Iskolendar

User Interface Design

Submitted to:

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In partial fulfillment of Academic Requirements
for the course
CS 191 Software Engineering I
of the
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Unique Reference:

The documents are stored in ***iskolendar.wordpress.com***. The videos are stored in
https://drive.google.com/drive/folders/1bIkhGzCx-FN7NVSWDYBTsPumoLr3gcKU?usp=sharing.

Document Purpose:

[What is the purpose of the document?]

Target Audience:

- UP Diliman College of Engineering organizations who need publicity for their events and announcements
- UP Diliman students who wish to be informed of the organizations' events

Revision Control:

Revision Date	Person Responsible	Version Number	Contribution/Modification
10/12/2018	Christel Anne Espino	1.0	Created the prototype for Use Case 4.0 and Use Case 3.1
10/15/2018	Patrick Joseph A. Sanchez	1.1	Added Participants in Participant Schedule, Video Transcription and Observation Summary
10/15/2018	Patrick Joseph A. Sanchez	1.2	Added parts in Participatory Design Guide and Protocol(Target Participants,Participatory Design Protocol)
10/16/2018	Allure Tanquintic	1.3	Added Participants in Participant Schedule, Video Transcription and Observation Summary
10/16/2018	Christel Anne Espino	2.0	Added revised prototype

I   .   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

- Engineering organization or student council leaders
- Engineering students

C   .   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.

E   .   Schedule of the Participatory Design

The participatory design can last about [number in minutes] minutes.

Participant	Date and Time	Venue
Alyanna Gacutan	10/13/2018 - 10:30 am PST	UP Alumni Engineers' lobby
Pollux Rey	10/13/2018 - 10:45 am PST	UP Alumni Engineers' lobby

Vince Delos Santos	10/16/2018 - 2:00 pm PST	UP DCS - TL3

F   .   Participatory Design Protocol

Welcome and thank you for volunteering to take part in this partipatory 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 get feedback from participnts about the UI of our prototype.

Anonymity: Despite being video taped, I would like to assure you that the discussion will be anonymous. The transcribed notes of the partipatory 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.

[Provide a brief overview of the project.]
[Prove a description of the task the participant needs to perform with the prototype, e.g., maintain athelete record.]

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

II .   Participatory Design Notes

Video Transcript:

Participant 1: Alyanna Gacutan

Patrick: So ayan yung Home page namin, yan yung main calendar. Diyan mo makikita yung mga nakapost na events ng mga org sa College of Engg'. Student account yan so pwede ka magpunta (pindutin) yung mga event tapos pwede ka mag-join ng mga events para ma-notify ka kung sakaling time na nung event. Tapos may personal calendar din pero hindi available sa prototype na ito. So eto, makikita mo yung mga magpaparticipate sa event. Pag pinindot mo yung home babalik ka dyan. So ano yung feedback mo sa prototype namin?

Aly: Ok naman. Kasi parang yung font lang neto masyado light?

Patrick: Eto naman para sa mga leader ng mga org. So gamit yung mga account na yan pwede ka makapagpost ng event, pwede ka magedit, pwede ka magdelete. Pag inedit mo yung event, ayan kunwari nagchange ka na ng details diyan pagsinave mo tatanungin ka kung gusto mo magpost ng announcements about sa changes na ginawa mo sa event. Tapos dito mapopost yung announcement. Pwede ka rin magdagdag ng announcement kahit wala kang binago sa event. Ok ba siya? Sa design ng app ok ba siya?

Aly: Ok naman.

Patrick: Ok thanks.

Participant 2: Pollux Rey

Patrick: Yan yung student account. So pag student na account ka makikita mo lang yung announcement dito. tapos pag pinindot mo yung event sa calendar…

Pollux: Ano yung red?

Patrick: Diyan mo makikita yung difference ng event type. Ayan tapos pag pinindot mo yung event makikita mo yung details about the event. Tapos kapag nag join ka maa-add yung name mo dito sa participants.

Pollux: Hindi ba parang ano yun… privacy thing kasi yung mga name ng participants…

Patrick: Ahhh… So you prefer na....

Pollux: Dapat may consent sila na dapat ipakita na ganyan.

Patrick: Ahhh… Sige....

Pollux: Ano to?

Patrick: Bookmark.

Pollux: Ahhh.. Iba pa yung bookmark sa join. Well okay lang. Eto (back button) mas maganda ilagay sa taas para madali tignan, kung tinatamad ka tignan yung about sa event, gusto mo lang tignan to. Parang better kung ilagay mo to diyan sa taas.

Patrick: So pag nag-join event ka automatically maa-add yan sa personal calendar mo. So eto yung announcements about sa

event.

Pollux: Ano ginagawa ng announcement?

Patrick: Ayun, inu-update ka about sa changes ng mga events.

Pollux: Na jinoinan mo?

Patrick: Oo. Okay tapos yun lang yung para sa student account. Eto pag sa Engg' Org leader na account. So makikita mo sa events may edit, may delete. So eto yung list ng event na pinost mo. May edit na event at may delete. Pwede mo baguhin yung details about the event.

Pollux: Limit is 50… Bakit may limit is 50? Ano to?

Patrick: Limit ng pwedeng mag-join. So pag sinave mo. Try mo i-save.

Pollux: Ohhh amazing. The changes you have made. Atleast may prompt na ganito.

Patrick: So pag may changes ka pwede ka magpost ng announcement. Pwede ka magpost ng announcement kahit hindi ka nagedit. Tapos eto yung create event. So ano naman masasabi mo?

Pollux: Ayoko yung color. Branding ng UP diba ay red…

Patrick: So gusto mo color ng UP?

Pollux: Oo. Kasi nakalagay naman Iskolendar eh… So bakit parang babaguhin pa yung color. Pero gusto ko to… Modern ganiyan…

Patrick: Okay, thank you.

Partipcant 3: Vince Delos Santos
[After prototype walkthrough - 3:31]

Allure: So any suggestions or comments?

Vince: Actually ang suggestion ko kanina is, parang dapat may ganitong view. So like..meron naman pala siya. Uhhh siguro may… siguro kapag ganito, parang possible naparang isang malaking ano lang sya… instead na nakabullet lang siya… I don't know if feasible siya, pero like parang isang malaking bar lang siya. Just so makita na etong part na pala to ay Career Series. Kasi, I don't know if paano niyo masosolve siya pero what if kasi, magdagdag ako ng schedule sa thursday na to tapos bababa ung Career Series or something. So like, Career Series, Career Series. tapos some event, Career Series, tapos nandito pa din yung Career Series. So, ang possible na, halimbawa, maraming event sa thursday, makikita ko na wednesday friday lang ang Career Series… inately pero like I can view pa rin naman yung thursday di ba?

Allure: Yeah.

Vince: Okay. Well if it's feasible lang naman. Siguro, a weekly view or yearly view para mas condensed kung parang marami na bang schedule for this month against sa other month. Yung ganon. Siguro yon. Other than that, hmm… if it gets too many naman sa isang week, ayon isang weekly view naman na 'Ay sa 16 ito lahat ng kailangan. 17. 18. 19.' Para mas madali makita ng orgs. or at least ng… oo ng orgs in general na 'Ay ang daming ganap ng week na to. ganto ganto ganyan. We should be prepared for like or we should be informed na 'Ay may gagawin na ganto yung ibang org.' Other than that, I like na natatarget talaga yung needs natin as students na may orgs na makikita natin na, 'Ay may event isang ganto ganyan.', we can support…

like madali din mapupublicize siguro yung mga events natin, if ever. So ayun, I like it.

Vince: Siguro sa design, actually I like yung design na. Like yung color scheme din. Hmmm… ayun as a minimalist din sya tas may tabularized view. Ayun gusto ko yung view nito. Uhh ideally ba nagsscroll siya, halimbawa if ever maraming announcements…

Allure: Mmm mmm. Nagsscroll siya.

Vince: Siguro, gawin niyo nalang is…

Allure: Or ano ata, liliit. Either magsscroll or liliit. Or both, ganun.

Vince: Etong events, anong view ang tinatackle niya? Etong buong month ba or like one week lang?

Allure: Ay, ano. Kung ano yung events ng… kasi itong account…

Vince: Ah ng org mismo?

Allure: Oo.

Vince: Ah okay.

Allure: So kunwari, ito nga yugn example nito is CURSOR, so ang nilagay namin na events… na kunwari nilagay is yung CS#. Tapos yung tackle.

Vince: Ahh

Allure: So yun yung pinagkaiba ng student account sa admin account. Eto announcements lang yung nakikita niya.

Vince: I think…hmmm…siguro maganda rin na before going into this screen like, ewan ko, ksi for me na minsan lumilipad ang utak, maganda siguro na bago pumunta sa view na to, like may screen muna for announcements only. Since, minsan may announcements na super kailangan talagang ano. Tas 'yon. Ah yung announcements ba like, uhhh makakakuha ka lang ng announcements from the events na participating ka or naka-bookmark sayo?

Allure: Mmm-mmm.

Vince: Ah okay. Well yun kasi minsan lilipad-lipad yung utak ko kasi like… ewan ko, I think it would be much easier for people like me na siguro before going to the screen may view for announcements tas tsaka nalang inenext dun sa main screen talaga.

Allure: Ah okay

Vince: Tas yon, other than that, I think it's nice natwi-twist niyo… na mas magiging organized talaga at least yung people ng orgs about it. I like it.

Allure: Okay. Yay, thank you!

III . Participatory Design Report

A . Observation Summary and Prioritization

Observation	Prioritization (using MoSCoW)
[Place here the compilation of observations for your prototype. Observations may be categorized.]	
Home button	Must have
Join button	Must have
Back button	Should have
Bookmark button	Must have
Add event button	Must have
Edit event button	Must have
Delete event button	Must have
Add announcement button	Must have
Edit announcement button	Could have
Delete announcement button	Could have

B . Sample Screens of the prototype

[Place here 3-5 sample screen shots. They should be the revised prototype based from the observation and prioritization.]

Use Case 4: Main Calendar Screen (Admin Account)

Use Case 4: Create Event Screen

ADD NEW ANNOUNCEMENT

Select Event

CS++/#

Subject

Body

POST   CANCEL

Use Case 4: Add Announcement Screen

2018

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2 ● Career Series	3 ● Career Series	4 ● Career Series	5 ● Career Series	6
7	8	9	10	11	12	13
14	15	16	17	18 ● CS++/#	19 ● Blackout: Re.. ● IEshikiwa 13	20 ● IEshikiwa 13
21	22	23	24	25	26	27
28	29	30	31			

OCTOBER

ANNOUNCEMENTS

Change of Venue 09/24/18
BY UP CURSOR
CS++/# will now be held at the Accenture Ideas Exchange Room, Department of Computer Science. Please be advised.

Updated Schedule 09/27/18
BY UP CAPES
Due to unforeseen circumstances, we have changed the schedule of talks for DMMME, DIE/OR, and EEEI. Please refer to the updated schedule below.

Reminders 10/10/18
BY UP ACES
We would like to remind everyone that outside food and drinks are STRICTLY prohibited inside the venue of Blackout: Retro Bliss.

Keynote Speakers 12/23/18
BY UP IE CLUB
We are glad to introduce our keynote speakers for this year's convention. They will be talking about ergonomics and humanistic design.

Things to Bring 01/31/19
BY UP CURSOR
To all participants of Tackle 2019, kindly bring multiple copies of your resumes to be submitted to our partner companies. See you there!

Use Case 3: Main Calendar Screen (Student Account)

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IESHIKAWA 13 - PANACEA: SEEING THE BIGGER FUTURE

Hosted By: UP Circle of Industrial Engineering Majors

● Seminar / Workshop

Date: October 19-20, 2018

Time: 9:00AM - 5:00PM

Scope: Program-restricted

ABOUT THE EVENT

    IEshikawa is an annual event organized by the University of the Philippines Circle of Industrial Engineering Majors (UP CIEM) that aims to impart a range of relevant topics to strengthen the skills of future industrial engineers, to provide alternative avenues for growth and learning, and to instill a sense of nationalism for the betterment of the country.

    In its 13th installment, IEshikawa comes back to promote an industrial engineering community that upholds sustainability and inclusivity in all of its practices. In 2015, the United Nations developed the 17 Sustainable Development Goals (SDGs) as a global attempt to end poverty, fight inequalities and injustices, and tackle climate change. This year, through PANACEA: Seeing the Bigger Future, IEshikawa aims to spread awareness and to encourage the community to be responsible industrial engineers of today and tomorrow.

    IEshikawa 13 calls on systems and big-picture thinkers to participate in this endeavor with the vision of acknowledging sustainability as the panacea or the "universal cure" that will make the world a better place, not just for us, but for the future generations.

PARTICIPANTS

Name 1 - BS IE
Name 2 - BS IE
Name 3 - BS IE
Name 4 - BS IE
Name 5 - BS IE
Name 6 - BS IE
Name 7 - BS IE
Name 8 - BS IE
Name 9 - BS IE

JOIN

Use Case 3: Join Event Screen

C. InVision Link(s):

https://invis.io/ATOJ7HKGKWZ