Name: issues with people and process

<Files\\DEV- 11> - § 1 reference coded [0.96% Coverage]

Reference 1 - 0.96% Coverage

¶93: Then, the stakeholders who are business people, they always talk about the human safety issues and related human factors.

<Files\\DEV- 12> - § 3 references coded [2.96% Coverage]

References 1-2 - 1.79% Coverage

¶48: **DEV-14**

¶49: I have encountered quite a few human centric issues in the apps that I developed, such as age, physical and mental disability related issues of the end users, also the socioeconomic status, and language.

Reference 3 - 1.17% Coverage

¶82: **DEV-14:**

¶83: During requirement analysis, we identified the end users age, culture as well as the mental or physical disability related issues.

<Files\\DEV-1> - § 6 references coded [3.28% Coverage]

Reference 1 - 0.69% Coverage

Reference 4 - 0.30% Coverage

¶83: We actually consider end user age more than any others issues.

Reference 5 - 0.67% Coverage

¶115: We spend a lot of times even 20 hours in a day to learn the characteristic the app should have, particularly user needs (human centric one).

Reference 6 - 0.68% Coverage

<Files\\DEV-10> - § 4 references coded [3.99% Coverage]

Reference 1 - 0.65% Coverage

¶68: Then another example I'll say, currently my running showing music app the problem is with legal issues.

Reference 2 - 0.87% Coverage

¶68: Here, there's a problem is, we the engineers make designs and implement the design but dealing with the legal issues is a bit problematic.

¶77: **DEV-12:**
¶78: One is UI for different target users considering their age, background call, and legal issues that involved with copying existing app look.

¶103: **DEV-3:**
¶104: Most of the isses are UI/UX type issues for different Devices and screen size.

¶110: **DEV-3:**
¶111: In design issue I always try to follow android material design pattern.

¶68: Thus, I think, it is very important to incorporate the thinking of Human factor that can impact in development lifecycle initially, then about the human centric issues how to adjust it.

¶88: In this app, when we first started, some of employee are really uncomfortable to share their data with us, because it is a private issue of their health or their family members health.

¶166: As far as for our app, I haven't really heard about the vision or hearing problem issues, but in general it could have some greater impact.

Reference 2 - 0.50% Coverage

¶53: With respect to that project, I think end user age, culture and language are the three most particularly challenging human centric issues.

Reference 3 - 0.55% Coverage

¶82: Thus, detailed we figure out from review or defect reporting are actually follow the specific need, I mean, the interface related issues you mentioned.

Reference 4 - 0.45% Coverage

Reference 5 - 0.42% Coverage

¶164: The later feedback was pointing to dependence on the user interface and mostly related with the accessibility issue.

Reference 6 - 0.82% Coverage

Reference 7 - 0.61% Coverage

¶170: For the web part and application part using the same back end using APIs, those are totally back end things and doesn't relate that much the user accessibility issues.

Reference 9 - 0.73% Coverage

¶184: I mean, vendor maintaining the marketplace, and if they set some principles, like whoever wants to upload an app, by default, they have to actually pass this kind of minimum feature and quality issue.

Reference 10 - 1.27% Coverage

¶192: Whenever it comes to health and related to health thing, we need further clarifications and actions from organization like university, health organization, local hospital, health communities etc. Even the government can form a association, depending on the country and the area, culture and stuff to add the human centric issues in mobile health app.

Reference 11 - 0.51% Coverage

¶200: For Health apps they also consider this human centric issues a little, maybe not pretty much, but still something because it's a reputation.

<Files\\DEV-5> - § 4 references coded [4.84% Coverage]

Reference 1 - 1.23% Coverage

¶39: There, they blocked a smart help, which was inbuilt Android app for Samsung device is just

Reference 2 - 0.89% Coverage

¶101: So that can be an issue for big project, and also the alignment with the teammate about the update of that position, that's an important issue.

Reference 3 - 1.64% Coverage

¶105: So, I think updating updates, getting update about the project all the time, that's a major limitations, and if the if the team is a small them communication is not that much important issue, but if the company is big maintaining all the things is a big challenge.

Reference 4 - 1.08% Coverage

¶189: But under the hood, they were unsuccessful because they didn't know the user, they didn't know the future perspective, failed to figure out defaults i.e., reliability issues.

<Files\\DEV-6> - § 1 reference coded [0.82% Coverage]

Reference 1 - 0.82% Coverage

¶61: In this project I found same human safety issues such as age, gender, culture are very important.

<Files\\DEV-7> - § 4 references coded [4.39% Coverage]

References 1-2 - 1.96% Coverage

Reference 4 - 1.58% Coverage

¶102: Inside our software development team, first when requirements comes in, we design a sample project marked the related issues, ofcourse there the some human factor that was discuss.

<Files\\DEV-8> - § 4 references coded [5.53% Coverage]

Reference 1 - 1.32% Coverage

¶38: Mental health, especially known as bipolar disorder tracker

Reference 2 - 1.11% Coverage

¶57: The other challenge was data collection from the doctors, some doctors don't want to share their patient data as there's some privacy issues.

Reference 3 - 1.61% Coverage

¶57: Another problem is the language issues here in Germany, most of the patient, use Dutch language, thus sometimes if we want to transfer the language from our developer point of view, we faced some problems.

Reference 4 - 1.50% Coverage

¶63: As you know, the app mainly for the mental issues, and culture varies from countries to countries, it depends on the environment, how and with whom they are living, or their current situation.

<Files\\DEV-9> - § 2 references coded [1.11% Coverage]

Reference 1 - 0.74% Coverage

¶112: So this kind of issue we did not consider initially, but we figured out Android Studios' feature (some feature not all) to meet the network connection issues and try to emulate real world scenario.

Reference 2 - 0.37% Coverage