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**Introductory Statement**

I believe that I have used the PRInCiPleS framework in a prior class. This was an HCI course taken and this was our final project. I may have perfomed some of these PRInCiPleS at work for a couple projects. I believe that these PRInCiPleS will be useful in not just applying for a job but to analyze the functions that I currently perform for my current position. Each “PRInCiPleS” will be helpful in my future coursework as well.

**Predispositions**

**Project**: This was an in class group project that took several weeks to complete. There were a few topics to choose from. The topic/project chosen was to “Create a funding/donating application for students”. When making our application, it was to create an application to allow people to collaborate in the gift buying/donating process.

**Example**: Our group brainstormed about if there is an issue or problem that needed to be solved or improved for creating an application to help students get what they need. Our initial hypothesis was that students need support from others even if the ones supporting couldn’t be there.

**Good**: What this did was allow us to think back on the hard times we had as a student depending on the aid of others and how difficult it was to ask for what was needed. This also allowed the group to pinpoint what was needed in the application and what was just a waste of time.

**Needs** **Improvement**: Our project could have increased support from others had there been a real incentive for creating an application like this. When it comes to creating an application that has a primary function about “giving” our hypothesis would be, “what in it for the donator”? So having an incentive could increase support for the users that would use the application. That wasn’t discussed much.

**Research: Primary Research**

**Project**: For the donating application, we needed to “Identify the target audience” or the primary users of the application.

**Example**: I’m a student so more than likely my younger sibling really wouldn’t use this application to send me money for books. So who we were trying to target were parents, aunt’s uncles and grandparents who want to help in some shape or fashion.

**Good**: We found that students that we knew were getting support from others and others who were working adults were going at it alone

**Needs** **Improvement**: Identifying and specifying the target audience. Who would want to donate? We didn’t want to make this look like it’s required to donate.

**Research: Secondary Research**

**Project**: Identify what application is already doing what we are trying to do.

**Example**: There were other applications, websites and service that had the same general concept that we did. We researched and found other services online and at other businesses that were similar.

**Good**: We found that even though our idea wasn’t original, it could be successful because others were successful and went through the trial and error.

**Needs** **Improvement**: More research could have been completed.

**Research: Collections Research**

**Project**: Identify the competitions and what we found was useful.

**Example**: Amazon because of its large database of gifts and its wish list functions, Google Docs because of its ability to collaborate with other users and RTM because it came up as an excellent choice for most of the criteria.

**Good**: The applications researched were great and had functions that we were looking for in our application we want to develop.

**Needs** **Improvement**: Finding more functions of the applications and services

**Insights**

**Project**: Identify the design flaws that we saw could use improvements in the other applications so we can develop our application to be… better.

**Example**: We found that using the other services and applications that had similar functions to our application were targeted towards computer savvy people and not the older generations.

**Good**: This allowed us to start our low fidelity prototype and use the kiss principal. We didn’t want to overwhelm older people who were using technology or learning to use applications.

**Needs** **Improvement**: Would be finding out if there were simpler ways to perform the same function on those other services and applications.

**Concepts and Concept Systems**

**Project**: Perform surveys and questionnaires to potential users about the function of our application and what the users would look for if an application existed.

**Example**: We each found about 4-5 people to interview asking several questions about our application.

**Good**: After comparing results, we found that our potential users didn’t want to many bells and whistles and they wanted to be assured that the student received what was donated.

**Needs** **Improvement**: More specific questions were needed for more solid results in our comparative research.

**Prototypes: Exploratory Prototype**

**Project**: Develop a low fidelity prototype of the application for potential users and functionality for the developers and designers to analyze.

**Example**: each person in the group developed their own low fidelity prototype

**Good**: Everyone’s designs were different but shared similarities

**Needs** **Improvement**: Deciding on the final low fidelity prototype and not mixing them all in a mixing pot thinking that the end result would be superior. (It was a mess)

**Prototypes: Appearance Prototype**

**Project**: Decide on the Low Fidelity prototype with button layout and functions

**Example**: After deciding on the low fidelity prototype our group mapped out each button and function of each page of the application. We played out all the scenarios that we could.

**Good**: This allowed us to correct and edit any pages of the application including color, layout, scheme and functionality.

**Needs** **Improvement**: How we presented them could’ve been better. We printed them out like cards. There could’ve been different ways.

**Prototypes: Usability Prototype**

**Project**: Polish Low fidelity prototype develop High fidelity prototype

**Example**: We all decided to develop the High Fidelity prototype along with the function as discussed

**Good**: Things started to come together and look and feel like an application

**Needs** **Improvement**: Others wanting to change the color and function off the application after revising several times before the high fidelity was completed.

**Strategies: Social Value**

**Project**: Survey who wants to use the application

**Example**: We talked up our application in conversations, and asked if it would be cool to use.

**Good**: We found that if people are excited about it they will use it.  Most people were willing to use the application if it existed.

**Needs** **Improvement**: Maybe using a different approach. (Felt like gossiping)

**Strategies: Technology**

**Project**: How would this application run and on what platforms

**Example**: We never planned on this becoming a desktop application. We were focused on what the majority was using and that was mobile devices.

**Good**: We found that mobile devices were what the users were using most of the time.

**Needs** **Improvement**: Considering more platforms other than mobile devices such as desktops

**Strategies: Enterprise**

**Project**: Is the application free for the service?

**Example**: We wanted the application to be free but use similar applications to help pay for the developer to perform maintenance to the application. So should I have to pay for an application to donate?

**Good**: We found that there is a cost to having a free application so when developing the look of the application we had room for advertisement. But donations to the developers were encouraged.

**Needs** **Improvement**: Thinking of the cost up front for ways of funding the application as well as the recipient of the users

**Analysis to Synthesis:**

In the Donating Application project described under Primary Research, we did our research and performed heuristic evaluations on similar applications and our own low fidelity and high fidelity prototype. We found that the PRInCiPleS framework were key in our project. Though we didn’t realize we were performing these function I felt we were close to doing so to the best of my knowledge. This allowed use to research, analyze, develop and design. The end result was great and overall a needed experience.