Distance Learning Center Project Monitoring System

Team 4*

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in collaboration with



Background

distance learning center provides the UCI campus and strategically selected other organizations with distance learning services, including the development and delivery of courses using online technology

faculty development and consultations
design and development
delivery & support
evaluation & quality monitoring

Problems to be solved...

staff do not have consistent tracking method for projects associate dean does not have means to track projects efficiently current system of use - excel

we desire a dynamic, interactive system that allows staff members to input project data and easily update those data as projects move through their life cycles.

Methods

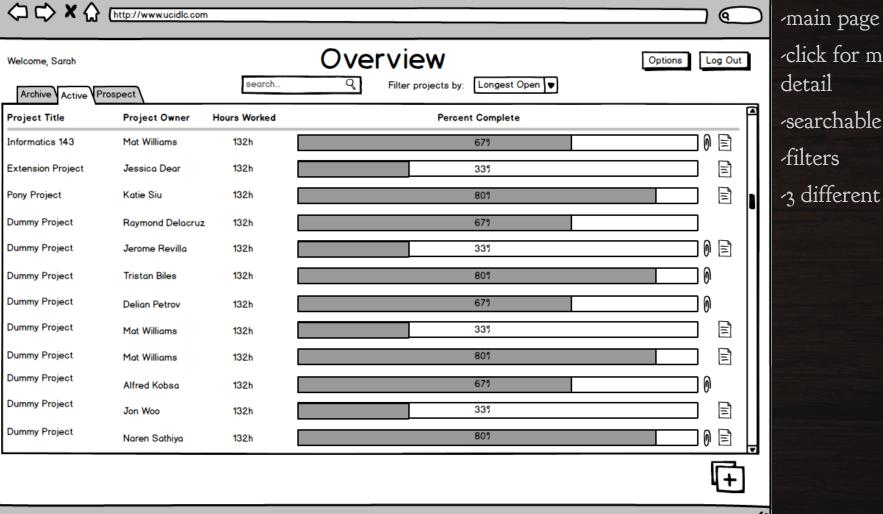
Method	Findings
Comparative Analysis	Too robust Great project management / wanted better tracking
Employee Interviews	2 types - employee and manager decide who we're primarily designing for
Rapid Prototyping	Verify so we can validate Numerous iterations, several releases
Heuristic Analysis - 2 UX professionals from Codazen (small local consulting company)	Nielson's heuristics Discrepancies amongst participants
Think Aloud - 6 participants (varying majors)	Discrepancies amongst participants
Cognitive Walkthrough - 4 participants (team members) - performed once on each of the 3 iterations	trouble noticing correct action is available

Accomplishments So Far...

lots and lots of usability studies



mock-ups...

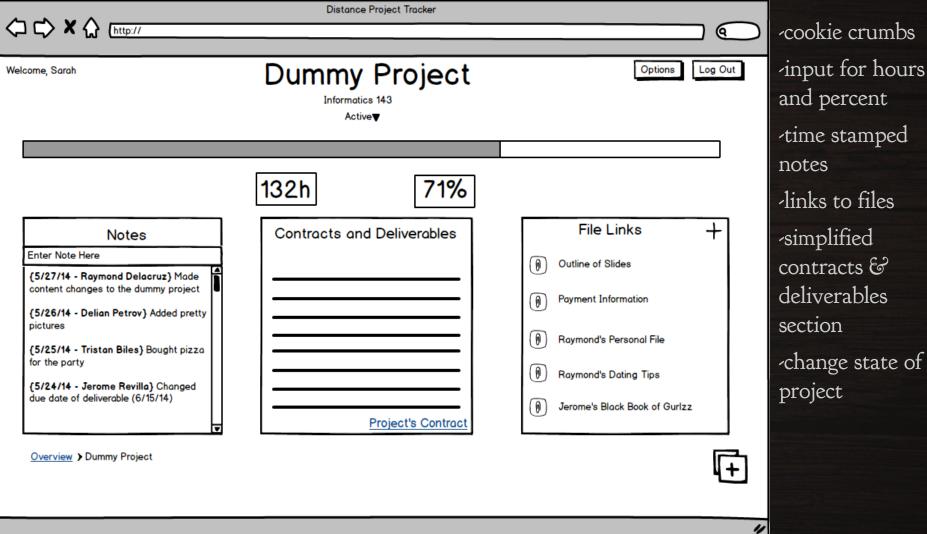


Distance Project Tracker

click for more detail

searchable

3 different views



and percent time stamped

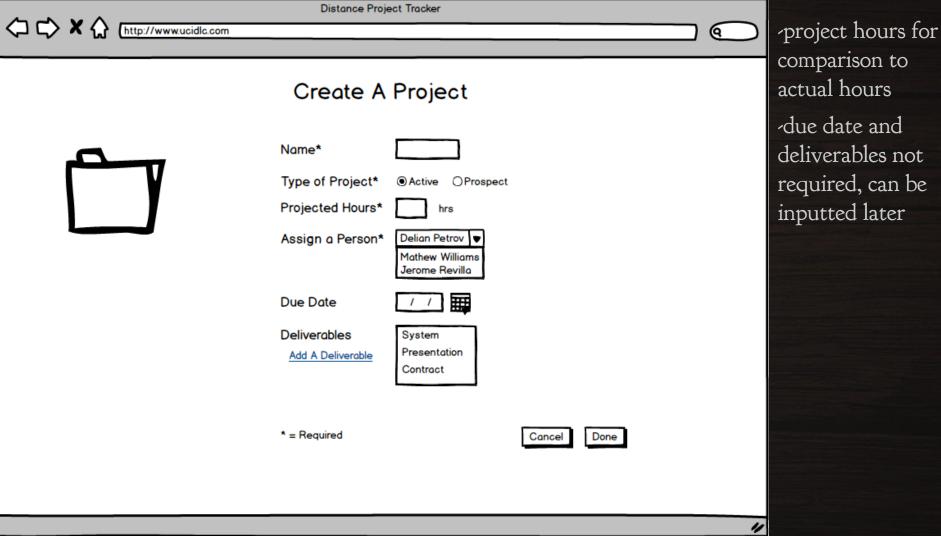
links to files

~simplified contracts & deliverables section

change state of project

tasks optional for staff

bread crumbs



comparison to actual hours

due date and deliverables not required, can be inputted later

Hardships

unclear requirements (project management vs. tracking) how this translates into the design

trouble integrating with FileMaker Pro didn't quite understand how it would integrate

Insights So Far...

Iterative usability testing

More testing is preferred

Scheduling early is critical

Have different types of user groups

Regularly contacting stakeholders or clients

Decisions Still Need To Be Made

Usability Tests

High Fidelity Mock-Ups

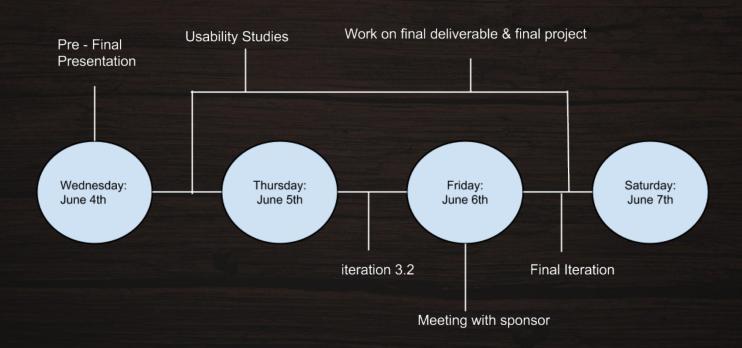
Should we get more feedback to create another prototype?

How to Present Final Deliverable to Sponsor

Unit Code

Name of person / department requesting project

Timeline



Thank You