**Reporte de Participación – TB2**

**Sección:** SS34

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Participant Performance Report** | | | | | | | |
| **Nombre de Startup** | | Teletubies | **Nombre de Producto** | | Tu Trade | | |
| **Entrega** | | TP1 | **Team Leader** | | Yauri Paucar, Elias | | |
| **Ítem** | **Estudiante** | **Responsabilidades** | **Cumplió a tiempo** | **cumplió a destiempo** | **cumplió parcialmente** | **no cumplió**  **(Cero)** | **Calificación asignada**  **(20 / 16 / 13 / 07 / 0)** |
| 1 | Miguel Angel Reyes Constantino | 1.2.1. Antecedentes y problemática | x |  |  |  | 20 |
| 1.1.2. Perfiles de integrantes del equipo | x |  |  |  |
| 2.2.2. Registro de entrevistas | x |  |  |  |
| 2.2.3. Análisis de entrevistas | x |  |  |  |
| 2.3.1. User Personas | x |  |  |  |
| 4.1. Style Guidelines | X |  |  |  |
| 4.1.2. Web Style Guidelines | X |  |  |  |
| 4.1.3. Mobile Style Guidelines | X |  |  |  |
| 4.1.3.1. iOS Mobile Style Guidelines | X |  |  |  |
| 2 | Carlo Francesko Nelson Montesinos Valencia | 1.2.2.1. Lean UX Problem Statements | x |  |  |  | 20 |
| 1.2.2.2. Lean UX Assumptions | x |  |  |  |
| 1.1.2. Perfiles de integrantes del equipo | x |  |  |  |
| 2.1. Competidores | x |  |  |  |
| 2.1.1. Análisis competitivo | x |  |  |  |
| 2.1.2. Estrategias y tácticas frente a competidores | x |  |  |  |
| 2.2.2. Registro de entrevistas | X |  |  |  |
| 4.1.3.2. Android Mobile Style Guidelines | X |  |  |  |
| 4.3.1. Landing Page Wireframe | X |  |  |  |
| 4.3.2. Landing Page Mock-up | X |  |  |  |
| 3 | Jose Fabian Castro LujanRipoll | 1.2.2.3. Lean UX Hypothesis Statements | x |  |  |  | 20 |
| 1.2.2.4. Lean UX Canvas | x |  |  |  |
| 1.1.2. Perfiles de integrantes del equipo | x |  |  |  |
| 2.2.2. Registro de entrevistas | x |  |  |  |
| 2.2.3. Análisis de entrevistas | x |  |  |  |
| 2.3.4. Empathy Mapping | x |  |  |  |
| 2.3.5. As-is Scenario Mapping | x |  |  |  |
| 3.1. To-Be Scenario Mapping | X |  |  |  |
| 3.2. User Stories | X |  |  |  |
| 3.3. Impact Mapping | X |  |  |  |
| 3.4. Product Backlog | X |  |  |  |
| 4 | Henry Sebastian Morales Montejo | 1.3. Segmento Objetivo | x |  |  |  | 20 |
| 1.1.2. Perfiles de integrantes del equipo | x |  |  |  |
| 2.2.2. Registro de entrevistas | x |  |  |  |
| 2.2.3. Análisis de entrevistas | x |  |  |  |
| 2.3.3. User Journey Mapping | x |  |  |  |
| 4.4.1. Mobile Applications Wireframes | X |  |  |  |
| 4.4.2. Mobile Applications Wireflow Diagrams | X |  |  |  |
| 4.4.3. Mobile Applications Mock-ups | X |  |  |  |
| 4.4.4. Mobile Applications User Flow Diagrams | X |  |  |  |
| 5 | Elias Yauri Paucar | * 1. Startup Profile | x |  |  |  | 20 |
| 1.1.2. Perfiles de integrantes del equipo | x |  |  |  |
| * + 1. Descripción de la Startup | x |  |  |  |
| * 1. Solution Profile | x |  |  |  |
| 2.2.1. Diseño de entrevistas | x |  |  |  |
| 2.2.2. Registro de entrevistas | x |  |  |  |
| 2.3.2. User Task Matrix | x |  |  |  |
| 4.2. Information Architecture | X |  |  |  |
| 4.2.1. Organization Systems | X |  |  |  |
| 4.2.2. Labeling Systems | X |  |  |  |
| 4.2.3. Searching Systems | X |  |  |  |
| 4.2.4. Navigation Systems | X |  |  |  |