
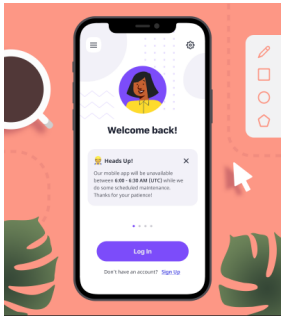


# Requirements to UX

## Team 5

Steps	Activity (Task)	Artifacts (Result)	Example RF/RNF																																								
Requirements gathering																																											
1	Delimit the topic																																										
2	Prepare research instruments																																										
3	Outline of how you intend to perform the data analysis																																										
4	Understand our user and his objectives	Techniques to discover	Consists of observing the user as how performs his task in his "natural environment".																																								
5	Present information about the user	*Techniques to present results  *Personas	<div>User Characteristics table</div> <table><thead><tr><th></th><th>Teen</th><th>Young Adult</th><th>Middle Age</th><th>Senior</th></tr></thead><tbody><tr><td>Age</td><td>12-25</td><td>26-55</td><td>56-80</td><td></td></tr><tr><td>Sex</td><td></td><td></td><td></td><td></td></tr><tr><td>Physical limitation</td><td></td><td></td><td></td><td></td></tr><tr><td>Educational background</td><td></td><td></td><td></td><td></td></tr><tr><td>Computer/it Use</td><td></td><td></td><td></td><td></td></tr><tr><td>Motivation</td><td></td><td></td><td></td><td></td></tr><tr><td>Attitudes</td><td></td><td></td><td></td><td></td></tr></tbody></table>		Teen	Young Adult	Middle Age	Senior	Age	12-25	26-55	56-80		Sex					Physical limitation					Educational background					Computer/it Use					Motivation					Attitudes				
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6	Present information about how the user accomplishes their tasks	Scenarios, Descriptive statistics and essential use case	<div>Scenario: Vacation Planner</div> <div>"The Thomson family enjoy outdoor activity and want to try their hand at sailing during this year's summer vacation. There are four members of the family: Sky who is 15 years old, Ted who is 32 years old, Claire who is 35, and Will who is 60. Claire knows the web site from a website that allows her to explore the possibilities. The site includes a web application that is called the "Vacation Planner". She enters the family's initial set of requirements—a sailing vacation for four novices. The system's initial suggestion is that they should consider a flotilla holiday in the West Indies, where several novice crews go sailing together and provide mutual support for first-time sailors."</div> <div>Source: Rogers and Presson, 2007</div>																																								
Design Alternatives																																											
1	Conceptualize the basic idea	we already know who our users are, what their objectives/goals are and the current way in which they carry out their activities	"What users need explicitly"																																								
2	Define the functional and non-functional requirements	We can define the fuctional and non-functional requirements	"The application must be compatible with all versions of Windows, starting with Windows 95."																																								

3	Define "tasks"		
Prototyping			
1	Create layout guides		
1	Produce a low fidelity prototype	form and functionality, they are faster and easier to design because they are only focused on verifying that the functionalities are fulfilled	
2	Produce a high fidelity prototype	<ul style="list-style-type: none"> <li>* Horizontal Prototype</li> <li>* Vertical Prototype</li> </ul>	

Method Name	Advantages	Disadvantages
Team 1 - Transforming Requirements to UI (Conceptual design process)	<ul style="list-style-type: none"> <li>*It is object oriented which makes it more understandable</li> <li>*Use artifacts in each step which makes the method more formal and easier to implement</li> </ul>	*Step 1 is somewhat complicated, because it only tells you what to go from essential requirements to concrete requirements.
Team 2 - Requirements Gathering from Use Cases	<ul style="list-style-type: none"> <li>*Good structure and organization of activities for the analytical level.</li> <li>*It generates diagrams that help to have a better idea of what you have.</li> </ul>	*The structure is very closed. There is not much space to generate changes.
Team 3 - Usability Requirement	<ul style="list-style-type: none"> <li>* Centered in the user</li> <li>* continuous validation</li> </ul>	* Too much iteration for obtain the final product

Method Name	Advantages	Disadvantages
	<ul style="list-style-type: none"> <li>* Testing the usability on prototypes</li> <li>* requirements filtered based on the usability</li> </ul>	<ul style="list-style-type: none"> <li>* By performing many iterations to validate it, it seems to have a "prueba y error" looks</li> </ul>
Team 5 - Requirements to UX	<ul style="list-style-type: none"> <li>* Centered in the user</li> <li>* No needed to much iteration because its known how the user interacts</li> <li>* Essential use case</li> <li>* Hierarchical diagram.</li> </ul>	<ul style="list-style-type: none"> <li>* There is not much validation when generating a prototype</li> </ul>
Team 6 - Interfaz Design Methodology using Wireframe	<ul style="list-style-type: none"> <li>* Checklist of expected features.</li> <li>* Different methods to obtain end user information</li> <li>* Hierarchical diagram.</li> </ul>	<ul style="list-style-type: none"> <li>* There are no small prototypes to validate – that the functionalities match the behavior of the end user</li> </ul>