

ITIS 6400 Human Computer Interaction

Fall 2017

Project – Design Goals

GROUP 12

The final part of your needfinding report is **determining your design goals for your project** for the rest of the semester. Today's activity will help you decide on those goals and determine what to put in that section of the report.

As Dr. Klemmer covered in his video, part of determining design goals is to understand your users and their current activities. I am assuming you have already done this as part of needfinding. Your new design is going to change the current way of doing things into a NEW way of doing things. For some, this new way may be an entirely new application, for others, it may be small changes to existing applications. To help describe this, answer the following questions:

1. What are the current pain points or opportunities that you discovered during needfinding?

- Finding and connecting the needy people with the people who are providing the food is difficult.
- Understanding the location of the people who are in need is challenging.
- Choices of the food by above people and understanding the requirement which can help the third parties such as NGO's or restaurant owners are the pain.
- Whether which restaurant owners are really interested to provide the food and willing to help the needy people is difficult to know?

2. Which of these do you intend to focus on for your project?

- There are a couple of opportunities where this can be improved by connecting these people through the network. There needs to be a database of both the end users in order to connect them each other on a single tap of click.
- Along with, the people who are in need should be able to find the restaurants quickly.
- The major opportunity is with how the food should be delivered to needy users. Whether there will be any people like NGOs who would serve this connectivity between the end users.

3. What are the current goals of users that you want your application to support?

Our application has two kind of user - Consumers and Produces. For each kind of users, our application has different goals.

Goals for Consumer are

- How to get the food for very low cost or for free (depends on the situation and place a few of the produces would like to impose a minimum cost or small price for the extra food.)

- How to get the food when it is needed.
- From where to get the food.
- Also, our application is not limited to only few types of cuisines rather we accept all kind and type of eatables, it may include fast food, main food items etc, hence it allows users to pick their favourite among wide range of food.

Goals for Producer are

- How the restaurants/ outlet reduce food wastage.
- How can effectively make use of leftover food or eatables.
- Where to find consumers for the extra food.
- How to earn extra profit on the food that will go in waste (this goal applies restaurants which like to impose minimum or very low price for leftover food)

4. **What activities do you think your application should support? How will doing these activities with your new application differ from the current situation? Why?** Note that at this is a general description, not the details of all the features and functions of your potential application.

Using the answers to those questions, create a small set (I recommend at most 5) of design goals – activities or outcomes your application will support. These are not all the low-level features and functions, but instead, the higher level goals that you can hopefully later measure to determine if your application is successful.

Design goals:

- The app will allow the person need in food to search the availability of the food and its location. For example, the user can go through the map feature for the same.
- The app will enable the restaurant owners or workers to add the availability of the food and probably its related parameters such as quantity of food available, what type of food it is, till when it is available.
- The app will also enable the person need in food to choose the option how the food will be delivered and whether he/she himself can pick the food from the location.
- The app will also allow the know the user whether there is any minimal charge for the delivery of the food charged by the restaurant owner or worker.
- Even the app will allow the user to rate the restaurant owners or workers based on how the service was, how helpful they were.

Once you have decided on your design goals, the final step is to determine the usability and user experience goals. To help you do that, answer the following questions:

1. What would make your design better than the existing way of doing things, or of other similar applications? In other words, why would users want to change how they do things?
2. What are the usability, user experience, or design guidelines that are most relevant to your new application? Why? Review the various adjectives and guidelines you have read about or used in the

earlier exercise, or even add more of your own. Then turn those adjectives into longer statements more specific to your topic.

Solutions:

1. **Flexibility:** We are targeting both the type of users (Producer, Consumer) into our application. So we would only make one system which can be used by both the type of users. The landing screens will differentiate on the based of login.
2. **Scalable :** Later on the based on the users challenges we could improve and add more features to the app in order to satisfy the other various scenarios.
3. **User-friendly:** The content and navigation should be user-friendly. Any new person should be quickly able to navigate and learn how to use the application.
4. **Simple content:** The content of the application will be in simple, easy to understand language.
5. **Sociable:** Users could get to know about other activities being carried out by NGO's similar to such kind of help which would be more help full.
6. **Creativity:** The application look and feel should implement creative and out of the box ideas to make more the application more attractive and eye catching for all users.

Final note: For your needfinding report, make sure to include WHY you made the decisions you did. You may have learned about a large number of possible pain points and potential applications. You do not have to solve all the problems, and include all the possible goals in your application. Choose one or few that make the most sense to you.