



FINAL DELIVERY

1

A hand-drawn diagram consisting of a large, rounded rectangle with a dark blue border. The border is decorated with various hand-drawn elements: a wavy line at the top, a double line on the right side with an upward-pointing arrow at the bottom, and a double line on the left side with a small circle at the top. Inside the rectangle, at the top left, is a green rounded square containing the number '1'. Below this, centered within the rectangle, is the text 'PROGRESS BETWEEN DELIVERIES' in a dark blue, hand-drawn font.

PROGRESS BETWEEN DELIVERIES

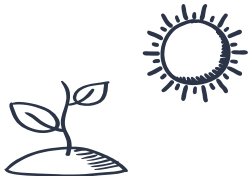
FIRST DELIVERY

Social Problem defined

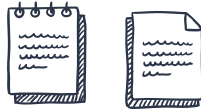
“Green areas in small spaces”

An interactive platform to spread information and possible solutions

Investigation



Interview Questions



Personas

NAME

DANIELA FLORES

AGE

21

SEX:

FEMALE

OCCUPATION

STUDENT



DESCRIPTION

Foreign student who actively looks for ways to save money. She is conscious about climate change so tries to do small changes in her routine so she can help the environment. She lives in Fracc. Las Americas.

NAME

ERNESTO MOLINA

AGE

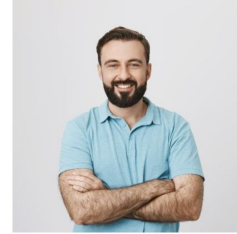
34

SEX:

MALE

OCCUPATION

WORKER



DESCRIPTION

Husband and father of a 8 year old kid. In school his son is learning about climate change and how having green areas is important so he is asking his father if they can have one in his house. He only have a few free hours at the afternoon and weekends. Currently lives in Fracc. Las Americas.



SECOND DELIVERY

Interviews for requirements

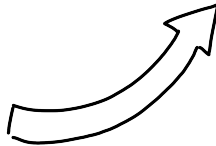
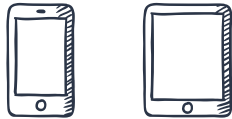


Interested in apps to facilitate making
4 of 8 interviewed want simple information

The interviewed says is difficult to find
information

Everyone want a catalog with important
information.

Requirements to make prototypes



FINAL DELIVERY

Usability testing

- X First, we tried to test learnability.
- X Then, we decided to test Easy to use.
- X Making a intuitive design for the users.

3 activities:

- Add any plant to the garden.
- Add a plant searching the name.
- add a plant using filters

Results:

-The first time in the app, the users have a some problem to find the catalog.

The first user failed 5 times, the second user failed 3 times.

- anyone spend much time per task.
- we need better icons to represent all section.





2

OUR PROJECT DEVELOPMENT

OUR PROCESS

DEFINE PROBLEM



COLLECT INFORMATION



DEFINE OUR SOLUTION



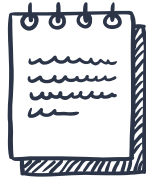
MEASURE PROTOTYPES



CREATE PROTOTYPES



THAT IS PRODUCED?



Interviews



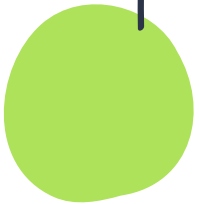
Personas



Prototypes



Tests



WHAT WAS THE RESULTS?



The problem was defined thanks to the investigations



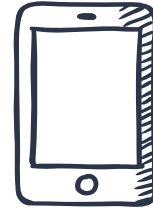
The solution was proposed through interviews



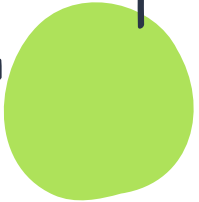
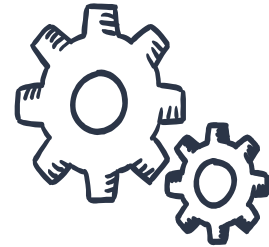
WHAT WAS THE RESULTS?



The prototypes were obtained based on the "Personas" and the requirements



Tests were obtained based on the prototypes





A hand-drawn diagram illustrating a usability testing process. It features a large, rounded rectangular frame with a wavy line at the top and a double arrow at the bottom right. A green rounded square is attached to the top left of the frame, containing a large curly brace '}'. A vertical line with a small circle at the top and a double arrow at the bottom connects the green square to the bottom left of the frame. The text 'USABILITY TESTING' is centered within the frame.

}

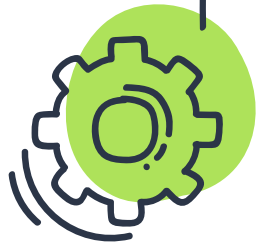
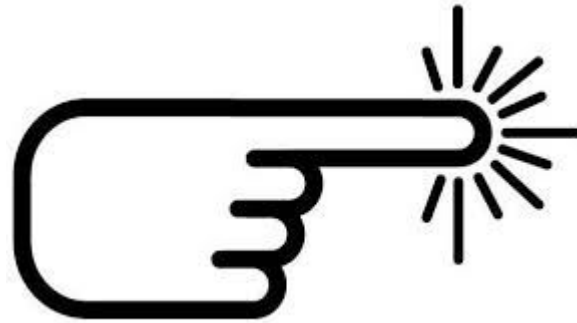
USABILITY TESTING

TESTS PERFORMED

Ease of use



Intuitive



HOW DO WE DID IT?



Found a user to test with our prototypes.



Give him three activities to complete in the app.



Observe his steps, measure times and hear feedback.



Analyze data and see how well it worked.



EVIDENCES

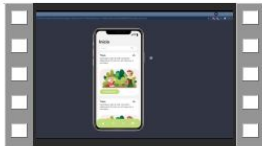
Videos of the test being performed



feedback primer sujeto.mp4



primer sujeto de pruebas.mp4



Segundo sujeto de pruebas y feedback.mp4

Reports and written material during test

Actividades:

1. Añadir una planta cualquiera del inicio del catálogo:

Tareas:

- Entrar al catálogo de plantas
- Seleccionar una planta
- Seleccionar el botón añadir a mi jardín
- Seleccionar un color
- Seleccionar el botón agregar a mi jardín.
- Encuentra su planta en su jardín.

2. Añadir una planta específica por nombre:

Tareas:

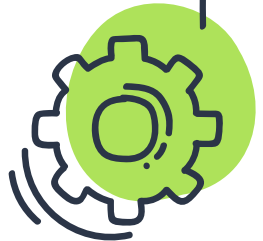
- Entrar al catálogo de plantas
- Ingresar un nombre de planta en el campo de texto
- Seleccionar el botón de buscar
- Seleccionar la planta encontrada
- Seleccionar el botón añadir a mi jardín
- Seleccionar un color
- Seleccionar el botón agregar a mi jardín.
- Encuentra su planta en su jardín.

3. Añadir un tipo de planta en específico.

Tareas:

- Entrar al catálogo de plantas
- Seleccionar el botón de filtro
- Aplicar el filtro solicitado
- Seleccionar una planta
- Seleccionar el botón añadir a mi jardín

Actividad	¿Se cumplieron los requisitos de la actividad?	¿Se cumplieron los requisitos de la actividad?	¿Se cumplieron los requisitos de la actividad?	¿Se cumplieron los requisitos de la actividad?	¿Se cumplieron los requisitos de la actividad?	¿Se cumplieron los requisitos de la actividad?
Actividad 1: Añadir una planta cualquiera del inicio del catálogo						
Entrar al catálogo de plantas	Si	Si	Si	Si	Si	Si
Seleccionar una planta	Si	Si	Si	Si	Si	Si
Seleccionar el botón añadir a mi jardín	Si	Si	Si	Si	Si	Si
Seleccionar un color	Si	Si	Si	Si	Si	Si
Seleccionar el botón agregar a mi jardín	Si	Si	Si	Si	Si	Si
Encuentra la planta en su jardín	Si	Si	Si	Si	Si	Si
Actividad 2: Añadir una planta específica por nombre						
Entrar al catálogo de plantas	Si	Si	Si	Si	Si	Si
Ingresar un nombre de planta en el campo de texto	Si	Si	Si	Si	Si	Si
Seleccionar el botón de buscar	Si	Si	Si	Si	Si	Si
Seleccionar la planta encontrada	Si	Si	Si	Si	Si	Si
Seleccionar el botón añadir a mi jardín	Si	Si	Si	Si	Si	Si
Seleccionar un color	Si	Si	Si	Si	Si	Si
Seleccionar el botón agregar a mi jardín	Si	Si	Si	Si	Si	Si
Encuentra la planta en su jardín	Si	Si	Si	Si	Si	Si
Actividad 3: Añadir un tipo de planta en específico						
Entrar al catálogo de plantas	Si	Si	Si	Si	Si	Si
Seleccionar el botón de filtro	Si	Si	Si	Si	Si	Si
Aplicar el filtro solicitado	Si	Si	Si	Si	Si	Si
Seleccionar una planta	Si	Si	Si	Si	Si	Si
Seleccionar el botón añadir a mi jardín	Si	Si	Si	Si	Si	Si
Encuentra la planta en su jardín	Si	Si	Si	Si	Si	Si

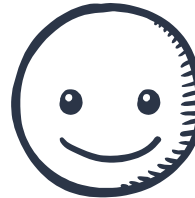


RESULTS

"The icon used for the catalog is confusing"

The results we got were very positive with low errors and also keeping in the time limits we set.

"Once you start using the application it is very intuitive it guides you"





4

DEVELOPMENTAL LEARNING

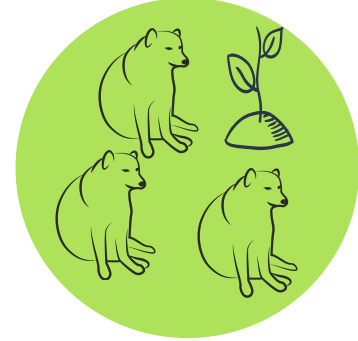


We learned to substantiate the problem

We learned to find our innovative solution to the problem research



We learned to determine our target audience



We learned to make the product more accessible to the consumer



We learned the importance of validating our ideas with users

We learned how to focus on the user for development



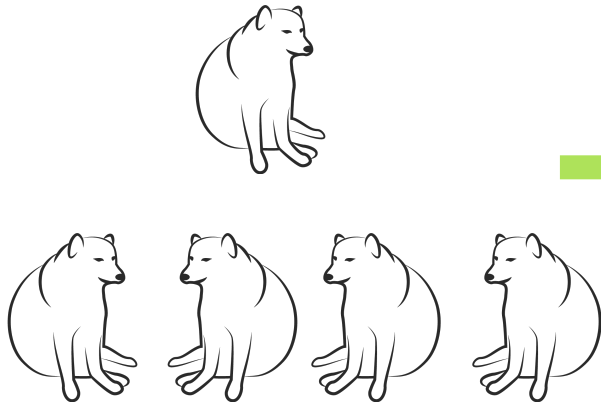


5

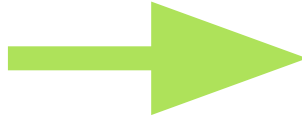
TEAMWORK PERFORMANCE

DEFINED ROLES?

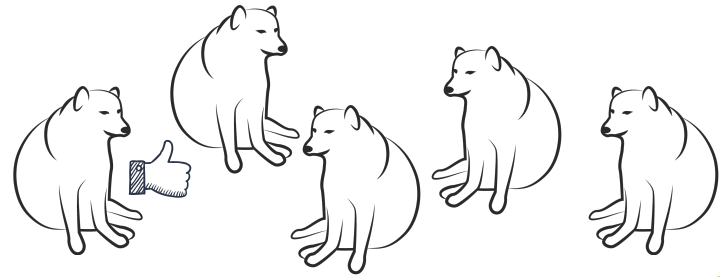
Having a team leader



Helped us



Work as a team



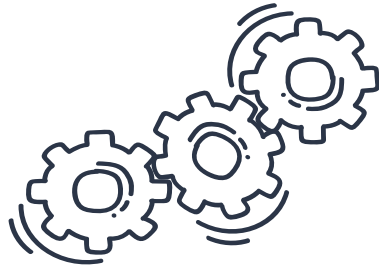
OUR PAST METRICS

First Delivery

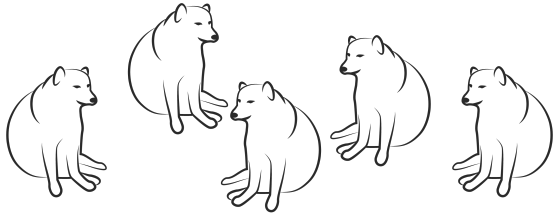
- X Responsibility
- X Proactivity
- X Productivity
- X General Project Knowledge

Second Delivery

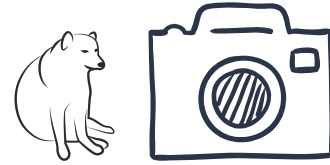
- X Presentations
- X Document in charge
- X Meetings
- X Present



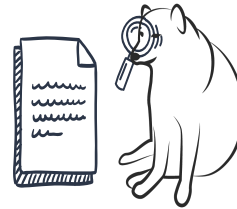
FOR THIS ITERATION, OUR METRICS



Meetings



This video



Evidences



HOW OUR TEAM WORKED

Communication



Meetings



Creativity



THANKS!

Any questions?

You can find more information at:

x <https://github.com/Josema29/HCI>

