

Team #10 - Statistics on unemployment
ITSC 3155 Final Project Report

Prepared by: Cream Frogs
Date: 5/2/2022

Table of Contents

1.1 Product Vision	3
1.3 Project Scope and Objectives	3
1.4 Ethical concerns	3
2 Project Resources	3
2.1 Group Members	3
2.2 Data	3
2.3 Hardware and Software Resources	3
2.4 Special Resources	3
3 Plan	3
3.1 Timeline Chart	3
3.2 Task/Milestone Descriptions	4
3.3 2.3 Resource Table	4
4 System Design	4
4.1 Use Case Diagram	4
4.2 DFD diagram	4
4.3 User Stories	4
4.4 Feature List	4
4.5 Storyboard	4
5 User Tests	4
5.1 Test procedure	4
5.2 User Test and Results	4
5.3 Conclusion	5
6 Lessons Learned	5
7 Future work	5
8 Appendices	5
8.1 Sketches	5
8.2 Software Repository	5

1 Introduction

To combat the struggles of new college graduates searching for jobs, we designed a product called Job Finder. This product allows job seekers to upload their resume, search and apply for jobs, and network with colleagues and potential employers. We hope to assist these new graduates in their employment search by limiting their time spent searching for open positions. We also hope to give them a more user-friendly platform to chat with colleagues and potential employers in an effort to facilitate higher salaries and more meaningful professional connections.

1.1 Product Vision

We hope to allow all of our users to find a job more quickly and efficiently. Many younger people are finding it increasingly difficult to find a job, the goal of the product is to use historical data such as unemployment rates to help alleviate some of the problems graduates face.

1.2 Customer Description

Our target customers are recent college graduates or those that might be graduating soon and need to find employment.

1.3 Project Scope and Objectives

Getting back into the workforce can be a difficult task. Whether you're a first-time professional, exploring a career shift, or have a graduation approaching, finding the perfect job and preparing for a first interview can be a stressful undertaking for some. When looking for a job in today's fast-paced corporate environment, every advantage counts.

1.4 Ethical concerns

Some ethical concerns are Recruiting unskilled employees, Changing some of the job's responsibilities after hiring and Requesting an application fee from all applicants. Recruiting non-skilled employees such as Many recruiters are guilty of rushing the hiring process in order to meet the company's management deadline. Such "under-pressure" recruiters end up picking substandard individuals since all components of inspection and common sense are eliminated. Also Requesting an application fee from all applicants, Although it is uncommon for businesses or recruiters to charge job candidates an application fee, some companies do so to supplement their own finances. This immoral behavior is widespread in places where unemployment and indiscipline are rampant.

2 Project Resources

2.1 Group Members

1. Patrick Bardsley
2. Logan Hasty
3. Nicolas Izquierdo
4. Aaron Hill
5. Achraf Nachet

2.2 Data

Our data source comes from <https://www.bls.gov/cps/cpsaat01.htm>. This data represents the unemployment data in the United States from 1940 to 2010. In our linked source code, we have implemented a Python visualization implemented with Plotly, a Python graphing library. Within this visualization, the user can interact with the bar graph to explore the unemployment rates for each year within the given time frame.

2.3 Hardware and Software Resources

In order to complete the project, we needed to implement Python and its respective graphing library, Plotly, for the data visualization. HTML was used to display the content of the website.

2.4 Special Resources

Plotly was used to represent the interactive bar chart. For the data used in our visualization, we derived our dataset from the following page: <https://datahub.io/core/employment-us>

3 Plan

This section contains a list of tasks and deliverables associated with the project, a Gantt chart depicting task durations, dependencies and completion dates, and a summary of resource requirements and assignments for each task.

3.1 Timeline Chart

- Milestone 1 (April 13): Come up with app idea
- Milestone 2 (April 20): Collect information
- Milestone 3 (April 25): Sketch
- Milestone 4 (April 27): User test
- Milestone 5 (May 2): Deadline

3.2 Task/Milestone Descriptions

Milestone 1 - We must have a concrete idea of what we making by this date

Milestone 2 - We must've collected all necessary information by this date:

Milestone 3 - We sketched our idea in Draw.io

Milestone 4 - We meet with other teams and users to test our product.

Milestone 5 - We made the final touches and submitted the product.

3.3 2.3 Resource Table

Task	People
HTML content and data sourcing, report contributions	Patrick Bardsley
Python code to generate data visualization, report contributions, communication lead for group collaboration	Logan Hasty
Data sourcing for tables and lead document organizer	Nicolas Izquierdo
User stories and sketches along with finalized report and HTML	Aaron Hill
DFD diagram, Storyboard, report contributions and Project Presentation	Achraf Nachet

4 System Design

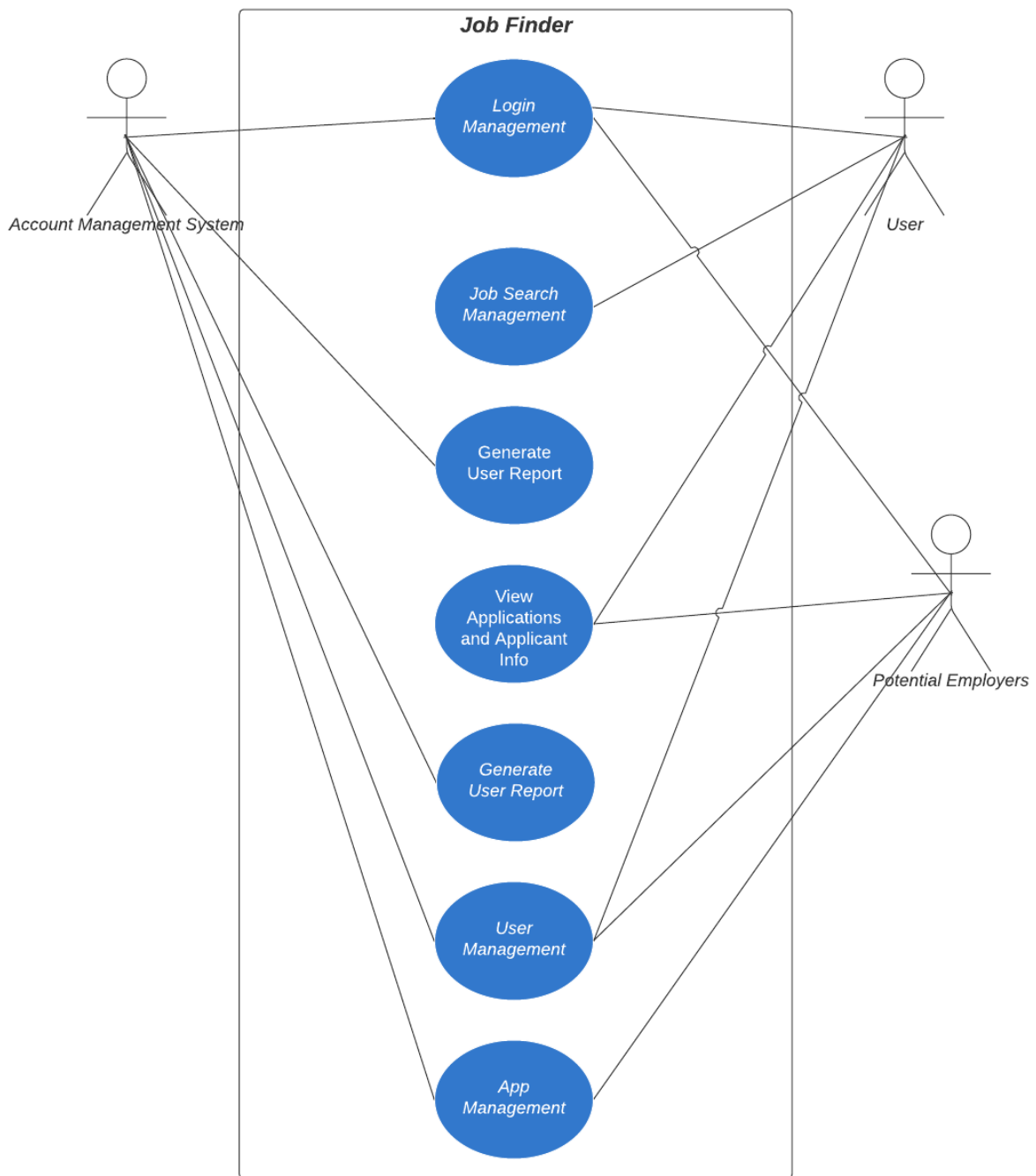
JobFinder

Name:

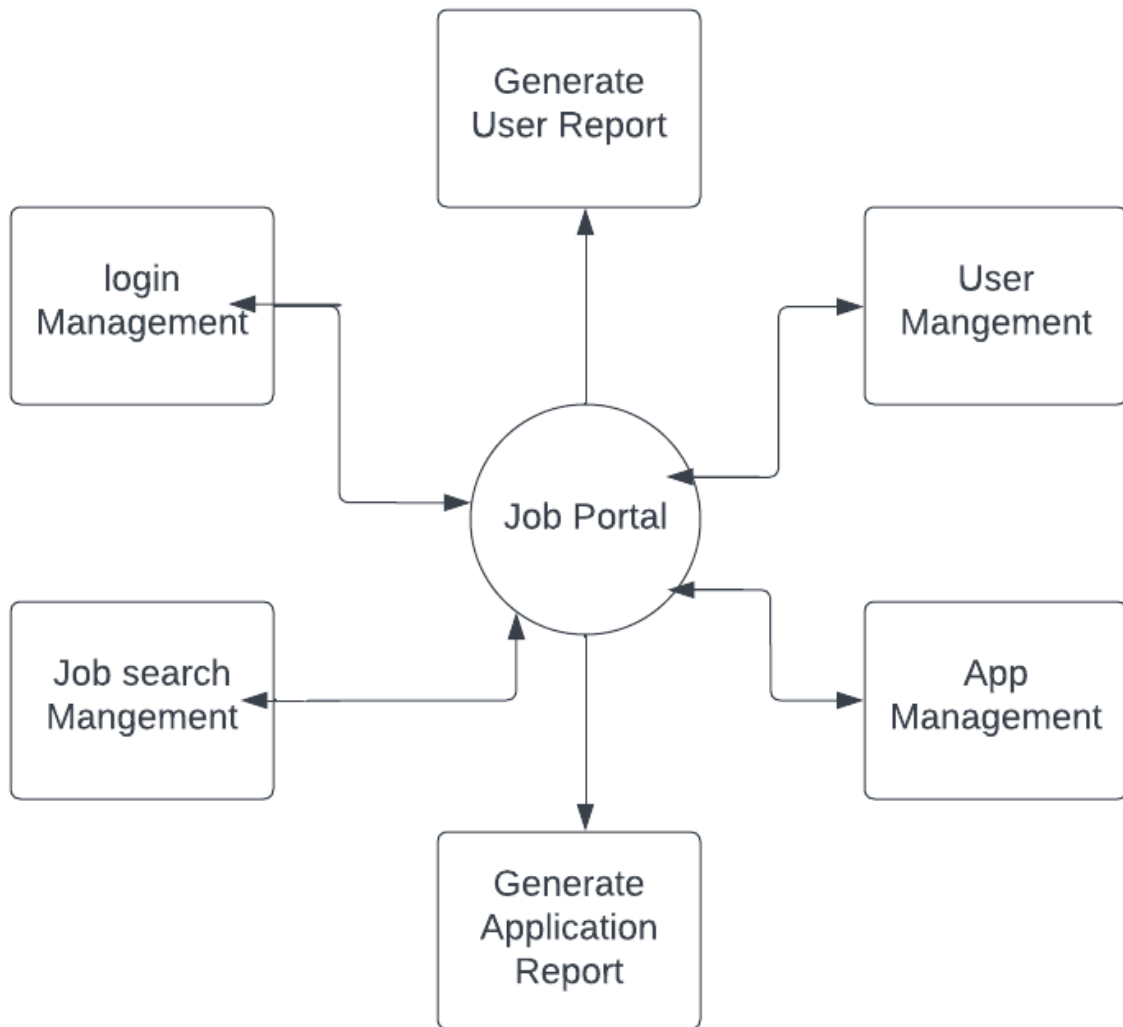
Job you are applying for:

4.1 Use Case Diagram

(See below)



4.2 DFD diagram



4.3 User Stories

(See below)

Title: Job Finder	
User story As a job seeker, I want to search for a job so that I can advance my career.	
Acceptance criteria Given that I graduate, when right out of college then I should be able to get a job.	

Title: Job Finder	
User Story: As a student nearing graduation, I want to search for employment opportunities so that I can start making a living within three months of graduation.	
Acceptance criteria: Given that I am graduating soon, then I should be able to be employed within three months of graduating.	

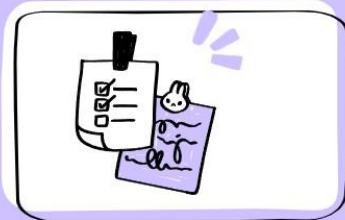
4.4 Feature List

Company Filter: Allows the user to filter the companies that are willing to hire them and choose the best fit.

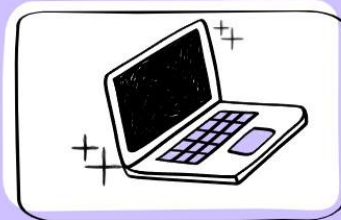
Data graph showing the unemployment rate by year.

4.5 Storyboard

✦✦ JAMIE (USER) IS LOOKING TO GET A JOB ✦✦



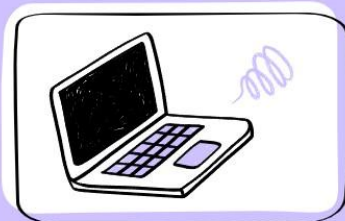
- * User wants to find a new job since they are newly graduated but unemployed



- * User searches the site for job openings and the likelihood of landing a job



- * User is surprised how easy it is to find data about the job searched for alongside historical data



- * User applies for a job since she found one that fits and has a high chance of landing it



- * User waits to hear back



- * Jamie hears back from the employer and has an interview lined up as a result

5 User Tests

5.1 Test procedure

We had the other team test our product and give constructive feedback. We did not explain what the page was about, hoping that the context clues were enough to get the point across.

5.2 User Test and Results

The other team suggested we made it a little more accessible, which we did. They also suggested we make a graph to show the data we collected. In addition, they suggested that we include a statement of purpose on our landing page. We let it be known that we appreciated their feedback and we decided to implement these features.

5.3 Conclusion

In conclusion, we managed to better understand our target audience and make a better product as a result of the other group's feedback. We realized that we needed to do a better job of displaying what our product was designed to do and we also needed to do cite our source.

6 Lessons Learned

We learned that the key to designing a useful and effective application was to better understand our target audience. We also learned that any app is only useful if the user has a clear understanding of what the app is trying to solve and/or implement. Due to these lessons learned, we were able to improve upon our app and deliver a product that is clear in its intent.

7 Future work

In the future we plan to create an app that allows the user be more involved in the job search process, and hopefully deliver a product that will exceed their expectations and streamline the job application process.

8 Appendices

8.1 Team Charter

Final Project: Team Charter – Individual

Chosen Group Name: Cream Frogs

Group Members: Aaron Hill, Patrick Bardsley, Logan Hasty, Achraf Nachet, Nicolas Izquierdo

Communication Channel: Discord

Trello Board/Github Project Boards: <https://trello.com/creamfrogsgroup10>

Github Repo: https://github.com/nizquier/Cream_Frog

What is the lowest grade your group will be satisfied with? B

Our agreed time-management strategy will be to: We will work a few days ahead of deadlines to ensure completion and maximize our product quality.

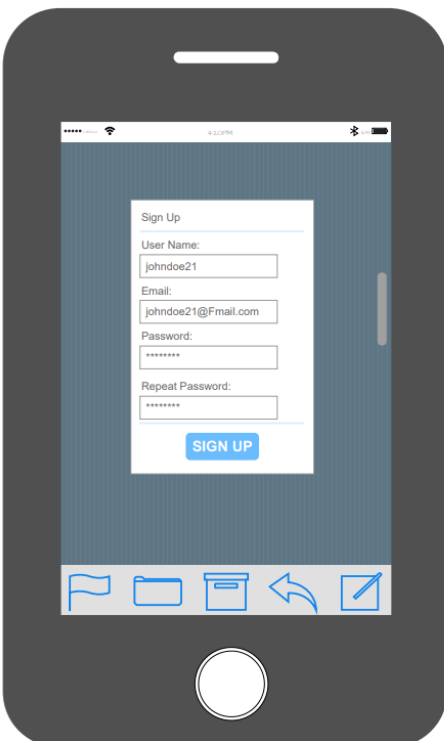
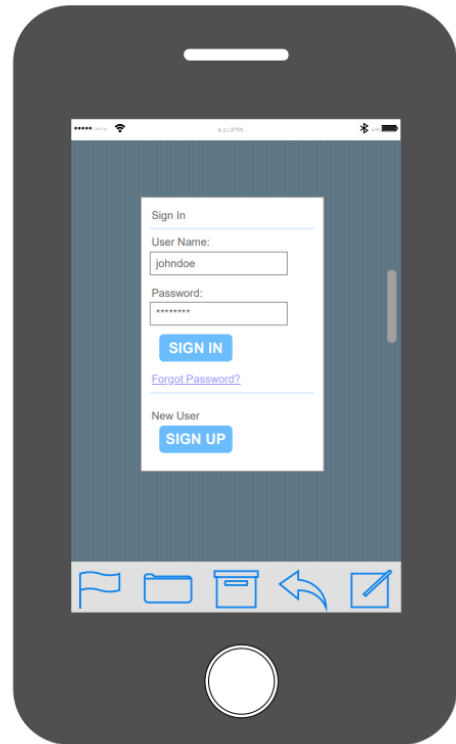
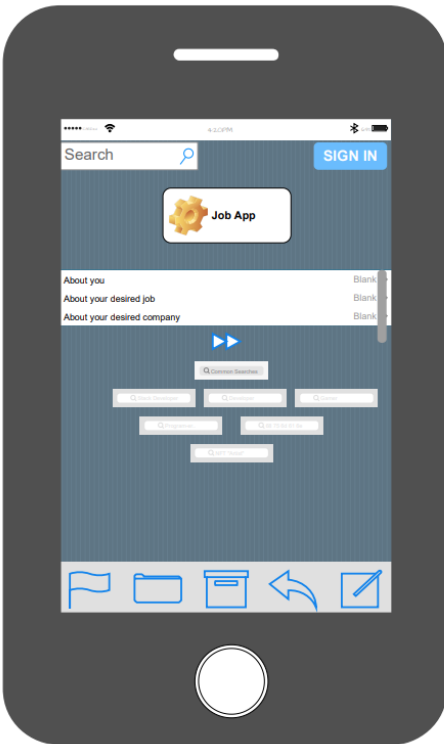
Describe how you will handle your team leadership. Each group member will be responsible for his/her equal share of the workload. We will rotate responsibilities so that we all get practice doing various tasks related to the completion of the project.

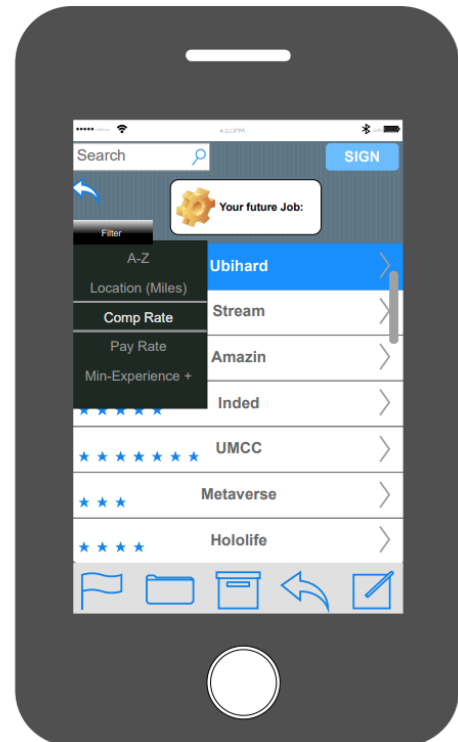
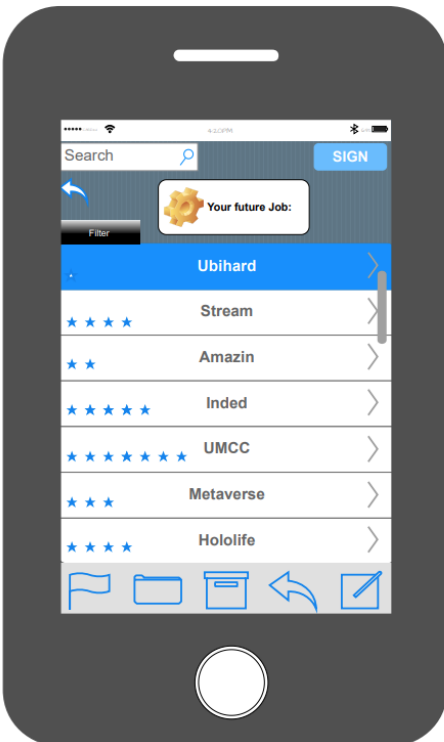
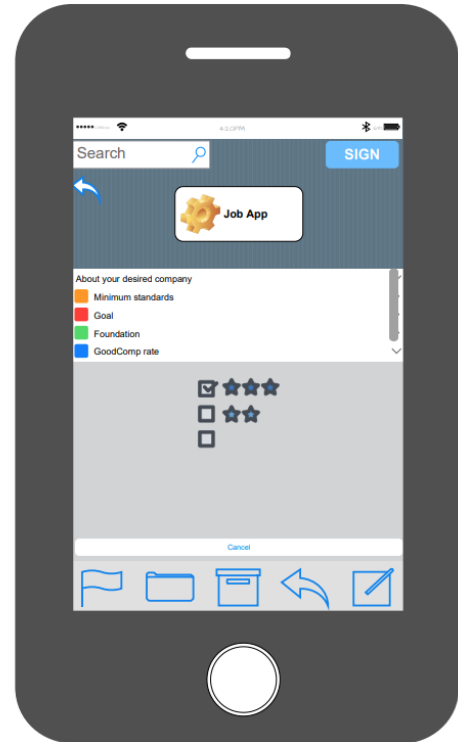
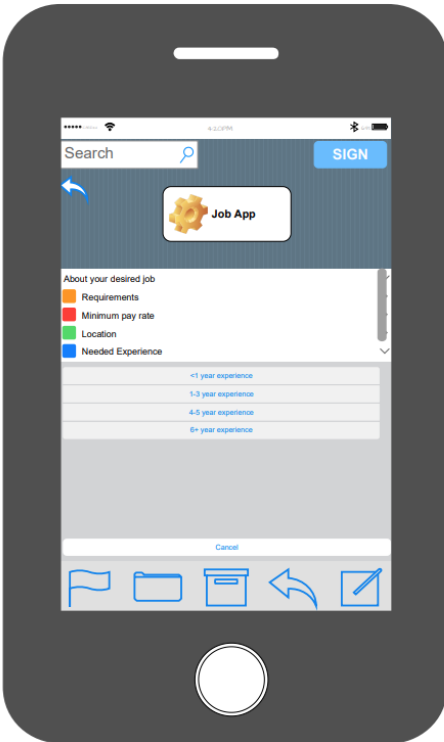
How do you plan to handle the situation if someone does not meet expectations?
Has everyone agreed to this strategy? We will reach out to the individual and try to figure out the best way to maximize equal contributions.

List your project roles:

1. We will all work together to complete the project.
2. We will communicate effectively to deliver a great project and spread responsibilities equally.

8.2 Sketches





8.3 Software Repository

https://github.com/nizquier/Cream_Frog

8.4 WBS Tool

Used Draw.io and Lucidchart for sketches

8.4 Meeting notes

Team Name: Cream Frogs

Trello Board: <https://trello.com/b/MkEchbgO/final-project>

Github: https://github.com/nizquier/Cream_Frog

Final Project Proposal/Report:

<https://docs.google.com/document/d/1jagbeGGi1dzCTV3vAbcavSRhWJuLaKlj9Dv6EABAFWs/edit?usp=sharing>

4/20/2022

Members present: All members

Mode of communication: Zoom breakout room

Met with Group 20:

Discussed our plan for designing our product and creating a visualization

Action items: Patrick will create a basic HTML landing page by 4/30/22. Logan will create the Python visualization for unemployment data by 5/1/22. All other members will contribute to the final report by 5/1/22 so we can polish it up and make it deliverable.

5/2/2022

Members present: All members

Mode of communication: Zoom and Discord

Items discussed and Takeaways: Met with Group 20 to get and deliver feedback on both projects

Action items: We will expand upon our landing page by creating a summary of our issue we're trying to tackle and include source citation for our visualization.

Meeting notes: Group 20 made visualization charts based on air pollution in the United States. Sorted by year and state. We stated that their product looked very well thought out just suggested that they make sure their intent was clear.