**Experiment 7**

**PART A**

**A.1 Aim**

*To identify a project such as website or mobile app to redesign through the design life cycle (Discovery, define,*Requirements analysis*).*

**A.2 Prerequisite**

Understanding of design life cycle

**A.3 Outcome**

After experimentation, students will be able:

* To understand the design life cycle.

**A.4 Theory**

Cyclic model that incorporates three phases (Bias and Mayhew, 2005):

1. **Requirements analysis**—In this step, you establish your user characteristics, what tasks the product requires for operation so you can determine what the users need to do, set your goals for the usability study, and determine the usability study design guidelines.
2. **Design, testing, and development**—In this step, you create a structured, top-down approach to designing the product, be it a user interface, Web site, documentation, or a combination of the three. This is the step that requires the most feedback from your project team.
3. **Installation**—In this step, you gather feedback from users during and after the development process and share this feedback with the project team to determine if you need to make any product changes.

**A.5 Tasks to perform**

* 1. Identify a project and get approved by the faculty.
  2. Specify the problem statement and Requirement gathering of project.

**(PART - B)**

(TO BE COMPLETED BY STUDENTS)

(Students must submit the soft copy as per following segments within two hours of the practical)

| Roll.No. : | Name: |
| --- | --- |
| Sem/Year : | Batch: |
| Date of Experiment : | Date of Submission: |
| Grade -- |  |

**B.1: Task assigned:**

Identify a project and get it approved.

**B.2**

Mention the problem definition, requirement gathering.

**B.2: Observations and Learnings:**

Write the documents containing problem definition, requirement gathering.

**B.3: Conclusion:**

(Students must write the problem statement, requirement and complete the redesign a project)