

PRODUCT NAME	CLASS	YEAR
Personal Project Assistant (PPA)	HCI 1: Digital Management System	Fall 2003

PROBLEM SPACE

The problem space centers on providing a product solution to project managers that combine many planning tools into a single device. Devices that can be eliminated: Legal Pad, Daytimer, Walkie-talkie, Blueprints, Documentation. The product should also provide a means of communication for a project manager to his/her team to:

- Check project status
- Reduce paper clutter
- Reduce travel time
- Combine functions of various devices into a single product
- Provide a high-quality graphic output on an 8" x 5" display

THE PRODUCT

The product solution includes a wireless Personal Project Assistant (PPA) that runs on flash memory, while allowing users to access other hard drives to form a matrix of information among the project team. The initial design process included a cognitive walkthrough used a scenario to create a new project. Users include members and resources necessary while interacting with team members to discuss the Informatics Building. Cognitive Walkthrough Recommendations included:

- Redesign the Menu System
- Create a Threaded Hierarchy that is hyperlinkable
- Use a Browser-type
- Toolbar
- Further develop the paths of the tasks

NEEDS ASSESSMENT / REQUIREMENTS

Target Audience includes project managers in construction, software engineering, and perhaps movie production.

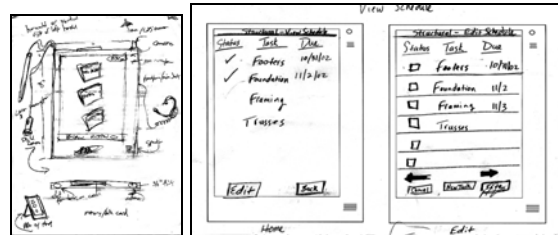
GOALS

Usability goals include:

- Effectiveness: Fits within the understanding of a project manager's expectations
- Efficiency: Allows the users to coordinate projects and record and retrieve data
- Safety: Has no physical safety issues
- Utility: Is pre-configured and ready to use
- Learnability: Has a shallow learning curve
- Memorability: Uses familiar icons similar to existing Windows/Mac OS environment

PROTOTYPES

Paper Prototypes



Dynamic Prototypes

