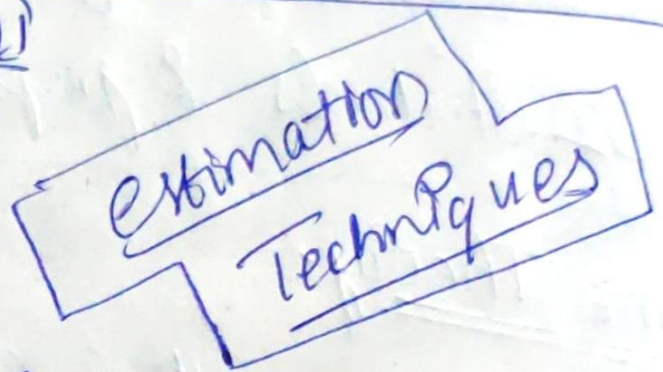
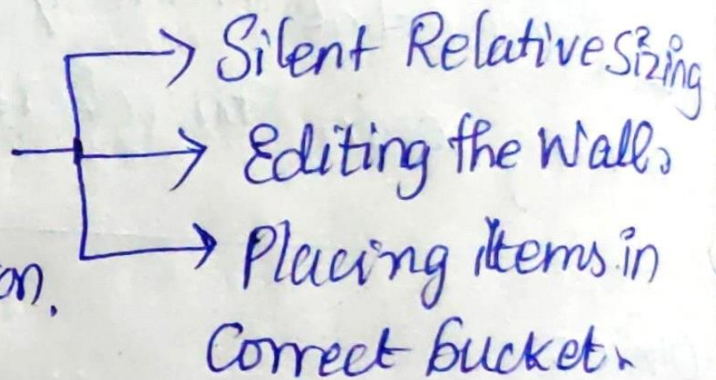


UNIT-1



- 1) T-Shirt Sizing
- 2) Sprint Poker
- 3) Three Point method

4) Affinity Estimation



5) Relative Man Evaluation,
large, medium, small. ↳

6) Maximum allowable size

7) Big, uncertain, Small.

8) Dot voting.

Difference b/w customer & user

1) Who pays from the business of shop	Who use the product & service
Since it is the customer who use the spent the money and buys the product & customer is main person	Since the user use the product, he or she may identify the genuineness of the MRP.
Customer who pays for the product. This person may or may not be an end user	User use the product so this person may or may not be a customer.

② Page no: 48

Customer Role:

- Software tend to ~~know~~ declare that customers do not know what they need.
- Customer don't know how to say Requirements
- Sometime they give up. take whatever the developer give.
- Sometime some customer will fight for what they need and some time doesn't

- Developers feel customers are not certain about what they need.
- The concept of customer role in ASD is different.
- It significantly extended & receives a new interpretation.
- In here the customers are very much important they listen, they tell requirements as many times as they can.
- The customer is involved in development process.
- The project schedule comprises of short releases of 3-4 months each is set.
- Each release includes short iterations of 1-2 weeks.

AS Release planning:

Customer decides:

- ⇒ Project vision, Project main stories, guidelines according to the development process.
- Architects present their vision about the product architecture, and changes.

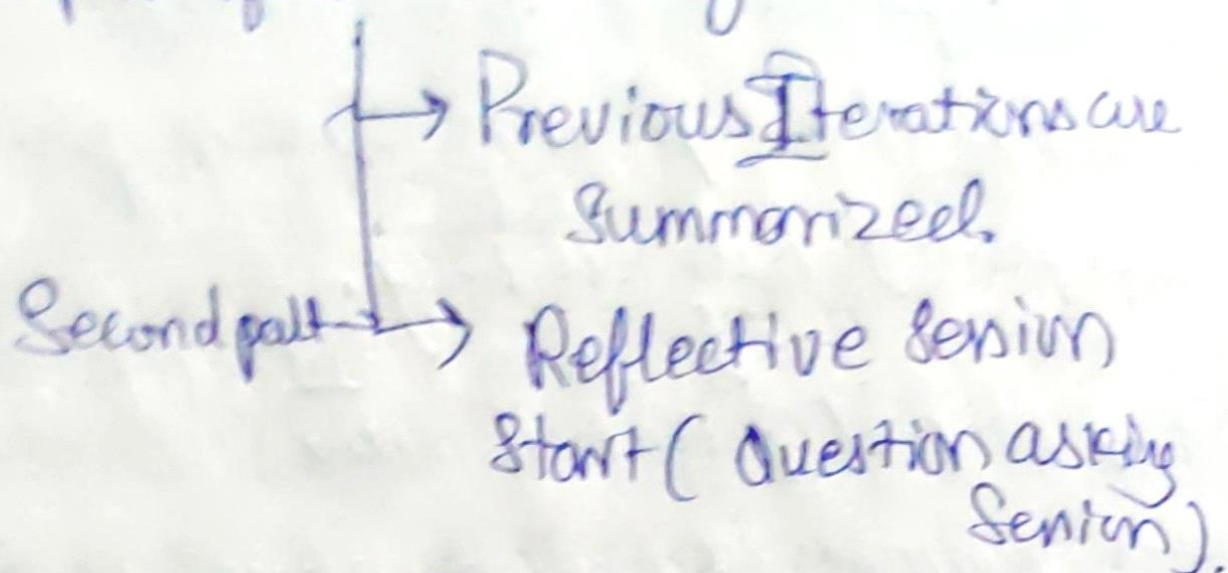
→ The development tasks of each iteration are determined in a planning session which is a part of Business Day.

- ← as business day happens b/w,
- At end of each iteration
 - Beginning of next new one (iteration).
 - Rest are ~~Business~~ development days
-

② A Business Day b/w two Iterations:-

- Business Day takes place b/w
 - Iterations
 - Releases.
- on Business day in addition to team members, customer, Project Stakeholder are invited to participate. including managers and users also.
- It is common not to keep the Business day on first working day (Monday) & last working days (Sat.) to eliminate the pressure on weekends.

B First part of Business day

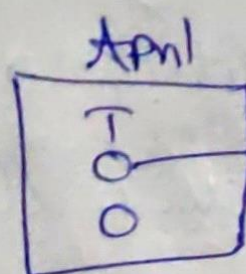
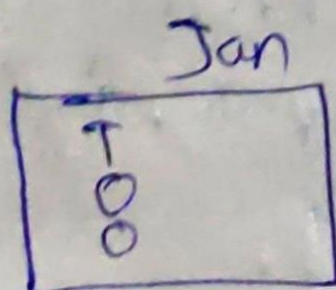


Main Business a Day activities:-

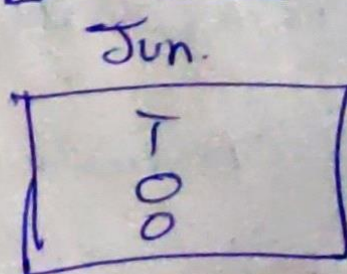
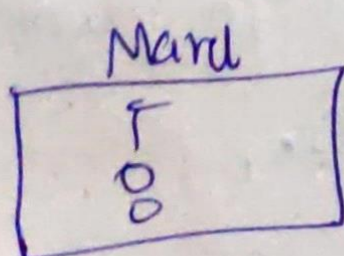
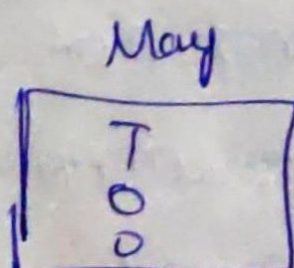
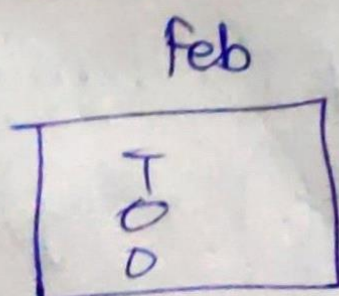
- 1) Presentation of the accomplishment of last Iterations
- 2) Measure Review (Product metric, pulse metric, burn-down metric, feature)
- 3) Customer Feedback
- 4) Reflective Session
- 5) Planning of next Iteration.

Explain above 5 - enough → ppt

Pic:



→ Business day



④
The integration of the user in the development is accomplished by the USER CENTRED DESIGN (UCD) approach. Which describes the importance of the user while during the design of the user interface.

⑤
The Evaluation of user interfaces aims at developing the interface and identifying the problem with it.

There are two main types of Evaluations:

① Expert based Evaluation

② User-based Evaluation

Expert based Evaluation:

A designer or an HCI Expert assesses the user interface based on cognitive

Principles or Empirical Results.

The cognitive principles are:

→ Create → apply
→ Evaluate → understand
→ Simplify → Remember

~~Create, Evaluate, apply~~

Create, Evaluate, analyse, apply, understand, review

User based Evaluation:

It is based on user participation, Evaluation that is involves the user to interact with the system & use the System.

User based Evaluation techniques:

- Experimental methods → questionnaires
- Observational methods → interviews

They are conducted in labs.

Usually the user upto 5 members gives the best Results in iterations. Therefore Evaluation process is not an Expensive Process.

Combining UCD with Agile Development

The UCD approach goes hand in hand with the agile S-D. as user is involved in the Software development to help build the user interface.

→ Merging Development User Evaluation

This case study describes a combination of UCD with Specific Software Catalogue Browser.

→ The main goal of interactions b/w the realms in access library.

→ An artefact of over the web. It records.

→ The first Release divided into 4 it. It is developed.

→ The CBP Evaluation of Evaluation. Examine the change design.

→ Merging Development iterations with User Evaluation Iterations :-

This case study describes that the combination of UCD with ASD in a specific software project called Catalogue Browsing Project (CBP).

- The main goal of CBP is to provide interactions b/w the physical and digital realms in access to the library digital library.
- An artefact of digital library can be accessed over the web. It contains the metadata records.
- The first release of CBP is 4 months and divided into 4 iterations over 3-5 weeks. It is developed by 2 persons.
- The CBP evaluation process was composed of evaluation of iterations. Each one examine the previous iteration and change design in the next iteration.

→ They used 6 participants for the Expe
in the 4th iteration, where 3 boys & 3
of all the Compute Science Students.

→ The task is first performed on
Speech interface (S) & without a
Speech interface (non-S).

→ 3 participants started with S and went
to non-S and vice-versa with other.

→ Two Stages of Experiments

1) Pre-Experiment Stage :-

This Stage was carried out before
Experiment begins where the each
Participants were given the CBP usage
training for 10 min and questioners were
asked and Speech-interface test was
conducted from person to person each.

2) Experiment Stage:-

After the Pre-Experiment Stage they
provided with a one-page user's guide
for the CBP and were asked to Read it
and to ask question.

~~Am~~

They started to ask question as they were given separate test before. A time stamps for each was recorded. as shown below

Group	Average Search duration	Average Non-S Search duration	Average S Search duration
Non S \rightarrow S	54.66	28	81.33
S \rightarrow Non S	26.58	14	39.16

Post-Experiment Stage:

after the Experiment was completed, the Participants were asked to reflect on their Experience. Some participants found it was difficult to use CBP and some said it is fun to use it.