ENSE 271 Project Report-out & Lessons Learned

Team name & members
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Project sponsor
Dr. Tim Maciag (ENSE 271 Lecturer)

Business need/opportunity
From our meetings with the various stakeholders, the current system available for collecting OBA data is not intuitive and does not encourage efficient data collection. With our proposal, we hope to introduce a better, more intuitive system for data collection. This will help the instructors increase their efficiency and collect more data or on a more regular and punctual basis. This will help the admins who have previously struggled to compile all the data for accreditation.

Reflections on project planning
North Star Customers: Instructors
Carryover Customer: Admins
Assumptions Made
- The data and the stories collected from Gina and Dave represents the whole faculty of engineering
- Dr. Tim Maciag represents the instructors of the engineering faculty
- We could replicate anything we design in XD to WordPress

Constraints Uncovered
- Time was very limited
- Limited datas from the customers
- Functionality of Wordpress plugins is restricted
- Adobe XD wouldn't allow the team to collaborate in the free version

Summarize key findings from affinity diagramming, empathy mapping

We found that having excel as the data logging method was almost universally disliked. We learned that a notification system to remind the instructors about various due dates would be appreciated. We also found out that a large number of people feel like the OBA is very vague. The professors say that they prefer to use desktops to do the collection so we tried to focus mainly on the desktop application.

Discuss initial & evolution of your USM/MVP (why is what you produced an MVP?)

Initially the User Story Map that we made was very product based. It focused more on the pages that we are going to develop than the task that the user is going to do. After the first activity checkpoint and hearing Tim's comments we were able to make a much more refined and more user task oriented story map.

MVP's that we had in our story board are the most important tasks that a user has to do in order to use the website and solve the problem that the website intends to solve.

Summarize prototyping activities and findings. Ensure you discuss how your team linked design ideas back to a minimum of three topics discussed in class relating to people-centred design (affordances, gestalt, constraints, etc.)

Our low fidelity prototype was actually a medium fidelity prototype that was made in Adobe XD. We all made individual prototypes of our own and then decided to meet and discuss and come up with one prototype that can be shown to the customers.

Our High fidelity prototype confirmed the look of our site. We had the colours that are very familiar to the U of R faculty and the logo representing the university. Then we had a very simple array of buttons that represents years and then the years are further divided into semester and then courses. The customers liked our prototype's look and the idea of segregation of files which made us move forward with the design.

Even Though the whole project was built based on what we learned in the class some of the links that we can make with the course could be

The fast feedback cycle : this helped in getting the customer feedback in a rapid way so we could correct our mistakes then and there

Metaphors : we used metaphors for the menus in this prototype and we were also able to transfer it in the final out.

Mapping : the mapping of the site is very user friendly and simple

Discoverable : we made the design very similar to the ur courses which would help in the discoverability of the site.

Reflection on Project Results:

Summarize how you felt about this project (likes/dislikes):
Overall the group project went pretty well and fast. We liked the quick feedback that we got from the professor about the ideas we had.Tim as a lecturer was very responsive to questions and concerns, he was easy to talk to and quick to set up a meeting. The members of the group did their jobs and tasks, workload was split fairly among group members. We did not like the time for presentations. We felt that 10 minutes per group was not enough since we couldn't dive deep into demonstrating our product and had to squeeze in the questions and answers in the allotted time as well.

Summarize what went well during the project:
Group meetings were always on time and everyone was present. Group work during those meetings was very productive and informative. The group was always very forthcoming with ideas and more importantly very collaborative when the ideas did start to take shape.

Summarize what not went well during the project:
Group member missed the final presentation. Profile picture for the account was missing on the homepage, only the username was shown.

How successful was your team and translating prototypes into WordPress reality?
We were very successful in transferring our high fidelity prototypes into WordPress reality. We were able to clone our pages almost entirely but with a few aesthetic changes as per our customer suggestions. Even though the functional aspects of the website are not fully accomplished we were able to make the appearance look very close to the high Fidelity prototype that we designed.

Did you find that the people-centred design ideas discussed in lectures helped/hindered your design explorations?
They definitely helped our design explorations as we were able to focus on things that were important for the project to deliver a more humane product. The people centred design helped to understand the customer requirements and to empathise with them. This helped us to make a product that can help to actually solve a problem for the user.

What would you do the same for future projects?
The Fast feedback cycle was a great tool that we learned from this class that we would be using in other projects. It was great how we could get the opinion on our basic prototypes from the customers in a fast manner that helped us to correct our mistakes then and there.The next great thing that we learnt in this project is the advantage of low fidelity prototypes: we could

explain the basic skeleton of the product in a very efficient way and we were able to have a clear idea of what we are going to do in our final product.

What would you do differently on future projects?
We would meet more often and if possible meet in person and collaborate more closely.

Summarize opportunities and design ideas for future work:
The biggest design idea that we have is integration of the central authentication system of the U of R to be the login client. That would help us keep updating the classes dynamically as the semesters change.

WordPress Themes and Plugins

Theme/Plugin	User Rating	Number of Users (Users who rated)	Last Updated	Usage
Formidable Forms	4.7 out of 5 Stars	764	06/16/21	Create forms and can view the form in the edit page.
Ultimate Blocks	4.9 out of 5 Stars	332	06/9/21	It gave us some extra blocks to work with
Visualizer	4.5 out of 5 Stars	199	05/26/21	Enable us to make graphs
Menu Image	4.6 out of 5 Stars	107	06/9/21	Create menus with images instead of text
Starter Templates	4.9 out of 5 Stars	1624	06/9/21	Gave us some theme options
Custom Sidebars	4.7 out of 5 Stars	1022	06/12/21	Made custom sidebar for every individual page
Duplicate Page	4.8 out of 5 stars	200	03/5/21	Helped in copying a page made it easy to replicate
Conditional Menus	4.4 out of 5 stars	51	03/15/21	Have different menus in different pages
Theme: Astra	4.9 out of 5 stars	4941	06/7/21	Theme
Total of 9 Themes/Plugins				