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# UPLog

## User Interface Design

Submitted to:

Prof. Ma. Rowena C. Solamo  
Faculty Member  
Department of Computer Science  
College of Engineering  
University of the Philippines, Diliman

Submitted by:  
Ang, Aira Jazel  
Bueno, Patricia Bianca  
Valdez, Arian Allenson

In partial fulfillment of Academic Requirements  
for the course  
CS 191 Software Engineering I  
of the  
1<sup>st</sup> Semester, AY <2019-2020>

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### ***Unique Reference:***

The documents are stored in the <https://github.com/Secretmapper/OrgUP> under *03-Design Engineering Section* .

[File Reference in GitHub, preferably link.]

### ***Document Purpose:***

This document provides instructions on how to conduct a participatory design to assess the usability of the prototypes. It provides the link of the prototype. It also contains the transcription and reports the results of the testing done.

### ***Target Audience:***

Organizations within UP.

### ***Revision Control:***

<b><i>Revision Date</i></b>	<b><i>Person Responsible</i></b>	<b><i>Version Number</i></b>	<b><i>Contribution/Modification</i></b>
10/16/2019	Bianca Bueno	1.0	Initial Document; Document Purpose; Descriptions
10/16/2019	Arian Allenson Valdez	2.0	Developed Prototype, Added Prototype description, links
10/18/2019	Bianca Bueno	3.0	Added details about the testers
10/18/2019	Aira Jazel Ang	4.0	Added Participatory Notes

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# I . Participatory Design Guide and Protocol

This section provides instructions on how to conduct a participatory design to assess the usability of the prototypes.

## A . Purpose

The purpose of the participatory design is to gather information on how users will interact with the application. It is also done to assess the usability of the application.

## B . Target participants

Students who are members of an organization, preferably those students who have/had headed an event.

## C . Participant's Consent

Participants will sign a consent form to participate in this activity. One copy of the informed consent should be given to the participants, and a second copy should be kept by the team. Participants should be informed that a video recording will be used as data collection.

The participation in this study is completely voluntary, and the participants may refuse to participate or withdraw from the study without penalty or loss of benefits of the group. They may withdraw by informing the team that they no longer wish to participate (no questions will be asked).

## D . Initial Prototype Link

The prototype shows how the user can search/borrow items, how the admin can add/edit/delete/manage org items/descriptions

**Prototype Link:** <https://uplog.surge.sh>

## E .Data Collection

The participatory design are recorded if agreed by participants, and transcribed verbatim for analysis. The recordings need to be securely stored. The transcription shall not contain information that would allow individuals to be linked to specific statements. Confidentiality will be strictly preserved. Another member of the team may take down notes. The notes will be analyzed later.

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## F . Schedule of the Participatory Design

The participatory design can last for about 5 minutes.

Participant	Date and Time	Venue
Danielle De Guzman	October 17, 3 pm	Melchor Hall
Cid Azcarraga	October 17, 3: 25 pm	Melchor Hall
Andre De Asis	October 17, 3: 30 pm	Melchor Hall

## G . Participatory Design Protocol

**Welcome** and thank you for volunteering to take part in this participatory design. You have been asked to participate as your point of view is important. I realize you are busy and I appreciate your time.

### Introduction:

This participatory design is being done to help us understand how you will be interacting with our prototype. Please, feel free to state what you feel and think about the prototype of our product. It also aims to investigate what the participant wants for an application that allows organizations to view, share, and advertise services and materials of their organization to other organizations within the campus.

**Anonymity:** Despite being videotaped, I would like to assure you that the discussion will be anonymous. The transcribed notes of the participatory design will contain no information that would allow individual subjects to be linked to specific statements. You should try to answer and comment as accurately and truthfully as possible.

UPLog is an application that allows the members of the organization to borrow items from other organizations while maintaining their inventory.

The user is going to click on the different links to open the lists to borrow and to be borrowed (Use Case Borrow and Maintain Org Items)

**Conclusion:** Of all the things that you mentioned today, what would you say are the most important thing that we (developers) need to keep in mind.

Thank you for participating. This has been a very successful discussion.

Your opinions will be a valuable asset to the study.

We hope you have found the discussion interesting

If there is anything you are unhappy with or wish to complain about, please contact the local PI or speak to me later

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## II . Participatory Design Notes

### *Video Transcript:*

Participant 1:

Participant: Wala yun result

Interviewer: Ah prototype pa lang so all items sa pages lang

Participant: Ah okay.

Interviewer: So ganun, you can search then you can see the item kungyari. So there's the description.

Participant: This is...

Interviewer: So here u can edit item if you're org admin so pwede ka mag edit and add item

Participant: Eto naman para sa pwede gumamit?

Interviewer: Ye tapos eto naman yun items ng org mo... may comments ka ba or suggestions?

Participant: Gusto ko siya

Interviewer: Anything to dagdag sa app and such?

Participant: Wala bang listahan ng users kung ano hiniram niya?

Interviewer: Ah dito yan makikita sa borrower list under per user, just not shown lang kasi prototype

Participant: Okay i see thanks and good luck

Participant 2:

Interviewer: So ngayon, yun app namin about pag-boborrow ng items from 1 org to another so makikita mo yun items nasa site so explore the app

Participant: There are many projectors

Interviewer: Yeah for now it's all projectors but it's a prototype so imagine it's different items. You can check the details of an item needed for an event. you can see the picture and if u want to borrow just click send request ganun.

Participant: I add item...?

Interviewer: Yeah here so u can type the name and its description

Participant: So if i want to see the list, i click this one?

Interviewer: Yeah manage borrow list, so sa maintain borrow list, yan yun list of borrowers to check sino naghiram if you're an org admin

Participant: I can press the box... then manage borrow request.

Interviewer: Diba kanina nagrequest ka, so ngayon you can see which one u borrowed and anong item corresponding to the borrower

Participant: As in when i see this, i can give the item to the person? tapos i'll check after. tapos manage org items

Interviewer: Eto naman yun add items as an org, then u add items for your org.

Participant: As an org, i get to look which gets borrowed. Ciguro a feature that would help you is place how many of each items left.

Interviewer: What else would you recommend?

Participant: Ciguro an instruction at the start on how to use. pero for the user it's very intuitive but i think mas important yun instruction manual on how to use the app. Pero other than that, makikita ko naman kung ano yun kailangan and straightforward naman yun functions

Interviewer: Okay, thank you

Participant 3:

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Interviewer: This is an app na paghihiram ng items sa mga orgs or a person from an org. So as you see here as a borrower, makikita mo anong available items na pwede ihiram. Di sya makaka search pero isipin mo na lalabas siya with information. if you wanna borrow, just select send borrow request. Tapos as an org admin, you can see the list.

Participant: Paano makikita yun request? ito?

Interviewer: Oh yan yun kulang so assume di mo makikita

Participant: Let's say ako yun papahiram.

Interviewer: Ito yun ano papahiramin. pwede mo siya i-edit n delete. ito makikita mo yun mga mang-hihiram. check means na approve. pag hindi naka check, it means na hindi. Assume na i click mo, papupunta sa link kung ano or sino yun naghiram. Then the requests, ganun din may link yan then the items returned may checkbox rin to see kung nabalik na or hindo. So yun lang, any suggestions? Ah, yun add and edit item, ikaw yun papahiram so u can add or edit items.

Participant: User profile like for the org or sinoman gagamit, mas madali I think instead of lilipat sa iba't ibang tabs so sa isang page. Tapos add a description dun sa items. Kasi like example table, ano yun size so specifications. Yan lang ma-isip ko pero solid siya

Interviewer: Intuitive ba yun functions like the borrow

Participant: Very straightforward naman para sa akin, medyo okay naman yun experience ko as a user sa pag-gagamit ng app

Interviewer: Thank you

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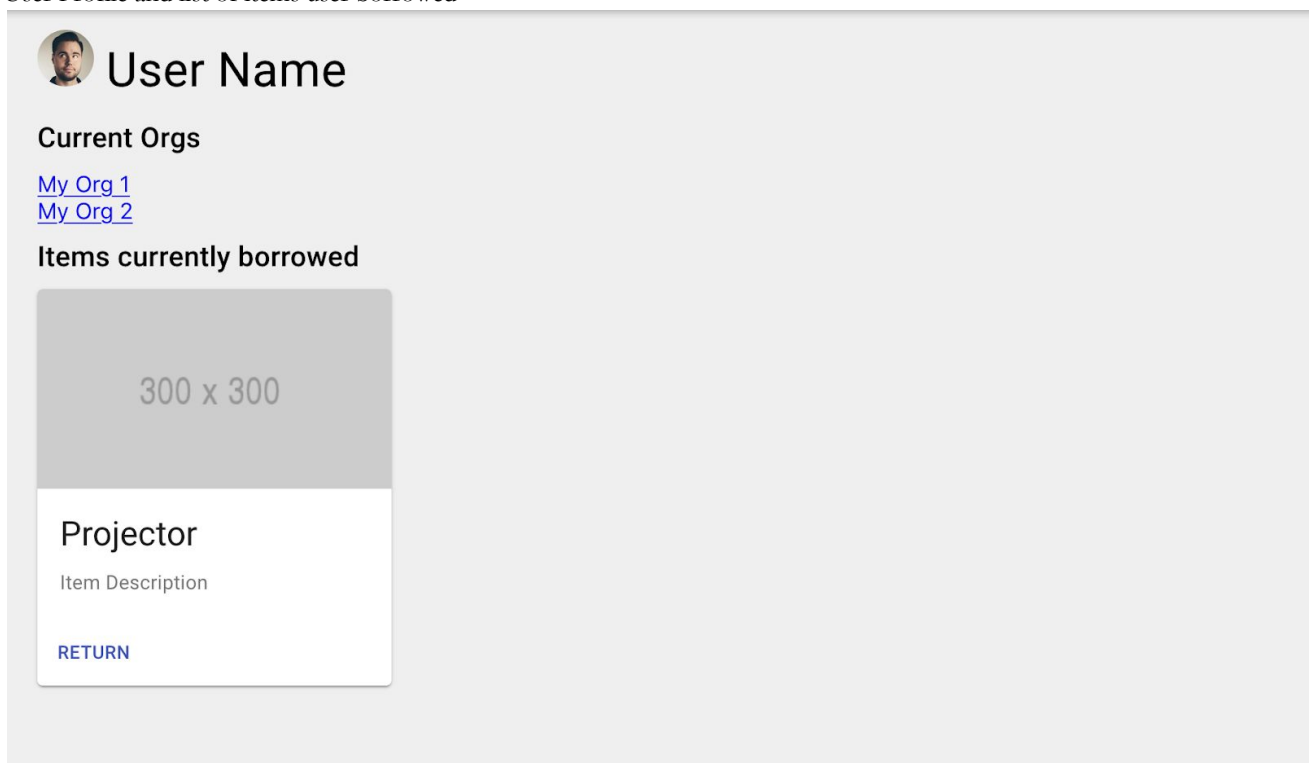
### III . Participatory Design Report

#### A . Observation Summary and Prioritization

Observation	Prioritization (using MoSCoW)
User Profile	Must Have
Details of each item in org data	Must Have
Indicate quantity of items	Should Have
User Manual	Could Have
List of items user borrowed	Must Have

#### B . Sample Screens of the Revised Prototype

User Profile and list of items user borrowed



Details of each item in org data and indication of quantity of items











Org Name

Manage Items

Q Search

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Name	Description	Available	Actions
Projector	Powerful projector	3	 
Cup	Beautiful cup	1	 
Tables	White tables	1	 
Cards		1	 
Bag		1	 

5 rows

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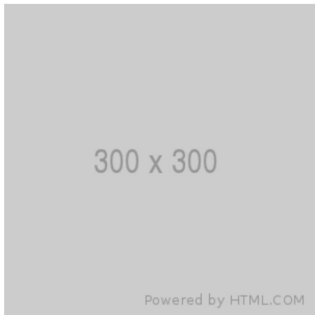
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Indication of quantity of items (for borrower)

Projector - (2) Available



Cras mattis consectetur purus sit amet fermentum. Cras justo odio, dapibus ac facilisis in, egestas eget quam. Morbi leo risus, porta ac consectetur ac, vestibulum at eros.

Praesent commodo cursus magna, vel scelerisque nisl consectetur et. Vivamus sagittis lacus vel augue laoreet rutrum faucibus dolor auctor.

Aenean lacinia bibendum nulla sed consectetur. Praesent commodo cursus magna, vel scelerisque nisl consectetur et. Donec sed odio dui. Donec ullamcorper nulla non metus auctor fringilla.

SEND BORROW REQUEST



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**C . Prototype Link(s):**

<https://uplog.surge.sh>