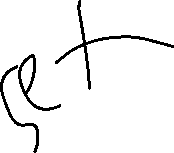
Project Proposal

Human-Factors and Ergonomics

Class session number: 02

Team number: 05

Team members: 이승유, 유희찬, 천효정, 홍주원



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| Topic | To improve SMART CAMPUS application structure and develop it to replace HISNET mobile version |
| Background | **<Problem #1>**  텍스트이(가) 표시된 사진  자동 생성된 설명  **<Problem #2>**  텍스트이(가) 표시된 사진  자동 생성된 설명  **<Problem #3>** |
| Plan for prototyping | = Explain prototype (rough)  = Features  **<QUICK MENU>**   1. **Able to set “My Favorite Menu”**   Methods: You can pick the menu you usually use the most  Effects: Increase the convenience, You can find what you want with any distraction   1. **Organize the placement of the Start Screen**   Methods: You can adjust the size of the banner.  Effects: Make it simpler and easier to use for the users. Therefore, you can see the key functions that you need.   1. **Placed menu screen button**   Methods: Classify the functions by a topic  Effects: increase the efficiency and reduces the search time   1. **Improve Dark mode**   Method: Make it completely dark and change some icons  Effect: It eliminate the eye fatigue   1. **Notification for New announcement**   Methods: Consist with the design that users are familiar with  Effect: It helps user to not miss any notification. |
| Plan for an experiment for usability evaluation | (general contents)  - explain about participants, how to recruit?  - about necessary equipment, apparatus, any other preparations (for example, eye-tracker)  - about tasks  - about the experiment process (approach, steps, time)  (example for visualization of the process)    - about data collection: which data will be collected (each team should collect both quantitative and qualitative types of data) |
| Schedule |  |
| Expected outputs | -  -  - |