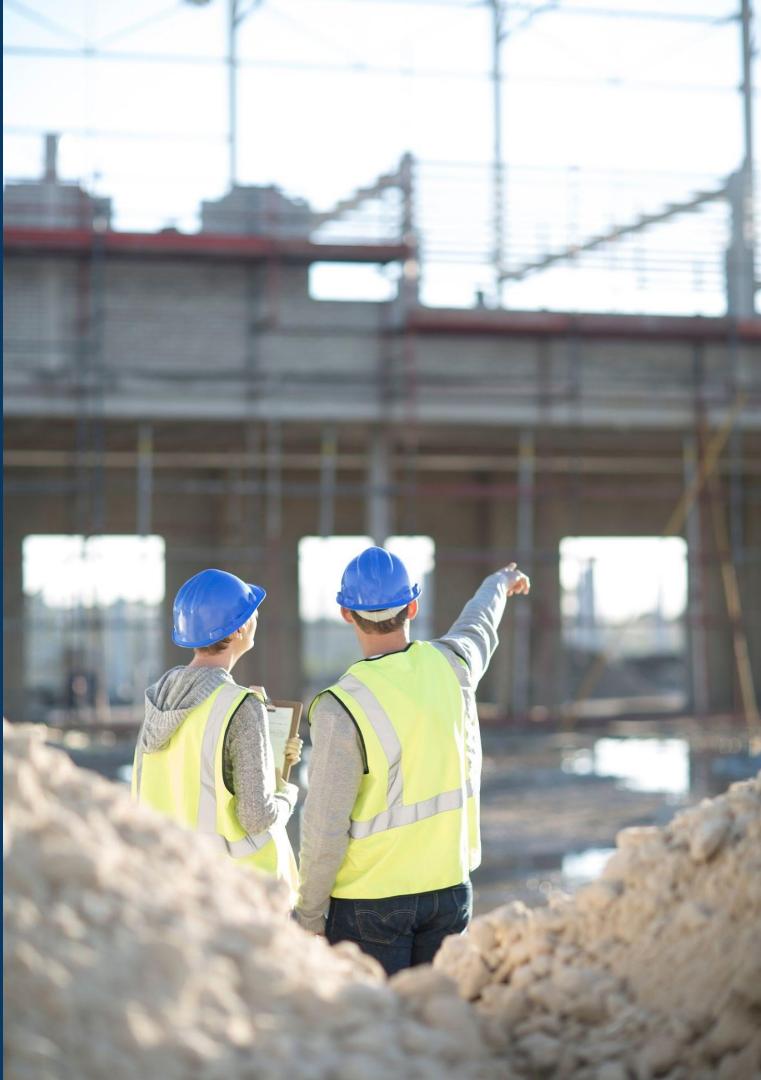


# Site Manager

**"Right people. Right equipment. Right on time."**



# **POV and EXP**

- ★ Human Computer Interface
- ★ Semester Project Phase 2
- ★ Joseph Koop, Kelvin Gordon,  
Enrique Garcia



# Project Domain

**SiteManager is a construction project management app designed for managers and foremen to:**

- ★ Track employees, equipment, and projects in real time.
- ★ Streamline resource allocation and reduce inefficiencies (e.g., misrouting, manual tracking).
- ★ Focus on automation to minimize manual data entry and errors.

# Initial POV

**Construction managers need a digital dashboard to track all projects, employees, and equipment in one place because current systems lack real-time visibility and lead to inefficiencies.**

**This POV was based on our early observations but lacked specific insights into user pain points like maintenance tracking or material lists.**

# Needfinding Results

## Misrouting is common:

- ★ Employees and equipment are frequently sent to the wrong locations.
- ★ Quote: "Misplacement happens all the time." — Gideon Banman

## Manual tracking is inefficient:

- ★ Paper-based systems for materials and delays are error-prone and time-consuming.
- ★ Maintenance records (e.g., oil changes) are not centrally tracked.

# **Additional Needfinding Results**

**Live tracking is less critical:**

- ★ Users prioritized simplicity and automation over real-time GPS tracking.

**Drones and equipment condition tracking emerged as unexpected interests.**

# **Revised POVs**

# **POV #1**

**A construction foreman needs a visual map of project locations and resource allocation because employees and equipment are frequently sent to the wrong sites, causing delays and inefficiencies.**

# **POV #2**

**An equipment operator needs a system to track maintenance records and material lists per project because manual tracking is error-prone and leads to miscommunication about equipment condition and project needs.**

# POV #3

**A construction manager needs a simplified way to log daily work results and delays because current paper-based systems are inefficient and don't provide real-time insights into project progress.**

# **HWM STATEMENTS**

# HWM #1

- ★ “How might we create a visual map interface that helps foremen and managers allocate employees and equipment to the correct project sites?”

# HWM #2

- ★ “How might we design a maintenance tracking system that reduces manual data entry and ensures equipment is always in optimal conditions?”

# HWM #3

- ★ “How might we streamline the process of logging daily work results and delays to provide real-time project insights for managers?”

# **EXPERIENCE PROTOTYPES**

# Prototype #1: Maintenance Tracking

## Maintenance Tracking Prototype

Equipment	Last Maintenance	Next Due	Issue	Severity
Excavator #1	09/01/2025	10/01/2025	Oil Change	Low
Crane #2	08/15/2025	09/15/2025	Hydraulic Leak	High
Truck #3	09/10/2025	12/10/2025	Brake Check	Medium

### Log New Issue

Equipment:  Issue:  Severity:

# Prototype #1: Maintenance Tracking

## What worked:

- ★ Severity scale helped prioritize repairs.

## What didn't work:

- ★ Manual entry was still seen as tedious; users wanted automated reminders.

## Validity of Assumption:

- ★ Partially valid: Simplified logs help, but automation is key.

# Prototype #2: Daily Work Logging

## Daily Work Logging Prototype

**Delay Card**

**Project:**  
Project A

**Date:**  
09/17/2025

**Tasks Completed:**  
Foundations laid for Section B.

**Delay?**  
Equipment Failure

**Notes:**  
Crane #3 broke down at 2 PM. Replaced with Crane #4.

# Prototype #2: Daily Work Logging

## What worked:

- ★ Standardized delay reasons reduced ambiguity in reporting.

## What didn't work:

- ★ Cards were easily lost; users preferred a digital form.

## Validity of Assumption:

- ★ Valid: Structured logging is helpful, but digital is preferred.

# Prototype #3: Visual Map Interface

## Visual Map Interface Prototype

*Test: Do users prefer a visual map for tracking projects and resources?*



# Prototype #3: Visual Map Interface

## What worked:

- ★ Users liked the visual clarity of seeing all projects in one place.

## What didn't work:

- ★ Static maps lack real-time updates (users wanted digital integration).

## Validity of Assumption:

- ★ Valid: Visual maps are useful, but they need interactive features.

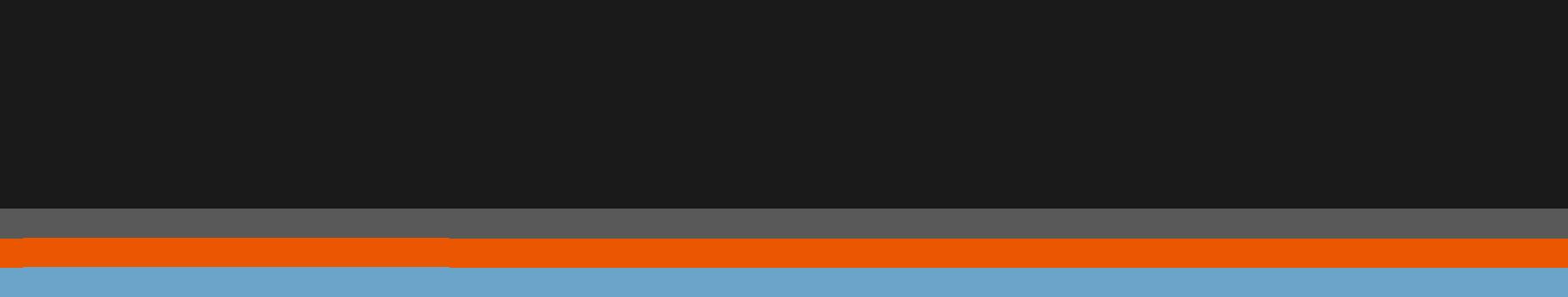
# Summary

## Key Learnings:

- ★ Automation > manual entry: Users reject systems that require excessive manual input.
- ★ Unexpected needs: Equipment condition and material tracking are as important as project progress.

## Next Steps:

- ★ Interactive map with real-time updates.
- ★ Maintenance alerts and delay reporting.



**Thank You**