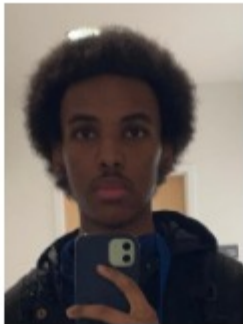


# INFOnauts / Gender Gap Visualization

## Project team



**Mustafa Abdulkadir**  
Data analyst, PM

Communication  
Get things done  
Time management



**Molly Stark**  
Data analyst, back end developer

Organization  
Communication  
Persistence



**Marie O'Connell**  
Full stack developer, UI/UX designer

Communication  
Teamwork  
Dedication



**Luka Marceta**  
Data analyst, UX, Back-End

Social Intelligence  
Teamwork  
Humor



**Jameson Pastor**  
Data Analyst, PM

Communication  
Humor  
Creativity

## 1.1 Team Agreement

### Team norms

*What are norms that all members pledge to follow?*

- Communicate regularly & respond quickly
- Treat members with respect
- Work with effort
- Open to all ideas

### Team goals

*What are you trying to achieve as a team? What is success?*

- Build a functional, impactful final product
- Meet capstone deadlines
- Something to be individually proud of

### Regular meeting / working times

*What times/days do you commit to meetings and working?*

- During the capstone period
- Mostly during the weekdays
- Meeting times may change to accommodate work schedules/life

### Communication channels

*What are primary methods of communicating between team members? What is your commitment to communication (frequency, content, etc)*

- Text
- Zoom
- Discord

### Workload

*How will you decide to distribute the work equitably? How will you managed absences?*

- Delegate work between members early
- Set expectations of what needs to be done by when
- Be accommodating of extenuating circumstances and willing to help each other out

### Collaboration

*How will your team make decisions and mitigate disagreements?*

- No unilateral decisions
- Majority rules
- Listen to understand other perspectives

### Diversity

*What perspectives or lived experiences do you bring to the project? How will you mitigate bias?*

- We have members who have the lived experience of being a women in STEM
- We have members who have studied African history and can use those historical perspectives to acknowledge the concerns of minority communities
- We have members with immigrant parents who understand what they have experienced from that perspective
- Members will hold each other to high standards in order to adhere to project values

I understand and agree to the terms set forth in this team charter and will uphold them to the best of my ability.

Signed:

**Mustafa Abdulkadir**

**Molly Stark**

**Luka Marceta**

**Marie O'Connell**

**Jameson Pastor**

### Inclusion

*How will you make sure everyone on the team can do their best work and contribute? Are there any personal circumstances that may impact the team?*

- Everybody should focus on implementing their main skills in the project while allocating their weaknesses to other team members
- Weekly discussions on what's going well and what isn't will help us identify pain points and how to overcome them

## 1.2 Project Pre-mortem

### Risk

*It's Capstone Night and the project is not where it needs to be. What went wrong?*

- Lack of time prevents us from finishing
- We do not get help with skills that our team lacks such as front-end development
- We procrastinated

### Mitigation Strategy

*How will you prevent this from happening?*

- Start on assignments early so we know how much time to allocate
- Contact professors to figure out resources to get help with things that we are unskilled in
- Don't be afraid to get outside help

## Education / Exports &amp; Privatization

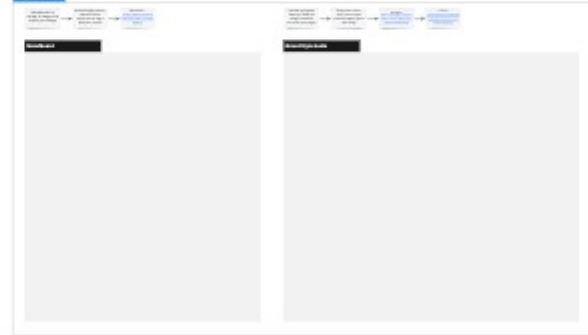


Geography

## New Journey Map + Critic of the Old Ones



### Contributions: Approaches to Process Evaluation

[illegible]

Backlog 5

Schedule & Key dates 1

Type something

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Feature A 2

Type something

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Feature B 2

Type something

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Feature C 2

Type something

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Ice box 1

Type something

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Week 1 0

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Week 2 0

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Week 3 3

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Type something

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Week 4 0

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Week 7 0

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Week 8 0

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## 1.1 Problem Statement

How might academics/tech journal publishers achieve greater awareness of the gender gap in tech publishing so that they can decrease the present gender disparity?

## 1.2 Problem Background

**Context:** The gender gap in tech publishing is a complex issue that is not only a problem for the industry but also for the academic community. The gender gap in tech publishing is a complex issue that is not only a problem for the industry but also for the academic community. The gender gap in tech publishing is a complex issue that is not only a problem for the industry but also for the academic community.

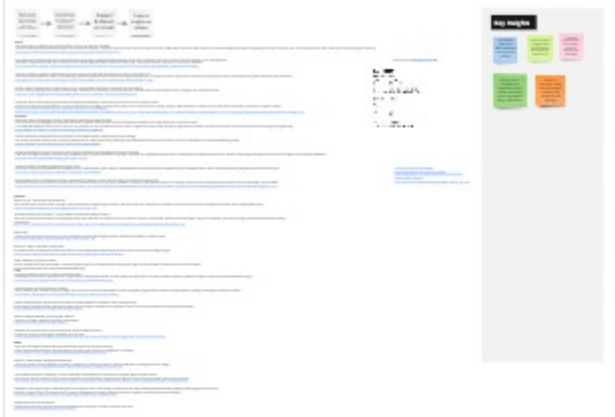
**Information:** The gender gap in tech publishing is a complex issue that is not only a problem for the industry but also for the academic community. The gender gap in tech publishing is a complex issue that is not only a problem for the industry but also for the academic community.

**References:** The gender gap in tech publishing is a complex issue that is not only a problem for the industry but also for the academic community. The gender gap in tech publishing is a complex issue that is not only a problem for the industry but also for the academic community.

## 1.3 Research Questions



## 1.4 Literature Review



## 1.5 Market Research



## 1.6 Initial User Research



## 1.7 Affinity Map / Research Insights



## 1.8 Values & Ethics



3.1 Scope of Work

<b>Must-have features (MVP)</b> <i>Which key features must be present in order for users to realize value from the solution?</i> <ul style="list-style-type: none"><li>• Multiple visualizations based on different demographics</li><li>• Data covering a wide range of aspects within tech journals</li><li>• A prediction algorithm</li></ul>	<b>Technologies</b> <i>What are technologies and platforms that the solution will be created on?</i> <ul style="list-style-type: none"><li>• Microsoft PowerBI</li><li>• Python</li><li>• R</li></ul>
<b>Nice-to-have features</b> <i>What are addition features that would enhance the experience?</i> <ul style="list-style-type: none"><li>• Interactivity with the visualizations</li><li>• User prompted filtering</li></ul>	<b>Deliverables</b> <i>What will be final products or deliverables for the solution?</i> <ul style="list-style-type: none"><li>• A website showcasing our visualizations and overall findings</li></ul>
<b>Not in scope</b> <i>What is explicitly not part of the project or distractions?</i> <ul style="list-style-type: none"><li>• User inputs</li></ul>	

3.2 Project Documents

<b>Project tracking</b>	<a href="https://docs.google.com/document/d/1LuwTVbNejCVs4XfTPRPHqOktaAG5v9ai9JCFIT5YwaE/edit?usp=sharing">https://docs.google.com/document/d/1LuwTVbNejCVs4XfTPRPHqOktaAG5v9ai9JCFIT5YwaE/edit?usp=sharing</a>
<b>Design prototype</b>	<a href="https://www.figma.com/files/team/837533842366831025/Infonauts?fuid=837533840055716859">https://www.figma.com/files/team/837533842366831025/Infonauts?fuid=837533840055716859</a>
<b>MVP</b>	Link to working product
<b>Code repository</b>	<a href="#">magicpea/Infonauts: Infonauts capstone project shared repo (github.com)</a>
<b>Demo video</b>	Link to YouTube
<b>Presentation</b>	Link to Google Slides
<b>Handoff docs</b>	Link to Google Docs, Notion etc
<b>Landing page</b>	Link to Website (if you have one)





## 4.1 Personas

## Anthony Philips | Publishing related



### Basic Info

- 35 year old publisher at a publishing company for a computer science focused academic journal

## Story

2-3 paragraphs describing context, situation, needs, pain points, goals etc.

Anthony Phillips is a mid-level publisher at a company managing a big computer science journal. He is responsible for reading all of the paper submissions within a subset of the topics the journal covers. He has the power to approve or deny the publishing of a paper. He has recently become aware of how unbalanced the percentage of female authors to male authors is within the journal he helps to manage, and wants to know how to fix it.

He needs to find data on specific causes/facets of the gender gap so that he can make changes to his paper approval process and convince others to do the same. He will likely need to convince the upper management levels of his company to do the same, meaning he will need very concrete proof of what needs to change, and a good guess as to what effect those changes will have. His overall goal is to close the gender gap of authors within the journal of the company he works for.

**Georgia Foster** | Informatics professor at UW



### Basic Info

40 year old with 2 children and is an Info 430 professor at UW with a PHD in Data Base Management Systems.

## Story

Georgia graduated from the University of Washington in 2000 and returned in 2016 to teach students about databases and management systems. As someone who has not only been a student for many years in the tech field, but also taught it, she has seen firsthand the gender disparities amongst members of the tech field. Her daughters are clearly interested in the tech field so she decides to do her own research to attempt to fix the problem.

As someone with lots of experience with data management, she just needs to find datasets which she can use, which she realizes is very difficult, as there is not a lot of resources out on what she is looking for. She also plans on bringing it up to faculty at the University of Washington, but has trouble finding specific data that can be visualized and interacted with to show certain points.

See Amy Ko's responses in user research for relevant information

Paulina xiang | Graduate Student at University of Washington



### Basic Info

- \* Graduate student at the University of Washington majoring in computer science

### Story

2-3 paragraphs describing context, situation, needs, pain points, goals etc.

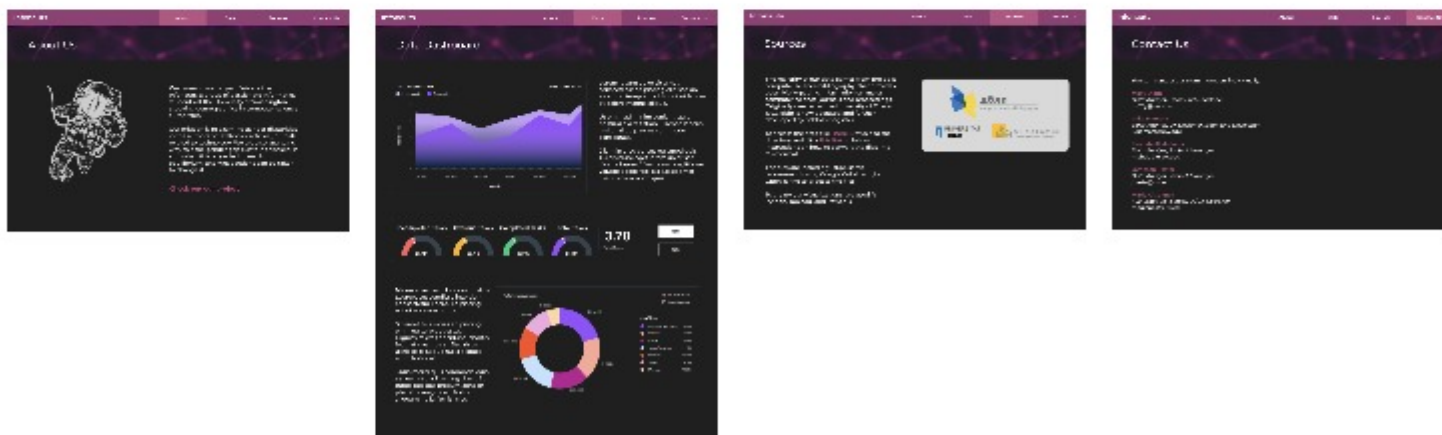
Paulina Xiang is a graduate student at the University of Washington majoring in computer science, and she goes above and beyond to research and study computer science in order to academically contribute to this field. She loves staying informed about all topics relating to computer science, and through her research she finds that there is a big gender disparity that exists within the academic field of tech. She wants to learn more about this disparity, because as a woman she wants to see a change where more women like herself feel capable enough to academically contribute to the field of tech. She also has experience with being the female minority in an academic setting, and she has seen gender-based discrimination that would discourage women from pursuing an academic career, and this is one of her motivations as to why she wants to see a change.

While researching this disparity she discovers that it is very hard to navigate the internet to find exactly what she is looking for. Her goal is to find interactive data visualizations that show the gender gap in academic authorship, so that she can raise awareness on the issue by sharing it with others. She believes that this goal of raising awareness is a crucial step towards addressing social issues, and by doing so, she may see more people who look like her contribute in publishing academic work.

## 4.2 User Validation



### Prototype mockup



User Testing



Research questions

User testing notes

User testing notes

Step 1 / task

Step 2 / task

Step 3 / task

Step 4 / task

Step 5 / task

Step 6 / task

Observations

Key Insights

Ideas for improvement



## Sponsored Project Name

### Sponsored Organization

Name of company

#### Context

- **Mission of organization:** What is the mission of the sponsor's organization?
- **Project Goal:** What is the pain point/problem you are trying to solve? Why now?
- **Audience:** Who will be impacted by the project?
- **Outcomes/ measures of success:** What will change as a result of the project? how will we know the project is successful?

### Sponsor Contact Name and email

Primary sponsor contact name and email

#### Stakeholders

<b>Manager</b> Assigns responsibility and holds owner accountable. Makes suggestions, asks hard questions, reviews progress, serves as a resource, and intervenes if the work is off track.	
<b>Owner</b> Has overall responsibility for the success or failure of the project. Ensures that all the work gets done (directly or with helpers) and that others are involved appropriately. There should only be one owner.	
<b>Consulted</b> Should be asked for input or needs to be brought in to the project.	
<b>Helper(s)/Subject matter experts</b> Assists with or does some of the work.	
<b>Approver</b> Signs off on decisions before they're final. May be the manager, though might also be the executive director, external partner, or board chair.	

## Communication and Coordination

In order to ensure project success, effective communication between the team and the sponsor is critical. Agree upon a communication frequency.

Weekly meeting schedule	
Venue/Channel	
Agenda	
<b>Onboarding "bootcamp":</b> Sponsor needs to organize a half-day onboarding "bootcamp" for the team. It should include: <ul style="list-style-type: none"><li>- Background / Context</li><li>- Objectives</li><li>- Scope of work</li><li>- Deliverables</li><li>- Timeline</li><li>- Access to docs, technology, data, etc</li><li>- Intro to stakeholders, experts etc</li><li>- Discussion on risks and mitigations</li></ul>	<ul style="list-style-type: none"><li>• Date</li><li>• Venue</li></ul>
<b>Stakeholder presentations</b> We encourage holding at least two formal presentations to stakeholders. One at the end of the Winter Quarter (mid-March), and the other at the end of the project (late-May)	Interim progress / MVP <ul style="list-style-type: none"><li>• Date</li><li>• Venue</li><li>•</li></ul> Final product <ul style="list-style-type: none"><li>• Date</li><li>• Venue</li></ul>

## Scope of Work

What is the actual work being done? What is being built? What is the major functionality?

<b>Minimum Viable Product</b> What is the minimal list of project features that needs to be created in order to test the problem statement? What are the Must-Have's?	
<b>Optional</b> What are the additional Nice-to-Have's?	
<b>Out-of-Scope</b> This lists explicitly what is not in scope and will not be considered.	
<b>Constraints &amp; limitations</b> What are external and internal factors that constrain the project? These could be key events, access to data, time, etc	

## Milestones

The project plan/schedule will have more details. This lists major milestones for the project and any deliverables associated with them.

Date	Milestone	Deliverable

## Access to Resources

Access to software, hardware, databases, documents, etc.

Date	Name/type	Who will give access?	Due Date
Platform			
Database			
Documents			
Experts			
Users			
Other			

## Risks & Mitigation

Do a pre-mortem. The project is dead. What went wrong? how to mitigate so this doesn't happen?

Risk	Probability (H/M/L)	Impact (H/M/L)	Mitigation
Platform			
Database			
Documents			
Experts			
Users			
Other			

## Final handoff & deliverable

<b>Deliverables</b> List of what the sponsor can expect to receive at the end of the project. These can include: <ul style="list-style-type: none"><li>- Project code (GitHub)</li><li>- Project design files</li><li>- Project documentation</li><li>- etc</li></ul>	
<b>Deliverables recipient</b> The sponsoring organization needs to identify the staff member responsible for coordinating, reviewing and receiving the deliverables. The staff needs to have technical knowledge and able to understand the deliverables and how it might be implemented within the organization.	
<b>Handoff schedule</b> Handoff planning needs to start the first day of the Spring quarter and dates need to be established. Activities include: <ul style="list-style-type: none"><li>- Meeting 1: Handoff planning</li><li>- Meeting 2: Review of product/deliverables</li><li>- Meeting 3: Review of documentation</li><li>- Handoff meeting 3: Code, assets, documentation review and delivery</li></ul>	

Team Name / Project Name

Project team



Jun Ahn  
Full Stack

Kindness  
Hope  
Teamwork



Xu Liu  
Product Manager

Innovation  
Teamwork  
Kindness



Yuemin Cao  
UX Designer

Communication  
Design  
Empathy



Matthew Khoo  
Data Science

Quick Thinking  
Innovation  
Teamwork



Helen Li  
Full Stack

Caring  
Teamwork  
Programming

1.1 Team Agreement

Team norms

What are norms that all members pledge to follow?

- Treat one another with dignity and respect.
- Celebrate accomplishments
- Attend meetings on time and communicate if any unexpected emergencies occur

Team goals

What are you trying to achieve as a team? What is success?

- Create a product that successfully meets sponsor's needs
- Gain valuable industry experience and connections to advance our career
- Create a positive environment and team chemistry to enjoy the Capstone project

Regular meeting / working times

What times/days do you commit to meetings and working?

- 1:30pm ~ 5:20pm Friday (during Capstone Class)
- 7:30pm ~ 8:30pm Thursday
- 7:30pm ~ 8:30pm Sunday

Communication channels

What are primary methods of communicating between team members? What is your commitment to communication (frequency, content, etc)

- Discord
- iMessage group chat
- Phone Call

Workload

How will you decide to distribute the work equitably? How will you managed absences?

- We divided our work evenly according our role
- We will try our best to use our skill to help others out
- We can accept if the absence is not frequent and with the reasonable excuse.
- If the absence is beyond understandable point, we may need help from teaching team

Diversity

What perspectives or lived experiences do you bring to the project? How will you mitigate bias?

- Each team member comes from different backgrounds including: industry, culture, and identity
- Our team will try to keep an open-minded space
- Decisions and opinions will be backed by evidence and logic to obtain objectivity

Collaboration

How will your team make decisions and mitigate disagreements?

- Each person's will make a decision based on their roles and responsibilities as we are assuming they are the most knowledgeable person in their field
- If there is a conflict, our team will have an open discussion and go with the majority rules

Inclusion

How will you make sure everyone on the team can do their best work and contribute? Are there any personal circumstances that may impact the team?

- We will make every member has full support from the rest of the teams whenever they feel struggling with their assigned tasks
- We will try to create inclusive conversation experience to fully respect everyone's idea.
- If there is any emergency circumstance, we will have meeting to figure things our.

I understand and agree to the terms set forth in this team charter and will uphold them to the best of my ability.

Signed:

Jun Ahn	Xu Liu	Matthew	Yuemin Cao	Helen Li

1.2 Project Pre-mortem

Risk

It's Capstone Night and the project is not where it needs to be. What went wrong?

- If the scope is too large or too hard to handle
- Managing expectation wrongly
- Low performance

Mitigation Strategy

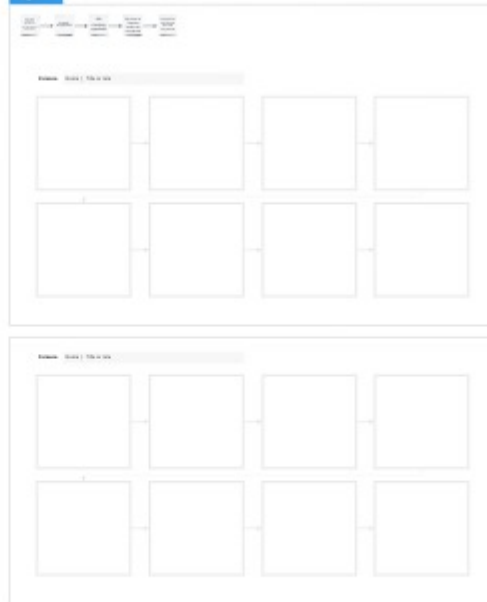
How will you prevent this from happening?

- Narrow down the scope as much as we can with the sponsor so the feature required to build is feasible within the Capstone timeframe
- Constantly update new expectations, go over the expectations of the team in the beginning of project
- Plan ahead for things such as fixing bugs and performance evaluation

## Monitor / Features & Prioritization



## User Research



## User Journey Map - Critical Workflows



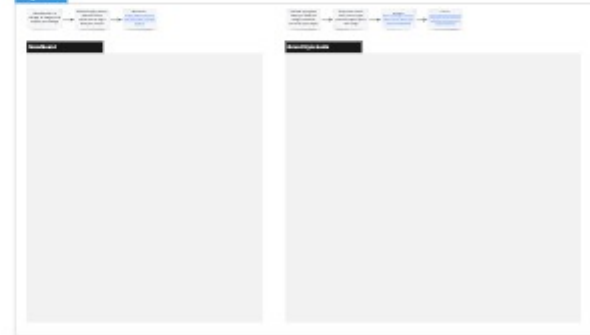
## Solution Approach / Process Solution



## Lean Canvas

Problem	Market	Value Proposition	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams
Problem Statement	Market Segment	Value Proposition Canvas	Channels	Revenue Streams

## Design Studio



Backlog 5

Schedule & Key dates 1

Type something

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Feature A 1

Type something

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Feature B 1

Type something

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Feature C 1

Type something

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Ice box 1

Type something

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Week 1 0

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Week 2 0

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## 2.1 Problem Statement

## 2.2 Problem Background

**Context:** The arrival of a new-born baby is a joyful occasion, but it also brings with it a significant increase in the workload for parents. With the need for constant attention and care for the baby, parents may struggle to manage their daily tasks, leading to stress and exhaustion. This often results in parents feeling overwhelmed and struggling to balance their new responsibilities with their daily routine. Therefore, there is a need to find a solution that helps parents effectively manage their tasks while still providing the necessary care for their new-born baby.

**Information Problem:** The app could help parents efficiently manage their time by organizing and prioritizing tasks, setting reminders, and creating schedules that work for them.

- Task management: The app could offer tools and features that automate certain tasks, such as feeding or diaper changes, to help reduce the workload on parents.
- Information and education: The app could provide valuable information and resources on topics such as baby care, sleep schedules, and developmental milestones to help parents feel more confident and informed.
- Communication and support: The app could offer a platform for parents to communicate with each other, share advice and support, and connect with expert professionals in the field of child care.
- Coordination and organization: The app could help parents coordinate with other family members, friends, or caregivers to ensure that everyone is on the same page and the baby's needs are being met consistently.

**Definition:** The app could provide parents with a clear, concise, and easy-to-use interface that helps them manage their daily tasks and care for their new-born baby.

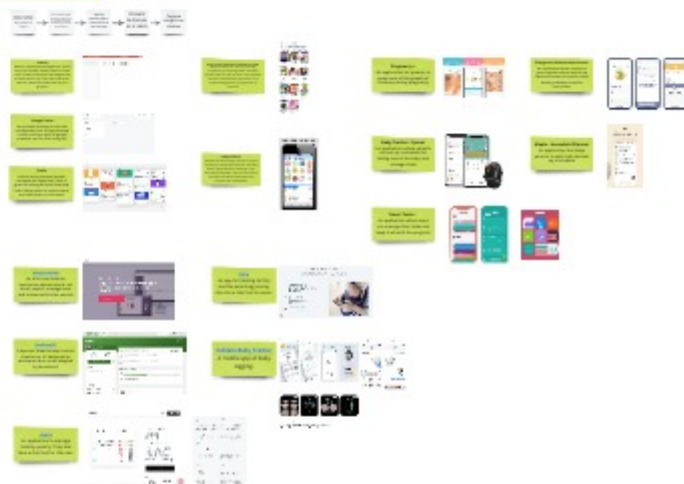
## 2.3 Research Questions



## 2.4 Literature Review



## 2.5 Market Research



## 2.6 Initial User Research



## 2.7 Affinity Map / Research Insights



## 2.8 Values & Ethics (Human Case)

Identify the values, principles, and beliefs that underpin the app's design and development, and consider how these values and beliefs may influence the app's impact on users and society.



## Ethical considerations

Using data to improve the app's performance and user experience	What data is collected?	How is the data used?
How is the data collected?	What data is collected?	How is the data used?
How is the data collected?	What data is collected?	How is the data used?
How is the data collected?	What data is collected?	How is the data used?

### 3.1 Scope of Work

<b>Must-have features (MVP)</b> <i>Which key features must be present in order for users to realize value from the solution?</i>	<b>Technologies</b> <i>What are technologies and platforms that the solution will be created on?</i>
Ability to manage tasks	Next.js
Ability to add others to the tasks	
Being able to prioritize the tasks	Web Application
<b>Nice-to-have features</b> <i>What are addition features that would enhance the experience?</i>	<b>Deliverables</b> <i>What will be final products or deliverables for the solution?</i>
Ability to link task to the calendar?	Task management app specifically for parents with new born babies
Phone application	
<b>Not in scope</b> <i>What is explicitly not part of the project or distractions?</i>	
Using a language model to create assistant	

### 3.2 Project Documents

<b>Project tracking</b>	<a href="https://www.notion.so/Project-Proposal-5202ae3d27c74a98a4f2800be067fb1a">https://www.notion.so/Project-Proposal-5202ae3d27c74a98a4f2800be067fb1a</a>
<b>Design prototype</b>	<a href="https://www.notion.so/Project-Proposal-5202ae3d27c74a98a4f2800be067fb1a">https://www.notion.so/Project-Proposal-5202ae3d27c74a98a4f2800be067fb1a</a>
<b>MVP</b>	Link to working product
<b>Code repository</b>	<a href="https://github.com/JunAhn885/I-A-I.git">https://github.com/JunAhn885/I-A-I.git</a>
<b>Demo video</b>	Link to YouTube
<b>Presentation</b>	Link to Google Slides
<b>Handoff docs</b>	Link to Google Docs, Notion etc
<b>Landing page</b>	Link to Website (if you have one)

4.1 Personas

Name | Title or role

Photo

Basic Info

• Add relevant info such as age, education, job, family, etc

Story

2-3 paragraphs describing context, situation, needs, pain points, goals etc.

Young,  
familiar with  
technology,  
low in budget

Name | Title or role

Photo

Basic Info

• Add relevant info such as age, education, job, family, etc

Story

2-3 paragraphs describing context, situation, needs, pain points, goals etc.

Parent of 3 children,  
high budget,  
requirements can  
be complex  
considering the  
safety of the  
children

maybe  
with pets  
as well

a female student  
around 18-22  
years old, out-of-  
state traveling to  
Cali with 2 friends

4.2 User Validation

Validate core assumptions / assumptions of solution

Interview at least 5-6 users

Test prototype

Present & discuss as a team

Capture insights as sticky

Observation

Podcast

Interview

Quote

Problem / Pain point

Company website

Interview script

User 1 (beta)

User 2 (beta)

User 3 (beta)

User 4 (beta)

User 5 (beta)

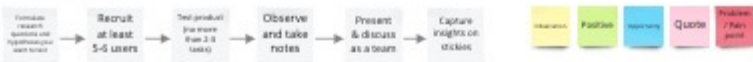
User 6 (beta)

Characteristics

Key insights

Ideas for Improvement

User Testing



Research questions

User testing notes

User testing notes

Step 1 (task)

Step 2 (task)

Step 3 (task)

Step 4 (task)

Step 5 (task)

Step 6 (task)

Observations

Key Insights

Ideas for improvement



## Sponsored Project Name

### Sponsored Organization

*Name of company*

#### Context

- **Mission of organization:** What is the mission of the sponsor's organization?
- **Project Goal:** What is the pain point/problem you are trying to solve? Why now?
- **Audience:** Who will be impacted by the project?
- **Outcomes/ measures of success:** What will change as a result of the project? how will we know the project is successful?

### Sponsor Contact Name and email

*Primary sponsor contact name and email*

#### Stakeholders

<b>Manager</b> Assigns responsibility and holds owner accountable. Makes suggestions, asks hard questions, reviews progress, serves as a resource, and intervenes if the work is off track.	
<b>Owner</b> Has overall responsibility for the success or failure of the project. Ensures that all the work gets done (directly or with helpers) and that others are involved appropriately. There should only be one owner.	
<b>Consulted</b> Should be asked for input or needs to be brought in to the project.	
<b>Helper(s)/Subject matter experts</b> Assists with or does some of the work.	
<b>Approver</b> Signs off on decisions before they're final. May be the manager, though might also be the executive director, external partner, or board chair.	

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<b>Venue/Channel</b>	
<b>Agenda</b>	
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## Milestones

*The project plan/schedule will have more details. This lists major milestones for the project and any deliverables associated with them.*

Date	Milestone	Deliverable

## Access to Resources

*Access to software, hardware, databases, documents, etc.*

Date	Name/type	Who will give access?	Due Date
Platform			
Database			
Documents			
Experts			
Users			
Other			

## Risks & Mitigation

*Do a pre-mortem. The project is dead. What went wrong? how to mitigate so this doesn't happen?*

Risk	Probability (H/M/L)	Impact (H/M/L)	Mitigation
Platform			
Database			
Documents			
Experts			
Users			
Other			

## Final handoff & deliverable

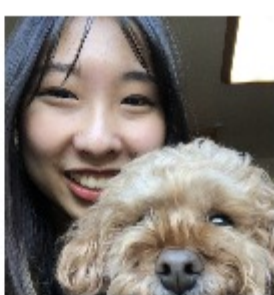
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Project team



Matt Karyadi  
Full Stack

Curiosity  
Love of Learning  
Hope



Sharlene Fang  
UX Designer

Love of Learning  
Teamwork  
Honesty



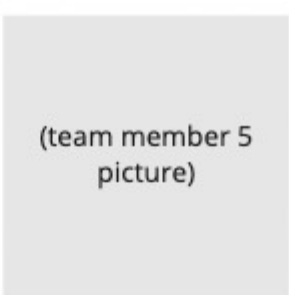
Kelsey Lu  
Project Manager

Gratitude  
Hope  
Humility



Jerry Wu  
Full-Stack

Kindness  
Fairness  
Social Intelligence



{{Name}}  
{{Role}}

{{Strength #1}}  
{{Strength #2}}  
{{Strength #3}}

1.1 Team Agreement

Team norms

What are norms that all members pledge to follow?

- Constant communication within group chat (FB messenger + discord)
- Transparency about any problems, questions, concerns
- Be respectful of everyone's opinions and perspectives

Team goals

What are you trying to achieve as a team? What is success?

- Create a project that showcases each of our strengths
- Create a product that is able to positively impact those around us through a creative means
- Each of us are able to hone our strengths while developing new skills.

Regular meeting / working times

What times/days do you commit to meetings and working?

- Every Friday (1:30PM-5PM) -- during class time
- Every Wednesday (4PM-7PM)
- Other times as needed: Every Sunday (7PM-8PM)

Communication channels

What are primary methods of communicating between team members? What is your commitment to communication (frequency, content, etc)

- Use Messenger to text one another
- Discord for video calls / impromptu meetings
- Commitment to Communication: We hope to respond to one another in a timely manner (within 2 hours) while being respectful to each person's thoughts. Also, if we need a response quickly, we will use direct messaging or will ping the group chat.

Workload

How will you decide to distribute the work equitably? How will you managed absences?

- We will distribute work according to each person's strengths while also providing opportunity to learn from each other
- For absences, please let the group know in advance and outline what you plan to do moving forward

Collaboration

How will your team make decisions and mitigate disagreements?

- We will hear each other's thoughts and opinions before making a decision
- We will move forward with a decision if the majority agrees to do so
- To mitigate disagreements, we will provide an open space to talk it through with all members present

Diversity

What perspectives or lived experiences do you bring to the project? How will you mitigate bias?

- We've each had different work experiences that we can bring to the table in terms of understanding the software development process.
- We can mitigate bias by being empathetic towards each other as well as asking peers or outside sources for advice and input

Inclusion

How will you make sure everyone on the team can do their best work and contribute? Are there any personal circumstances that may impact the team?

- During team discussions, we will make sure that everyone has had a turn to speak and voice their thoughts
- If someone disagrees with another, it's essential to voice those concerns constructively
- All of us have busy schedules and so it may be difficult to find time for everyone to meet synchronously

I understand and agree to the terms set forth in this team charter and will uphold them to the best of my ability.

Signed:

Name: Kelsey Lu

Name: Sharlene Fang

Name: Matthew Karyadi

Name: Jerry Wu

Name

1.2 Project Pre-mortem

Risk

It's Capstone Night and the project is not where it needs to be. What went wrong?

- Some bugs didn't get fixed in time
- Accidentally overriding files/codes
- Not having correct scoping for our milestones

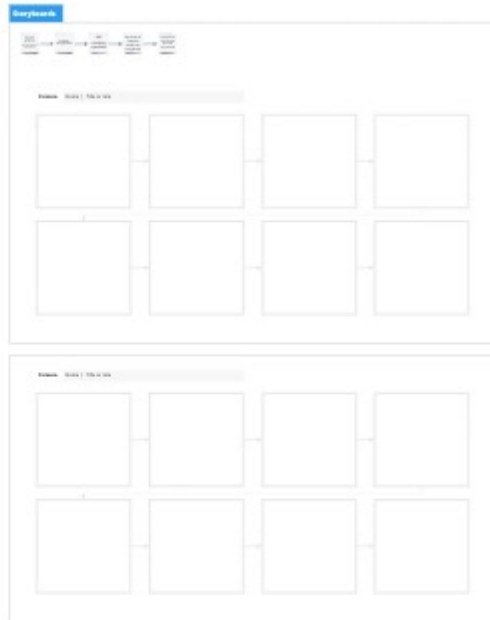
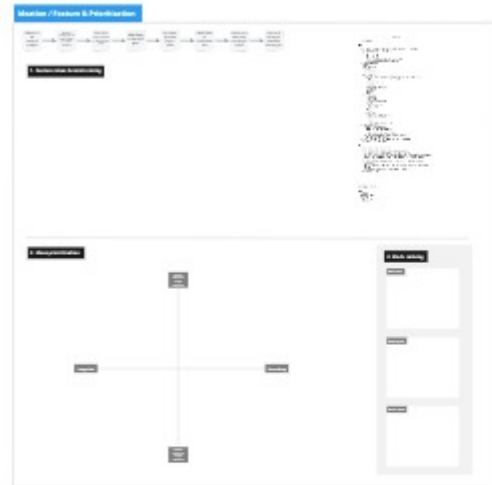
Mitigation Strategy

How will you prevent this from happening?

- Always having one working version as backup (one version that doesn't have current iterations) and have a thorough test plan
- Inform group chat before committing to github and communicate what's being changed
- Start with small steps and ensure that our goals are doable. If we want to go beyond our goals, we can incorporate them as stretch goals









## Winter Quarter Schedule

The Kanban board is organized into four columns: Backlog, Up Next, In progress, and On Hold. Each column contains a vertical list of task cards. The cards are color-coded and labeled with task names. The workflow shows tasks moving from Backlog to Up Next, then to In progress, and finally to On Hold. The cards are as follows:

- Backlog:**
  - Week #6 / Check
  - Concept
  - Concept
  - Deep Dive w/
  - Concept
  - WebSockets /
  - Week #7 / Check
  - Week #8 / Check
  - Gamify the
  - Resource
  - Resource
  - Resource
  - Resource
  - Resource
  - Week #9 /
  - Deep Dive
  - Evaluation &
  - MVP Presentation
  - MVP Presentation
  - Minimum Viable
- Up Next:**
  - Week #4 / Check
  - Pod Check in w/
  - Node.js/Express
  - Azure/Firebase
  - Requirements
- In progress:**
  - Project Research --
  - Project Plan --
  - Project Plan --
  - Style Guide
  - React Project
  - User Flow
  - User Personas
- On Hold:**
  - Deep Dive
  - Deep Dive
  - Version 1
  - Project Set-up +
  - Week #2 / Check
  - Week #3 / Check
  - Deep Dive w/
  - Project Research --
  - Project Research --
  - Project Research --
  - Project Plan --

### Spring Quarter Schedule

The Kanban board is organized into five columns: Backlog, Up Next, In progress, On Hold, and Done. Each column has a header with a count of items.

**Backlog (9 items):**

- Weekly Check Ins
- Update Project
- Conduct in-depth
- Usability Testing
- Handoff doc
- iSchool
- Final Product
- Final Presentation
- Capstone Event

**To Do (6 items):**

- All users want to
- All users want a
- All users want a
- Teachers and Coaches want to be able to add to
- All users want to be able to input
- All users wants to

**Up Next (0 items):**

**In progress (0 items):**

**Testing (0 items):**

**Peer Review (0 items):**

**Done (0 items):**

## Project Schedule / Backlog



## 2.0 Problem Statement

How might **people in their 20s who live in urban U.S. communities** achieve **learning new hobbies that require special environments or equipment** so that they can **establish interpersonal relationships through shared interests**?

## 2.1 Problem Background

**Context:** Why does this problem exist? What information is important to the target population?  
After the COVID-19 pandemic, interest in learning hobbies increased. However, learning hobbies requires access to special environments or equipment, which is often difficult for people in urban communities. Learning hobbies can provide a sense of community and belonging, which is important for people in urban communities. Learning hobbies can also provide a sense of accomplishment and pride, which is important for people in urban communities. Learning hobbies can also provide a sense of relaxation and stress relief, which is important for people in urban communities.

**Information Problem:** What aspects of the problem are important to the target population?  
Through information solutions we can solve the problem of finding interpersonal relationships through shared interests. This will involve things like setting up meetings in person, having video calls to get to know each other, creating a supportive environment for learning hobbies, and having a supportive environment for learning hobbies. This will involve things like setting up meetings in person, having video calls to get to know each other, creating a supportive environment for learning hobbies, and having a supportive environment for learning hobbies.

**References:** What sources provide evidence, research, and insights to solve the problem?  
Kumar, P. P., & Prabha, S. S. (2018). Social media for finding interpersonal relationships through shared interests. In *Proceedings of the 2018 ACM conference on computer supported cooperative work* (CSCW '18).  
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## 2.2 Research Questions



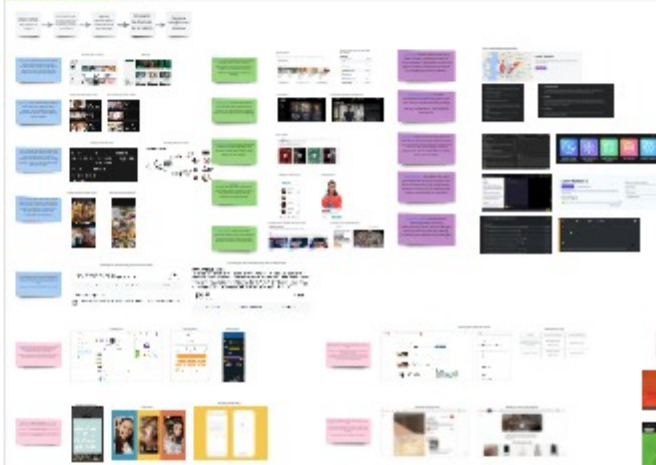
## 2.3 Literature Review



### Key Insights



## 2.4 Market Research



### Key Insights



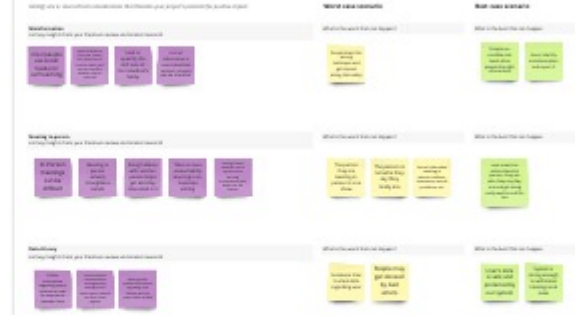
## 2.5 Affinity Map / Research Insights



## 2.6 Values & Ethics



### Ethical considerations



## 2.7 User Research



### Key Insights



### 3.1 Scope of Work

<b>Must-have features (MVP)</b> <i>Which key features must be present in order for users to realize value from the solution?</i> List of opportunities (someone willing to teach/a place to do something) Profile with interest form Chat/way to connect users Ability for teachers/coaches to add to the list of opportunities	<b>Technologies</b> <i>What are technologies and platforms that the solution will be created on?</i> React Bootstrap Javascript Node.js/Express MySQL Workbench Firebase/Azure (Depending on which is easier) Web Sockets
<b>Nice-to-have features</b> <i>What are addition features that would enhance the experience?</i> Search Bar Login Screen Short Intro Videos Gamifying <ul style="list-style-type: none"><li>• progress bar</li><li>• exp points</li></ul>	<b>Deliverables</b> <i>What will be final products or deliverables for the solution?</i> Bootstrap Design Wireframes Website
<b>Not in scope</b> <i>What is explicitly not part of the project or distractions?</i> Automatic matching Personalized/suggestion features	

### 3.2 Project Documents

<b>Project tracking</b>	<a href="#">Link to project schedule / backlog</a>
<b>Design prototype</b>	<a href="#">Link to Figma</a>
<b>MVP</b>	Link to working product
<b>Code repository</b>	<a href="#">Link to Github</a>
<b>Demo video</b>	Link to YouTube
<b>Presentation</b>	Link to Google Slides
<b>Handoff docs</b>	Link to Google Docs, Notion etc
<b>Landing page</b>	Link to Website (if you have one)



Jason Todd | Learner (Rock climbing)



Jason is college student working as library front desk assistant at Odegaard library at UW. He recently has taken interest in rock climbing after watching a couple of short videos on his Instagram explore page. But, he doesn't have the proper equipment or friends to explore this new hobby. He hopes that he has someone that can teach him the basics of rock climbing.

- Jason doesn't know anyone that can teach him how to rock climb and does not know what gear he should get for beginners.
- Jason doesn't want to spend money on classes if he doesn't feel like investing his time into rock climbing

- Jason wants a friend that he can go with to learn rock climbing together

After graduating from high school, Jason is the only person left in Seattle that goes to in-state college in his friend group. He frequently calls his friends learning about what they've done at school and about their new hobbies. He finds out from his best friend to look up a site called Shiner and how it's a great community of teachers and users that offer lessons on some hobbies that he wants to learn. He signs up to the website hoping to learn something new before he has a long-time friend reunion.



**Age:** 28 years old  
**Location:** Los Angeles, CA  
**Job:** Graphic Designer  
**Hobby Experience Level:** 13 years

Sarah is a graphic designer who just moved to LA for a new job. She chose this career path because of her love for art which she found after taking a beginner's drawing class in middle school. Over time, she started to experiment with different styles and become the most confident in digital art. In her free time, she likes to explore the city, try new cafes, and draw in her sketchbook.

- As Sarah just started a new job, she feels as if she doesn't have enough free time to practice traditional art forms such as drawing.
- Although Sarah works with art in her job, there's a style guide she must strictly follow. Because of this, she's starting to lose touch with her own artistic style.
- Sarah feels a bit lonely in a new city and is having a hard time making friends

- Sarah wants to meet and make new friends who also share an interest in art
- She wants to ideally teach someone about drawing so as to find time to practice the art form herself while introducing someone else to it.
- Sarah wants to re-find her unique artistic identity through working with others who are also doing the same thing.

- After hearing about Sarah's trouble with staying in touch with her own artistic identity, her friend recommends her to teach drawing to someone else. From her research, Sarah's friend knows that teaching someone is one of the best ways to refine a hobby. This led Sarah to try "Sharer" as she hopes to share her passion for art with someone new to drawing. Through this, Sarah also hopes that they can both work together to find their own unique artistic style.

Figma  
prototype link

```
graph LR
    A[Validate core concepts/  
assumptions of solution] --> B[Interview  
at least 5-6 users]
    B --> C[Test  
prototype]
    C --> D[Present  
& discuss  
as a team]
    D --> E[Capture  
insights on  
usability]
```



User Testing



Research questions

User testing notes

User testing notes

Step 1 / task

Step 2 / task

Step 3 / task

Step 4 / task

Step 5 / task

Step 6 / task

Observations

Key Insights

Ideas for improvement

## Sponsored Project Name

### Sponsored Organization

Name of company

#### Context

- **Mission of organization:** What is the mission of the sponsor's organization?
- **Project Goal:** What is the pain point/problem you are trying to solve? Why now?
- **Audience:** Who will be impacted by the project?
- **Outcomes/ measures of success:** What will change as a result of the project? how will we know the project is successful?

### Sponsor Contact Name and email

Primary sponsor contact name and email

#### Stakeholders

<b>Manager</b> Assigns responsibility and holds owner accountable. Makes suggestions, asks hard questions, reviews progress, serves as a resource, and intervenes if the work is off track.	
<b>Owner</b> Has overall responsibility for the success or failure of the project. Ensures that all the work gets done (directly or with helpers) and that others are involved appropriately. There should only be one owner.	
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Agenda	
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Date	Milestone	Deliverable

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Date	Name/type	Who will give access?	Due Date
Platform			
Database			
Documents			
Experts			
Users			
Other			

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Do a pre-mortem. The project is dead. What went wrong? how to mitigate so this doesn't happen?

Risk	Probability (H/M/L)	Impact (H/M/L)	Mitigation
Platform			
Database			
Documents			
Experts			
Users			
Other			

## Final handoff & deliverable

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# Project Check-in

Date

02/03/2023

Status

On track

Some issues

Major issues

Previous week

Tasks the team completed past week

**Jun**

Created Technical Diagram for the MVP & Final Product

**Yuemin**

Conducted further user research and created low-fidelity prototype

**Matthew**

Identified ML models to be used for the MVP

**Allen**

Researched user tasks & updated notion

**Helen**

Just joined the team earlier this week so spent time reading over documents

Blockers / Issues / Questions

Issues that are blocking or delaying progress

Finally found a common ground with the sponsor, but still need to come up with a specific user scenarios

How do we connect the AI with the app? would it sit on the backend or connect directly to the front-end?

How do we make the application more accessible to different communities? And how do we build features upon the IA's functionalities?

Upcoming week

Priorities for next week

**Jun**

Start developing the client side code for MVP

**Yuemin**

Add details to the prototype, develop respective user scenarios, and conduct preliminary user testing

**Matthew**

Gather relevant dataset to start training the model

**Allen**

Apply agile or other development models to organize the dev process in terms of user stories and features

**Helen**

Start looking into datasets and ML models with Matthew



# Deep Dive #1

Date

01/20/2023

## 1. Agenda

*Issues you wish to do a deep dive on*

Seek  
guidance for  
the domain  
& Scope

Share our current  
standing with the  
project and receive  
feedback on  
whether we are  
behind or on task

Review our  
current ideas and  
receive feedback  
on how to  
improve them

## 3. Action Items

*Areas for investigation or followup*

Come up with  
more ideas to  
settle down on  
a scope with a  
sponsor

Talking with  
capstone  
team in the  
last year

chat with  
other teams  
who will also  
be working on  
AI-related stuff

## 2. Discussion Notes

*Items discussed and explored*

Narrow  
down the  
scope with  
the sponsor

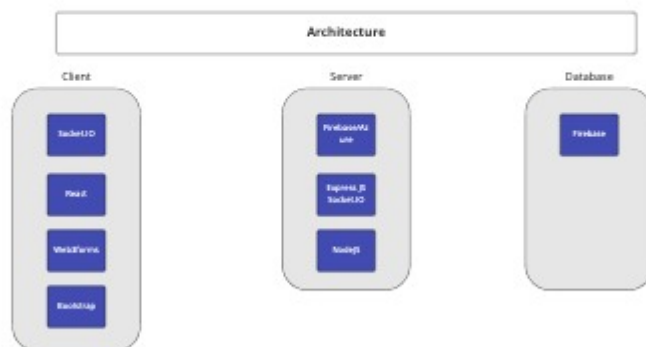
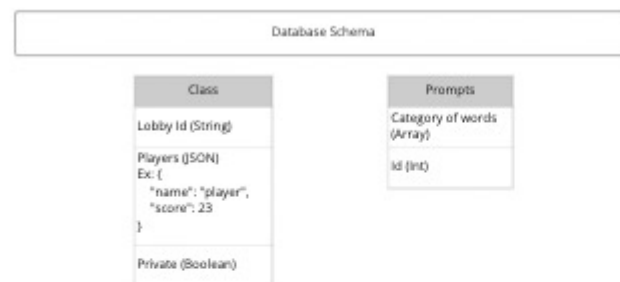
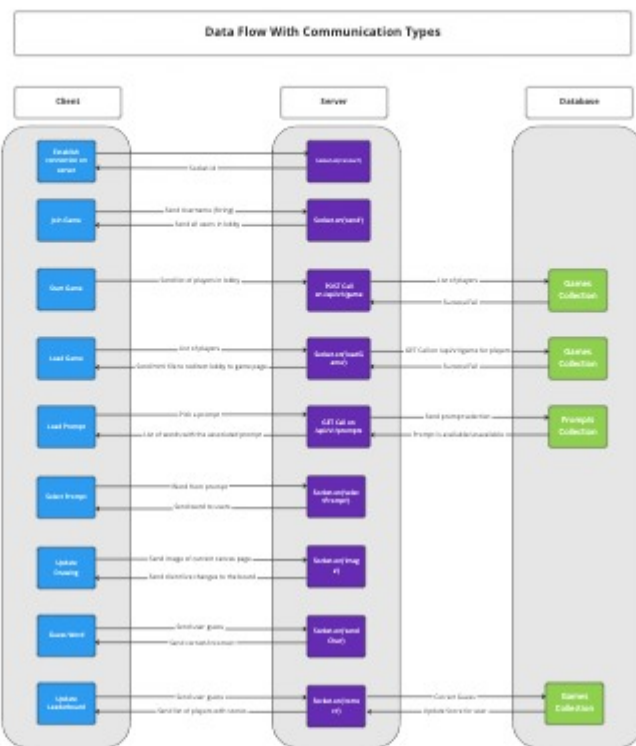
Talking with  
other similar  
group  
regarding  
ideas

Look into the  
other current  
existing app  
about activity  
suggestion app

using Miro board  
for developing  
ideas and  
collaborating,  
gathering  
information here

working on  
problem  
definition and  
start thinking  
about models

think about the  
implication of the  
final outcome as  
well as its social  
values beyond the  
technical part



## Deep Dive #2

Date

02/10/2023

### 1. Agenda

*Issues you wish to do a deep dive on*

discuss all  
project  
topics

discuss  
target  
audience

set up  
timeline  
and stick  
with it

### 3. Action Items

*Areas for investigation or followup*

deciding  
which topic  
to continue

deciding target  
audience and  
starting  
research

define  
project  
scope

### 2. Discussion Notes

*Items discussed and explored*

if we target  
students, there  
has been a lot of  
similar capstone  
projects already

we should  
think about to  
what end we  
should aim to  
achieve

for doing research  
on the baby and  
related marketing,  
we should think  
about other  
factors

for targeting roles,  
we should focus on  
a more specific role  
and eliminating  
cybersecurity field  
unless someone is  
familiar with that

help out people  
around middle  
age who currently  
do not have a job  
and seeking for  
jobs

Focus on specific  
category of tasks  
such as writing a  
resume, or  
putting together a  
portfolio