# **Campus Animals**

# User Interface Design

## Submitted to:

Prof. Ma. Rowena C. Solamo Faculty Member Department of Computer Science College of Engineering University of the Philippines, Diliman

> Submitted by: Gallardo, Arianne Joshin U. Yabut, Roy Christopher T.

In partial fulfillment of Academic Requirements for the course CS 191 Software Engineering I of the 1<sup>st</sup> Semester, AY 2018-2019

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## Unique Reference:

The documents are stored in the github repository, bit.ly/CampusAnimals.

## Document Purpose:

This document is to take note of the design of the software that will be seen by the community and the organization Friends of Campus Animals UP. It should take note of comments, suggestions and the link to the User Interface Model that the group presented.

## Target Audience:

The organization Friends of Campus Animals and the general public.

## Revision Control:

Revision Date	Person Responsible	Version Number	Contribution/Modification
10/09/2018	Arianne Gallardo	1.0	Initial Document; Initialized Invision project
10/13/2018	Arianne Gallardo	1.0	Invision UI Design: Use Case 2.0 Sec. Gen. maintains database
10/16/2018	Roy Christopher Yabut	2.0	Transcription, target participants and Participatory Design Report
10/16/2018	Roy Christopher Yabut	2.0	Revisions in Invision UI Design
10/17/2018	Arianne Gallardo	3.0	Invision UI Design: Use Case 4.0 User views an animal profile

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#### Ι Participatory Design Guide and Protocol

This section provides the instructions on how to conduct a participatory design to assess the usability of the prototypes.

#### A **Purpose**

The purpose of the participatory design is to gather information on how users will interact with the application. It is also done to assess the usability of the application.

#### B Target participants

Residents of UP Diliman.

## Participant's Consent

Participants will sign a consent form to participate in this activity. One copy of the informed consent should be given to the participants, and a second copy should be kept by the team. Participants should be informed that a video recording will be used as data collection.

The participation in this study is completely voluntary, and the participants may refuse to participate or withdraw from the study without penalty or loss of benefits of the group. They may withdraw by informing the team that they no longer wish to participate (no questions will be asked).

#### D **Data Collection**

The participatory design are recorded if agreed by participants, and transcribed verbatim for analysis. The recordings need to be securely stored. The transcription shall not contain information that would allow individuals to be linked to specific statements. Confidentiality will be strictly preserved. Another member of the team may take down notes. The notes will be analyzed later.

#### $\mathbf{E}$ Schedule of the Participatory Design

The participatory design can last about 5 minutes.

Participant	Date and Time	Venue
Bridget Noelle Legaspi	Oct 15, 2018. 8pm	J.Co UP Town Center
Roy Christian Yabut	Oct 15, 2018. 8:30pm	J.Co UP Town Center

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## F . Participatory Design Protocol

**Welcome** and thank you for volunteering to take part in this participatory design. You have been asked to participate as your point of view is important. I realize you are busy and I appreciate your time.

**Introduction:** This participatory design is done to help us understand how future users might interact with our software. Please feel free to explore the software and take note of whatever concerns you may have.

**Anonymity:** Despite being videotaped, I would like to assure you that the discussion will be anonymous. The transcribed notes of the participatory design will contain no information that would allow individual subjects to be linked to specific statements. You should try to answer and comment as accurately and truthfully as possible.

The project aims to keep records of campus cats and dogs in UP Diliman. The general public should be able to see the records while the Secretary General or the Encoding Officer should be able to add, edit and for the Secretary General also delete the records. Can you try out our software and see if you are able to add, edit and delete as the Secretary General, or as the general public, be able to view the records from the database.

**Conclusion:** Of all the things that you mentioned today, what would you say are the most important thing that we (developers) need to keep in mind.

Thank you for participating. This has been a very successful discussion.

Your opinions will be a valuable asset to the study.

We hope you have found the discussion interesting

If there is anything you are unhappy with or wish to complain about, please contact the local PI or speak to me later

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#### Participatory Design Notes II

## Video Transcript:

### Participant 1:

I like the landing page. I like it. kahit di required.

and then Sign-in, I guess its much better if may cool field. yung maging highlight siya

Wow, this is the view right? sa view I guess add colors.

I like that these buttons goes back

pero siguro mas cute din na may icons, kahit maliit near the names for view

For Edit, anong ibig sabihin ng green

For Add, ohhhhhhh its nice you can add like this

For Delete maybe may checkbox para may mas delete function kasi may delete selected na functionality.

#### Participant 2:

What's Browse profiles?

before the delete icon there should be an edit button

how do you know if its highlighted tho? I didnt know if this was selected. Ahhh maybe the green color.

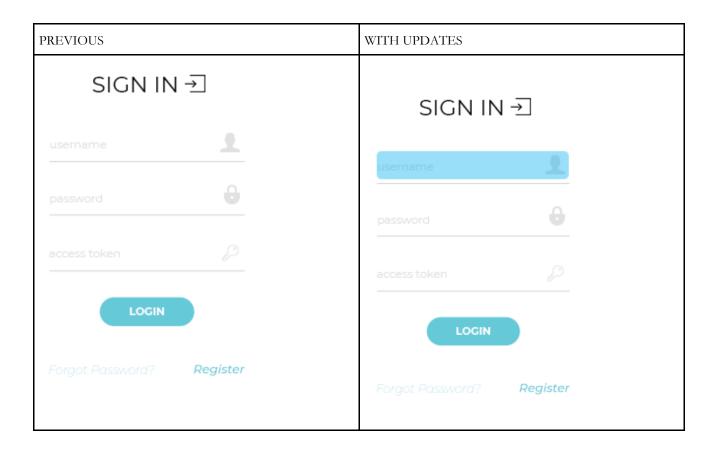
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#### III . Participatory Design Report

#### Observation Summary and Prioritization A

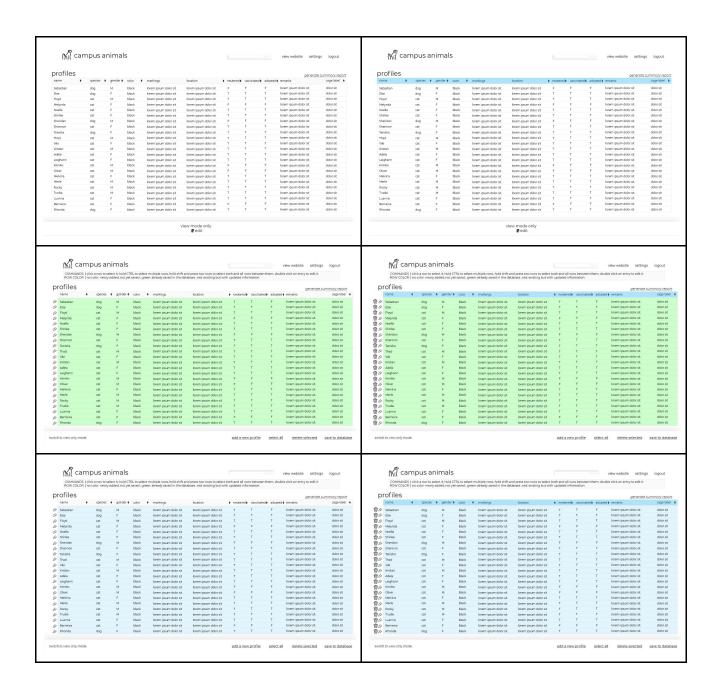
Observation	Prioritization
	(using MoSCoW)
Highlighted Sign-up field when clicked.	Should Have
A little more colors in the view profiles	Could Have
A little thumbnail of an animal near the name of the animal	Could Have
A delete button/checkbox beside the edit button	Must Have

#### Sample Screens of the prototype В



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#### C InVision Link(s):

https://invis.io/EVOKDQG4HBT

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