|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 | | | 5.5 | | 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 | |
|  |  |  | Risiken ausformulieren | 2 | | | 2 | |  | |
|  | | | | | | | | | | |
| 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 | | | | | | | | | |
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| **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 | | |  | |  | |
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|  | Puffer | | | | 30 | | |  | |  |
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|  |  |  | Zeit für mögliche Schwierigkeiten | 30 | | |  | |  | |
| MS | Implementierung abgeschlossen | | | | | | | | | |
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| **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 | | | | | | | | | |
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| **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 | | |  | |  | |