



Motivational Models

Model Editor ▶

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User Manual for Motivational Model Editor

Motivationalmodelling.com

Queue Solutions Pty Ltd

Contents

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| Contents | 1 |
| About Motivational Models | 2 |
| Benefits of Motivational Modelling | 2 |
| Step by step guide to creating a Motivational Model | 3 |
| Other Features of The Motivational Model Editor | 12 |
| Create a new project..... | 12 |
| View Motivational Models belong to a project | 12 |
| Rename project..... | 13 |
| Rename Motivational Model | 13 |
| Delete project | 14 |
| Delete Model | 14 |
| Export goal model | 15 |
| Import goal model | 15 |
| Share Model..... | 16 |
| View Shared Models | 17 |
| Open a Motivation Model..... | 18 |
| Write Goal List Tab..... | 19 |
| Delete goals..... | 19 |
| Cluster Goals/ Arrange into Hierarchy tab..... | 20 |
| Rename or delete goals | 20 |
| Save and return to Dashboard | 20 |
| View profile details | 21 |
| Sign out from the tool..... | 22 |

About Motivational Models

Motivational models arose from goal models and agent-oriented methods described in Sterling, L. and Taveter, K. The Art of Agent Oriented Modeling, MIT Press, 2009. Motivational models present a hierarchical structure of the goals of the system at a high-level of abstraction. The models capture roles of system stakeholders, the functional goals of the system, the quality goals of the system, and emotional goals, which represent both the positive feelings people want to have when interacting with the system, and possible concerns.

Benefits of Motivational Modelling

The models benefit your organisation by having a conversation starter which reflects the organisational or project purpose and tolerates ambiguity. The model can be used later to help clarify purpose and resolve later conflicts in conversation. The models represent a resource a resource to be referred to throughout the lifecycle of a project and can be useful for explaining to clients, and for introducing new members of staff into a project.

Enhancing communication

A motivational model facilitates communication between diverse stakeholders. Our high-level models are easy to understand and have been tested with hundreds of projects.

Allowing for Ambiguity

It is difficult for multiple stakeholders to understand their differences at the outset of a project. Allowing ambiguity during initial discussions and then later resolution is helpful for positive collaboration.

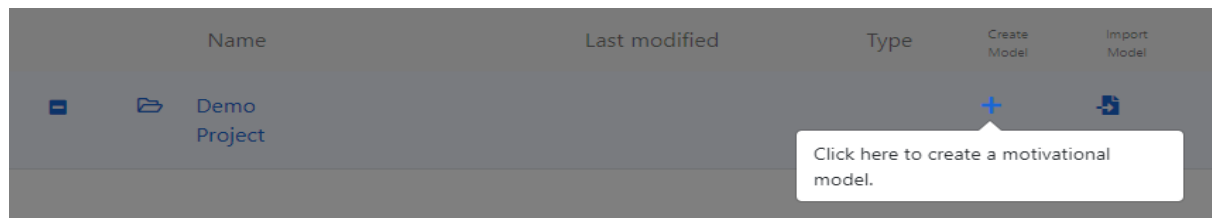
Encouraging Emotional engagement

A key factor for the success of a project is having participants emotionally engaged. Being explicit on emotional expectations from the outset encourages positive participation from people involved.

Step by step guide to creating a Motivational Model

1. Click on the plus sign to create a new Motivational Model.

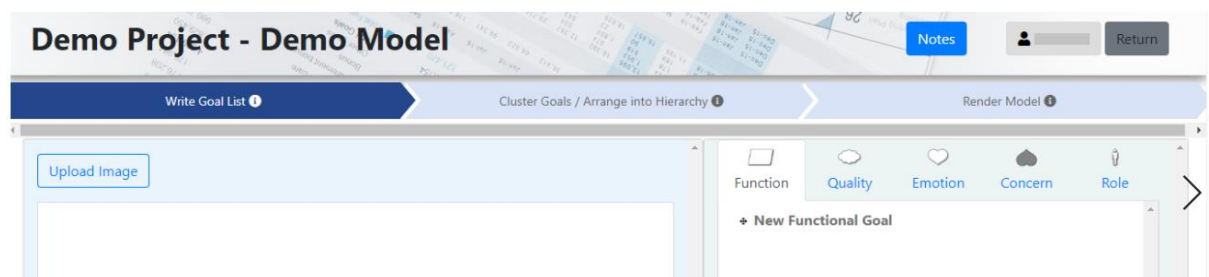
Note: Motivational Model can be either for a new project or can be added to an existing project.



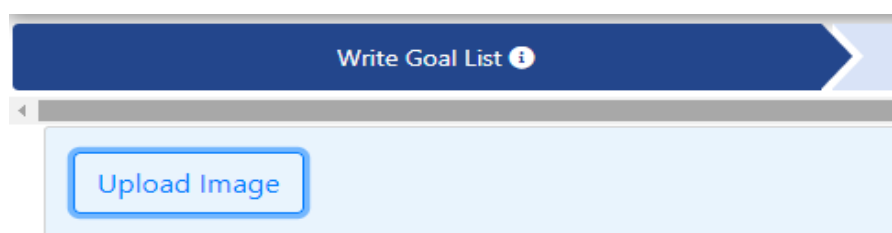
2. Insert name and select **CREATE**.

A screenshot of a 'New Model' dialog box. It has a title bar with 'New Model' and a close button. Inside, there is a 'Name' field with 'Demo Model' entered. Below it is a 'Create From' dropdown menu with 'Goal Lists' selected. At the bottom, there are two buttons: 'CANCEL' and 'CREATE'.

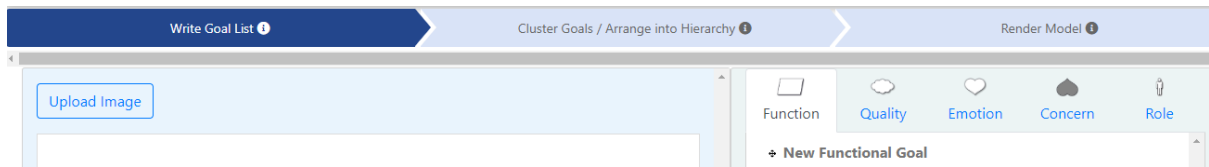
3. Upon creating the new Model, the user will be navigated to the **Write Goal List** tab.
If the user is not automatically navigated to the **Write Goal List** tab, then double click on the Model.



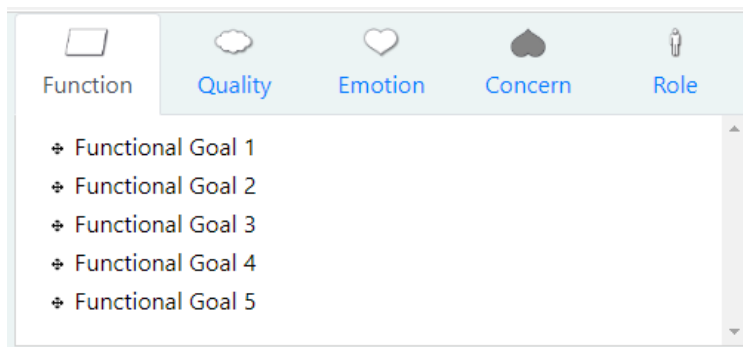
4. Upload the do/be/feel/who lists developed in the workshop by click on the **Upload** button. . (This step is optional).
5. Select an image from your computer.
The image must be a JPEG or a PNG file.



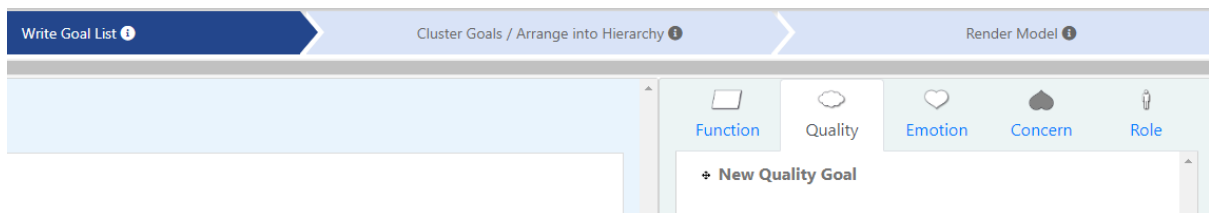
6. Click on the **Function** tab.
- The **Function** tab allows you to enter the do goals.



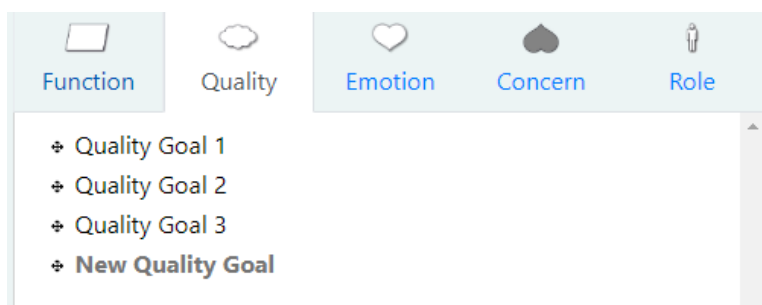
7. Click on **New Functional Goal** to insert a goal.
8. Press Enter to move to the next goal.
9. Repeat step, 6 and 7 until you enter all do goals.



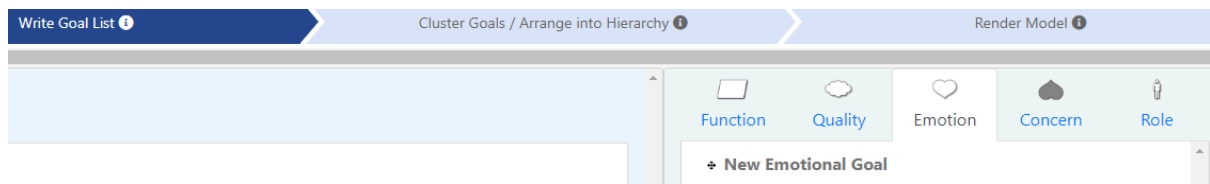
10. Click on the **Quality** tab.
- The **Quality** tab allows you to enter the quality goals.



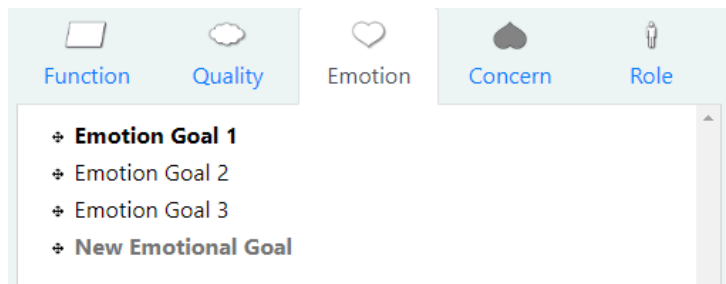
11. Click on **New Quality Goal** to insert a goal.
12. Press Enter to move to the next goal.
13. Repeat step, 10 and 11 until you enter all quality goals.



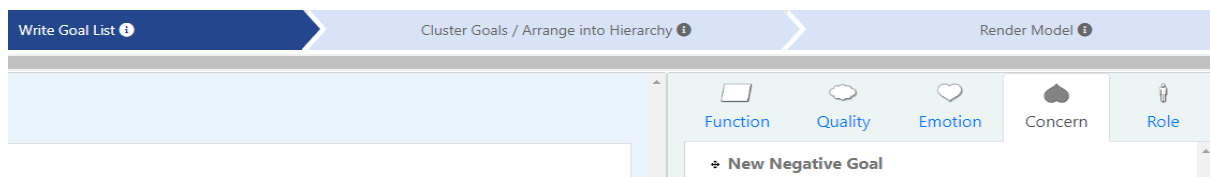
14. Click on the **Emotion** tab.
The **Emotion** tab allows you to enter the emotion goals.



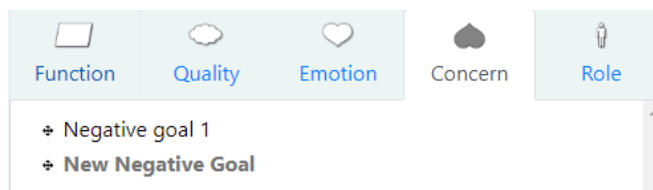
15. Click on **New Emotion Goal** to insert a goal.
16. Press Enter to move to the next goal.
17. Repeat step, 14 and 15 until you enter all emotional goals.



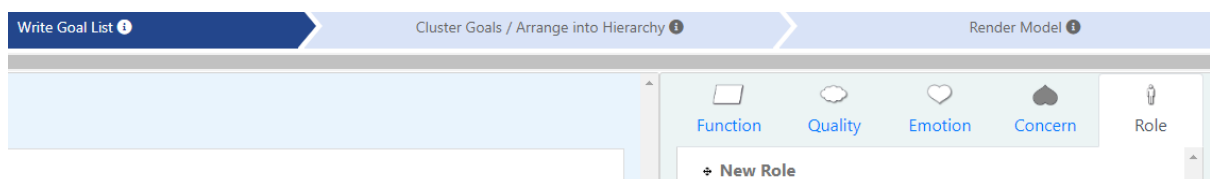
18. Select the **Concern** tab.
The **Concern** tab allows you to enter concerns.



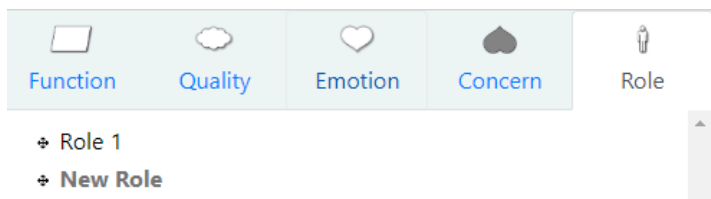
19. Click on **New Negative Goal** to insert the goal.
20. Press Enter to move to the next goal.
21. Repeat step, 18 and 19 until you enter all negative goals.



22. Select the **Roles** tab.
The **Roles** tab allows you to enter the stakeholders identified in the who list.

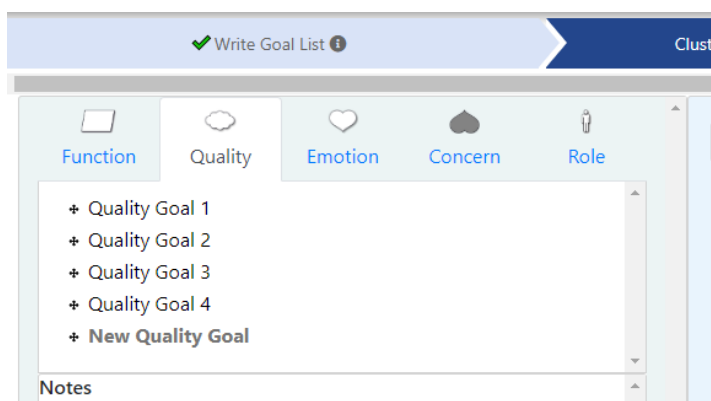


23. Click on **New Role** to insert the goal.
24. Press Enter to move to the next goal.
25. Repeat step, 22 and 23 until you enter all roles.

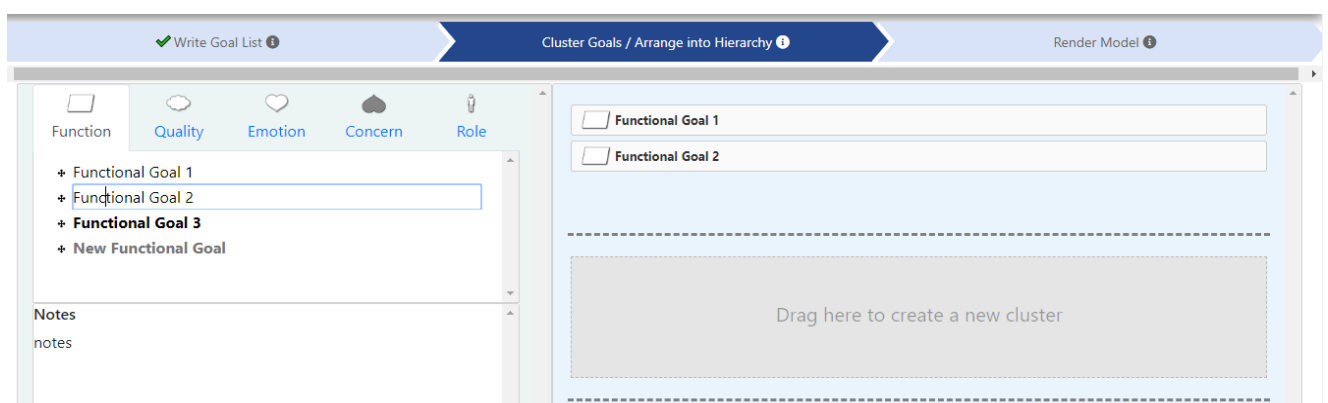
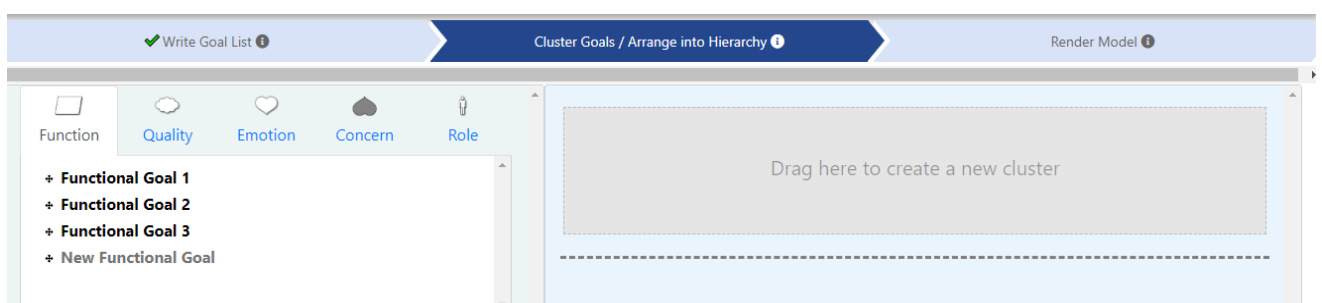


This ends stage 1.

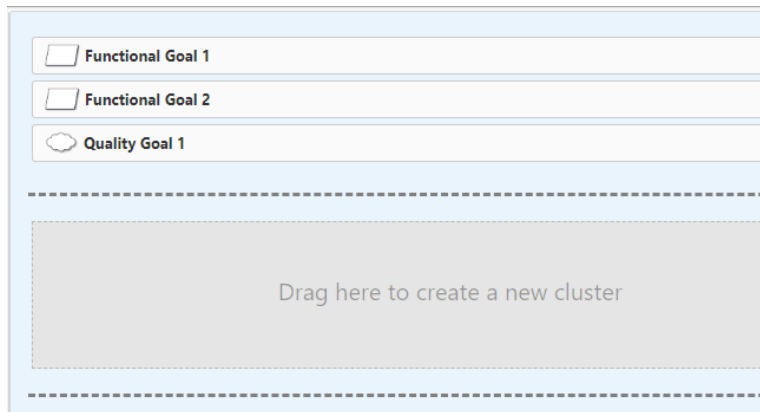
26. Click on the **Cluster Goals/ Arrange into Hierarchy** tab.
27. Note that changes can be made to the goals during this stage. Goals in the list on the left of the page can be modified or deleted, or new goals added.



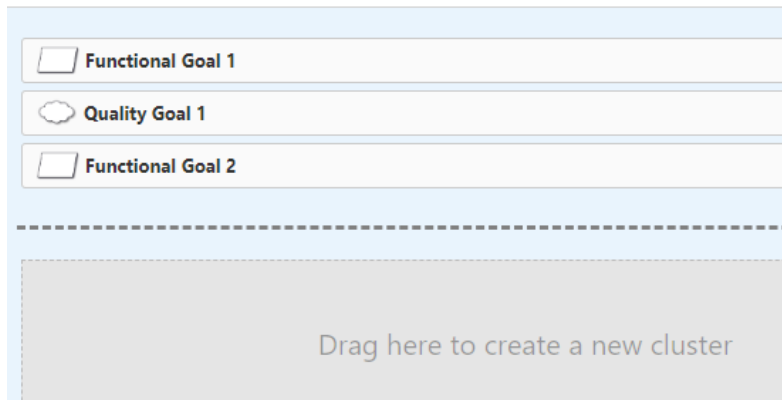
28. Select a goal and drag and drop into **Drag here to create a new cluster** area.



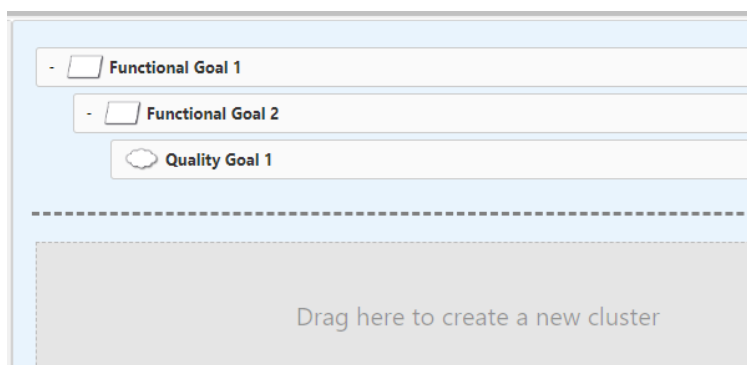
29. When a goal is dragged and dropped into the **Drag here to create a new cluster** area, it will be placed at the bottom of the list.



To change the positions, click on the goal and move it to the place where it needs to be and drop it.



30. Goals which are aligned in the same line will be on the same level in the rendered Model produced in the final stage.
To create hierarchies or levels, select a top goal, then drag the goal that needs to be placed under the top goal and drop it under the top goal.
31. Then move the goal slightly to the right side. Once the goal is moved to the right position a dash (-) will appear in front of the top goal. At this moment drop the goal.
32. Likewise, repeat the same steps to create new levels.



33. To move the goals into the upper level, select the goal and move it to the left side until it gets aligned with the top-level goal.
34. Drag and drop all your goals to the cluster area. Remove and position it as required.

- Functional Goal 1

- Functional Goal 2

Quality Goal 2

Quality Goal 3

Emotion Goal 2

- Functional Goal 3

Functional Goal 5

Quality Goal 1

- Functional Goal 6

- Functional Goal 4

Quality Goal 4

Emotion Goal 1

Negative goal 1

Role 1

Emotion Goal 3

35. To hide sub goals, click on the – sign.
36. To expand sub goals, click the + sign.

- Functional Goal 1

+ Functional Goal 2

+ Functional Goal 3

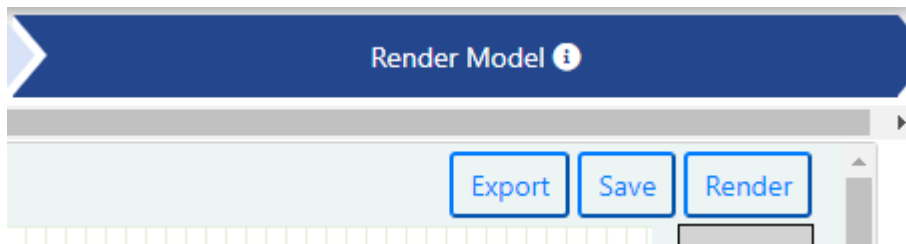
Emotion Goal 1

Negative goal 1

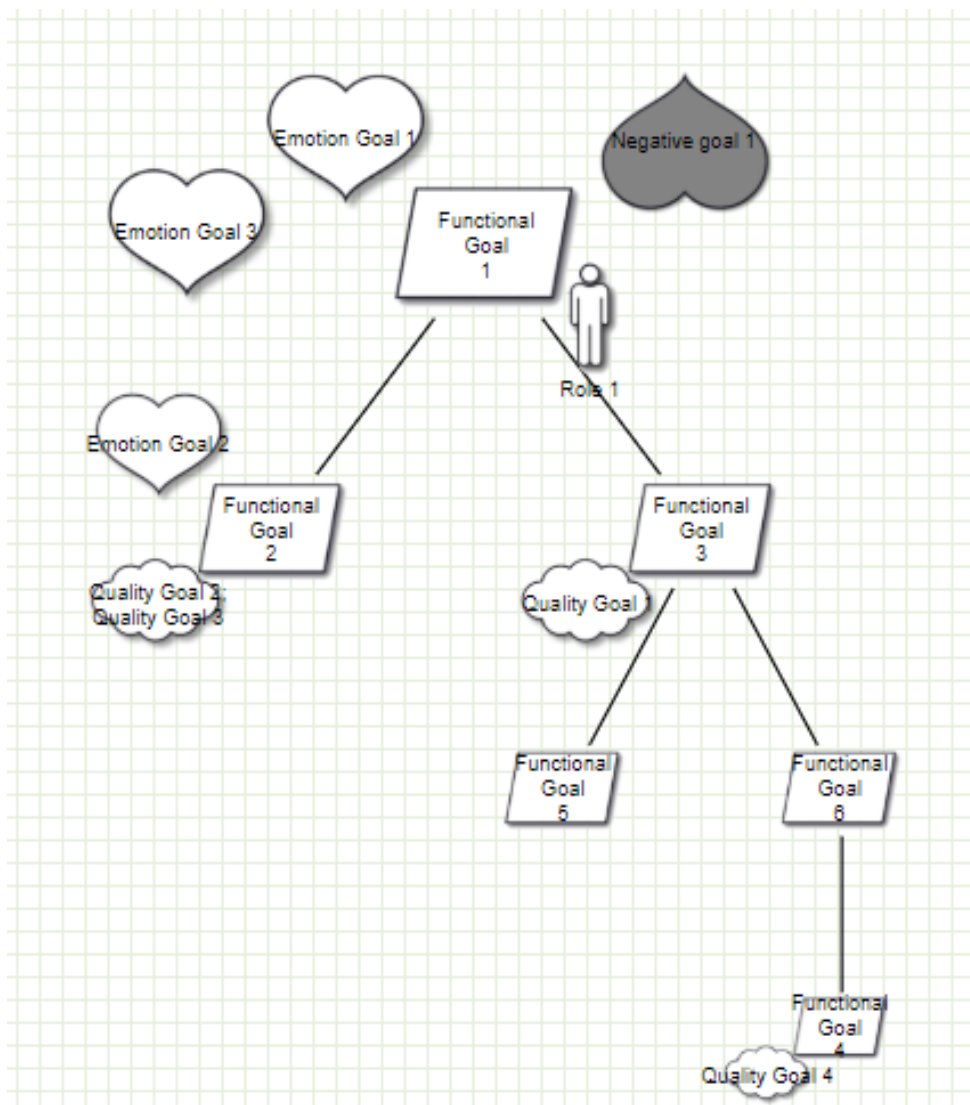
Role 1

Emotion Goal 3



37. After finishing arranging the goals, you can move to the final stage.
38. Click on the Render Model tab.
39. Click on **Render** to render the Motivational Model.

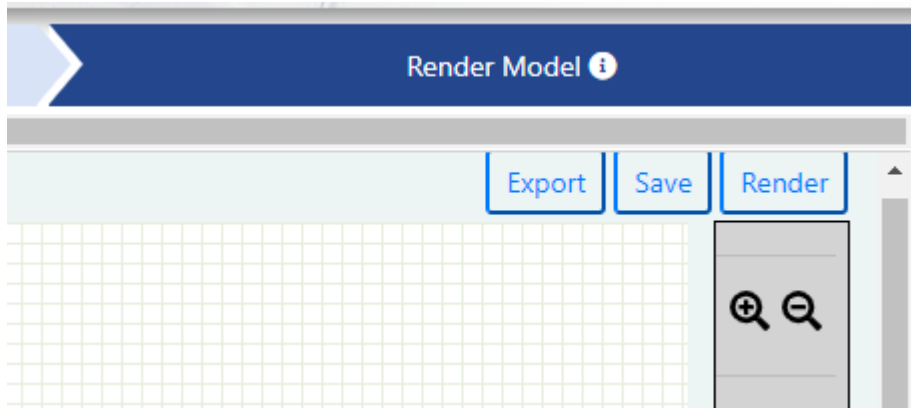


40. The model will be rendered as below.
The shapes may overlap.



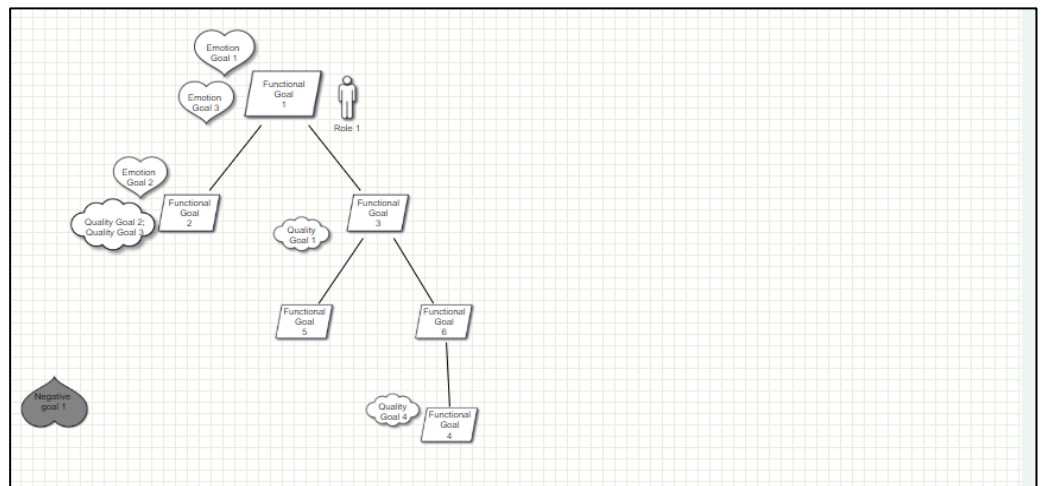
41. Adjust the Model to create a clearer model.

- Click on  **Zoom in** to make the Model appear smaller.
- Click on  **Zoom out** to make the Model appear larger.

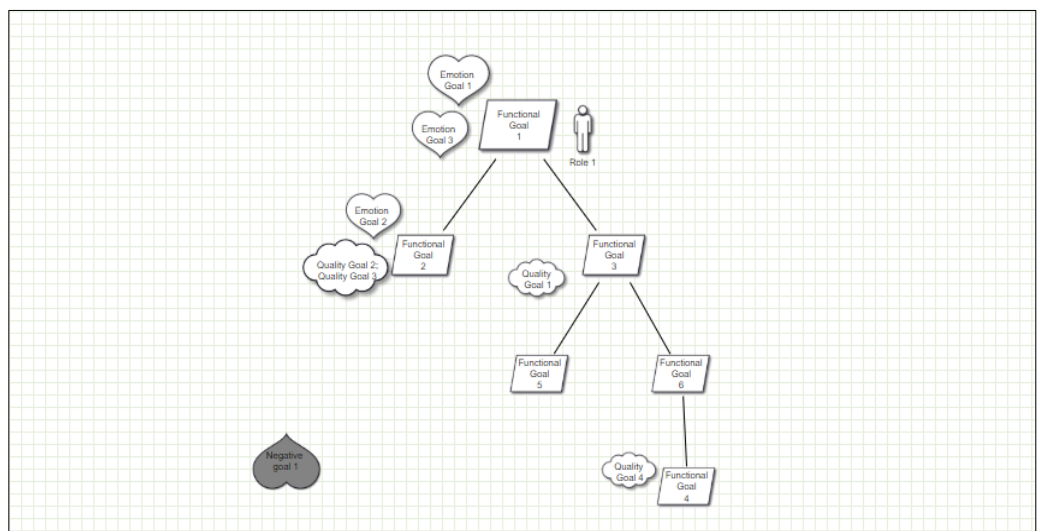


- The position of the Model can be changed. Click on the background and move the cursor to drag the whole Model and get a more centred view of the Model.

Before:
Model is positioned
to the left side

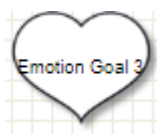


After: More centred view

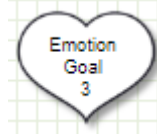


- The shapes are both expandable and shrinkable.
- The text inside the shapes is editable. And the position of the text can be changed.
- The shapes can be moved by drag and drop.

This is useful if the shapes overlap. It is good to drag them to be separate.

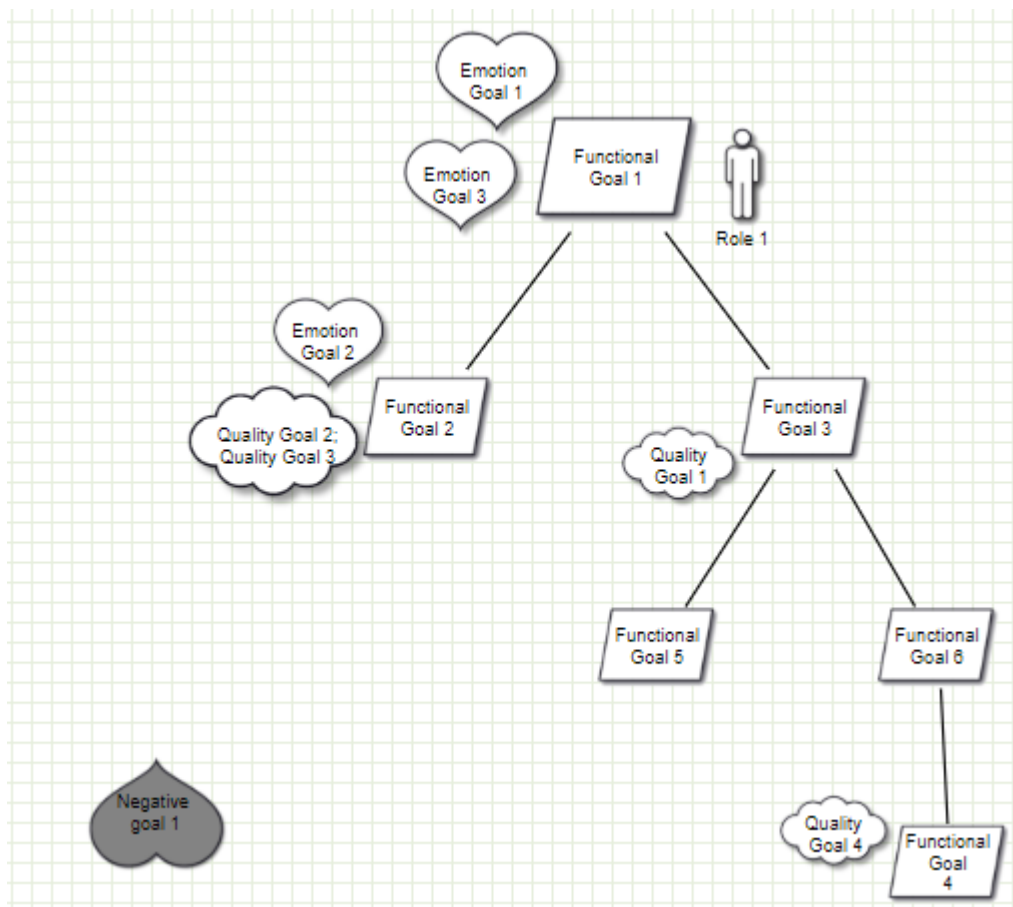


Before adjusting

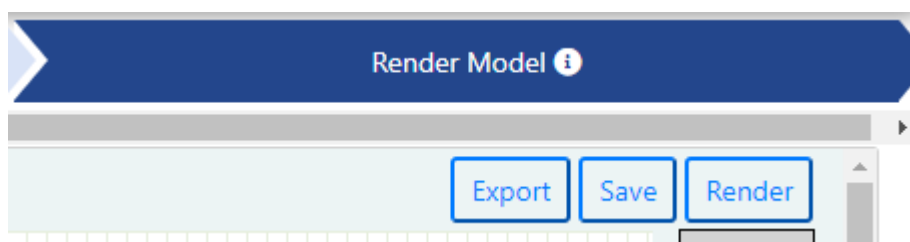


After adjusting

42. The model after adjusting.



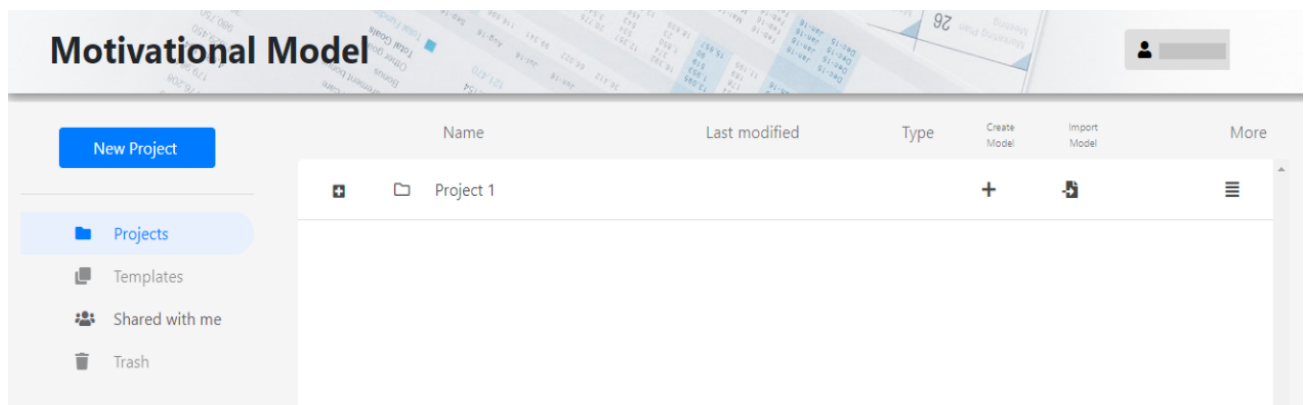
43. Click on **Save** button at the top right corner, to save the model.
44. Select **Export** button at the top right corner, to export the rendered model.
45. The model will be saved to your computer as a PNG file.



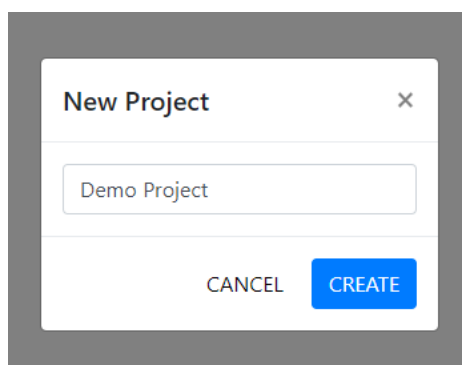
Other Features of The Motivational Model Editor

Create a new project


1. Click on **New Project**.

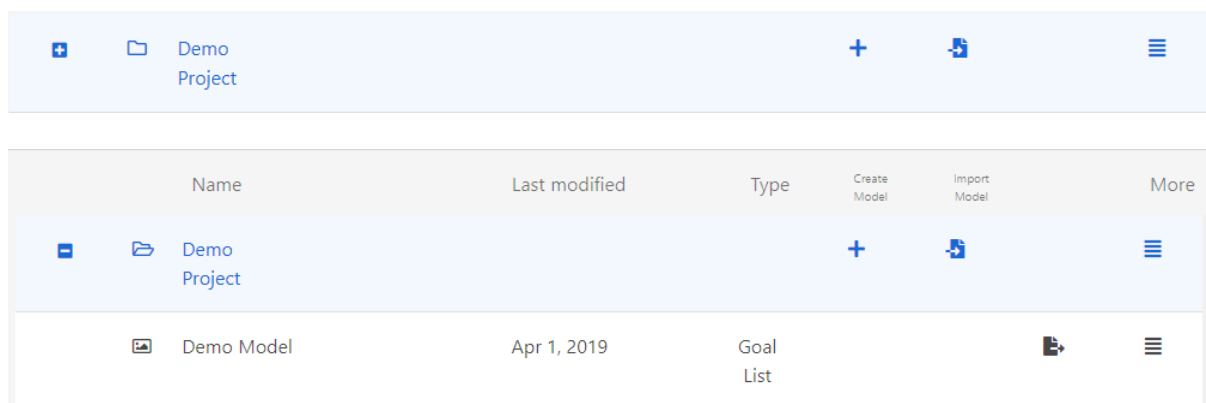


2. Enter the project name, click on **CREATE**.




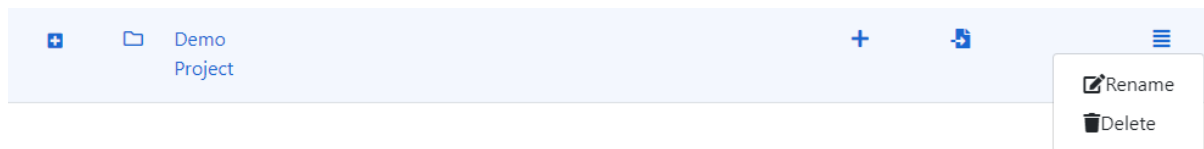
View Motivational Models belong to a project

1. Click on the  (expand) or click on the project title to expand the project folder.

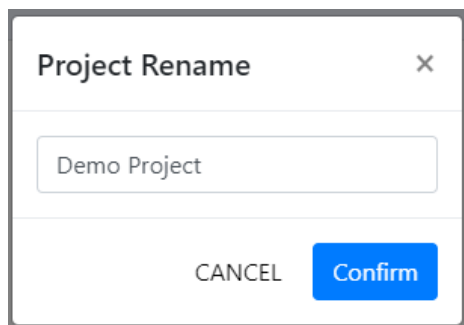


Rename project


1. Click on the hamburger button  for the project.

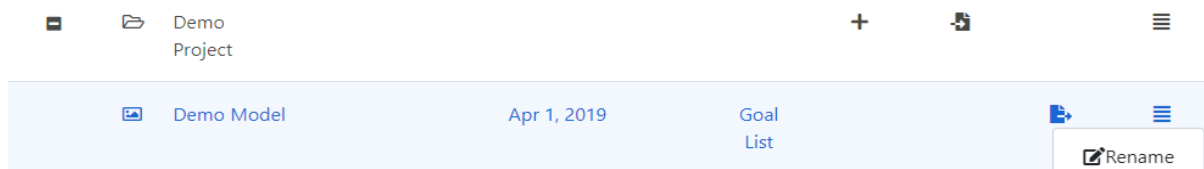


2. Select **Rename**.
3. Rename and click on **Confirm**.

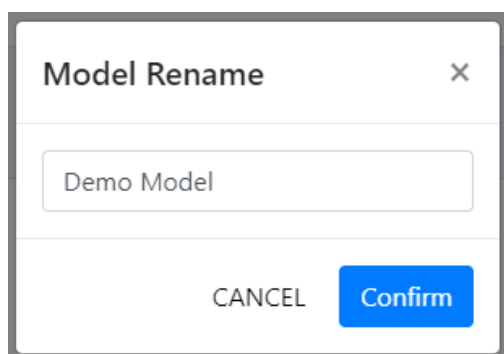


Rename Motivational Model


1. Expand the project and click on the hamburger button  for the Motivational Model.
2. Select **Rename**.

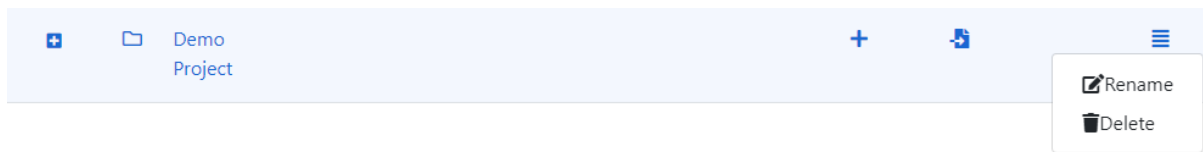


3. Rename and click on **Confirm**.

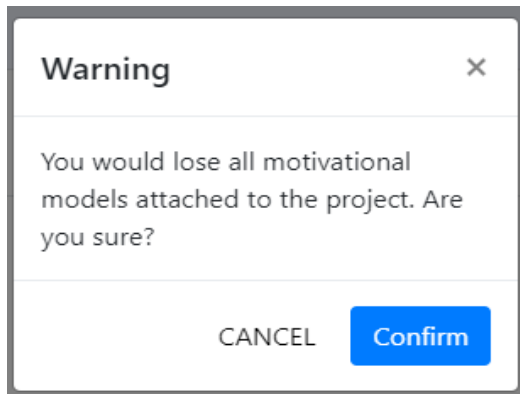


Delete project


1. Click on the hamburger button  for the project.
2. Select **Delete**.

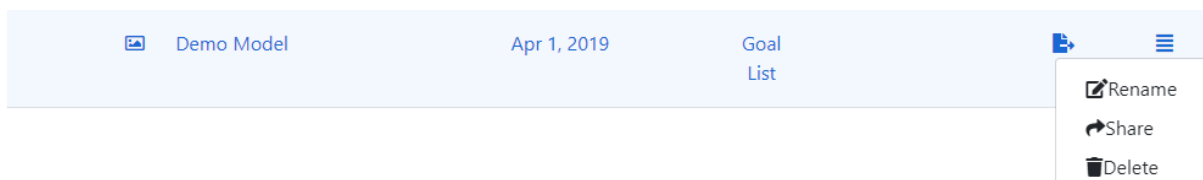


3. Click on **Confirm**.

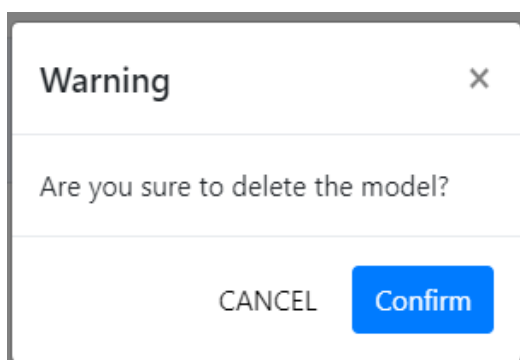


Delete Model


1. Expand the project and click on the hamburger button  for the Motivational Model.
2. Click on **Delete**.

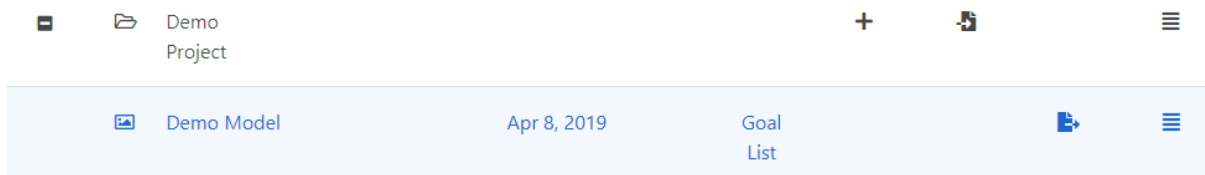


3. Click on **Confirm**.

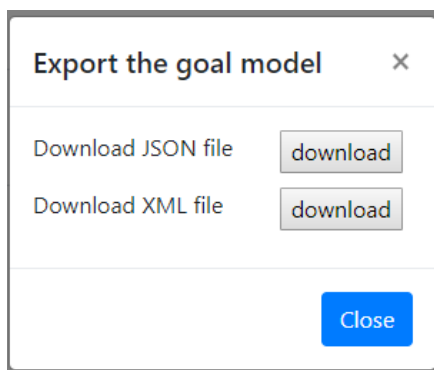


Export goal model


1. Select the Model and click on **Export**  button.

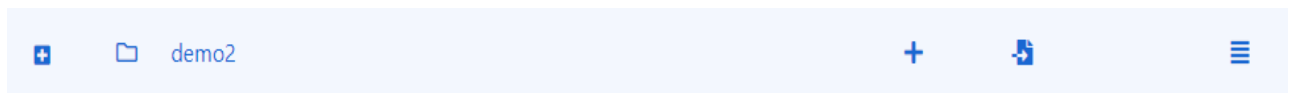


2. On the **Export the goal model** dialog box, two formats are available JSON file or XML file.
3. **Download** both JSON and XML files.
4. The files will be saved to your computer.

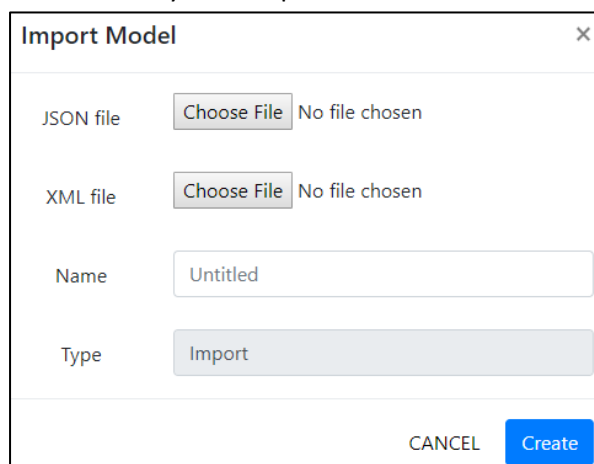


Import goal model

1. Select a project and click on **Import**  button.



2. On the **Import Model** dialog box, click on **Choose File** button to upload JSON file or XML files from your computer.



3. Select the files from the computer and enter a name for the Motivational Model.
4. Click on **Create**.

Import Model

×

JSON file

Choose File

b9901a49-543c-1...41e24 (3).json

XML file

Choose File

b9901a49-543c-1...441e24 (5).xml

Name

Test 1

Type


Import














CANCEL


Create


5. The Motivational Model gets imported and the user will be navigated to the **Write Goal List** tab.


Share Model


1. Expand the project and click on the hamburger button  for the Motivational Model.
2. Click on **Share**.

| | | | | |
|---|---|--------------|---|---|
|  |  LectureDemo | + |  |  |
|  | Lecture | Apr 30, 2019 | Goal List |   |
|  |  Lewis B | + |  | |
|  |  Loop | + |  | |

 Rename

 Share

 Delete

 History

3. Enter the email address.
The models can be shared only between the Motivational Model account holders. The email address should be the one that the other user used to register to the Motivational Model.
4. Click on **Confirm**.

Model Share

×

Shared with

Click to see the shared email list.

People

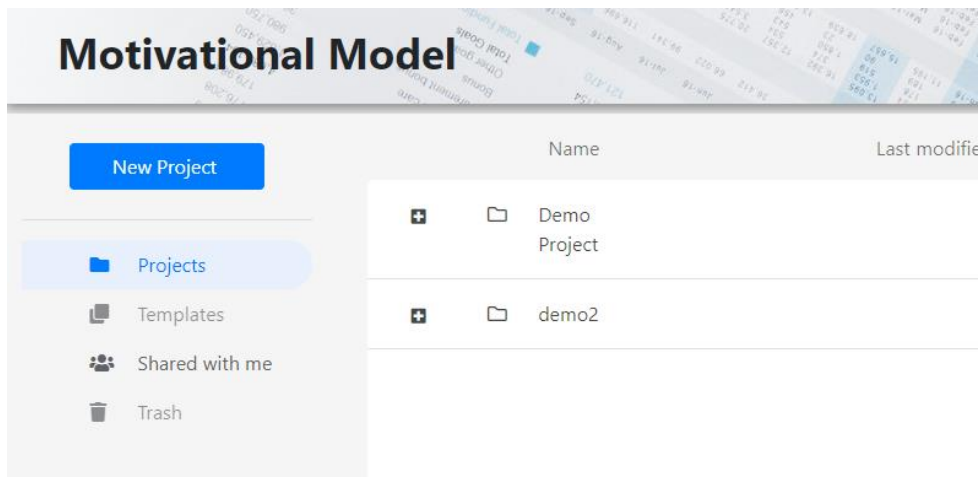
test@gmail.com

CANCEL

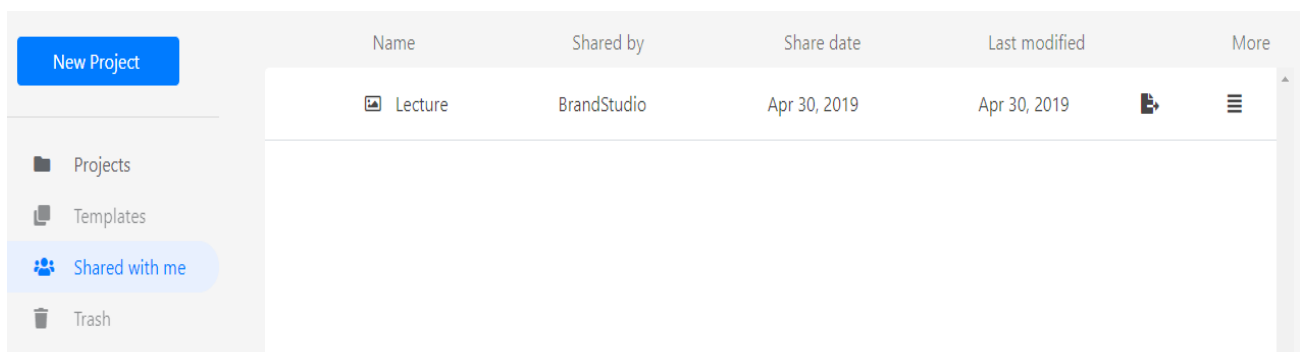
Confirm

View Shared Models

1. Click on the **Shared with me** tab on the left-hand side of the dashboard.

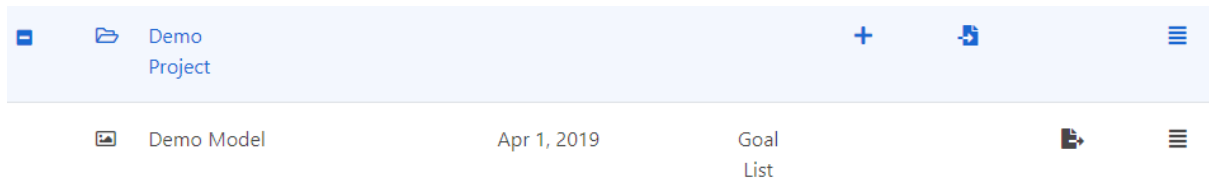


2. The shared models can be accessed by double-clicking on the models.

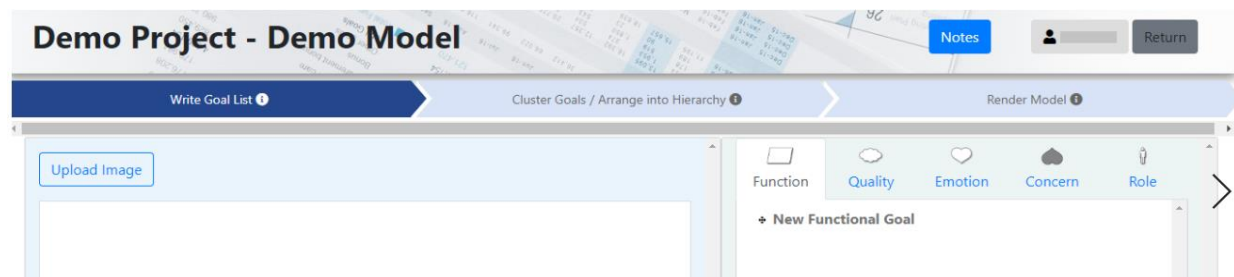


Open a Motivation Model

1. On the Dashboard click on the project, to view the Motivational Models belonging to the project.



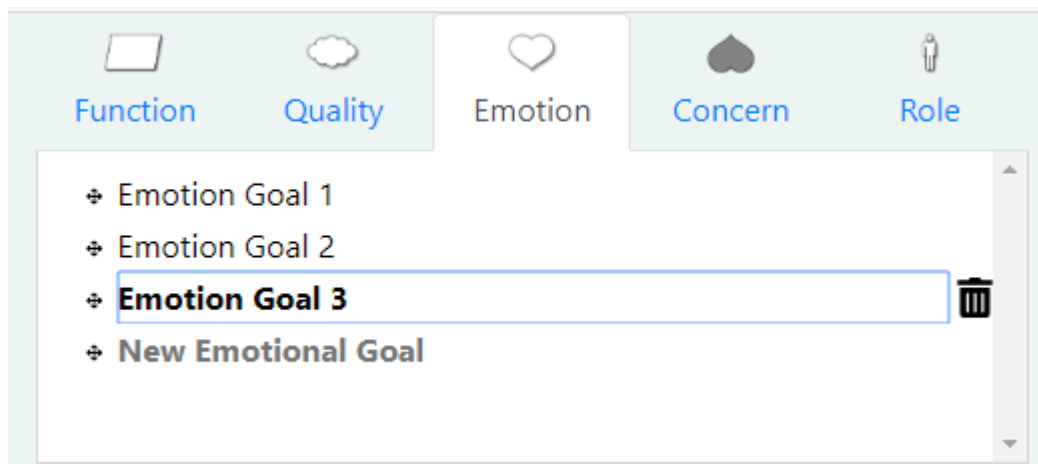
2. Select the Model and double click on it.



Write Goal List Tab



Delete goals

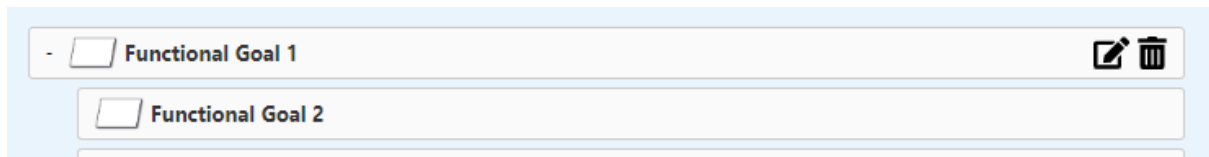
1. Click on the necessary goal tab.
2. Move the cursor to the goal that needs to delete.
3. Click on the bin sign to delete the goal.



Cluster Goals/ Arrange into Hierarchy tab

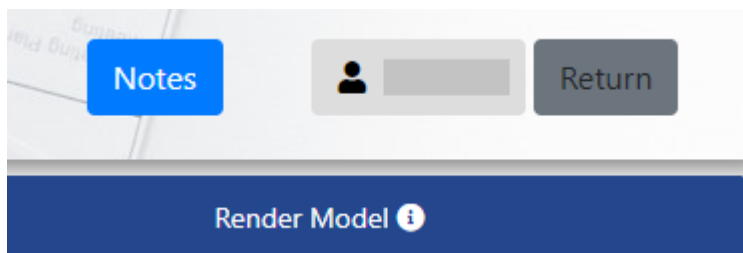
Rename or delete goals

1. Move the cursor to the goal that needs to be deleted or edited.
2. Click on  to edit.
3. Click on  to delete.



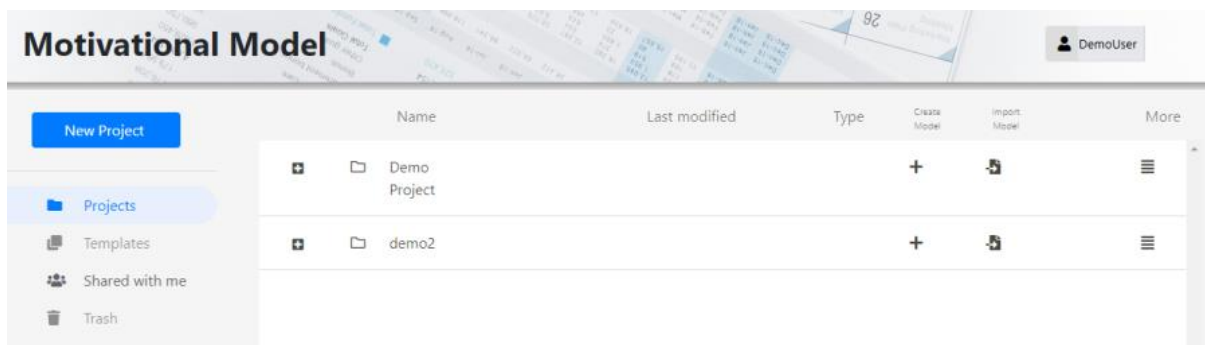
Save and return to Dashboard

1. Click on **Return**, to save and return to the Dashboard from **Write Gaol List, Cluster Goals/ Arrange into Hierarchy/** and **Render Model** tabs.

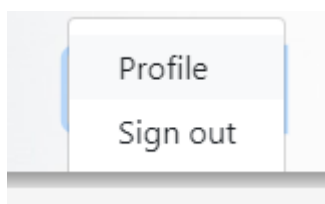


View profile details

1. Click on the user name at the top right corner.



2. Click on **Profile**.



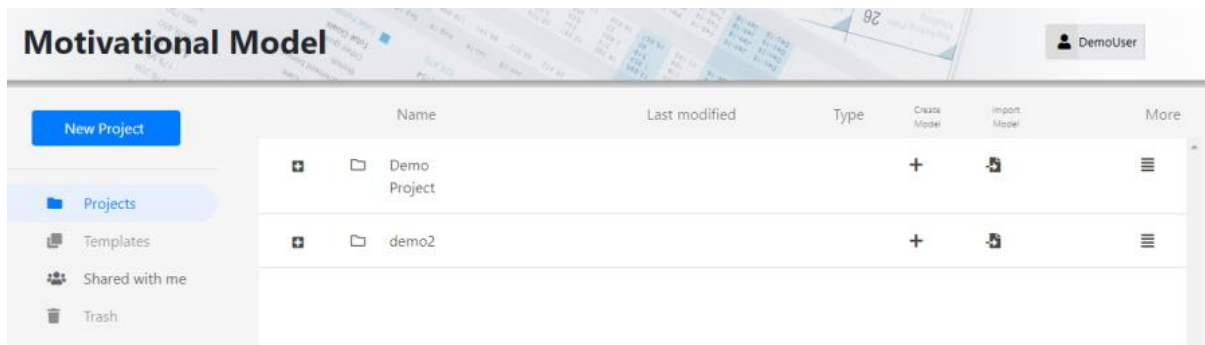
3. User will be navigated to the **Personal info** page.

The screenshot shows the 'Personal info' page. It contains the following fields and buttons:

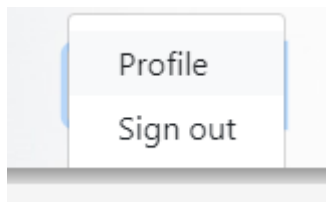
- Username:** DemoUser
- First name:** Demo
- Last name:** DemoLastName
- Email:** demoUser@gmail.com
- Edit Profile** button
- Change Password** button
- Return** button

Sign out from the tool

1. Click on the user name at the top right corner.



2. Click on **Sign out**.



3. User will get sign out and navigate to the **login** page.