Log

# Day 1

We have discussed the various problems we have encountered throughout our time at the school. (See Ideas.txt [github] file for list of all problems we found).

After a brief talk about it, we concluded that the Project Booking System would be a great one to work with, since it affects a lot of people around the school, and would be used every day.

# Day 2

Today, we created and sent out a survey with various questions, regarding the usage of project rooms.

We hope that by tomorrow, enough responses have come thru, that it can help our brainstorm narrow down potential ideas.

# Day 3

## Discussion: How we want to experiment

* Interface: Multiple prototypes, which would mainly differ in user-interface, to decide on most appropriate approach.
* Working Practice: Multiple approaches, using a booking system and not using a booking system.
* Business Process: Try charging people to use the rooms.

### Purposes we want to have fulfilled with our project

* More convenient to book/use project rooms.
* To have better organisation with the project rooms.
* To get a better understanding, on how people use the project rooms.
* How satisfied people will be about booking/using project rooms.

### Variables for our experiments:

* Multiple User Interfaces:
  + Using a map for booking
  + Using a list for booking
* Multiple approaches
  + Using a booking system
  + Not using a booking system
* Charging people
  + Price amount

### Common list for criteria for a good experiment:

* Only 1 changing variable
* Necessary documentation for the experiment
* Easily measurable results
* Have a purpose (or even multiple)
* Problem Description
* Expected Results
* What we want / don’t want to investigate

### Plan for Experiments

**Problem description:**  
People are booking rooms and forgetting, or using for non-school activities.

## Brainstorm for ideas

Cinema-ticket style reservation, using the school navigation app.  
Green = free  
Red = taken  
Notification/Confirmation on if you still want room.

Book rooms on the monitors outside the rooms.

Actually lock rooms to those who book it.

Removing any booking system.

Put reminders to cancel reservation, if finish early, on monitors by the doors

Make people pay for using rooms.

Make more project rooms. Build on top of building A. / Convert building C to project room.

Limit hours reservations can be made, eg max 2 hours a day per person.

Instate punishments for people who overbook.

Shame list for people who abuse bookings / Rewards for reporting abusers

Kill the entire human race, shutdown the school, stuff like that.

Remove project rooms.