

Eduardo Zenet Lopez

Invited Talk Reflection

In the talk of the company "Parques de México", the exhibitor showed the way in which her work, at some point in time, was related to the elicitation of requirements through a close interaction between the user research team and a group of children, where they were presented with an activity where they would have to draw different constructions based on a central idea, such as the place where Peter Pan and the children of Neverland would live. What caught my attention of this experience is the fact that they were able to devise a way to include children, that is, individuals who in the first instance have no knowledge about the design, development and maintenance of a park, in an activity where they could end up expressing an opinion about how certain designs oriented to children could be.

In my work team, a method of requirements elicitation that we applied in the first block was Exploratory Testing, a kind of Usability Testing but focused more on User Research, where we coordinated with students in their first semesters of the LIS career to perform certain tasks with which they had to interact with the Test Runner. Although this approach to our potential end users could have been similar to the one done by the speaker, I am sure that we could have designed more concise tasks to obtain the usability faults with which to design the functional and non-functional requirements.