Alice is a software project manager working in a company that develops alarm systems. This company wishes to enter the growing market of assistive technology to help elderly and disabled people live independently. Alice has been asked to lead a team of 6 developers than can develop new products based around the company’s alarm technology. Her first role is to select team members either from software engineers already in the company or from outside. To help select a team, Alice first assesses the skills that she will need: These are:

1. Experience with existing alarm technology as it is reused

2. User interface design experience because the users are untrained and may be disabled and hence need facilities such as variable font sizes, etc.

3. Ideally, someone who has experience of designing assistive technology systems. Otherwise, someone with experience of interfacing to hardware units as all systems being developed involve some hardware control. General purpose development skills.

The next stage is to try and find people from within the company with the necessary skills. However, the company has expanded significantly and has few staff available. The best that Alice can negotiate is to have help from an alarm expert (Fred) for 2 days/week. She therefore decides to advertise for new project staff, listing the attributes that she’d like:

1. Programming experience in C. She has decided to develop all the assistive technology control software in C.

2. Experience in user interface design. A UI designer is essential but there may not be a need for a full-time appointment.

3. Experience in hardware interfacing with C and using remote development systems. All the devices used have complex hardware interfaces.

4. Experience of working with hardware engineers. At times, it will be necessary to build completely new hardware. A sympathetic personality so that they can relate to and work with elderly people who are providing requirements for and are testing the system.