**Re-Analysis Summary**

**for**

**Human Computer Interaction Project**

**Versión 0.1**

**Prepared by**

**Group Name: 1998**

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| **Date:** | **02/04/2020** |
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# **Revisions**

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| **Version** | **Primary Author(s)** | **Description of Version** | **Date Completed** |
| 0.l | Rodrigo Moguel Gamboa | Initial Template | 01/03/2020 |

# **Definition of Objectives**

This project arises from the desire to help people working in the geriatric area specifically in occupational therapy and the patients in that area to have a more efficient organization and realization of purposes since at the moment there is not an artifact that contains everything that is necessary for a correct therapy.

What we are trying to do with this project is an app with a friendly interface that contains what is necessary to carry out a part of occupational therapy in a correct and agile way without the need for a professional to be 24/7 with the patient.

# **Data collection plan**

We’re going to mainly use two methods for data collection: Interviews and questionnaires.

The reason for this is that we have to use methods that allow us to apply them easily in a remote format. Questionnaires don’t need physical presence to be answered, so we can just send them to the user and collect their response, while interviews are easy to to through voice chat, allowing us to talk to experts without having to actually be present, just recollecting the data digitally while asking the questions through the call.

# **Proper use of 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 and Project schedule**

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.