Individual Contribution Report – Lewis Thresh

List of Deliverables

Name	Other contributors	Type	Name
Company logos	None	Images	Sofia_V2.3.1.png
Application Logos	None	Images	TE_V1 to TE_V5.1.png LE_V1 to TEV5.1.png
Properties Pane Requirements	None	Document	Property Pane Options V1.pdf Property Pane Options V2.pdf
Logo Versioning Document	None	Document	Logo Versioning Document.pdf
Application UI Implementation Design	None	Document	Application UI Implementation Design.pdf
UX Design Review Document	None	Document	UX Design Review V1.pdf
User Manuals (TE & LE)	None	Document	TeachEasy User Manual.pdf LearnEasy User Manual.pdf
LE testing report	None	Document	LE_GUI_Test (1.0)
TeachEasy GUI Code	None	Code	TE_GUI_3.java
LearnEasy GUI Code	Sam Hall	Code	DummyGUILayout.java
LE & TE login screens	None	Code	LELoginGUI.java TELoginGUI.java
Justifications for Future Predictions v4	None	Document	Justifications for Future Predictions v4.pdf
Finance – Future Predictions v2.2	Emmanuel Olutayo, Penny Nicole, Calum Armstrong, Jake Ransom	Document	Justifications for Future Predictions v4.docx
Initial/Final Presentation	Group	PowerPoint	Final Presentation.pptx
Quality Assurance Manual	Group	Document	Quality Assurance Manual (4)

Job Description and Role

As the Company & Application Brand Designer, one of my roles was to design and create logos for the company and our applications to a professional standard. This included research into application design, liaising with the Lead UX designer to ensure the logos are appropriate and that they suit the design of our products. As Assistant User Experience Designer, my role was to work with the Lead UX designer to provide feedback on potential GUI designs, ensure that the design of company logos suited the design of the UI and to implement said designs. This includes liaising with the Lead Software Developer to ensure all GUIs are implemented appropriately. As part of a large team with many different tasks being carried out, I also considered it as part of my role to assist other members of the team where necessary.

Work Carried Out

At the start of the project the first tasks I carried out included designing the first iteration of company and application logos. Throughout the project these have been improved upon as group feedback has been taken into consideration and as the logos were included in various documents, as it was apparent that several versions of the logos were needed in order to be used

in the appropriate documents/applications. The time taken to accomplish this task included research into logo design techniques (vector art), learning to use graphical software (GIMP) and time taken to redesign and edit all logos. All logos versions have been documented with a description of their purpose.

After research was carried out by the Lead UX Designer (Sam Hall), the layout for the LearnEasy and TeachEasy application GUIs were discussed and rough diagrams were designed by myself and Sam Hall. These were then designed in the form of a 'pane breakdown structure'. A document describing the structures and which version was used is described in '*Application UI Implementation Design V1*'. It was my task to then implement these designs. LearnEasy (LE) was developed by myself and Sam Hall. Once LE was complete and tested (along with a documented test report), my task was to start implementing the TeachEasy (TE) GUI while Sam produced the required application icons. The final designs compared to the original wireframes are reviewed in '*UI Design Review V1*'. Upon completion of both user interfaces, my task was to develop a login screen for each application. This included a GUI that was suitable for each application as well as a file scanner that would be used to check user credentials, though it was not operational. Upon completion this was passed to the Lead Software Developer (Ali Jewers) to complete its functionality and integrate it with the applications. Once the GUIs were integrated and tested, I completed a user manual for each application explaining their functionality with examples.

While the backend code for TE was under development I provided the Lead Software Developer with a list of all the requirements needed for the content sensitive properties pane, which included what the properties pane should display, what they should do and when they should display. This can be seen in '*Property Pane Options V2*'.

As well as keeping track of my official responsibilities, I was heavily involved in market research in order to aid the finance department for the final financial report. This included research into figures for our potential market through statistics, competitor pricing, advertisement cost and calculation of server space required, thus server costs, the entirety of which was included in the final financial report '*Finance - Future Predictions V2.2*' and previous versions of which I was involved in writing and editing. Some of this research was also carried out by our Contracts and Documentation Manager (Calum Armstrong) with contribution from our Marketing Manager (Jack Ransom) as well as our market research survey data analysis.

Self-Evaluation

Throughout the project I have fulfilled my role effectively, ensuring all necessary work has been completed on time when asked and worked with Sam Hall well in the UX department. Less time could have been spent attempting different versions of the TE GUI by consulting the Lead Software Developer, saving the company time and money. I have generally communicated well with the rest of the team, ensuring that I was aware of all necessary tasks that needed completing. An accurate log of time spent on tasks worked on was kept to ensure that timesheets were accurate, though these were not always handed in on time.

I have contributed to the workload of other departments when needed and assisted other members in completing their work. I believe this is important as it ensured that the company did not fall behind on certain matters, however this slowed down the progress of my own work. This

could have been avoided through better communication between departments, or raising concerns about the work being done beforehand.