

## **ASKTRAINING TOOL**

The mobile web application ASKtraining aims to fulfill the tasks planing and organizing trainings on the one hand, and enabling users to generate project documentations and proposals for financial fundings on the other hand.

## **RESIDENCE IN UGANDA**

A sojourn of the Pagirinya and the Rhino Camp Refugee Settlement, both located in Northern Uganda, where the 'Youth Empowerment Foundation' (YEF) and 'Community Creativity For Development' (CC4D) are based, is intended. In preparation of the ASKtraining development, there has already been a broad exchange of experience and information with Vuga William, Dut Andrew Kulang and Wafela Andrew, all three members of YEF, and Maliamungu Richard and Dawa Edina Hillary, both members of CC4D.

They explained the methodology of finding topics and organizing trainings including the use of GitHub, stated the diverse sorts of trainings (empowerment, skills, awareness and repair) and declared the overall structure in the hub. Moreover they citing the challenges like a lack of funding, tricky communication with community leaders and poor digital infrastructure. Hearing from the projected ASKtraining everyone was eager to respond feedback and contribute to the development.

Following the stay in the settlements, a visit in Kampala for the ASKnet conference is scheduled.

## **SUPPORTING THE DEVELOPMENT**

Visiting YEF and CC4D would be of tremendous help to understand the process of designing, developing and organizing trainings for the community members. End users (in this case the people living at the settlement) are the primary and ultimate source of information to guide usage centered design. Understanding this process is of great significance for creating a feasible application, which addresses the desires and needs of its future users.

The ASKnet conference is an assembly of interdisciplinary experts, which are as diverse as the premeditated content of the ASKtraining tool. This gathering is a perfect possibility for meeting ingenious minds, who could contribute to further development of the tool, especially through their expertise.

## **TESTING THE PROTOTYPE**

So far, a clickable prototype has been produced and should be tested during the stay. For the development, and its related costs, it is fundamental to conduct so-called 'Usability Tests' at a certain stage throughout the process. This stage has been reached by finalizing an initial prototype. A Usability Test would provide an adequate insight, if the designed interface architecture and its inherent workflow was convenient, if the structure and the arrangement of the interface contributed to learnability and rememberability, if designed icons were readable by users and if the overall operating principle was understood. The test will be executed with seven to eight participants to gather valid data and it contains several assignments to be solved by using the prototype. The participants are prompted to exert the 'Think aloud method', a procedure for describing what is being seen, thought and processed during the test. An audio and screen recording will be provided, each test is scheduled for approximately one hour.

Furthermore, the detecting of design flaws at an early stage is mandatory for avoiding exploding costs. Once the back-end development has been started (in terms of producing code), it takes an enormous effort to change even negligible elements of an application.

## **CONCLUSION**

All in all, the ASKtraining tool as well as the associated project ASKnet will benefit from this user research residency in Uganda, thus enabling to gather intelligence on the targeted environment. The inhabitants of the settlements and the participants of the Swarm conference will feature essential comprehension, contributing to the ongoing success of ASKnet.