

Chapter 3: User Groups And Design Goals: Without Design Goals.

Mikael Pratama Kristyawicaksono (S1241079).

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- User and goals.
- In this chapter I will talk about each users and each of its goals.
- There are two main users in this paper, the social scientists and the other user group is the maker.
- Social scientists defined as a user group that will use the solution determined from this project.
- Makers defined as a user group that will make the solution determined from this project.
- Actually, both user group are not necessarily to use or make the solution determined from this project.
- Instead they need to know that this solution exists.
- So, instead this paper insisted to use the what this project is making, it shows to the audiences that the solution is exists and this paper will show you how the idea is realized.
- The main idea of this project is to show that simple tools like Sociometric Badge is there.
- And this project wants to tell the available tools and ingredients, so that the social scientists can connects the idea to the makers according to any specific needs that social scientists want.
- So what to tell in this chapter?
 - Who is the user?
 - Explanations for each users.
 - What are the fail - able conditions of each user group?
 - What are the goals of each users?
 - What can be communicated between these users?
 - What is the expected knowledge?
 - What is the limitation of the user?
 - What is the user do?

- What should be communicated between these users?
- I need to determine what is the qualitative and quantitative aspect of the proposed solution.
- Perhaps, I need to make an example.
- The user groups....
- Check what is the idea behind UbER Badge.
- UbER Badge was the only badge that has the same goal with this project.

Introduction

There are two user groups for this project: social scientists and makers. The social scientists is defined by people who like to conduct social experiment, whereas maker is defined as someone who make technology representing DIY sub – culture. For this project the social scientists will be the end user of the alternative of Sociometric Badge this project trying to make. Additionally, the makers will be the developer of such badge.

In order to make the befitting badge, both user groups need to communicate on the requirements and the limitations. Social scientists need to determine what are their requirements and the makers then define what is their limitations as well as the current technical limitations.

This chapter will discuss on what role each user groups serve, what is the ideal communication, and example of communication between social scientists and makers as this project went.

Social Scientist

Social scientist is person who conduct and study social science. As from Merriam Webster dictionary, social science is a branch of science that deals with the institutions and functioning of human society and with the interpersonal relationships of individuals as members of society. This project deal with technology that could leverage the work of social scientists. As social science lives in different spectrum from common technological background, experiment on the use of technologies seems not quite nourished compared into other studies like design or business. In result there are spaces that more specific technology could fill in.

In term of data gathering in physical world, many social scientists still using traditional methods like interview, observation, questionnaire, and survey. There are improvement on any of those methods but observation. As it was mentioned in the Introduction, observation still stuck with manual observation, with the observer and the object present nearby to each others.

The term of computer exists in anything (ubiquitous technology) and the Internet exists in anything (Internet of Thing, *IoT*) can be used to leverage social observation. There are good ingredients those can be taken from those implementations found in State of the Art to make more advance but *home*

– *brewed* tool to help to make a tool for social observation. However, since the nature of the social science itself, social scientists need to work together with people, those, at least know how to make things (electronics and programming).

Maker

As it is defined in The New York Times, maker is a technology based sub – culture based on DIY culture. The sense of Do – It – Yourself is that for one to be able to make something without professional experience as as professional tools. For this project, looking for specific people that exactly has the knowledge of embedded device and also programming is not easy. However, there are a lot of hobbyists that could achieve to make the same thing for low entry technical project like this project.

The problem for makers is the same from what it is in social scientists side. In most cases, makers do not understand what are the social requirements expected for device this paper trying to make. Thus, at basic, both user groups are expected to have discussion a lot. The discussion should be prioritized on the requirements and the limitations of the project. Requirements need to come from the end user group which is the social scientists and makers define both technical limitations and their own limitation.

Conclusion

As it is for this project, the requirements will be defined from the previous implementations in State of the Art, whereas the technical limitations and technology of choice will be determined in the next chapter, Technology Implementations.

The requirements start with defining the most advance version of the alternative Sociometric Badge that could be exists with unlimited resource (time, money, skills). This will be then determined as the ideal implementation. After this, makers will present with the limitations and appoint which technologies might fit for which purposes. The social scientists and the makers need to communicate this way again to dumbbed down the ideal implementation into more realistic implementation. During the project makers then keep giving back minimal implementation for the social scientists to do testing.