## **Project Diary**

## Arturo Reyes Lopez (Grad) Team: The High Fivers

## CSCW Project – Fall 2015

Week 1 (Sept 28 <sup>th</sup> – Oct 2 <sup>nd</sup> )		
Tasks	Hours Spent	
First Brainstorm Meeting	1.5	
Articulation Work: Create a shared	1	
Repository and calendar		
Literature Review for Initial Idea: Slack	3	
Week 2 (Oct 5 <sup>th</sup> – Oct 9 <sup>th</sup> )		
Meeting with Nitin: Discuss about	2	
Literature review and Project Ideas		
Research for new Literature Review about	4	
our final idea: How to improve		
collaboration through Gamification in		
Stack Overflow?		
Group meeting: Define final project idea,	1.5	
literature review papers to be assigned to		
team members.		
Read research papers and write the work	5	
Related section.		
Week 3 (Oct 10 <sup>th</sup> – Oct 16 <sup>th</sup> )		
Presentation Meeting (Tuesday)	3	
Read researches related to Gamification,	2	
StackOverflow and qualitative methods		
Write the final proposal: Methodology,	3	
Research Questions and Literature Review		

Revise all sections of the final proposal.	3	
Define the milestones, activities and roles		
Week 4 (Oct 19 <sup>th</sup> – Oct 23 <sup>rd</sup> )		
Fill out partially the Ethics format	2	
Create google forms and write initial	0.5	
questions for the week meeting.		
Thursday meeting for Creating Survey	2	
Friday meeting to complete survey	2	
questions and check activities and		
responsibilities by member on the project		
Meeting with Nitin to design Interview	1	
Questions		
Week 5 (Oct 24th – Oct 30th)		
Update the Milestones	0.5	