

2022 Worksheet 01 (Week 2): Project Proposal

Team project manager to submit your group report with filename format: W01 – T01 – Project Proposal.pdf where T01 is your team number.

Objective: Write a short **group report** outlining the project your team has been allocated and some UI/UX concepts you have used. Use this template as a guide.

Due: **upload what you achieve by your next tute** – it is a project status update and will be signed off. (Remember you can use this material towards Assignment 1). You can revisit and revise the work you have done here up until you deliver Assignment 1.

1 Team Activities (do some of this before you come to tute)

- Before you come to tute pre-read in full 'Assignment 1 Brief', 'Project List', 'Assignment 1 Final Report Template'. There are lots of tips included.
- Hopefully, you have worked out your team name and made your three project nominations and been assigned a project.
- Choose your 'project manager'. This person communicates with the lecturer on the team's behalf.
- Choose your mode of casual communication within your team (Whatsapp etc.)
- Choose your formal collaborative tool such as MS Teams / Google docs.
- Get your free Figma educational account and experiment with Design Thinking templates.
- Remember to save your work (screenshots, videos, exports etc.)

2 Team Details

Team number / name: P8 / CPYou

Tute day / time: Monday, 3:00 to 4:00 PM

Project no. / name: Stress Monitoring App

Tutor: Peter

Student	Name	Number	Role*
1	Tanaka Chitete	20169321	Project Manager Document Controller
2	Scott Berryman	19747176	Graphic Designer Usability Engineer
3	Tui Warihana	19763703	Psychologist Data Analyst
4			
5			
6			

*Roles: Project Manager (Compulsory) / Graphic Designer / Psychologist / Data Analyst / Usability Engineer / Document Controller.

3 Project Description

Design Thinking, ideation and brainstorming examples were shown in lecture. Research some Design Thinking techniques and methodologies to answer the following questions as a group. Write up your answers as a short report. Keep your responses high quality. Assume you are writing to win a bid, tender or start-up funding. Treat these as first attempts and keep iterating.

1. Project Description

- a. Describe your project.
- b. Explain why your team chose this project?
- c. Background.
- d. Design Purpose (Describe the goals you want to achieve from designing your GUI. Is it about user-friendliness? Usability? Efficiency? Attractiveness?)

2. Design Thinking (Part 1)

Research some Design Thinking strategies and methods to ideate the following for your project. Explain your choice of method and show the results of your brainstorming. Include links to FigJam and screenshots. You can deviate from this list.

Empathise with your user

IN CLASS ACTIVITY:

Using FigJam and documenting in Word:

- a. Develop user personas (find a template to help).
- b. Develop short description user stories. For example: "As Fred, I want to automate my use of appliances, so I can be more energy efficient in my home." (Hint: See <https://www.atlassian.com/agile/project-management/user-stories>. At the bottom there are some examples).
- c. Brainstorm user pain points. Are there patterns in the pain points? Organise them into groups. (Affinity mapping).

d. If there are competing or similar apps to the one you are developing, you can start looking into competitor analysis using understanding of how users already use these tools:

1. User surveys and interviews
2. User journeys, user flow
3. Use case.

Regarding user surveys and interviews: you may like to conduct these with friends and family. Since this is not for research purposes, we are able to collect this data using a “talent release form” available on Blackboard.

3. Usability and user experience goals

Define your:

- a. Usability Goals
- b. User Experience Goals

4. UI/UX glossary and weblinks

Now that you have done some research into UI/UX methodologies, start building a glossary of useful terms and weblinks that you can add to Assignment 1. You can also add your definitions and links to our HCI community page: <https://tinyurl.com/y2cmz9c9>

5. Extension question – Web development

For your own interest: what web stack you would use to implement your web application?