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# Characteristics of the roles

**Project leader** (Lider de Proyecto, s.f.)

* **Effective communication:** Exchange of information.
* **Influence in the organization:** Ability to "get things done".
* **Leadership:** Develop a vision and strategy, and motivate people to achieve that vision and strategy.
* **Motivation:** Encourage people to reach high levels of performance and overcome the obstacles to change.
* **Negotiation and conflict management:** Consult with others to agree or reach agreements with them.
* **Problem solving:** Combination of problem definition, identification and analysis of alternatives, and decision making.

**Analyst** (Soto, 2008)

* Synthesis capacity
* Communication ability
* Good oratory
* Discipline
* Order
* Be very meticulous about everything, even with the little details.
* Abstraction capacity
* Ability to conceptualize

**Designer** (Ideakreativa, 2017)

* **Communication:** The job of a designer is to communicate the history, brand and ideas of a client, but also need good communication skills to present, love and negotiate their work.
* **Curiosity:** You will not get far in design if you do not have love for art, or curiosity about the world that surrounds it. Designers love to look beyond the surface of things, to explore both the minute detail and the big picture.
* **Passion and unity:** The work inevitably involves strange hours, long editions, bizarre writings and difficult workloads. You have to use that passion to keep going when you're exhausted.
* **Openness:** Graphic design has to be open-minded, willing to try new things and comfortable taking advice from unexpected sources.
* **Ability to accept criticism:** As a designer, you have to be good at taking the direction to improve your work and build communication. It is an evolutionary process that often produces positive results in the end.
* **Problem solving:** As a designer you have to think logistically and critically to make things work. Creativity is necessary not only to produce something brilliant, but also to find out how the pieces fit together and turn ideas into a finished product.
* **Doubt about yourself:** A little doubt can be a good thing in the world of design. Doubting yourself ensures that you are constantly evaluating your decisions and trying to do better.
* **Patience:** The design work can be slow, the answers do not usually come quickly. Patience is needed to allow an idea to develop, work on communication and try creative alternatives before reaching the final result.
* **Reliability:** Customers do not just want talent. They want to meet someone they can count on. It is important to be reliable, manage the client's needs, develop consistency and demonstrate reliability.
* **Evolution:** Nobody knows everything. It is good to keep growing and find new inspiration. Try new technologies, share ideas with the broader creative community and never stop learning.

**Programmer** (Duarte, 2015)

* **Curiosity:** A good programmer always has the desire to obtain knowledge. Until you know the problem in depth it does not stop working. It is this feature that allows a programmer to acquire the knowledge and skills to understand any underlying technology in which he needs to write code. Be curious and feed your mind with useful information. Never stop reading.
* **Clear thinking:** A clear thought is an exercise in logic. For this reason, programmers with excellent mathematical bases outperform most of their peers who lack this knowledge. Exercise your logic through mathematics.
* **Read and understand quickly:** The speed of reading and understanding information is vital for the productivity of any programmer. A programmer does NOT just write code, part of his work includes reading code, documentation and project specifications. Programmers who read slowly are unproductive but those who do not have a good reading comprehension are dangerous.
* **Attention to detail:** The attention to details feature is closely related to curiosity. A programmer who does not pay attention to details mainly in the code writing process is highly unproductive. The lack of this ability is reflected in those who write messy code, without comments and do not implement the appropriate security measures to ensure the integrity of the software.
* **Quickly learn topics outside of programming:** Except that you are a programmer working within a software company developing tools only for programmers, you need to be in communication with other people outside the world of binary code. This includes talking to accountants, lawyers, financiers, etc. Therefore, a programmer must acquire knowledge in the areas with which it is related in the work.
* **Self-taught:** The programmer who depends on his employer to finance training is doomed to failure. The reality is that in companies there is almost never a budget for training in the area of ​​technology. An excellent programmer is self-taught. The ability to learn for yourself pays in the long term. The world of software development is very broad and does not stop, the current programmer must be constantly evolving learning new tools and languages. A programmer that lasts two years without training is outdated.
* **Passion:** There are 9-5 programmers. These are those who write code routinely in their work. Outside of their work there is no code. This is not bad, but it is a reflection of lack of passion. The best programmers breathe code 24 hours. This "passion" is what allows you to apply tricks and look for creative solutions when facing complex problems.
* **Adaptability:** It is very difficult for a software project to end up with the same specifications that were outlined at the beginning of the project. Things change and big projects too. A programmer must know how to adapt to changes. Programmers who do not adapt fail.
* **Effective communication:** Effective communication is not synonymous with perfectly speaking your language; It is more than that. It is necessary that a programmer has the ability to communicate ideas clearly and accurately. Programmers who do NOT achieve that their ideas are understood mainly by non-technical people, tend to have difficulties in their careers. A person who does not communicate effectively can NOT escalate to management positions in a company.
* **Explore code:** A fast and efficient way to increase your programming skills is through the exploration of code written by others. Some of the best programmers in the world collaborate in Open Source projects.

**Tester** (Centro de Ensayos de Software, s.f.)

* **Abstraction and modeling capacity** to understand and simulate the behavior of the system under test.
* **Ease of oral and written communication** to interact with developers and users.
* **Creativity** to generate ideas and imagine the problems that could exist.
* **Critical thinking** to evaluate ideas, make deductions and link the observed with the quality criteria of the company.
* **Pragmatism** to put ideas into practice and adapt techniques and effort within the scope of the project.
* **Skills for teamwork**, in order to interact with developers and other testers, and achieve maximum benefit in this interaction.

# Activities to develop

**Project leader** (Villarreal, 2016)

This role is responsible for meeting the needs of Systems Analysts, Architects, Software Engineers, Trainers, Test Managers, Testers, Quality Managers, Project Configuration Managers and Global Configuration Administrators, providing a solution to the requirements they request. It establishes the control of the progress of the project, work assignments, follow-up meetings and, above all, giving a good face and making the client happy. In summary, this role is responsible for carrying out the execution of the project.

**Analyst** (Villarreal, 2016)

He is responsible for the design of the system: General analysis, detailed analysis, conceptual diagram, design and generation of the database and its normalization, operation flow document and functional specifications.

Remember most of the success of a project is in the good understanding and specification of the requirements. Not only is it enough to take note of what functional users require, an analyst must become a business consultant who proposes improvements and solutions to the client's needs.

**Designer** (Villarreal, 2016)

It is responsible for the creation of a system concept that helps meet the business objectives set by stakeholders, ensuring that the site meets the characteristics of accessibility, navigability, interactivity and usability to ensure a pleasant user experience. Nowadays, design has become fundamental for a good software system to invite to be used on its own. Not only is it enough for a designer to generate templates for you as images (png, jpg, etc.), and to build developers by giving them responsibility for the generation of HTMLS (speaking of web), but organizations increasingly expect more about this role, the requirement that the same designer be responsible for generating the HTML of those sophisticated and modernist designs is already taken for granted even if they already work with dynamic and responsive frameworks in mind.

**Programmer** (Villarreal, 2016)

Without these people the software could not generate more software, therefore, its main responsibility is to define and maintain the source code of one or several components, guaranteeing that each component implements the correct functionality. You have responsibility for the integrity of one or more implementation subsystems and their contents throughout the development. It is also responsible for ensuring that the generated code is free of errors through the execution of unit tests of the constructed code.

**Tester** (Villarreal, 2016)

Gain it as an ally, learn from the issues that you report, make them yours, document them correct them and do not happen again. This person is responsible for ensuring that the functional requirements established for the product are met and that the product is free of faults, through the planning and execution of the tests to all the software built. It is the one in charge of giving the approval of which a product or application can happen to a productive environment, its responsibility is so great that part of the success of the project is played in the.

# Assignment of mentioned roles

|  |  |  |  |
| --- | --- | --- | --- |
| Role | Person 1 | Person 2 | Person 3 |
| Project leader | Jonathan Jair Alfaro Sánchez |  |  |
| Analyst | Mary Carmen Crescencio Bernal |  |  |
| Designer | Miguel Ángel Mandujano Barragán |  |  |
| Programmer | Miguel Ángel Mandujano Barragán | Jonathan Jair Alfaro Sánchez | Giovanni Misael Alfaro Sánchez |
| Tester | Giovanni Misael Alfaro Sánchez |  |  |
| Documenter | Mary Carmen Crescencio Bernal |  |  |

# Justification of the assignment of roles

**Jonathan Jair Alfaro Sánchez**

We consider that Jonathan Jair Alfaro Sánchez is an excellent project leader, since he has the necessary bases to be one, he knows how to perfectly control a project under pressure, always leading him to success, thanks to his knowledge of project management and software development. I could easily play the role of programmer. In addition, he always makes excellent decisions and solves problems easily by supporting his team and promoting an excellent work environment.

**Mary Carmen Crescencio Bernal**

We consider that Mary Carmen Crescencio Bernal is perfect in her analytical role, since she has knowledge about interaction with the client and methods to transmit ideas to the client, knows perfectly what the client wants and will do everything possible to convince him by obtaining specific requirements, which will greatly benefit the work team. In addition, Mary knows how to keep track of the documentation of any project, avoiding confusion or loss of information.

**Miguel Ángel Mandujano Barragán**

Miguel Ángel Mandujano Barragán has knowledge about a variety of programming languages, for which we consider that he would be of great support for the development of the project, he always tries to comply with the client's specifications, guaranteeing quality work in the field of development and web design, since it possesses skills for the management of various web design software obtaining in most cases an attractive and striking view for the public.

**Giovanni Misael Alfaro Sánchez**

Giovanni Misael Alfaro Sánchez has bases on the programming, but without a doubt, his strength is to determine if a software module meets the requirements that the client determined, his dedication for it is so great, that most of the time he always finds even the smallest error, the knowledge that he has about the programming languages is good since it is necessary to determine the validation of the software.

# Stakeholders

**JJAS:** Jonathan Jair Alfaro Sánchez

**GMAS:** Giovanni Misael Alfaro Sánchez

**MAMB:** Miguel Ángel Mandujano Barragán

**MCCB:** Mary Carmen Crescencio Bernal

## Project Stakeholder Assessment Grid

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Stakeholder | Unaware | Resistant | Neutral | Supportive | Leading |
| Project manager - JJAS |  |  |  | C | C |
| Analyst - MCCB |  |  |  | D |  |
| Designer - MAMB |  |  |  | D |  |
| Programmers - JJAS, MAMB, GMAS |  |  |  | C |  |
| Tester - GMAS |  |  |  | D |  |
| Documenter - MCCB |  |  | C |  |  |
| Client – La Mexicana |  |  |  | C |  |

## Project Stakeholder Assessment Matrix

|  |  |  |
| --- | --- | --- |
| High  Power  Low |  | JJAS  La Mexicana |
|  | MCCB  JJAS  MAMB  GMAS |
| Low | Interest | High |

# Conclusiones

**Jonathan Jair Alfaro Sánchez**

Considero que los temas vistos en esta actividad, principalmente el estudio de los roles y los stakeholders en un proyecto de software son temas muy importantes ya que serán necesarios si en un futuro trabajamos en una empresa de software. Además, es importante saber el perfil y las actividades de cada rol para saber qué persona, en base a sus habilidades, podría cubrir un determinado rol.

Como en todo proyecto deberán existir diferentes personas trabajando en conjunto, considero que la organización es de suma importancia y claro esta responsabilidad recae en el líder de proyecto. un equipo organizado y que conoce lo que debe hacer puede llevar al éxito cualquier proyecto.

**Mary Carmen Crescencio Bernal**

La planeación, organización, dirección y control son aspectos muy importantes dentro de un equipo de trabajo o empresa, aunque desafortunadamente en algunas ocasiones no se aplica correctamente.

Uno de los beneficios de estos aspectos es que gracias a esto se tendrá más claro el objetivo al que se quiere llegar, y el alcanzarlo será mucho más fácil. Dentro de un equipo organizado los problemas son menores por que cada stakeholder esta consiente de que es lo que va a realizar y que es lo que aportara al proyecto, así como también sobres cual es la posición en la que se encuentra dentro del desarrollo del proyecto.

**Miguel Ángel Mandujano Barragán**

Considero que el tema visto en clase es muy importante en el ámbito laboral, ya que primeramente conocimos las actividades que realiza cada miembro participante en un proyecto de TI, y posteriormente la importancia que se le da a cada uno de estos miembros o mejor conocidos como stakeholders, para ellos se realizó una matriz de stakeholders, donde se agruparon de acuerdo a su presencia dentro del proyecto, considero que en el futuro esto nos servirá de mucho ya que si llegamos a estar en una empresa de desarrollo, alguna vez se nos asignará cada uno de los roles vistos en clase, y es importante conocerlos más a fondo. Además, estudiamos algunas definiciones que nos ayudarán mucho a lo largo de nuestro camino laboral, ya que comúnmente son los que se utilizan dentro de una empresa o grupo de trabajo.

**Giovanni Misael Alfaro Sánchez**

En lo personal considero que la investigación sobre los roles dentro de un equipo de trabajo fue muy necesario ya que cada miembro del equipo tiene habilidades diferentes y esto beneficia en la asignación de los roles de trabajo. Además de que es importante identificar los miembros en un proyecto, ya que de esta manera es más sencillo reconocer las responsabilidades de los involucrados y el nivel de información que requiere cada uno.

Por otra parte, el análisis de la empresa es primordial ya que así podemos ver el alcance de la misma, además de que se puede identificar un área de mejora que es donde entra el desarrollo de este proyecto.

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