

Project Proposal

Name:	
Program:	
Student ID:	
Project Title:	Exploring User-Centred Design Solutions for Managing Emotional Challenges in Agile Project Management
Problem you are seeking to address:	The lack of tools to meet emotional intelligence within systems has been identified as a gap in project management in the field of software development. Existing systems have mainly centered on a technical perspective, not considering the significant role of emotional dynamics in the performance of the project team and the success of the project. As a result of examining that gap, developing a mobile application mainly looking forward to increasing emotional intelligence skills within agile teams will help to bridge the gap, and promote better collaboration, communication, and better outcomes of the project (Violino, B. 2023).
Aim and scope:	<p>This project aims to meet the solution for the difficulties I have mentioned above, by incorporating the principles of emotional intelligence into a mobile application designed to support agile project management. This will be achieved by applying user experience designing concepts. The project is looking forward to bridging the gap between standard project management practices and evolving recognition of emotional intelligence as a pivotal feature in project success, based on existing literature on emotional intelligence in project management (Heliyon, 2023). by developing a mobile application according to the user-centered design concept, the project is looking forward to catering to actual user needs by integrating users' ideas into the design process (Interaction Design Foundation, 2024).</p> <p>The scope of the project encompasses the design, development, and assessment of the app within agile teams while focusing on increasing emotional intelligence skills (Liliana, F., 2022). Under this project primary competencies of Emotional Intelligence, that are related to project management, have been recognized (self-awareness, sensibility, communication, and dispute resolution) and will be embedded within the features and functionalities of the application. Finally conferencing usability testing and evaluating the effectiveness are involved with the scope of the project (Miroshnikov, G., 2023).</p>
Project objectives:	<ul style="list-style-type: none">• To solve the emotional intelligence challenges in the software project team, develop a mobile application prototype that keeps user-friendliness. (devlight, 2021).• By paying attention to increasing team collaboration, communication, and stress management integrate the principles of emotional intelligence into the application, then involve with principles of emotional intelligence into the mobile application (Segal, n.d.).• Conduct usability testing and collect feedback from project groups to clarify the application.
Expected project outcomes:	The main outcome of the project that I expect here is the project will be a functional mobile application prototype that combines the principles of emotional intelligence into software project management processes. This will provide feature tools and resources focused on solving common difficulties faced by project groups like stress management and communication difficulties (Cudakiewicz, 2023).
Brief review of relevant literature:	<p>1. https://www.cio.com/article/432709/software-project-management-challenges-and-how-to-handle-them.html Here, it has explored common challenges in software project management but lacks of focus on emotional intelligence. I'm willing to use this to recognize common issues and establish emotional intelligence as a solution (Violino, B. 2023).</p> <p>2. https://www.ncbi.nlm.nih.gov/pmc/articles/PMC10543214/</p>

	<p>This presents the significance of emotional intelligence in project performance. I utilize it to observe details on the importance of emotional intelligence in project management and recognize gaps in executing strategies (Heliyon, 2023).</p> <p>3. https://www.interaction-design.org/literature/topics/user-centered-design The article provides a good idea of the user-centered design process and the importance of understanding user tasks and environments to meet the actual user needs. Further, it also provides methodologies to understand the user and discuss the real benefits when developing an application (Interaction Design Foundation 2024).</p> <p>4. https://ieeexplore.ieee.org/document/9882795 Here, discussed the effect of emotional intelligence on the success of the project. I used it to observe information to design effective features in project management within the mobile application (Liliana, F. 2022).</p> <p>5. https://www.apm.org.uk/blog/how-does-emotional-intelligence-contribute-to-project-management-success/ Here, it has discussed the awareness of EI to project success with practical examples. I used this since we can gain insights about feature development in the mobile application with EI to project management success (Miroshnikov, G. 2023).</p> <p>6. https://devlight.io/portfolio/emotional/ This site shows a project integrated with emotional intelligence. I have used it to be aware of real-world applications and identify potential gaps (Devlight, 2021).</p> <p>7. https://www.helpguide.org/articles/mental-health/emotional-intelligence-eq.htm This offers a complete overview of emotional intelligence and its components. I'm using this to observe principles and potential strategies to increase EI skills (Segal, J. Smith, M. Robinson, L. Shubin, J. 2024).</p> <p>8. https://deviniti.com/blog/project-work-management/the-future-of-project-management-with-atlassian-tools-and-apps/ Here, this explores the future trends in PM tools. I used the site to realize the existing tool landscape and technological enhancements and also design new features in the mobile application (Cudakiewicz, H. 2023).</p>
[optional] References:	<ol style="list-style-type: none"> Violino, B. (2023) <i>Software project management challenges - and how to handle them</i>. Available from: https://www.cio.com/article/432709/software-project-management-challenges-and-how-to-handle-them.html [Accessed 28 February 2024]. Heliyon. (2023) <i>Emotional intelligence, leadership, and work teams: A hybrid literature review</i>. Available from: https://www.ncbi.nlm.nih.gov/pmc/articles/PMC10543214/ [Accessed 1 March 2024]. Interaction Design Foundation (2024) <i>User Centered Design (UCD)</i>. Available from: https://www.interaction-design.org/literature/topics/user-centered-design [Accessed 28 February 2024] Liliana, F. (2022) <i>The Role of Emotional Intelligence in Agile Project Management</i>. Available from: https://ieeexplore.ieee.org/document/9882795 [Accessed 4 March 2024] Miroshnikov, G. (2023) <i>How does emotional intelligence contribute to project management success?</i> Available from: https://www.apm.org.uk/blog/how-does-emotional-intelligence-contribute-to-project-management-success/ [Accessed 4 March 2024]

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Testing and Evaluation:	The success of this project will be assessed by usability testing, user feedback, and quantitative evaluation of the project results. To evaluate the functionality and effectiveness of this mobile application, usability testing questionnaires will be given to project groups																																																																																															
Ethical considerations:	Gaining informed assent from contributors involved in testing and assessment, establishing the privacy of data and confidentiality, and being aware of ethical guidelines for investigation involving human subjects are included in these ethical considerations for the project. The University’s secure OneDrive system will be used to store the digital data. It will be only accessed by students and the Supervisory team under the Data Protection Act 2018 and General Data Protection Regulation requirements (GDPR). Destroying survey-related Questionnaires will be performed immediately after anonymized transcription.																																																																																															
Project plan:	<table><tr><th colspan="8">Gantt Chart</th></tr><tr><th rowspan="2">Task</th><th colspan="7">Time Duration</th></tr><tr><th>March</th><th>April</th><th>May</th><th>June</th><th>June</th><th>July</th><th>August</th></tr><tr><td>Research proposal submission and planning</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Literature review and learning techniques</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>prepare questionnaires for the survey, data collection and gathering requirements</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Data Analysis and designing</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Prototype development and testing</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Write the first Draft</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Finalizing the project</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Dissertation Due</td><td></td><td></td><td></td><td></td><td></td><td></td><td>29th</td></tr><tr><td colspan="8">Overall, 6 Months</td></tr></table>	Gantt Chart								Task	Time Duration							March	April	May	June	June	July	August	Research proposal submission and planning								Literature review and learning techniques								prepare questionnaires for the survey, data collection and gathering requirements								Data Analysis and designing								Prototype development and testing								Write the first Draft								Finalizing the project								Dissertation Due							29th	Overall, 6 Months							
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