



TIME MANAGER

BOOTSTRAP - CHANGE RESISTANCE



TIME MANAGER

Lot of products are never used because they do not match the expectations of its users **and** because resistance to change is too strong and not addressed. This is why this mission is twofold.



The situation so far

The mayor is under pressure of the Union, who fears the Time Manager will only make things more complex for employees, he wants to you design the main users interface in order to show that it will be user friendly and make their life easier.

He also had Gotham administration prepare a condensed version of the email/tweets/messages/articles related to the project you are working on: everybody in town heard about your work! Not everyone understands it, though.

Thus, the mayor wants you to take over the communication around the project, to reassure the audience.

What you are up for

Discover what people have to say about your project, then **map the main stakeholders and the pain points they want you to address.**



Map, table, or list: whatever format is fine, as long as you identify the stakeholders, their level of commitment, and their needs/worries.



To avoid the pitfall of unadapted design, developers have adopted user-oriented design principles found in other areas, such as design or architecture. The design cycle is as follows:

- ✓ study of the need of the user ;
- ✓ definition of specifications ;
- ✓ prototyping ;
- ✓ confrontation of the prototype with the user ;
- ✓ adjustments.

In keeping with this principle, you must **tailor your Time Manager interface to the various users' needs.**

This will result in at least 3 interface mock ups, for each user (Employee, Manager, Administrator). This would be the first step of the mission.



Your interface must be functional and practical, and match the user's needs.



Do not hesitate to use this work further on in the project.

Once you went through the 5 steps, have a break.



{EPITECH}

