Abstract

*[Here, provide a short summary of what is presented in this document. Be brief and informative.]*

[Document title]

[Group Number, e.g., 901]

rev. 20220311a

Transferable Skills II – Human-Computer Interaction Module

2023-2024

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# Team Identification

|  |  |
| --- | --- |
| **Team Name:** | SHORT TEAM NAME |
|  |  |
| **Team Members:** | **Bruno Pereira** |
|  | 112726 |
|  | Engenharia de Computadores e Informática |
|  | [Short bio including interests and competences] |
|  | **Gonçalo Carvalho** |
|  | 113767 |
|  | Engenharia e Gestão Industrial |
|  | [Short bio including interests and competences] |
|  | **Bernardo Tavares** |
|  | [NMEC] |
|  | Engenharia e Gestão Industrial |
|  | [Short bio including interests and competences] |
|  | **Bianca Henriques** |
|  | [NMEC] |
|  | Engenharia e Gestão Industrial |
|  | [Short bio including interests and competences] |
|  | **Bruna Sousa** |
|  | [NMEC] |
|  | Engenharia e Gestão Industrial |
|  | [Short bio including interests and competences] |

# TASK 01: General Idea Descriptiion

*[Here,make a brief description of your idea – All comments inside box brackets should serve as a guide for what to include in each section. These should be* ***removed*** *for the final version of the logbook ]*

O sistema tem como propósito ajudar principalmente os jovens que acabam de ingressar na universidade e passam a morar sozinhos pela primeira vez. Estes jovens costumam ter uma agenda cheia de aulas, trabalhos e estudos, enquanto tentam manter uma dieta saudável e económica. Esta aplicação ajuda estes jovens a organizar a sua agenda de uma forma eficaz de forma que estes consigam conciliar a sua vida académica com as restantes tarefas/áreas da sua vida. Para além disso o sistema possui um inventário, que tem como por objetivo ajudar os estudantes a terem noção do que facto têm em casa de forma a evitar o desperdício desnecessário de alimentos. Ao mesmo tempo o sistema também tem um algoritmo que ajuda a criar receitas saudáveis e a aproveitar os restos existentes em casa de forma a manter uma dieta saudável.

## Competitors

[Are there any competing systems in the market? Which are they? Who uses them? Can you identify weaknesses and strengths? ]

# TASK 02: User Characterization

*[Briefly explain why you chose these Personas and how they relate to your idea. Talk about the methods considered to obtain and validate information about the users.]*

## Personas

[The goal is to define one Persona that represents your core users. If you feel you need extra Personas, that is OK, but please talk with the teacher, first.]

|  |  |
| --- | --- |
| **Pedro Oliveira, 20 anos – Curso de Engenharia Informática** | |
|  | O Pedro Oliveira é um jovem universitário que acabou de ingressar na universidade. Ao morar sozinho pela primeira vez, ele assume a responsabilidade de fazer as suas próprias refeições. Apesar de ter uma agenda cheia de aulas, trabalhos e estudos, o Pedro está determinado a manter uma dieta saudável e económica, cozinhando a maioria das suas refeições em casa. |
| **Motivation:** | O Pedro quer gerir de forma eficiente a sua dispensa e compras do supermercado, de forma a poupar dinheiro e tempo e evitar desperdícios. |

# TASK 03: Characterization of Use (SCENARIOS)

*[Briefly explain how do you reached these scenarios. Brainstorming among team members; asked some potential users about what they envisaged to be a possible solution?]*

## Scenarios

[Describe the scenarios you defined to describe how a novel system would be used to fulfil the Persona’s motivations. Think of, at least, five scenarios exploring different aspects of your proposal.]

|  |  |
| --- | --- |
| **Title:** | **Pedro vai ao supermercado fazer as compras mensais** |
| O Pedro vai ao supermercado fazer as compras mensais, abre o sistema e precisa que este lhe indique todos os produtos que tem na sua dispensa. Durante as compras e à medida que vai introduzindo os produtos no seu carrinho, vai indicando ao sistema e este adiciona-os automaticamente ao seu stock de produtos. | |

|  |  |
| --- | --- |
| **Title:** | **Pedro quer cozinhar algo diferente** |
| O Pedro quer cozinhar algo diferente, pedindo ao sistema sugestões de refeições, considerando os alimentos que possui na dispensa. O sistema indica-lhe os ingredientes que tem ou precisa de comprar para fazer uma receita específica, tal como a fazer. | |

# TASK 04a: Requirements

[Briefly explain the method considered to obtain the requirements and the rationale for their ordering. Identify those requirements that are more important and should be considered first. Why?]

|  |  |
| --- | --- |
| Priority | Requirement |
|  | Indicar os produtos que estão na dispensa |
|  | Adicionar automaticamente ao stock os produtos que são comprados |
|  | Sugestões de refeições, de acordo com produtos em stock |

# TASK 04b: Consolidated Idea

[At this point, you already know your users, the contexts of use, the requirements. So, you can start making decisions about the characteristics of your interactive system. What equipment is best? How will the user interact with the system? Does it work with a specific operating system (e.g., Android, iOS)?]

Platform

Interaction

Device

# TASK 05: Low-fidelity Mockup – The Paper Prototype

*[Add images of the different user interfaces you prototyped. You MUST had some description as a caption to each of the images. ]*

# TASK 06: Usability Testing Preparation

*[In this section you will start by explaining the methods considered for the evaluation, the list of tasks that you chose for it, and the tables/lists you used to support the evaluation. Templates for these documents will be available in eLearning.]*

## Methods

[Do not forget to pass the consent form. Check template in eLearning]

## List of Tasks

## Consent Form

[Reproduce, here, the form that was provided to the user to inform about the experiment conditions and obtain consent.]

## user table

[This is the table you used to provide the participant with a list of tasks and ask for information about executing each task (e.g., difficulty).]

## Observer Table

[Here, it should appear the table you used to register your observations while the user was performing the evaluation

## Post-tasks Questionnaire

*[Here you should reproduce the questionnaire that you used to obtain user feedback after the set of tasks was performed]*

# TASK 07: Prototype Evaluation

[Provide a brief intro about when were the evaluation performed]

## Participants

*[How many participants, age range, competences/occupation, were they familiar with using similar interactive systems? You must have at least 4 participants. They cannot be elements of your group.]*

## Evaluation Results

*[Summarize main results concerning the observer part of the evaluation: tasks that were more problematic, notable user feedback, positive findings?*

*[Then, summarize the results for the post-task questionnaire.*

*[In this section, keep in mind that you can use tables and graphics to present some of the results]*

## Evaluation Discussion

*[Discuss how the evaluation outcomes impacted the prototype. What needs to be added, removed, changed?]*

# TASK 08: Refined Mockup

*[After the evaluation, based on the user feedback, you refine the prototype*

# TASK 09: Critical Analysis of the Project

## Strengths

[What are the strong points of what you present?]

## Weaknesses

[What are the weak points of the presented work and how could they be addressed?]

## Workload

[Briefly state how was the work distributed among the team members. Who worked on what? Filling this table is **MANDATORY**.]

|  |  |  |  |
| --- | --- | --- | --- |
| N. Mec. | Name | % of Work | Description |
| 12345 | John Doe | 20% | Personas, scenarios, evaluation, report |
| 44444 | Jane Doe | 25% | … |
| … | … | … |  |
| … |  |  |  |
| … |  |  |  |

**Self-evaluation of the work (and why):** 12

Our group…