ENSE 471, User Interface Programming (Human-Centered Design) (Winter 2019) Milestone 1: Analysis, Observe, & Frame

1.1, Prep & Analysis

Lab/Start date (in-lab): January 17, 2019
Peer-review due: January 23, 2019 (with lab-attendance worth 1.5%)
Activities: Define your team name. Create a team GitHub. With your team, each team member should analyze at least one (1) University/College Engineering website, one (1) of which should be the University of Regina's Engineering website (i.e. a team of four (4) should analyze four (4) Engineering websites, one (1) of which should be the University of Regina's Engineering website). The focus of your analysis should be on the overall user experience (utility, usability, desirability) of the design (controls/layout/etc.) and associated page content. Consider multiple customer viewpoints in your analysis (target customers could include future students, current students, parents, staff, faculty, media/public, etc.) With respect to time and course constraints, all of you may consider yourselves future students (as you once were) and current students (as you currently are). For other stakeholders, you may want to consider engaging your friends, parents, or colleagues outside of class who represent one of the other customer groups and ask them about their respective experiences, or what they may want to experience in using the website (NOTE: You will get the opportunity to engage Engineering staff and faculty in the next lab). Each individual team member, using sticky notes or in bullet-form, will document all of the stuff and things from the perspective of the different target customers selected that work well for the University/College Engineering website they analyzed, i.e. what was liked about designs and page content and why (what brought delight and why), what didn't work and why (what was disliked and why), and what experiences not currently represented in the designs and relevant page contents that might subjectively enhance the user experiences/delight in using the website analyzed (what was considered missing and why). As a team collect of data and ensure you upload everything to your team's GitHub (see the rubric in 1.4).

1.2, Target customer(s) & observe

Lab/Start date (in-lab): January 24, 2019
Peer-review due: January 30, 2019 (with lab-attendance worth 1.5%)
Activities: *Please know that edits to the following activities may be made prior to January 24, 2019.* University of Regina Engineering office staff and faculty will be in-lab to discuss the University of Regina's public Engineering website from their perspective. This will be their chance to inform you of their needs and requirements for the University of Regina Engineering website, and your chance to dig for additional requirements with these target customers. With your team you will define and select the target customers that will be the focus of your team's proposed new design/content structure for the University of Regina's Engineering website (recall, target customers could include future students, current students, parents, staff, faculty, media/public, etc. NOTE: You do not have to select all target customers). Each team member must select at least one (1) target customer to focus on. This will be that team member's primary focus for the duration of the project, keeping in mind team members can help each other out if needed. If one target customer group is deemed too large of a focus, it can be split up and distributed among the team members accordingly, e.g. students can be split into future and current students. Using all of the data collected from last lab and the current one, as a team you will create an affinity diagram as discussed in the "Scenario-Focused Engineering" textbook (and discussed in-class), organizing design/content ideas from all of the data collected, highlighting key summaries, insights, and categories/design focus points (i.e. the user interface design, including content structure/model). Each team member should take the lead with respect to the target customer they have selected/were assigned to in the team discussion. Ensure all relevant files are uploaded to your team's GitHub (see the rubric in 1.4).

1.3, Frame

Lab/Start date (in-lab): January 31, 2019

Peer-review due: February 5, 2019 (with lab-attendance worth 1.5%)

Activities: *Please know that edits to the following activities may be made prior to January 31, 2019.* Based on the analysis and observations developed in the previous labs each team member will create a set of scenarios (epics) and user stories for their target customer(s), framing key customer needs and articulating experiences envisioned for a good/great design and content modeling of the University of Regina's Engineering website. This will be completed using the StoriesOnBoard software (You will export a PDF to be uploaded in GitHub). Some target customers may have more scenarios than others. Remember, good teammates share the load! Ensure all files are uploaded to your team's GitHub (see the rubric in 1.4).

1.4, Milestone and scrum progress report & delivery

Delivery/due (in-class): February 6, 2019 (worth 7%)

Activities: *Please know that edits to the following activities and rubric may be made prior to January 31, 2019.* Presentation of project progress and delivery of associated/relevant files in team GitHub. Use the presentation template provided in URCourses, as well as all the information in this document as a guide for submission requirements

Fail Grade: 0-3.4%	Developing Grade: 3.5-5%	Meets expectations Grade: 5.1 – 6.5%	Exceeds expectations Grade: 6.5-7%
Not submitted (group)

Missing during report-out*

Severely lacking presentation and content submission | Prep and analysis activities and documentation are weak/missing key elements

Target customers and observation analysis is weak/missing key elements

Framing (in StoriesOnBoard) of target customer(s) is weak/missing key elements

Progress report is weak/missing key elements

Uploaded content is unreadable, either in-part or in-full

All files are uploaded to GitHub, understandability and discoverability is weak/needs improvement

Report-out exceeds 6 minutes** | Good prep and analysis activities & documentation

Good observation and analysis of target customers

Good framing (in StoriesOnBoard) of target customer(s) experiences

All uploaded content is highly readable

All files are uploaded to GitHub and organized in an understandable and discoverable way

Report-out is within 6 minutes** | All within "Meets expectations"

Meets Tim's "wow" factor (Above and beyond) |

* Attendance during group report-outs is mandatory. Failure to attend the progress report will result in a 0% grade on the milestone for the individual that is missing

** Time allocated for report-outs are not to exceed 6 minutes. The instructor will randomly select the group presentation order on report-out day. If a group member is not present, the instructor will ask another group to present. The person not present will be deducted 0.5% from their milestone grade (individual deduction, not group). When the instructor asks that group again to present and the person is still not present, the group will proceed with the report-out and the person not present will receive a grade of 0% on the milestone (individual deduction, not group). Please also note that a group member will also not be permitted to join their presentation late (i.e. if it's already begun).