|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| KW | Aktivität | 1.Unteraktivität | 2.Unteraktivität | | W geplant | | Franziska | | Sergej |
| **MS** | **Projektidee finden** | | | | **26** | | **23** | | **13** |
| 16 | Exposé erstellen | | | | 5 | | 3.5 | | 3.5 |
|  |  | Idee finden | | | | | | | |
|  |  |  | Brainstorming | | 0.5 | | 0.5 | | 0.5 |
|  |  | Alternative Ideen | | | | | | | |
|  |  |  | Brainstorming | | 0.5 | | 0.5 | | 0.5 |
|  |  | Exposé 1 Erstellen | | | | | | | |
|  |  |  | Problem | | 0.5 | |  | | 1 |
|  |  |  | Zielsetzung | | 0.5 | |  | | 0.5 |
|  |  |  | Verteiltes System | | 0.5 | |  | | 0.5 |
|  |  |  | Relevanz | | 0.5 | |  | | 0.5 |
|  |  | Exposé 2 Erstellen | | | | | | | |
|  |  |  | Problem | | 0.5 | | 1 | |  |
|  |  |  | Zielsetzung | | 0.5 | | 0.5 | |  |
|  |  |  | Verteiltes System | | 0.5 | | 0.5 | |  |
|  |  |  | Relevanz | | 0.5 | | 0.5 | |  |
|  | | | | | | | | | |
| 17-18 | Exposé überarbeiten | | | | 16 | | 16 | | 6 |
|  |  | Domänenrecherche | |  | |  | |  | |
|  |  |  | Domäne identifizieren | | 3 | | 2.5 | | 2.5 |
|  |  |  | Domäne analysieren | | 4 | | 5 | |  |
|  |  | Marktrecherche | |  | |  | |  | |
|  |  |  | Konkurrenzprodukte finden | | 1 | | 2 | |  |
|  |  |  | **iCow** analysieren | | 2 | | 2 | | 0.5 |
|  |  |  | **e-Soko** analysieren | | 2 | | 2 | | 0.5 |
|  |  |  | **IRMGARD** analysieren | | 2 | | 1 | | 1 |
|  |  | Exposé anpassen | |  | |  | |  | |
|  |  |  | Zielsetzung überarbeiten | | 1 | | 0.5 | | 0.5 |
|  |  |  | Anwendungslogik überarbeiten | | 1 | | 1 | | 1 |
|  | | | | | | | | | |
| 17-18 | Alleinstellungsmerkmale | | | | 2 | | 1 | | 1 |
|  |  | Alleinstellungsmerkmale identifizieren | | | | | | | |
|  |  |  | Aus der Marktrecherche herleiten | | 1 | | 0.5 | | 0.5 |
|  |  |  | Brainstorming | | 1 | | 0.5 | | 0.5 |
|  | | | | | | | | | |
| 18 | Stakeholderanalyse | | | | 3 | | 2.5 | | 2.5 |
|  |  | Stakeholder identifizieren | | | | | | | |
|  |  |  | Brainstorming | | 1 | | 0.5 | | 0.5 |
|  |  | Stakeholder analysieren | | | | | | | |
|  |  |  | Tabelle aufstellen | | 2 | | 2 | | 2 |
| MS | Exposé und Stakeholderanalyse fertig gestellt | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Risikoanalyse und POCs** | | | | **17** | | **3.5** | | **14.5** |
| 18 | Risikoanalyse | | | | 7 | | 3.5 | | 3.5 |
|  |  | Risiken identifizieren | | | | | | | |
|  |  |  | Brainstorming | | 1 | | 0.5 | | 0.5 |
|  |  |  | Risiken aufschreiben | | 0.5 | | 0.25 | | 0.25 |
|  |  | Risiken analysieren | | | | | | | |
|  |  |  | Risiken Analysieren | | 2 | | 1 | | 1 |
|  |  |  | Risiken Beschreiben | | 2 | | 1 | | 1 |
|  |  |  | Gegenmaßnahmen überlegen | | 1 | | 0.5 | | 0.5 |
|  |  |  | Tabelle aufstellen | | 0.5 | | 0.25 | | 0.25 |
|  | | | | | | | | | |
| 19 | POCs | | | | 10 | |  | | 11 |
|  |  | POCs identifizieren | | | | | | | |
|  |  |  | POCs aus Risiken ableiten | | 1 | |  | | 1 |
|  |  |  | Brainstorming | | 1 | |  | | 1 |
|  |  | POCs analysieren | | | | | | | |
|  |  |  | POCs beschreiben | | 2 | |  | | 2 |
|  |  |  | Exit Kriterien | | 2 | |  | | 2.5 |
|  |  |  | Fail Kriterien | | 2 | |  | | 2 |
|  |  |  | Fallback beschreiben | | 2 | |  | | 2.5 |
| MS Risikoanalyse und POCs abgeschlossen | | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Methodischer Rahmen und Architektur** | | | | **25** | |  | | **25** |
| 19 | Auswahl des methodischen Rahmens | | | | 4.5 | |  | | 4.5 |
|  |  | User Centered Design | | | | | | | |
|  |  |  | Analysieren | | 2 | |  | | 2 |
|  |  | Usage Centered Design | | | | | | | |
|  |  |  | Analysieren | | 2 | |  | | 2 |
|  |  |  | Auswahl begründen | | 0.5 | |  | | 0.5 |
|  | | | | | | | | | |
| 19 | Auswahl des Vorgehensmodells | | | | 7 | |  | | 7 |
|  |  | Discount Usability Engineering | | | | | | | |
|  |  |  | Analysieren | | 2 | |  | | 2 |
|  |  | Usability Engineering Lefecycle | | | | | | | |
|  |  |  | Analysieren | | 2 | |  | | 2 |
|  |  | Scenario Based Usability Engineering | | | | | | | |
|  |  |  | Analysieren | | 2 | |  | | 2 |
|  |  | Fazit | | | | | | | |
|  |  |  | Auswahl begründen | | 1 | |  | | 1 |
|  | | | | | | | | | |
| 19 | Kommunikationsmodell | | | | 8.5 | | 9 | |  |
|  |  | Deskriptives Modell | | | | | | | |
|  |  |  | Brainstorming | | 1.5 | | 2 | |  |
|  |  |  | Modell erstellen | | 2.5 | | 2 | |  |
|  |  | Präskriptives Modell | | | | | | | |
|  |  |  | Brainstorming | | 1.5 | | 2 | |  |
|  |  |  | Modell erstellen | | 3 | | 3 | |  |
|  | | | | | | | | | |
| 18-19 | Architekturmodell | | | | 6.5 | |  | | 4.5 |
|  |  | Architekturmodell erstellen | | | | | | | |
|  |  |  | Brainstorming | | 1 | |  | | 1 |
|  |  |  | Zielplattformen ermitteln | | 0.5 | |  | | 0.5 |
|  |  |  | Paradigma des Netzwerkes festlegen | | 2 | |  | | 2 |
|  |  |  | Protokolle und Datenformate festlegen | | 2 | |  | | 2 |
|  |  |  | Modell entwerfen | | 1 | |  | | 1 |
| MS | MCI Rahmen und Architekturmodell festgelegt | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Rapid-Prototyping** | | | | **13** | |  | | **17.5** |
| 19 |  | Architektur einrichten | | | | | | | |
|  |  |  | Server einrichten | | 1 | |  | | 0.5 |
|  |  |  | Datenbank einrichten | | 1 | |  | | 3 |
|  |  |  | Client einrichten | | 1 | |  | | 1 |
|  |  | POCs umsetzen | | | | | | | |
|  |  |  | Auswertung der Bodendaten | | 5 | |  | | 8 |
|  |  |  | Effiziente Datenübertragung | | 5 | |  | | 2 |
| MS | Rapid-Prototyp fertig | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Projektplan** | | | | **7.5** | | **2** | | **6.5** |
| 19 |  | Projektplan erstellen | | | | | | | |
|  |  |  | Layout | | 0.5 | |  | | 0.5 |
|  |  |  | Aktivitäten definieren | | 1 | |  | | 4 |
|  |  |  | Aktivitäten mit Workload eintragen | | 2 | | 2 | | 2 |
|  |  | Iterationen im Laufe des Projekts | | | | | | | |
|  |  |  | Aktivitäten definieren | | 2 | |  | |  |
|  |  |  | Aktivitäten mit Workload eintragen | | 2 | |  | |  |
| MS | Projektplan – erste Iteration | | | | | | | | |
|  | | | | | | | | | |
| MS | Anforderungsanalyse | | | | **70** | |  | |  |
| 20 | User Profiles erstellen | | | | 15 | |  | |  |
|  |  | Daten erheben | | | | | | | |
|  |  |  | Recherchieren | | 2 | |  | |  |
|  |  |  | Aus Stakeholder Analyse ermitteln | | 2 | |  | |  |
|  |  | User Profiles erstellen | | | | | | | |
|  |  |  | sinnvolle Merkmale spezifizieren | | 2 | |  | |  |
|  |  |  | User Profiles erstellen | | 2 | |  | |  |
|  |  | Personae | | | | | | | |
|  |  |  | Personae erstellen | | 6 | |  | |  |
|  |  | Iterativ überarbeiten | | | | | | | |
|  |  |  | User Profiles und Personae evaluieren | | 2 | |  | |  |
|  |  |  | User Profiles und Personae überarbeiten | | 2 | |  | |  |
|  | | | | | | | | | |
| 20 | Task analysis (deskriptiv) | | | | 21 | |  | |  |
|  |  | Essential use cases |  | |  | |  | |  |
|  |  |  | Personae analysieren | | 5 | |  | |  |
|  |  |  | Task Szenarien Erstellen | | 6 | |  | |  |
|  |  | Task Model |  | |  | |  | |  |
|  |  |  | Taks szenarien analysieren | | 2 | |  | |  |
|  |  |  | Recherchieren | | 2 | |  | |  |
|  |  |  | Task model erstellen | | 2 | |  | |  |
|  |  | Task model evaluieren |  | |  | |  | |  |
|  |  |  | validieren | | 2 | |  | |  |
|  |  |  | iterieren | | 2 | |  | |  |
|  | | | | | | | | | |
| 20 | Anforderungen an das System ermitteln | | | | 9 | |  | |  |
|  |  | Funktionale Anforderungen | | | | | | | |
|  |  |  | aus der Stakeholderanalyse ermitteln | | 1 | |  | |  |
|  |  |  | aus den User Profiles ermitteln | | 1 | |  | |  |
|  |  |  | aus der Task Analyse ermitteln | | 1 | |  | |  |
|  |  | Qualitative Anforderungen | | | | | | | |
|  |  |  | aus der Stakeholderanalyse ermitteln | | 1 | |  | |  |
|  |  |  | aus den User Profiles ermitteln | | 1 | |  | |  |
|  |  |  | aus der Task Analyse ermitteln | | 1 | |  | |  |
|  |  | Organisatorische Anforderungen | | | | | | | |
|  |  |  | aus der Stakeholderanalyse ermitteln | | 1 | |  | |  |
|  |  |  | aus den User Profiles ermitteln | | 1 | |  | |  |
|  |  |  | aus der Task Analyse ermitteln | | 1 | |  | |  |
|  | | | | | | | | | |
| 20 | Platform Constraints ermitteln | | | | 4 | |  | |  |
|  |  | Technische Anforderungen definieren | | | | | | | |
|  |  |  | Plattformen definieren | | 2 | |  | |  |
|  |  |  | Plattformen analysieren | | 2 | |  | |  |
|  | | | | | | | | | |
| 20 | Style Guides | | | | 8 | |  | |  |
|  |  | Style Guides definieren | | | | | | | |
|  |  |  | Anforderungen an das System analysieren | | 3 | |  | |  |
|  |  |  | Style Guides formulieren | | 5 | |  | |  |
|  | | | | | | | | | |
| 21 | Puffer | | | | 10 | |  | |  |
|  |  | Iteration der abgeschlossenen Artefakte | | | | | | | |
|  |  |  | Artefakte überarbeiten | | 10 | |  | |  |
| MS | Anforderungsanalyse abgeschlossen | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Work re-engineering** | | | | **36** | |  | |  |
| 21 | Task analysis (präskriptiv) | | | | 11 | |  | |  |
|  |  | Task Model | | | | | | | |
|  |  |  | Brainstorming | | 1 | |  | |  |
|  |  |  | Recherchieren | | 2 | |  | |  |
|  |  |  | Taks szenarien analysieren | | 1 | |  | |  |
|  |  |  | Task model erstellen | | 2 | |  | |  |
|  |  | Task model evaluieren | | | | | | | |
|  |  |  | validieren | | 2 | |  | |  |
|  |  |  | iterieren | | 2 | |  | |  |
|  | | | | | | | | | |
| 21 | Conceptual Model Design | | | | 15 | |  | |  |
|  |  | CM Mockups erstellen | | | | | | | |
|  |  |  | Präskriptive Aufgabenmodellierung realisieren | | 2 | |  | |  |
|  |  |  | Style Guides anwenden | | 2 | |  | |  |
|  |  |  | Papierbasierten Prototypen erstellen | | 4 | |  | |  |
|  |  | Mockups evaluieren | | | | | | | |
|  |  |  | Probleme ermitteln | | 2 | |  | |  |
|  |  |  | Style Guides ergänzen | | 2 | |  | |  |
|  |  |  | Präskriptive Aufgabenmodellierung ergänze | | 2 | |  | |  |
|  |  |  | Mockups ergänzen | | 2 | |  | |  |
|  | | | | | | | | | |
| 21 | Puffer | | | | 10 | |  | |  |
|  |  | Iteration der abgeschlossenen Artefakte | | | | | | | |
|  |  |  | Artefakte überarbeiten | | 10 | |  | |  |
| MS | Work re-engineering abgeschlossen | | | | | | | | |
|  |  | | | | | | | | |
|  |  | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Screen Design Standards** | | | | **38** | |  | |  |
| 21 | Screen Design Standards | | | | 10 | |  | |  |
|  |  | Screen Design Standards erarbeiten | | | | | | | |
|  |  |  | Screen Design Standards festlegen | | 10 | |  | |  |
|  | | | | | | | | | |
| 21 | SD Prototyping | | | | 18 | |  | |  |
|  |  | Prototypen erstellen | | | | | | | |
|  |  |  | Präskriptive Aufgabenmoddlierung realisieren | | 2 | |  | |  |
|  |  |  | Screen Design Standards anwenden | | 2 | |  | |  |
|  |  |  | Style Guides anwenden | | 2 | |  | |  |
|  |  | Prototypen evaluieren | | | | | | | |
|  |  |  | Prototypen testen | | 3 | |  | |  |
|  |  |  | Probleme ermitteln | | 2 | |  | |  |
|  |  |  | Style Guides ergänzen | | 2 | |  | |  |
|  |  |  | Screen Design Standards ergänzen | | 2 | |  | |  |
|  |  | Prototypen iterieren | | | | | | | |
|  |  |  | Prototypen überarbeiten | | 3 | |  | |  |
|  | | | | | | | | | |
| 21 | Puffer |  |  | | 10 | |  | |  |
|  |  | Iteration der abgeschlossenen Artefakte | | | | | | | |
|  |  |  | Artefakte überarbeiten | | 10 | |  | |  |
| MS | Screen Design Standards abgeschlossen | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Detaild User Interface Design** | | | | **37** | |  | |  |
| 22 | Elemente des UI’s erstellen | | | | 10 | |  | |  |
|  |  | Einzelne Elemente erstellen | | | | | | | |
|  |  |  | Elemente designen | | 10 | |  | |  |
|  | | | | | | | | | |
| 22 | DUID Prototyping | | | | 17 | |  | |  |
|  |  | Prototypen erstellen | | | | | | | |
|  |  |  | DUID Standard anwenden | | 5 | |  | |  |
|  |  |  | Style Guides anwenden | | 2 | |  | |  |
|  |  | Prototypen evaluieren | | | | | | | |
|  |  |  | Prototypen testen | | 2 | |  | |  |
|  |  |  | Probleme ermitteln | | 2 | |  | |  |
|  |  |  | Style Guides ergänzen | | 2 | |  | |  |
|  |  |  | DUID ergänzen | | 2 | |  | |  |
|  |  | Prototypen iterieren | | | | | | | |
|  |  |  | Prototypen überarbeiten | | 2 | |  | |  |
|  |  |  |  | |  | |  | |  |
| 22 | Puffer | | | | 10 | |  | |  |
|  |  | Iteration der abgeschlossenen Artefakte | | | | | | | |
|  |  |  | Artefakte überarbeiten | | 10 | |  | |  |
| MS | Detailed User Interface Design abgeschlossen | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Systemarchitektur planen** | | | | **48** | |  | |  |
|  | Datenstrukturen | | | | 10 | |  | |  |
|  |  | Datenstruktur erstellen | | | | | | | |
|  |  |  | Struktur der ausgetauschten Daten ermitteln | | 10 | |  | |  |
|  | | | | | | | | | |
| 22 | Modellierung der Architektur | | | | 28 | |  | |  |
|  |  | Architekturmodelle erstellen | | | | | | | |
|  |  |  | Brainstorming und Recherchen | | 3 | |  | |  |
|  |  |  | Anwendungslogik festlegen | | 5 | |  | |  |
|  |  |  | Architekturmodell überarbeiten | | 5 | |  | |  |
|  |  | Modellierung der Architekturmerkmalle | | | | | | | |
|  |  |  | Ressourcen modellieren | | 5 | |  | |  |
|  |  |  | Datenformate festlegen | | 5 | |  | |  |
|  |  |  | Protokolle festlegen | | 5 | |  | |  |
|  | | | | | | | | | |
| 22 | Puffer | | | | 10 | |  | |  |
|  |  | Iteration der abgeschlossenen Artefakte | | | | | | | |
|  |  |  | Artefakte überarbeiten | | 10 | |  | |  |
| MS | Systemplanung abgeschlossen | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Dokumentation erstellen** | | | | **40** | |  | |  |
| 23 | Dokumentation ausarbeiten | | | |  | |  | |  |
|  |  | Dokumentation erstellen | | | | | | | |
|  |  |  | Inhalt festlegen | | 10 | |  | |  |
|  |  |  | Dokumentation ausarbeiten | | 30 | |  | |  |
| MS | Dokumentation abgegeben | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Implementieren** | | | | **215** | |  | |  |
| 24-28 | Implementieren | | | |  | |  | |  |
|  |  | Funktionalitäten implementieren | | | | | | | |
|  |  |  | User Login | | 30 | |  | |  |
|  |  |  | Erstellung der Einträge | | 20 | |  | |  |
|  |  |  | Zugriff auf externe Wetterdienste | | 30 | |  | |  |
|  |  |  | Analyse der Bodendaten | | 30 | |  | |  |
|  |  |  | Interaktive Visualisierung der Anleitungen | | 30 | |  | |  |
|  |  |  | Interaktive Darstellung der Ackerdaten | | 25 | |  | |  |
|  |  |  | Visualisierung der nachhaltigen Anleitungen | | 20 | |  | |  |
|  | | | | | | | | | |
|  | Puffer | | | | 30 | |  | |  |
|  |  | Iterative Implementierung | | | | | | | |
|  |  |  | Zeit für mögliche Schwierigkeiten | | 30 | |  | |  |
| MS | Implementierung abgeschlossen | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **System evaluieren** | | | | **20** | |  | |  |
| 28 | Fazit | | | | 10 | |  | |  |
|  |  | Diskussion des Zielerreichungsgrades | | 5 | |  | |  | |
|  |  | Ausblick | | 5 | |  | |  | |
|  | | | | | | | | | |
| 28 | Prozessassessment | | | | 10 | |  | |  |
|  |  | Kritische Reflexion des Projektes | | 5 | |  | |  | |
|  |  | Herausforderungen im Projekt | | 5 | |  | |  | |
| MS | System evaluiert | | | | | | | | |
|  | | | | | | | | | |
| **MS** | **Poster** | | | | **7.5** | |  | |  |
| 28 | Poster erstellen | | | |  | |  | |  |
|  |  | Layout erstellen | | | | | | | |
|  |  |  | Brainstorming | | 2 | |  | |  |
|  |  |  | Layout erstellen | | 5 | |  | |  |
|  |  | Drucken | | | | | | | |
|  |  |  | Poster drucken | | 0.5 | |  | |  |
| MS | Poster erstellt | | | | | | | | |
|  |  | | | | | | | | |
| **29** | **Präsentation** | | | | | | | | |
| **MS** | **Projekt abgeschlossen** | | | | | | | | |
|  |  |  |  | | 600 | |  | |  |