

Project Report-Out & Lesson Learned

Team Name and Members

Project Name:

- RegIndicator

Team Members:

- Abdulkarim Fattal
- Bright Ugbor
- Charles Samonte
- Cirus Chakma
- Vu Gia Huy Nguyen

Project Sponsor

Dr. Tim Maciag (ENSE 271 Professor)

Business Need/Opportunity

The project's main aim is to create something new for Saskatchewan: an SDG community indicator system. This kind of system has not been implemented in Saskatchewan and this project could be used to develop the very first one in the province. This is important because it helps track progress on important goals for improving the lives of everyone. We're starting with Regina, Saskatchewan, and making a website similar to MyPeg.ca to show what's happening in the community. The goal is to help people understand what's going on and make decisions that will improve the community even more.

Reflections on Project Planning, Execution, & Closing

- **Summarize assumptions made and constraints uncovered.**
 - Some of the assumptions that were made during the work period were when all team members assumed that there wouldn't be time conflict. This

is totally wrong and not realistic at all as there is no such thing as a common schedule. Another assumption that was made would be when we assumed that the more colors, fancy, animations and text, the more attraction would be. It turned out that it's wrong as the website should not really be that busy because the customer might get confused. Talking about constraints, an example of that would be when we had to deal with some technological constraints as we were struggling with Wordpress.

➤ ***Summarize key findings from affinity diagramming and empathy mapping.***

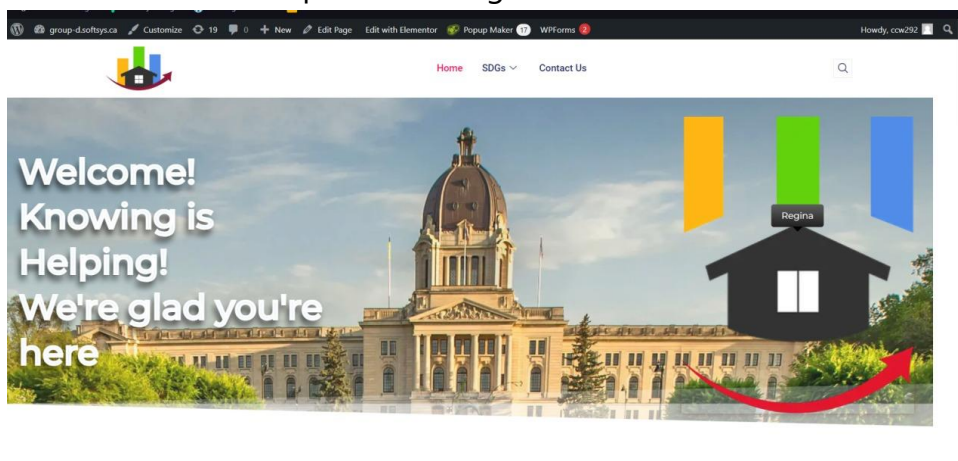
- It's totally important and covenant to say that using affinity diagramming and empathy mapping is very useful. This is because when using affinity diagramming as a visual tool, it helps you in a couple of ways such as identifying and relating themes and ideas together, reveals challenges, and it is a good collaboration among the team members. Talking about the empathy mappings, they were also beneficial in a way as it is a simple presentation of the customer's feedback. This would be by filling up all of the parts in the empathy mapping. This results in a better understanding of the customer's feedback.

➤ ***Discuss the initial & evolution of your USM/MVP (why is what you produced an MVP?)***

- When we did our USM/MVP, we wanted to make sure that the first thing the User, or visitor to our website would be welcomed with are the important stuff. So of course, we would change our MVPs to make sure the site would come out as a fully functional website. The biggest changes to our USM during this short period would be the "Interactive logo", "Navigation bar" and "Download data button"; the reason they were removed from the MVPs was originally because after our interactions with Scott and Colleen, they helped us understand that it can affect the time spent towards PUSHING actual data/information that will be useful to our site, so they were moved under the MVPs to prioritize the Homepage, colorful indicators, an SDG summary section, Articles about Regina, Graphs and important Visual data and finally a contact page to engage with anyone that was inspired by our site.

- **Summarize prototyping activities and usability evaluation findings (including feedback and comments gathered from the customer and your student colleagues and how the feedback/comments guided/changed and informed your design ideas and final solution. Ensure you discuss how your team linked design ideas to at least three topics discussed in class relating to people-centred design (affordances, gestalt, constraints, etc.). Be sure to include images of your prototypes and the final WordPress solution.**

- If we were to relate affordances to the website, it would be convenient to say that we did a very good job by using or providing affordances. An example of that would be the navigation bar at the top tells or helps the user know what they should do and where they should click. Any time we use the "Learn more" or "Click" button is a good example of affordances as it helps the user interact with the webpage. A final example would be where the logo is displayed on the home page on the right side, as clicking on a different part of the logo would take the user to a different page.

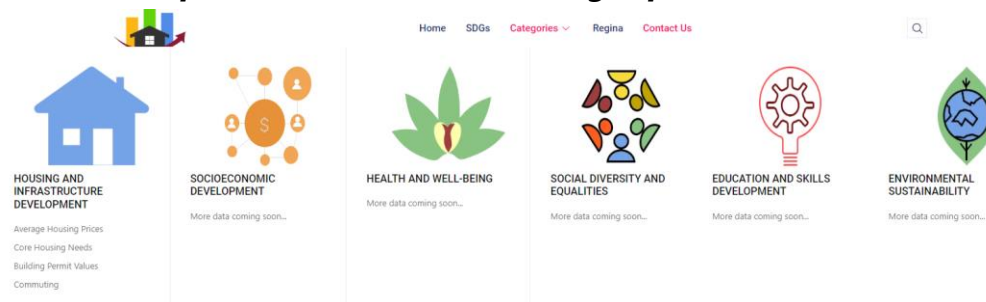


- **The gestalt principle can also be linked to our website. As we know, it helps users perceive and organize information on websites, especially when content is grouped together or when there's a consistent style for similar actions and/or information, it helps users navigate intuitively. I believe the we had a pretty good and consistent logo designs across different sections that utilize the gestalt principle, making it easy for users to recognize the pattern and navigate the site easily, for example in our navigation bar at the top of each site we**

added a drop-down for the Main categories which was set to originally look like this:

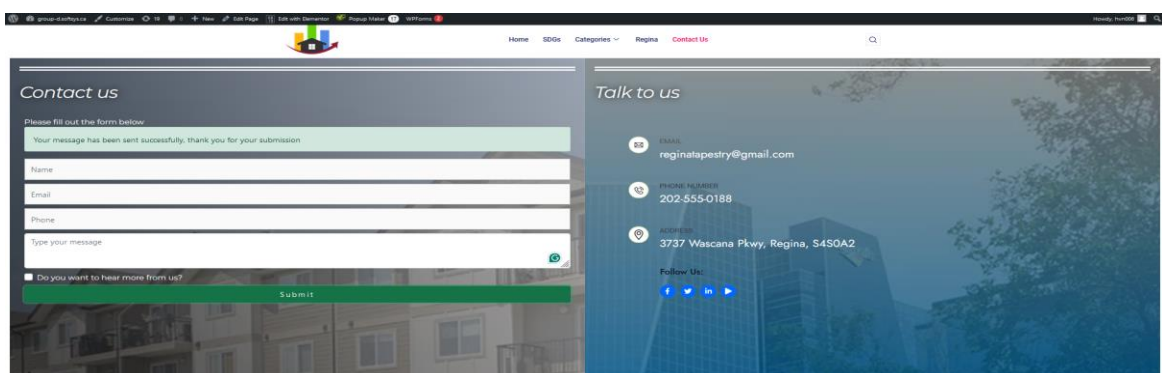


Which was later replaced with one with the logos placed next to each other like so:



➤ *Summarize your final WordPress solution. Include screenshots of your final solution, linking back to prototyping activities, feedback/comments gathered, and lecture topics*

- *Visual feedback: In contact page, we provide visual feedback when user successfully submit their form: when they submit the form a message will pop up: "Your message has been sent successfully, thank you for your submission"*



- **Affordances, Signifiers, and Metaphors:** In the max menu at home page, we want to utilize symbols and metaphors to make user the home page user-friendly. For example, for housing prices, we use the image of a house

as a metaphor to represent housing and infrastructure development in Regina.



- **Gulf of evaluation and Gulf of execution:** During the designing process, especially about data page, we not only want to make our data representation understandable for customers but also want our site easy to use. Therefore, we have to think about the gulf of evaluation and gulf of execution. We came up with a way to represent our graph: for a graph that contains a lot of information, whenever user hovers a block/area we will show them the data of that block.



Reflections on Project Results

- ***What we like about the project:*** Throughout the project, we get to know the environment and requirements for software projects with industry standard. This project also provides us with an opportunity to utilize skills learned in the class and how to work with teammates and clients. We also have a chance to learn new soft skills such as presenting in front of clients and preparing a professional presentation.
- ***What we dislike about the project:*** During the planning process, our team planned some good ideas that will increase the usefulness, utility and desirability of our website to our customers. However, due to the shortage of time and the unfamiliarity with the technology (Wordpress), unfortunately we could not complete those ideas.
- ***What went well during the process:*** For the duration of the project, our team works well together even though some members had a hectic schedule but, in the end, we still manage to divide the task and complete activities successfully.
- ***What did not go well during the project:*** Since we do not have a lot of experience with Wordpress, the main technology used in the project, choosing plugins, themes, learning new knowledge outside of the class takes a lot of time. Also, some of the plugins have paid features and it took a while until we recognized it, which delays some of our project's features.
- ***How successful was your team in translating prototypes into WordPress reality?*** Our High-Fidelity prototype that we developed in activity 2 is the backbone of our website. At first, we tried our best to replicate what we did in the high-fi prototype. After that, we made some adjustments based on our knowledge with Wordpress, user stories and MVP. Overall, we think that we did not translate 100% of the template from our prototype to the project but we keep our designing perspectives and purposes.
- ***Did the people-centered design ideas discussed in lectures help/hinder your design explorations?*** People-centered design concepts help us speed up our development and provide us with useful ideas to make our product more user-friendly. Concepts such as prototyping help us a lot in defining what we want and conveying our ideas to clients more effectively. It also makes our ideas consistent throughout the project, which is very important because we just need to focus on features of the project. Other concepts such as signifiers, icons, gulf of execution

and evaluation help us during our brainstorming process to come up with ideas for the website.

- ***What would we do the same on future projects?*** Throughout the project, we find that prototyping is extremely helpful because we can express our perspective, purpose with our customer without designing the whole page, which saved us a lot of time and still make sure that our ideas meet with clients view and expectation.
- ***What would we do differently on future projects?*** Time management is a key factor that we need to improve in our future project. We underestimated the time to learn new technology and fixing issues, which lead to some features being cut-off. We believe that after this project, our estimation and time management will improve and we can implement more of our planned ideas.
- Summarize opportunities and design ideas for future work.
 1. Complete all of the data pages: The most important idea of this website is to educate people about SDGs of Regina therefore we decided that our main focus if we have more time is to complete all of the data page, which satisfies the initial requirement of the project.
 2. Add “send newsletters” feature: sending newsletter is one of the features that we wanted to have at the beginning but unfortunately, we could not publish it because it did not work properly. We all believe that by sending newsletters to our customers, we can have a better touch with them, and we also keep their attention to our website.
 3. Add more connection channels: Social medias such as Facebook, Twitter, etc; are useful ways to connect with people therefore we want to create our own Facebook/Twitter page so we can have better connections with our customers.

Appendix: WordPress Themes and Plugins

- **Themes:**
 - Astra
- **Plugins:**
 - Elementor
 - A plugin that enables drag –and-drop builder of elements like text boxes, images, and buttons. It also provides ready-made designs

making it a favorite for people who want to make their websites look great without too much hassle.

- 4.5/5 Stars with 6,756 user ratings.
- Last updated 05/04/2024.
- 5+ Million active installations.

➤ ElementsKit

- It provides comprehensive modules such as Header Footer Builder, Mega Menu Builder, Layout template Library, etc. It has 85+ custom Elementor widgets.
- ~5/5 Stars with 1602 user ratings.
- Last updated on 02/04/2024.
- 1+ Million active installations.

➤ Graphina - Elementor Charts and Graphs

- Plugin for implementing data visualization such as charts and graphs in Elementor.
- ~4.5/5 Stars with 12 user ratings.
- Last updated 02/04/2024.
- 10,000+ active installations.

➤ Sticky Header Effects for Elementor

- Adds options to create sticky headers that you need Elementor Pro to achieve.
- ~4.5/5 Stars with 60 user ratings.
- Last updated December 2023.
- 200,000+ active installations.

➤ Contact Form

- Create a form for "contact us" page where user can type their information and we can save their information in "Submission" tab in admin page. This can be used for subscribing feature in the future.
- Custom plugin that is used locally in the project.
- Last updated 08/04/2024.

➤ Duplicate Page

- A plugin that lets users duplicate posts, pages, and custom posts with just one click and it will save as your selected option (draft, private, public, pending).

- 5 Stars with 364 user ratings.
- Last updated: 11/09/2023.
- 3+ Million Active installations.

➤ Popup Maker

- Plugins that help create different kinds of popups like email opt-in popups, contact form popups, etc.
- ~5/5 Stars with 4430 user ratings.
- Last updated: 15/03/2024.
- 700,000+ active installations.