
sked-it

User Interface Design

Submitted to:

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Unique Reference:

The documents are stored in the <https://github.com/jvdelasierra/sked-it/tree/master/03-Design%20Engineering>
[https://github.com/jvdelasierra/sked-it/tree/master/03-Design%20Engineering/sked-it%20-%20User Interface Design.pdf](https://github.com/jvdelasierra/sked-it/tree/master/03-Design%20Engineering/sked-it%20-%20User%20Interface%20Design.pdf)

Document Purpose:

The purpose of this document is to collect, organize, analyze, interpret, and present the information gathered from the prototyping activity handled by the developers.

Target Audience:

The audience of this document is for the developers of the software to use as a guide as well as any reader that wishes to know a more detailed look of the elements needed in the software.

Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Contribution/Modification</i>
10/17/19	Joshua V. Dela Sierra	1.0	Initial Document;
10/17/19	Joshua V. Dela Sierra	1.5	Added Purpose, Target Audience, Target Participants, and the Protocol
10/18/19	Patric Garcia	2.0	Entire Prototype except for Link Schedule
10/18/19	Justin Granda	2.5	Started Prototype for Link Schedule
10/18/19	Joshua V. Dela Sierra	3.0	Finished Prototype for Link Schedule
10/18/19	Joshua V. Dela Sierra	3.5	Finished Text for Document
10/18/19	Patric Garcia	4.0	Finished Revised Prototype
10/18/19	Joshua V. Dela Sierra	4.5	Finished Document

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I . Participatory Design Guide and Protocol

This section provides instructions on how to conduct a participatory design to assess the usability of the prototypes.

A . Purpose

The purpose of the participatory design is to gather information on how users will interact with the application. It is also done to assess the usability of the application.

B . Target participants

The general profile of the participants would be as follows:

- A student of the University of the Philippines - Diliman
- Aged 18-25

C . Participant's Consent

Participants will sign a consent form to participate in this activity. One copy of the informed consent should be given to the participants, and a second copy should be kept by the team. Participants should be informed that a video recording will be used as data collection.

The participation in this study is completely voluntary, and the participants may refuse to participate or withdraw from the study without penalty or loss of benefits of the group. They may withdraw by informing the team that they no longer wish to participate (no questions will be asked).

D . Initial Prototype Link

The prototype should be able to show the basic steps of creating schedules and in extension create routines, create

Prototype Link: <https://invis.io/UKUCRHB7E58>

E .Data Collection

The participatory design are recorded if agreed by participants, and transcribed verbatim for analysis. The recordings need to be securely stored. The transcription shall not contain information that would allow individuals to be linked to specific statements. Confidentiality will be strictly preserved. Another member of the team may take down notes. The notes will be analyzed later.

F . Schedule of the Participatory Design

The participatory design can last for about 10 minutes.

Participant	Date and Time	Venue
315 32154	18 October, 2019 3:00 PM	UP AECH, UP Diliman
151 32144	18 October, 2019 3:25 PM	UP AECH, UP Diliman
132 11454	18 October, 2019 3:40 PM	UP AECH, UP Diliman

G . Participatory Design Protocol

Welcome and thank you for volunteering to take part in this participatory design. You have been asked to participate as your point of view is important. I realize you are busy and I appreciate your time.

Introduction: This participatory design is being done to help us understand how you and other constituents of this project. Please, feel free to state what and how you feel and think about the prototype of our project.

Anonymity: Despite being videotaped, I would like to assure you that the discussion will be anonymous. The transcribed notes of the participatory design will contain no information that would allow individual subjects to be linked to specific statements. You should try to answer and comment as accurately and truthfully as possible.

Overview:

The purpose of this project is to be able to handle conflict in schedules within a group. Likewise, it also tries to help the user maintain his/her schedule in relation to other users.

For this project, we have three main functionalities:

1. Create Schedule

Similar to creating an event, it allows the users to form and mold their schedules. However, the main difference is that instead of having one schedule and different events, Create Schedule lets you create independent and separate schedule or calendar.

2. Link Schedule

This is similar to sharing calendars, however, the main difference is that the user can share a specific calendar and automatically, it will run a program that will show you the free times by color coding.

3. Confirm Schedule

Confirm schedule is a unique process whereas once the schedules are linked, they can opt to confirm 'availability' or 'unavailability' and automatically, it will queue a reminder ten minutes before the schedule confirmed.

How to simulate the functionalities:

1. Create Schedule (the order of b-d can be interchanged)

- Click Create Schedule Button
- Select a Time and Day
- Write the Name of the Schedule
- Confirm Creation

2. Link Schedule

-
- a. Select a Schedule
 - b. Confirm Linking
 - 3. Confirm Schedule
 - a. Choose the shared schedule
 - b. Confirm availability

Conclusion: Of all the things that you mentioned today, what would you say are the most important thing that we as developers need to keep in mind.

Thank you for participating. This has been a very successful discussion.

Your opinions will be a valuable asset to the study.

We hope you have found the discussion interesting

If there is anything you are unhappy with or wish to complain about, please contact the local PI or speak to me later

II . Participatory Design Notes

Video Transcript:

Due to time constraints and have good quality at the same time, the developers have decided to discuss and guide handling the UI during the video and check their interactions with the prototype and have them answer a Google Form for more details.

We took note of a special comment that we received during the prototyping and here is the comment:

- 151 32144: Maybe you should show that the system has received the information.

Also, here's the link to the responses:

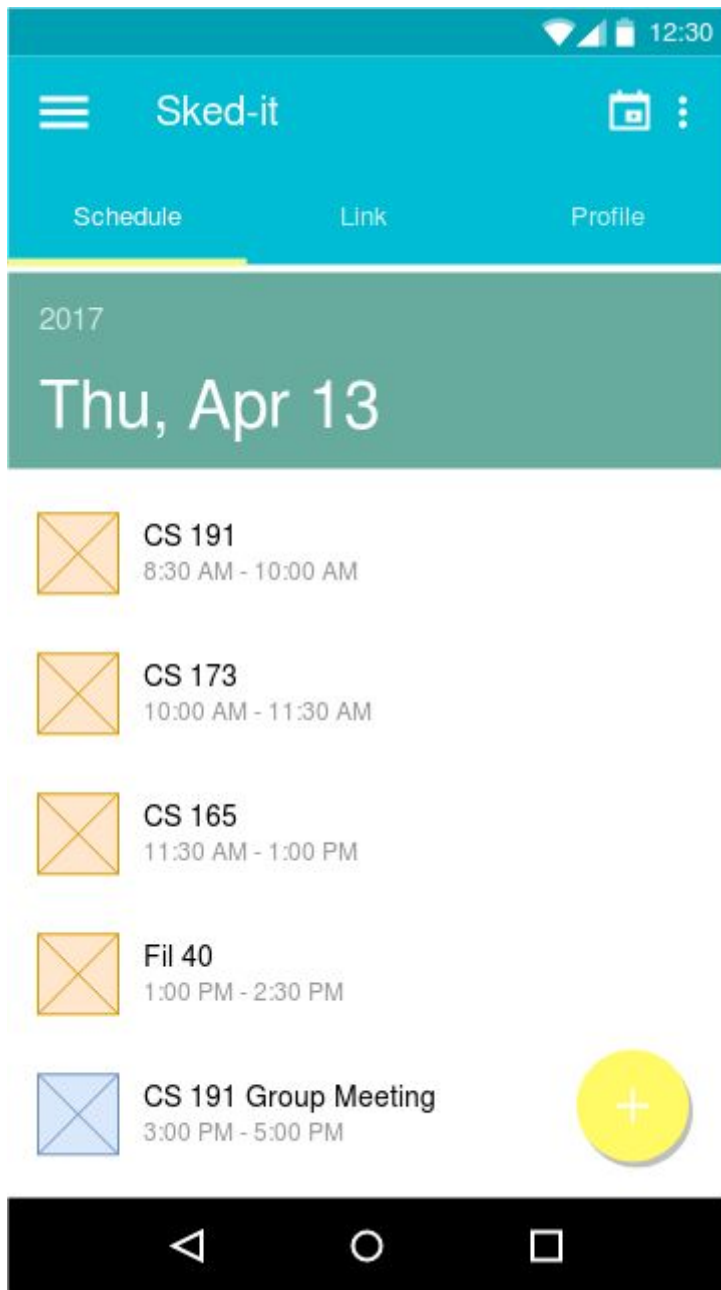
https://docs.google.com/spreadsheets/d/1B3XTI1PFI6KDX95cZRXfQGqIDm37ZxaDd_D2t8RBls/edit?usp=sharing

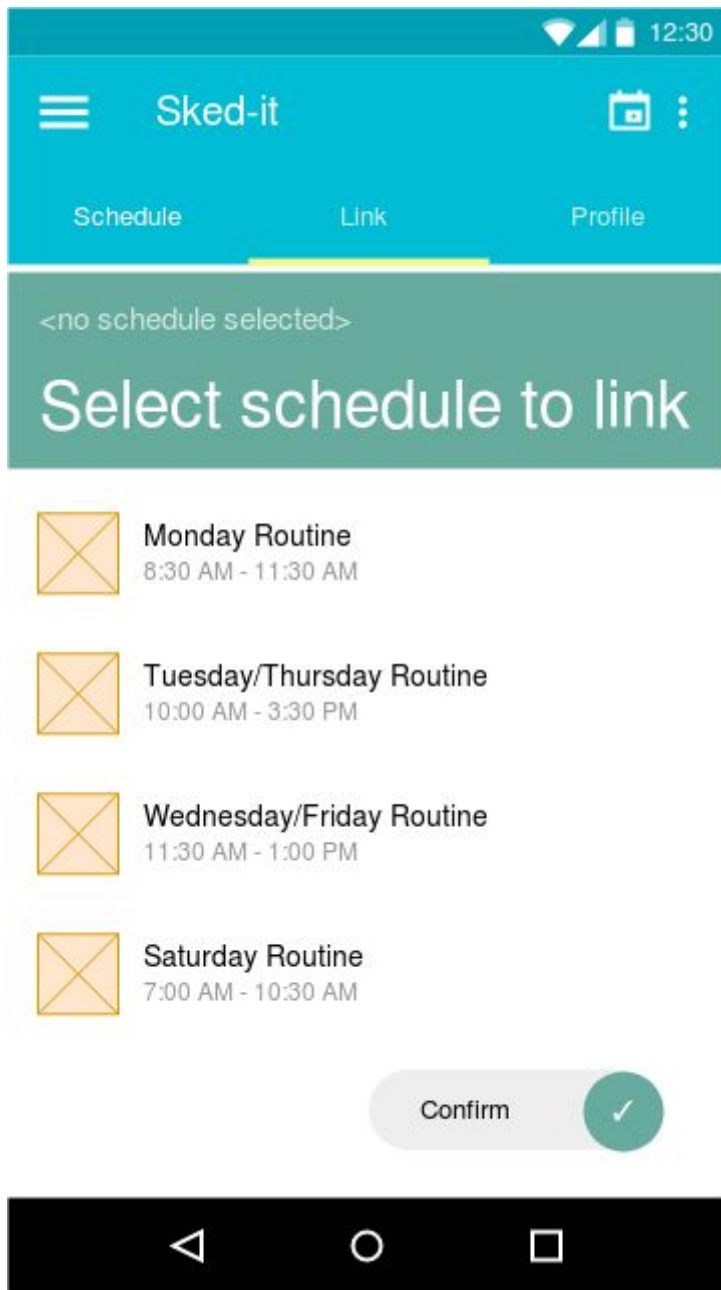
III . Partipatory Design Report

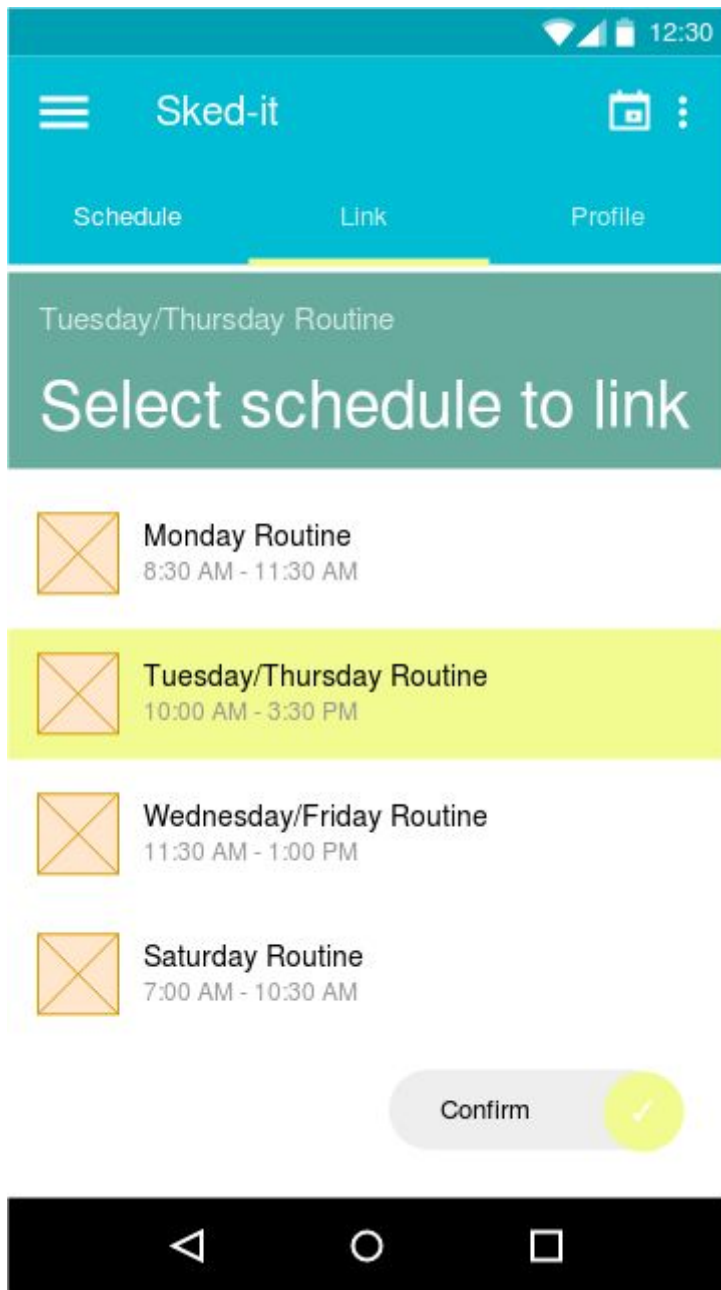
A . Observation Summary and Prioritization

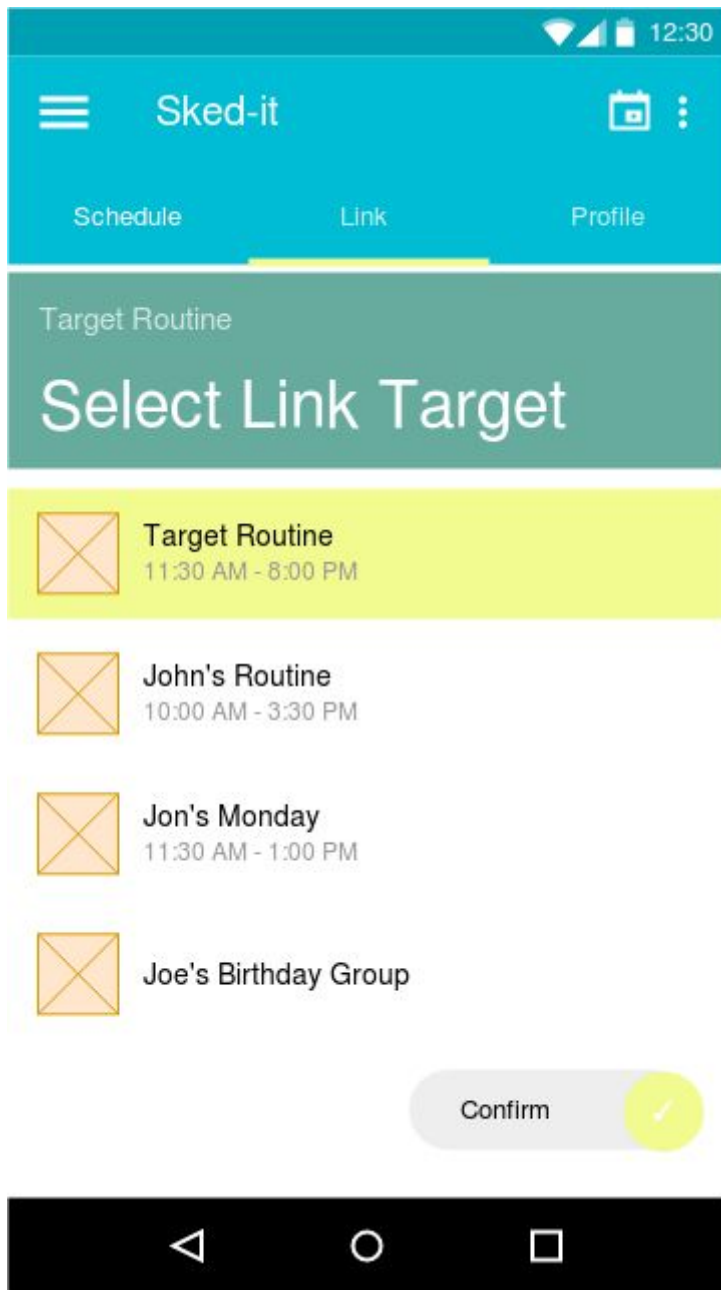
Observation	Prioritization (using MoSCoW)
Simple UI	Must Have
Easy to Use	Must Have
Visibility of Status	Must Have
Notes per calendar/event	Would Have

B . Sample Screens of the Revised Prototype









C . InVision Link(s):

<https://invis.io/Q3UFX0CN7TG>