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Media informatics

**Exposé for a bachelor thesis**

# Thesis here

# Contents

## Tags

## Motivation and problems to solve

The product needs to: - deliver business value fast, - be technically feasible, - and desirable by the end user.

Users get forgotten by the time the product manifests during phases. Where is the HCI integreted this far?

Waterfall phases are outdated and to stiff to be actually adhered to Some phases are improved Design is currently driven by deadlines. Theirby making the sequential process only go forward. Designers work mostly seperatly which negates the effects of working agile. Expierienced Designers work closly with the customers User stories usually indicate a solution =¿ Theirfore limiting the amount of possible solutions Once the concept is done by design, development is left with specifications that arent feasible The aim of agile is to get to development as quickly as possible without necessarily determining if the concept is feasible. The business trusts that Developers have their customers in mind. Just because the software works, that does not mean that the software is valuable to the users Developers technological knowledge needs to be shared to all other sections Once development and QA are done, the product is left as is and will only get irregular updates Agile tries to solve these problemes by working on smaller chunks of work Collaboration was the primary problem. Specialisation wasn't. Acceptance criteria needs to be shared more broadly Requirements will change, theirfore the way of reaching a solution must too Tasks of Roles and roles as such need to be enforced The agile movement must continue to innovate and adapt to remain relevant

We still need to keep in mind time, budget and scope of projects. Also minimising waste is part of the improvement Goal will be to bring all together

## Status Quo

Human Computer Interaction Human Centered Design (Better Usability and User Expierence)

Agile Frameworks Scaled Agile Framework Scrum@Scale

Agile Managementmethods Scrum Lean Start-up Design Thinking (Innovative Ideas) (Effectuation)

Current Solutions Agile Expierience Design

# Derived Thesis

# Procedure

# Project Plan

| 01. Juni 2022 | Thesis anmelden |
|---|---|
| 08. Juni 2022 | Recherche von Methoden und Techniken der Konzeptionsphase |
| 15. Juni 2022 | Recherche von Methoden und Techniken der Implementierungsphase |
| 20. Juni 2022 | Recherche von Methoden und Techniken der Qualitätssicherung |
| 27. Juni 2022 | Analyse der Methoden und mögliche Nutzung dieser im Bezug auf die These |
| 30. Juni 2022 | Beginnen der Implementierung unterstützt durch die Methoden |
| 19. Juli 2022 | Letzte Erhebung der Daten gewonnen durch die Methoden |
| 30. Juli 2022 | Analyse der Ergebnisse |
| 23. August 2022 | Abgabe Thesis |
| 30. August 2022 | Kolloquium |

# References