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# **First Delivery Summary**

**for**

# **Human Computer Interaction Project**

**Version 0.1**

**Prepared by**

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# Revisions

Version	Primary Author(s)	Description of Version	Date Completed
0.1	Rodrigo Moguel Gamboa	Initial Template	05/03/2020
0.2	Luis Antonio Izunza Najar	additions and revision	

## Definition of Objectives

The main drive of this project is the desire to bring down certain barriers separating senior and young people, aiding the elderly to get accustomed to new technologies.

Our focus is on the usage of smartphones by people of age 60 and up, as a reference we have studied the interfaces “Grand Launcher” and “Necta Launcher”.

We’re trying to help seniors use smartphones effectively through the use of a friendly and intuitive user interface without simplifying it too much, thus allowing the elderly to take full advantage of all the functionality this technology brings.

## Data collection plan

The method being used for data collection is the Focus Group method, a qualitative technique used to study the opinions or attitudes of a specific demographic.

We will go through two phases when creating the focus group plan: Developing the focus group guide, and Selecting the number and type of participants.

After collecting the information we’re going to create personas in order to describe, model, and provide information about the characteristics of the people interviewed.

Afterwards scenarios will be modeled using the personas previously created so that we can predict how our users (represented by the personas) will act in a certain situation.

## Ideal user

For us an ideal user would be someone who has trouble using smartphones properly but that actually wants to learn how to use it and become more accustomed to new technologies, so that this person is open and really trying to understand how it works and try to use all the capabilities and functions a smartphone has.

## Proper use of the methodology

The methodology being used is Human Centered Design (HCD). Human Centered Design (HCD) is a creative approach to problem solving. It's a process and a set of techniques used to create new solutions, such as products, services, spaces, organizations and ways of interacting.

HCD focuses on three important aspects to find a proper solution: what is desirable for the client, what is feasible to do within the established timeframe and how viable the solution is financially.

The HCD process begins with identifying the specific challenge that we're looking to solve and goes through three main phases: Listen, Create, and Deliver. During this process the team will go from specific observations to abstract synthesis, to then return to concrete solutions later.

User Centered Design and Human Centered Design are pretty similar, for one both suggest the need for a more well-considered design process that focuses on the user's experience over his or her aesthetic preferences. But they differ slightly in a way: UCD is less emotionally empathetic, focused primarily on the tangible ways a user interacts with the platform, looking more to optimize the experience of the user, while HCD incorporates their emotional or psychological preferences as well.

We believe HCD is better for our kind of project because of the very nature of our users, we want revolve around the emotions of the seniors, and we want them to have a good experience where they can take it slow and explore at their own pace, thus we don't want to focus so much on optimization, but rather on having our end users feel comfortable.

## Metric definition

We used a ticket system from the scrum methodology to manage the tasks each member has to complete. Each ticket has an assigned priority, owner, complexity and deadline. The metric is based on the complexity and priority of the ticket.

## Project schedule