Design Process: Project 2

Team Moose

**Introduction:** We started this project by reviewing how we did in our first project and planning on as to how we need to change our approach in order to do better on project 2. Project 2 required the implementation of a solution to one of the problems from the previous project. We decided to go with the problem of the low attendance at seminars. We decided to implement a website integrated with an IPhone application to achieve our desired solution.

**Problem Description:** The problem that we had to implement a solution to was bascally the low attendance at seminars. It stated how seminars are being organized across the University of Rochester with even the added bonus of free food. However, there still aren't enough people attending these seminars.

**Proposed Solution:**  As a team, we went over the survey responses that we had got in the first project. The two most important things we derived were:

1. The Seminars are not organized at meal times.

2. Students do not tend to remember when the seminar is.

To resolve this problem, we decided to implement a simple website which lets the organizers plan a seminar. This form on completion not only sends an email to the email list of students but also sends a notification to the iOS application that it is integrated with. This app basically adds the event to your calendar and also informs you when the seminar is via notification making it easier to remember.

**Design Iterations:** One of the feedbacks we got from our first project design was that we did not do enough iterations and we should have taken more feedback and integrated the changes into our final survey design. Hence, we ensured that we started this project early in order to get plenty of feedback and make the changes to our design. The first step we followed was to basically sketch out the ideas of what we wanted to implement. Once we looked over the different solutions we came to the consensus that we wanted to use the website integrated with the mobile application. We started by sketching on paper what features we exactly wanted from both the website and the app. We then drew a rough sketch of what we might want it to look like. A more visual low fidelity prototype is what was needed to actually get feedback from people about the visual appeal and functionality of our solution. We proceeded with a PPT of the website. After showing this to a few people we gathered the feedback and realized that we should add a student feedback form which was previously missing from our design. Once we had the final design that the entire team agreed on, we implemented it using a simple HTML website which is integrated with the website. For now, this integration is Wizard of Oz’d but both the designs work individually.

**Contributions:**

Tait Madsen: iOS app design and implementation

Jon Wong: Primary HTML website designer with Kiera

Kiera Crist: Primary HTML website designer with Jon

Chris Bell: Designed the paper prototypes for the website

Raghav Mehta: Designed the paper prototypes, low fidelity visual prototypes, limited contribution to HTML website and documentation.