	Activity 1	Activity 2	Activity 3	Activity 4	Activity 5	Activity 6
Sumavia 40030776	Brainstormed possible project ideas Helped with editing the video	Planned and Conducted Interviews	Developed a good design Developed the design to our final lo-fi prototype Developed a Storyboard for persona 2	Explored UX techniques and developed Customer journey map for persona 2 Documentation for Activity 4	Developed screens of the hi-fi prototype Cleaned up the final design and connected the screens and interactions	Usability Testing Research Planned the Usability Evaluations
Farida 39606406	Brainstormed project ideas Helped with filming the video	Created and distributed the questionnaire Helped analyse user responses	Developed the low-fidelity prototype screens Documentation for Activity 3	Explored different UX mapping techniques	Generated blog screens for the hi-fi prototype	Conducted interviews for usability testing
Allan 39608581	Helped with editing the video	Identified functional and non-functional requirements	Developed a good design idea	Explored the UX techniques	Developed screens of the hi-fi prototype	Documentation
Melek 39582493	Brainstormed project ideas Documentation for Activity 1 Helped with planning the video and participated in it	Planned and Conducted Interviews	Developed a good design - low-fidelity prototype screens Developed a Storyboard for persona 3	Explored the UX techniques Created a customer journey map for persona 3	Developed 'Booking' screens for the hi-fi prototype	Conducted interviews for usability testing

Hana 39605116	Brainstormed project ideas Acted in the video	Analysed Questionnaire responds. Extracted main user goals, performed task analysis (HTA) and made use case diagrams Documentation for Activity 2 pdf.	Developed a good low-fidelity prototype to take into consideration.	Created a customer journey map for Daniel Moore (one of the personas)	Participated in developing the high fidelity prototype. Created the 'Plan view' , 'Profile view', and the 'Welcome' pages.	Conducted interviews for usability testing. Worked on the website.
39606392	I collaborated with my colleagues in filming the raw footage. Handled the editing process for the problem definition video.	I contributed to the activity to specify and define key functional and non-functional requirements.	Developed a bad design lo-fi that had so many flaws in order to differentiate from the good one. Worked on persona 4 (Daniel Moore) : The cautious Traveler. Generated a storyboard following Persona 4 personality.	Explored the foundational UX techniques to guide through the project.	Generated map view for the hi-fi prototype. Prepared a walkthrough in the hi-fi prototype my colleagues and I designed.	I gathered qualitative data for our usability testing research.

Usability Testing Recording Consent form

Thank you for participating in our usability evaluation for TripSync. This evaluation session will be recorded, and your comments will be evaluated so we at TripSync can reflect and gather insights from the feedback we receive from you.

Please sign below to confirm that you agree.

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I am aware that my usability evaluation session for TripSync will be recorded, and I hereby grant TripSync permission to use it internally to develop and improve their product.

Name: _____

Date: _____

Signature _____