

CPSC 481 – Fall 2020

Team Project

Stage Two

Tut04

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Team T

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Repository: <https://github.com/isaguimet/CPSC481-TeamT>

Portfolio: <https://gbondad.github.io/481portfolio/index.html>

Project Idea

Progress calendar is essentially a calendar application with project management features that will be available in web platforms. The app tracks the progress of a project and visualizes it in a way that is both informative and transparent to the user. Like any other calendar app, a user will be able to add scheduled events and tasks. However, it's in adding projects that this app shines. Users can automatically separate a project into manageable iterations that can easily be pinned to a date. Users can also see the number of tasks and projects left to do in chronological order along with its corresponding progress bar. Mainly, the user base will be people who want to keep track of their projects, this can range from students to project managers. We expect this to be used in the everyday lives of our users, as a calendar and for helping them manage their work or personal projects.

List of Stakeholders

Stakeholder	Description
Students	Students who struggle managing deadlines for projects and homework. Students may have experience with using some type of scheduling/planning. In terms of their background knowledge, students would be comfortable and quick in adapting to simple, web applications.
Employees	Most employees would have used a task management system before. If a company had a common task manager system that all employees were required to use, they may easily adapt to our task management application. Some examples of jobs include teacher and project managers.
Freelancers	Freelancers have the flexibility to manage their own schedule, most of them will have lots of experience using a task management system.
Our team	We have tried other task/project management apps and want to create a better solution than the currently existing solutions. Since we are the stakeholders who develop and maintain the application, we would have the most knowledge about the system because we will make it.

User Research Methods

SURVEYS AND QUESTIONNAIRES

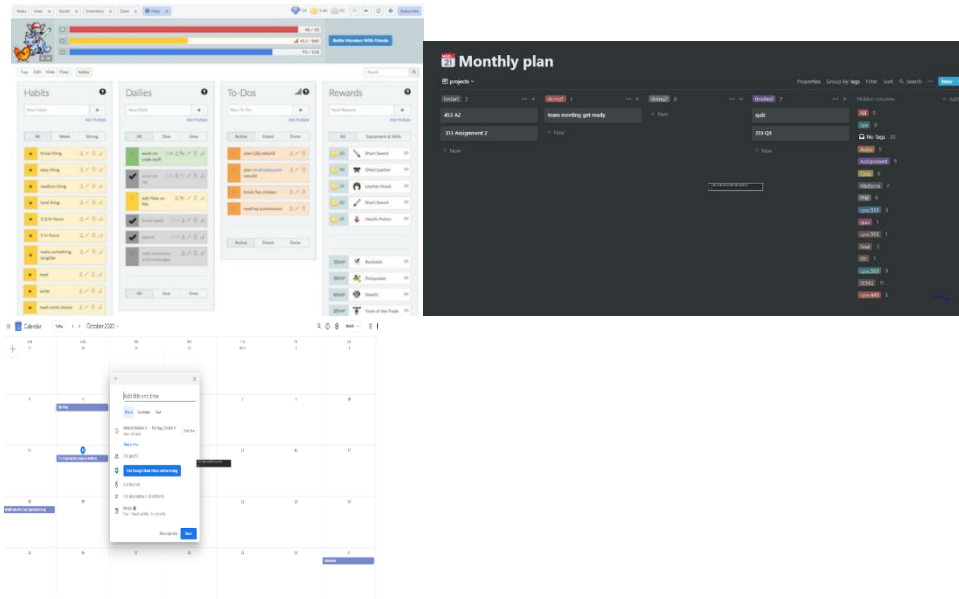
We used Google Forms to conduct an online survey where we received 20 responses. 50% of the responses were 17-24, 15% were 25-35 years old and 35% were 35+ years old. First, we learnt that more than half of our participants used digital devices for keeping track of projects and tasks. Then, we asked questions that gave us insight on what they liked and disliked about the product they use. Overall, we learnt that people enjoyed having the convenience of adding tasks / projects to their calendar app anytime, anywhere. Having a clean and easy to learn interface was important to users. On the other hand, users don't like that their current products don't allow them to see how much they have completed a project or an assignment before the deadline or ways to personally customize it. Lastly, we asked participants what features they would like to see on our calendar app. They said, being able to categorize projects by different groups such as school and work, must be highly customizable to the need of the user (can color code, put labels, choose different backgrounds) and display how much time they have worked for a given project.

Justification:

We used this method, because we gained important insight on our user base. With the feedback, we can see how users manage their projects / tasks in a calendar. The feedback we received helped us with the competitive product survey method as it allowed us to think what factors of the products in the market people like and what needs they are failing to address. This method is also useful as it informs the paper prototype method that we'll be using so that we can prototype the features that users would like to see in our calendar app.

COMPETITIVE PRODUCT SURVEY

For this method we reviewed Notion, Google Calendars, and Habitica. We found that these products all had very user-friendly designs and included many similar features. Reviewing Notion, we saw that a Kanban board is useful for project management. In Google Calendars, you can edit and add events easily in a small unobtrusive window.

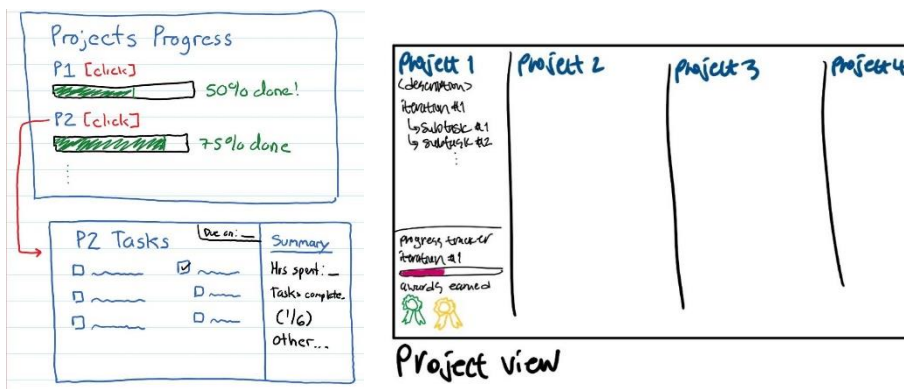


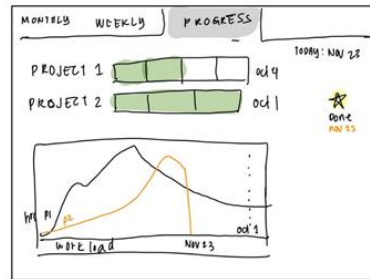
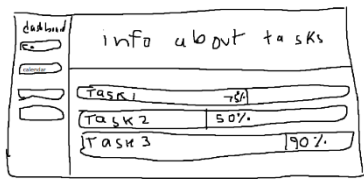
Justification:

Since there are many options in the market already for task management applications, it would be necessary to conduct research to get a better idea on how we can design our application to be unique from what's on the market. It's useful in identifying necessary functionalities. We noted elements that could be used in a new design and parts that were lacking and needed improvement. The surveys provide an excellent outlook on pros and cons of other similar products, and they also helped us find insight on good strategies for user task design.

PAPER PROTOTYPING

We had each person on our team rapidly sketch, layout, and evaluate interaction design concepts for basic usability. We used this method because we wanted to see and understand how we would design a calendar system that would implement the features we discussed. By using our knowledge from the competitive product survey, we were able to see how different apps are designed and how we could apply some of their good UI elements in ours.





Justification:

This was a fun method card to do as it allowed us to creatively express ourselves to visualize how different screens and functionalities in our website would interact with one another. We also learnt that there are a wide variety of ways to design interfaces as we all had different drawings. It was a good way to find potential design problems early in our project.

Reflect on your use of methods

Using Survey and Questionnaires, we were able to find useful information on our users. What went well was that we learned what products users liked, needs the products failed to address, and which features users would like to see in our product. What went poorly is that 35% of our participants were 35+ years old, falling into a vague age category. Next time, we would make sure to cover more age ranges to see the ages of our participants more clearly.

For the competitive product survey method, the process of gathering information about how the products worked went well since we were familiar with them. What went poorly was that it was hard to keep an objective view towards the products while evaluating them. Since we knew that they would be our competition, we easily found the drawbacks to the products, but not their benefits. Next time, we would try getting inputs from others about the competitive products as well.

Paper prototyping was essential in nailing down the look of our project and the specific features that we wanted to include and their implementation. It allowed us to quickly visualize good design ideas without the effort of making a high-fidelity prototype. However, due to it being a low-fidelity prototype, it was not as fleshed out.

User Tasks and Descriptions:

Must Be Included:

- **Add a new project:**

User clicks on a button located on the main page titled “New Project” or they can click on any day in monthly view or weekly view. Then a small window for filling in the details of a new project will show up. They will then fill in the information – title, iterations, subtasks, due dates, category, color tag, etc. Finally, they will click the “Create” button.

- **Edit an existing project:**

On any view that they may be on, once they click/hover over the title of the project, a pencil icon labelled “Edit Project” will show up. The user will click on the icon and edit any information that they wish to edit. Once the user clicks the “Complete” button, the page will refresh to show the edited project (on the same view that the user was previously on).

- **Delete a task or project:**

Users will open the task or project they want to delete. The user clicks on a button called “Delete”. The selected task or project is deleted.

Important:

- **View their progress done on the project:**

Users will go to their Projects Progress View. They will see a summary of their project such as how many approximated hours they have left to complete or the percentage of work done so far.

- **Complete their project:**

User will go to their Projects Progress View and click on the project they have completed. Then in the view where they can see the summary of their project, they will click the “Complete” button. The project will now be shown under “Completed projects”. The user gets a reward.

Could be Included:

- **See Rewards:**

User will go to progress view by clicking the progress view button. Scrolling to the bottom in progress view, the user will click on past achievements. A medium sized window will appear showing a list of past projects in chronological order and the corresponding rewards associated with the project. The user will be able to view this in list form or timeline form (yearly/monthly graph).

Appendix

Our research / work for each of the 3 user research method cards we used:

Surveys and questionnaires

[This is the link to the Google Forms survey.](#) (Click on Link)

Description of survey:

Welcome! This survey was designed to get user research for our term project for the class CPSC 481 – Human Computer Interactions from the University of Calgary. As university students, we know what it's like to get bombarded by assignments, projects and exams. We want to develop a website that lets you manage your projects by organizing your projects by letting you visualize how much progress you have done by splitting the work you have to do in tasks for each of your projects.

Thank you for helping us learn more about what makes a project management app so special! Thanks for participating!

Questions:

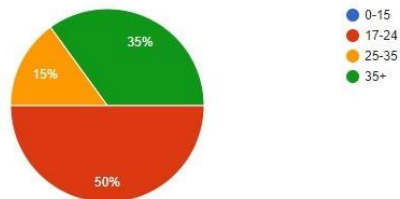
1. "How old are you? (age ranges)"
2. "How do you keep track of your **projects** (deadlines, amount of work left to do)? Do you use an app/calendar?"
 - App
 - Calendar
 - Other ____
3. "How do you keep track of your **tasks** (for school, work, day-to-day life)? Do you use an app/calendar?"
 - App
 - Calendar
 - Other ____
4. "What do you **like** about the current system (digital or physical) you use to manage school / work projects / assignments?"
5. "What do you **dislike** about the current system (digital or physical) you use to manage school / work projects / assignments?"
6. "What is useful to you in a calendar app?" / "What do you look for in a calendar app?" (check all that apply)
 - Has a clean uncluttered design
 - It is easy to learn and use
 - Must be customizable (can color code tasks belonging to the same group)
 - Other ____

7. “We will develop a calendar app that lets you visualize your progress left for each project / task. Which features would you like to see?” (check all the apply)
- Built in award system for completing projects
 - Categorization of projects by different labels (school, work, fun)
 - Highly customizable (can choose many different backgrounds, can choose which views (tabs) to see at any time, can color code, put emojis)
 - Displays how much time you have worked for a given project
 - Other ____

Results from the survey:

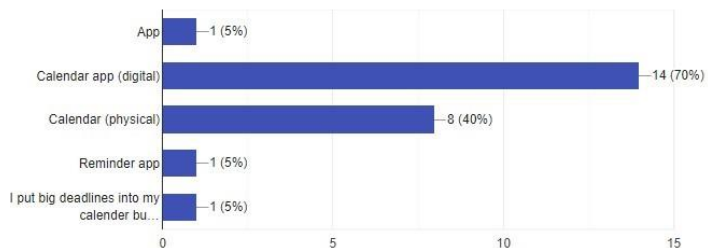
How old are you?

20 responses



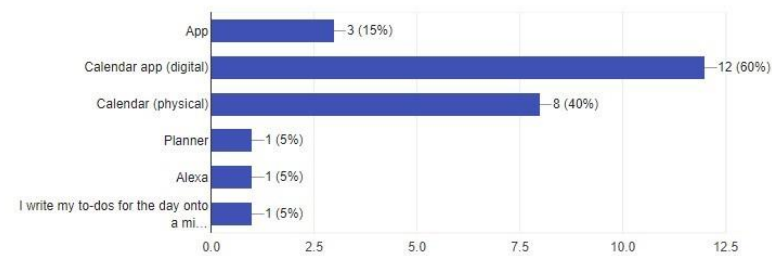
How do you keep track of your projects (deadlines, amount of work left to do)? Do you use an app/calendar?

20 responses



How do you keep track of your tasks (for school, work, day-to-day life)? Do you use an app/calendar?

20 responses



"What do you like about the current system (digital or physical) you use to manage school / work projects / assignments?"

20 responses

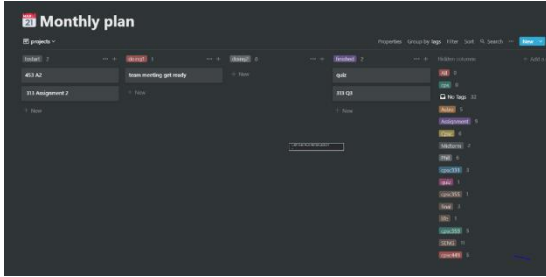
- It's easy to use and always available from my phone
- The digital system helps me remember when things are due. Keeps me organized.
- I like that I can put times for a particular event and it sends me a reminder an hour before.
- I like using a physical calendar because it's easier to look at everything and I like physically writing stuff
- Has a weekly view
- You can stick it up the wall so you don't have to turn stuff on to see it.
- My schedule/to do list are synced on all my devices - iPhone, iPad and laptop

Competitive Product Survey Method

Notion:

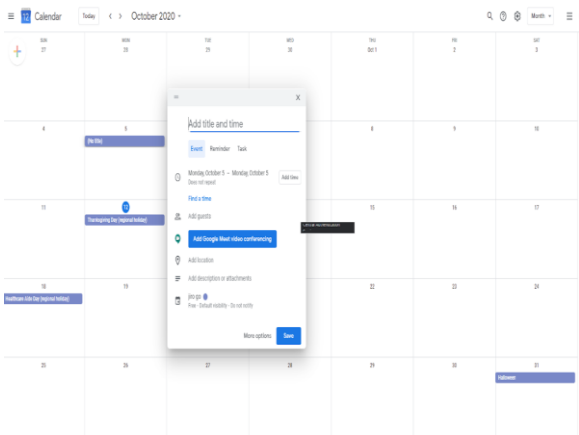
Notion is a powerful productivity app that can be used in a lot of things, from project management to inventory, to even personal journaling. We focused on the calendar feature of Notion and the project management that can be done with it. In Notion, a user can put tags on an event or task. With these tags, the user can set up a Kanban board, which is a useful way to view projects and its stages. In Kanban view a user will be able to drag an event and move it through the different stages of a project. Though a Kanban board is nice, one downfall to this view is that some projects might require more iteration than others. In Progress Calendar, the user will be able to view the different stages of a project and each project has its own count of iterations. Unlike in notion where you manually put a project from the first stage to the next, Progress Calendar will be updating the progress of a project

as the user finishes each iteration, requiring little effort from the user.



Google Calendar:

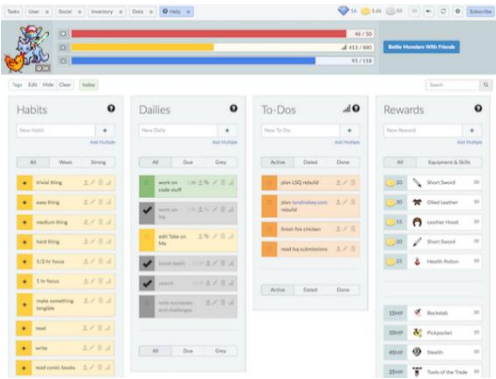
As an everyday user of the application, we conducted evaluations on the desktop version of Google Calendar only. We had the opportunity to revisit some of its main functionalities while also learning about its pros and cons. On Google Calendar, you easily add events, tasks or reminders to a selected date from a small popup window, making it unobtrusive. The details you can add to an event are title, date, time, location, color and description. You can also move events and tasks by dragging them to the day you want. The calendar also includes 6 different views – Day, Week, Month, Year, Schedule, and 4 days. The Schedule view displays an agenda view that vertically displays all the events. Although adding an Event comes with lots of features, the same cannot be said about Reminders and Tasks. For instance, you cannot color-code tasks and reminders, so it is often hard to tell what course or project the task belongs to. You also cannot repeat tasks, so you must manually enter repeating or similar tasks.



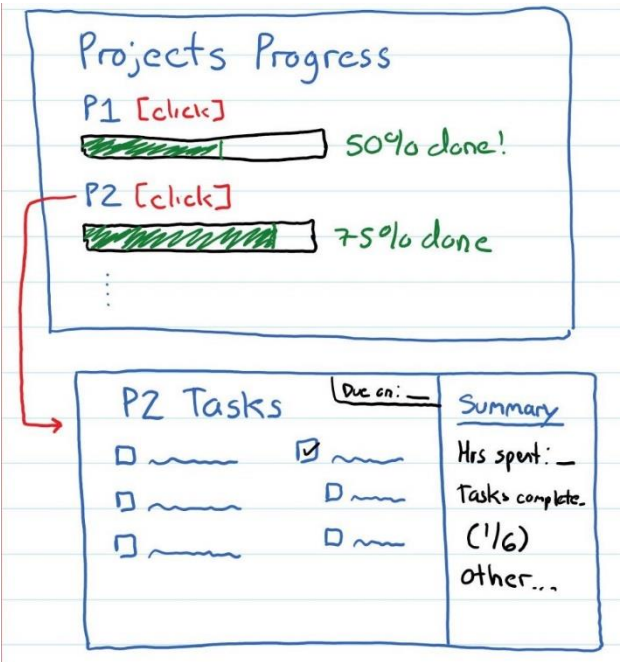
Habitica:

Habitica is a task management app with fun features to motivate the users into completing tasks. The app allows you to create a custom avatar. Completing tasks allows you to level up your avatar and unlock rewards like weapons, armor and pets. At the top of the screen is your character showing it's hp and exp. There are 3 main types of tasks in the menu: Habits, Dailies and To Do's. Habits can be good or bad, completing a good habit increases its task value by 1 and completing a bad habit will decrease its task value by 1. Habits also have colors; good habits will eventually turn green and a bad

habit red. Dailies are used to schedule daily, repeatable tasks. To do's are one-time tasks. When creating a task, you are asked to input a title, notes, difficulty, start date (creating a daily also allows you to input when a task repeats), reminder and tags. The task will appear in the to-do's menu and completing the task will give your character experience points and gold. Habitica's reward system, unlike most task-management systems offers a unique way to motivate users in the form of an RPG-like game.

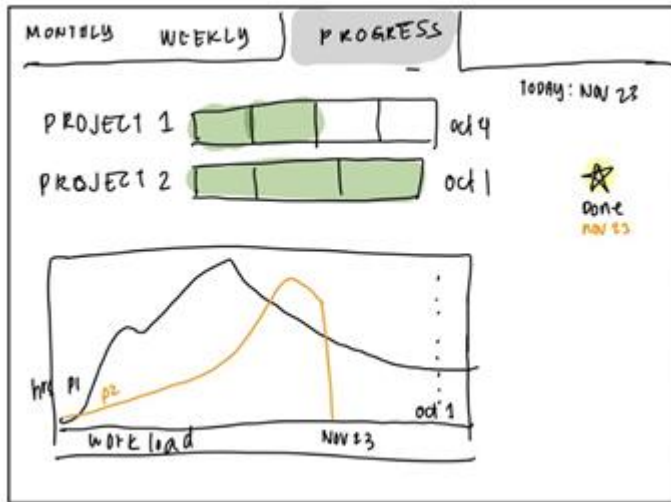


Paper Prototype Method



Project view

MONTHLY	WEEKLY	PROGRESS				
tl						



dashboard	info about tasks	
Calendar	Task 1	75%
	Task 2	50%
	Task 3	90%