DR Final Report Design Process

Project Name: ISS SatTrack APP

Team Report on Human Computer Interaction Design Process

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Introduction

Project Brief

We will be developing a website that tracks Satellites in real time by using Maps. The application will take information generated by NASA about Satellites orbiting us currently. The location of the satellite will be displayed on a map and additional information about the satellite will be displayed as well, like Lang, Long, Altitude and current speed.

Literature Review

Aim of Work

- Website needs to be mobile and Desktop friendly
- Website needs to be visually pleasing home page
- Website needs to display information gain from several different API links to generate and display the information from different satellites.
- User friendly UI
- Educational information about Satellites
- Information about the site
- Near real time tracking and map updates

Approach

Firstly, I created prototypes to determine the validity of the project. See if the redesign is possible, feasible, and profitable. These prototypes consisted of user stories and paper prototypes. Once the prototypes were complete, I started initial testing with general peer review survey, full analysis of current services, and usability studies. Secondly, I created digital prototypes, wireframes, and static web pages. This created a digital representation of the project and addition increased intensity testing could be completed.

Results

The initial testing showed that web services are providing the desired service but the development technology and approach to modern design is outdated. By redesigning the current services to be cross-platform capable and using modern design techniques can increase the usability and user interface of this service.

Discussion

This project was created under a very tight timeframe due to team circumstances and a failure in the design process. To improve this project a longer design timeline is needed to create the project software, do additional testing on a wider platform of methods, and multi-design team instead of a single designer. Errors in this project arose due to the limited and narrow testing. Most user and software testing were conducted by the developer and certainly contains design bias. Developers tend to suffer from tunnel vision during testing of their own product. For this reason external partner testing methods needs to be employed to avoid error oversight.

Conclusion

In designing future project, I will strive to stick closer to the design format and principles in project design. Generally, I tend to jump to development before conducting prototypes and user testing, believing that my initial idea and assumptions are correct. I then find myself to be wrong and having to go back and do prototyping and user testing. In an attempt to increase the efficiency of the project design, I find myself having to backtrack to the initial start phase to complete the project correctly. This increases the development timeline unnecessarily.