

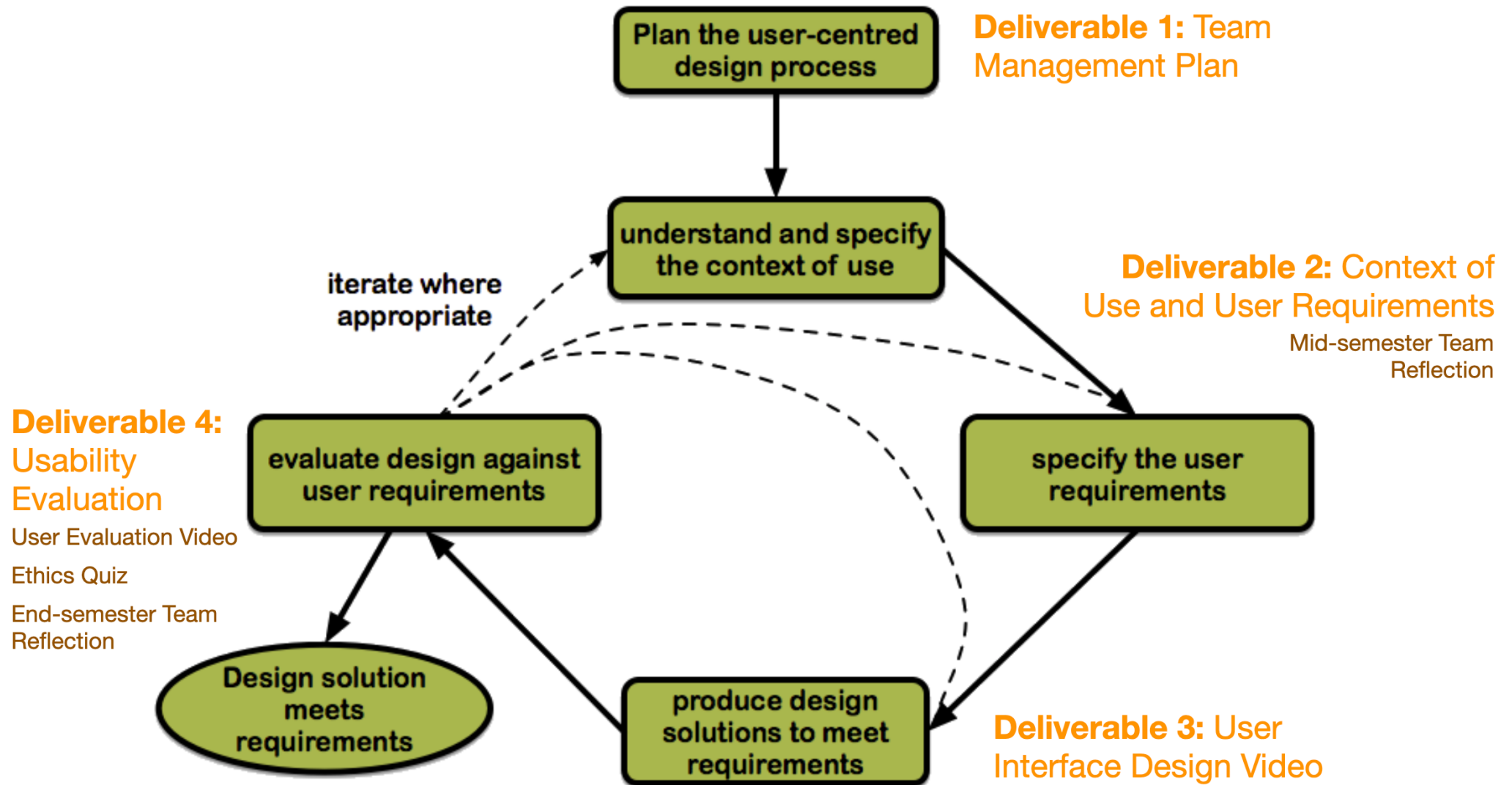
## A 10x10 grid of dots on a white background. The dots are arranged in 10 rows and 10 columns, forming a square pattern. Each dot is a small black circle. The grid is centered on the page.

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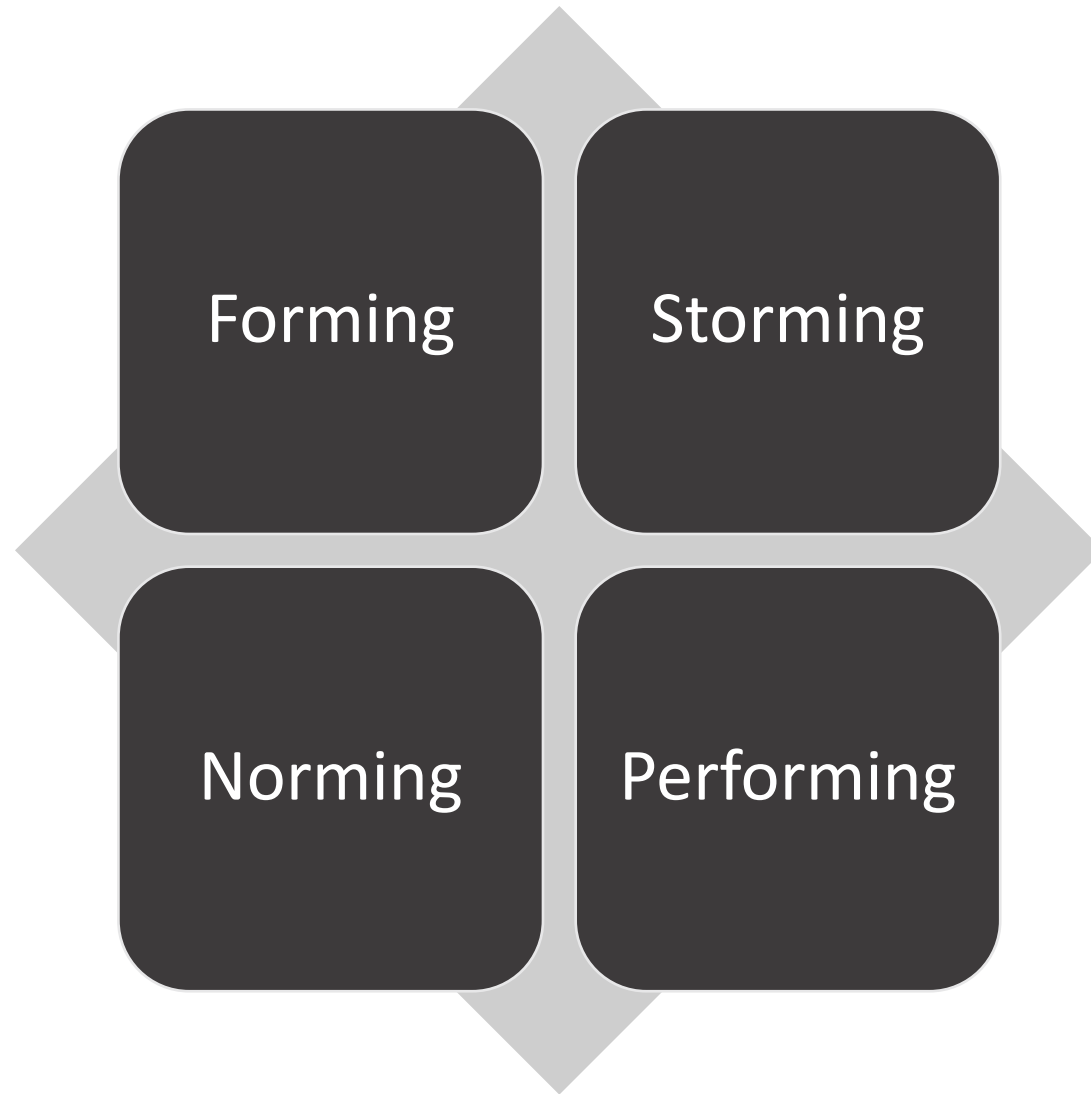
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# UCD Process



# Four Stages of team Performance



# UCD 1: Team Management Plan (due Sunday)

Any issues since last week?

- Team members:
  - with different goals
  - with different work habits
  - who work a lot
  - unresponsive and/or missing deadlines
  - leaving, or new members joining
- Trouble finding meeting time

Discuss with your tutor NOW

# UCD 1: Teamwork Management Plan

## Acknowledgment of Country

- recognition of traditional Owners of land

## Contribution statements

- what counts as contribution?
- what was your contribution to the Plan?

Plagiarism – taking credit for work you didn't do

Enabling plagiarism – allowing others to take credit for your work

# Acknowledgment of Country and contribution statements

Make sure your contribution statement is detailed, sentences, bullet points and tables acceptable. Consider research, organising, analysing etc as contributions not just words written.

## ACKNOWLEDGEMENT OF COUNTRY

We, James Hargrave, Milly Patel, Frank Smith, and Jose Garcia respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the traditional owners of the land where Swinburne’s Hawthorn campus is located. We were able to learn new things on this land and pay our respects to elders, past, present, and emerging.

## CONTRIBUTION STATEMENTS

| Name           | Role      | Contribution  |
|----------------|-----------|---|
| James Hargrave | Leader    | Researched project topic, risk mitigation strategies, set up OneDrive, managed to-do lists, added my personal profile   |
| Milly Patel    | Editor    | Researched project, drafted most sections of report, edited document, added my personal profile   |
| Frank Smith    | Research  | Researching risk mitigation strategies, document formatting, added my personal profile  |
| Jose Garcia    | Organiser | Drafted background section, coordinated meeting times, sent out reminders for meetings and took notes, added my personal profile, set up Discord server for team. |

Based on previous student submission

# Background Research

Demonstrate the team has started to do some background research on the topic. Each team members must provide 1-3 references relevant to the project.

For each reference provide

- name of student who found the reference
- the citation in APA7 format
- reason why reference is relevant

| Student Name | Reference (in APA format)   | Reason  |
|--------------|---|---|
| Joe Bloggs   | Wang, J., Xu, Z., Wang, X., & Lu, J. (2022). A comparative research on usability and user experience of user interface design software. International Journal of Advanced Computer Science and Applications, 13(8). | This research paper compares the usability of three popular prototyping software: Figma, AdobeXD and Sketch. It may be able to help us decide what prototyping software to use. |

# Background Research

Use Google Scholar (<https://scholar.google.com/>) to help you find papers

The screenshot shows the Google Scholar search results for the query "usability of figma". The search bar at the top shows the query and a search button. Below the search bar, the results are listed. The first result is "Conceptual design and implementation of an automated metrics and model-based usability evaluation of UI prototypes in Figma" by L Bertram, M Dahm - 2022 - dl.gi.de. The second result is "[PDF] A comparative research on usability and user experience of user interface design software" by J Wang, Z Xu, X Wang, J Lu - International Journal of Advanced Computer Science and Applications 13.8 (2022). The third result is "Usability of mobile solution designed for school children: case School Helper" by ER Honkala - 2021 - theseus.fi. The fourth result is "On the investigation of Usability in the Caixa Tem Application" by J Vieira, R Andrade - Journal on Interactive Systems, 2024 - journals-sol.sbc.org.br. The left sidebar contains filters for "Any time", "Sort by relevance", "Any type", and "include citations".

Google Scholar

usability of figma

Articles

About 7,630 results (0.07 sec)

Any time

Since 2024

Since 2023

Since 2020

Custom range...

Sort by relevance

Sort by date

Any type

Review articles

☐ include patents

☒ include citations

☒ Create alert

Conceptual design and implementation of an automated metrics and model-based **usability** evaluation of UI prototypes in **Figma**

L Bertram, M Dahm - 2022 - dl.gi.de

... In this paper, we describe an automated **usability** evaluation of prototypes which is implemented as a tool in the form of a plugin for the web-based prototyping tool **Figma** [12]. ...

☆ Save 99 Cite Cited by 1 Related articles All 3 versions

[PDF] gi.de

[PDF] A comparative research on **usability** and user experience of user interface design software

J Wang, Z Xu, X Wang, J Lu - International Journal of Advanced Computer Science and Applications 13.8 (2022) - researchgate.net

... subjects rated the three software overall on the **usability** scale ( $p=0.209>0.05$ ), ... **usability** of **Figma** was significantly better than that of Adobe XD and Sketch. Thus the **usability** of **Figma** ...

☆ Save 99 Cite Cited by 12 Related articles All 2 versions

[PDF] researchgate.net

**Usability** of mobile solution designed for school children: case School Helper

ER Honkala - 2021 - theseus.fi

... , **usability** of mobile applications, and was formed through desktop research. After comparison of prototyping tools **Figma** was ... in **Figma** and the designing process of the actual prototype. ...

☆ Save 99 Cite Related articles

[PDF] theseus.fi

On the investigation of **Usability** in the Caixa Tem Application

J Vieira, R Andrade - Journal on Interactive Systems, 2024 - journals-sol.sbc.org.br

... this application ensures **usability** for its users. Therefore, we assess **usability** through high-...

In this work, we use **Figma** to develop the prototypes that we evaluate and implement the ...

☆ Save 99 Cite Related articles

[PDF] sbc.org.br

You can also use it to help get correct reference format!

The screenshot shows the Google Scholar search results for the query "usability of figma". The search bar at the top shows the query and a search button. Below the search bar, the results are listed. The first result is "Conceptual design and implementation of an automated metrics and model-based usability evaluation of UI prototypes in Figma" by L Bertram, M Dahm - 2022 - dl.gi.de. The second result is "[PDF] A comparative research on usability and user experience of user interface design software" by J Wang, Z Xu, X Wang, J Lu - International Journal of Advanced Computer Science and Applications 13.8 (2022). The third result is "Usability of mobile solution designed for school children: case School Helper" by ER Honkala - 2021 - theseus.fi. The fourth result is "On the investigation of Usability in the Caixa Tem Application" by J Vieira, R Andrade - Journal on Interactive Systems, 2024 - journals-sol.sbc.org.br. The left sidebar contains filters for "Any time", "Sort by relevance", "Any type", and "include citations". A citation popup is visible over the second result, showing the citation in MLA, APA, Chicago, Harvard, and Vancouver formats. The APA format is highlighted with a red box.

Google Scholar

usability of figma

Articles

About 7,630 results (0.07 sec)

Any time

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Cite

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Chicago Wang, Junfeng, Zhiyu Xu, Xi Wang, and Jingjing Lu. "A comparative research on usability and user experience of user interface design software." *International Journal of Advanced Computer Science and Applications* 13, no. 8 (2022).

Harvard Wang, J., Xu, Z., Wang, X. and Lu, J., 2022. A comparative research on usability and user experience of user interface design software. *International Journal of Advanced Computer Science and Applications*, 13(8).

Vancouver Wang J, Xu Z, Wang X, Lu J. A comparative research on usability and user experience of user interface design software. *International Journal of Advanced Computer Science and Applications*. 2022;13(8).

BibTeX EndNote RefMan RefWorks

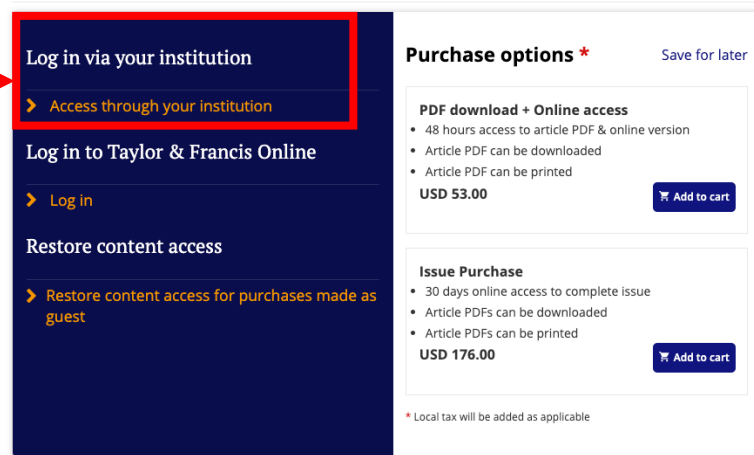


# Background Research

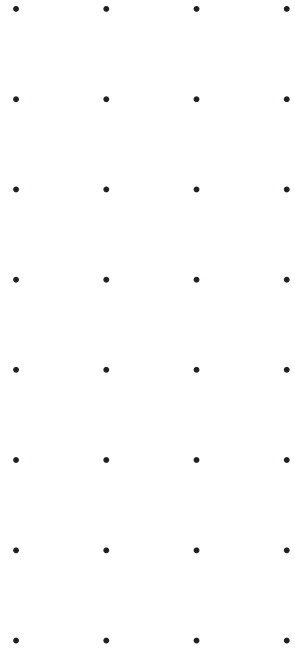
Some references freely available

Some will require access via the library (never pay for reference paper)

Access via Swinburne  
University of technology  
(Library)



On article page look for:  
**Log in via your institution**



# UCD 1: Teamwork Management Plan

## Documents

- Only one student needs to submit

## Code of Conduct agreement statement

- Every student adds comment to submission



Plagiarism – taking credit for work you didn't do

Enabling plagiarism – allowing others to take credit for your work

# UCD 1: Team Management Plan – Code of Conduct

Due Sunday Week 2

- Agreement about expected team behaviours
  - Communication
  - Meetings and attendance
  - Work ethic
  - Work quality
  - Complaints and penalties



# To add your Code of Conduct agreement to submission

Click on submission as if to submit then...

## UCD 1: Team Management Plan (due Week 2)

New Attempt

Due 13 Aug by 23:59

Points 5

Submitting a file upload

### Purpose

Successful teams have a shared understanding of the aim of the team, team capabilities and how the team members will work together. The purpose of this task is to get to know your team and specify your team management, communication and documentation strategies. Completion of this task will demonstrate that your team is ready to start work!

It is a **team** assessment worth 5% of your final mark.

### Submission

✓ Submitted!

20 Jul at 15:31

[Submission details](#)

[Download :](#)

You might not see all comments right now because the assignment is currently being graded.

### Submission details

Grades are unavailable because the instructor is working on them.

Show Rubric

#### UCD 1: Team Management Plan (due Week 2)

Test Student submitted 20 Jul at 15:31

2016-03-11\_13-23-29 (1)-1.png

234 KB

View feedback

Add a comment:

Media comment

Attach file

All comments are sent to the whole group.

Save

Resubmit assignment

Click on  
"Submission  
details"

Add comment  
and save

# SparkPlus Peer Evaluation Ratings

Rate your team members on their UCD 1 performance UCD:

|          | WB | BA | AV | AA | WA |
|----------|----|----|----|----|----|
| Michelle |    |    |    |    |    |
| Joanne   |    |    |    |    |    |
| Colin    |    |    |    |    |    |
| George   |    |    |    |    |    |

George

|          | WB | BA | AV | AA | WA |
|----------|----|----|----|----|----|
| Michelle |    |    |    |    |    |
| Joanne   |    |    |    |    |    |
| Colin    |    |    |    |    |    |
| George   |    |    |    |    |    |

Michelle

|          | WB | BA | AV | AA | WA |
|----------|----|----|----|----|----|
| Michelle |    |    |    |    |    |
| Joanne   |    |    |    |    |    |
| Colin    |    |    |    |    |    |
| George   |    |    |    |    |    |

Joanne

|          | WB | BA | AV | AA | WA |
|----------|----|----|----|----|----|
| Michelle |    |    |    |    |    |
| Joanne   |    |    |    |    |    |
| Colin    |    |    |    |    |    |
| George   |    |    |    |    |    |

Colin

- Well Below Average
- Below Average
- Average
- Above Average
- Well Above Average

Rating must average out to  
*Average* (i.e., can't rate everyone  
*Well Above Average*)

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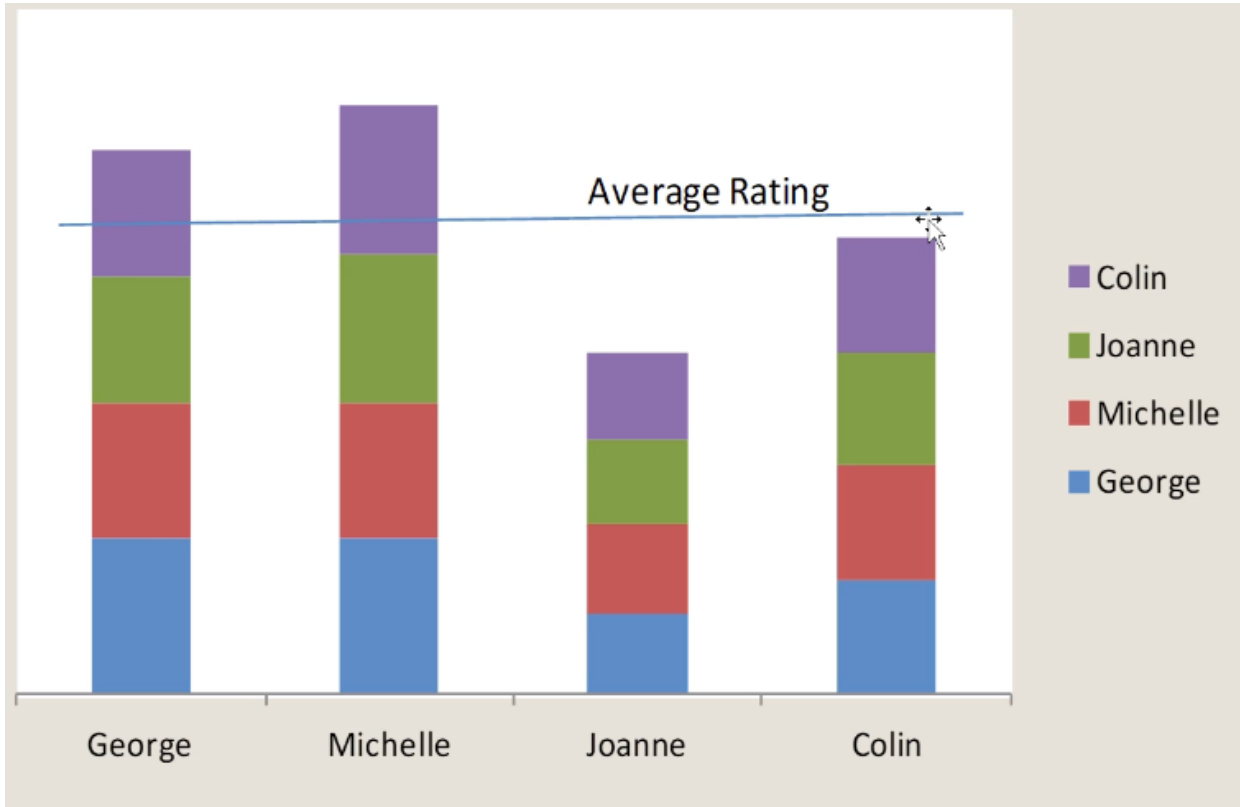
.

You also need to provide written feedback on each team member (min 10 words, max 200 words)

# SparkPlus Peer Evaluation Ratings

Relative Performance Factor (RPF)

$$\text{RPF} = \frac{\text{Total ratings for individual team member}}{\text{Average of total ratings for all team members}}$$



Individual mark = team mark x individual RPF

For example:

Team mark = 80%

RPF (Mary) = .9 (under average)

Mary's mark =  $80 \times .9 = 72\%$

RPF (Jane) = 1.05 (just above average)

Jane's mark =  $80 \times 1.05 = 84\%$

Mark capped at 100%

RPFs will not be applied to UCD 1 results, but will to UCD 2, UCD 3 and UCD 4

# UCD 1:Team Management Plan QUIZ

---

When is it due?

---

How many Word files do you have to submit?

---

What is the highest value criteria?

---

How do you score full points on Team Profile section?

---

Will SparkPlus ratings affect your mark for UCD 3?

# Wandering Dection App

Brainstorm:

What do you know about this project topic?

- What have you learnt after doing some research on topic?

Consider using electronic white board:

- Figjam
- Miro



. . . . .  
. . . . .



# UCD 2: Context of Use and Requirements (due Week 5)

## Purpose

- develop an understanding of the context of use
- document the context of use
- specify user requirements

## ISO UCD Principle of the week:

- The design is based on an explicit understanding of users, tasks and the environment

# UCD 2: Context of Use and Requirements (due Week 5)

## Context of Use

### Users

- Who are the users?
- What are their characteristics?

### Goals and Tasks

- What are users trying to achieve?

### Environment

- What is the physical environment?
- What is the Social environment?
- What is the Technical environment?



## UCD 2: Context of Use and Requirements

### Background

- What kind of things should go in Background section?
- What is the difference between a *Good* and a *Satisfactory* Background section?

Hint: Check Rubric on Canvas

# UCD 2: Context of Use and Requirements



## Context of Use

- What kind of things go into Context of Use section?
- How/where do we find information about context of use?
- How do we document context of use?

# 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.

How can we find out more about our users and their problems?

## Users

- Who are the users?
- What are their characteristics?

## Goals and Tasks

- What are users trying to achieve?

## Environment

- What is the physical environment?
- What is the Social environment?
- What is the Technical environment?

# Researching context of use

## Interviews

- Who would you interview?
- Where would you interview them?
- What would you ask them?
- What possible ethical issues might you come across?

# Interviewing

## Participants

- How are primary, secondary and tertiary users different?
- How many and what type of people would you interview?

# Interviewing

## Location

- Why is location important, is it always important?



# Interviewing

## Interview Questions

- What is the difference between an open and closed question? Which type is good for using in interviews?
- What are examples of sensitive topics?
- Why is a leading or biased question bad?

# Interviewing

## Interview Guidelines

- What interview techniques will give you good data?
- Why is it good to record your interview?

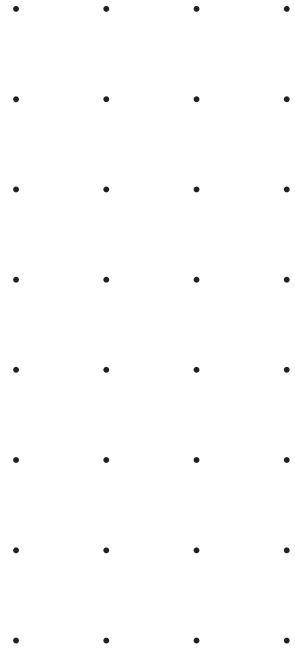
# Interviewing

## Ethics

- Can you take photos or videos of participants?
- Can you interview a child (i.e., someone under the age of 18)?
- Can you interview a person with an intellectual or cognitive disability?
- Can you share data with participants family/friends/work colleagues?

Self-Test: Interview and ethics (see Canvas)

Review your understanding of interview techniques and ethics



# Interview Transcript Data (see Canvas)

Participant code  
(ethics)

Participant  
comment

Comment code

**P1** Yes, I even had to get a mobile phone so I could manage appointments and update the kids. It was pretty hard. I had no idea how to use it. [Her husband with dementia] had one, I used to leave it all to him. *1.04*

What can you tell about the participant from this comment?

# Before next week



Submit UCD 1: Team  
Management Plan

Due Week 2 (Sunday)



Start for UCD Deliverable 2:  
Context of Use and  
Requirements

Start Background section

Complete Context of Use Section

Research how to do context use models (Week 3  
videos)



Prepare a Stand-up