COS20001 User Centered Design   
Project:

Semester 2, 2020

Members:

Mohammad Mobin (101228706)

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# Personal Profile

**Part A: Task 1.1 Personal Profile**

|  |  |
| --- | --- |
| Student Information | |
| Name: | Mohammad Mobin |
| Student ID: | 101228706 |
| Year level: | 1st  2nd  3rd  4th  5th |
| Career Aim: | Software Engineer |
| Days with Classes: | Mon  Tue  Wed  Thur  Fri  Sat  Sun |
| Hours I will spent on this unit per week (including lectures and tutorials) | less than 2  7-8  13-14  3-4  9-10  15-20  5-6  11-12  21+ |
| Outside work house (optional): | less than 5  11-15  21+  5-10  16-20 |
| IT related  Work Experience: | none |

|  |  |
| --- | --- |
| **Software (tick all that apply)** | |
| Word Process (e.g., Word, Pages)  Spreadsheet (e.g., Excel, Numbers)  Presentation (e.g., Powerpoint, Keynote  Graphic Design (e.g., Photoshop …) | |
| Other/comment: |  |
| **Operating System (use of, not programming) (tick all that apply)** | |
| Windows  OS X  Linux  iOS  Android | |
| Other/comment: |  |
| **Resources (tick all that apply)** | |
| Desktop  USB Camera  USB Microphone  Speakers  Laptop  Laptop Camera  Laptop Microphone/Speakers  Tablet  Smart phone  Printer  Second Screen  Digital Pen | |
| Other/comment: |  |
| **Internet Access (tick all that apply)** | |
| Home Internet  Mobile Broadband (portable WiFi)  Mobile Data  NBB  ADSL  Large Home Data Plan  Interactive realtime gaming  Two-way video call capability | |
| Other/comment: |  |
| **Group management, communication, and document sharing (tick all that apply)** | |
| Trello  Slack  Asana  Yammer  SharePoint  Facebook  Skype  iCloud  Google Hangouts  Dropbox  Google Drive  Windows OneDrive | |
| Other/comment: | Whatsapp |

**Instructions:** Complete the first column, Skills section below then in the second column. Improvement Plan Identify ***THREE*** skills (overall) for improvement and write what you will do now to start improvement on those skills.

|  |  |
| --- | --- |
| **Communication Skills** | **Improvement Plan** |
| **I prefer to communicate via (tick all that apply)** | |
| face-to-face  phone call  video call  chat forums  email  text |  |
| **My written English is ..** | |
| something I need to work hard on  ok, but I am not confident sharing with others  good, but I need someone to check it  very good | Practice more writing skills online |
| **My spoken English is ..** | |
| something I need to work hard on  ok, but I am not confident talking in front of others  good  very good | Practice more communication skills |
| **My English listening skills are ..** | |
| something I need to work hard on  ok, but I find it difficult when someone is talking fast  good  very good | Practice more listening |

|  |  |
| --- | --- |
| **Group skills** | |
| **Organisation and time management (tick all that apply)** | |
| I am good at meeting deadlines  I have a good task management strategy  I tend to do everything at the last minute  I find it hard to get started on a task | Have personal deadlines to meet |
| **Attention to detail (tick all that apply)** | |
| It is important to me to hand in good quality work  I enjoy dealing with the small details of a project  I prefer to leave quality control to other people  I prefer to consider the big picture and get frustrated dealing with small details | Get on with the bigger tasks as soon as possible so that I would be able to provide the smaller details |

|  |  |
| --- | --- |
| **Motivation and dedication (tick all that apply)** | |
| I usually prepare for classes in advance  I tend to put too much work into a project after than too little  I am determined to complete tasks to the best quality possible  I get discouraged easily  I get distracted easily  I just want to do enough to pass |  |
| **Group interactions (tick all that apply)** | |
| I am comfortable telling people what to do  I am good at inspiring people to do things  I am good at listening to people  I find it easy to express my opinion in front of others  I do not like letting people down  I am very talkative in a group  I really do not like people telling me what to do  I find it hard to have my opinion heard in a group  I prefer people to tell me what to do  I like to work on my own |  |

**Part B: What you are expecting to learn in this unit?**

|  |
| --- |
| In User-Centred Design this semester, I expect to learn .. |
| The discipline of teamwork and the ability to make out the best of this unit, though learning design. |

# Project Overview

### Aim

This application is called Party Planner and our aim is to help the people plan beautiful parties professionally and easily. This application also helps the people to find and join parties hosted by other Party Planner app users.

### 1 Context of Use

#### **Users**

Users – The purpose for this group is to play the role of the customers and they get to use the customer version of the application. This is where they can plan parties and join parties. They will provide feedback about the application to let us know what needs to be improved upon and how we can make the app easier to use.

Party Planner – The purpose of this group is to play the role of the owners of the app, they get to use the admin version of the app. In the admin version they get to accept or decline parties and view/manage other people’s parties in join a party. They will provide feedback regarding the admin version and they will let us know what need to be improved upon.

#### **Goals**

Our goal is providing the people of Kuching with a new and refreshing type of application as there are no other proper party planning app. This application should make planning parties easier and more efficient.

#### Environment

**Physical Environment:** This is a mobile application; it can be used anywhere and anytime there are no physical constraints other than if someone is allergic to phones.

**Technical and Artefacts:** Nothing special is needed to run the application but a good internet connection is required to order or plan a party and join a party.

**Social Environment:** The application has chat features where you can text with your friends and the party planners.

### 2 Application of UCD principles

#### **Users are involved throughout the design and development**

Users were asked to use the application on different versions and the feedbacks were taken from the users on where to improve upon the versions of the application, this feedback includes shapes of buttons, colour scheme, flow and language.

**Tasks related to this Principle:**

* Usability Evaluation
* Interview

#### **The design is driven and refined by user-centered evaluation**

The prototype was tested for feedbacks on multiple versions of the application and every feedback was carefully taken and made improvements upon.

**Tasks related to this Principle:**

* Usability Evaluation
* Prototype Design

#### **The process is iterative**

Different processes were involved in making the application easier and smoother for the user to use, these were done via interviews and surveys and the answers or responses were taken to get a better understanding of the user’s needs and requirements.

**Tasks related to this Principle:**

* Interview
* Usability Evaluation
* Inspection Evaluation
* Informed Consent and Questionnaires
* Prototype Design

# Interview

## Aim

The aim of this interview was to rather information and understand what the user needs and would like to see in the application. This interview will also help us design a prototype that is easy to use and comfortable to use by users of all age group.

## Ethics

Before the interview was conducted the participants were given an informed consent. The participants asked us to not use their name thus to protect their identity no names will be used and it will be kept anonymous for the rest of the report. The interview was also conducted in a closed space so the participants were comfortable through out the interview.

## Method

* Participants

The participants were separated into two groups: user groups and party planners. The users were all university students between the ages of 21 – 30. The user groups were students who had no background in business because we wanted them to portray the “regular customers” for the application, who likes to party and hold events. For the party planners were also students but has some kind of background in business. We thought this might help us get in the heads of the “owners of a business”. A total of 5 participants were we used to conduct the interview: 2 party planners and 3 users. 3 of the 5 interviews were done verbally while 2 were done through discord. These are our friends, some of us live in the same apartment.

* Materials

For all the interview conducted we prepared 2 sets of questions, one for the users and one set for the party planners. We asked the users, how often they attend a party, how often do they plan a party, what party do they plan the most, have they been using any other party planning app and some general questions regarding the design of the app. For the party planners we asked, what type of events are they willing to plan, what is something new they wanted to see in their app, what is something they don’t want to see in their app and few other questions. The interview was conducted by one of us and the other wrote down the responses via pen and paper. We took note of the important information and implemented in our design.

* Procedure

Before the interview session, because of this quarantine and to keep it consistent we took a verbal consent instead of a written one. The data was recorded via pen and paper and was later used to study the responses and implement them in our design.

## Results

From the interview we came up with the idea of Join A Party, its where you can join other people’s party.

## Limitations and Reflection

Due to the Covid-19 epidemic, a lot of people were discouraged and hence we were not able to conduct the interview effiiciently

# Competitive analysis

# Group Work Reflection

Initially, it was being overwhelmed by the amount of work that was being proposed in the beginning. Since it was a group of only 2 members, we knew we had to come up with a proper time management and planning in order to execute the tasks of this unit within its given time frame.

We both live in the same apartment, therefore it was extremely easy for both of us to communicate face to face, every week sessions were held based on the lectures that were released on that week, and use that time to reflect upon our ideas. Although there were a lot of disagreements, gang wars, gun violence between us, but in the end , it doesn’t even matter because we came to a finalized conclusion with improvements

Also in the initial days, we spent a lot of time perfecting the logo, and coming up with a better and more efficient color scheme.

In order to achieve the unit learning outcome, it was necessary for us to learn the designing process, therefore we agreed upon coming up with our own individual designs and select the one with both our improvements on it.

To conclude, I would like to say that although there were a lot of tough times, especially in the prototyping phase, with good time management and proper communication, everything fell into place and we ended up finishing our prototype.

# Distinction Task: Topic

# Usability Lab Tour and Ethics Test (Note: screen shot of your ethic test result)

Table

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# Usability Evaluation

# Project Reflection

This project taught us to think with an open mind, allowing each other to take in the constructive criticism and being a better designer from time to time.

Although at times it kept us awake at night, forcing us to put into more effort into bringing the life out of the prototype, I would say it was all worth it because in the end, we actually learned and interacted well throughout the whole semester.