# Project 1 Define

Journey Mapping

JOURNEY MAP (buyer's perspective)
Find a couple people who are trying to sell the books you want
      a. Through facebook
      b. Ask around
  1. Determine availability and seller's prices (CP VALUE)
  2. Agree on price
  3. Decide time and place for transaction
  4. Pay in cash and get book

JOURNEY MAP (seller's perspective)
  1. Find people who want to buy your book
      a. Post your book on Facebook group
      b. Get people to share your post and FUD competitors
      c. Search especially for students a grade below yours
  2. Wait for contact from potential buyer
  3. Negotiate price
  4. Decide time and place for transaction
  5. Hand out book and receive cash

With the observations made from our interviews, we created a problem statement:
**PAS students need an efficient way to buy/sell used books because they want to perform these transactions without much effort.**

In order to evaluate our potential solutions, we created a solution rubric
Solution Evaluation Rubric

| | 3 the best | 2 | 1 the worst |
|---|---|---|---|
| Feasibility | • Idea can be easily implemented.<br>  • It requires little or no specialized skills to implement<br><br>• Idea is realistic considering:<br>  • Time constraints<br>    • Can definitely be implem | • Idea requires some specialized skills to implement<br>  • Skills can be learned within the time restraints<br><br>• Idea's feasibility is questionable<br>  • Time used for skill learning may impact | • Idea requires hard to learn skills to implement<br>  • Skills cannot be realistically learned within time limits<br><br>• Idea is not feasible because: |

| | | | |
|---|---|---|---|
| | ented under our time constraints • Authority constraints: • It is within our jurisdiction as students | time needed for other aspects of the project • Some aspects may be out of our jurisdiction and need the approval of those with the authority | • Skill learning takes up way too much time • Entire idea is outside of our jurisdiction and need the complete approval to implement. |
| Accessibility | People in the list can easily access our system: • Both new and old students • Antisocial people • Lazy people, who don't want to put many effort selling or buying books • Busy people, who don't have much time dealing with buying/selling books. Known and used by the whole school | Most of the students in school heard about the system, but only a part of them actually using it. Might not take care of those newbies and antisocial-media people (people who are not addicted to facebook) | Only our group (3 people) and a few others (old students) know and use the system for buying/selling books. |
| Efficiency | • The transaction can be completed with minimum effort and as fast as possible. So that the seller is able to sell their book before the end of the "grace period" and likewise for the buyer | • The transaction can be completed with little effort, and is sometimes faster and sometimes slower than the traditional method of selling/buying books. Most books are sold/bought before the end of the "grade period" | • It is slower than and takes more effort to use than the current system. |
| Adaptablility | • Most of changes can be made based on user feedbacks. • The system is well developed to fit in all the possible situation (new school policies, other problems met during the implementation of the system) | • Idea has the possibility for expansion, but it is limited • Idea has some potential to adapt to changing circumstances, but the possibilities are limited | • Idea cannot be expanded and has no way to adapt to user feedback • Idea can only be applied to current circumstance, with small changes in circumstance rendering the project useless in the case of new policies, |
| User-Friendliness | • User is able to learn how to use the system/platform/rules autonomously during their first book sale/purchase. • Process is easy to remember for future transactions. | • User is able to learn how to use the system/platform/rules autonomously via the help of a tutorial/+ video • Process can be learned by watching someone else do it | • Process requires studying of the tutorial in order to pick up. • Less than ⅔ of the users know how to use the platform |

**Reflection#5 Project1 Interviews**