

Server Management

Person-Machine Interaction

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Introduction

The basis of the project for the class is reflected in the management of multiple servers, controlled by our application that allows their creation and general control of the several servers available for design and manufacture by the primary user – **The Paper Prototype version.**

Scanning

1st Scenario: Create and deploy a server

For this scenario the user will have to create a server by:

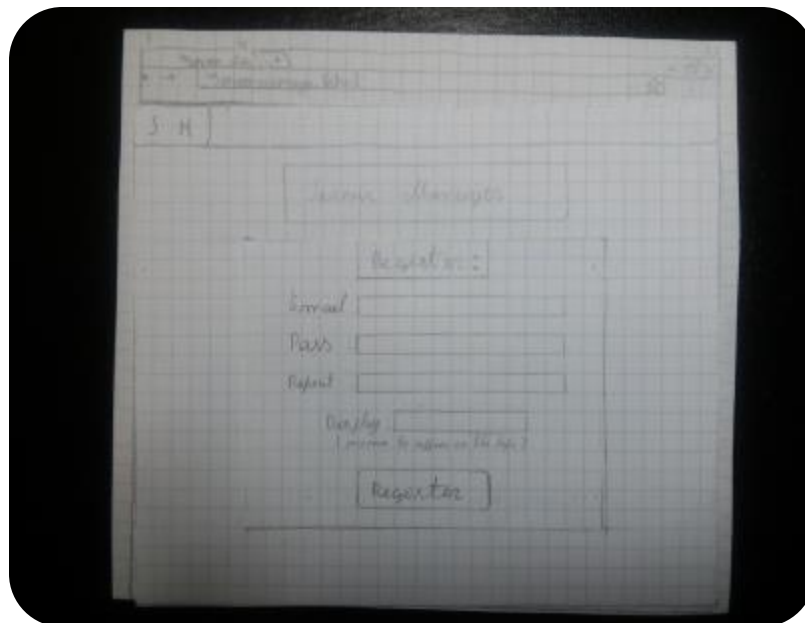
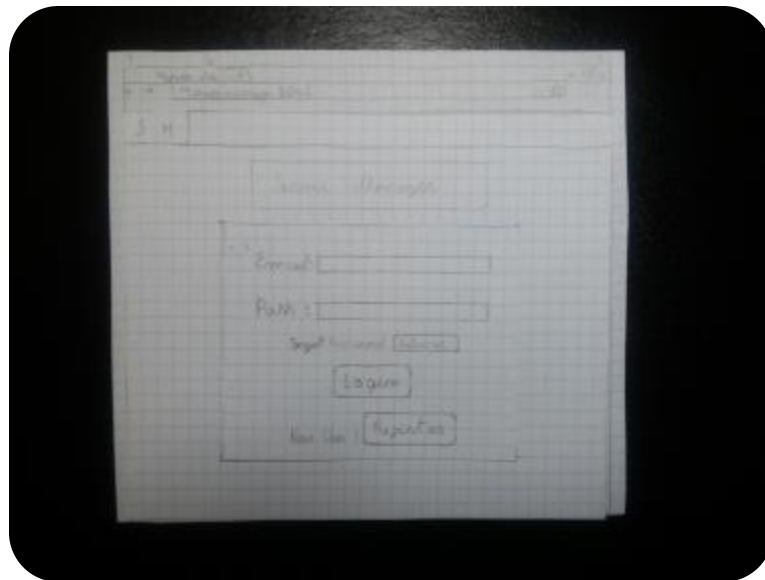
- Register and login in.
- Navigate to find the option create a server.
- Input the desired options for the server.
- Save (but do not deploy it)

We start by opening the application. You are new to this so you do not have an account yet. Let's take care of that first shall we?


Are you done? Alright, then start the application. As you can see, you have nothing of course. Do not worry, let us make sure that feeling of void doesn't last long. Create a server by clicking on the respective option.

Of course you can't just create a server. You have to put your own discrete directions of what you want of a server. The server we want is a web page server alright? Put all the details you want and then save it afterwards (but don't deploy it please).

Good job, you created your first server!



Web Browser

Search 

Home

Name

State

Address

Go

< >

Create Server

Hand-drawn sketch of a web form for a "Grade Seven" class. The form is divided into two main sections.

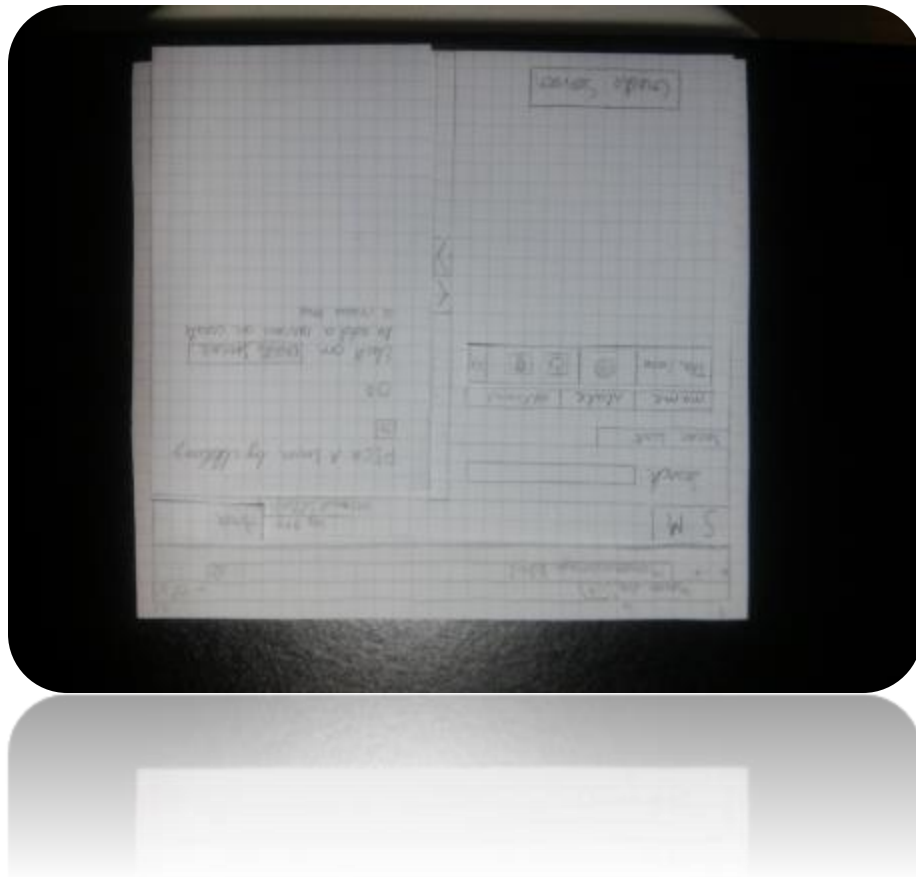
Left Section:

- Header: "S M" (likely representing a team or subject).
- Search field: "Search" with a text input box.
- Team List: A section labeled "Team List" containing a table with columns for "name", "state", and "school".
- Grade Seven: A label at the bottom left indicating the grade level.

Right Section:

- Pick A Team by clicking: An instruction to select a team.
- OR: A separator between the two main actions.
- Pick your favorite team: An instruction to select a favorite team, accompanied by a "Select team" button.

The image shows a person's hands holding a small, white, rectangular electronic device. The device's screen displays a form with several input fields and buttons. The form appears to be a registration or login page, with fields for 'Name', 'Email', 'Password', and 'Confirm Password'. There are also checkboxes for 'Remember Me' and 'I agree to the terms and conditions'. A 'Sign Up' button is visible at the bottom of the form. The person holding the device is wearing a dark-colored shirt. The background is dark and out of focus.



2ND Scenario: Check and Modify a server

For this scenario the user will have to modify an existing server by:

- Login in
- Navigate the server list to find the server with the problem.
- Click on the right button to open the report
- Then find the way to modify the server settings.
- Modify said settings (settings specifics, administrators, etc).
- Then save and see the report with the changes.

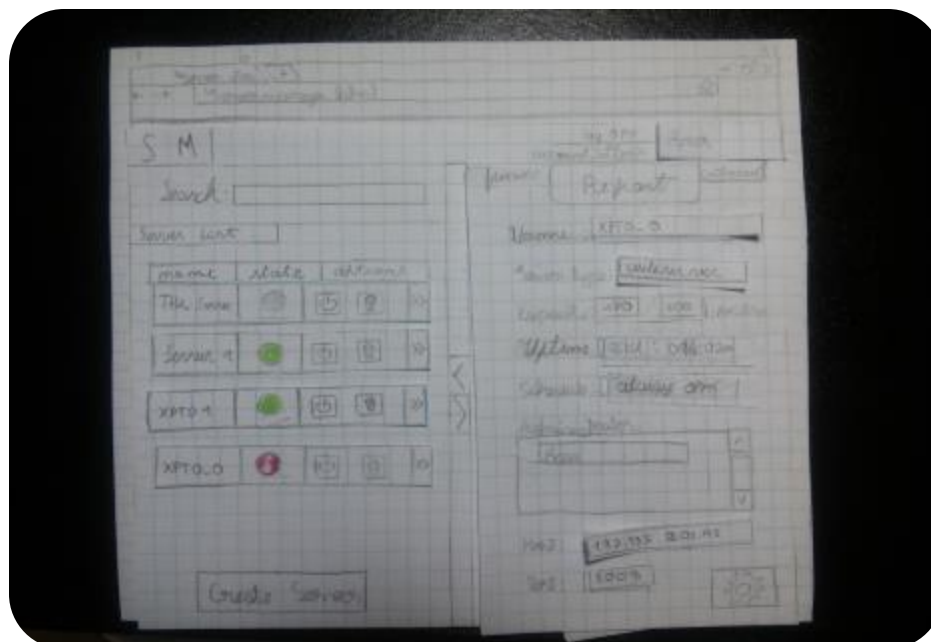
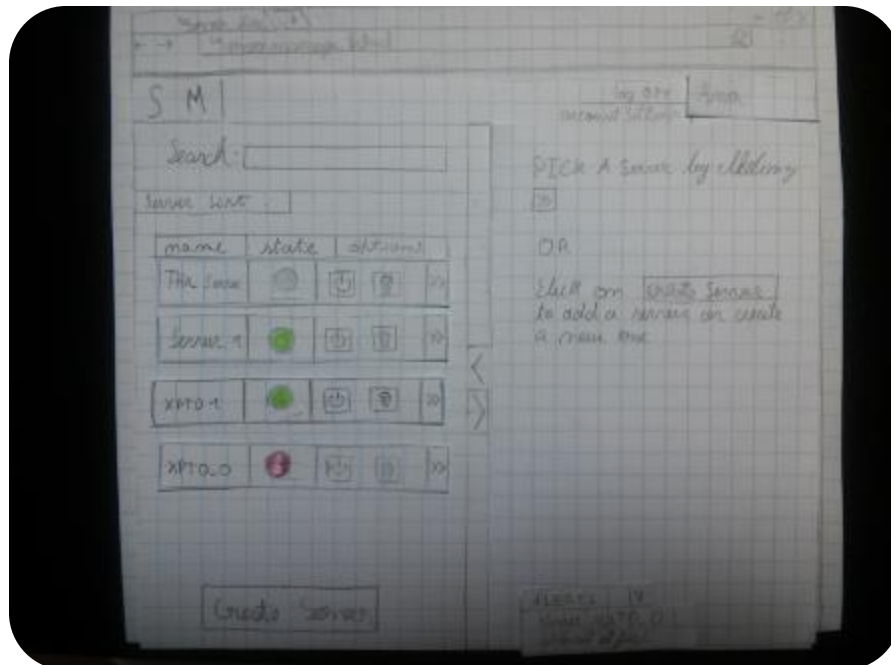
In this task now, one of our beloved servers is having some problems. It seems that its capacity is almost full. As such, you need to identify which of servers is having such crisis and fix this situation.

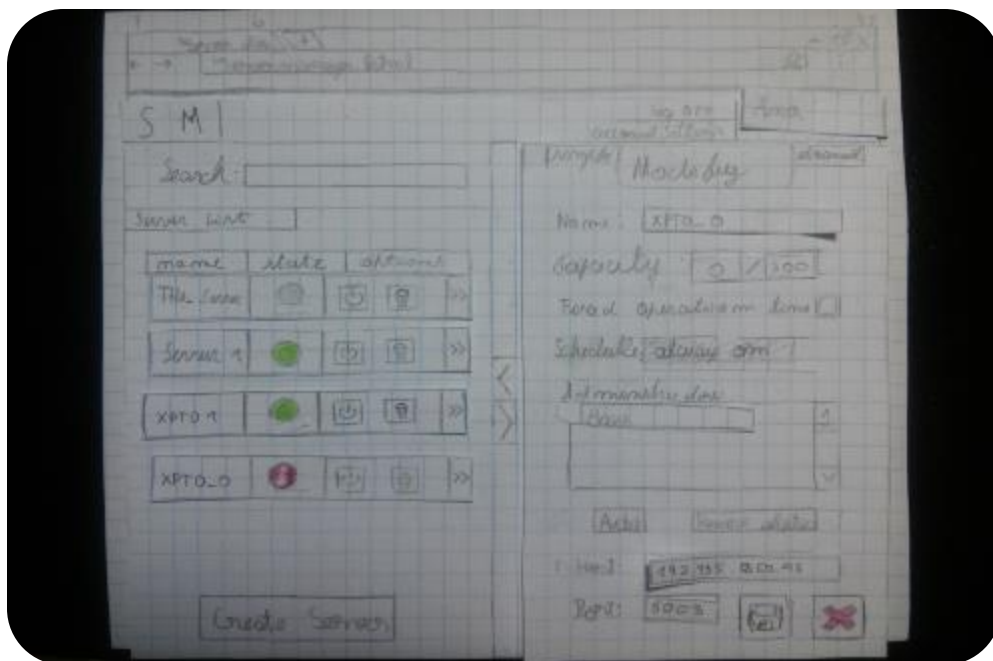
After you find the respective one, analyze its status and modify its configurations properly to solve the issue.

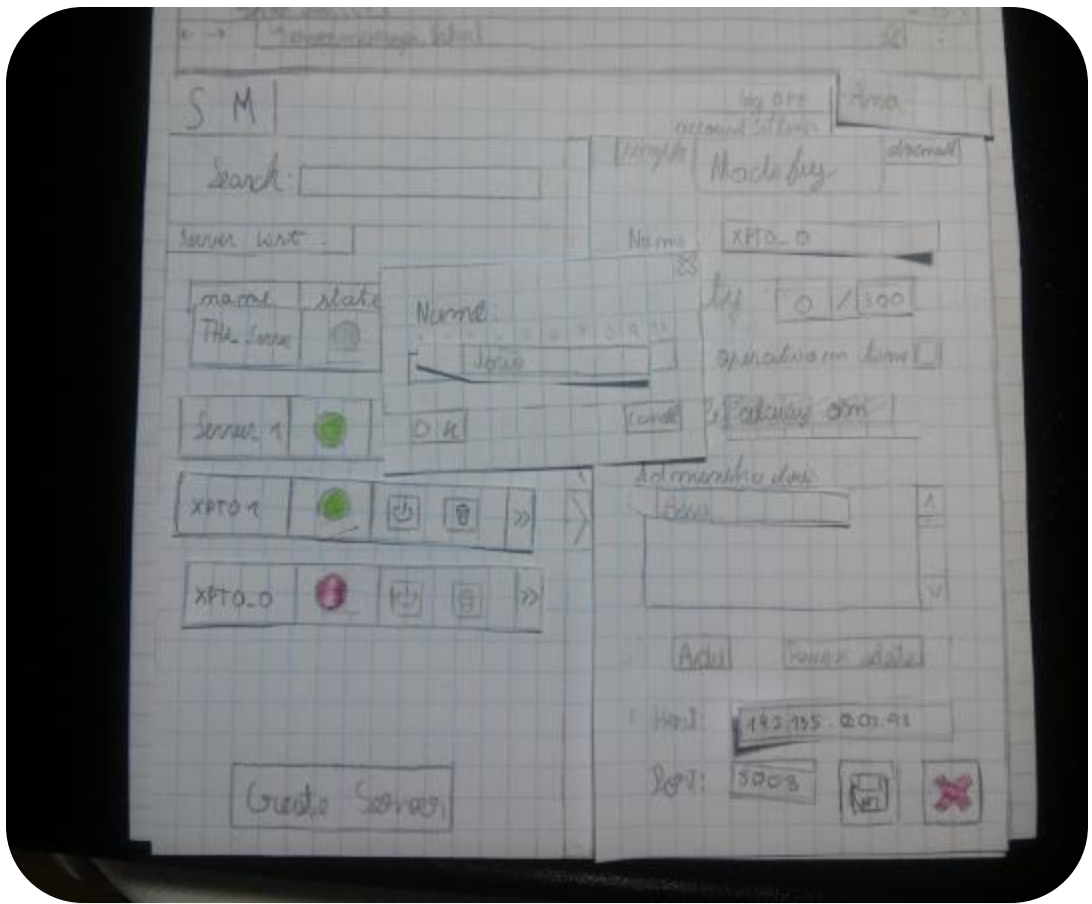
By the way, it seems one of the current users in that server is a dear friend of yours. Let's make him administrator of that server shall we, what can possibly go wrong?

Don't forget to save all these changes alright?

After making all these changes, just give a quick look to the server's report and see if all your work has been positively applied.







3rd Scenario: Deployment and remove

For this scenario the user will have to turn on an inactive server and remove another server:

- Login
- Navigate the serve list to find an inactive server
- Turns it on and shows report
- Then the user must find the button to remove some other server who is online but not used.

Well, well, you are back. Let us open the application and check its conditions shall we?

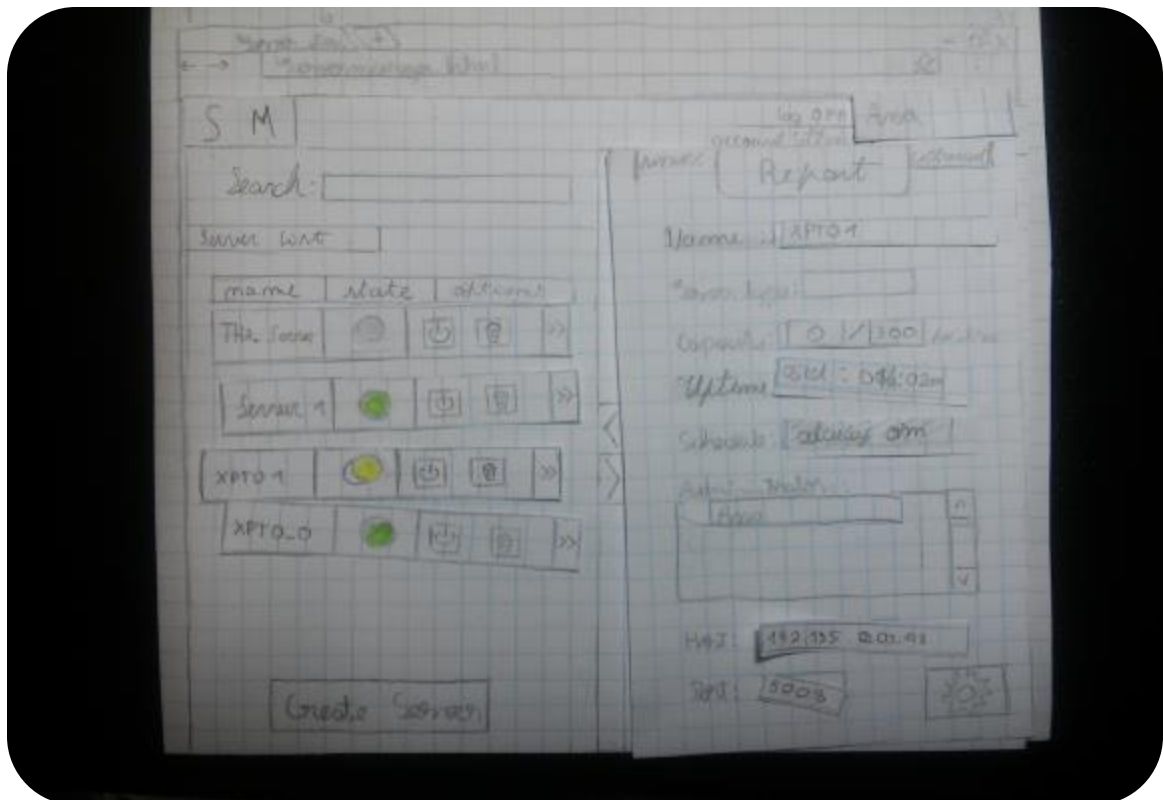
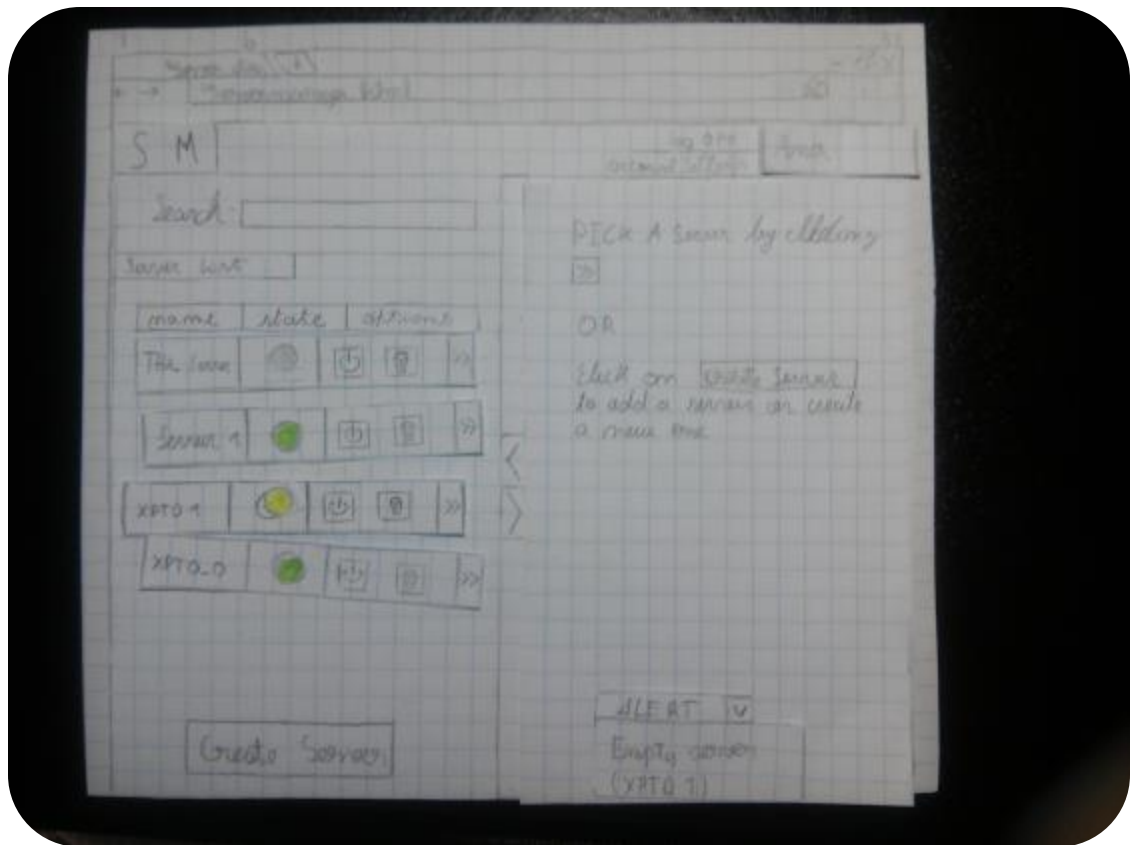
Roam around the list of servers you have. What is this? Seems like there is an inactive server among them...

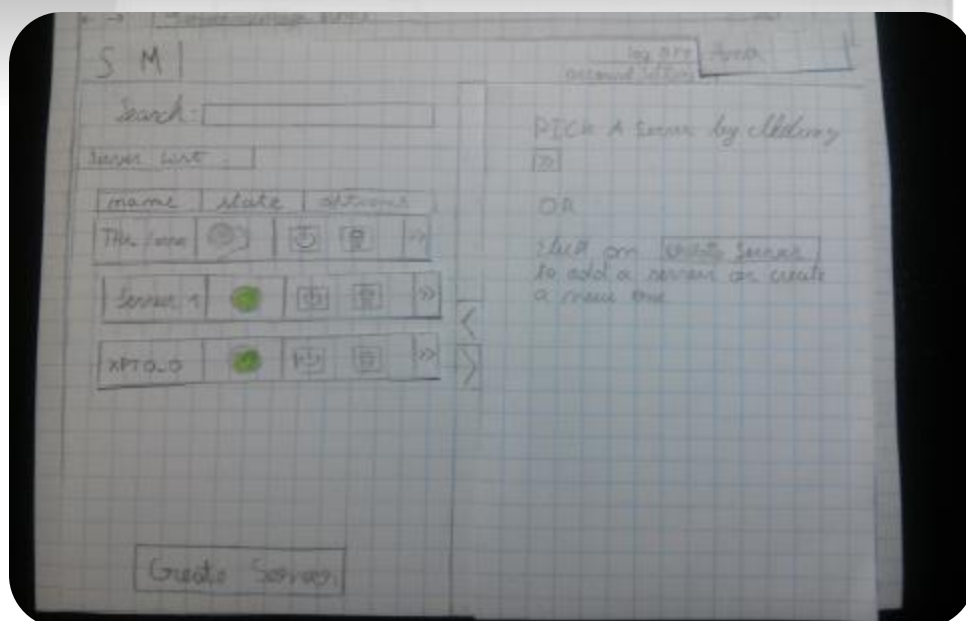
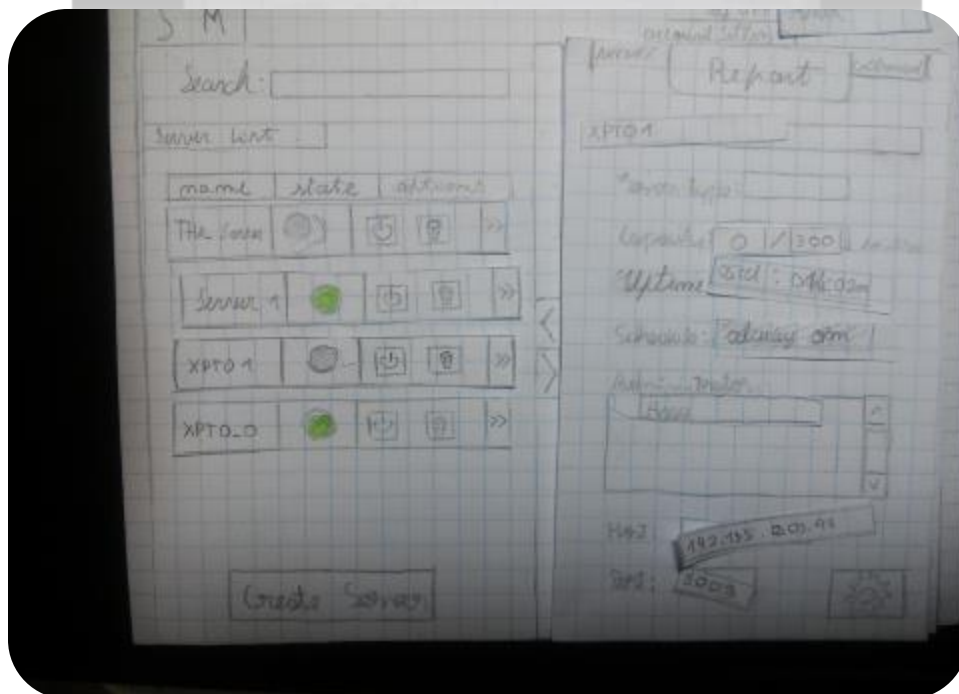
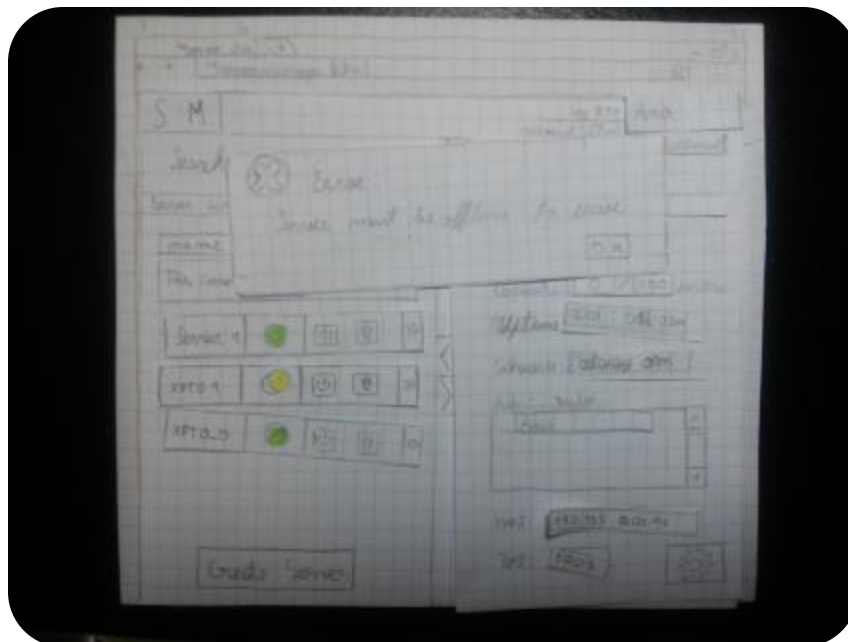
Let us turn it on shall we? By the way, make sure to check its conditions...

Now, let's roam the server list once more...hmmm, seems like there is a server online but no one is using it. Guess it is time to reform it. What, we didn't even checked if the time span of not usage is large or not? Who cares, let's just remove stuff shall we?

First, turn off the said server.

Then, remove the server and you are done, good job!





Notes:

(Three subjects tested, all reached the end result within around 7-12 minutes of time with 3 tasks to be performed)

- Two of the three subjects assumed that they were supposed to write in the prototype (in terms of login and other information)
- Perhaps consider making the login already a startup requirement (?)
- Lack of exceptions
- Improper use of font letter and size (difficulties in reading)
- Some generic details (names, type, and others) could already been inserted to buy time (?)
- Time to figure out which server was with problems (about 2 seconds at average)
- Hot keys in interface, avoid going to settings button to open report (?)
- Too many symbols with no explanation
- Instructions unclear to some (?)
- Trash can (erase button) next to report (?)
- Offer the ability to perform direct operations on the report instead of having to go through settings (?)
- Horizontal expansion arrows not easy to see for some
- Complaints about unnecessary information in the prototype (to be ignored as to be an issue for only certain individuals who don't seem to care)
- Make the arrows different in appearance to represent different uses (consistency)
- Small window note explaining the meaning of the colors (?)
- Pressing the alert symbol should open the server to fix the issue
- "Back" button
- "Redo" button