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# Software Development

## Welcome to your software project space!

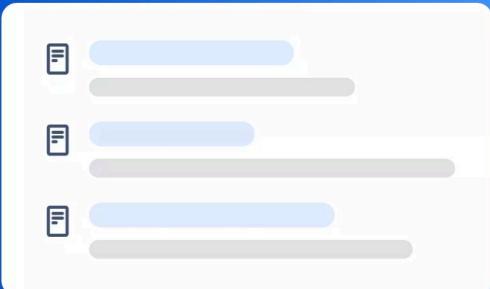
- We've added some suggestions and placeholders. Everything is customizable.
- Get started with page templates:
  - ✖ <https://student-team-2222.atlassian.net/wiki/spaces/SD/pages/229514> Can't find link
  - ✖ <https://student-team-2222.atlassian.net/wiki/spaces/SD/pages/229528> Can't find link
  - ✖ <https://student-team-2222.atlassian.net/wiki/spaces/SD/pages/229542> Can't find link
- Check out ✖ <https://student-team-2222.atlassian.net/wiki/spaces/SD/pages/229556> Can't find link for more tips.

## Status

*Write an update*

## Jira issues

## Recently updated



- ▼ Display a list of recently changed pages

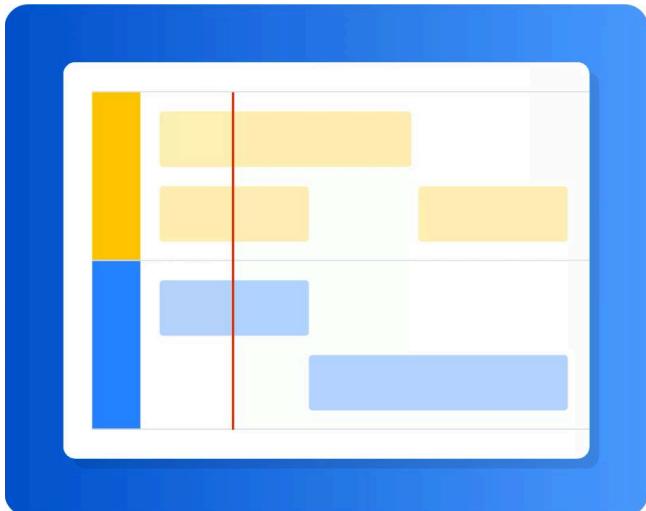
### To add the Recently updated element:

1. When editing type /
2. Find Recently updated in the dropdown
3. Select **Insert**

### To edit the Recently updated element:

1. Select the placeholder. The floating toolbar appears.
2. Select **Edit**. The right panel opens.
3. Modify the parameters. Your changes are saved as you go.
4. Resume editing the page, and the panel closes.

## Roadmap



### Adding a roadmap planner

Create simple, visual timelines that are useful for planning projects, software releases and much more.

Roadmaps are made up of:

- **bars** to indicate phases of work.
- **lanes** to differentiate between teams, products or streams.
- **markers** to highlight important dates and milestones.
- a **timeline** showing months or weeks.

You can provide more information about items on your roadmap by linking a bar to a page.

### To add the Roadmap planner:

1. When editing type /
2. Find Roadmap planner in the dropdown
3. Select **Insert**

### To edit the Roadmap planner:

1. Select the placeholder. The floating toolbar appears.
2. Select **Edit**. The right panel opens.
3. Modify the parameters. Your changes are saved as you go.
4. Resume editing the page, and the panel closes.

## Team 2 Home Page

### Welcome to Team 2

Lads on a mission to revamp the South Pacific Programming Contest Website.

#### About Team 2

We are a team of undergraduate IT students dedicated to redesigning the South Pacific Programming Contests website. Our top priorities include user-centric design, effective promotion, and sponsor engagement to enhance user engagement, increase contest participation, and foster stronger partnerships.

#### Meet the team

@Hossan Al Sarah Project Manager	@Simranjeet Singh UX Designer/ Researcher
@Harrishraj Rajandran UX and UI Designer	@Justin Her Min Wong Technical Lead

#### Latest updates

Recent updates

- Scenarios and storyboards 9 minutes ago • contributed by Simranjeet Singh
- Interview Questions 9 minutes ago • contributed by Simranjeet Singh
- Sprint 3 Week 1 Meeting notes 11 minutes ago • contributed by Simranjeet Singh
- Sprint 2 Week 1 Meeting notes 12 minutes ago • contributed by Simranjeet Singh
- UX Interview 13 minutes ago • contributed by Simranjeet Singh
- Meeting notes 13 minutes ago • contributed by Simranjeet Singh
- User Story 4: Sponsor 14 minutes ago • contributed by Simranjeet Singh
- User Story 2: Promoter 14 minutes ago • contributed by Simranjeet Singh
- Retrospective: T2 Sprint 3 17 minutes ago • contributed by Simranjeet Singh
- Retrospective: T2 Sprint 2 17 minutes ago • contributed by Simranjeet Singh
- Retrospective: T2 Sprint 1 18 minutes ago • contributed by Simranjeet Singh
- Final Prototype 20 minutes ago • contributed by Justin Her Min Wong
- Sprint1 Week 3 Meeting Notes about an hour ago • contributed by Hossan Al Sarah
- Sprint 1 Week 1 Meeting Notes about an hour ago • contributed by Hossan Al Sarah
- Sprint 3 Week 3 Meeting notes about an hour ago • contributed by Justin Her Min Wong

#### Where to find us

Discord - A New Way to Chat with Friends & Communities

103181571@student.swin.edu.au

0416 355 710

#### Featured resources

Team 2

# Project Poster

## 📋 Overview

<b>How does this project fit into your broader strategy?</b>	<p>This project aligns with our broader strategy by addressing several key objectives:</p> <ol style="list-style-type: none"><li><b>Enhancing Brand Visibility:</b> By redesigning the South Pacific Programming Contests website to be more attractive and user-friendly, we aim to enhance the visibility and reputation of the contests within the IT student community and beyond.</li><li><b>Increasing Engagement:</b> Improving user engagement through a modernized website interface supports our strategy of fostering greater participation in the contests and building a stronger community around programming excellence.</li><li><b>Strengthening Partnerships:</b> By prominently featuring sponsor logos and messages, we aim to attract potential sponsors and strengthen existing partnerships, thus securing additional resources to support the growth and sustainability of the contests.</li><li><b>Driving Innovation:</b> The project provides an opportunity to innovate in website design and user experience, reflecting our commitment to staying at the forefront of technology and best practices in the field of IT education and competition.</li></ol> <p>Overall, this project plays a vital role in advancing our strategic goals of increasing visibility, engagement, and partnerships, ultimately contributing to the continued success and impact of the South Pacific Programming Contests.</p>
<b>Team</b>	Team 2
<b>Project owner</b>	@Hossan Al Sarah
<b>Team members</b>	@Harrishraj Rajandran @Simranjeet Singh @Justin Her Min Wong
<b>Date</b>	16/03/2024
<b>Status</b>	NOT STARTED / IN PROGRESS / DONE

## ❓ Problem space

<b>Why are we doing this?</b>	<p><b>Problem Statement:</b> The current South Pacific Programming Contests website suffers from outdated design and usability issues, hindering its effectiveness in engaging IT students and promoting the contests. This lack of engagement not only impacts the user experience but also hinders the contests' ability to attract participants and secure sponsorships.</p> <p><b>Impact on Customers:</b> IT students interested in participating in programming contests face difficulties navigating the current website, leading to frustration and potential disengagement from the contests.</p>
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	<p>Additionally, the lack of clear information about events and winners diminishes the overall experience for participants and visitors to the website.</p> <p><b>Impact on Business:</b> The ineffective promotion of the South Pacific programming contests due to the shortcomings of the website results in decreased contest participation and limited sponsor visibility. This, in turn, affects the contests' ability to attract funding and support, hindering their growth and sustainability in the long term.</p> <ol style="list-style-type: none"> <li>1. <b>Increased User Engagement:</b> Measure website traffic metrics such as page views, session duration, and bounce rate. Aim for a significant increase in user interaction compared to the previous website.</li> <li>2. <b>Improved Contest Participation:</b> Monitor contest registration numbers before and after the website redesign. Aim for a notable uptick in registrations following the implementation of the new interface.</li> <li>3. <b>Enhanced Sponsor Visibility:</b> Evaluate sponsor engagement by tracking click-through rates on sponsor logos/messages and monitoring sponsorship inquiries. Aim for increased sponsor interest and partnership opportunities.</li> <li>4. <b>Positive User Feedback:</b> Collect user feedback through surveys, interviews, or online forms regarding the usability and attractiveness of the redesigned website. Aim for a high satisfaction rating and positive comments from users.</li> </ol>
<p><b>What are possible solutions?</b></p>	<ol style="list-style-type: none"> <li>1. <b>Complete Website Redesign:</b> Implement a modern and user-friendly interface with improved navigation and consistent layout to enhance user experience.</li> <li>2. <b>Provision Space for Sponsor Logos/Messages:</b> Highlight sponsors' contributions prominently on the website to attract potential sponsors and strengthen partnerships.</li> <li>3. <b>Integrate Essential Features:</b> Ensure essential features such as event information, contest details, winners' section, and volunteer acknowledgment are prominently featured and easily accessible.</li> <li>4. <b>Utilize SEO Strategies (Optional):</b> Implement search engine optimization strategies to improve website visibility and attract more visitors organically.</li> <li>5. <b>Develop a Figma Prototype:</b> Create a prototype using Figma to visualize the redesigned interface and ensure seamless integration of design elements.</li> </ol>

## ✓ Validation

<p><b>What do we already know?</b></p>	<ol style="list-style-type: none"> <li>1. The current South Pacific Programming Contests website suffers from usability issues and outdated design.</li> <li>2. User engagement metrics on the current website are below expectations.</li> <li>3. There is limited sponsor visibility on the current website.</li> <li>4. IT students are the primary target audience for the contests.</li> </ol>
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	<p>5. The contests require effective promotion to attract participants and secure sponsorships.</p>
<b>What do we need to answer?</b>	<ol style="list-style-type: none"> <li>1. Will the redesigned website effectively address the usability issues and improve user engagement?</li> <li>2. How will the redesigned website impact contest participation rates?</li> <li>3. Will the increased visibility of sponsors on the website attract more sponsorship opportunities?</li> <li>4. How will the target audience (IT students) respond to the redesigned interface?</li> <li>5. What are the most effective strategies for promoting the contests on the redesigned website?</li> <li>6. Are there any unforeseen challenges or obstacles that may arise during the redesign process?</li> <li>7. How will the redesign align with the goals and expectations of the South Pacific Programming Contests association and executive members?</li> </ol>

## 👉 Ready to make it

<b>What are we doing?</b>	<p>In this phase, we're moving from planning to action, ready to implement the solutions we've meticulously outlined to address the challenges faced by the South Pacific Programming Contests website. Our primary focus is on executing the complete redesign of the website to create a modern, user-friendly interface that will attract IT students, promote the contests effectively, and provide clear information about events, winners, and sponsors.</p>
<b>Why will a customer want this?</b>	<p>A customer will want this redesign because it directly addresses the pain points they've experienced with the current website. By enhancing usability, improving navigation, and increasing sponsor visibility, the redesigned website promises a more engaging and informative experience for users. IT students, the primary target audience for the contests, will find the new interface more appealing and accessible, making it easier for them to discover and participate in the contests. Additionally, sponsors will benefit from increased visibility on the website, leading to greater exposure and potential partnership opportunities.</p>
<b>Scale and scope</b>	<p>Our team consists of four members, each assigned specific roles and responsibilities to ensure the successful execution of the project. The scope of our work includes:</p> <ul style="list-style-type: none"> <li>• Complete redesign of the South Pacific Programming Contests website, focusing on improving usability, navigation, and sponsor visibility.</li> <li>• Development of a modern and user-friendly interface that attracts IT students and effectively promotes the contests.</li> <li>• Provisioning space for sponsor logos and messages as per project requirements.</li> <li>• Implementation of essential features such as event information, contest details, winners' section, and volunteer acknowledgment.</li> </ul>

- Integration of the redesigned interface into a Figma prototype for visualization and testing purposes.

**Not Included:**

- Actual website development or deployment.
- Backend development or database integration.
- Extensive content creation beyond essential information.
- Third-party integrations not directly related to core project objectives.
- Major structural changes to the existing website beyond redesigning the user interface.

# Project Plan

<b>Driver</b>	@Hossan Al Sarah
<b>Approver</b>	@Simranjeet Singh
<b>Contributors</b>	@Harrishraj Rajandran @Justin Her Min Wong
<b>Informed</b>	Andrew O'Connor
<b>Objective</b>	The objective of the project is to redesign the South Pacific Programming Contests website to create a modern, user-friendly interface that attracts IT students, effectively promotes the contests, and provides clear information about events, winners, and sponsors.
<b>Due date</b>	26/05/2024
<b>Key outcomes</b>	<p><b>1. Increased User Engagement:</b></p> <ul style="list-style-type: none"> <li>◦ Success Metric: Measure website traffic metrics such as page views, session duration, and bounce rate. Aim for a significant increase in user interaction compared to the previous website.</li> </ul> <p><b>2. Improved Contest Participation:</b></p> <ul style="list-style-type: none"> <li>◦ Success Metric: Monitor contest registration numbers before and after the website redesign. Aim for a notable uptick in registrations following the implementation of the new interface.</li> </ul> <p><b>3. Enhanced Sponsor Visibility:</b></p> <ul style="list-style-type: none"> <li>◦ Success Metric: Evaluate sponsor engagement by tracking click-through rates on sponsor logos/messages and monitoring sponsorship inquiries. Aim for increased sponsor interest and partnership opportunities.</li> </ul> <p><b>4. Positive User Feedback:</b></p> <ul style="list-style-type: none"> <li>◦ Success Metric: Collect user feedback through surveys, interviews, or online forms regarding the usability and attractiveness of the redesigned website. Aim for a high satisfaction rating and positive comments from users.</li> </ul> <p><b>5. Optimized SEO Performance (Optional):</b></p> <ul style="list-style-type: none"> <li>◦ Success Metric: Analyze website ranking and organic search traffic using tools like Google Analytics or SEMrush. Aim for improved visibility and higher search engine rankings for relevant keywords.</li> </ul> <p><b>6. Seamless Prototype Integration:</b></p> <ul style="list-style-type: none"> <li>◦ Success Metric: Ensure smooth integration of the redesigned interface into the Figma prototype. Aim for a cohesive user experience across all pages and functionalities.</li> </ul> <p><b>7. Clear Communication with Stakeholders:</b></p> <ul style="list-style-type: none"> <li>◦ Success Metric: Present the finalized design concepts and project progress to association executive members. Aim for their approval and positive feedback on the proposed redesign.</li> </ul>
<b>Status</b>	NOT STARTED / IN PROGRESS / COMPLETE

## 💡 Problem Statement

### Description:

The current South Pacific Programming Contests website (<https://test-website.sppcontests.org>) suffers from several shortcomings, hindering its effectiveness in engaging IT students and promoting the contests. The website lacks a modern user interface, making it unattractive to the target audience. Navigation issues and inconsistent layout further exacerbate user experience problems. Additionally, the absence of prominent sponsorship acknowledgment diminishes the potential for revenue generation and partnership opportunities.

### Impact:

These deficiencies have significant repercussions on the success of the South Pacific programming contests. A poorly designed website fails to attract IT students, resulting in decreased participation rates. Without effective promotion and clear event information, the contests may struggle to garner interest and maintain relevance in the competitive IT education landscape. Moreover, the lack of sponsor visibility diminishes potential financial support, hindering the growth and sustainability of the contests.

### Hypothesis:

We hypothesize that by redesigning the South Pacific Programming Contests website to feature a modern and user-friendly interface, along with improved navigation and consistent layout, we will increase user engagement and promote the contests more effectively. Specifically, we believe that highlighting sponsors' logos and messages will attract potential sponsors, leading to increased revenue opportunities.

### Outcome Expectation:

We anticipate that implementing the redesign of the South Pacific Programming Contests website to feature a modern and user-friendly interface, along with improved navigation and consistent layout, will lead to several positive outcomes:

1. **Increased User Engagement:** We expect to see a significant rise in user engagement metrics, such as increased website traffic, longer session durations, and reduced bounce rates, indicating improved interaction with the website.
2. **Improved Contest Participation:** With a more attractive and user-friendly interface, we anticipate a notable increase in contest registrations, reflecting heightened interest and engagement among IT students.
3. **Enhanced Sponsor Visibility:** By prominently featuring sponsor logos and messages, we aim to attract more sponsors and strengthen existing partnerships, ultimately leading to increased financial support for the contests.
4. **Positive User Feedback:** We anticipate receiving positive feedback from users regarding the usability and attractiveness of the redesigned website, as well as their satisfaction with the overall experience.

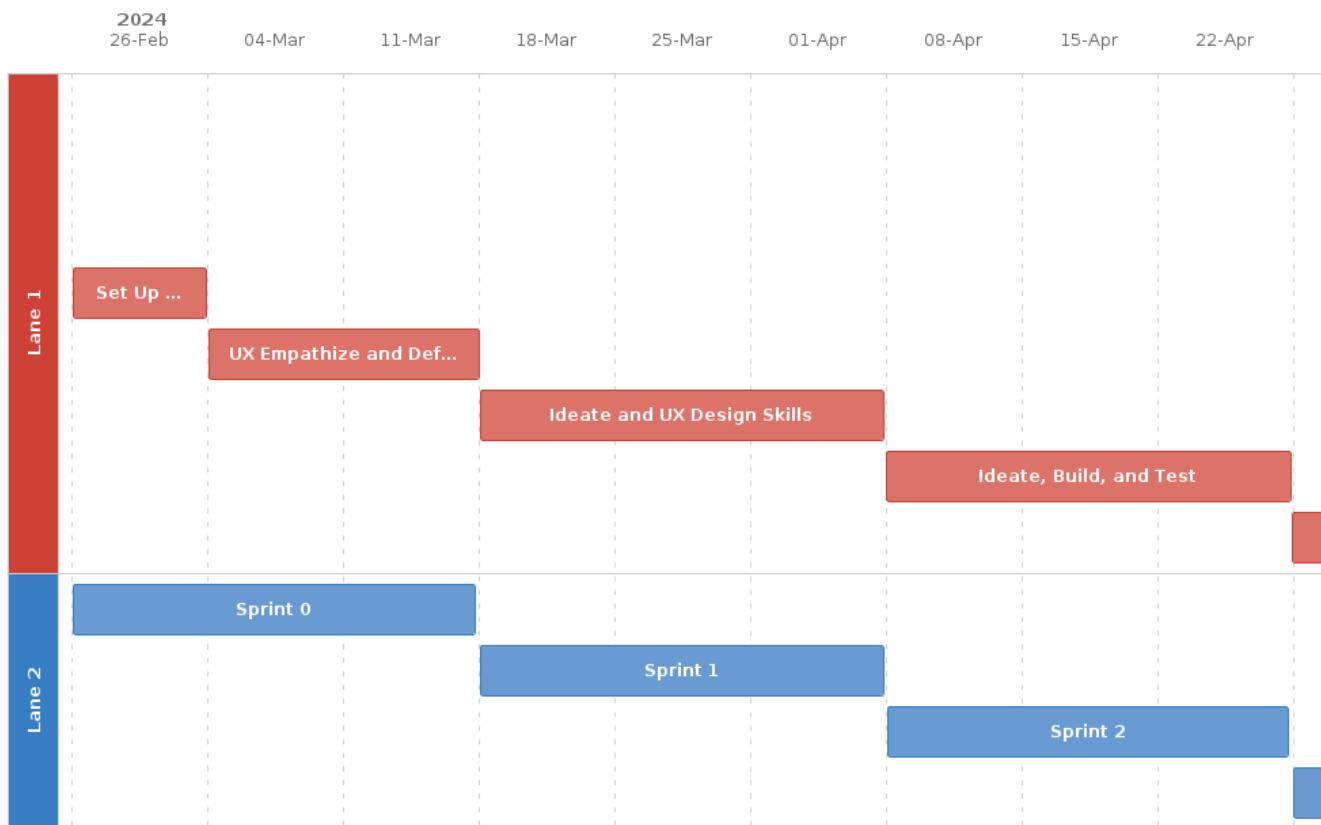
These outcomes will serve as key indicators of the success of the website redesign project and its effectiveness in achieving its objectives of engaging IT students, promoting the contests, and fostering sponsor partnerships.

## 🎯 Scope

<b>Must have:</b>	<ul style="list-style-type: none"><li>• Complete redesign of the South Pacific Programming Contests website (<a href="https://test-website.sppcontests.org">https://test-website.sppcontests.org</a>).</li><li>• User interface enhancements to attract IT students and promote the contests effectively.</li><li>• Improved navigation flow and consistent layout throughout the website.</li><li>• Provisioning space for sponsors' logo messages as per project requirements.</li><li>• Development of a Figma prototype to visualize the redesigned interface.</li><li>• Integration of essential features such as event information, contest details, winners' section, and volunteer acknowledgment.</li></ul>
<b>Nice to have:</b>	<ul style="list-style-type: none"><li>• Search Engine Optimization (SEO) implementation to improve website visibility.</li></ul>

	<ul style="list-style-type: none"> <li>Design and/or write pages in WordPress format for future website development.</li> <li>Interactive elements such as animations or dynamic content to enhance user engagement.</li> <li>Integration of social media sharing functionalities to facilitate promotion.</li> <li>Analytics integration for tracking user behavior and website performance.</li> </ul>
<b>Not in scope:</b>	<ul style="list-style-type: none"> <li>Actual website development or deployment.</li> <li>Backend development or database integration.</li> <li>Extensive content creation beyond essential information.</li> <li>Third-party integrations not directly related to core project objectives.</li> <li>Major structural changes to the existing website beyond redesigning the user interface.</li> </ul>

## 📅 Timeline



## ▶ Milestones and deadlines

Milestone	Owner	Deadline	Status

Team Formation and Initial setup		05/03/2024	COMPLETE
UX Research and Empathy Maps Completion		12/03/2024	COMPLETE
Drafting Initital UX Deliverables		19/03/2024	IN PROGRESS
Usability Evaluation and Storyboards		26/03/2024	NOT STARTED
Completion of Initial Prototype		02/04/2024	NOT STARTED
Mid-Project Peer Assessment		09/04/2024	NOT STAERTED
Prototype Design and and Usability Testing		16/04/2024	NOT STARTED
Finalization od Design for Figma Prototype		23/04/2024	NOT STARTED
Final Project Documentation		30/04/2024	NOT STARTED
Presentation Preparation		07/05/2024	NOT STARTED
Final Presentation and Submission		14/05/2024	NOT STARTED
Optional SEO and Word format design		21/05/2024	NOT STARTED

# Roles And Responsibilities

## 📋 Overview

The project entails a comprehensive redesign of the South Pacific Programming Contests website (<https://test-website.sppcontests.org>) to address usability issues, enhance user engagement, and promote the contests effectively. The current website suffers from outdated design and navigation challenges, impacting its ability to attract IT students and secure sponsorships. The aim is to create a modern, user-friendly interface that caters to the needs of the target audience while providing clear information about events, winners, and sponsors. Through the implementation of essential features and improved sponsor visibility, the redesigned website seeks to bolster contest participation rates and strengthen partnerships. The project will culminate in the development of a Figma prototype to visualize the redesigned interface and facilitate testing before potential implementation.

Team	Team 2
Team members	@Hossan Al Sarah @Harrishraj Rajandran @Simranjeet Singh @Justin Her Min Wong
Date	16/3/2024
Team mission	Our team's overarching responsibility is to collaboratively execute the redesign of the South Pacific Programming Contests website with a focus on enhancing user experience, promoting engagement, and amplifying the visibility of the contests. Through our collective expertise and dedication, we aim to deliver a modern and user-friendly interface that effectively communicates essential information, attracts IT students, and fosters partnerships with sponsors. Our mission is to ensure the successful realization of the project objectives, ultimately contributing to the growth and sustainability of the contests within the IT education community.

## 📘 Roles and responsibilities

Roles	Responsibilities (what others think)	Responsibilities (what I think)	Comments
Hossan Al SARAH(Scrum master/ Project Manager)	Ensure project stays on schedule, lead meetings, manage documentation, liaise with stakeholders.	Drive project vision, create an environment for success, and keep the team aligned with goals.	Looking forward to orchestrating our efforts and keeping us on track!
Simranjeet Singh (UX Designer/Researcher)	Conduct user research, create personas and journey maps, provide design insights based on user feedback.	Explore user needs deeply to inform our design decisions and advocate for the end-user experience.	Excited to discover user insights and translate them into a design that resonates.
Harrishraj Rajandran(UI and UX Designer)	Develop the visual design of the interface, discuss visual design themes with team	Craft a visually engaging and intuitive interface that users will love to interact with.	Ready to bring our interface to life with a focus

	members, create prototypes, and ensure aesthetic coherence.		on clarity, visually appealing and amazing user engagement.
@Justin Her Min Wong Technical Lead	Oversee the technical aspects, work on SEO, and ensure the prototype is functional and scalable.	Bridge the gap between design and development, ensuring our project is technically robust and forward-thinking.	Committed to making sure the design is not just visually stunning, but also technically more smoothly interactable, good usability and implementable.

#### Unassigned responsibilities

1. Creating content for promotional materials or social media campaigns unrelated to website design.
2. Resolving conflicts or disputes between project stakeholders or team members.
3. Handling administrative tasks such as scheduling meetings or managing project documentation beyond individual team responsibilities.
4. Conducting extensive market research beyond the scope of user preferences and trends relevant to the project.

# Risk Assessment

## 📋 Background

The South Pacific Programming Contests website redesign project aims to address the shortcomings of the current website (<https://test-website.sppcontests.org>) by creating a more modern and user-friendly interface. The current website suffers from usability issues, an outdated design, and limited sponsor visibility, hindering its effectiveness in engaging IT students and promoting the contests.

The redesign initiative is crucial for enhancing user engagement, increasing contest participation rates, and attracting potential sponsors. However, it also introduces various risks that could impact the project's success. These risks range from technical challenges during the redesign process to potential misalignment with stakeholders' expectations and unforeseen obstacles that may arise throughout the project lifecycle. Therefore, a comprehensive risk assessment is essential to identify, evaluate, and mitigate potential risks proactively, ensuring the smooth execution of the redesign project.

## 🎲 Risks management

### Risk rating

LOW	MEDIUM	HIGH	EXTREME
<ul style="list-style-type: none"><li>Acceptable</li><li>Ok to proceed</li></ul>	<ul style="list-style-type: none"><li>As low as reasonably practicable</li><li>Take mitigation efforts</li></ul>	<ul style="list-style-type: none"><li>Generally unacceptable</li><li>Seek support</li></ul>	<ul style="list-style-type: none"><li>Intolerable</li><li>Place event on hold</li></ul>

LIKELIHOOD	SEVERITY			
	ACCEPTABLE <i>Little to no effect on event</i>	TOLERABLE <i>Effects are felt but not critical to outcome</i>	UNDESIRABLE <i>Serious impact to the course of action and outcome</i>	INTOLERABLE <i>Could result in disaster</i>
IMPROBABLE <i>Risk is unlikely to occur</i>				<ul style="list-style-type: none"><li>Inadequate backup and recovery procedures</li></ul>
POSSIBLE <i>Risk will likely occur</i>	<ul style="list-style-type: none"><li>Turning up late to team meeting</li></ul>	<ul style="list-style-type: none"><li>Delays in design or development phases</li><li>compatibility issues with</li></ul>	<ul style="list-style-type: none"><li>Technical challenges during website redesign.</li><li>Scope creep leading to project</li></ul>	<ul style="list-style-type: none"><li>Intellectual property disputes</li></ul>

	browsers and devices	expansion Scope creep <ul style="list-style-type: none"> <li>• communication breakdown within the team</li> <li>• Misalignment with client expectations</li> <li>• Team member turnover or resource unavailability</li> </ul>	
<b>PROBABLE</b> <i>Risk will occur</i>		<ul style="list-style-type: none"> <li>• Server downtime or performance issues</li> </ul>	<ul style="list-style-type: none"> <li>• Data security breaches</li> <li>• Not following the deadline.</li> </ul>

## Action items

**Address Communication Breakdown:** Schedule regular team meetings to ensure effective communication and collaboration. Designate a team member responsible for documenting meeting minutes and action items to track progress and address any misunderstandings promptly.

**Client Expectations Alignment:** Arrange a client feedback session to review project objectives and ensure alignment with client expectations. Provide regular updates on project progress and seek clarification on any ambiguities or discrepancies to avoid misalignment.

**Sponsor Engagement Strategy:** Develop a proactive outreach plan to engage potential sponsors and communicate the value proposition of sponsoring the contests. Assign team members specific responsibilities for outreach activities and follow-up to cultivate sponsor partnerships effectively.

**User Engagement Enhancement:** Implement user testing sessions to gather feedback on the redesigned website interface and identify areas for improvement. Iterate on design elements based on user feedback to enhance user engagement and satisfaction.

**Risk Monitoring and Mitigation:** Establish a risk monitoring framework to track identified risks throughout the project lifecycle. Assign risk owners responsible for monitoring specific risks and implementing mitigation strategies as needed to minimize their impact on project success.

**Backup and Recovery Protocol Implementation:** Ensure the implementation of automated backup systems and recovery procedures to safeguard against data loss or server downtime. Conduct regular testing of backup systems to verify their effectiveness and readiness for use in case of emergencies.

**Team Continuity Planning:** Develop a contingency plan to address potential team member turnover or resource unavailability. Cross-train team members on critical tasks and maintain clear documentation of roles and responsibilities to mitigate disruptions to project continuity.

## Appendix 1: Team Member Profiles

<b>Hossan Al Sarah</b>	
<b>Environments I like to work in</b>	<ul style="list-style-type: none"> <li>• Quiet and dark</li> <li>• Slow and relaxing background music</li> </ul>
<b>Preferred working hours</b>	<ul style="list-style-type: none"> <li>• Night</li> </ul>
<b>Communication preferences</b>	<ul style="list-style-type: none"> <li>• Email</li> <li>• Discord</li> <li>• Face to face</li> <li>• Text message</li> </ul>
<b>Preferred ways to receive feedback</b>	<ul style="list-style-type: none"> <li>• Open conversation</li> </ul>
<b>Things I need</b>	<ul style="list-style-type: none"> <li>• Designing skills</li> </ul>
<b>How I learn best</b>	<ul style="list-style-type: none"> <li>• self learning</li> <li>• Youtube videos</li> <li>• Online learning materials</li> <li>• Course</li> </ul>
<b>Things I struggle with</b>	<ul style="list-style-type: none"> <li>• Procrastination</li> </ul>
<b>Things I love</b>	<ul style="list-style-type: none"> <li>• Soccer</li> <li>• Fifa24</li> <li>• Hanging out with mates</li> </ul>
<b>If I were an animated gif/meme/animal/song, I would be...</b>	Bojack Horseman
<b>My favorite saying</b>	'Hardwork always pays off.'
<b>Other things I want you to know about me</b>	My cat 'Rio'

<b>Simranjeet Singh</b>	
<b>Environments I like to work in</b>	<ul style="list-style-type: none"> <li>• Peaceful surroundings</li> <li>• Neat and tidy workplace</li> </ul>
<b>Preferred working hours</b>	<ul style="list-style-type: none"> <li>• Afternoon</li> </ul>
<b>Communication preferences</b>	<ul style="list-style-type: none"> <li>• In-Person</li> <li>• Email</li> <li>• Discord</li> <li>• Text Message</li> </ul>
<b>Preferred ways to receive feedback</b>	<ul style="list-style-type: none"> <li>• Face-to-face conversation</li> </ul>
<b>Things I need</b>	<ul style="list-style-type: none"> <li>• Time managing skills</li> <li>• Designing skills</li> </ul>

<b>How I learn best</b>	<ul style="list-style-type: none"> <li>• Group discussions</li> <li>• Youtube</li> <li>• Open feedbacks</li> </ul>
<b>Things I struggle with</b>	<ul style="list-style-type: none"> <li>• Time management</li> <li>• Procrastination</li> </ul>
<b>Things I love</b>	<ul style="list-style-type: none"> <li>• Hang out in the evening</li> <li>• Music</li> <li>• Cars</li> </ul>
<b>If I were an animated gif/meme/animal/song, I would be...</b>	Channa
<b>My favorite saying</b>	"Everything works out in the end."
<b>Other things I want you to know about me</b>	My Drawing skills

<b>Harrishraj Rajandran</b>	
<b>Environments I like to work in</b>	<ul style="list-style-type: none"> <li>• Peaceful and quiet environment</li> <li>• Prefer library and cafes as well</li> </ul>
<b>Preferred working hours</b>	<ul style="list-style-type: none"> <li>• Evening and Night</li> </ul>
<b>Communication preferences</b>	<ul style="list-style-type: none"> <li>• In-person</li> <li>• Discord</li> <li>• Text messages</li> </ul>
<b>Preferred ways to receive feedback</b>	<ul style="list-style-type: none"> <li>• Group meeting and face-to face communication.</li> </ul>
<b>Things I need</b>	<ul style="list-style-type: none"> <li>• Time-management skills</li> </ul>
<b>How I learn best</b>	<ul style="list-style-type: none"> <li>• Lectures</li> <li>• Feedback from team members</li> <li>• Online resources</li> </ul>
<b>Things I struggle with</b>	<ul style="list-style-type: none"> <li>• Time management</li> </ul>
<b>Things I love</b>	<ul style="list-style-type: none"> <li>• Programming</li> <li>• Solving puzzles</li> </ul>
<b>If I were an animated gif/meme/animal/song, I would be...</b>	<ul style="list-style-type: none"> <li>• Turtle</li> </ul>
<b>My favorite saying</b>	"I have no special talent. I am only passionately curious." - albert einstein
<b>Other things I want you to know about me</b>	I like dogs, preferably chihuahua.

<b>Justin Wong</b>	
<b>Environments I like to work in</b>	<ul style="list-style-type: none"> <li>• Quiet and Dark, Libraries and study spaces.</li> <li>• In class</li> </ul>

<b>Preferred working hours</b>	<ul style="list-style-type: none"> <li>• Evening and at night</li> <li>• occasionally midnight</li> </ul>
<b>Communication preferences</b>	<ul style="list-style-type: none"> <li>• Discord</li> <li>• Email</li> </ul>
<b>Preferred ways to receive feedback</b>	<ul style="list-style-type: none"> <li>• Email (official)</li> <li>• Team meetings(official)</li> <li>• Discord (unofficial)</li> </ul>
<b>Things I need</b>	<ul style="list-style-type: none"> <li>• Time management</li> <li>• Motivation</li> <li>• Awareness</li> </ul>
<b>How I learn best</b>	<ul style="list-style-type: none"> <li>• Through mistakes</li> </ul>
<b>Things I struggle with</b>	<ul style="list-style-type: none"> <li>• Team leading</li> <li>• communication</li> </ul>
<b>Things I love</b>	<ul style="list-style-type: none"> <li>• Solving questions and issues</li> <li>• Improve myself</li> </ul>
<b>If I were an animated gif/meme/animal/song, I would be...</b>	<ul style="list-style-type: none"> <li>• Dragon</li> </ul>
<b>My favorite saying</b>	<ul style="list-style-type: none"> <li>• “If you are going through hell, Keep going.” - Winston Churchill.</li> </ul>
<b>Other things I want you to know about me</b>	<ul style="list-style-type: none"> <li>• I like cooking, I once had a dream to become a fine dining chef.</li> </ul>

# Team working agreement

## 👤 Team Preferences

Team Member	Justin Wong	Hossan Al Sarah	Simranjeet Singh	Harrishraj Rajandran
<b>Working location and timezone</b>	Melbourne, Australian Eastern Daylight Time	Melbourne, Australian Eastern Daylight Time	Melbourne, Australian Eastern Daylight Time	Melbourne, Australian Eastern Daylight Time
<b>Working hours and commitments</b>	Mon-Fri 9am-5pm. Sat-Sun 12am- 12 pm. Available anytime.	Wed-Sun: 7 am to-12 pm.  Mon-Tues: 6 pm-10 am.  Available to reach me on online anytime.	Mon - Tue: 5 pm - 12am.  Thu - Fri: 1 pm - 6 pm.  Sat - Sun: 12 pm - 10 pm.  Available online (anytime)	Mon-Fri 9am-5pm.  Wednesday - 11am - 8pm  Sat-Sun 12am-12 pm.  Available anytime.
<b>Working environment and preferences</b>	I like to work face to face with teams and alone in libraries	Teamwork, class, Lab, selfstudy. Calm and quiet.	In class with team members, libraries. Peaceful environment.	Team-based collaboration room, Self-Study, Library. Quiet Environment
<b>How I like receiving feedback</b>	From Team meetings and discord.	Preferably face to face and team meeting.	In-person and on discord.	Face to Face, Group meeting, Discord
<b>Context about me</b>	I feel more focused at night and will plough through work related items during this focus hours.	I'm a hard working busy man. Works almost everyday, but you can get me anytime thru text message or phone call	I'm an enthusiastic and calm person, who likes to work and co-operate within a team. I'm always open to feedbacks from other team members.	I can work under pressure, a team player, have attention to detail and can do attitude .

## 💬 Communication Channels

Channel	Purpose	Audience	Standards
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Discord	For official communication channel amongst the team.	All Team members	<ul style="list-style-type: none"> <li>• Will be respectful to all team members.</li> <li>• Updates frequently.</li> </ul>
Email	For contacting tutors and other team members	All team members including tutor/convener.	<ul style="list-style-type: none"> <li>• Professional and respectful</li> <li>• Detailed and straightforward.</li> </ul>

## 📅 Meetings

	FIRST MEETING	SECOND MEETING	THIRD MEETING
<b>Objective</b>	Introduction to the project, team formation, and agile/scrum principles.	Deep dive into user experience aspects and backlog refinement.	Conducting UX research and managing team dynamics.
<b>Outcomes</b>	Formed team, project proposal drafted, agile and scrum reviewed, safe team culture initiated.	Personas and empathy maps created, user stories refined, awareness of cultural differences and feedback methods.	Completed interviews, card sorting, and retrospective; enhanced UX research skills; understood human research ethics and team conflict management.
<b>Format</b>	In-person and Online meeting with presentations and interactive sessions.	Workshop and group discussions.	Mixed methods: interviews, practical exercises, group discussions.
<b>Who</b>	@Hossan Al Sarah @Harrishraj Rajandran @Justin Her Min Wong	@Hossan Al Sarah @Harrishraj Rajandran @Simranjeet Singh @Justin Her Min Wong	@Hossan Al Sarah @Simranjeet Singh @Justin Her Min Wong @Harrishraj Rajandran
<b>Resources</b>	Project charter template, agile/scrum guides, team building exercises.	Persona templates, empathy maps, journey maps, user story board.	Interview guides, card sorting tools, ethics guidelines, conflict resolution frameworks.
<b>How will we show up?</b>	Open-minded, collaborative, ready to learn.	Empathetic, detail-oriented, receptive to feedback.	Respectful, ethical, open to different perspectives.
<b>How will we manage follow up?</b>	Regular agile ceremonies (daily stand-up, sprint planning, etc.), shared documentation.	Backlog grooming sessions, continuous integration of feedback, updated UX deliverables.	Action items from retrospective, scheduled interviews and research follow-ups, conflict resolution meetings as needed.

## ⬆ Escalation Process

Decider	How	Transparency	Feedback Loop
Project Manager/ Scrum Master	Discussion in team meeting, consensus building.	Openly shared in meeting minutes and team dashboard.	Feedback gathered during retrospective session.
UX Designer	Workshop outcome and team vote.	Results documented and shared on project management tool.	User story refinement sessions and regular team reviews.
UX Researcher	Based on research findings and team input.	Findings presented in team meetings, shared via email and documentation.	Follow-up meetings to discuss research outcomes and team conflicts.

## 💡 Continuous Improvement

Purpose	How	Standards
Establish team and project foundation.	Through forming a team, creating a project proposal, and discussing agile/scrum practices.	Adherence to agile methodologies, effective team communication, initial project plan quality.
Enhance understanding of user needs and refine project backlog.	Developing personas, empathy maps, journey maps, and refining user stories.	Quality of UX deliverables, depth of user understanding, backlog detail and prioritization.
Improve UX research skills and team collaboration.	Conducting interviews, card sorting, and retrospective meetings.	Quality of research data, effectiveness of team communication, resolution of conflicts.

## Personas

## Persona 1: Competitor

**Persona Information**

**Adam Weiss**

**"Competitor"**

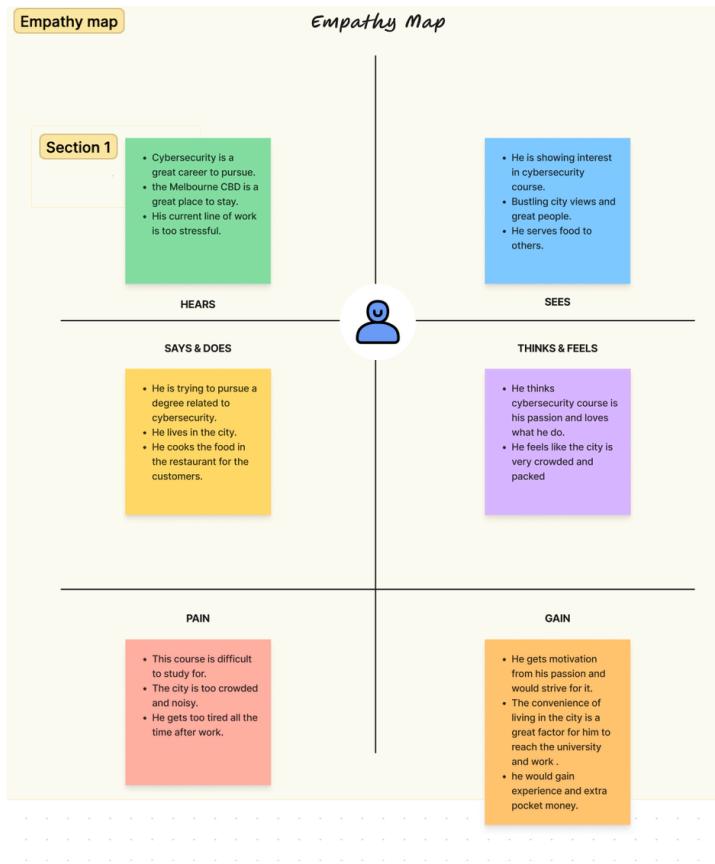


- Age: 24
- Lives in Melbourne CBD
- Flexible work schedule
- Loves to cook
- Health and Fitness conscious

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**About them**

Adam is a student pursuing a Bachelor's degree in Computer Science. He has classes on Mondays and Thursdays, the rest he works if he has a shift in a restaurant. He loves hanging out with friends after classes to discuss content about it. He doesn't like to play sports but loves to watch sports. He hopes one day he could have a stable job at a well established IT firm that specializes in cybersecurity.



<b>Persona name</b>	Adam Weiss
<b>Persona role</b>	Student
<b>Job description</b>	-

## 🏢 Company

<b>Company name</b>	-
<b>Company size</b>	-
<b>Industry</b>	-

## 👤 Demographic information

<b>Age</b>	24
<b>Gender</b>	Male
<b>Income</b>	500 per week
<b>Education level</b>	Monash College

## ✍ Personal quote

"This competition is very well established, I should try to win this"

## 📜 Biography

I am a student studying in Swinburne University of Technology enrolled into a cybersecurity course. I wish to be a cybersecurity expert for a well established consulting firm in the future. I am very confident in my programming abilities and I feel like just winning a medal just for the sake of my resume.

Professional goals	Motivators
<ul style="list-style-type: none"><li>• Wants to be a cybersecurity professional.</li><li>• Participating and winning the programming competition.</li></ul>	<ul style="list-style-type: none"><li>• Winning the competition to boost his resume and open up opportunities for companies to hire him.</li></ul>
Challenges	Sources of information
<ul style="list-style-type: none"><li>• He has a lot of strong competition.</li><li>• The programming contest questions will not be easy.</li></ul>	<ul style="list-style-type: none"><li>• He looks up the internet for contests that he can enter.</li></ul>

## Persona 2: Promoter

**Persona Information**

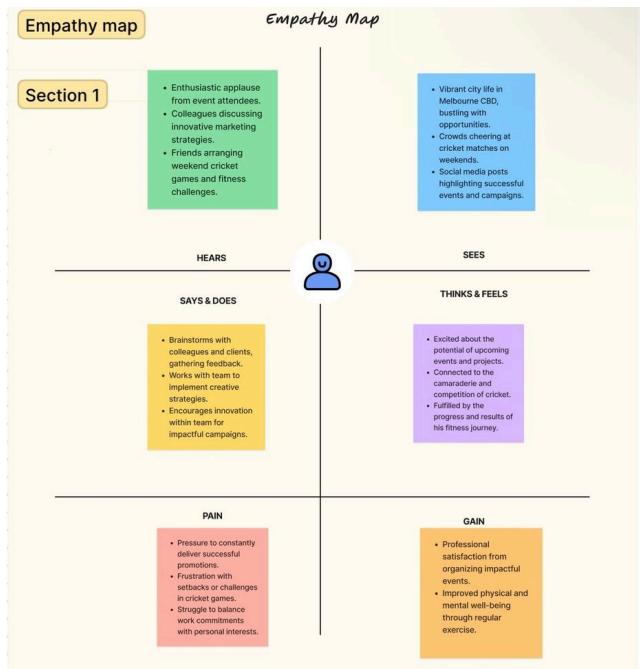
**Andrew**  
Promoter



- Age: 28
- Lives in Melbourne CBD
- Flexible Work Schedule
- Plays cricket at weekends
- Workout regularly

**About them**

Andrew is a passionate 28-year-old promoter who lives in the very center of Melbourne. He has a flexible work schedule and skillfully plans engaging campaigns and events. Andrew's interest outside of work is cricket, where he spends his weekends playing off his competitive nature. Committed to his own well-being, he keeps up a strict exercise routine, demonstrating a well-rounded lifestyle of top-notch work and engaging pleasure.



<b>Persona name</b>	Andrew
<b>Persona role</b>	Promotor
<b>Job description</b>	To promote the upcoming competitions and giving information about the competitions.

<b>Company name</b>	
<b>Company size</b>	
<b>Industry</b>	

## 👤 Demographic information

<b>Age</b>	28
<b>Gender</b>	Male
<b>Income</b>	1100\$/week
<b>Education level</b>	Graduate from Swinburne
<b>Residential environment</b>	Melbourne CBD

## ✍ Personal quote

## 📜 Biography

Andrew, originally from regional Victoria, found his passion for event promotion during his university years in Melbourne. After completing a degree in Marketing, he landed a role at a local events company. His dedication and creativity quickly propelled him into a prominent promoter position in Melbourne's CBD.

Professional goals	Motivators
<ul style="list-style-type: none"> <li>Excel in event promotion, aiming for larger-scale and more impactful campaigns.</li> <li>Improve cricket skills and possibly join a local league.</li> <li>Maintain a healthy work-life balance while achieving professional success.</li> </ul>	<ul style="list-style-type: none"> <li>Passion for creating memorable experiences and connecting with audiences through promotions.</li> <li>Love for cricket and the camaraderie of team sports.</li> <li>Desire for personal growth and fulfillment in both professional and recreational pursuits.</li> </ul>
Challenges	Sources of information
<ul style="list-style-type: none"> <li>Balancing work commitments with personal interests like cricket and fitness.</li> <li>Navigating the competitive landscape of event promotion.</li> <li>Staying innovative and ahead of trends in marketing strategies.</li> </ul>	<ul style="list-style-type: none"> <li>Industry forums, webinars, and networking events for staying updated on marketing trends.</li> <li>Cricket clubs and leagues for skill development and community engagement.</li> <li>Colleagues, mentors, and online resources for insights and advice on career advancement.</li> </ul>

## Persona 3: General Public

**Persona Information**

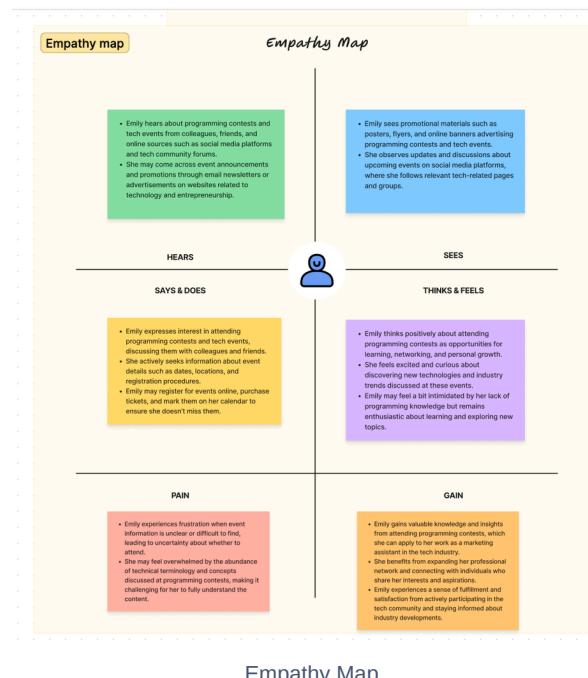
**Emily**  
General Public



- Age: 23-35
- Lives in a big metropolitan city
- Busy work schedule
- Works out a lot
- Health and Fitness conscious

**About them**

Emily is a 23-year-old college graduate with a degree in business administration. She works as a marketing assistant at a local tech startup and is interested in staying updated on industry trends and events. While Emily doesn't have a background in programming, she enjoys attending tech-related events and competitions to network and learn about emerging technologies.



Persona name	Emily
Persona role	General Public

<b>Job description</b>	-
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## 🏢 Company

<b>Company name</b>	-
<b>Company size</b>	-
<b>Industry</b>	-

## 👤 Demographic information

<b>Age</b>	23
<b>Gender</b>	Female
<b>Income</b>	-
<b>Education level</b>	Graduate
<b>Residential environment</b>	Metropolitan area

## 📜 Biography

Goals	Motivators
<ul style="list-style-type: none"> <li>Stay Informed: Emily wants to stay informed about upcoming tech events and competitions in the region.</li> <li>Networking: She sees tech events as opportunities to network with professionals in the industry and potentially discover new career opportunities.</li> <li>Learn: While Emily isn't a programmer, she enjoys learning about new technologies and industry developments.</li> </ul>	<ul style="list-style-type: none"> <li>Networking opportunities</li> <li>personal growth</li> <li>Learning and discovery</li> <li>Career advancement</li> </ul>
Challenges	Sources of information
<ul style="list-style-type: none"> <li>Technical Understanding: Emily may struggle to understand complex technical jargon or concepts related to programming contests.</li> <li>Time Constraints: Balancing her job and personal life, Emily may have limited time to dedicate to exploring and participating in programming contests.</li> </ul>	<ul style="list-style-type: none"> <li>Newspaper</li> <li>Online article</li> <li>Social media</li> <li>Community forums</li> </ul>

## Persona 4: Sponsor

**Persona Information**



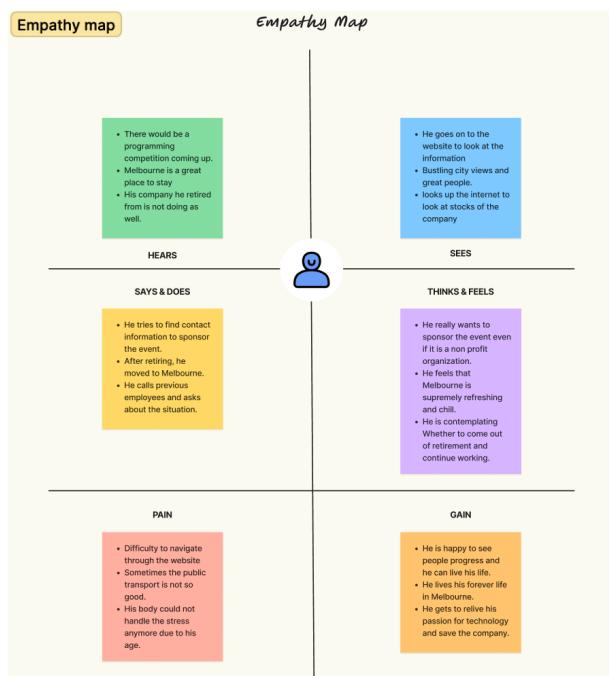
**Steve Jobs**  
"Sponsor"

- Age: 56
- Lives in Toorak, Melbourne
- Flexible work schedule
- has a multi-billion dollar company
- Health and Fitness conscious

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**About them**

Steve is a entrepreneur that specializes in digital technology. He founded his company in April 1976 and has been working in San Altos, California. He has been working non stop till exhaustion and retired from his company to move to Melbourne. He loves Melbourne and it will be his forever home from now on. He loves to exercise as well. Every morning has a routine to exercise before going out. Recently, he has been attending talks and hosting events to do charitable deeds.



<b>Persona name</b>	<b>Steve Jobs</b>
<b>Persona role</b>	Sponsor
<b>Job description</b>	Sponsoring the upcoming event

## Company

Company name	Apple inc.
Company size	Extremely large
Industry	Digital Technology

## Demographic information

Age	56
Gender	Male
Income	Billions
Education level	High school
Residential environment	Surburban

## Personal quote

"You can't connect the dots looking forward; you can only connect them looking backwards. So you have to trust that the dots will somehow connect in your future." - Steve Jobs

## Biography

Steve Jobs (1955-2011) co-founded Apple Inc. with Steve Wozniak in 1976. He played a pivotal role in revolutionizing personal computing, introducing iconic products like the Macintosh, iPhone, and iPad. Jobs' vision and attention to design detail reshaped multiple industries, leaving an indelible mark on technology and popular culture. His legacy continues to inspire innovation worldwide.

Professional goals	Motivators
• He wants to retire and live his life in comfort at Melbourne.	• He strives to challenge innovation as a whole.
Challenges	Sources of information
• He is too old to be CEO of the company again	• Google

## Persona 5: Volunteer

Persona Information

**Dylan Wong**

"Volunteer"

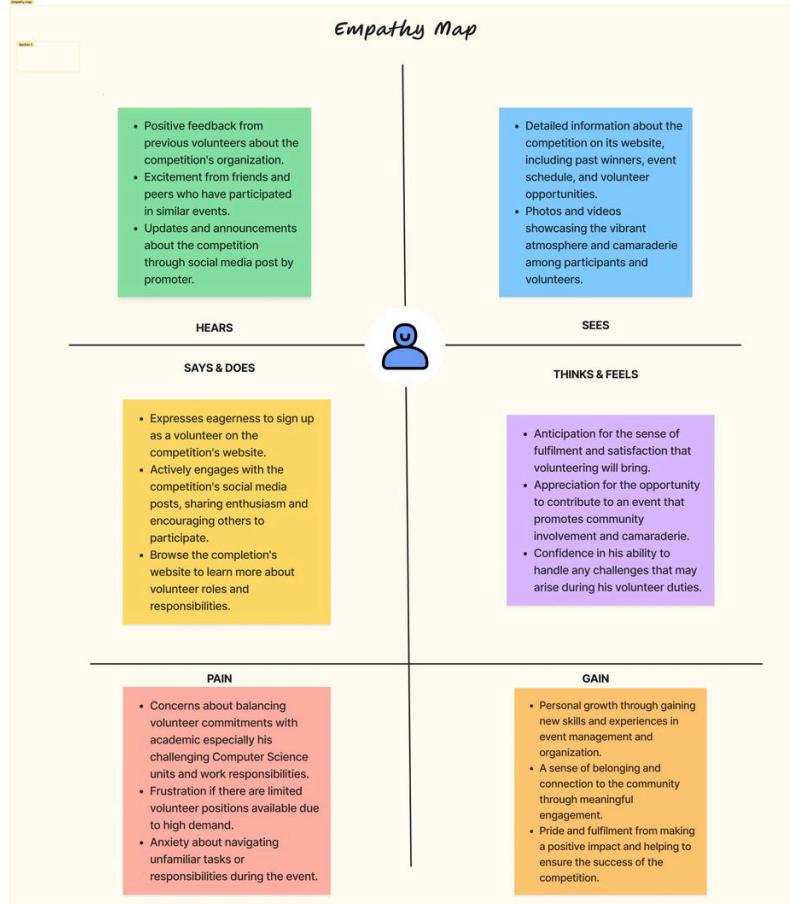


- Age: 23
- Lives in a suburb, around Hawthorn
- Flexible work schedule
- Participate in events as volunteer
- Loves to volunteer

**About them**

Dylan, a 23-year-old student residing in the cosy suburb of Hawthorn. He is a student studying in Swinburne University of Technology studying Computer Science. With a flexible work schedule, Dylan eagerly dives into volunteer work, especially in competitions and events. His passion for lending a hand knows no bounds, as he actively seeks out opportunities to contribute to his community. Whether it's organizing logistics or cheering on participants, Dylan's enthusiasm for volunteering shines through in everything he does.

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<b>Persona name</b>	Dylan Wong
<b>Persona role</b>	Volunteer
<b>Job description</b>	To provide service and support to the competition

## 👤 Demographic information

<b>Age</b>	23
<b>Gender</b>	Male
<b>Income</b>	1500\$/month
<b>Education level</b>	Diploma in Information Technology from Swinburne University of Technology
<b>Residential environment</b>	Hawthorn

## ✍ Personal quote

"Volunteering fuels my spirit and connects me to something bigger than myself, it's where I truly thrive."

- Dylan Wong

## Biography

Dylan is a 23-year-old student residing in Hawthorn, where he balances his academic pursuits with a passion for community engagement. With a flexible schedule, he actively seeks out volunteer opportunities, particularly in event organization and support. Dylan's enthusiasm for lending a hand stem from a deep-seated belief in the power of collective action and its ability to foster connections and drive positive change. Whether he's coordinating logistics or cheering on participants, Dylan's dedication to making a difference shine through in everything he does.

Professional goals	Motivators
<ul style="list-style-type: none"><li>Pursue a career in event management or community development.</li><li>Gain experience in coordinating and organizing large-scale events.</li></ul>	<ul style="list-style-type: none"><li>The opportunity to make a positive impact and contribute to his community.</li><li>Personal satisfaction derived from helping others and seeing the success of events he contributes to.</li><li>Desire to build a strong network and gain practical experience relevant to his career aspirations.</li></ul>
Challenges	Sources of information
<ul style="list-style-type: none"><li>Balancing volunteer commitments with academic studies and other responsibilities.</li><li>Navigating unfamiliar tasks or responsibilities during events.</li></ul>	<ul style="list-style-type: none"><li>Online platforms such as social media and event websites for updates and announcements about volunteer opportunities.</li><li>Networking with peers, mentors, and professionals in the event management or community development fields for guidance and advice.</li></ul>

## User Stories

# User Story: Competitor

 Visualize how customers experience your product or service and find opportunities for improvement.

## User persona

We are going to focus on Adam. Adam is a cybersecurity student that has professional skills in programming and UIUX designs.

## User goal

He wants to put his skills to the test and find a programming contest online to join. However, he needs to find more information about the enrolment of the contest.

## Scenario

Adam goes online and stumbles upon a website that has a programming contest coming up soon and clicked on the link to find out more about this programming contest. However, when he clicked into the website. The website displayed super simple details about the programming contest with no interest points about it. He gets so frustrated at the website design and detail management.

## User backstory

Adam wanted to test his programming skills in a contest that is held in his country. However the webpage is not displaying many details regarding the competition properly. The webpage is not easy to navigate and would display many unnecessary information that makes him extra confused. He suggested that the webpage should have a navigation bar that efficiently brings him to the webpage that he would like to find.

## Journey map

Stage	Awareness	Consideration	Acquisition	Service	Loyalty
<b>User action</b>	Adam surfs the web for a programming contest.	Adam visits the event website.	Adam struggles to find registration info.	Adam persists in finding information.	Adam contacts event organizers
<b>Pain points or questions</b>	Is this contest suitable for my skills?	Confusing navigation, lack of detailed	Where can I find details	Is it worth the effort to pursue	Will they respond to my inquiry?

		information.	about contest registration?	contest registration?	
<b>Emotions</b>	Excited and anticipation.	Frustration and confusion	Frustration and impatience	Determined and hopeful.	Relief and anticipation
<b>Opportunities and solutions</b>	Check the event website for detailed information on registration.	Suggest adding a clear navigation bar and providing comprehensive details about registration on the website.	Contact event organizers directly for registration details or seek guidance from online forums.	Engage with event organizers or fellow contestants to gain insights and assistance in navigating the website.	Engage in meaningful communication with event organizers to clarify registration details and procedures.

## User Story 2: Promoter

 Visualize how customers experience your product or service and find opportunities for improvement.

### User persona

Andrew is a hard working and smart promoter that wants to keep working. He has a extremely balanced work life. He is trying to find work through the internet and research where are the competitions open for a promoter position. He just finished promoting one of the events and would like to continue finding more.

### User goal

Andrew is an excellent promoter amongst his workplace and would like to one day climb to the top of his organization. He actively takes up jobs and would execute it perfectly.

### Scenario

One fine Afternoon, Andrew was in his apartment working out and reading some news article. "South Pacific Programming Contest" was reportedly to happen soon. He immediately searched online for the contact for apply for the promoter position. He navigated through the search engine just to find one simple looking page that displays close to no useful and boring information. It was the actual page for the South pacific programming contest.

### User backstory

Andrew is a driven individual with aspirations of reaching the pinnacle of his career. Fueled by a relentless pursuit of success, he consistently sets ambitious goals and works tirelessly to surpass them, fueled by his unwavering dedication and passion for his organization. Recognized by his superiors for his outstanding work ethic, Andrew has been promised swift advancement if he continues to excel. However, the immense pressure to maintain his exceptional performance takes a toll on his mental and physical well-being, leading to significant stress. Nevertheless, Andrew remains steadfast in his resolve, continuously pushing himself to deliver his best, even in the face of overwhelming challenges.

### Journey map

Stage	Awareness	Consideration	Acquisition	Service	Loyalty
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<b>User action</b>	Andrew hears about the South Pacific Programming Contest	Andrew navigates to the contest website.	Andrew struggles to find promoter info.	Andrew persists in finding information.	Andrew contacts event organizers
<b>Pain points or questions</b>	Is there a promoter position available for this contest?	Lack of useful information about promoter positions	Where can I find details about promoter roles?	Is it worth pursuing the promoter role?	Will they respond to my inquiry?
<b>Emotions</b>	Curiosity and eagerness	Frustration and disappointment	Frustration	Determined and hopeful	Relief and anticipation
<b>Opportunities and solutions</b>	Search online for information about promoter positions at the contest.	Suggest adding clear details and benefits of promoter positions on the website.	Contact event organizers directly for promoter opportunities.	Engage with event organizers or fellow promoters to gain insights and assistance in navigating the website.	Engage in meaningful communication with event organizers to clarify promoter opportunities and roles.

## User Story 3: General Public

 Visualize how customers experience your product or service and find opportunities for improvement.

### User persona

Emily is a 24-year-old marketing professional working in a bustling city. With a passion for creativity and innovation, she is always on the lookout for opportunities to expand her knowledge and skills. Emily enjoys attending industry events and networking with like-minded professionals to stay updated on the latest trends and advancements in marketing and technology. Despite her busy schedule, she prioritizes personal growth and seeks out learning opportunities to further her career.

### User goal

Emily's goal is to enhance her professional development by attending industry events, networking with peers, and staying informed about the latest trends and advancements in marketing and technology. She aims to leverage these opportunities to expand her knowledge, build valuable connections, and advance her career in the dynamic field of marketing.

### Scenario

One afternoon, Emily receives an email invitation to a marketing and technology conference happening in her city. Intrigued by the lineup of speakers and topics, she decides to register for the event. On the day of the conference, Emily arrives early, eager to immerse herself in the learning experience. Throughout the day, she attends insightful sessions, engages in discussions with fellow attendees, and connects with industry leaders during networking breaks. By the end of the conference, Emily leaves feeling inspired, equipped with new ideas and connections to propel her career forward.

### User backstory

Emily's passion for marketing and technology stems from her early exposure to the power of digital media during her college years. As a student, she interned at a tech startup, where she discovered her knack for leveraging digital platforms to engage audiences and drive business results. Since then, Emily has been committed to honing her skills and staying at the forefront of industry trends. Despite facing challenges such as tight deadlines and evolving consumer preferences, Emily remains determined to excel in her career and make a meaningful impact in the ever-evolving landscape of marketing and technology.

### Journey map

Stage	Awareness	Consideration	Acquisition	Service	Loyalty
<b>User action</b>	Emily receives an email invitation to a marketing and	Emily visits the conference website.	Emily struggles to find	Emily persists in finding information.	Emily contacts event organizers.

	technology conference.		registration info.		
<b>Pain points or questions</b>	Is this conference relevant to my career goals?	Difficulty navigating the website, lack of clear information.	Where can I find details about registration?	Is it worth attending the conference?	Will they respond to my inquiry?
<b>Emotions</b>	Curiosity and excitement	Frustration and confusion	Frustration and impatience	Determined and hopeful	Relief and anticipation
<b>Opportunities and solutions</b>	Check the conference website for details and registration information.	Suggest improving website design and providing comprehensive details about the conference.	Contact event organizers directly for registration details or seek guidance from online forums.	Engage with event organizers or fellow attendees to gain insights and assistance in navigating the website.	Engage in meaningful communication with event organizers to clarify registration details and procedures.

## User Story 4: Sponsor

 Visualize how customers experience your product or service and find opportunities for improvement.

### User persona

As a co-founder and former CEO of Apple Inc., Steve Jobs holds a prominent role in the digital technology industry. Despite his high school education, Jobs has amassed billions in income and has played a pivotal role in revolutionizing personal computing with iconic products. Now serving as a sponsor for upcoming events such as South Pacific Programming Contest, Jobs aims to continue challenging innovation and leaving a lasting legacy in the tech world.

### User goal

Steve Jobs' goal is to support and sponsor upcoming events while challenging innovation within the industry. Additionally, he seeks retirement and aims to live comfortably in Melbourne, prioritizing a peaceful and fulfilling lifestyle.

### Scenario

One day, Steve Jobs receives a proposal to sponsor an upcoming tech event in Melbourne. Intrigued by the opportunity to contribute to the industry's advancement, he delves into the details of the event. Despite his vast wealth, Jobs remains mindful of his goal to retire comfortably and ensures that the sponsorship aligns with his vision for the future.

### User backstory

Steve Jobs' journey in the tech industry has been characterized by relentless innovation and groundbreaking achievements. Despite facing challenges such as age limitations preventing him from returning as CEO of Apple, Jobs remains committed to supporting innovation and contributing to the industry's growth. Jobs continues to seek inspiration and opportunities to leave a lasting impact on the world of technology.

### Journey map

Stage	Awareness	Consideration	Acquisition	Service	Loyalty
<b>User action</b>	Steve Jobs receives a proposal to sponsor for South Pacific Programming Contest	Steve Jobs research the details of the tech event.	Steve Jobs navigates sponsorship options.	Steve Jobs finalizes sponsorship details.	Steve Jobs evaluates sponsorship impact.
<b>Pain points or questions</b>	Is this event aligned with my retirement plans?	Alignment with retirement plans, relevance to innovation.	How can sponsorship contribute to innovation	Will this sponsorship achieve desired outcomes?	Is the sponsorship contributing to retirement and innovation goals?

			and retirement plans?		
<b>Emotions</b>	Intrigue	Contemplation and analysis	Deliberation	Confidence and satisfaction	Reflection and assessment
<b>Opportunities and solutions</b>	Review event details and consider how sponsorship fits into retirement goals.	Assess the event's potential for challenging innovation and contributing to retirement goals.	Explore sponsorship packages and negotiate terms to align with retirement and innovation goals.	Ensure sponsorship agreement supports retirement and innovation objectives and collaborate with event organizers for optimal impact.	Assess the success of the sponsorship in aligning with retirement and innovation objectives, and adjust strategies as needed.

## User Story 5: Volunteer

### User persona

Dylan, a committed student residing in Hawthorn, actively pursues volunteer roles in event organization, leveraging his flexible schedule. Following his recent completion of one event, he eagerly seeks further opportunities, scouring online platforms for available positions to continue his dedication to community engagement. Driven by a passion for making a difference, Dylan's proactive approach to finding volunteer opportunities reflects his commitment to contributing positively to his community.

### User goal

Dylan aspires to secure volunteering positions in event organization, driven by his desire to gain valuable skills, broaden his experience, and make a tangible impact on his community through active engagement and contribution.

### Scenario

One sunny afternoon, Dylan stumbled upon a social media post of the upcoming South Pacific Programming Contest, an event he had been eagerly awaiting. Excited at the prospect of volunteering, he quickly searched online for information on how to get involved. However, his enthusiasm turned to frustration as he navigated through the cluttered and uninformative event website. Despite his efforts, Dylan struggled to find the necessary details to apply as a volunteer but did not give up as he doesn't want to miss the opportunity to volunteer in this event.

### User backstory

As a volunteer, Dylan Wong has always been eager to contribute his time and skills to various events and competitions in his community. Recently, he came across an opportunity to volunteer at a programming contest in his country, excited to support and witness the participants' talents. However, upon visiting the event webpage, Dylan found it challenging to navigate and lacking in crucial details about the competition. The cluttered layout and unnecessary information only added to his confusion, leaving him frustrated and unable to find the relevant volunteer information efficiently. Dylan believes that a clear and user-friendly navigation bar would greatly improve the website's accessibility, allowing volunteers like himself to easily find the information they need and contribute effectively to the success of the event.

### Journey map

Stage	Awareness	Consideration	Acquisition	Service	Loyalty
<b>User action</b>	Dylan hears about the programming contest.	Dylan visits the event website.	Dylan struggles to find volunteer info.	Dylan decides to persist and continue.	Dylan contacts event organizers.
<b>Pain points or questions</b>	• Is volunteering	Confusing navigation, lack of volunteer	Where can I find volunteer details?	Is it worth the effort to pursue volunteer	Will they respond to my inquiry?

	required in the event?	information		opportunities?	
<b>Emotions</b>	Excited and anticipation	Frustration and confusion	Frustration and impatience	Determined and hopeful.	Relief and anticipation
<b>Opportunities and solutions</b>	Check the event website for volunteer information.	Suggest adding a clear navigation bar and dedicated volunteering details section to the website.	Contact event organizers directly for volunteer opportunities.	Engage with event organizers or fellow volunteers to gain insights and assistance in navigating the website.	Engage in meaningful communication with event organizers to clarify volunteer opportunities and roles.

## Retrospectives

Add Retrospective

Title	Date	Participants
Retrospective: T2 Sprint 3	26/05/2024	@Hossan Al Sarah @Justin Her Min Wong @Harrishraj Rajandran @Simranjeet Singh
Retrospective: T2 Sprint 2	2/5/2024	@Hossan Al Sarah @Justin Her Min Wong @Harrishraj Rajandran @Simranjeet Singh
Retrospective: T2 Sprint 1	12/04/2024	@Hossan Al Sarah @Justin Her Min Wong @Simranjeet Singh @Harrishraj Rajandran
Retrospective: T2 Sprint 0	Mar 22, 2024	@Hossan Al Sarah @Justin Her Min Wong @Simranjeet Singh @Harrishraj Rajandran

# Retrospective: T2 Sprint 0

## 📋 Overview

Date	Mar 22, 2024
Team	Team 2
Participants	@Hossan Al Sarah @Justin Her Min Wong @Simranjeet Singh @Harrishraj Rajandran

## 💡 Retrospective

Start doing	Stop doing	Keep doing
<ul style="list-style-type: none"><li>Holding daily stand-up meetings to synchronize the team's progress.</li></ul>	<ul style="list-style-type: none"><li>Avoiding over-planning without executing; ensure a balance between planning and action.</li></ul>	<ul style="list-style-type: none"><li>Using tools like Confluence, Jira, and Figma for effective project management and design collaboration.</li></ul>
<ul style="list-style-type: none"><li>Scheduling regular check-ins with individual team members to provide support where needed.</li></ul>	<ul style="list-style-type: none"><li>Procrastinating on the setup of the project environment and tools.</li></ul>	<ul style="list-style-type: none"><li>Encouraging open communication and feedback within the team to build a safe culture.</li></ul>
<ul style="list-style-type: none"><li>Defining clearer and more measurable criteria for backlog items to ensure understanding across the team.</li></ul>	<ul style="list-style-type: none"><li>Hesitating to ask for help or clarification, which can lead to blockers or delays.</li></ul>	<ul style="list-style-type: none"><li>Reviewing Agile and Scrum principles regularly to ensure they are being properly implemented.</li></ul>
<ul style="list-style-type: none"><li>Allocating time for team-building activities to strengthen team rapport.</li></ul>	<ul style="list-style-type: none"><li>Sidestepping retrospectives or reflections that are crucial for continuous improvement.</li></ul>	<ul style="list-style-type: none"><li>Refining the project backlog as new information and feedback are obtained.</li></ul>

## ✓ Action items

### 1. Develop a Meeting Protocol. [@Hossan Al Sarah](#)

- Create a clear agenda for each meeting and share it with the team in advance.
- Assign a timekeeper for meetings to ensure time-bound discussions.
- Designate a meeting facilitator to guide the conversation and ensure everyone's input is heard.
- Implement a rule where one conversation takes place at a time to minimize confusion.

### 2. Enhance Team Communication. [@Harrishraj Rajandran](#)

- Start using a "Parking Lot" during meetings to note down important but off-topic discussions.
- Conduct a bi-weekly "Understanding Check" session where team members can clarify project-related queries.
- Establish an "Open Hours" policy where team members can have one-on-one discussions with the Scrum Master or Technical Lead to address misunderstandings or seek clarifications.

# Retrospective: T2 Sprint 1

## 📋 Overview

Date	12/04/2024
Team	Team 2
Participants	@Hossan Al Sarah @Justin Her Min Wong @Simranjeet Singh @Harrishraj Rajandran

## 💡 Retrospective

Start doing	Stop doing	Keep doing
<ul style="list-style-type: none"><li><b>Regularly schedule user testing sessions:</b> Begin incorporating frequent user testing sessions to gather continuous feedback on the UI/UX as the design progresses.</li><li><b>Implement daily stand-ups:</b> Start daily stand-up meetings to ensure all team members are aligned and can quickly address any blockers.</li><li><b>Documenting decisions and changes:</b> Start maintaining a log of design decisions and changes to ensure there's a clear record of iterations and rationales.</li><li><b>Increase cross-functional collaboration:</b> Encourage more frequent collaboration between developers, designers, and testers to enhance understanding and integration of different project aspects.</li></ul>	<ul style="list-style-type: none"><li><b>Skipping detailed reviews before implementation:</b> Stop moving forward with implementations without thorough review sessions, which may lead to rework and inconsistencies.</li><li><b>Overlooking non-functional requirements:</b> Cease to overlook aspects like performance and security during the early stages of design and development.</li><li><b>Ignoring retrospectives feedback:</b> Stop bypassing the action items and feedback derived from retrospectives which are crucial for continuous improvement.</li></ul>	<ul style="list-style-type: none"><li><b>Effective communication with stakeholders:</b> Continue the practice of keeping stakeholders informed about project progress and decisions, which has been beneficial in maintaining transparency and alignment.</li><li><b>Leveraging tools for collaboration:</b> Continue using tools like Figma for collaborative design and Jira for tracking tasks, as these tools have effectively supported remote teamwork and project management.</li><li><b>Adapting to feedback quickly:</b> Maintain the agility to adapt designs and plans based on user feedback and testing outcomes, a practice that has proved valuable in meeting user needs effectively.</li></ul>

## ✓ Action items

### 1. Establish a Formal Review process. @Simranjeet Singh

- Action Item:** Develop and implement a formal review checklist and schedule pre-implementation review sessions for each sprint. This process should include check-ins on design coherence, functionality alignment, and non-functional requirements like scalability and security.
- Purpose:** This will help prevent the team from skipping detailed reviews, ensuring that all aspects of the project are thoroughly vetted before moving forward.

- **Responsible:** The project manager will oversee the creation of the checklist and scheduling of review sessions, with input from all team leads.

## 2. Enhance Documentation Practices. @Justin Her Min Wong

- **Action Item:** Create a centralized documentation hub (using a platform like Confluence) where all decisions, design changes, and project iterations are logged and accessible to all team members. Include templates for documenting decision rationales and change impacts.
- **Purpose:** To ensure that there is a clear historical record of the project's evolution, which aids in understanding past decisions and maintaining project continuity.
- **Responsible:** The documentation lead will set up the hub and templates, and train team members on how to contribute to the documentation effectively.

# Retrospective: T2 Sprint 2

## 📋 Overview

Date	2/5/2024
Team	Team 2
Participants	@Hossan Al Sarah @Justin Her Min Wong @Harrishraj Rajandran @Simranjeet Singh

## 💡 Retrospective

Start doing	Stop doing	Keep doing
<ul style="list-style-type: none"><li><b>Regular Design Reviews:</b> Initiate regular design review sessions within the team to critique and refine Figma prototypes, ensuring design consistency and usability.</li><li><b>More Comprehensive User Testing:</b> Start conducting more comprehensive user testing sessions that involve potential users interacting with the Figma prototypes, to gain deeper insights into user experience and interface functionality.</li><li><b>Utilizing Figma's Collaboration Features:</b> Fully utilize Figma's collaboration features, such as commenting and live co-editing, to enhance real-time feedback and teamwork across different locations.</li></ul>	<ul style="list-style-type: none"><li><b>Working in Silos:</b> Stop designers from working in isolation without frequent check-ins. This can create mismatches in design elements and delay feedback loops.</li><li><b>Overloading the Figma File:</b> Cease the practice of overloading a single Figma file with too many design frames or iterations, which can lead to disorganization and decreased performance of the tool.</li><li><b>Ignoring Figma Best Practices:</b> Avoid bypassing the best practices for using Figma, such as proper layer naming and organization, which are crucial for maintaining an orderly workspace.</li></ul>	<ul style="list-style-type: none"><li><b>Leveraging Figma for Prototyping:</b> Continue using Figma for rapid prototyping; its tools and assets have been instrumental in speeding up the design process and visualizing new ideas quickly.</li><li><b>Documenting Design Changes:</b> Maintain the good practice of documenting all changes and iterations in the design directly within Figma, using the version history and comment features to track decisions and feedback.</li><li><b>Frequent Syncs Across Teams:</b> Keep up the frequent communication between UI/UX designers, developers, and project managers, ensuring that everyone is aligned with the latest design updates and project directions.</li></ul>

## ✓ Action items

- Schedule regular design review sessions to critique and refine Figma prototypes. @Hossan Al Sarah
- Conduct comprehensive user testing sessions with potential users. @Harrishraj Rajandran
- Utilize Figma's collaboration features such as commenting and live co-editing. @Justin Her Min Wong
- Ensure designers have frequent check-ins to avoid working in isolation. @Simranjeet Singh
- Organize Figma files efficiently to avoid overloading with too many design frames or iterations. @Simranjeet Singh
- Adhere to Figma best practices, including proper layer naming and organization. @Harrishraj Rajandran
- Continue using Figma for rapid prototyping to visualize new ideas quickly. @Hossan Al Sarah

- Document all design changes and iterations within Figma using version history and comment features. [@Justin Her Min Wong](#)
- Maintain frequent communication between UI/UX designers, developers, and project managers to ensure alignment with design updates. [@Hossan Al Sarah](#)

# Retrospective: T2 Sprint 3

## 📋 Overview

Date	26/05/2024
Team	Team 2
Participants	@Hossan Al Sarah @Justin Her Min Wong @Harrishraj Rajandran @Simranjeet Singh

## 💡 Retrospective

Start doing	Stop doing	Keep doing
<ul style="list-style-type: none"><li><b>Documenting Detailed Feedback:</b> Begin keeping a more detailed log of feedback received, including specific comments and suggestions for improvement.</li><li><b>Regular Check-ins:</b> Schedule more frequent team check-ins to ensure everyone is aligned and any issues are addressed promptly.</li></ul>	<ul style="list-style-type: none"><li><b>Overlooking Small Details:</b> Stop neglecting minor details in the initial stages that could lead to more significant issues later.</li><li><b>Last-Minute Changes:</b> Avoid making last-minute changes that could disrupt the project timeline and introduce errors.</li><li><b>Multitasking During Meetings:</b> Cease multitasking during meetings to ensure full attention and more productive discussions.</li></ul>	<ul style="list-style-type: none"><li><b>Effective Communication:</b> Continue the strong communication practices that ensured everyone was on the same page and facilitated smooth collaboration.</li><li><b>Iterative Design Process:</b> Maintain the iterative design process that allowed us to refine the prototype effectively based on feedback.</li><li><b>Meeting Deadlines:</b> Keep up the good work in managing time effectively and meeting all deadlines for deliverables.</li><li><b>Quality Assurance:</b> Continue conducting thorough testing and QA checks to ensure the final product meets all requirements and standards.</li></ul>

## ✓ Action items

- **Document Detailed Feedback** @Harrishraj Rajandran
  - Create a shared document to log all feedback received during the sprint.
  - Assign a team member to ensure all feedback is recorded and categorized.
- **Schedule Regular Check-ins** @Hossan Al Sarah
  - Set up weekly or bi-weekly team check-ins to discuss progress and address any issues.
  - Use a shared calendar to schedule these check-ins and ensure all team members are available.
- **Maintain Effective Communication** @Simranjeet Singh
  - Continue using preferred communication channels (e.g., Slack, email) to keep everyone informed.
  - Encourage open and transparent communication to address any concerns promptly.
- **Follow Iterative Design Process** @Simranjeet Singh

- Plan for multiple iterations of the design to refine and improve based on feedback.
- **Pay Attention to Details** @Hossan Al Sarah
  - Review all work thoroughly to catch small issues early.
  - Encourage a culture of meticulousness and attention to detail among the team.
- **Avoid Last-Minute Changes** @Justin Her Min Wong
  - Plan and finalize all changes well in advance of deadlines.
  - Implement a change management process to evaluate and approve changes before implementation.

# Meeting notes

[Create meeting note](#)

## Incomplete tasks from meetings

### Task report

Looking good, no incomplete tasks.

## Decisions from meetings

Page Title	Decisions
No decisions found	

## All meeting notes

Title	Creator	Modified
Sprint 3 Week 1 Meeting notes	Justin Her Min Wong	11 minutes ago
Sprint 2 Week 1 Meeting notes	Justin Her Min Wong	11 minutes ago
Sprint1 Week 3 Meeting Notes	Hossan Al Sarah	about an hour ago
Sprint 1 Week 1 Meeting Notes	Hossan Al Sarah	about an hour ago
Sprint 3 Week 3 Meeting notes	Justin Her Min Wong	about an hour ago
Sprint 2 Week 3 Meeting notes	Justin Her Min Wong	about 2 hours ago
First Team Meeting	Hossan Al Sarah	Mar 18, 2024
Third Team Meeting	Hossan Al Sarah	Mar 17, 2024
Second Team Meeting	Hossan Al Sarah	Mar 17, 2024

# First Team Meeting

## Date

Feb 29, 2024

## Participants

- [@Hossan Al Sarah](#)
- [@Harrishraj Rajandran](#)
- [@Justin Her Min Wong](#)

## Goals

- Introduce team members to each other and establish rapport.
- Discuss and agree on the project proposal and its objectives.
- Review agile and scrum methodologies to ensure a common understanding.
- Begin building a safe and trusting team culture.

## Discussion topics

Time	Item	Presenter	Notes
10:30 am	Introduction to the Project	Project Manager/Scrum Master	Overview of project goals, timeline, and expectations.
11:00 am	Team Formation and Dynamics	Project Manager/Scrum Master	Discussion on team roles, experiences, and how to collaborate effectively. Discussion on team roles, experiences, and how to collaborate effectively.
11:30am	Agile and Scrum Overview	Scrum Master	Introduction to agile principles, scrum framework, and how it will be applied in the project.

## Action items

- **Team Formation:** Each member to introduce themselves, their skills, and experience.
- **Project Proposal:** Draft an initial proposal to be refined and agreed upon in the next meeting.
- **Agile/Scrum Review:** Schedule a training session for the team to align on agile practices.
- **Team Culture:** Implement regular check-ins and feedback sessions to foster open communication.

## Decisions

- Agreed on a weekly meeting schedule to ensure consistent progress and communication.
- Decided to use agile/scrum as the project management methodology.
- Committed to creating a supportive team environment, emphasizing respect and collaboration.

# Second Team Meeting

## Date

Mar 7, 2024

## Participants

- [@Hossan Al Sarah](#)
- [@Harrishraj Rajandran](#)
- [@Justin Her Min Wong](#)
- [@Simranjeet Singh](#)

## Goals

- Deepen understanding of the project's target users through personas and empathy mapping.
- Begin creating a journey map to visualize the user experience.
- Refine the project backlog and integrate new insights.
- Discuss UX deliverables and cultural differences impacting the project.

## Discussion topics

Time	Item	Presenter	Notes
1:00 pm	Personas and Empathy Mapping	UX Designer	Detailed discussion on creating accurate personas and empathy maps to understand user needs better.
1:45 Pm	Journey Mapping	Project Manager	Outline the process of developing a journey map to visualize the user's interaction with the product.
2:45 Pm	Refining the Backlog	Project Manager	Review and prioritize backlog items based on insights from personas and journey mapping.

## Action items

- **Personas and Empathy Mapping:** Assign tasks to create detailed personas and empathy maps for the project's primary user groups.
- **Journey Mapping:** Plan a session to develop the journey map with input from the entire team.
- **Backlog Refinement:** Schedule a dedicated meeting to prioritize and refine the project backlog.
- **UX Deliverables and Cultural Differences:** Organize a workshop to understand cultural nuances and integrate them into UX planning.

## Decisions

- Agreed on the templates and tools to be used for creating personas, empathy maps, and journey maps.
- Decided on a bi-weekly schedule for backlog refinement sessions to ensure continuous alignment with project goals.
- Committed to incorporating cultural considerations into the UX design process to enhance user engagement and satisfaction.

# Third Team Meeting

## Date

Mar 13, 2024

## Participants

- [@Hossan Al Sarah](#)
- [@Simranjeet Singh](#)
- [@Justin Her Min Wong](#)
- [@Harrishraj Rajandran](#)

## Goals

- Conduct user interviews and card sorting sessions to gather detailed UX insights.
- Hold a retrospective to assess team performance and project progress.
- Learn about UX research skills and human research ethics.
- Address and manage any emerging team conflicts.

## Discussion topics

Time	Item	Presenter	Notes
05:00 PM	User Interviews	UX researcher	Discussion on the approach, questions, and objectives for user interviews to gain in-depth insights.
05:40 pm	Card Sorting	UX Designer	Explanation of card sorting methodology and how it will help in understanding user categorization preferences.
06:30 Pm	Retrospective Meeting	Project Manager	Plan for a session to review project progress, team dynamics, and identify areas for improvement.
07:00 Pm	UX Research Skills	UX Researcher	Training on advanced UX research techniques and best practices to enhance team capabilities.

## Action items

- **User Interviews:** Plan and execute interviews with target users to collect qualitative data.
- **Card Sorting:** Organize a card sorting session to understand user preferences and thought processes.
- **Retrospective Meeting:** Schedule a session to discuss what has been working well and what needs improvement.
- **UX Research and Ethics Training:** Provide training sessions on UX research methodologies and ethical considerations.
- **Conflict Management:** Identify any team issues and schedule meetings to resolve conflicts.

## Decisions

- Agreed on the methodology and schedule for conducting user interviews and card sorting.
- Decided to hold regular retrospective meetings to ensure continuous improvement.
- Committed to providing ongoing education on UX research and ethics.

- Established a conflict resolution protocol to address team issues promptly and effectively.

# Sprint 1 Week 1 Meeting Notes

## Date

Mar 20, 2024

## Participants

@Hossan Al Sarah @Simranjeet Singh @Justin Her Min Wong @Harrishraj Rajandran

## Goals

1. Usability Evaluation Results
2. Retrospective Analysis
3. Sprint Planning for Week 5

## Discussion topics

Time	Item	Presenter
20 minutes	Usability Evaluation results	@Harrishraj Rajandran
20 Minutes	Retrospective analysis	@Hossan Al Sarah
20 minutes	Sprint planning for week 5	@Hossan Al Sarah

## Action items

1. **Usability Evaluation Results:**
  - Review and analyze the results of the usability evaluation conducted in Week 3.
  - Identify key areas for improvement based on user feedback.
  - Assign team members to address specific usability issues.
2. **Retrospective Analysis:**
  - Discuss what went well and what could be improved from Sprint 1.
  - Document key takeaways and lessons learned.
  - Plan to implement improvements in the next sprint.
3. **Sprint Planning for Week 5:**
  - Define objectives and deliverables for Sprint 1: Ideate and UX Design Skills.
  - Assign tasks and responsibilities to team members.
  - Set deadlines and milestones for the upcoming week.

## Decisions

- Prioritize usability issues that need immediate attention.
- Agree on the improvements to be implemented based on retrospective feedback.
- Finalize the sprint plan and task assignments for Week 5.

# Sprint1 Week 3 Meeting Notes

## Date

Apr 3, 2024

## Participants

- [@Hossan Al Sarah](#)
- [@Simranjeet Singh](#)
- [@Justin Her Min Wong](#)
- [@Harrishraj Rajandran](#)

## Goals

- UX Design and User Interface Prototyping Progress
- Review of Scenarios and Storyboards
- Preparation for Week 7: Ideate, Build, and Test

## Discussion topics

Time	Item	Presenter
20 Minutes	UX Design and UI Prototyping	<a href="#">@Simranjeet Singh</a>
20 Minutes	Scenarios. and Storyboards Review	<a href="#">@Hossan Al Sarah</a>
20 Minutes	Preparation for week 7	<a href="#">@Hossan Al Sarah</a>

## Action items

### 1. UX Design and User Interface Prototyping:

- Review the current progress on UX design and interface prototyping.
- Identify any blockers or challenges faced by the team.
- Plan next steps to ensure completion of prototyping tasks.

### 2. Scenarios and Storyboards Review:

- Evaluate the scenarios and storyboards created in Week 5.
- Ensure they align with the project goals and user needs.
- Make any necessary adjustments based on team feedback.

### 3. Preparation for Week 7:

- Outline the objectives and tasks for Sprint 2: Ideate, Build, and Test.
- Assign tasks related to project work and reflection writing.
- Set deadlines and milestones for Week 7 activities.

## Decisions

- Confirm the current UX design and interface prototype as meeting the initial requirements.

- Approve the scenarios and storyboards with minor adjustments as discussed.
- Finalize the plan and task assignments for Sprint 2.

# Sprint 2 Week 1 Meeting notes

## Date

Apr 15, 2024

## Participants

- [@Justin Her Min Wong](#)
- [@Harrishraj Rajandran](#)
- [@Hossan Al Sarah](#)
- [@Simranjeet Singh](#)

## Goals

- Delegate tasks for the development of the prototype
- Figure out backlog tasks

## Discussion topics

Time	Item	Presenter	Notes
1 p.m.	Discussion of webpages	Everyone	<ul style="list-style-type: none"><li>• We discuss the webpages necessary for the project and set up a backlog for all the tasks that were involved.</li></ul>
2p.m.	Set up Jira backlog of tasks	Everyone	<ul style="list-style-type: none"><li>• Discussed the tasks that are supposed to be for Sprint 2</li></ul>

## Action items

- **Wireframe Planning:** We created a wireframe for the prototype and would discuss the key features and color scheme of the webpage.
- **Prototype development:** Start building a simple prototype that addresses the main concerns from the project brief.



## Decisions

- Agreed on the tasks delegated and start developing as soon as possible.
- Accept feedbacks and refine prototype.
- Continue with consistent meetings to update.
- Use a common communication platform for easier communication amongst the team.

# Sprint 2 Week 3 Meeting notes

## Date

Apr 29, 2024

## Participants

- @Justin Her Min Wong
- @Hossan Al Sarah  
  @Simranjeet Singh
- @Harrishraj Rajandran

## Goals

- Complete all Sprint 2 Tasks
- Plan out for Sprint 3 tasks

## Discussion topics

Time	Item	Presenter	Notes
1 p.m.	Round up all Sprint 2 tasks	Everyone	<ul style="list-style-type: none"><li>• Everyone in the group will present all their work delegated to them at the start of this sprint.</li></ul>
1.30p.m.	Plan out for Sprint 3	Everyone	<ul style="list-style-type: none"><li>• Start delegating tasks for sprint 3 and continue working on the feedback that was given to us by the tutor.</li></ul>

## Action items

- **Jira update:** Update sprint tasks onto Jira backlog and set up new backlog tasks for sprint 3
- **Feedback work:** Work on feedback items given in the workshop.
- **Refine the webpages:** As the webpage was far from the intended result that was envisioned by the team.

## Decisions

- Working on the development of the prototype on a timely manner.
- Provide regular updates and improvements
- Communicate with the team regarding submissions and questions related to the project.

# Sprint 3 Week 1 Meeting notes

## Date

May 6, 2024

## Participants

- @Justin Her Min Wong
- @Hossan Al Sarah
- @Simranjeet Singh
- @Harrishraj Rajandran

## Goals

- Complete the prototype by the end of Sprint 3 Week 2.
- Complete any left over Jira tasks planned for the sprint.
- Start preparing for the presentation in week 3.

## Discussion topics

Time	Item	Presenter	Notes
1p.m.	Discuss about the prototype	Everyone	<ul style="list-style-type: none"><li>• Start finalizing the details for the prototype and leftover pages and sub-features that were planned for the pages.</li></ul>
1.50 p.m.	planning for presentation slides	Everyone	<ul style="list-style-type: none"><li>• set up and share powerpoint slides to everyone to edit.</li></ul>

## Action items

- **Finalize prototype for final feedback:** The prototype has some minor details that are lacking and would need feedback from tutor for improvement.

## Decisions

- **Prototype refining:** Everyone would be making comments and decisions about the prototype.
- **Confluence Review:** Everyone will take part in the confluence review that reviews all the work that has been done, documentation wise.

# Sprint 3 Week 3 Meeting notes

## Date

May 26, 2024

## Participants

- [@Justin Her Min Wong](#)
- [@Hossan Al Sarah](#)
- [@Simranjeet Singh](#)
- [@Harrishraj Rajandran](#)

## Goals

- Finalize all prototype and export
- Complete all Confluence and Jira tasks
- Complete recording and presentation slides

## Discussion topics

Time	Item	Presenter	Notes
3 p.m.	Review prototype	Everyone	<ul style="list-style-type: none"><li>• Final look and detail changes for prototype</li></ul>
3.30 p.m.	Video and presentation slides	Everyone	<ul style="list-style-type: none"><li>• Edit all clips together and submit</li></ul>
3.45 p.m.	Confluence & Jira	Everyone	<ul style="list-style-type: none"><li>• Check off all required tasks from canvas on confluence.</li></ul>

## Action items

- Submission: Submit all required documents to canvas.

## Decisions

- Final review: Have a final review and product.

# UX Interview

Date of interview	Mar 14, 2024
Interviewers	@Hossan Al Sarah @Simranjeet Singh @Justin Her Min Wong @Harrishraj Rajandran
Customer name	Adam
Customer contact info	
Company name	

## Top takeaways

- **Passion for Cybersecurity:** Adam has a clear passion for cybersecurity, indicating that the content related to cybersecurity contests should be prominent and engaging.
- **Need for Clarity and Guidance:** Adam mentioned challenges in navigating the website and finding specific information, suggesting a need for a more intuitive navigation structure and clear guidance on how to participate in contests.
- **Balancing Work and Study:** The stress of balancing work, city life, and study was a recurring theme, pointing to a demand for flexible learning resources and possibly features that support time management or provide quick access to information.
- **Community Engagement:** Adam expressed an interest in community interaction, signaling that integrating social features or forums for competitors to interact could enhance the user experience.
- **City Life and Accessibility:** Living in a bustling city environment, Adam values convenience and accessibility, which could translate into the need for a mobile-responsive design and quick access to updates about contests and events.
- **Resources for Competitors:** As a competitor, Adam is looking for resources that can help him prepare for contests effectively, indicating an opportunity to include study materials, tutorials, or tips on the website.
- **Sponsor Visibility:** Adam understands the importance of sponsors but finds that their presence should not be intrusive, suggesting a balance in the design to accommodate sponsor logos without compromising user experience.
- **Website Aesthetics:** The current design aesthetic doesn't particularly appeal to Adam, indicating a possible need for a visual refresh to appeal to the user base.
- **Pain Points:** Adam feels the city is crowded and noisy, and the website could reflect a sense of calm and organization to counteract his daily environment.
- **Motivation and Gain:** Adam is motivated by his passion and the potential to earn while learning, which means the website should highlight success stories and benefits to keep users like Adam motivated.
- **Registration and Submission Process:** Difficulties with the registration and submission processes were noted, highlighting an area that requires simplification and user-friendly design.

## Background

- Interview questions and answers

- 
- 

## Use cases

- Information Seeking
- Preparation for Contests

- Contest Participation
- Post- Contest Engagement
- Continuous Learning and Development

## Observations

### Problem: Difficulty Finding Specific Contest Information

<b>Takeaway:</b>	Adam often finds it challenging to locate specific details about contests, such as rules and registration deadlines, which can be frustrating and time-consuming.
<b>Opportunities:</b>	Improve the information architecture of the website to make it more intuitive. Create a clear and prominent section for upcoming contests with a standardized layout for essential details.

### Problem: Inadequate Preparation Resources

<b>Takeaway:</b>	Resources for contest preparation are either not easy to find or insufficient. Adam feels that having more comprehensive preparation materials would be beneficial.
<b>Opportunities:</b>	Develop a dedicated resource hub with categorized content, including past problems, tutorials, and guides. Consider a community-driven platform for sharing tips and strategies.

### Problem: Technical Issues During Contests

<b>Takeaway:</b>	Adam experiences occasional technical difficulties when submitting solutions or viewing live updates, which can detract from the contest experience.
<b>Opportunities:</b>	Optimize the contest portal for performance, particularly under high load during contests. Ensure robust testing of the submission system to minimize disruptions.

### Problem: Post-Contest Analysis and Learning

<b>Takeaway:</b>	There is a lack of structured post-contest analysis and detailed solution discussions, which limits Adam's learning opportunities from past contests.
<b>Opportunities:</b>	Introduce a post-contest analysis feature with expert insights, participant discussions, and detailed explanations of solutions to facilitate deeper learning.

### Problem: Community Interaction and Networking

<b>Takeaway:</b>	Adam values community interaction but finds the current platform doesn't adequately support or facilitate networking and discussion among competitors.
<b>Opportunities:</b>	Create enhanced community features, such as forums or direct messaging, to encourage networking, experience sharing, and peer-to-peer learning.

### Problem: Continuous Skill Development

<b>Takeaway:</b>	The website doesn't currently support continuous skill development outside of contest cycles, missing the chance to engage users year-round.
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<b>Opportunities:</b>	Offer ongoing educational content, webinars, and challenges to keep users engaged with the platform even when contests are not in session.
-----------------------	--

# Interview Questions

## **1. Background and Introduction:**

- Can you share a bit about your background in programming contests?
- What sparked your interest in the South Pacific Programming Contests specifically?

## **2. Website Usage and Initial Impressions:**

- How did you first come across the SPPC website?
- What were your initial thoughts the first time you used the website?
- Describe how you typically navigate the site during your visit.

## **3. Specific Needs and Preferences:**

- What are the top three things you look for on the SPPC website?
- How does the website facilitate your preparation and participation in contests?

## **4. Experience with Features and Functionality:**

- Could you tell me about any tools or features on the website that you find particularly useful?
- Are there features on the website that you think could be improved?

## **5. Challenges and Frustrations:**

- Have you encountered any challenges or obstacles while using the website?
- What about the website could be improved to make your experience as a competitor better?

## **6. Information and Resources:**

- Is there any information you have found difficult to locate on the website?
- What types of resources would you like to see more of on the SPPC website?

## **7. Design and Accessibility:**

- How would you rate the overall design and aesthetic of the current website?
- Are there any accessibility features that you think the website is currently missing?

## **8. Community and Support:**

- How important is community interaction to you on the SPPC website?
- What forms of support or community engagement would you appreciate as a competitor?

## **9. Registration and Submission Processes:**

- Can you walk me through the last time you registered for a contest on the website?
- Were there any points in the process where you felt confused or uncertain?

## **10. Feedback and Improvement:**

- If you could make one major change to the website, what would it be?
- How could the website better support and engage with competitors like yourself?

## **11. Looking to the Future:**

- What are your aspirations as a competitor in programming contests?
- How can the website better serve your needs as you work toward these goals?

## **12. Final Thoughts:**

- Is there anything else you think we should know about your experience with the SPPC website?
- Do you have any final thoughts or feedback that you haven't yet shared?

## Card Sorting

Cards ⓘ		Import	Export	Delete all
Card label	Description			
Upcoming Contests	Schedule, Registration deadlines, Contest rules			
Past Contests	Archives, Solutions and explanations, Results and leaderboards			
Preparation Resources	Study materials, Practice problems, Tutorials and guides			
Community and Networking	Forums, Social media links, Networking events			
Technical Support	FAQ, Contact information, Troubleshooting guides			
Profile Management	Account settings, Contest history, Achievements			
Learning and Development	Webinars and workshops, Articles and blogs, Continuous learning			
News and Announcements	Latest updates, Contest announcements, Feature stories			
Feedback and Suggestion	Feedback forms, Suggestion box, User surveys			
Accessibility Features	Text size and contrast settings, Screen reader compatibility, N			

Add card

Total cards: 10

# Inspection with Heuristic Evaluation

## Task 1: Register for the South Pacific Programming Contest

The following steps would require:

1. *Homepage Banner*
2. *Navigation to Contest Section*
3. *Contest Information and Presentation*
4. *Register Now Button*
5. *Registration Form*
6. *Submission Confirmation*
7. *Confirmation Message*

Walkthrough with Usability Heuristic Evaluation Notes:

1. Upon landing on the website's homepage, the user is greeted with a banner or section promoting the South Pacific Programming Contest. The banner should be prominently displayed and visually distinct, following the principles of aesthetic and minimalist design (Heuristic 8). It should also use terminology familiar to programmers and students, matching the system to the real world (Heuristic 2).
2. The user clicks on the banner or navigates to the "Contests" or "Events" section of the website. The navigation menu should be consistent with common design patterns and standards found on similar websites (Heuristic 4). Provide breadcrumbs or a clear path to help users understand their current location within the website's structure (Heuristic 3).
3. In this section, they find information about the contest, including dates, eligibility criteria, and registration details. Present the information in a clear and organized manner, following the principles of aesthetic and minimalist design (Heuristic 8). Use language and terminology that resonates with the target audience of programmers and students (Heuristic 2).
4. They click on the "Register Now" button or a similar call-to-action prompt. The button should be visually distinct and follow established conventions for registration or sign-up buttons (Heuristic 6). Provide a descriptive label or tooltip for the button to reinforce its purpose (Heuristic 3).
5. A registration form appears, prompting the user to fill in their details, such as name, email, institution, and any other relevant information. Only request essential information and avoid unnecessary fields, following the flexibility and efficiency of use principle (Heuristic 7). Provide clear labels and instructions for each field, using terminology familiar to the target audience (Heuristic 2). Implement form validation to prevent users from submitting incomplete or incorrectly formatted information (Heuristic 5).
6. After filling in the required fields, they submit the form. Provide a clear and noticeable indication that the form has been submitted successfully, following the visibility of system status principle (Heuristic 1). If any errors occur during submission, display clear and helpful error messages to assist users in resolving the issue (Heuristic 9).
7. A confirmation message appears, acknowledging their successful registration, along with any additional information or next steps. The confirmation message should be prominently displayed and use language that is easy to understand (Heuristic 2). If any additional steps are required, provide clear and concise instructions to minimize the user's memory load (Heuristic 3). Consider providing a printable or downloadable version of the confirmation for the user's records (Heuristic 7).

## Task 2: View Information about Upcoming Events

The following steps would require:

*1. Events Section in Main Navigation*

*2. Upcoming Events List*

*3. Event Listing Details*

*4. Accessing Event Details*

*5. Dedicated Event Page*

*6. Registration or Contact Options*

*7. Navigating Back and Exploring*

Walkthrough with Usability Heuristic Evaluation Notes:

1. The user visits the website and either scrolls down the homepage or navigates to a dedicated "Events" section in the menu. The "Events" section should be prominently displayed and easily accessible from the main navigation menu, following the principles of consistency and standards (Heuristic 4). Use clear and descriptive labels that match the user's mental model (Heuristic 2).
2. They see a list of upcoming events, sorted by date or highlighted in a prominent way. The list should be visually organized and easily scannable, adhering to the principles of aesthetic and minimalist design (Heuristic 8). Provide clear sorting or filtering options to help users find relevant events quickly (Heuristic 7).
3. Each event listing provides brief information such as the event name, date, location (if applicable), and a short description. Present this information in a consistent format across all event listings, following established design patterns and standards (Heuristic 4). Use typography, spacing, and visual hierarchy to make the key details stand out (Heuristic 8).
4. The user clicks on an event that interests them to view more details. Ensure that the link or button to access the event details is visually distinct and follows established conventions (Heuristic 6). Provide clear feedback when the user interacts with the link or button (Heuristic 1).
5. They are taken to a dedicated page for that event, where they find comprehensive information including the event agenda, speakers, registration details (if applicable), and any other relevant information. Organize the information in a logical and hierarchical manner, following the principles of minimizing the user's memory load (Heuristic 3). Use clear section headings and visual cues to help users navigate the content effectively (Heuristic 8).
6. If they wish to attend or learn more, they may click on a registration link or contact information provided. Ensure that these calls-to-action are prominently displayed and easy to locate (Heuristic 7). Provide clear instructions or guidance for the registration or contact process (Heuristic 3).
7. After gathering the necessary information, they can either navigate back to the events list or explore other sections of the website. Provide breadcrumbs or a clear path to help users understand their current location within the website's structure (Heuristic 3). Offer easy access to the main navigation menu or other relevant sections of the website (Heuristic 4).

# User Evaluation Forms

@Hossan Al Sarah @Harrishraj Rajandran @Simranjeet Singh @Justin Her Min Wong

Evaluation tasks - [Microsoft Forms](#)

The screenshot shows a Microsoft Forms survey titled "ICT20025 Evaluation Tasks". The title and subtitle are displayed in a dark header bar. Below the header, there is a note about the project title and principal investigators. The main content area contains a question labeled "1. Participant ID" with a required field indicator (\*). A text input field is provided for the answer, and a "Next" button is visible at the bottom left. A small note at the bottom of the page advises against giving out passwords.

**Project Title:** Redesign of South Pacific Programming Contests website  
**Principal Investigators:** Hossan Al Sarah, Simranjeet Singh, Justin Wong Her Min and Harrishraj Rajandran

\* Required

1. Participant ID \*

Enter your answer

Next

Never give out your password. [Report abuse](#)



\* Required

### Task 1

Register to South Pacific Programming competition.

2. Task 1 - Please rate the difficulty of this task:

Very Easy      Very Hard

\*

1

2

3

4

5

[Back](#)

[Next](#)

Never give out your password. [Report abuse](#)

Explanatory Statement - Microsoft Forms

\* Required

### Agreement to Participate

1. I am over the age of 18 and consent to participate in the project named above. I have been provided a copy of the project Explanatory Statement to which this consent form relates and any questions I have asked have been answered to my satisfaction. \*

Yes  
 No

2. In relation to this project, please check the box with your response to the following: \*

I agree to be observed by the researchers  
 I agree to allow the researchers to record my actions and voice while using the system  
 I agree to allow the researchers to record video of my face while using the system  
 I agree to make myself available for further information if required

3. I acknowledge that:

1. my participation is voluntary and that I am free to withdraw from the project at any time without explanation;  
 2. the Student project is for the purpose of research and not for profit;  
 3. any identifiable information about me which is gathered in the course of and as the result of my participating in this project will be (i) collected and retained for the purpose of this project and (ii) accessed and analysed by the student team, their tutor and the unit convenor for the purpose of conducting and assessing this project;  
 4. my anonymity is preserved and I will not be identified in publications or otherwise without my express written consent.

By signing this document I agree to participate in this project.

Signature - please type your name  
 \*

Enter your answer

4. Date \*

Please input date (M/d/yyyy)

Never give out your password. [Report abuse](#)

Pre Evaluation tasks -  Microsoft Forms

**Instructions**  
The purpose of this questionnaire is to find out a few things about you. This will help us interpret our results. Please tick the option that best describes you.

1. Participant ID \*

2. What is your gender? \*

Female  
 Male  
 Non-binary  
 Prefer not to say

3. Which of the following includes your age? \*

18-24  
 25-34  
 35-49  
 50-64  
 65-74  
 75-79  
 80+  
 Prefer not to say

4. Have you participated in programming contests before?

\*  
 Yes  
 No

5. Which of the following types of programming contests have you participated in before? (Select all that apply)

\*  
 Hackathons  
 Team-based competitions

Post Evaluation Tasks - [Microsoft Forms](#)

## ICT20025 Post-Evaluation Questionnaire

Thank you for helping us test this website. To help us understand how you felt about your experience, please answer the following questions.

\* Required

### Instructions

Thank you for helping us test usability of South Pacific Programming Contest website. To help us understand how you felt about your experience, please answer the following questions.

1. Participant ID \*

Enter your answer

2. What did you like most about this website?

Enter your answer

3. What did you like least about this website?

Enter your answer

4. How likely are you to recommend this app to a friend or colleague? \*

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Not at all likely

Extremely likely

Next

Page 1 of 2

Never give out your password. [Report abuse](#)

# Brainstorm

Facilitator	@Hossan Al Sarah
Participants	@Justin Her Min Wong @Harrishraj Rajandran @Simranjeet Singh
Brainstorm date	Mar 28, 2024
On this page	<ul style="list-style-type: none"><li>⌚ Brainstorm planning</li><li>⌚ Brainstorm agenda</li><li>🎯 Brainstorm outcomes<ul style="list-style-type: none"><li>Summary of results</li><li>Decisions</li></ul></li></ul>

## ⌚ Brainstorm planning

Goals of the brainstorm	To generate innovative solutions that make information about upcoming programming contests stand out and be easily accessible from the website's homepage.
Brainstorming method	<b>Rapid Ideation Method:</b> This technique aligns well with the emphasis on quantity, openness, and collaborative building of ideas.
Participant instructions	<ol style="list-style-type: none"><li>Each participant takes turns to share their ideas quickly.</li><li>No discussion or criticism is allowed; simply listen and absorb the ideas presented.</li><li>Place all the sticky notes on a wall or a shared digital board.</li></ol>

## ⌚ Brainstorm agenda

Item	Time
Warm up	5 minutes
Idea generation phase	5 minutes
Idea sharing	10 minutes
Idea building phase	10 minutes
Grouping and theme identification	10 minutes
Open discussion	20 minutes
Conclusion and next step	10 minutes

## Brainstorm outcomes

---

- **A List of Creative Ideas:**
    - An extensive collection of potential solutions and concepts generated by participants during the ideation phase.
  - **Refined Concepts:**
    - A set of ideas that have been expanded and improved upon during the idea building phase.
  - **Prioritized Initiatives:**
    - A shortlist of the most promising ideas, determined through the voting process.
  - **Actionable Steps:**
    - Specific follow-up actions, such as further research, prototyping, or detailed planning for the top ideas.
  - **Documentation:**
    - Recorded notes or a visual compilation of the session's discussions, ideas, and decisions.
  - **Assigned Responsibilities:**
    - Allocation of tasks and responsibilities to team members to carry forward the chosen ideas into the next project phases.
  - **Feedback Mechanism:**
    - Established plans for testing the ideas with users and gathering feedback to validate and iterate on the concepts.
- 

## Summary of results

- **Generated Ideas:** The team proposed a diverse array of ideas, including dynamic event countdowns, interactive calendars, personalized event notifications, and a "What's New" feature.
- **Top Ideas Selected:**
  - An interactive event banner on the homepage with a countdown to the next contest.
  - A customizable user dashboard that highlights upcoming events based on user preferences.
  - Live announcement pop-ups for newly announced events.
- **Action Plan Developed:**
  - Creation of mockups for the interactive banner and user dashboard to be completed in two weeks.
  - Development of a prototype for live announcement pop-ups for user testing.
- **Assigned Tasks:**
  - The UI team to design mockups.
  - The development team to create a pop-up notification system.
  - The UX team to prepare user testing scenarios.
- **Next Steps:**
  - Conduct a review of mockups in the next sprint meeting.
  - Implement pop-up notifications on the development site for live testing.
  - Schedule user testing sessions for the interactive banner and dashboard features.
- **Documentation:**
  - All session ideas and discussions were documented and made available on the project's Confluence page.
  - The voting outcomes and prioritizations were recorded for transparency and future reference.

## Decisions

 Adopt a Feature Banner

 Interactive Event Calendar Integration

 Live Update Pop-Ups for Event Announcements

 Personalized User Dashboards

 Enhanced Event Visibility on Mobile Devices

 User Feedback Loop for Event Features

## Scenarios and storyboards

### Scenario 1: Interacting with the Feature Banner

#### User Story:

As a new visitor to the SPPC website,  
I want to see the most immediate upcoming event prominently displayed on the homepage,  
So that I can quickly get key details and decide if I want to participate.

#### Scenario:

- Emma visits the SPPC homepage and is immediately greeted by a dynamic feature banner.
- The banner displays a countdown to the next event, its name, and date.
- She can click on the banner to be taken directly to a detailed page about the event where she can register or learn more.

### Scenario 2: Using the Interactive Event Calendar

#### User Story:

As a registered user interested in multiple programming contests,  
I want to easily access a calendar view of all upcoming events from my dashboard,  
So that I can plan my schedule around the contests I'm interested in.

#### Scenario:

- John logs into his SPPC profile and navigates to the dashboard.
- He accesses the interactive calendar, which shows all upcoming events.
- He clicks on an event to see quick details and can set reminders for himself directly from the calendar.

### Scenario 3: Receiving Live Update Pop-Ups

#### User Story:

As a frequent visitor to the SPPC site,  
I want to receive live updates about new or upcoming contests while I'm browsing the site,  
So that I don't miss any new opportunities to participate.

#### Scenario:

- Alice is browsing through past contest archives when a pop-up notification appears.
- The notification informs her of a newly announced contest.
- She can click on the pop-up to go directly to the event page or dismiss it and continue her current activity.

### Scenario 4: Personalizing the User Dashboard

#### User Story:

As a competitive programmer,  
I want to customize my dashboard to highlight events and resources relevant to my interests,  
So that I can have a tailored experience and find content that helps me grow.

#### Scenario:

- Mike logs into his profile and accesses the settings to customize his dashboard.
- He selects his interests in specific programming languages and types of contests.
- His dashboard updates to show upcoming events and preparation resources that match his preferences.

## **Scenario 5: Mobile Optimization of Event Notifications**

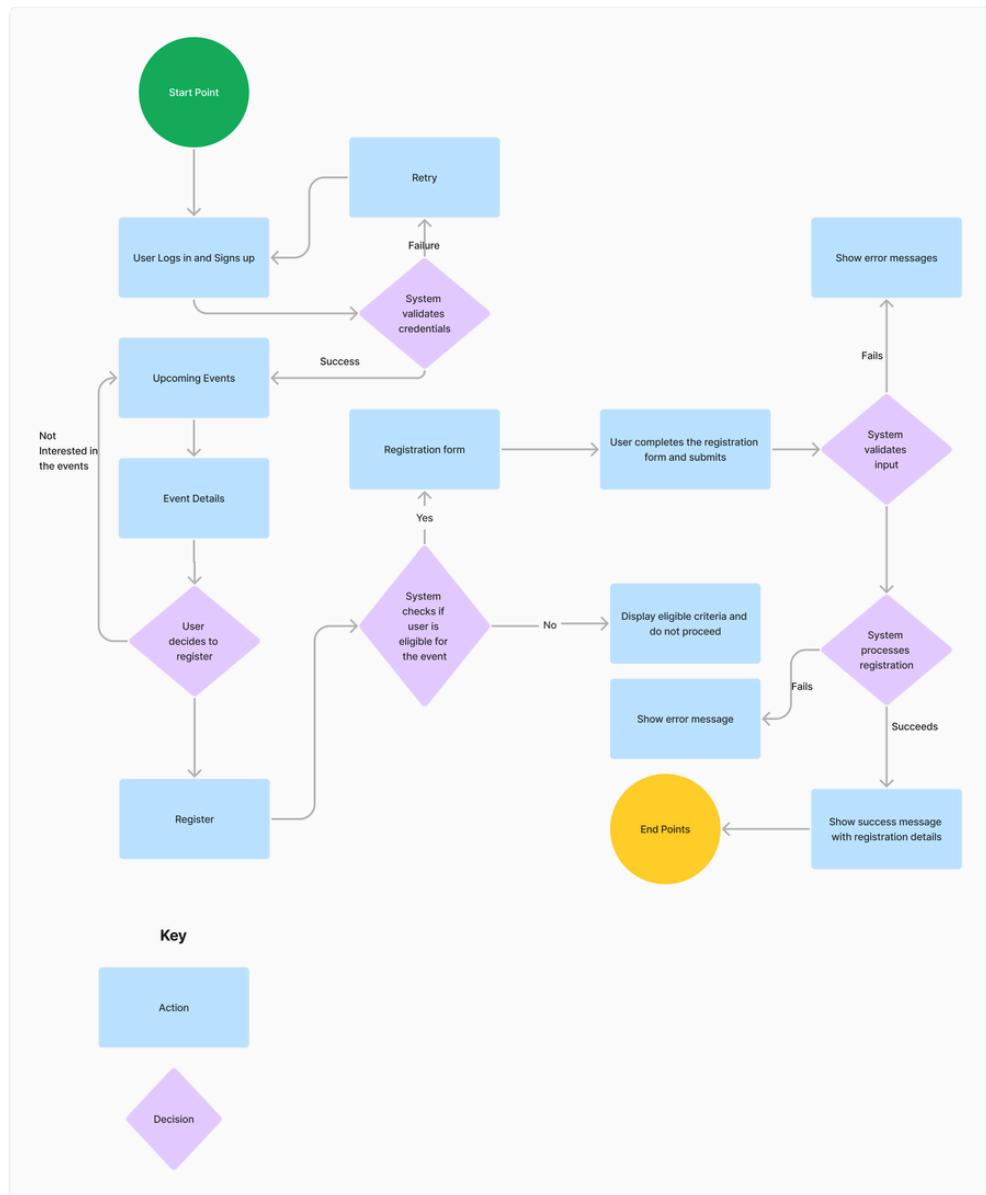
### **User Story:**

**As a** user who primarily accesses the internet via a smartphone,  
**I want to** receive clear and readable event notifications on my device,  
**So that** I can stay informed about contest details even when I'm on the go.

### **Scenario:**

- Nina receives a push notification on her mobile device about an upcoming event.
- She taps the notification and is taken to a mobile-optimized page where she can see all the details and register for the event directly from her phone.

## Flow Diagrams



# Accessibility Report

## Project Overview:

The South Pacific Programming Contests website redesign aims to enhance user engagement, promote programming contests effectively, and increase sponsor visibility. Accessibility is a key component of this redesign to ensure the website is inclusive and usable by all users, including those with disabilities.

## Accessibility Goals:

- Provide an inclusive user experience for people with disabilities.
- Improve usability for all users, regardless of ability.

## Accessibility Review Process:

The accessibility review was conducted in three main stages:

### 1. Planning and Initial Design:

- Accessibility considerations were integrated into the design from the beginning.
- Used design principles that prioritize accessibility, such as sufficient color contrast, clear navigation, and readable fonts.

### 2. Prototype Testing:

- The Figma prototypes were evaluated and manual checks to identify accessibility issues.

### 3. Final Review and Iteration:

- Implemented feedback from user testing and made necessary adjustments to the design.
- Conducted a final review to ensure all accessibility issues were addressed.

## Key Accessibility Features:

### 1. Color Scheme:

- Ensured sufficient contrast between text and background colors.
- Used color combinations that are accessible to color-blind users.

### 2. Style Guide:

- Developed a style guide that includes accessibility guidelines for color usage, font sizes, and element spacing.

### 3. Content Segregation:

- Organized content in a logical, hierarchical structure.
- Used headings, lists, and landmarks to improve content navigation.

### 4. Interactive Elements:

- Designed buttons and interactive elements with clear, descriptive labels.
- Ensured that all interactive elements are keyboard accessible.

### 5. Text Alternatives:

- Provided alternative text for all images and non-text content.
- Used descriptive text that conveys the purpose and context of the images.

### 6. Navigation:

- Simplified navigation structure with clear, consistent menus.
- Included skip links to allow users to bypass repetitive content.

### 7. Form Accessibility:

- Designed forms with clear labels, instructions, and error messages.
- Ensured forms are navigable and usable with a keyboard.

## Accessibility Testing Tools:

- **Manual Testing:** Conducted manual checks and keyboard navigation.

#### **Issues Identified and Resolved:**

1. **Issue:** Insufficient color contrast on some elements.
  - **Resolution:** Adjusted color scheme to ensure sufficient contrast.
2. **Issue:** Missing alternative text for some images.
  - **Resolution:** Added descriptive alt text for all images.
3. **Issue:** Some interactive elements were not keyboard accessible.
  - **Resolution:** Ensured all interactive elements can be accessed and operated with a keyboard.
4. **Issue:** Inconsistent navigation structure.
  - **Resolution:** Simplified and standardized the navigation structure across all pages.

#### **Further Work:**

- **Ongoing User Testing:** Continue to gather feedback from users with disabilities to identify areas for improvement.
- **Regular Audits:** Conduct regular accessibility audits to ensure continued compliance with WCAG standards.
- **Training:** Provide accessibility training for all team members to maintain and improve accessibility standards.

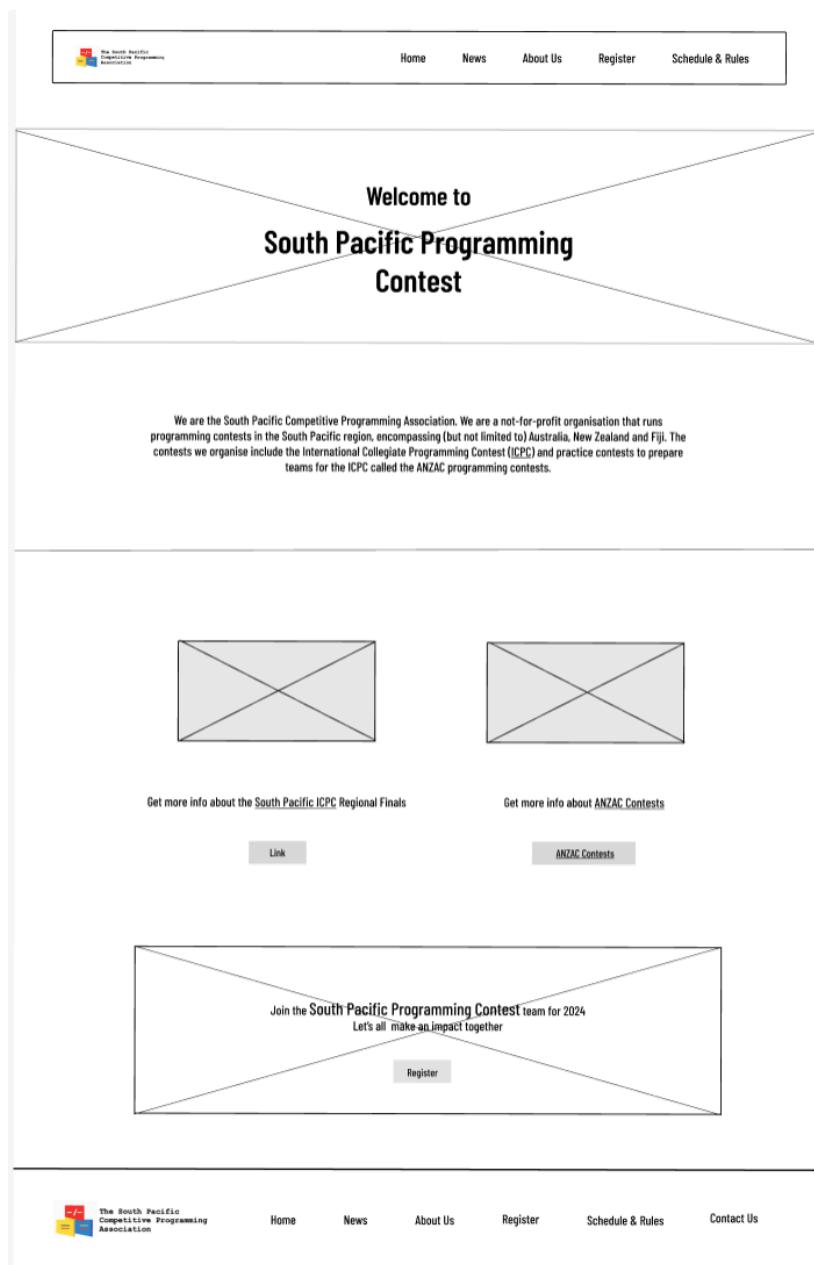
#### **Conclusion:**

The South Pacific Programming Contests website redesign has made significant strides in improving accessibility. Ongoing efforts will ensure that accessibility remains a priority, providing a positive experience for all users.

# Initial Figma Prototype

Figma was a platform that was introduced to us in lessons and is highly recommended for prototyping and design. Figma allows multiple users to work on the same design project simultaneously, which makes it a great choice for teams and remote collaboration. It's known for its ease of use, powerful features, and real-time collaboration capabilities.

## Home Page Wireframe



In the top figure, we have designed a concept and prototype home page for the South Pacific Programming Contest that highlights many features and stands out to the audiences going through our page. The features includes the position of the navigation bar, Introduction, extra information and the footer. To allow people to navigate properly, we chose a design that would be symmetrical and tidy to avoid any clusters of information. The main highlight would be the register button at the bottom to attract people to click on it.

## Register Form Wireframe

The wireframe shows a registration form for participants. At the top, there is a navigation bar with links for Home, News, About Us, Register, and Schedule & Rules. Below the navigation bar is the title "Register Form". A descriptive text states: "This form is used for signing up to the competition. Each team should have three members. Team with less than three members may compete but will be unofficial". The form consists of several input fields:

- Team member 1: "What is your team name?" (Text input), "Team member 1" (Text input), "Team member 1 email" (Text input)
- Team member 2: "Which university(s) or school(s) are you currently study at?" (Text input), "Team member 2" (Text input), "Team member 2 email" (Text input)
- Team member 3: "Team member 3" (Text input), "Team member 3 email" (Text input)
- Checkboxes: "Tick all check boxes that apply" (Section header). Options include:
  - The team is a high school team (checkbox)
  - The team is all female/non-binary (checkbox)
  - The team is all first year students (checkbox)
- Coach/Site Coordinator: "Coach/Site Coordinator" (Text input), "Coach/Site Coordinator email" (Text input)

At the bottom, there is a footer with the logo "The South Pacific Competitive Programming Association" and links for Home, News, About Us, Register, Schedule & Rules, and Contact Us.

The figure above introduces a registration form for the participants to fill out. This design still features the necessary elements, like the navigation bar and the footer. However, The contents shows the required informations and questions for the participants to fill out. All questions are spaced out uniformly to create a neat and clean look.

## User Dashboard Wireframe

## User Dashboard

The screenshot shows a user dashboard with a header containing the logo of "The South Pacific Competitive Programming Association" and navigation links for Home, News, About Us, Register, and Schedule & Rules. The main content area is titled "Your Dashboard" and contains three sections: "Upcoming events" (empty table), "My profile" (basic details and update button), and "Team Information" (Updates and My teams sections). The footer includes the same navigation links and the organization's logo.

**Upcoming events**

Program	Date	Event	Rule

**My profile**

Basic details

[Update my profile](#)

**Team Information**

Team Information	Volunteer
<b>Updates</b> Outstanding payments: \$0.00	
<b>My teams</b> <a href="#">+ Register new team/s</a>	

This is a simple user dashboard that allows the user to see all the basic information from each aspect combined into a page. This design shows bits and pieces, but not too much that overflows the webpage with clusters of information.

## Final Prototype

Figma Prototype Wireframe:

 [Figma Prototype](#)

Figma Prototype Link:

 [Figma Prototype](#)