

IFB103 – IT SYSTEMS DESIGN

Design Challenge 1

Callum McNeilage – N10482652

Class: Monday 6:30pm

Tutor: Peter Vozvoteca

Team: Rui, Mike, Jayvahn, Daniel

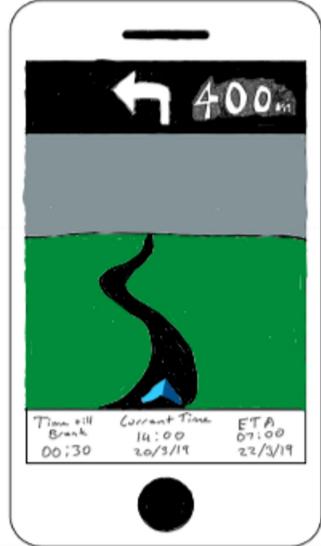
App: iOrganise

Fatal Five Activity pdf - Class Work (Week 2)

Tuesday, 5 March 2019 2:14 PM



- No menu buttons
- All app functions controlled by voice

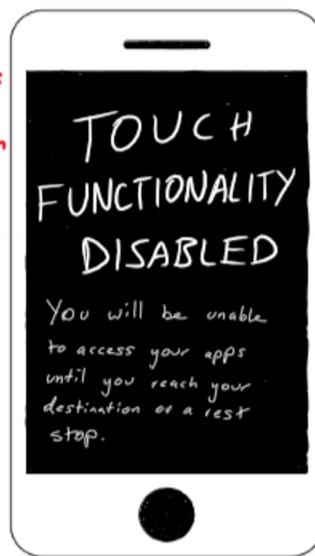


Indicates predetermined rest stops at travel hubs such as service stations, shopping centers and restaurants.



This prevents drivers becoming distracted by phone screen by allowing to keep their eyes on the road

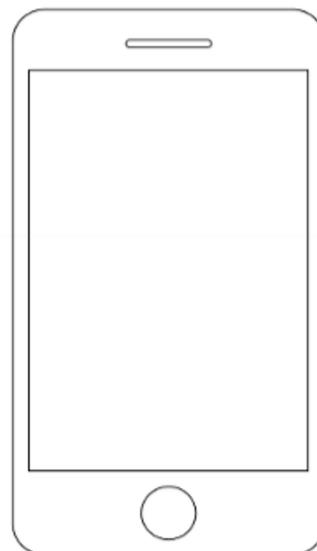
Indicates desired destination
↓
Can set predefined addresses such as HOME WORK and SCHOOL



App will disable Push Notifications and prevent exiting the app while driving. This prevents drivers from being tempted at stop lights or anywhere else.

- Dark colours used in form
 - ↳ Reduces eye strain caused by predominantly white forms

Display limits distraction
by removing interaction with
phone and boring display

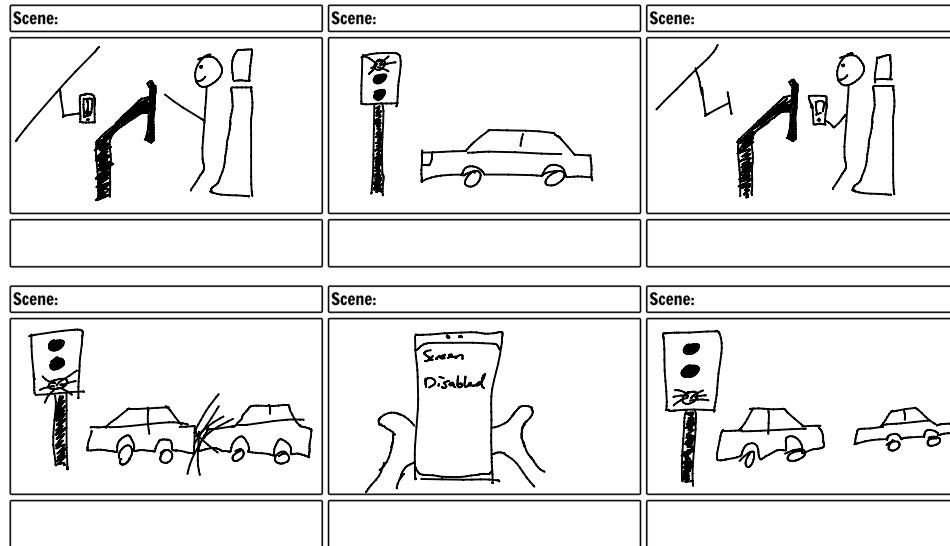


Receives and sends
calls in pop up form.

To make call say
'Make call' followed
by phone number

Fatal Five Storyboard - Class Work (Week 2)

Monday, 11 March 2019 7:24 PM



Create your own at Storyboard That

Thinking Hats (Week 2)

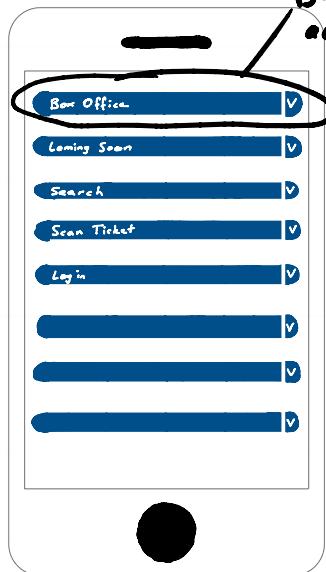
Monday, 18 March 2019 6:14 PM

Question #	When working on a small team to solve a design problem I would tend to...	Score
	YOUR RESPONSE (0-5)	
1	5 focus on objective facts	White 4.2
2	1 have my feelings sway my decisions	Red 2
3	3 quickly see why an idea will not work	Black 3.6
4	2 see the positive side of things	Yellow 3.2
5	1 be creative	Green 2.6
6	2 lead the problem solving process	Blue 3.2
7	3 enter into the discussion without preconceived ideas on a solution	
8	3 have good intuition	
9	4 be able to determine that an idea will not work by judging from past experience	
10	3 see the good parts of even a bad idea	
11	3 often generate new ways of thinking about a problem	
12	1 think as much about the problem solving process as the problem itself	
13	3 seek to know the statistical evidence concerning a decision	
14	3 have hunches about the best decision	
15	2 like to play the "devil's advocate"	
16	3 usually be optimistic that a new idea will work	
17	3 easily think "outside of the box"	
18	4 focus on the big picture, summarize and draw conclusions	
19	5 think totally objectively about a situation	
20	2 listen to my emotions when making decisions	
21	5 readily detect poor logic in someone's argument	
22	3 "look on the bright side" of a problem	
23	3 constantly think of alternatives	
24	5 find myself trying to keep the group focused	
25	5 differentiate between facts and opinions	
26	1 think emotions should play a significant role in decision making	
27	4 find it easy to be critical of other's ideas	
28	5 have comments which are positive and constructive	
29	3 easily generate new concepts	
30	4 help the group clearly define the problem	

Possible app idea (Week 3)

Monday, 18 March 2019 2:16 PM

Movie Review service \Rightarrow Userbased



Buttons that
act as dropdown
menus

Box Office	
1	Captain Marvel
2	Wonder Park
3	Five Foot Apart
4	How to Train Your Dragon
5	Tyler Perry's A Madea...
6	No Manches Frida 2.
7	Captive State
8	The LEGO Movie 2:...
9	Alita: Battle Angel

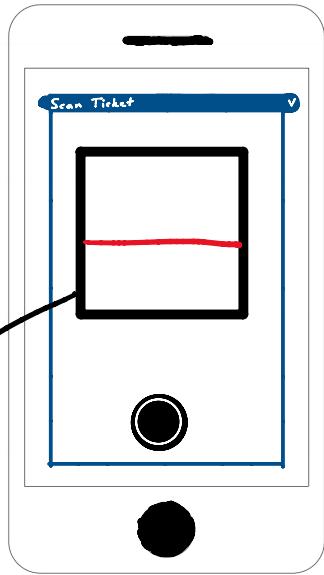
Hyperlink to
page with
movie information
and review percentage

Search	
1	
2	
3	
4	
5	
6	
7	
8	
9	

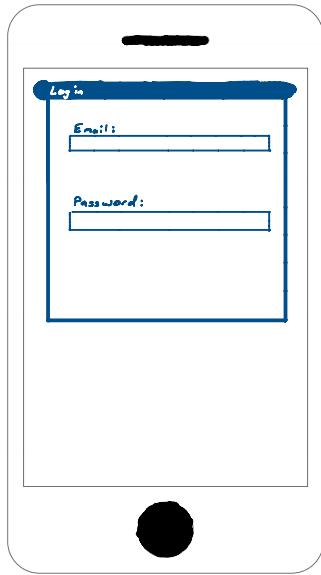
Allows search through all
movies in database

Displays most relevant
movies based on
Search criteria

QR code scanner



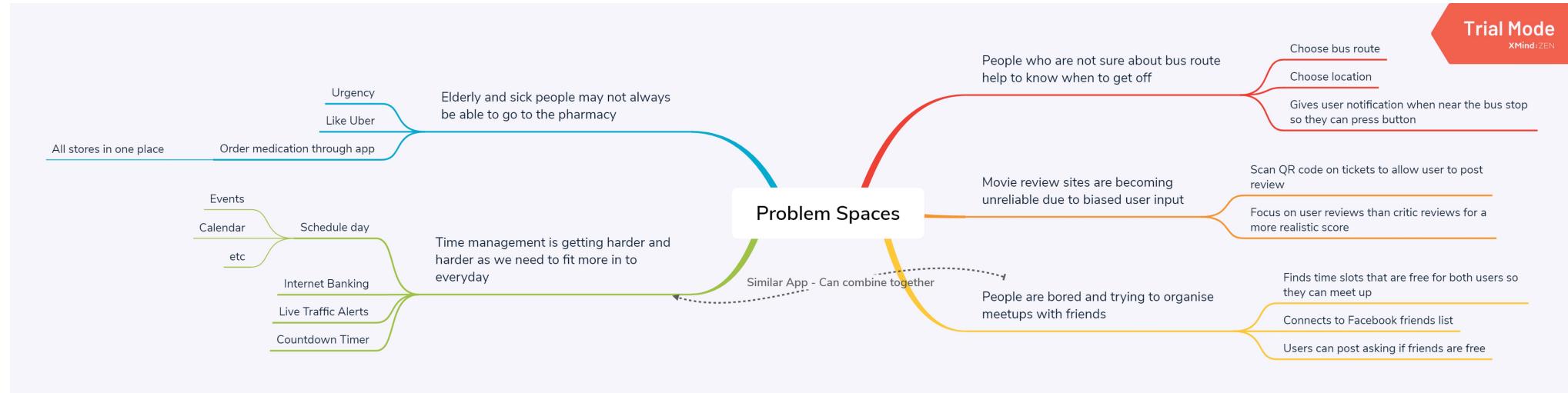
↳ QR code attached to ticket prevents bot reviews



↳ Login to make/edit/view reviews

Problem Spaces and Planning (Week 3)

Monday, 18 March 2019 5:59 PM

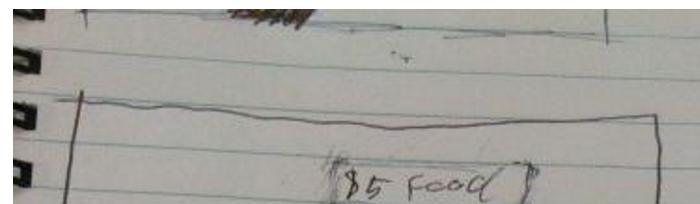
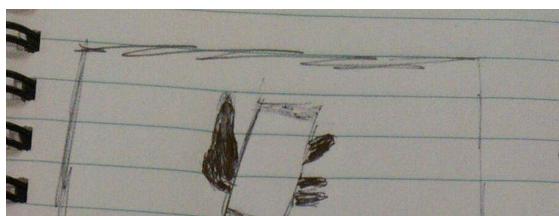
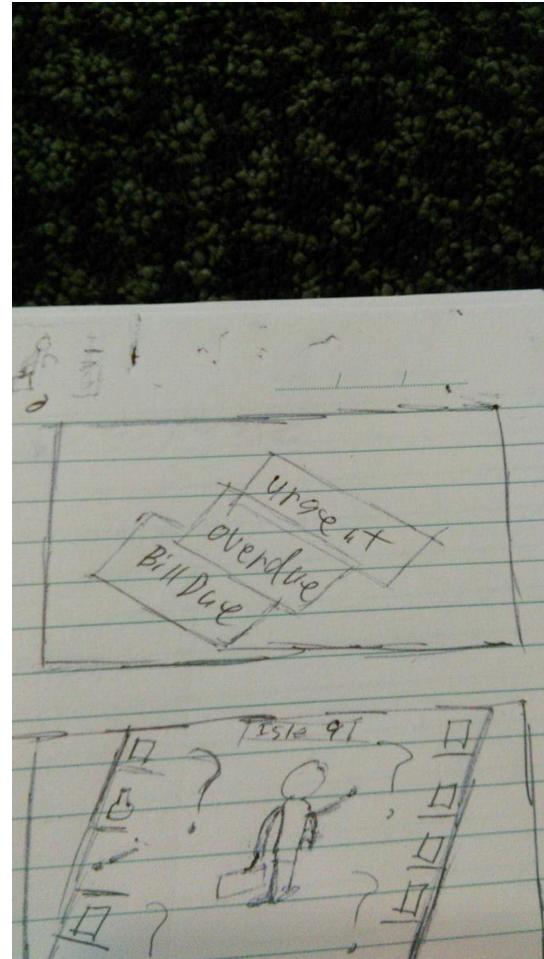
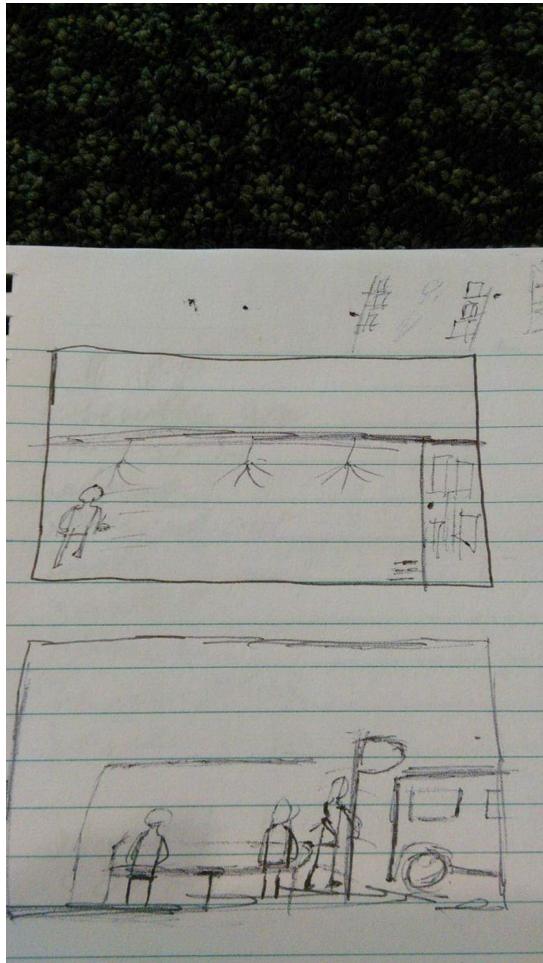


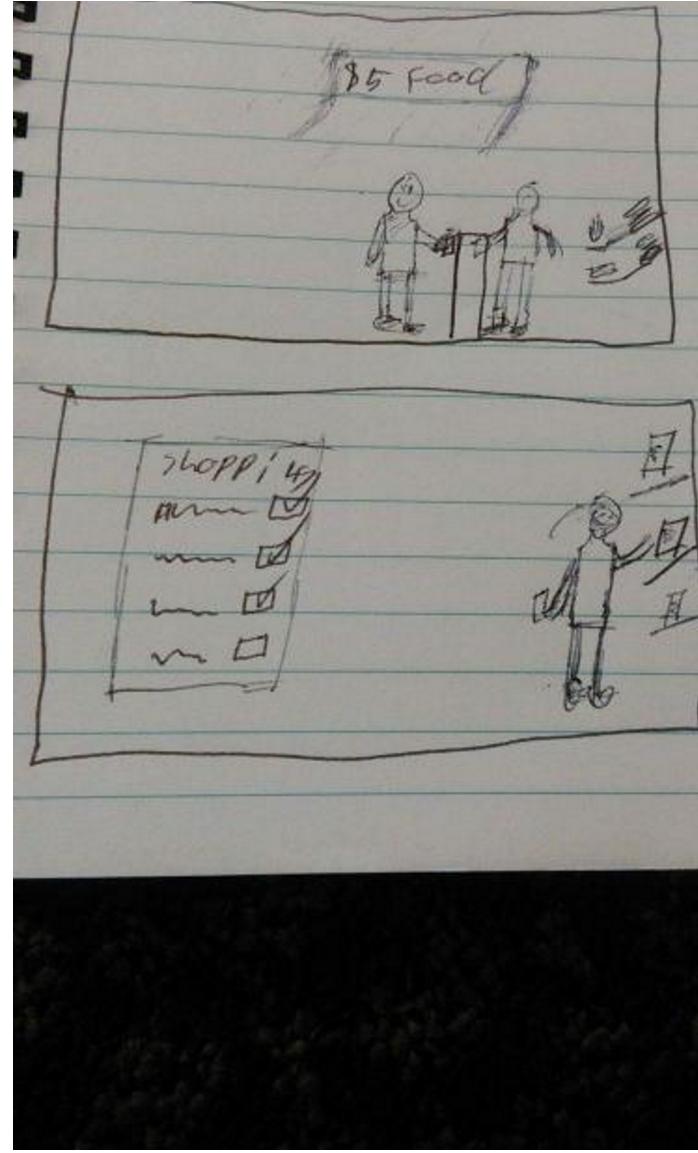
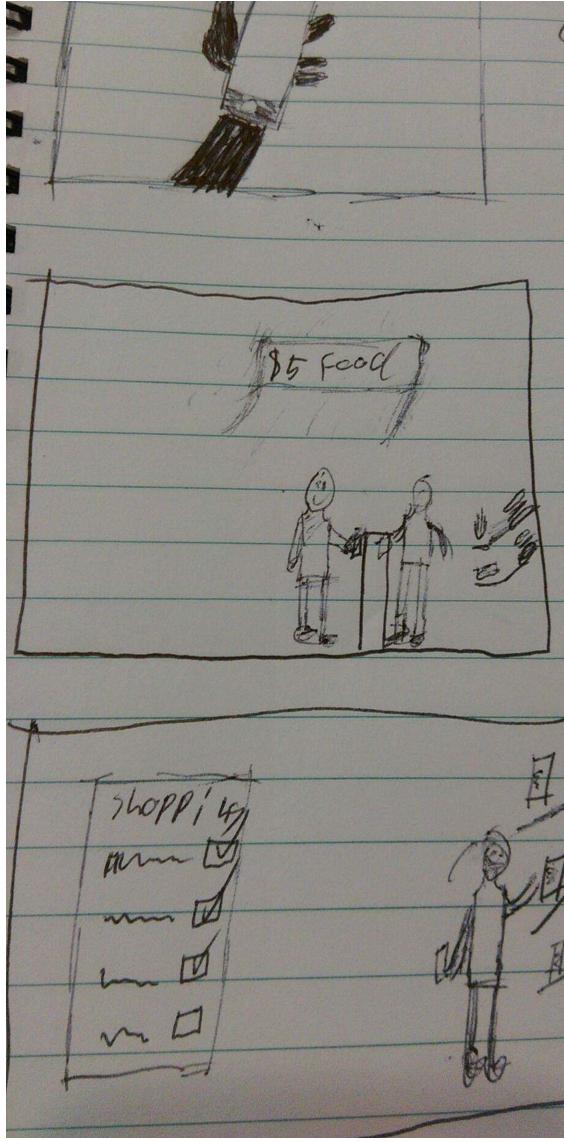
Group Problem Space: Time is becoming more difficult to manage due to more commitments. Money is also becoming easier to spend and harder to keep track of.

- > 10 screens
- Features
 - o Schedule/Calendar
 - o Events List
 - o Spending Tracker
 - o Live Traffic Alerts
 - o Connects with Facebook friends list and finds common free time in schedules to allow for easier meetups
 - o Shopping List
 - o To do list
 - o Bus Timetable
 - o Show free time
 - o Settings
 - o Notifications

iOrganise - Storyboard (Week 3)

Monday, 1 April 2019 6:17 PM





Multi-Criterial Decision Making (Week 4)

Monday, 1 April 2019 6:14 PM

	Usability	Ability to sync calendar with others	Readability	Notification flexibility/control	Aesthetics	total	weighted total
Apple Calendar	3.5	0	4	2	3	12.5	51.5
Google Calendar	4	2.5	5	3	5	19.5	94
Cozi Family Organizer	2	4	4.5	2	3	15.5	85.5
AwesomeNote	1	0	2	2	1	6	29
iOrganise	5	5	3	5	4	22	132
weighting	5	10	3	8	2		

- Compare to competitors
 - o Apple/Google Calendar
 - Syncs to google account and others with synced google account
 - Too simple
 - o Cozi Family Organizer
 - Good for syncing times with others
 - Easily forgotten, hard to set up
 - o Habitica
 - Gamifies your to do list to 'reward' users
 - Actual to do list gets lost in other features
 - o AwesomeNote
 - Confusing - unusable

User Personas (Week 5)

Monday, 8 April 2019 2:51 PM

Slow Steve



"I want to take care of my family but there's too much to keep track of."

Age: 45 years old

- Slow Steve is a provider for a house for four people including two children. Steve wants to get ahead of his schedule but finds it overwhelming. Steve doesn't want to let his family down but doesn't want to show that he is struggling.

Tasks:

- Word processing
- Checking emails
- Paying for bills

- Strengths:
 - Motivated to provide for his family.
 - Determined to bring order to his life.
- Weaknesses:
 - Has too much pride to admit he needs help.
 - Overwhelming workload.

Active Amy



"My friends want to grab coffee but I don't have any free time."

Age: 18 years old

- Amy is a high achieving student who works multiple jobs and finds it difficult to schedule time with friends. Amy is well organized but would like to quantify her free time.

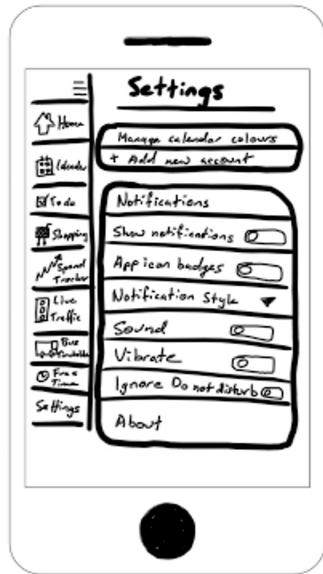
Tasks:

- University assessment
- Three jobs
- Maintaining a social life

- Strengths:
 - Motivated towards working and achieving high marks.
 - Well organised.
- Weaknesses:
 - Excessive workload.
 - Too many commitments.

Paper Prototyping (Low Fidelity) (Week 4)

Monday, 18 March 2019 7:26 PM



Low Fidelity Interviews (Week 4)

Monday, 25 March 2019 2:32 PM

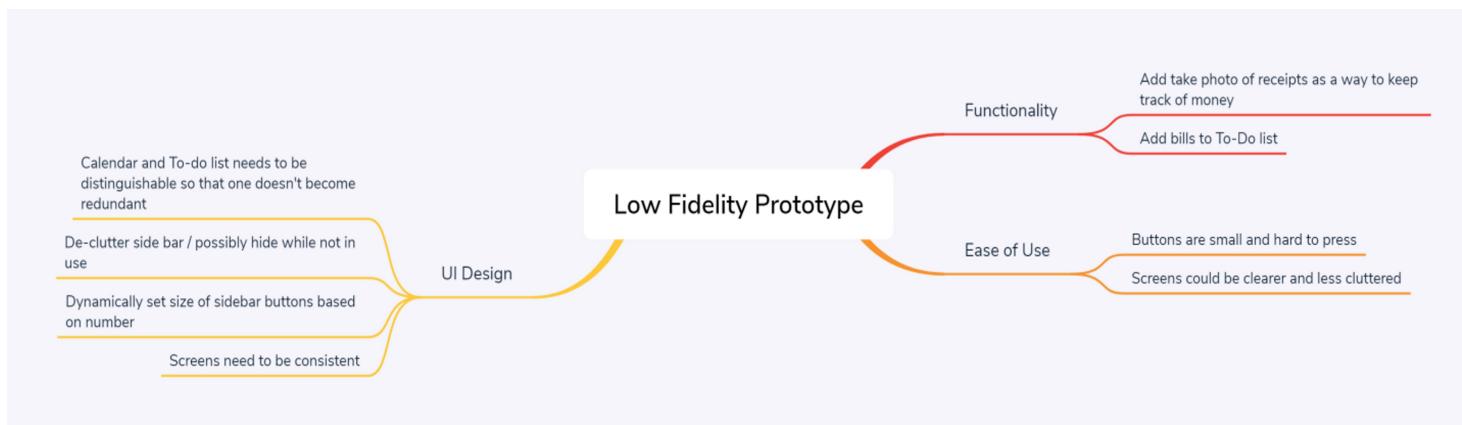
Interview 1

- Spending Tracker
 - Take a photo of receipt and upload into app
 - ✓ Enter what it's for
 - Sync to cloud service so when bills come in can line up bills with receipts
- Sync shopping list to Coles/Woolworths online and get groceries delivered
- Calendar
 - Don't put 'To-Do' on the calendar - confusing ✓

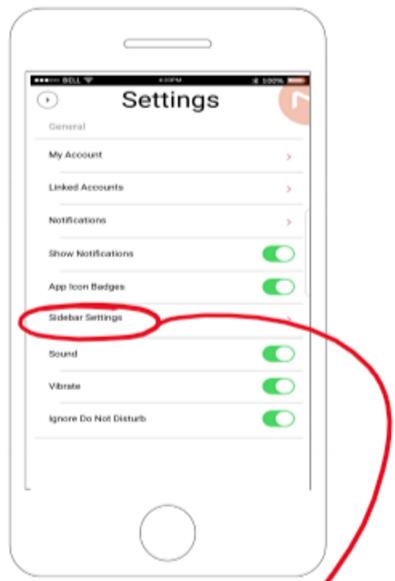
** - To many menus to scroll through*

Interview 2

- Bills to pay
 - Make sure added to calendar on dates due ** - cluttered if we do it*
 - Should be on To-do List ✓
- Settings
 - Add switches to switch off unused utilities
- Looks a bit like other apps
- Consistency in screens could be improved ✓



Paper Prototyping (Medium Fidelity) (Week 5)



Increased clarity of screens by using text and designing on computer rather than by hand as per medium fidelity design conventions

Added ability to remove unwanted screens for added functionality

Medium Fidelity Interviews (Week 5)

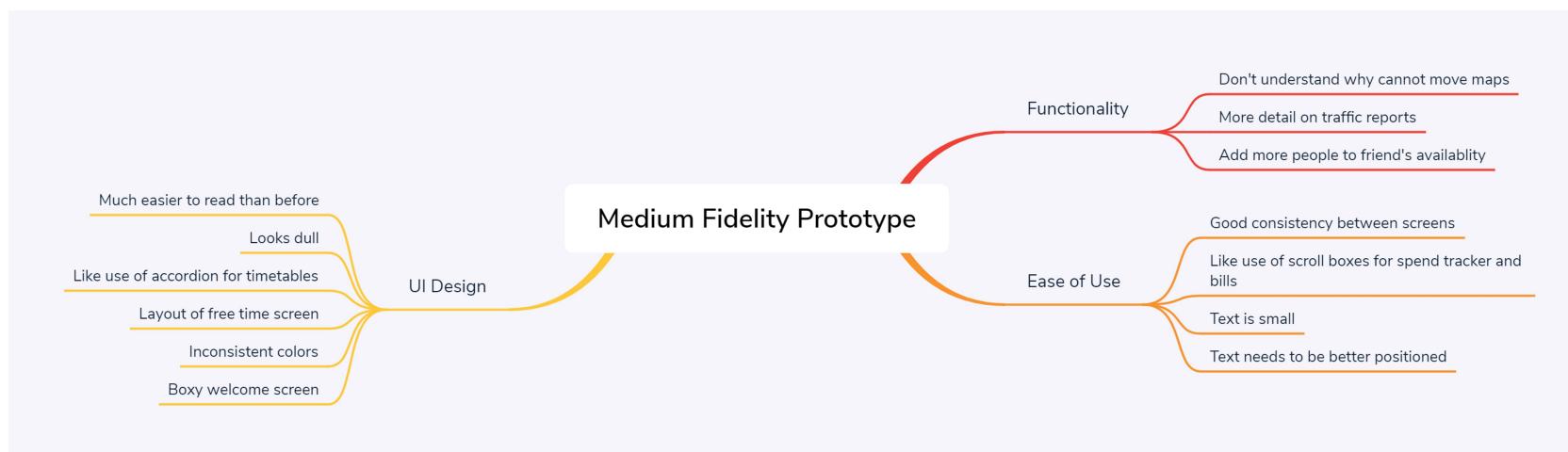
Monday, 1 April 2019 11:51 AM

Interview 1

- Much easier to read than before
- I don't understand why I cannot move maps **Markplus does not have moving maps*
- Looks kind of dull - *Medium Fidelity*
- Like the use of the accordion for bus timetables
- I like the layout of the friends free time screen

Interview 2

- Still looks a bit like other apps *-Should be fixed in High Fidelity*
- Like the consistency between screens
- I like the scroll boxes on the spend tracker so it doesn't show set number of spends
- Could maybe have more detail on traffic reports ✓



Styling Sheet (Week 5)

Sunday, 7 April 2019 5:33 PM

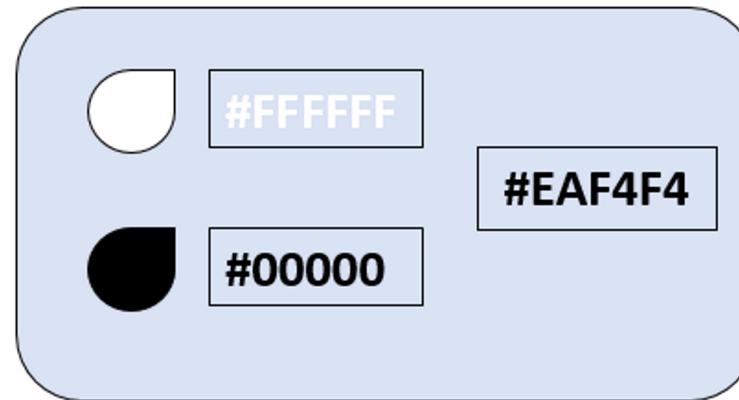
Styling Sheet

**Title: Georgia
40pt Bold**

H1: Segoe UI 28pt

Body Text: Andalus 14pt

Button style: 



My Section of Presentation (Week 6)

Sunday, 7 April 2019 5:43 PM

Competitor Analysis

Key	
Good	✓
Average	▬
Bad	✗

Productivity Applications	Google Calendar	COZIO™	iOrganise
Usability	✓	✓	✓
Control	▬	✗	✗
Features	✗	▬	✓
Connectivity	✓	✓	▬
Aesthetics	✓	✗	✗
Accessibility	✓	✓	✗

When looking at competitor apps we noticed that many of them functioned extremely well as a calendar, yet, did not make it very easy to plan meetups with others or even properly plan your day, since many apps would just collate all your appointments and still leave it up to the user to actually do the planning. This is where iOrganise comes in.

Competitor Analysis

With the presence of these competing apps...

- provide scheduling, bus timetables, shopping lists.
- The main differentiating feature from our app from the pack is the ability to find common time between friends and colleagues and instantly set up a meeting time.

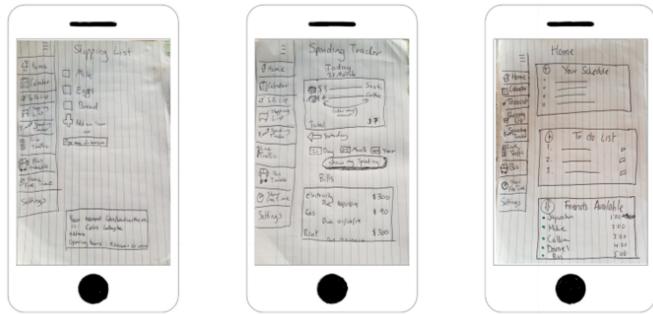
We believe, the ability to consolidate all relevant information about your plans including travel information and communication into a single application, rather than switching through several different apps, has the benefit of an improved user experience as well as being much easier on your phone's processor.

iOrganise

- Easily manage your schedule from the quick glance home page
- Keep track of bus time using quick access bus timetables
- Quickly add and remove groceries from the built in shopping list
- Instantly find free time in your schedule with the press of a button
- The ability to share this information with your friends to find common free time

With iOrganise, it becomes easy to plan your time with friends. All your relevant information for the day is displayed at a glance on the home screen for easy access. You can even plan your journey to your designated meetup place and even list what you need to pick up from Coles or Woolworths on the way home all from the one app.





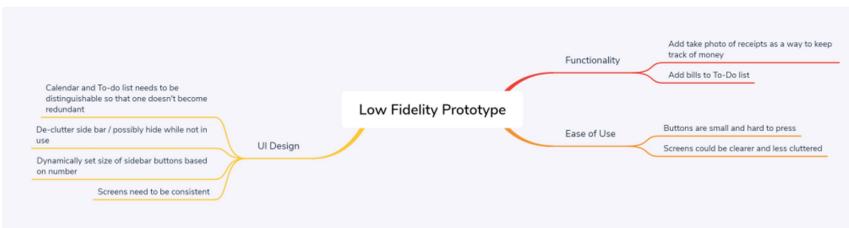
Low Fidelity Prototype



Low Fidelity Prototype

During our planning stage, we went through several ideas on what should be in our app. For the Low Fidelity Prototype, these included a Calendar to store your schedule, a To-Do List for reminders of minor tasks throughout the day, a shopping list and spend tracker to keep track of your finances and help you allocate budget, live traffic and bus alerts so you can plan your commute between events in your schedule and the ability to see when your friends are free to plan meetups. But when we interviewed users, some details we had overlooked became apparent.

User Feedback



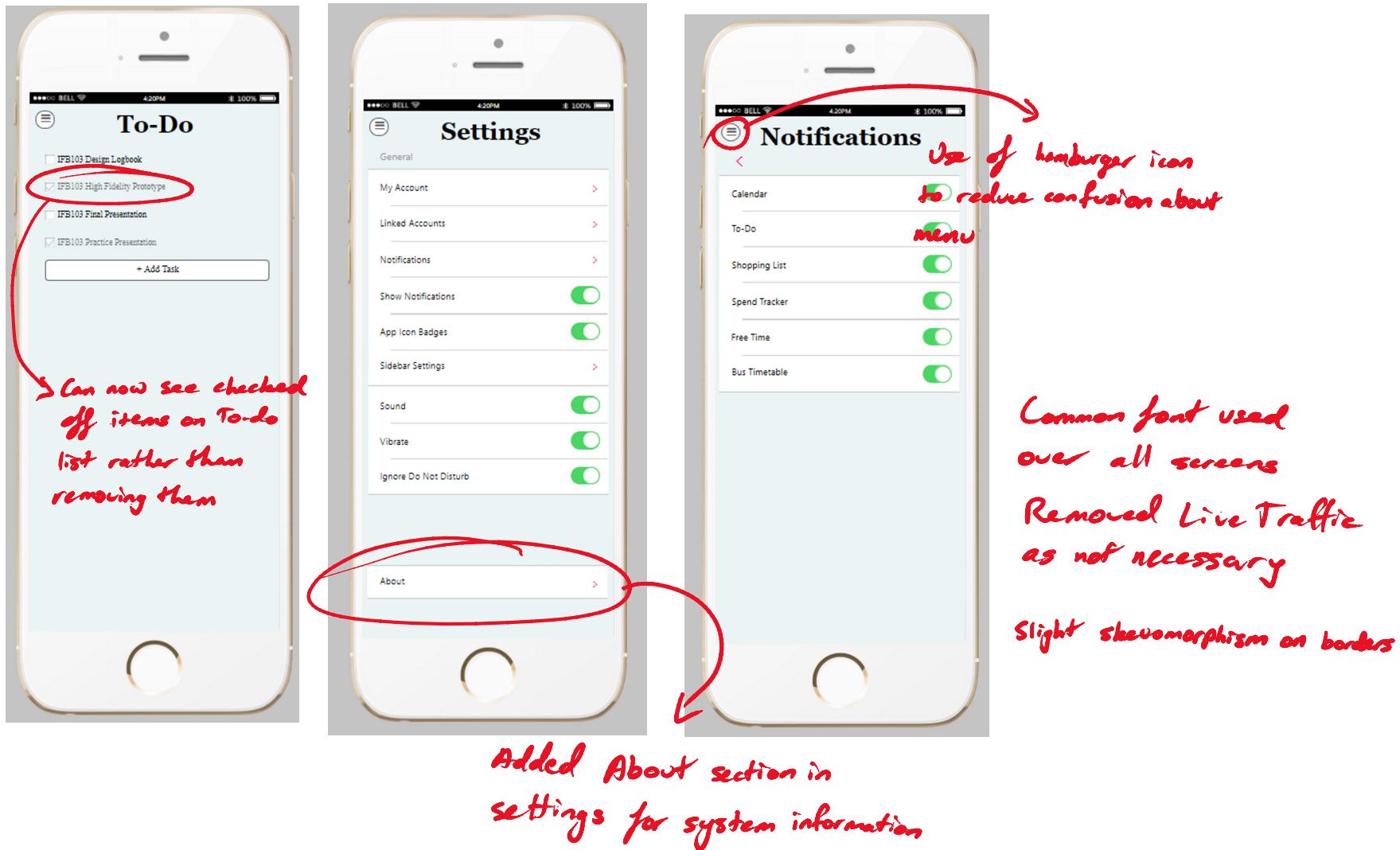
- Buttons were too close together and hard to press
- Suggestions for functionality, including adding bills to To-Do list
- Positive feedback for schedule sharing

The cluttered UI meant that we had small buttons which for the most part were unrealistic for users to activate reliably and also meant that screens became unclear to read. However, we also received positive comments around the ability of our app to find common breaks in schedules of friends and even received some input into delights that some users have experienced in similar apps that they wanted to see in ours, like the ability to photograph receipts for easier input of data. We took all this information on board and used it to improve our app for version 2.0.



Paper Prototyping (High Fidelity) (Week 6)

Sunday, 7 April 2019 5:49 PM



Task Reflection - 3 things good, 3 things bad

Tuesday, 9 April 2019 10:07 AM

Design Challenge 1 was a great experience for what it would be like in industry. As a team, we worked incredibly well together. Rui, being a few years older than us, naturally took the lead of the group and I believe that his strength is that he is a great leader. Daniel's artistic flare and creativity was appreciated by everyone in the group as he brought ideas to the table none of us would ever have thought of and provided many ideas for improvements in both the medium and high fidelity prototypes. Mike and Jayvahn's commitment to the group and the amount of effort they put in to all the work they did was a huge contribution and we couldn't have gotten anywhere near the finished product we had without them.

Overall, I think the task was relevant and advanced enough for us to see the purpose while also providing a challenge that some other subjects have lacked thus far in IT. However, there was a lot of confusion amongst both students and tutors as to what was expected of the content, with many questions that the group had been answered by the tutor with "I'm not sure" or "I've actually brought that up with Christoph". This made it incredibly difficult to work to any kind of structure or time frame as nobody had any clue what was expected until a week or so before the task was due. Documentation of assessment was also an issue as people in the group would constantly be pointing out inconsistencies between what was outlined in the workshop slides and the CRA, again adding to the confusion outlined above.