

PROJECT PLAN



DATADASH

Group: DataDash

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Date: 31/10/2023

Version: 1.2

Table of Content

Table of Content	2
1. Project Definition	3
1.1 Project Subject	3
1.2 Problem definition	3
1.3 Project goal	3
1.4 Expected result	3
1.5 Way of working.....	3
2. Project structure.....	4
2.1 Team members	4
2.2 Assessors.....	4
2.3 Client	4
2.4 Links	4
3. Project questions	5
3.1 Main Questions	5
3.2 Sub-questions	5
4. The Risk Assessment.....	7
5. The Risk Assessment.....	9

1. Project Definition

1.1 Project Subject

We are DataDash group, we are a media design team that consist of five Fontys University students. We will be working with the Fontys research group Lectoraat where we are requested to visualise a tool for the journalists that work on news for the Gilze en Rijen.

1.2 Problem definition

Journalists in Gilze en Rijen convene weekly to collaborate on news articles. Presently, the journalists are obliged to write the important points from these meetings manually. This is an issue as it consumes a significant amount of the journalist's time, time that could have been better spent on conducting research or engaging in discussing various topics.

1.3 Project goal

The goal of the project is to help journalists find the digital tools designed for them and use them in the most efficient way. With this project we are aiming to design a tool that helps journalists who are less tech-savy use tools designed by software students at Fontys in the correct order.

1.4 Expected result

A high-fidelity prototype that visualises various types of data that allows the journalists to create news stories, focussing on the video AI aspect. As well, documents and designs that can be used as an advice or a reference for the future workers in this project.

1.5 Way of working

This project will be done by five advanced media design students working 4 days of week on this project. On Mondays and Tuesday they work on location TQ.4 starting from 10 AM. On Wednesdays and Thursdays they work from home and meet once in the morning once in the afternoon, depending on the workload and tasks of the week. Project is managed by a Trello board with a task list each assigned to one or more team members. Each member of the team will have two sub-research questions to work on.

2. Project structure

2.1 Team members

- Presiyan Penev, Email: p.penev@student.fontys.nl
- Negin Bokaei olmousavi, Email: n.bokaei olmousavi@student.fontys.nl
- Mazoun Al Habsi, Email: m.alhabsi@student.fontys.nl
- Kim Oppers, Email: k.oppers@student.fontys.nl
- Maik Henckens, Email: m.henckens@student.fontys.nl

2.2 Assessors

- Paul Reekers, Email: p.reekers@fontys.nl
- Stan van Oers, Email: s.vanoers@fontys.nl

2.3 Client

- Pim Willems, Email: p.willems@fontys.nl
- Berry Sanders, Email: b.sanders@fontys.nl

2.4 Links

- Trello:
<https://trello.com/invite/b/MtdmZ7mY/ATTI45f18ed4e12d4884716cf88ea5194dc8CD3A96B6/group>
- GitLab: Not yet created

3. Project questions

3.1 Main Questions

The main question of our project reads as follows:

“How can we design a user-friendly platform, for the Gilze en Rijen journalists, which ensures the correct sequence of usage and prompts the appropriate tool selection?”

3.2 Sub-questions

The sub-questions to be answered are as follows:

1. How do the Gilze & Rijen journalist work and what tools do they need?
 - a. What are the specific needs and preferences of Gilze & Rijen journalists?
 - b. What challenges do the journalists face in their current workflow?
 - c. How do journalists currently decide which tools to use for their work?
2. How to ensure a correct sequence of tool usage for the Gilze & Rijen journalists?
 - a. What are potential features or components of the user-friendly platform that can improve the workflow for journalists?
 - b. How can we make it easier for journalists to choose the right tools on the platform?
 - c. Are there any innovative approaches or technologies that can enhance the platform's usability?
3. How can we design a user-friendly platform that visualises the extracted data from, for example the city hall meetings?
 - a. What tools or software can be used to develop the platform prototype?
 - b. How can we design the user interface and user experience to maximize ease of use and tool selection?
 - c.
4. How can we guarantee that our platform is useful and accessible for journalists?
 - a. How can we gather feedback from the Gilze en Rijen journalists on the platform prototype?
 - b. What are the most effective methods for testing the platform's usability and user satisfaction?
 - c. How can we improve the sequence of usage and tool selection prompts on the platform according to the results of user testing?

Method selection

1. How do the Gilze & Rijen journalist work and what tools do they need?
 - a. Literature study, (expert) interview, persona's
 - b. Literature study, (expert) interview, observation, customer journey (user stories/story board)
 - c. Literature study, (expert) interview
2. How to ensure a correct sequence of tool usage for the Gilze & Rijen journalists?
 - a. Requirements list, MoSCoW-Method, design specification
 - b. Literature study, prototyping, UX/UI testing
 - c. Literature study, trend analysis, benchmarking, concept
3. How can we design a user-friendly platform that visualises the extracted data from, for example the city hall meetings?
 - a. Comparison chart, benchmarking, design pattern search
 - b. Moodboard, inspiration wall, prototyping, usability testing,
 - c.
4. How can we guarantee that our platform is useful and accessible for journalists?
 - a. UX/UI Testing (Scenario test, 5 second test)
 - b. Best, good & bad practices
 - c. Prototyping, user testing

4. The Risk Assessment

Within the project these risks can occur:

1. Lack of communication:

With everything being online these days, our face-to-face interactions are missing. This can lead to serious lack of communication and therefore have catastrophic consequences. This won't only affect the information someone receives regarding the project, but also our work as a group.

2. Misunderstanding the requirements:

Sometimes the instructions are not clear enough and there might be a serious misunderstanding from our side as students, which can lead to serious problems in the future when it's time to deliver our work.

3. Delayed submissions:

Many problems can pop up in any second. Before the submission or in the submission state itself. Such as problems with Canvas, or someone's laptop. Furthermore, the weather or someone getting sick can also be an issue with that.

4. Schedule risk:

The risk that some activities will take longer than expected, so we will have to take time from other stuff to finish them. Sometimes there may be issues with scheduling, because a few of us live currently in a different time zone and may not be free at a certain hour of the day.

5. Sickness:

The risks of getting sick are always possible, which can lead to delays. When this happens, we can meet online, if the sick person is feeling well-enough to work online. Otherwise, they will have to catch up whenever they feel better to do so.

Risk	Solution
1. Lack of communication	Social media apps play a good role where team members can communicate easily and quickly. If there is a bigger issue, our tutor will be the one who settles it.
2. Misunderstanding the requirements	All required details can be listed in a separate document, where all of us can see them. Otherwise team members can check with the tutor.
3. Late submissions	Team members can discuss solutions with the tutor.
4. Schedule issues	Tutor can help in such matters.

5. The Risk Assessment

This project lasts 4 months, where every week has different deliverables.

The deliverables are:

- Project Plan
- DataPoint1 (week 6 - week 18) - Researching
- DataPoint2 (week 12- week 18) - Designing
- DataPoint3 (week 17, 18) - Prototyping and testing