## Team Roles

<List your Team Name, Team Members, and the responsibilities of each Team Member. You may use the table below, if helpful, or you can list the responsibilities by group member. The table lists tasks for each assignment along with both the primary group member responsible and a backup member who will confirm that the task has been completed. If you wish to be very thorough, you may copy this table for each of the three subsequent group assessments (which will be useful if you plan to rotate responsibilities among members for each assignment. You may edit the table to add or combine rows as needed, and you may want to add columns for deadlines for each task.>

Team Name: Project Group 32

Team member: Phuc Nguyen, Josue Bustamante, Damiant Chauhan, Justin Hosfeld

|  |  |  |
| --- | --- | --- |
| **Task** | **Who will do this?** | **Who will confirm?** |
| Copy report templates and share them with the group |  |  |
| Administrate project management tools |  |  |
| Schedule meetings |  |  |
| Take notes at meetings |  |  |
| Proofread final drafts |  |  |
| Check drafts against rubric requirements |  |  |
| Send reminders about meetings |  |  |
| Send reminders about deadlines |  |  |
| Submit the PDF in Canvas |  |  |

## Communication and Collaboration

### Communication Tools

<How you plan to communicate and collaborate. Will you use Canvas' Group Discussion feature? Teams messaging? A Discord channel? Comments directly on the template in Google Drive? What about project management tools like Trello or Asana, or a shared calendar?>

### Meetings and Deadlines

<Describe how you plan to collaborate, whether by synchronous meetings or asynchronously with deadlines. Answer the following questions in particular:

1. Will you have meetings or communicate asynchronously?
2. How far (how many days) in advance of each deadline will your group meet or begin discussing each assignment?
3. When will you aim to have turned in each assignment?
4. What should each team member will do if their plans are disrupted due to unexpected circumstances and they cannot make a meeting/deadline?>

### Shared Workspaces and Version Control

The group work will be edited and stored in Github at this location: [phngta26/CS352-Project- (github.com)](https://github.com/phngta26/CS352-Project-)

## Usability Problem

<A high-level description of the assumed usability problem your project will solve. Please address these two points in particular:

1. An introduction to the usability problem (Examples: "Collaboration tools generally offer file management and sometimes text-based communication but no voice or video communication and no task management system, forcing users to rely on multiple tools and lose track of where to go for particular tasks or information", or "Recipe websites tend to be cluttered with superfluous information and advertisements, with the ingredients and steps relegated to a small portion toward the bottom of the page where they are difficult to find", "Passwords are difficult to remember, leading users to re-use the same password or choose overly simple passwords that leave their accounts vulnerable to bad actors".)
2. A description and justification of this problem as a usability problem. What benefits would your solution offer the user, and how could it improve the user's experience, safety, security, or efficacy? Justify the usability problem by reasoning, heuristics, personal experiences, secondary research, statistics, or other sources.
3. The experience and familiarity that your group members have with the problem. (Note that if none of the members of your group have experienced this problem directly, you should choose a different problem.)

>

## Project Vision

<A description of your envisioned project. Please address these questions (you may add subheadings for each of these if desired):

1. What tasks do you want your users to be able to accomplish?
2. What will your system do / What features will it have?
3. What affordances and constraints will be there?>

## Target Audience

<A description of your target users and audience. You may infer demographic, socio-economic, and/or other skills. For example, you might target older adults in rural places. You should also consider what range of abilities and conditions may be relevant to your project (consider sight, hearing, touch, and mobility, as examples). You also need to include a section on how you can reach that audience, as you will need to conduct interviews and usability tests with your target audience later in the term. Justify why you chose your target audience by reasoning, personal experience, by citing secondary research, statistics, or other sources.

Please address these points (you may add subheadings for these two points if desired).

1) User demographics, user characteristics, abilities, skills; and justifications for why you chose these

2) A plan for how you can reach the target users for your interviews and usability tests.

3) A list of potential candidates that each group member might interview for the Generative Research assignment. Each member will need to interview at least one person, so you should have at least one candidate listed per group member. You may use pseudonyms or descriptions like “My coworker who talks about social media all the time” to preserve their anonymity.>