

Distance Learning Center Project Monitoring System

Team 4-stars

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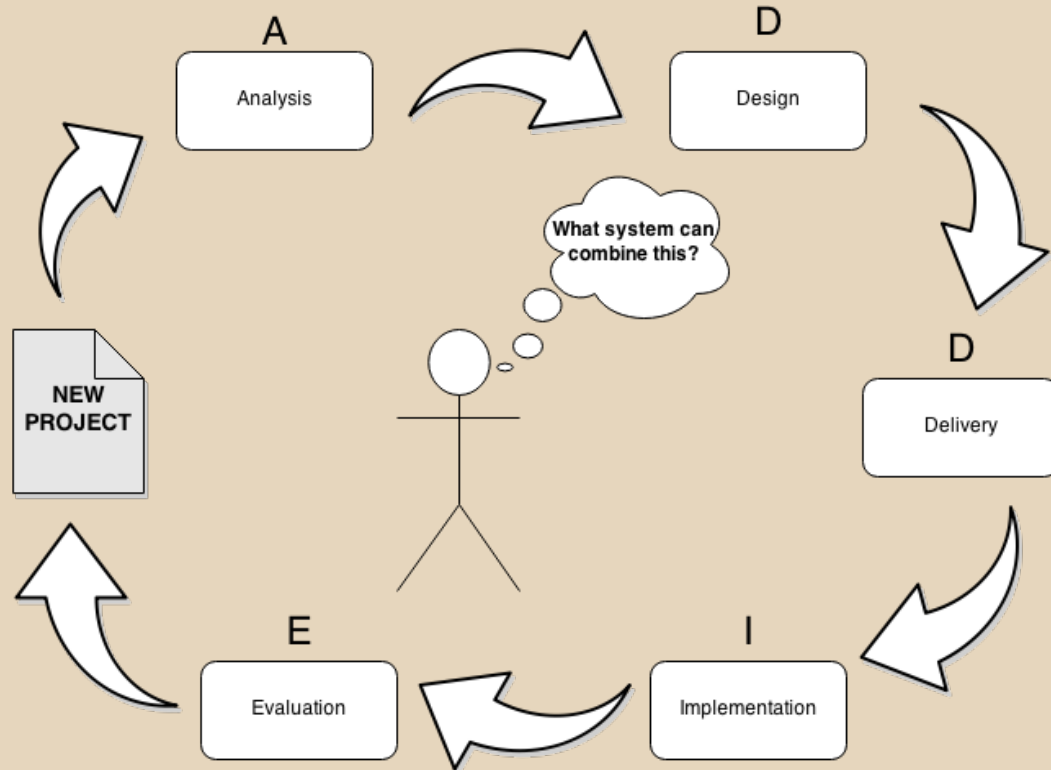
Usability Problems

tracking projects

consistency with current projects

current system is insufficient

ADDIE Workflow



HCI Methods

Our approach

client & staff interviews

brainstorming & rapid prototyping

Important to interview many groups as each individual is assigned to different tasks

Final Deliverable

mockups of the user interface

HCI Methods (cont.)

Users

- Staff
 - 10-15 workers at Distance Learning Center (DLC)
- Dean
 - The Associate Dean of Distance Learning is responsible for delivering projects on time and within budget

HCI Methods (cont.)

Phases

design

user testing (prototype)

- Develop a test plan (Needs of Staff)

- Develop test materials (Mock-ups/product)

- Recruit participants (Staff)

- Carry out the test

 - establish what needs to be tested

- Feedback of participants

- Findings and recommendations

- Retest

feedback

redesign - final deliverable

HCI Methods (cont.)

Contact with users

emails weekly

face to face meetings (discussion)

observations at the DLC office

Schedule

Task	Due Dates (tentative)	Person in Charge
Initial Meetings with client	Week 1-3	All
Initial Presentation	Week 4: April 21	All
Staff Interview(s)	Week 4-5	All
Rapid Prototyping	Week 5	All
Present initial mockups	Week 5: April 30	All
Receive feedback of UI	Week 6: May 7	All
Revision of UI	Week 7-8	All
Pre-Final Presentation	Week 9: May 30	All
Deliver revise Mockups	Week 10	All
Project Report Due	Week 10: June 7	All