

ENSE496AB

Braintrust Milestone Six- Tim's Bits
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We are Tim's Bits



Taylor Petrychyn



Brandon Eagan



Bryce Drew



Maks Zabutnyy

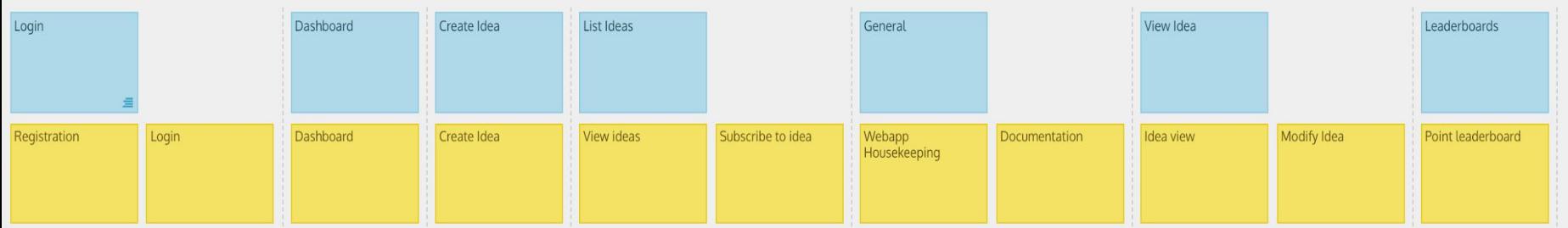


Danish Junaid



Paul Hewitt

USM Review



MVP 4 1 left of 24 cards

Fix password/name discrepancy per usability comments Done	Add redirect to welcome modal off login Done	Finish Welcome Modal Done	Add Unit and Division per usability comments Done	Display Division and Unit on all IDEas Done Auto Apply Filter per usability comments Done Add Filter for PDCA Status Done Add Filter for Unit/Division Done Fix Problem with autofiltering causing list issue Done	Fix authentication on one view per usability comments Done	Email notification when comment is added or PDCA is changed Doing	Upvote Comments Done Allow Upvoting of both Comments and Ideas on single idea page Done Display name on single idea Done Fix Broken CSS Done Display Division and Unit on Idea Done	Idea creator can delete idea Done Ide Creator can edit idea Done IdeaCreator can change PDCA status Done Fix Broken CSS Done Display Division and Unit on Idea Done	Gain points for upvotes Done Show highest individual points Done Show highest unit points Done Show highest division Done
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USM Analysis

Complete Filtering

- Can view unit/division on all ideas
- Can also filter by PDCA, Unit, Division, Latest, Top
- Implemented filters based on feedback

Backend Improvements

- Fixed minor blocks when trying to filter
- Upvotes of comments/ideas on the same page
- Functioning deletes and edits of ideas and comments.

USM Analysis

Leaderboards

- Displaying top point leader of eHealth
- Works for individuals, units, and division

Usability Documentation

- Taking the feedback to implement in this milestone
- Compiling the results
- Visual representation of data for interpretation

USM Analysis

Time Management:

- Individual work as well as pair programming sessions
- Lots of interconnected cards that make progress easier

Rationale:

- Final milestone requires a finished product
- Leaderboards provide a beginning for a gamification system
- Usability testing gave us insights into where we need to improve based on the behaviour of the user

USM Analysis

Did we complete the MVP?

- Filtering is working based on feedback provided by eHealth
- Leaderboard created and keeps track of user's points
- Backend fix for unit/division filtering
- Updating PDCA no longer a placeholder
- Editing and deleting ideas
- Welcome modal complete
- Compilation of usability reports

Team Roles

Presentation: Paul & Maks

Profile Images: Taylor

Welcome Modal: Paul

Backend Upkeep: Danish & Maks

Usability Report: Brandon & Paul

Leaderboard and Filtering: Brandon & Danish

Usability - Pre Task

4 people completed the usability test

- 2 Females aged 45-65
- 2 Males, aged 18-25 & 25-45
- 3 average technical skill, 1 above average
- 2 associates degrees
- 1 “Some Grad School”
- 1 “Some Undergrad”
- 4 different employment terms
 - 10-20yrs, 3-10yrs, 1-3yrs, <1yr

Usability - Task

- We asked 16 task related questions (64 total)
- One user left three questions blank
- Of these 64 questions, 12 were answered negatively
- Every user answered 3 questions negatively
- One user circled both yes & no
- Almost all of the negative questions were about filtering
- Longest task was viewing an idea
 - User didn't know how to scroll on a Mac
- Total test time was around 11 minutes

Usability - Task

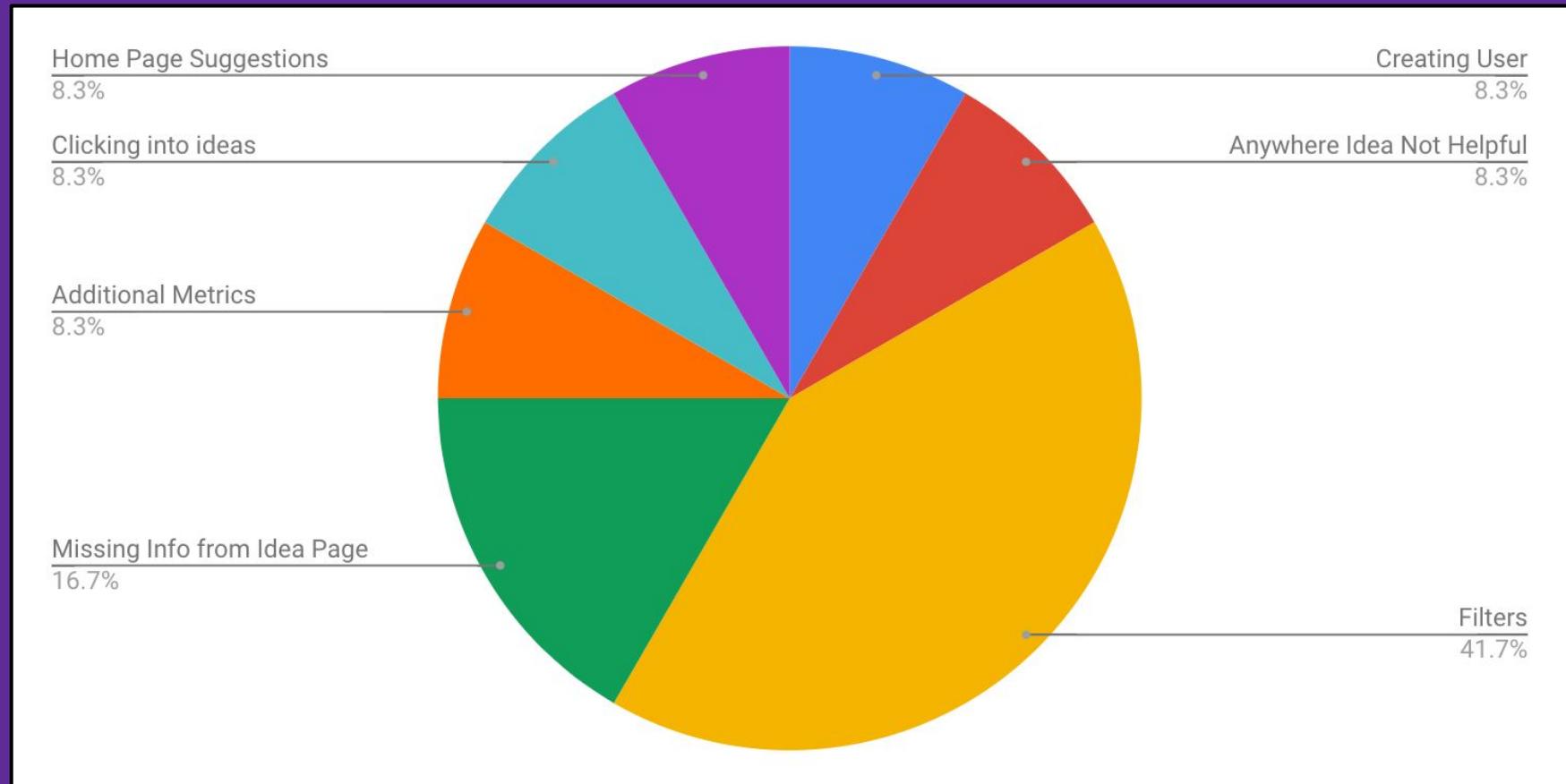
- A perfect usability score is 45
- User 1 scored us 9/45
 - User did not know how to use a Mac, deemed outlier
- User 2 scored us 34/45
- User 3 scored us 34/45
- User 4 scored us 34/45

Average score of 34/45

Including outlier, average score of 27.75/45

Results in a **81.25%** satisfaction rate

Usability - Negative Questions



Usability - Post Task

Verbatim

“What is an upvote”

“I just didn’t think to click for more”

“How do I scroll down”

“Simplicity is nice, few more filtering options would be nice, comments and liking is nice, would like different colors for webpage”

“This is very pretty”

“Clean, simple interface”

Usability - Suggestions

Category	Suggestion	Acted Upon
Filtering	Apply Automatically, Add "Most Popular, Most Liked, Groups, PDCA"	Y
Homepage	Revisit the Blinking Homepage Prompt	N
Idea Page	Edit/Delete/Downvote	Y
New Idea	Who would this affect?	Y
User Creation	When creating new user, password incorrect should reset whole form or none except password	Y
Clicking into an idea	Make it more obvious?	Y

Final MVP Demo



Demo Comments & Review

Next steps

- Administrator role/panel
- Notifications and subscriptions to notifications
- Manager task logging and adoption flow
- Further gamification

Group Reflection

How did you feel about this project?

What did you like about it?

What did you dislike?

- Feels very good to complete the project
- Liked implementing functionality that user wanted to see following our user testing
- The length of the project was really fair, timeline changed it from coding to developing a product
- Would have liked to create our own eldeas without the use of the Lo-Fi provided
- Great insight into big team collaboration, as well as working with management-esque supervisors

Group Reflection

What did you learn about yourself as you collaborated and worked through this project?

- We saw a lot of individual work as well as pair work this milestone
- We were very supportive of each other, as members finished tasks we let them know that their work was appreciated
- Eat an elephant one bite at a time

Group Reflection

How will you use what you have learned going forward?

- Anything is possible as you work through the problem or learning a new technology
- Reflecting on the principle of thinking like a user because we are creating for the user, in some cases it has to be a specific type of user
- Gained valuable, real world experience

Group Reflection

What “stuff & things” related to this project would you think future students would want/need more help with?

- Potentially helping people will relevant database upkeep that would be similar to eHealth
- Allowing groups to use their own frameworks/libraries
- Implementing their own design over previous Lo-Fi
- During user testing, ensure everyone has the same environment

Questions?

