HumaniSE Developer Interviews

Codes

| Name | Description | Files | References |
| --- | --- | --- | --- |
| All Code Developers |  | 12 | 40 |
| App development life cycle (SDLC) |  | 12 | 85 |
| Development and Coding |  | 12 | 24 |
| Plan and Design |  | 12 | 15 |
| Requirements gathering |  | 12 | 18 |
| Review and Defect Reporting |  | 12 | 16 |
| Testing |  | 12 | 12 |
| Define eHealth App |  | 4 | 4 |
| Example App and Its Description |  | 12 | 51 |
| HCI challenges |  | 2 | 3 |
| RQ1 Which HCIs |  | 11 | 33 |
| A. Essential HCIs ( high-level) |  | 11 | 33 |
| Accessibility |  | 4 | 6 |
| App versatility |  | 0 | 0 |
| Other Issues |  | 1 | 1 |
| Reliability |  | 4 | 11 |
| Usability |  | 6 | 9 |
| User Experience |  | 6 | 6 |
| Comfort |  | 3 | 3 |
| Incorrect Results |  | 0 | 0 |
| User Versatility |  | 0 | 0 |
| Age |  | 1 | 1 |
| Elderly User |  | 2 | 2 |
| Young User |  | 1 | 1 |
| Cultural |  | 2 | 2 |
| Disability |  | 0 | 0 |
| Gender |  | 0 | 0 |
| Language |  | 1 | 2 |
| Marginalised people |  | 0 | 0 |
| Socioeconomic status |  | 1 | 3 |
| Technologically challenged |  | 2 | 9 |
| UX or UI challenges |  | 1 | 3 |
| Vulnerable groups\_patients |  | 1 | 1 |
| Working conditions |  | 2 | 5 |
| Software developers' and HC issues |  | 0 | 0 |
| Differences between developers and users |  | 0 | 0 |
| Ideas to help developers address HCI issues |  | 0 | 0 |
| Reasons why developers don't address HCI issues |  | 0 | 0 |
| Solutions and Suggestions |  | 0 | 0 |

Codes\\Other Codes

| Name | Description | Files | References |
| --- | --- | --- | --- |
| age |  | 12 | 29 |
| age group |  | 2 | 2 |
| age people |  | 2 | 2 |
| age range |  | 1 | 1 |
| different ages |  | 1 | 1 |
| diverse age |  | 1 | 1 |
| end users age |  | 2 | 3 |
| end-user age |  | 12 | 12 |
| mid age |  | 1 | 1 |
| spatial age group |  | 1 | 1 |
| ui age centric |  | 1 | 1 |
| user age |  | 3 | 4 |
| app |  | 12 | 127 |
| android app |  | 2 | 2 |
| app android app |  | 1 | 1 |
| app coding |  | 1 | 1 |
| app crashes |  | 1 | 1 |
| app dashboard |  | 1 | 1 |
| app designs |  | 2 | 2 |
| app development industry |  | 1 | 1 |
| app effectiveness |  | 1 | 1 |
| app features |  | 1 | 1 |
| app interface |  | 1 | 1 |
| app interface design |  | 1 | 1 |
| app language |  | 1 | 1 |
| app modeling |  | 1 | 1 |
| app name |  | 1 | 1 |
| app screen |  | 1 | 1 |
| app testing |  | 3 | 3 |
| app track |  | 2 | 2 |
| app work |  | 1 | 1 |
| bioscope app |  | 1 | 1 |
| bkash app |  | 1 | 1 |
| ehealth app development project |  | 12 | 27 |
| e-health app development project |  | 1 | 1 |
| existing app |  | 1 | 1 |
| existing app look |  | 1 | 1 |
| fresh app environment |  | 1 | 1 |
| hailing app |  | 1 | 1 |
| health tracking app |  | 1 | 1 |
| heavy data centric app |  | 1 | 1 |
| insurance app |  | 1 | 1 |
| local app |  | 1 | 1 |
| location centric app |  | 1 | 1 |
| looking app |  | 1 | 1 |
| mobile app development |  | 1 | 3 |
| mobile app development approaches |  | 1 | 1 |
| mobile app development project |  | 11 | 32 |
| mobile app development teams |  | 9 | 19 |
| mobile health app |  | 1 | 1 |
| particular app |  | 1 | 1 |
| personal assistant app |  | 1 | 2 |
| popular app |  | 1 | 1 |
| renting app |  | 1 | 1 |
| streaming app |  | 1 | 1 |
| streaming service app development |  | 1 | 1 |
| telehealth app |  | 1 | 1 |
| app development |  | 12 | 85 |
| app development industry |  | 1 | 1 |
| ehealth app development project |  | 12 | 27 |
| e-health app development project |  | 1 | 1 |
| mobile app development |  | 1 | 3 |
| mobile app development approaches |  | 1 | 1 |
| mobile app development project |  | 11 | 32 |
| mobile app development teams |  | 9 | 19 |
| streaming service app development |  | 1 | 1 |
| app development project |  | 12 | 60 |
| ehealth app development project |  | 12 | 27 |
| e-health app development project |  | 1 | 1 |
| mobile app development project |  | 11 | 32 |
| challenging |  | 12 | 42 |
| big challenge |  | 1 | 1 |
| bit challenging |  | 1 | 2 |
| centric challenge |  | 1 | 1 |
| challenging part |  | 2 | 3 |
| challenging thing |  | 1 | 1 |
| important challenges |  | 1 | 1 |
| main challenge |  | 4 | 5 |
| mental challenges |  | 12 | 12 |
| particularly challenging |  | 12 | 13 |
| quite challenging |  | 1 | 1 |
| several challenges |  | 1 | 1 |
| technological challenges |  | 1 | 1 |
| data |  | 8 | 34 |
| accurate data |  | 1 | 1 |
| background data collection |  | 1 | 1 |
| consumer health data |  | 1 | 1 |
| daily health data |  | 1 | 2 |
| data charge |  | 1 | 1 |
| data collection |  | 1 | 1 |
| data connection thing |  | 1 | 1 |
| data consumption |  | 1 | 1 |
| data fields |  | 1 | 1 |
| data output |  | 1 | 1 |
| data privacy |  | 1 | 1 |
| data protection |  | 1 | 1 |
| data server |  | 1 | 1 |
| data today |  | 1 | 1 |
| employee data |  | 1 | 1 |
| end user data |  | 1 | 3 |
| full data transfer |  | 1 | 1 |
| healthcare system data |  | 1 | 1 |
| heavy data centric app |  | 1 | 1 |
| low data scenario |  | 1 | 1 |
| medical data |  | 1 | 1 |
| patient data |  | 1 | 1 |
| personal data |  | 1 | 1 |
| semantic data structures |  | 1 | 1 |
| several table data |  | 1 | 1 |
| summarized data |  | 1 | 1 |
| taking users data |  | 1 | 1 |
| user authentication data |  | 1 | 2 |
| user data |  | 1 | 1 |
| voice data |  | 1 | 1 |
| design |  | 11 | 31 |
| admin interface designer |  | 1 | 2 |
| android material design pattern |  | 1 | 1 |
| app designs |  | 2 | 2 |
| app interface design |  | 1 | 1 |
| architect user interface designer |  | 1 | 1 |
| attractive ui-ux design |  | 1 | 1 |
| design flow |  | 1 | 1 |
| design issue |  | 1 | 1 |
| design language |  | 1 | 1 |
| designer programmer |  | 1 | 1 |
| existing designs |  | 1 | 1 |
| good design |  | 1 | 1 |
| graphical user interface designer |  | 1 | 1 |
| graphics design |  | 1 | 2 |
| interface designer |  | 2 | 2 |
| manager programmer user interface designer |  | 1 | 1 |
| particular design approach |  | 5 | 6 |
| requirement design |  | 1 | 1 |
| right material design process |  | 1 | 1 |
| trivial design |  | 1 | 1 |
| ui design |  | 1 | 1 |
| user centric design principal |  | 1 | 1 |
| development |  | 12 | 111 |
| app development industry |  | 1 | 1 |
| developer community |  | 1 | 1 |
| developer head office |  | 1 | 1 |
| developer point |  | 1 | 2 |
| developers job |  | 1 | 1 |
| developing applications |  | 1 | 1 |
| developing property |  | 1 | 1 |
| development case |  | 1 | 1 |
| development disabilities |  | 1 | 1 |
| development lifecycle |  | 1 | 1 |
| development phase |  | 2 | 2 |
| development platform coding |  | 1 | 1 |
| development process |  | 2 | 2 |
| development support |  | 1 | 1 |
| development team |  | 2 | 2 |
| development team everyone |  | 1 | 1 |
| ehealth app development project |  | 12 | 27 |
| e-health app development project |  | 1 | 1 |
| experience developer |  | 1 | 1 |
| field development team |  | 1 | 2 |
| mobile app development |  | 1 | 3 |
| mobile app development approaches |  | 1 | 1 |
| mobile app development project |  | 11 | 32 |
| mobile app development teams |  | 9 | 19 |
| personal developer |  | 1 | 1 |
| software development team |  | 1 | 1 |
| streaming service app development |  | 1 | 1 |
| web development tool |  | 1 | 1 |
| young developer |  | 1 | 1 |
| ehealth app development project |  | 12 | 27 |
| ehealth app development project |  | 12 | 27 |
| health |  | 8 | 30 |
| consumer health data |  | 1 | 1 |
| daily health data |  | 1 | 2 |
| day health records |  | 1 | 1 |
| e health application |  | 1 | 2 |
| family members health |  | 1 | 1 |
| general health |  | 1 | 1 |
| health communities |  | 1 | 1 |
| health date |  | 1 | 1 |
| health health |  | 1 | 1 |
| health information |  | 1 | 1 |
| health issue section |  | 1 | 1 |
| health monitoring service |  | 1 | 1 |
| health organization |  | 1 | 1 |
| health record |  | 1 | 1 |
| health situation |  | 1 | 1 |
| health suggestions |  | 1 | 1 |
| health symptom condition |  | 1 | 1 |
| health thing |  | 1 | 1 |
| health tracking app |  | 1 | 1 |
| medical health care management |  | 1 | 1 |
| mental health |  | 2 | 2 |
| mobile health |  | 1 | 1 |
| mobile health app |  | 1 | 1 |
| physical health |  | 1 | 1 |
| primary health checkup |  | 1 | 1 |
| tracking users health condition |  | 1 | 2 |
| issues |  | 12 | 47 |
| accessibility issues |  | 1 | 1 |
| centric issues |  | 3 | 9 |
| design issue |  | 1 | 1 |
| end user human-centric issues |  | 1 | 1 |
| health issue section |  | 1 | 1 |
| hearing problem issues |  | 1 | 1 |
| human centric issues |  | 1 | 4 |
| human safety issues |  | 2 | 2 |
| human-centric issues |  | 4 | 5 |
| important issue |  | 1 | 2 |
| language issues |  | 1 | 1 |
| legal issues |  | 1 | 3 |
| mental issues |  | 1 | 1 |
| network connection issues |  | 1 | 1 |
| others issues |  | 1 | 1 |
| privacy issues |  | 1 | 1 |
| private issue |  | 1 | 1 |
| quality issue |  | 1 | 1 |
| related issues |  | 3 | 4 |
| reliability issues |  | 1 | 1 |
| security issues |  | 1 | 1 |
| type issues |  | 1 | 1 |
| user accessibility issues |  | 1 | 2 |
| user issues |  | 1 | 1 |
| mobile app development project |  | 11 | 32 |
| mobile app development project |  | 11 | 32 |
| project |  | 12 | 69 |
| big project |  | 1 | 1 |
| ehealth app development project |  | 12 | 27 |
| e-health app development project |  | 1 | 1 |
| mobile app development project |  | 11 | 32 |
| open source project |  | 1 | 1 |
| overall project |  | 1 | 1 |
| project manager |  | 1 | 2 |
| sample project |  | 1 | 1 |
| standalone project |  | 1 | 1 |
| university research project |  | 1 | 1 |
| warehouse management project |  | 1 | 1 |
| roles |  | 12 | 25 |
| crucial role |  | 1 | 1 |
| current role |  | 12 | 12 |
| former roles |  | 12 | 12 |
| team |  | 12 | 39 |
| analytics team analyses |  | 1 | 1 |
| big team |  | 1 | 1 |
| development team |  | 2 | 2 |
| development team everyone |  | 1 | 1 |
| field development team |  | 1 | 2 |
| mobile app development teams |  | 9 | 19 |
| particular team |  | 1 | 1 |
| product team |  | 1 | 1 |
| small team |  | 1 | 1 |
| software development team |  | 1 | 1 |
| software team |  | 2 | 2 |
| sub team |  | 1 | 1 |
| team leader |  | 1 | 1 |
| team members |  | 1 | 1 |
| testing team |  | 1 | 2 |
| time software team |  | 1 | 2 |
| testing |  | 11 | 33 |
| acceptance testing |  | 9 | 9 |
| alpha tester |  | 1 | 1 |
| app testing |  | 3 | 3 |
| japanese character test |  | 1 | 1 |
| optional testing |  | 1 | 1 |
| particular test cases |  | 1 | 1 |
| test cases |  | 4 | 4 |
| test everything |  | 1 | 1 |
| test group |  | 1 | 1 |
| test instruction |  | 1 | 1 |
| test phase |  | 1 | 1 |
| test runs |  | 1 | 1 |
| test user |  | 1 | 2 |
| testing part |  | 1 | 1 |
| testing team |  | 1 | 2 |
| testing tools |  | 2 | 2 |
| wrong test |  | 1 | 1 |
| user |  | 12 | 116 |
| application user log |  | 1 | 2 |
| architect requirements analyst user |  | 1 | 1 |
| architect user interface |  | 1 | 1 |
| architect user interface designer |  | 1 | 1 |
| asked user |  | 1 | 2 |
| asking user day |  | 1 | 1 |
| conversation model user |  | 1 | 2 |
| cracking user voice call |  | 1 | 2 |
| demographic users |  | 1 | 1 |
| different target users |  | 1 | 1 |
| different user interface |  | 1 | 1 |
| direct user input |  | 1 | 1 |
| disabled users |  | 1 | 1 |
| diverse end user needs |  | 1 | 1 |
| diverse end users |  | 8 | 9 |
| elderly users |  | 2 | 4 |
| end user data |  | 1 | 3 |
| end user human-centric issues |  | 1 | 1 |
| end users age |  | 2 | 3 |
| explained user process |  | 1 | 1 |
| general user |  | 1 | 1 |
| generalized user centric principle |  | 1 | 1 |
| german users |  | 1 | 1 |
| graphical user interface designer |  | 1 | 1 |
| historical impact user experience |  | 1 | 2 |
| local users |  | 1 | 1 |
| manager programmer user interface designer |  | 1 | 1 |
| multi domain user |  | 1 | 2 |
| multicultural user |  | 1 | 1 |
| programmer user interface |  | 1 | 1 |
| simple user interface |  | 1 | 1 |
| system users |  | 1 | 1 |
| taking users data |  | 1 | 1 |
| test user |  | 1 | 2 |
| tracking users health condition |  | 1 | 2 |
| uneducated users |  | 1 | 1 |
| user accessibility issues |  | 1 | 2 |
| user age |  | 3 | 4 |
| user assistance |  | 1 | 1 |
| user authentication data |  | 1 | 2 |
| user base individual |  | 1 | 2 |
| user behavior |  | 1 | 1 |
| user behaviour |  | 1 | 1 |
| user centric design principal |  | 1 | 1 |
| user claim |  | 1 | 1 |
| user country |  | 1 | 1 |
| user dashboard |  | 1 | 1 |
| user data |  | 1 | 1 |
| user diversity |  | 3 | 3 |
| user domain |  | 1 | 2 |
| user engagement |  | 1 | 1 |
| user flow |  | 1 | 2 |
| user headache |  | 1 | 1 |
| user input |  | 1 | 1 |
| user issues |  | 1 | 1 |
| user needs |  | 2 | 2 |
| user point |  | 1 | 1 |
| user profile |  | 1 | 1 |
| user reports |  | 1 | 1 |
| user reviews |  | 9 | 11 |
| user right |  | 1 | 1 |
| user use |  | 1 | 1 |
| users disease |  | 1 | 1 |
| users feedback |  | 4 | 5 |
| users location |  | 1 | 1 |
| users response |  | 1 | 1 |
| using apis |  | 1 | 1 |
| young user |  | 1 | 1 |