Requirements to UX

Requirements gathering

Delimit the topic

Problematic

According to ENSANUT, 19.1% of adolescents in Yucatan suffer from obesity.

Users

Teenagers between 12 and 19 years old

Background

Obesity in adolescents is not a physical or aesthetic problem, but a serious health problem, since it can lead to multiple problems such as diabetes, cardiovascular diseases and hypertension. According to ENSANUT data, 19.1% of adolescents in Yucatan between the ages of 12 and 19 are obese. Obesity in adolescents is not a physical problem, it is a serious health problem, as it can lead to multiple problems such as diabetes, cardiovascular disease and hypertension. Diabetes is considered one of the top 10 diseases causing death in the world.

Our main difference is the approach we give to the application since we will mainly focus on a teenage audience and we will make sure that our information is truthful, because some applications are not very reliable, such as some that say to fast for up to 14 hours and do intense daily exercises to lose weight in a week.

Proposal

- Improvement in eating habits
- Improved physical activity
- Prevent related diseases
- Handling of true information

Prepare research instruments

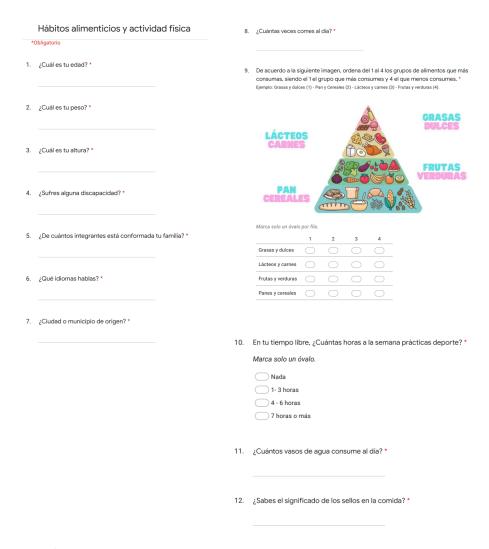
We chose two instruments for the collection of information, which are the questionnaires and interviews. What we are looking for in the search for information is to obtain qualitative and quantitative data, in addition to, being adolescents, we thought it would be more convenient for them to be interviews and questionnaires, allowing us to have the types of

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data we were looking for with the questionnaires and more personal answers with the interviews.

Questionnaire

The questionnaire was chosen in order to obtain quantitative information on the behavior/habits of adolescents. This research instrument allows us to know what the specific data of our users are. Due to the structure of the questionnaire, the analysis process will be easy for us. This does not contain any open questions, so we can have a clean analysis.



Interview

The interview was chosen because it allows us to know specific attributes such as motivations and objectives. With the interview we obtained the personal position of each

adolescent, both about her environment to develop, as well as the challenges to face her health problem.

- ¿Cuentas con los medios necesarios en tus alrededores para realizar actividades físicas? (ejemplo gimnasio, parque y hogar) Si es así, ¿cuáles son?
- 2. ¿Cuáles son tus mayores desafíos referente a tu salud? ¿Cuáles son tus intereses referente a tu salud?
- 3. ¿Por qué no puede hoy lograr su objetivo de solucionar algún problema de salud? ¿Qué se lo impide o qué le falta?

Outline of how you intend to perform the data analysis

The methods used for data collection were a questionnaire and an interview. These techniques provide us with data about user behavior as well as demographic data. We will use a quantitative analysis for all that data that we obtained in the questionnaire because it allows us to know what the specific data of our users are. For a deeper analysis we will use a small qualitative analysis for the interview part because we obtained more personal data from each user.

Understand our user and his objectives

The total number of respondents was 29 adolescents with an age range between 10 and 19 years and 11 interviews were conducted.

Present information about the user

The total number of respondents were adolescents with an age range between 10 and 19 years, although we were able to observe that the vast majority of adolescents answered question 9 in such a way that fats and sweets are consumed in lower priority, BMIs (weight/height^2) of adolescents revolve around "healthy" to "overweight." In the same way, we observed that 54.2% of the respondents mention doing between 1 to 3 hours of exercise a week and 29.2% of these say they do not do any exercise during the week. While getting 1-3 hours of exercise a week alone is enough to maintain your weight, small amounts of physical activity help. The most important thing is that you incorporate regular physical activity into your lifestyle.

The analysis of the interviews is shown below:

¿Cuál es tu edad?

Los entrevistados abarcan de 10 años a 19 años, del cual el promedio gira alrededor de los 17 años

¿Cuál es tu peso?

El rango de los pesos abarcan de los 20 kg hasta los 90 kg. Del cual el peso promedio es de 59.70 kg

¿Cuál es tu altura?

El rango en las alturas gira alrededor de 1m hasta 1.75m. El promedio de las alturas es de 1.55 metros

¿Sufres alguna discapacidad?

El total de los participantes no tiene alguna discapacidad

¿De cuántos integrantes está conformada tu familia?

El rango de los integrantes en una familia es de 2 integrantes a 10 integrantes por familia, y el promedio de integrantes por familia es de 5 integrantes.

¿Qué idiomas hablas?

En el idioma aparecen 3 resultados: Español, Inglés y maya.

Siendo el idioma español hablado por todos, el inglés por 3 adolescentes y maya por una persona.

¿Ciudad o municipio de origen?

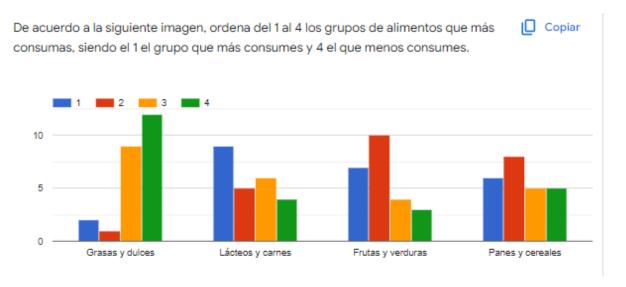
Los entrevistados son de la Península.

¿Cuántas veces comes al día?

El rango de comidas que hacen al día va de 2 a 4 comidas al día. La mayoría (moda) de los encuestados come 3 veces al día.

De acuerdo a la siguiente imagen, ordena del 1 al 4 los grupos de alimentos que más consumes, siendo el 1 el grupo que más consumes y 4 el que menos consumen.

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Se observa que tanto "grasas y dulces" como "lácteos y carnes" y "frutas y verduras" tienen un consenso parcial, y los encuestados en general los consideran con la misma prioridad; grasas y dulces siendo la de menor prioridad, lácteos y carnes la que más consumen, y frutas y verduras las que consumen en segundo lugar, pero vemos que panes y cereales varía según la persona.

En tu tiempo libre, ¿Cuántas horas a la semana practicas deporte?

El rango de las horas dedicadas al deporte por semana va de nada a más de 7

horas. Del cual el 54.2% de encuestados hace 1-3 horas de ejercicio a la semana y

el 29.2% no hace algo durante toda la semana, el 12.5% mencionó hacer entre 4 a

6.

Persona profile

- Persona's biographic background
 - Geographic profile:
 - City/metropolitan
 - Demographic profile:
 - Age
 - Family size
- Specific goal/needs/attitudes
 - Emotional goals
 - Motivations
 - Needs
 - Frustrations

- Specific Knowledge/Proficiency
 - Language Proficiency
- Sensory/Immersive Characteristics of use
 - Mood/Feeling
 - Memorable
 - Pleasurable
- Accessibility issues
 - Physical abilities/disabilities
 - Mental abilities/disabilities

Personas

JUAN CHAN

PROFILE

Male Gender Age Weight 17 60 kg Height 1.55 m Location Mérida Family size 5 people

Spanish and english

Juan, who is overweight, suffers from bullying at school because of his physical build, Jack's goal is to lose weight, but his biggest obstacle is his eating habits.

Juan interacts with the system, generating good eating habits and exercising based on the routines provided in the system.

COMMON FOOD

Breads, rices and cereals

Fats, oils and sweets Milks and meats Vegetables and fruits

MOTIVATIONS AND FRUSTRATIONS

- His biggest challenge is eating
- His main interest is to lose weight
 His biggest obstacle is the bad habits of not eating in the
- best way

CONTEXT

SCENARIO

Drinks 3-4 glasses of water per day Eats 3 times per day knows the food warnings Have not physical disabilities

EXERCISE TIME PER WEEK



MARIA UC

PROFILE

Gender Age Weight 15 55Kg 1.53m Height Location Valladolid Family size 4 people

Spanish and Maya

Female

SCENARIO

Maria has been very focused on school these past few months and feels that she has not dedicated much time to make exercise or the amount of food she eats, even though she is an ideal height and weight for her age.

Maria interacts with the system, obtaining preventive health information, fitness and food recipes, generating good habits based on the information obtained and her expectations.

COMMON FOOD

Fats, oils and sweets Milks and meats Vegetables and fruits Breads, rices and cereals

MOTIVATIONS AND FRUSTRATIONS

- + Having good health habits
- + Exercising more + Eating healthier
- Not having good health habits

CONTEXT

Drinks 7-8 glasses of water per day Eats 3 times per day Not knows the food warnings Have not physical disabilities

EXERCISE TIME PER WEEK

1-3 hours per week

Present information about how the user accomplishes their tasks

Scenarios

Scenario 1:

Juan , who is overweight , suffers from bullying at school because of his physical build , Jack's goal is to lose weight , but his biggest obstacle is his eating habits . Juan interacts with the system , generating good eating habits and exercising based on the routines provided in the system .

Scenario 2:

Maria has been very focused on school these past few months and feels that she has not dedicated much time to make exercise or the amount of food she eats, even though she is an ideal height and weight for her age. Maria interacts with the system, obtaining preventive health information, fitness and food recipes, generating good habits based on the information obtained and her expectations.

Design Alternatives

Conceptualize the basic idea

Our main difference is the approach we give to the application since we will mainly focus on a teenage audience and we will make sure that our information is truthful, because some applications are not very reliable, such as some that say to fast for up to 14 hours and do intense daily exercises to lose weight in a week.

Define the functional and non-functional requirements

Functional requirements

ld	Requirements
FR01	The system must allow user registration

FR02	The system will validate the user's credentials
Setting	
FR03	The user can change the language according to his preference
FR04	The user can modify the notifications that the user wants to receive
Profile	
FR05	The system will update the profile information
FR06	The system will store the profile data
FR07	The system will display profile
Reminders	
FR08	The system will display notifications about reminders
FR09	The system will display notifications about to resume routines
FR10	The system will display notifications about to continue using the app
FR11	The system will display notifications about upcoming sporting and cultural events in Yucatan
FR12	The system will display notifications about tips
FR13	The system will display notifications about motivational quotes
Inform	nation
FR14	The system will display General Information related to upcoming sporting and cultural events in Yucatan
FR15	The system will display General Information related to good habits in the field
FR16	The system will display General Information related to

	nutritional and packaging	
FR17	The system will display General Information related to fun facts	
Routin	Routines	
FR18	The routines are arranged depending on the information in the user's profile	
FR19	Routines can be scheduled	
Schedule and download		
FR20	The system will allow the user to schedule and download routines	
FR21	The system will allow the user to schedule and download events	
Food r	ecipes	
FR22	The system will be able to save different food recipes in favorites	
FR23	The system can save different food recipes in folders/groups	
FR24	The system will be able to show the added recipes	
FR25	The system will keep track of the progress of the habits	

Non-functional requirements

ld	Requirements
Portability	
NFR01	The system can be used on bot platforms
Roles	

Security		
NFR05	The system will guarantee users the security of the information they share	
NFR06	The system will encrypt passwords	
NFR07	The users will have to verify with an captcha, when they want to login in	
NFR08	The system will limit the login to 5 consecutive attempts and will be blocked until the account is verified	
NFR09	The system will not allow multiple requests at the same time from the same address	
NFR10	The user must confirm the account created, through an email sent to the email address associated with the account.	
Perform	ance	
NFR11	The system shall load in no more than 10 seconds.	
NFR12	The system shall display recipes in no more than 3 seconds.	
NFR13	The system shall display routines in no more than 3 seconds.	
NFR14	The system shall add to the calendar in no more than 3 seconds the activity selected by the user.	
NFR15	The system will remove from the calendar the activity selected by the user in no more than 3 seconds.	
Accessib	Accessibility	
NFR16	The system can display the information in alternative languages.	
Usability		

The system shall provide accurate information.	
The system will keep the progress of the habits updated.	
The system will not allow scheduling two events at the same time.	
Ease of use	
The user will be able to reach the required information at maximum of 5 clicks.	
The information will be easy to read	
The information will be easy to understand	
The colors used will not hurt the user's vision with prolonged use	
The information presented is easy to remember	
Usability	
All system functions can be accessed in less than 3 actions/clicks.	

Traceability

Traceability Matrix

Routines	
FR18	The routines are arranged depending on the information in the user's profile • The system can display the information in alternative languages. • The system shall provide accurate information

 The information presented is easy to remember • The information will be easy to understand • The information will be easy to read The system shall display routines in no more than 3 seconds. The system shall load in no more than 10 seconds. # Eficiencia # Memorabilidad # Satisfacción FR19 Routines can be scheduled • NFR14 - The system shall add to the calendar in no more than 3 seconds the activity selected by the user. NFR16 - The system can display the information in alternative languages • NFR19 - The system will not allow scheduling two events at the same time. • NFR 20 - The user will be able to reach the required information at maximum of 5 clicks NFR21 - The information will be easy to read • NFR22 - The information will be easy to understand • NFR23 - The colors used will not hurt the user's vision with prolonged use • NFR24 - The information presented is easy to remember ##################### # Eficiencia # Memorabilidad # Satisfacción Schedule and download FR20 The system will allow the user to schedule and download routines **FR21** The system will allow the user to schedule and download events **Food recipes**

FR22	The system will be able to save different food recipes in favorites
FR23	The system can save different food recipes in folders/groups
FR24	The system will be able to show the added recipes
FR25	The system will keep track of the progress of the habits

Define "task"

User requirements

- 1. The user will be able to log in to their profile.
- 2. The user will be able to create, visualize and update the data of his profile.
- 3. The user can choose the language (Spanish, English or Mayan) of the system.
- 4. The user will be able to select language changes and activate or deactivate notifications.
- 5. You may receive a notification from the system before the registered time to continue your exercise routine.
- 6. You will be able to observe the routines available according to your profile.
- 7. The user will be able to see their estimated progress up to that point according to the established routine.
 - The user will be able to see their estimated progress up to point according to the current routing daily
- 8. The user will receive information and recommendations on various topics related to eating habits and physical activities in Yucatan.
- 9. The user will be able to choose a new habit to develop from a list of predetermined habits, in addition to adding a new one as the case may be.
- 10. The user will be able to save the progress of his new habit day by day.

- 11. The user will receive notifications to remind him to fulfill his new habit.
- 12. You will be able to see the progress of the new habit.
- 13. The user will receive information and recommendations regarding her current condition and situation.
- 14. The user will be able to schedule and download events, routines.

Prototyping

Create layout guides

Produce a low fidelity prototyping

Produce a high fidelity prototyping