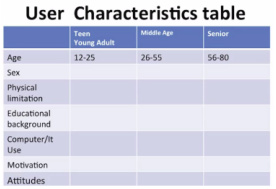
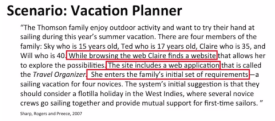
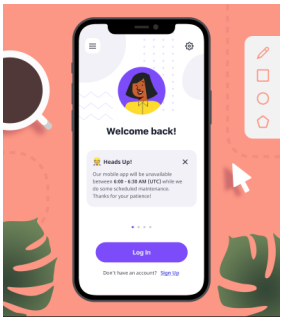
Requirements to UX

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	
6	Present information about how the user accomplishes their tasks	Scenarios, Descriptive statistics and essential use case	
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 requrements	“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	* Horizontal Prototype * Vertical Prototype	

Method Name	Advantages	Disadvantages
Team 1 - Transforming Requirements to UI (Conceptual design process)	*It is object oriented which makes it more understandable *Use artifacts in each step which makes the method more formal and easier to implement	*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	*Good structure and organization of activities for the analytical level. *It generates diagrams that help to have a better idea of what you have.	*The structure is very closed. There is not much space to generate changes.
Team 3 - Usability Requirement	* Centered in the user * continuous validation	* Too much iteration for obtain the final product

Method Name	Advantages	Disadvantages
	* Testing the usability on prototipes * requirements filtered based on the usability	* By performing many iterations to validate it, it seems to have a "prueba y error” looks
Team 5 - Requirements to UX	* Centered in the user * No needed to much iteration because its known how the user interacts * Essential use case * Hierarchical diagram.	* There is not much validation when generating a prototype
Team 6 - Interfaz Design Methodology using Wireframe	* Checklist of expected features. * Different methods to obtain end user information * Hierarchical diagram.	* There are no small prototypes to validate – that the functionalities match the behavior of the end user