**CPSC 481 – Human Computer Interaction. Fall** - **2020**

**Team Contract Preparation**

**Member:** Zahra Ghavasieh

1. **What do I want to get out of the team project?**

|  |  |
| --- | --- |
| 1. What do I want to learn? | UI and UX design, how to implement a design process |
| 1. How do I learn? | Attending lectures and doing research |
| 1. What are my goals for the project? | Create a good portfolio, receive good grades and good experiences |
| 1. What are my hopes and fears about the group? | Members will not accomplish their tasks well or on time, team communication and misunderstandings |

1. **What do I have to offer the team and project?**

|  |  |
| --- | --- |
| a. Previous experience (that might be useful to the team…) | I have used similar design tools and have prior experience in working in group projects and doing design |
| b. Special skills  (that I can teach/coach/contribute…) | Git Version Control, coding, design |

1. **My Personal Preferences and Work Styles are:**

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| --- |
| I prefer to communicate via Facebook Messenger or Discord. |
| I tend to complete simple tasks quickly by myself and then assign the rest of the tasks afterwards. |
| I like having an organized schedule to avoid any miscommunication and to meet deadlines. |

**Member:** Gabriella Kenna

1. **What do I want to get out of the team project?**

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| --- | --- |
| 1. What do I want to learn? | How to use design tools, design best practices |
| 1. How do I learn? | Practicing, listening to lectures |
| 1. What are my goals for the project? | Build up my online portfolio, get good grades |
| 1. What are my hopes and fears about the group? | Last minute submissions from team members, |

1. **What do I have to offer the team and project?**

|  |  |
| --- | --- |
| a. Previous experience (that might be useful to the team…) | I have worked on paper prototyping of a mobile app for a Capstone project  I enjoy information visualization |
| b. Special skills  (that I can teach/coach/contribute…) | Git, Vector Graphics/icon creation |

1. **My Personal Preferences and Work Styles are:**

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| --- |
| I like to have internal team deadlines for tasks leading up to a class deadline |
| I tend to set aside specific timeslots for different courses/tasks |
| I like looking for ways to combine the good parts of different ideas, rather than selecting the “best” of multiple ideas. |

**Member:** Jason Li

**What do I want to get out of the team project?**

|  |  |
| --- | --- |
| 1. What do I want to learn? | Improve my UI/UX design skills |
| 1. How do I learn? | By trying and doing |
| 1. What are my goals for the project? | Create a project with a great UI |
| 1. What are my hopes and fears about the group? | Minimum communication leading to a badly done project. |

**What do I have to offer the team and project?**

|  |  |
| --- | --- |
| a. Previous experience (that might be useful to the team…) | Web design, app design, and UI/UX design from work experience |
| b. Special skills  (that I can teach/coach/contribute…) | Swift, JavaScript React, HTML/CSS, JavaScript, Python |

**My Personal Preferences and Work Styles are:**

|  |
| --- |
| Communicate with any online messaging system (Discord, MS Teams, email, etc.) |
| Finish my tasks quickly then be available to help with team member’s tasks |
| An organized schedule to avoid any miscommunication and to meet deadlines. |

**Member:** Paruhang Basnet

**What do I want to get out of the team project?**

|  |  |
| --- | --- |
| 1. What do I want to learn? | UX/UI design, HCI process |
| 1. How do I learn? | Team project, research, lectures and tutorials, assignments |
| 1. What are my goals for the project? | Good grades, clean and presentable project |
| 1. What are my hopes and fears about the group? | Not fully grasping HCI concepts while working on project |

**What do I have to offer the team and project?**

|  |  |
| --- | --- |
| a. Previous experience (that might be useful to the team…) | Taking SENG 513 (Web development) |
| b. Special skills  (that I can teach/coach/contribute…) | Decent at designing around good aesthetic |

**My Personal Preferences and Work Styles are:**

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| --- |
| Clean design for our final product |
| Good communication from team members |
| Valuing and respecting other opinions and ideas |

**Member:** Dheeraj Kumar

1. **What do I want to get out of the team project?**

|  |  |
| --- | --- |
| 1. What do I want to learn? | How to design, design patterns that attract customers to websites and apps. |
| 1. How do I learn? | Researching, Building projects, trial and error |
| 1. What are my goals for the project? | Good grades, a great team project, and skills to carry to industry |
| 1. What are my hopes and fears about the group? | Members might be not as committed. |

1. **What do I have to offer the team and project?**

|  |  |
| --- | --- |
| a. Previous experience (that might be useful to the team…) | I have a little bit of design experience in figma |
| b. Special skills  (that I can teach/coach/contribute…) | Beginner figma skills, python, SQL, JavaScript |

1. **My Personal Preferences and Work Styles are:**

|  |
| --- |
| I prefer to work on tasks alone. |
| I prefer to use program/ languages that I am used to. |
| I prefer to use Discord for all communication. |

**Team Contract Date: 2020-09-21**

**Tutorial Section: TUT01**  **Team Number: Team B**

**1. Team Goals**

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| --- |
| Get a good grade.  Building a cool project to show skills on resume.  Grow in design skills. |

**2. Team Roles**

|  |  |
| --- | --- |
| **Name** | **Roles** |
| Dheeraj Kumar | Designer, design reviewing, researcher |
| Zahra Ghavasieh | Designer, Communication |
| Paruhang Basnet | Designer, Architect |
| Gabriella Kenna | Designer, Documentation Reviewer |
| Jason Li | Designer, code reviewer |

**3. Team Organization**

|  |  |
| --- | --- |
| **How will you communicate?** | Microsoft Teams |
| **Where/when will you meet?** | Online, tutorials. Pick a time when needed outside of tutorial. |
| **How will you share files?** | GitHub and Teams |
| **What operating system will you use?** | Windows, Mac |
| **What editor(s) will you use?** | VS Code, FIGMA, MS Word |

**4. Expectations from Team Members**

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| --- | --- |
| **Expectation** | **Consequence if expectation not met** |
| Attend all meeting where possible. For meetings that you are unable to attend:   * Provide 12 hours' notice * Review meeting notes | Warning, and if 3 times, involvement of the TA and or the Professor. |
| Completing tasks on time | Warning, and if done repeatedly, involvement of the TA. |
| Complete tasks with attention to assignment requirements and reasonable spelling/grammar. | Discussion with the group to determine what needs to be done to fix the issue. |
| Ask for help if unsure or struggling | None, but reaching out if needed is strongly recommended. |
| Encourage weird/any ideas | If a member is being hostile, a group discussion on their behaviour is held. |

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*All team members participated in formulating the standards, roles, and procedures as stated in this contract.*

*We understand that we are obligated to abide by these terms and conditions.*

1) Jason Li, date: 9/28/2020

2) Paruhang Basnet, date:9/28/2020

3) Zahra Ghavasieh, date: 9/28/2020

4) Dheeraj Kumar, date: 9/28/2020

5) Gabriella Kenna, date 09/28/2020