

# **Project management**

CS4784: HCI Capstone  
Virginia Tech

Instructor: Dr. Kurt Luther  
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# Preview

- CHCI Hack+Snack
- Discuss *UX Book* Chapter 4
- Group assignments
- Project management
- Upcoming deadlines

# CHCI Hack+Snack

- Every Friday, 2-5pm (hack) and 5pm+ (snack)
- Learning Studio, Moss Arts Center
- HCI undergrads, grad students, faculty welcome



# Work Activity Affinity Diagram

- Bottom-up process
- Convert audio and video into selective transcripts
- Print and cut out interesting snippets
- Provide a brief note/slug summarizing what's interesting
- Group related snippets together
- Give names to higher-level categories

# Work Activity Affinity Diagram





# Making Good Notes

- Each note should contain just one main idea
- Each note should be self-contained
- Be specific—avoid pronouns, ambiguities, etc.

# Getting Into the Right Mind-set

- Sit on your designer and implementer instincts.
- Do not make sweeping decisions involving technological solutions.



# Group assignments

- Tentative
  - You can move around until Friday
  - Changes need to be approved by me
  - Spreadsheet will be updated throughout the week
  - Goal is teams of 3-4 members each
- Each group needs a contact person

# 6 Stages of a Big Project

- Enthusiasm
- Disillusionment
- Panic
- Search for the guilty
- Punishment of the innocent
- Praise and honors for the non-participants

(McLean 1972)

# Big Questions to Consider

- What is the big problem you're trying to solve?  
The specific problem?
- What is your unique approach? Why has nobody tried this before? Why will you succeed this time?
- What value will this solution provide? What impact might it have on the world?
- What is the social component of this project?  
The creative component?
- How will this project sustain itself?

# Important First Steps

- Figure out who's on your team
- Find common ground—what interests all of you?
- Identify skills and preferences and choose roles
  - Roles → job titles → accountability
- Agree on a decision-making model
  - Consensus? Vote? Leader?
- Research the area you're working in
- Generate a system concept statement

# Example System Concept Statement

The Ticket Kiosk System will replace the old ticket retail system, the Middleburg University Ticket Transaction Service, by providing 24-hour-a-day distributed kiosk service to the general public. This service includes access to comprehensive event information and the capability to rapidly purchase tickets for local events such as concerts, movies, and the performing arts.

The new system includes a significant expansion of scope to include ticket distribution for the entire MU athletic program. Transportation tickets will also be available, along with directions and parking information for specific venues. Compared to conventional ticket outlets, the Ticket Kiosk System will reduce waiting time and offer far more extensive information about events. A focus on innovative design will enhance the MU public profile while fostering the spirit of being part of the MU community and offering the customer a beaming interaction experience. (139 words)

*(UX Book)*

# Important First Steps

- Come up with a detailed plan for the semester
  - Preliminary research, prototype development, eval
  - Problem statement, research question(s)
- Agree on regular meeting times, location
- Project management tools
  - Communication, file sharing, code
- Come up with a team name
- Decide whether to seek out a sponsor

# Social loafing

- What is it?
  - People give less effort in a group than they would if they were working individually
- What causes it?
  - Free rider problem: public goods are non-exclusionary
  - Lower motivation: effort won't be noticed, group won't succeed, others will steal credit
- How to avoid it?
  - Set clear goals
  - Recognize individuals' contributions
  - Evaluate at the individual level

(Jackson & Williams 1985)

# Go/No Go

- 3 weeks from today
- Pitch your idea and plan to the class, instructor
- 10 minute presentation, 10 minute discussion per team
- Feedback from class, instructor
- Demonstrate a solid plan and clear progress
  - Otherwise, reevaluate team and project idea ☹️
- Meet with instructor during office hours *before* this



# Press releases

- Who is the target audience?
  - The press
- Look at examples from organizations that work in your topic area
- Key ingredients
  - Attention-grabbing, informative title
  - Upbeat, positive writing style
  - Story location
  - News, accomplishments, why it matters, next steps
  - Quotes from your team
  - Contact person
  - Team name and mission statement

# Next class

- Literature review and competitive analysis
- Finalize groups by Friday
- Email me press release #1 by Fri midnight