Homework 10: Term Project Mid-Course Correction

Brett Bloethner – CSCI-E34

As a deliverable for this homework, please submit a short report answering the following questions:

1: What was done (%)
Answer: **70% to 80% completed.**
I think I've completed good percentage of the term project, I'm on target with everything in the assignments but I anticipate the prototype to be one of the more lengthy assignments.

2: What is left to do (%)
Answer**: 20% to 30% still needs to be completed.**
I still have to finish planning the aesthetics of the application as well as building the prototype. According to the syllabus, this is less than 25% but I feel like the prototype is going to suck me in and I may find these last two portions taking the longest.

3: How are you feeling about your progress?
Answer: **Excellent**
I'm feeling excellent about the progress both in terms of the project actual progress as well as my personal progress learning wise through this course. I knew I never really understood UX but after taking this class I realized there were even more unknown unknowns about UX that I never could have anticipated without this course. For the first time, I feel like I could confidently contribute to the UX strategy of a startup if I ever find myself on a small team again and lacking a designer or design team. Admittedly, I think my term project got off on a bad footing (idea and direction wise) and that the entire project could have been much better if I had originally thought of the idea that my first idea transformed into a few weeks ago. The result was that some parts of the project were redone in haste which is unfortunate. Nonetheless, I'm happy to have revamped the term project into something I think could provide some value to some people whether or not the assignment revisions are as crisp as they were the first time around.

4: Do you have any blockers?
Answer: **Yes, trying to find out the best method/tool for me to prototype**
I prefer to make a prototype in angular since I have all the background knowledge to execute that no problem. However, time is an issue. I committed to another class as well as work and practicing for the CRWS test so some early guidance (before the prototyping week, to give extra time if necessary) on prototyping could be very beneficial. Just a description of the different methods (like "you might use photoshop and invision app. or use HTML... other popular methods... etc...), not a tutorial of any sort. The assignment is very open ended which is great but I don't want to dive into a method unknown to me which I may find in hindsight takes me 2 or 3x longer than some other method.

5: How your final version of the project is now different from your original plan (in proposal)? What was changed? Why?

I learned nearly halfway through the course that idea of fixing communication between developers and designers may be better addressed by a specialized communication tool rather than a persona manager tool. The original idea revolved around getting everyone on the same page from a sort of psychological and understanding perspective, which maybe could have worked but in hindsight seems pretty unrealistic. The change was that the entire project now aims to facilitate communication between developers and designers by removing common points of friction like poor task requirements. The problem is the same but the method to try and solve it changed.

Final project work so far…
I don't have very much for my final prototype yet. I just opened a project on Invision app today and that will be where I will be doing my prototyping. I've provided a shared link below for where the porotype will be completed.

https://invis.io/U2PGB07WTPJ