

Purpose & Audience	Project Requirements	User Accessibility Requirements	Constraints
<p>The purpose is the reason the project is being undertaken. The audience focusses on who the project is aimed at</p>	<p>This refers to the requirements to ensure the project is a success</p>	<p>Consideration for any users with accessibility needs Visual needs, hearing needs, speech needs, motor needs and cognitive needs</p>	<p>A constraint is a limitation or restriction that you face while completing a project</p>
<p>Who is the target audience - skills level? (novice, occasional, regular, expert) Demographics? (age, culture, past experience) What is the new system for? Where will it be used? Who will it help? What will it help with?</p>	<p>What will the user want to do on the user interface? How? Why? How will the user interact with the system? How will they put information into the system? How will they move around the system? How will the user get information? What will they see, hear or feel?</p>	<p>What needs do each group have (Visual needs, hearing needs, speech needs, motor needs and cognitive needs)? What will you include to support users with each accessibility need? How will it support them?</p>	<p><b>Time</b> How long do you have to complete the project? Is it enough time? Is there anything you might not complete? Is there anything you will complete if you have time? What could go wrong to make time an issue? What might happen if you don't have enough time? What can you do to mitigate time being an issue?</p> <p><b>Resources</b> What <b>technological</b> resources will you need for the project? What <b>human</b> resources will you need for the project? What <b>premises</b> resources will you need for the project? What <b>equipment</b> resources will you need for the project? Do you have all the resources you need? What could go wrong to make each of the resources an issue? What might happen if you don't have enough of each of the resources? What can you do to mitigate resources being an issue?</p> <p><b>Technological</b> - Hardware &amp; software required <b>Human</b> - Different people &amp; skills required <b>Premises</b> - Buildings for meetings etc. <b>Equipment</b> - Items required e.g. pencils, notes, paper</p> <p><b>Task dependencies</b> What are the main tasks you need to complete for the project to be a success? Which tasks depend on others being completed? What could go wrong to make task dependences an issue? What might happen if you don't complete tasks on time? What can you do to mitigate task dependences being an issue?</p> <p><b>Security</b> What laws need to be considered for this project? Why do they need to be considered? What are you doing that means they apply? What issues might you have in terms of security? What could go wrong to make security an issue? What might happen if you have an issue with security? What can you do to mitigate security being an issue?</p>

**What is a User Interface?**  
 A user interface is the hardware and software that a user interacts with to use or control a computer or electronic device.

- Types of Interface:**
- Speech/natural language
  - GUI/WIMP – Graphical user interface / Windows, icons, menus, pointer
    - Sensors
    - Menu/forms
    - Text based

**TASK**  
 Make a list of the advantages and disadvantages of each interface.

UI	Advantage	Disadvantage
Speech/natural language		
GUI/WIMP – Graphical user interface / Windows, icons, menus, pointer		
Sensors		
Menu/forms		
Text based		



**Project Planning:**  
 Identifying how long the project is going to take to complete and document it in an easy to track way.

Task No.	Task Description	Start Date	End Date	Week 1			
				Sept 1	Sept 2	Sept 3	Sept 4
A1	Have a meeting with the client to ask about specific requirements and other details that must be specified, clearing up any confusions from the list sent out to me	Sept 1	Sept 2	Yellow	Yellow		
A2	look at companies (online research) and businesses currently using a similar interface, gather ideas (phone) and book an appointment to visit to use it in person	Sept 3	Sept 5			Yellow	Yellow
A3	Visit the companies and use their interfaces, take notes on things they have done well and things that need to be improved upon when designing ours	Sept 6	Sept 9				
A4	Create a visual mood board on ideas collected from other stadiums and other companies currently using an interface, decide on a house style colour scheme etc.	Sept 10	Sept 11				
A5	Have another meeting with the client see what they like or don't like about the interface, agree on a colour scheme and house style, and navigation system	Sept 12	Sept 12				
	<b>Milestone</b>						

**Task Lists:**  
 Identifies all the tasks (and sub-tasks) that need to be completed in order for the project to be completed successfully.

**Gantt Chart:**  
 Once all tasks, subtasks, timings and milestones have been identified, they can be transferred to the Gantt Chart - simply a visual representation of the tasks.

**Milestones:**  
 These are specific goals or important dates in the project. In this example, a milestone could be placed at the end of the Analysis section, after the final meeting with the client, before moving on to the Design phase.

1. Review the user interface against user needs. You should consider the strengths and weaknesses of the interface against:

- user requirements
- ease of use
- design principles used
- accessibility features

2. Suggest improvements that could be made to the user interface to better meet the audience needs.



**Questions to answer when reviewing:**

1. What were you asked to create?
2. What did you list as the user requirements in appendix 2?
3. Did you include everything the user needed? Why? Why not?
4. Did you include anything extra from your list? Why? Why not?
5. What else could you have added to make it better meet the user requirements? Why didn't you add these?