

# Team and Project Process Improvement Paper

ISEM:502-51 Human-Centered Design – Perspective and Methods

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Group: Executive Weekend Support Application (EWSA)

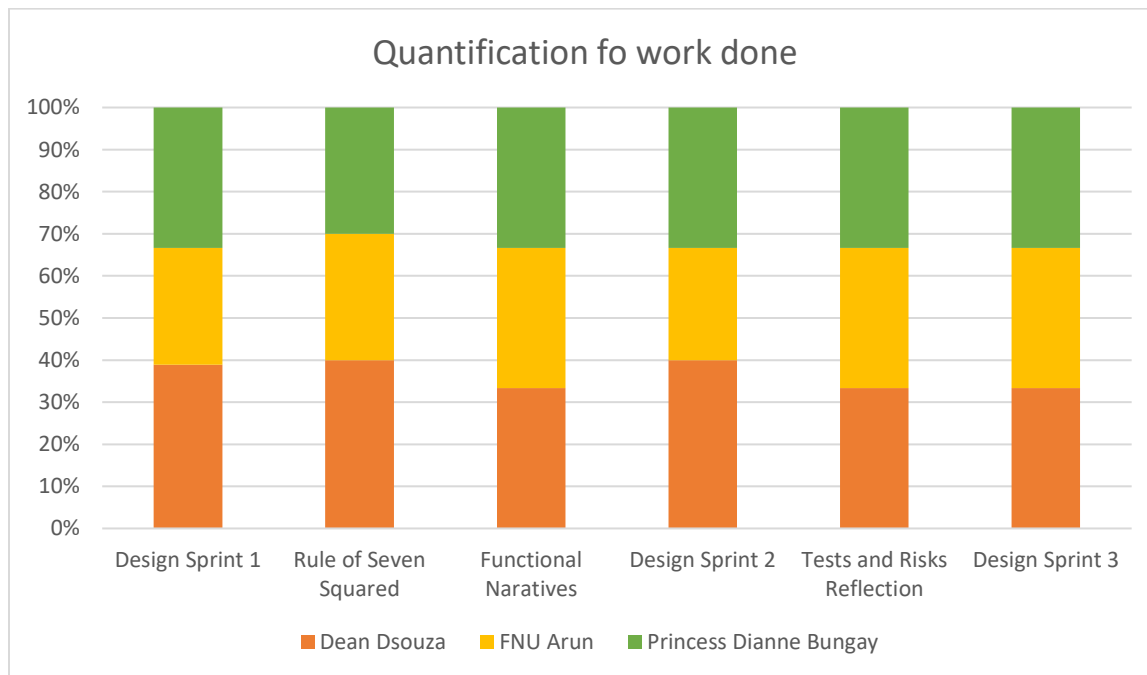
## Quantification and Assessment

The following table summarizes most of who did what within the project:

UCD Ideation Milestone	Summary
Design Sprint 1	<b>Dean D'souza:</b> Project Idea, Competitive Landscape Statement, Main Facts and Assumptions, Key Users Statement, Persona 1 (George) <b>FNU Arun:</b> Refined Problem Statement, Photographing in-class materials, Key Users Statement, Persona 2 (Amy) <b>Princess Dianne Bungay:</b> Key Questions from Question Storming, Main Facts and Assumptions, Key Users Statement, Persona 3 (Olga)
Rule of Seven Squared Exercise	<b>Dean D'souza:</b> George Persona (Goal 1 – User, Goal 2 – User, Goal 3- Recorder, Goal 4 - Observer) <b>FNU Arun:</b> Amy Persona (Goal 1 – Recorder, Goal 2 – Recorder, Goal 3- Observer, Goal 4 - User) <b>Princess Dianne Bungay:</b> Olga Persona (Goal 1 – Observer, Goal 2 – Observer, Goal 3- User, Goal 4 - Recorder)
Functional Narratives	<b>Dean D'souza:</b> George Persona (Ideal Scenario), Derrick Persona (What-If Scenario), editing document <b>FNU Arun:</b> Amy Persona (First Use scenario), editing document <b>Princess Dianne Bungay:</b> Olga Persona (Edge Case Scenario), editing document
Design Sprint 2	<b>Dean D'souza:</b> Information Architecture (IA), Paper Prototypes early ideas, editing presentation <b>FNU Arun:</b> Wireframes, taking and uploading pictures, editing presentation

	<b>Princess Dianne Bungay:</b> Design style and Guidelines, Structuring and editing presentation, giving opinions from persona perspectives
<b>Test and Risks Reflection</b>	<b>Dean D'souza:</b> George Persona, editing document <b>FNU Arun:</b> Amy Persona, editing Document <b>Princess Dianne Bungay:</b> Olga Persona, editing document
<b>Design Sprint 3</b>	<b>Dean D'souza:</b> High fidelity Prototype design in Justinmind Prototyper, consolidation of modules into the prototype, editing document (UCD process milestones, Final Prototype) <b>FNU Arun:</b> Modules for Prototype, editing document (Ideation Testing) <b>Princess Dianne Bungay:</b> Final Wireframes using wireframe.cc, editing document (adding all necessary materials and structuring)

It should be noted that all planned roles and tasks were actualized accordingly and hence the above table is representative of both. The following bar graph gives an overall idea:



## Project Interdependencies

There were a few important interdependencies during the project:

1. For the Rule of Seven Squared exercise, as we switched roles for a few of the goals, there was a bit of waiting for each person to record and upload the goal videos so that the assigned observer and recorder could work on their notes.

2. For Design Sprint 2, Wireframing and Paper Prototyping had to be done in tandem, and then refined a bit to prevent any discrepancies. A lot of time went redoing a lot of design elements and pages.
3. For Design Sprint 3, while each of us worked on at least one module, integrating the modules into the final prototype in Justinmind Prototyper proved to be a bit challenging as many interactions and styles had to be corrected and re-implemented. Additionally, there was a bit of a learning curve and there were software issues while creating the prototype. Wireframes also had to be re-designed quickly. This left little time to review as compared to the other assignments and tasks.

## Effort Discrepancies

As far as I can tell there were no discrepancies in effort put into the project and the various tasks. However, for the design sprint 3 I could have put more effort by putting more detail into the ideation process and correcting issues with the text for the Final Prototype slide. Additionally, extra effort could've been put from my side to appropriately label interactions and elements in the final prototype file as well as the in the actual design.

## Challenges

The main challenge throughout the UCD process was finding time to meet up and hold discussions to help get everyone on the same page. Initially we could find time during the week, but towards the end most of the discussions had to be held on weekends. Additionally, I feel like I could have communicated some of ideas more effectively to save time for more detailed discussions, avoiding time spent on addressing confusions and misinterpretations.

## Project Performance Statement

The Project taught me a lot about the tools and techniques in designing products for different users. All the techniques from persona creation to prototype creation gave me a better understanding of how to design for different users, keeping their needs in mind.

The timings for the techniques and sprints seemed to me to be in just the right order.

I would be more than happy to work with the same teammates again, as many of their ideas helped in shaping the application with a better understanding for the platform (especially when it came to designing for an iPhone since I am an android user). Additional ideas which could have been implemented but were avoided due to time sensitivity included gamification of the application (an idea that came from Princess Dianne Bungay) and possible suggestions of its implementation in the design (which came from FNU Arun).

I felt like some of my own ideas were lacking but they were improved upon by my teammates.

In my opinion, the process could be improved a little by keeping an intermediary step of creating a High-Fidelity prototype for an assignment a little earlier on as, in our case, that led to a lot of effort being redirected from the testing phase, which caused us to hurry the testing phase on to avoid missing the deadline.

If I could, I would add a little extra time and an assignment, for ensuring that everyone in my team had gotten used to our software tools before moving on to design sprint 3 and the testing of the prototype. If possible an assignment for wireframes would also be nice as the assignments really helped us to focus our attentions.