User Manual

Students:

Salvador Orozco Villalever   -   A07104218

Juan Andrés Reynoso Mazoy   -   A01328249

Ricardo Rodiles Legaspi   -   A01325081

Jesús Alejandro Coles Moguel   -   A01171039

Raúl Barranco Cortés   -   A01090517

Date: October 18th, 2018

Subject: Business Solution Development Capstone Project

Professor: Dr. Juan Manuel González Calleros

USER'S MANUAL
TABLE OF CONTENTS

GENERAL INFORMATION

1.1   System Purpose

The system was created to facilitate natural user interface researchers job, basically with the system, the researcher doesn't need more than himself to conduct an experiment, because using the platform, you can have all the questions you need in one place but also time the user reaction and a video to see the reaction.

1.2   System Overview

The system is designed to allow the researcher to generate experiments about certain body parts (Such as head, hands, elbows, etc.) with the benefit of only needing the software to make the research. The only thing that the researcher needs it's to generate the questionnaires to conduct an experiment

The system is designed to be run with Angular 6 and Nodejs. It was developed in the fall 2018 semester by Corpus Web team at ITESM campus Puebla.

1.3   System Dependencies

The following is a list of the references that were used during development of the system:
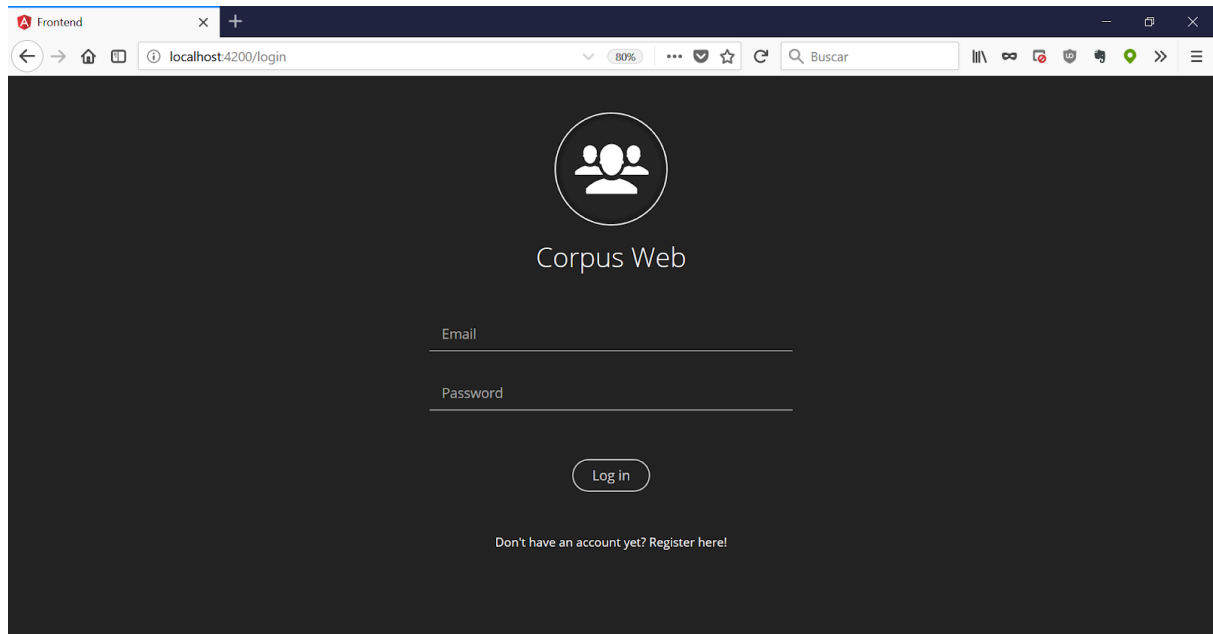
- Angular 6
- NodeJs

1.4   System Configuration

Users are provided with a web page to create new experiments and add new participants and see other people results.
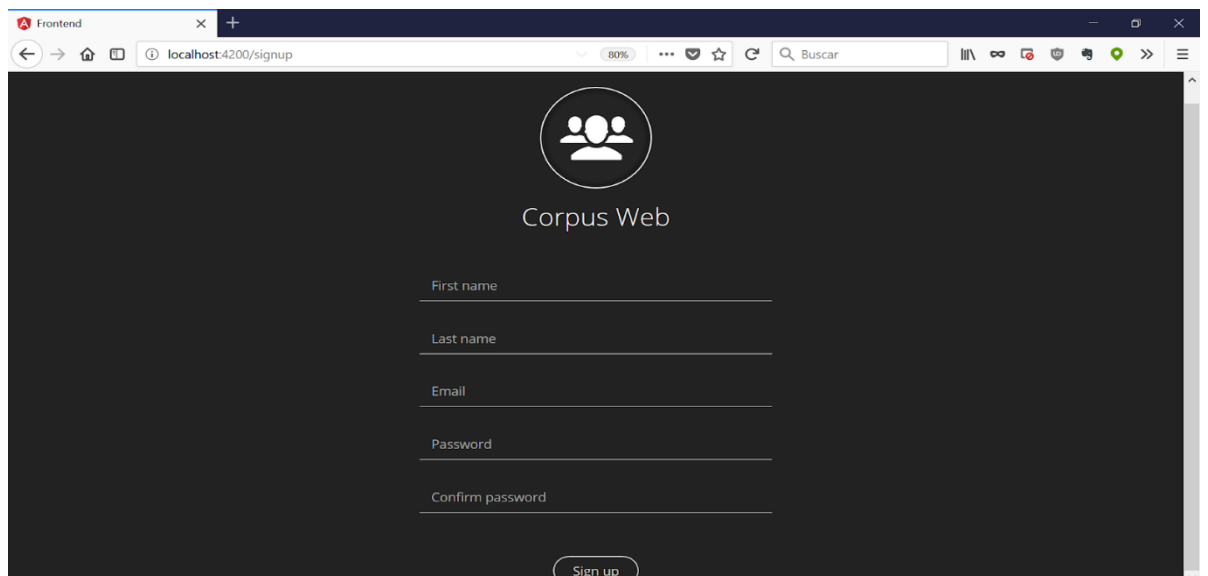
GETTING STARTED

2.1   Login page

When first accessing to the page, credentials will be requested for log in, if the user does not have, just click in register here.
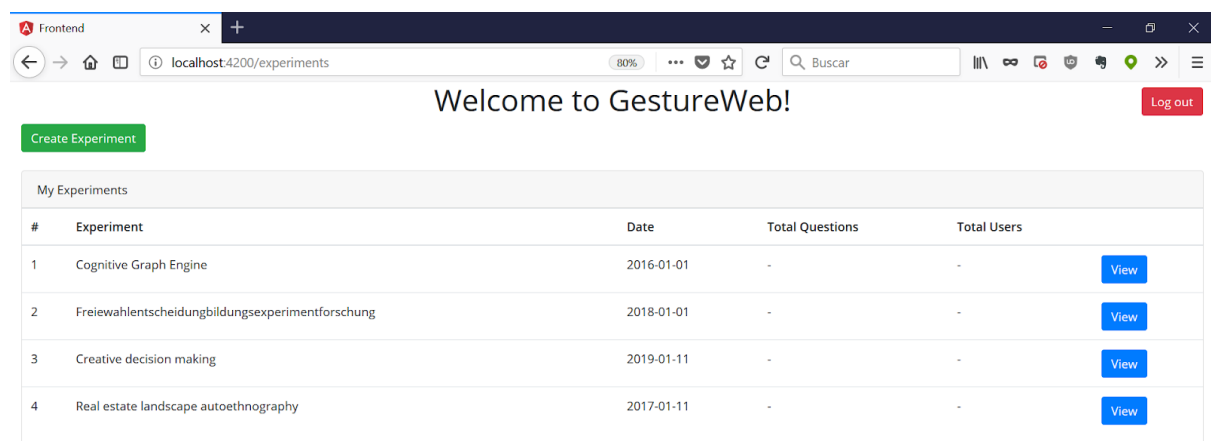
2.2   Register Page

If it's the case that the user does not have credentials, the user just have to provide the system with some basic information like:

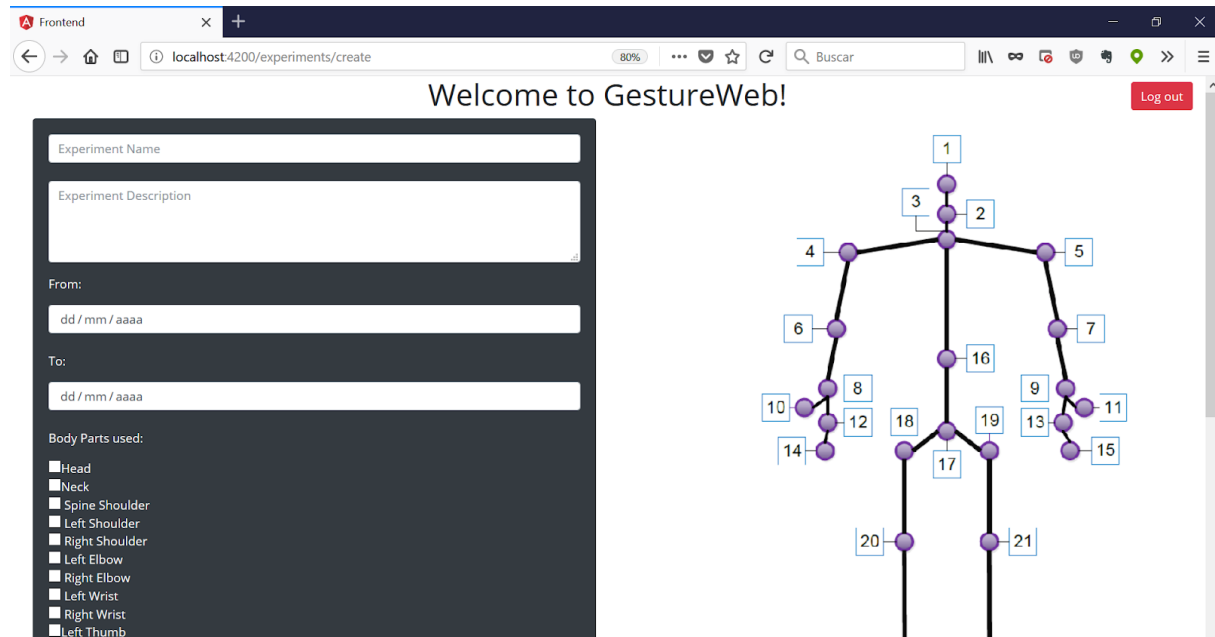- First name
- Last name
- Email
- Password

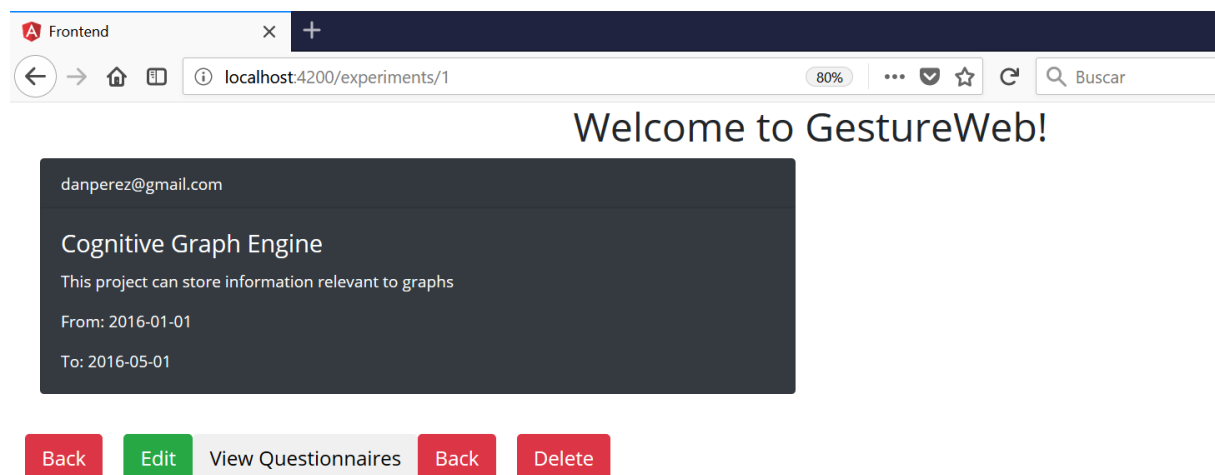With that the systems creates credentials for the user.

2.3 Main Page

Here in the Main page after logged in, the user's experiments are shown, and from here the creation of a new experiment or seeing the user's previous experiments.
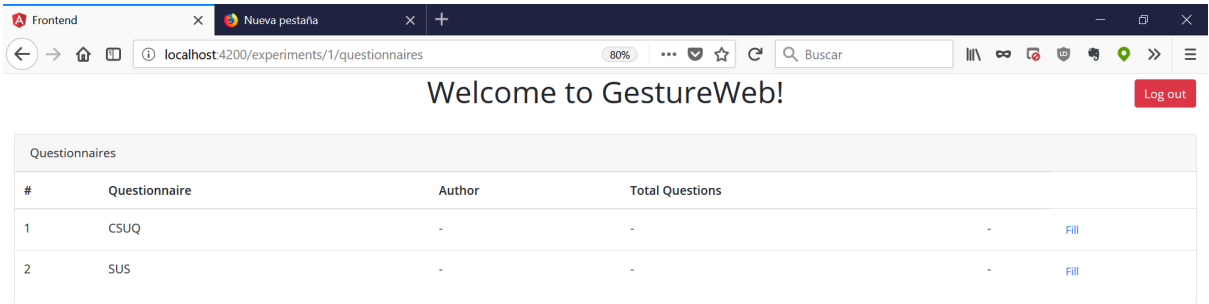
2.4 New experiment

Here is where a new project is created.
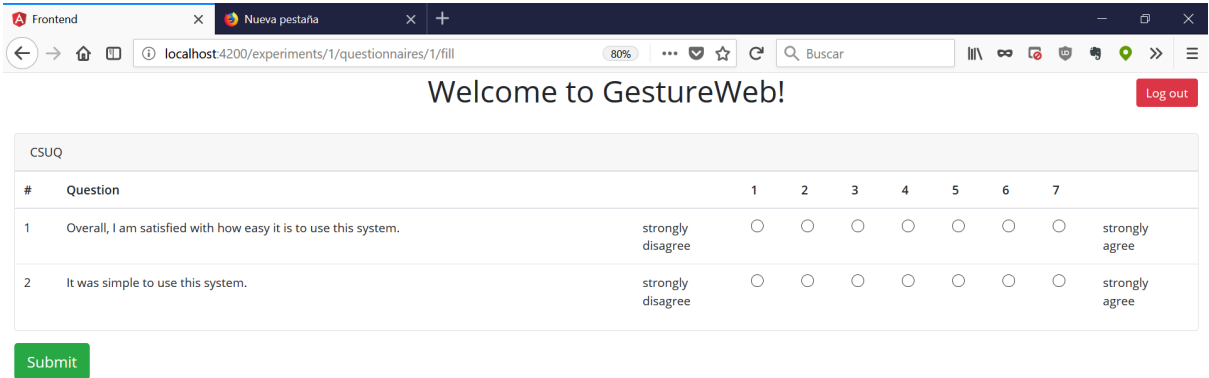
2.5   Existing Experiments

Here is where the details of an experiment are shown.

2.6   Questionnaires

In this section you can see the different type of questionnaires that the researcher can apply to a user after an experiment.

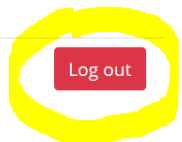This is the CSUQ questionnaire based in an scale of seven.

This is the SUS questionnaire based in an scale of five.

2.7 Log out

Now if you are done with everything in the webpage, you could just simply Log out.