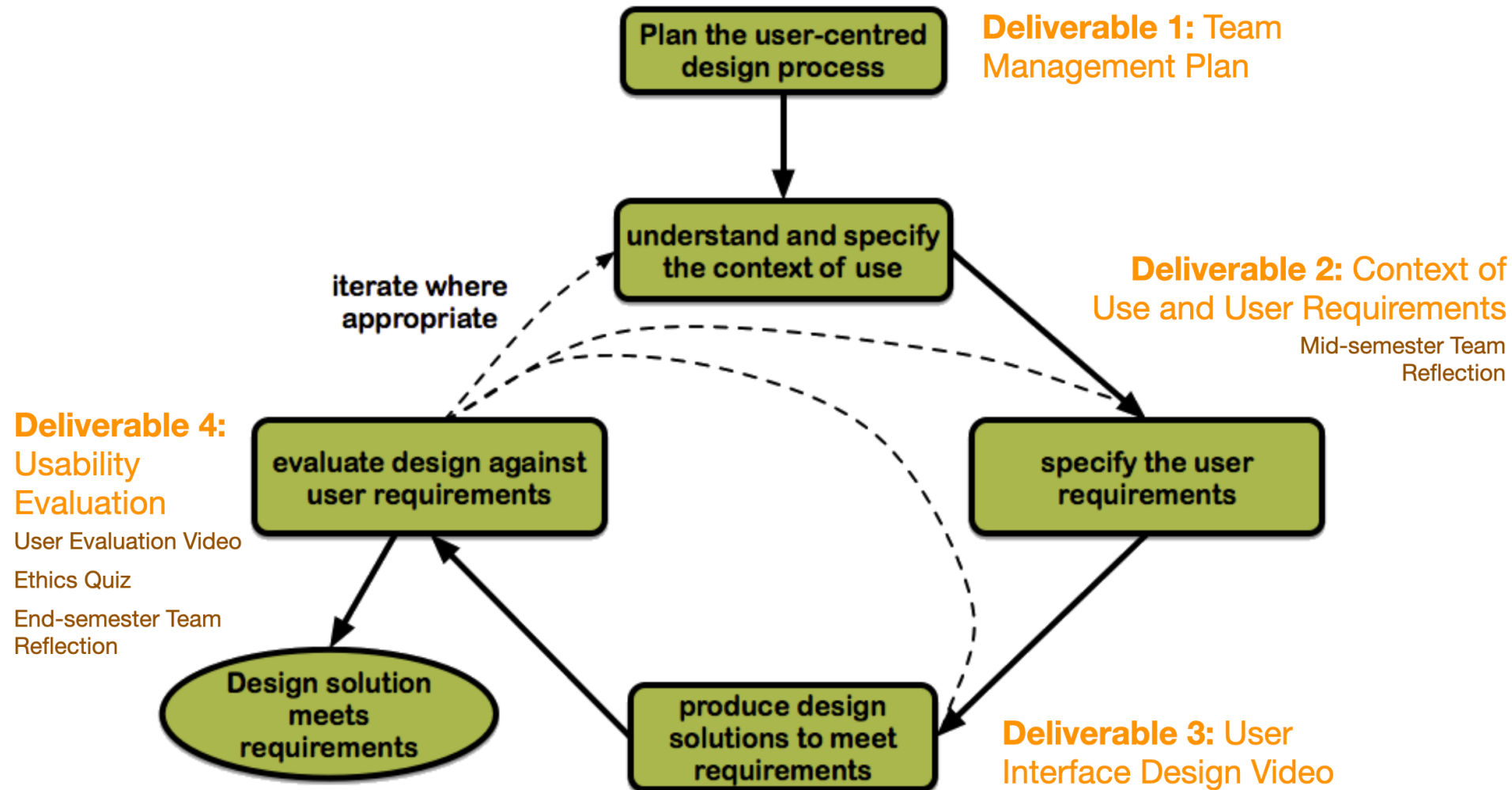
# UCD Project (Major Assessment Item)

Semester long UCD Project (3-4 students)

- scope, design, prototype and evaluate a user interface
- project activities and deliverables follow UCD Process



# UCD Process and Project Deliverables



# UCD Project up-coming assessment

## Due Sunday Week 2

- UCD 1: Team Management Plan (and Code of Conduct)



Extensions on request if team membership changes

## Due Sunday Week 5

- UCD 2: Context of Use and Requirements

# Wandering Detection App

Dementia is a condition related to ageing

- Decreased reasoning ability
- Memory issues

Early in early stages of dementia

- People are well physically
- Want to stay at home as long as possible

Wandering from home or getting lost is a problem

- Injury or death
- Stress on caregivers





# Wandering Detection App

The objective of this project is to prototype a system that allows caregivers of a person with early stage dementia to determine if the person with dementia wanders too far from their family home or into dangerous situations.



# Wandering Detection App

## Before next week:

- Background Reading
  - See Canvas/Modules/
- In particular:
  - how to refer to people with dementia
  - the problem of wandering

# Key Project Deliverable: User Interface Prototype

## Due Week 8

- Prototypes for exploring and testing design ideas
- Prototypes do not require programming!



# User Interface Prototype

Student Information

Help

Student Number: 789-567-234

FirstName:

Middle:

Surname:

Salutation:

Date First Enrolled: June 14 2003

Seminars:

Seminar	Term	Mark	Status
CSC 100 Intro to CS	Fall 2003	A+	Passed
CSC 200 Intro to AM	Fall 2003	A	Passed
CSC 203 Advanced AM	Spring 2004	-	Enrolled

Add a Seminar

Help

Seminar Number:

Name:

Results

Seminar	Term	Sets/Avail	Professor
CSC 250 Agile Techniques	Fall 2004	4	Smith, J.
CSC 300 Agile EUP	Spring 2005	17	Jones, S.
CSC 310 Agile Database techniques	Spring 2004	0	Johnson, M.

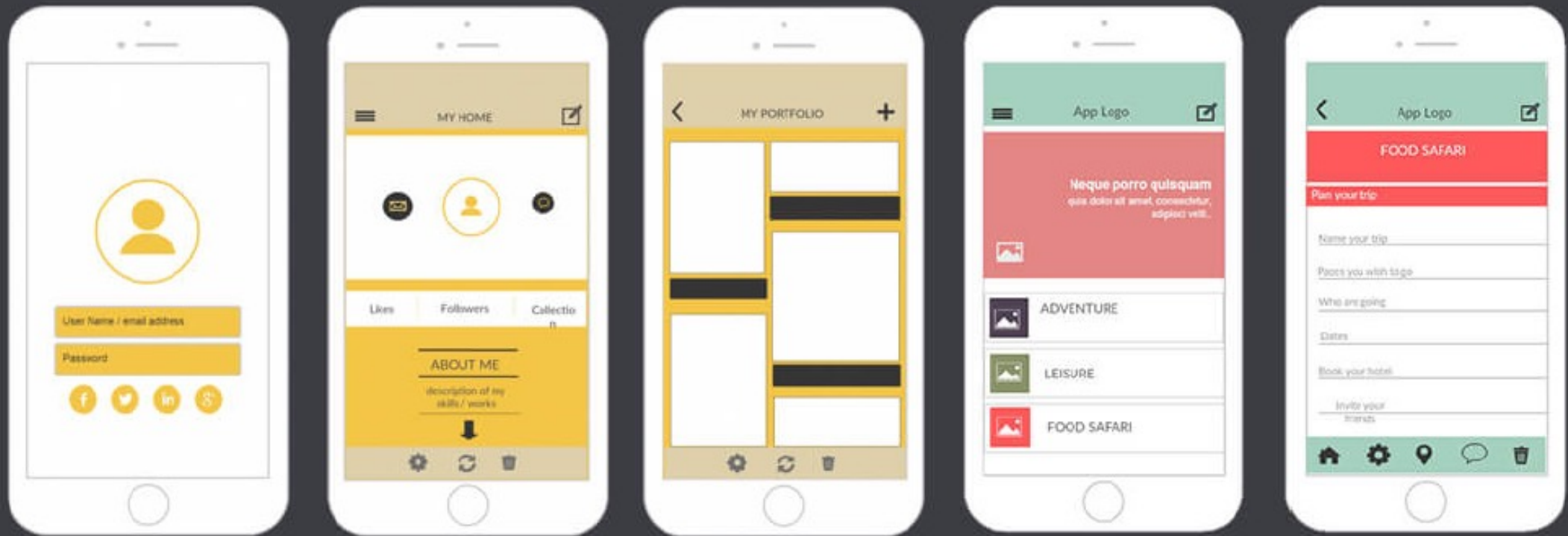
Course description:

CSC 310 Agile Database Techniques

This course describes evolutionary development strategies for data oriented development. See [www.agiledb.org](http://www.agiledb.org) for details.

This course currently has 39 people waitlisted for it.

# Mid-Fidelity Prototype



# Prototyping tools



Figma



Adobe XD



PowerPoint

...plus many more.

When choosing a tool:

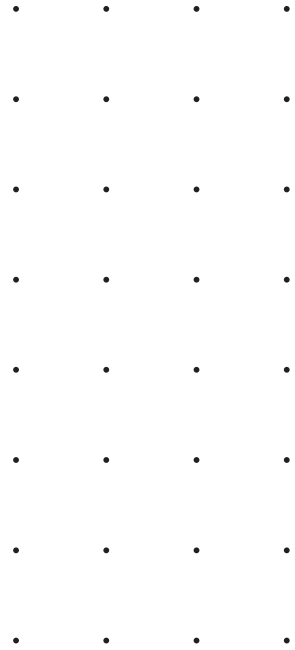
- ease of use
- utility (linking, UI libraries, masters)
- skill development

Prototyping starts:  
Week 5



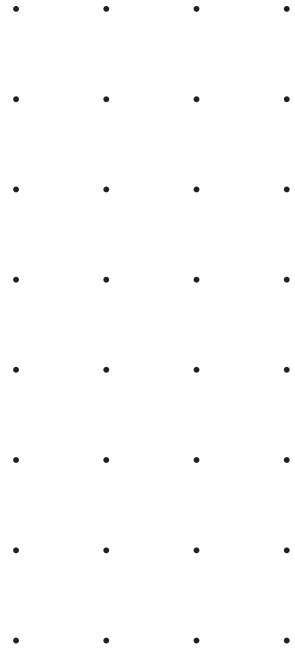
# How do I do well in the project?

Woops, wrong picture....



How do I do well in the project?

Woops, wrong question....





How do **we** do well in the project?



# Team Formation

What is the best method of forming student teams?



# Team Formation

Introduce your self to your new group members...

- preferred name and pronoun, degree/major, interests and hobbies...
- email address

Set up communication and document sharing:

- chat group
- shared drives

Shared timetable:

- when and where will you meet?

# Team Management Plan



What are we trying to achieve?



Who is good at what? How can we help each other?



How will we know who needs to do what and when?

# Good Teamwork



Brainstorm 5+ guidelines for successful teamwork



Each team presents a short list to the class

# UCD 1: Team Management Plan



Due Sunday  
Week 2



## Management Plan

- Title
- Acknowledgment of Country and **Contribution statements**
- Background and **Background Research**
- Team profile
- Task management
- Document management
- Communication

## Code of Conduct

- Agreement about expected team behaviours

# Team Stand-ups

## Due Weekly

- Short (2-3 min) oral report given to tutor
  - What have you done since last week?
  - What do you plan to complete before next week?
- What obstacles are you facing in completing your work?
- Take turns (i.e., different team member does stand up each week)
- Show work in progress to tutor



Lack of participation/  
attendance may  
impact your  
contribution rating  
(e.g., dependability)

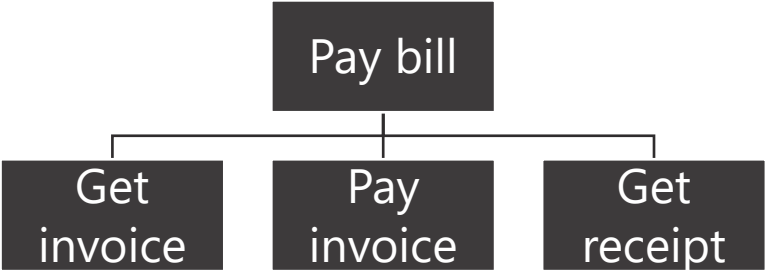
# Example Stand-Up

*"This week we've: caught up with watching the week 2 UCD videos, uploaded a copy of Teamwork plan to our teams shared drive, filled out our profile details and attended a team meeting.*

*Before next week we need to do some background reading about the project, complete the Communication section on our Teamwork plan and check the final version of plan on Saturday before we submit.*

*Our worry is that one of the team members said they might be moving tutorials, so we may need to find a new team member or change the doc at the last minute. We also haven't agreed on what channels we will use for communication yet."*

*"Here is an example of an HTI we've been working on"*



Hierarchical Task Inventory



# Stand-up. Try it now with your team?

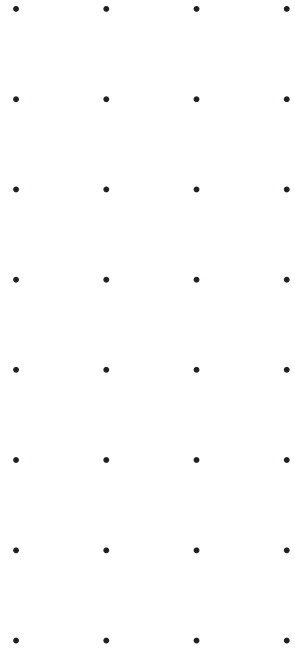
Your name/degree/major.

One of the following:

- List of things you have done for UCD so far
- Some interesting fact you discovered about UCD
- Some interesting fact you discovered about a team mate today
- Thing you are most/least looking forward to in UCD

Shy? Have trouble speaking in front of others?

No worries, we can work on that...



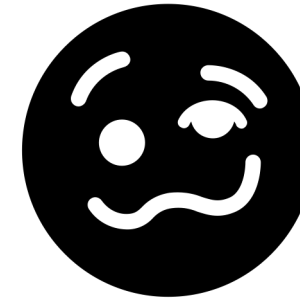
# Self-Test: Personal Profile

Review where you are right now

- work, life, study balance
- skills and access to technology
- communication skills and preferences
- approaches to teamwork

Think about things you want to improve on and how you will do it (your team members can help you with this too!)

- be more proactive in the group
- improve my written English expression
- compromising with others
- meet deadlines, keep promises
- make friends
- talk more/less...



. . . . .  
. . . . .

# As a UCD student you MUST...

Be	Be prepared to learn...
Bring	Bring a laptop/tablet to class (it is difficult to work on mobile phone)
Watch	Watch videos before tutorial
Review	Review Tutorial activities before tutorial
Bring	Bring work to class for tutor to check

# Wandering Detection App

Brainstorm:

What do you *think* you know about this project topic?

- What are the users like?
- What are they trying to achieve?
- Where will they be using the app, what technology will they have,...

Consider using electronic white board:

- Figjam
- Miro



. . . . .  
. . . . .

# Before next week



Read up about Project Brief

Do the Project Brief quiz



Prepare for UCD 1: Team Management Plan

Do the Personal Profile survey

Have a meeting with your team

Check rubrics on UCD 1

Complete UCD 1



Prepare a Stand-up