

## Discussion 2: Questions for Designers and Users

### **Discussion Topic:**

Your textbook points to the fact that “the process provides interaction between users and designers, between users and evolving tools, and between designers and evolving tools [technology]” (Pressman, 2020, p. 36).

Write five questions for these audiences:

- Question 1: What designers should ask users.
- Question 2: What users should ask designers.
- Question 3: What users should ask themselves about the software product that is to be built.
- Questions 4 and 5: What designers should ask themselves about the software product to be built and the process to be used to build it.

### **My Post:**

Hello Class,

The successful design and implementation of software often comes down to strong and productive communication among users, designers, and other stakeholders. Or, in other words, the process of building software is an iterative social learning process that allows interaction between users and designers, between users and evolving tools (Pressman and Maxim, 2020). Based on this software-building process, below are five questions that illustrate potential interaction among users and designers:

#### **Question 1: What designers should ask users.**

From the list of provided features, which ones do you plan to use daily, and can you provide a scenario describing how you intend to use each, listing how they can improve your day-to-day work?

- This question helps to gather and prioritize requirements, clarifying the features/tasks associated with each requirement.

#### **Question 2: What users should ask designers.**

Can you provide an approximate timeline line a working version of the software or a prototype that can be tested, and what can of feedback are you expecting after testing it?

- This question helps users/stakeholders to manage expectations by clarifying timelines and user feedback.

#### **Question 3: What users should ask themselves about the software product that is to be built.**

Am I willing to adapt my workflow to use a new software, and what are my main goals, expectations, requirements, and constraints for it?

This question helps users/stakeholders to define/clarify/refine their objectives and requirements for the software and identify constraints before development begins.

**Questions 4 and 5: What designers should ask themselves about the software product to be built and the process to be used to build it.**

How well understood are the requirements for this project, and what is the smallest, most valuable initial development that will clarify them?

- This question helps the software developer team to clarify or confirm their understanding of the requirements.

Which Agile methodology framework is best suited for the project, and how can we structure our design processes and tasks to leverage process patterns that promote effective communication, reduce risk, and support continuous learning and feedback, while being agile enough to allow the design process to adapt to changing requirements, technology, and user needs over time?

- This question helps the software development team to select a design process framework that is well-suited for the specific needs of the project, is both agile and adaptable, while ensuring that the design process patterns used provide stability, reduce risk, and help organize the software development.

-Alex

**Reference**

Pressman, R. S., & Maxim, B. R. (2020). Software engineering: A practitioner's approach (9th ed.). McGraw-Hill. ISBN: 9781260423297