

H.A.L.V. A Good One! presents...

**By Students for Students:
Utilizing IS Principles
To Assist Tartan
Ambassadors**

December 14, 2023

BACKGROUND

Introduction

While Information Systems (IS) at CMU is renowned to many people and is even ranked the best undergraduate IS program in the US according to U.S. News & World Report, there still exists a lot of misunderstanding about what IS is and what IS does because of its complex nature, leading to confusion amongst many individuals. Upon conducting interviews with some student tour guides at CMU, it became apparent to us that many simply perceived IS as a combination of computer science and business, or more broadly, half technology and half humanities. Moreover, existing resources, such as the CMU IS website, have proven ineffective in aiding tour guides' understanding of what IS is, as the information there is relatively generic and contains area-specific jargon that is confusing for non-majors. This barrier, combined with tour guides' busy schedules, has deterred them from exploring the subject further. Additionally, due to the fact that they do not know much about IS as seen in the interview data, when they present the major to tours, it is kept very brief.

Goals

This project aims to create a design that captures the fundamental concepts of the IS program and communicates its purpose, goals, and benefits to a specific stakeholder group by making IS relevant to their needs and goals as gathered from user interviews. Additionally, we aim to excite the tour guides about IS by presenting them with an app that was made using IS for them, in order to educate them on IS and persuade them to learn more. In order to attract attention, the work must feature an engaging pre-task experience to convey the message that "It's interesting/It's organized." This means that the design must have contrast, but does not lead to visual conflict. Its components must be unified properly with an effective use of negative space shape. Furthermore, typography in the work must be hierarchical as well as easy to read to facilitate task performance. Finally, it is critical to obtain stakeholders' feedback for the final work through follow-up interviews to assess the design's efficiency and identify potential design enhancements for further improvement.

STAKEHOLDERS

Group

Our stakeholder group was CMU student tour guides. We were able to interview those of diverse backgrounds, from various school years and majors to different genders and races.

Goals and Needs

Based on our interviews, we learned that our stakeholders, CMU student tour guides, applied to the job as they wanted to connect with and help people and overall be more involved in the CMU community. But at the same time, they also want to be able to keep on top of their schoolwork, which is relatively heavy, and ultimately maintain a healthy balance between it and their tour guide job.

"I found my tour guides really helpful and I wanted to do the same and pass it forward"
– stakeholder

"So we'll get scheduled for a tour that we can't necessarily do [because of school]"
– stakeholder

STAKEHOLDERS

Barriers to Information Seeking

One of the barriers to tour guides' information seeking is the time—between the heavy course workload at CMU and the number of hours required for each tour itself, they are so busy that they don't have the time to seek additional information and delve in-depth into the areas they need to cover in their tours, such as the different majors at CMU, including IS.

Another barrier to their information-seeking is that though CMU tour guides are allowed to create their own script, they are only given very broad information about IS to incorporate into their script. The information that they are provided in their tour guide training module only covers the fact that it is a joint major between Heinz and Dietrich College and a link to the IS program website to contact the advisors. Because they are not directly given specific information on the IS program content itself, coupled with their previously mentioned barrier of time, they only know of some additional information based on casual conversations with friends in the program, which may not be complete or concrete.

"The tours are too long—they used to be one hour but now they are one hour and fifteen minutes" – stakeholder

STAKEHOLDERS

IS Knowledge Lack or Bias

Most of our interviewees explained in their interviews that they really did not know much about the Information Systems major. They simply view IS as the combination of computer science and business, or more broadly, half technology and half humanities. While this may be true to a certain extent as there is an overlap between these fields of study, it provides an incomplete and misleading introduction to the major. This lack of knowledge may be harmful as potential students who are visiting may leave the tour with a misconception of the field that either causes them to choose not to apply to it or choose to apply, but for the wrong reasons.

This knowledge gap may be due to the fact that the tour guides do not have the incentive to learn too much about IS since they only need to mention it briefly when introducing the Heinz building and do not have to talk in detail about IS in the tour. In addition, when they are being trained for tours, they are not given a lot of information about IS. From the interviews, we have also gathered that for some tour guides, their knowledge of IS comes from their classmates and friends instead of the resources provided to them through their tour guide job.

“I just explain IS as kind of like CS but not really...?” – stakeholder

“Even after becoming a tour guide, I didn’t know much about the IS program, I think I just learned about it because I have friends in the IS program and friends taking IS classes, so that’s how I’ve learned about the different classes IS has to offer, but other than that I didn’t really learn about the program itself or the curriculum through being a tour guide” – stakeholder

STAKEHOLDERS

Relating Our Product to Stakeholders

Understanding the concern of CMU student tour guides with balancing schoolwork and their job, we applied the principles of IS, such as database management and systems thinking, to create a mobile application that can help them keep track of their schedule. Additionally, we utilized the IS principle of applying current technologies to address user needs by incorporating an AI chatbot that answers any questions that they get on tour that they are not confident about how to answer to help them achieve their goal of helping others learn more about CMU. On top of all this, we added a page where users can give feedback. Information Systems is all about collecting, creating, and distributing useful data, so we will use their feedback to make the best version of the app possible. These three components make IS relevant to the tour guides because they demonstrate to them how the knowledge and skills IS majors acquire in their studies can help address real-world problems that they have. Users will be made aware that it is IS that brought to them this relevant product from the interactive elements strategically placed throughout the app revealing how different areas of IS played a part in the creation of each feature and the app as a whole.

What Stakeholders Will Learn about IS

By incorporating interactive elements that reveal information about the use of IS principles in the design of the app, after experiencing our mobile application, tour guides will be able to understand some major subjects of study within IS such as database management systems, system design, and AI; how they back up technological functions like scheduling or chatbot; and the applications of these subjects in daily life. On a higher level, we hope tour guides can tell the distinction between IS and CS after using our application, as we tried to show that IS incorporates users' experience and task performance in application design and development instead of merely programming.

DESIGN PROCESS

Initial Ideation (due 11/21)

Manage your time effectively
as a tour guide!

Date	Time	Status
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11/20	9-11am	...
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11/30	4-6pm	...
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Midterm week, keep in mind when scheduling tours

12/5	2-4pm	...
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Final week, keep in mind when scheduling tours

11/11	4-6pm	✓
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11/10	9-11am	✓
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1/10	2-4pm	✓
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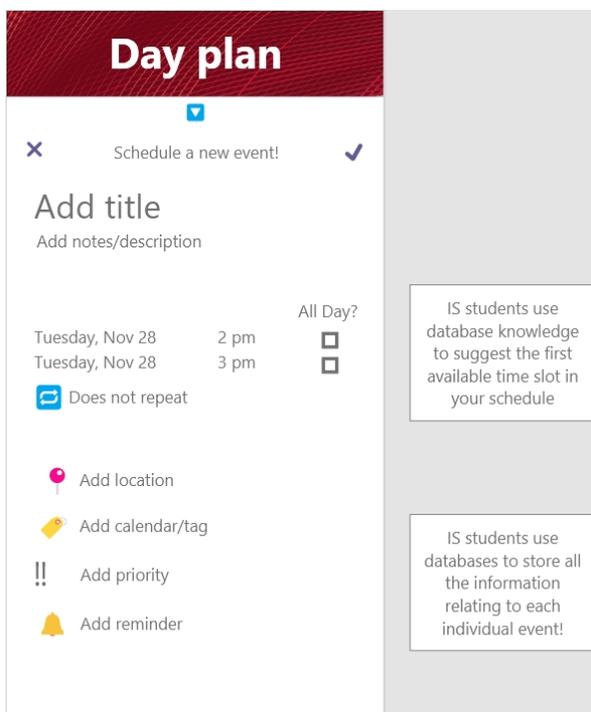
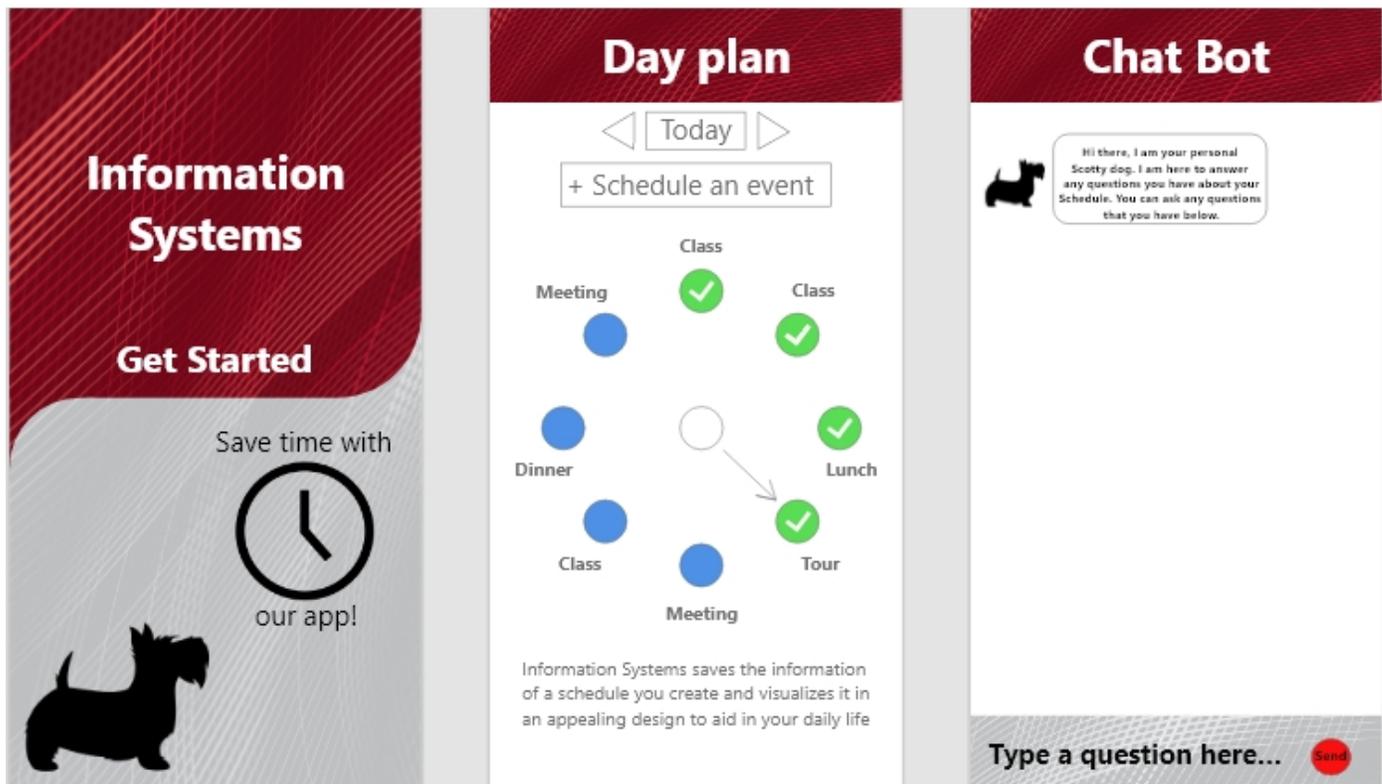
CMU



Drafted a screen showing a schedule feature and interface to address the need to balance schoolwork with job responsibilities as mentioned in the user interviews

DESIGN PROCESS

Initial Ideation (due 11/21)



Improved the schedule interface using "it's interesting/it's organized" principles so that it would be more visually appealing to the users but also remain intuitive to use

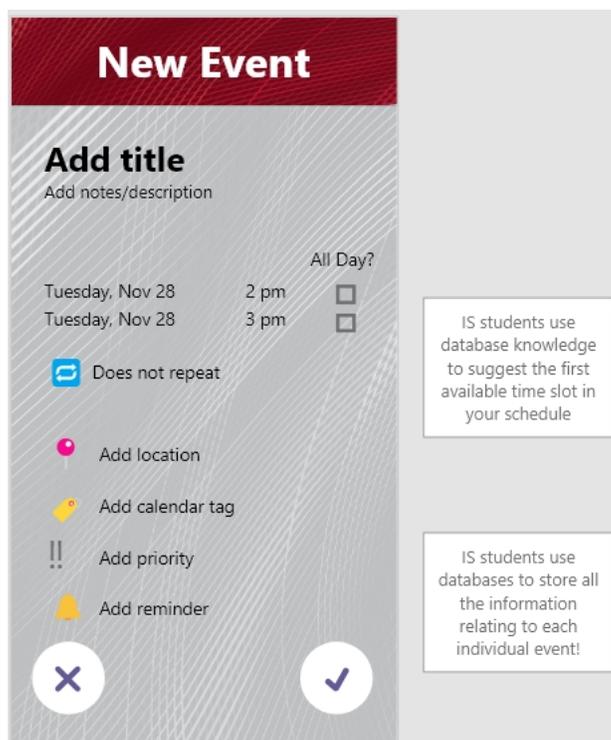
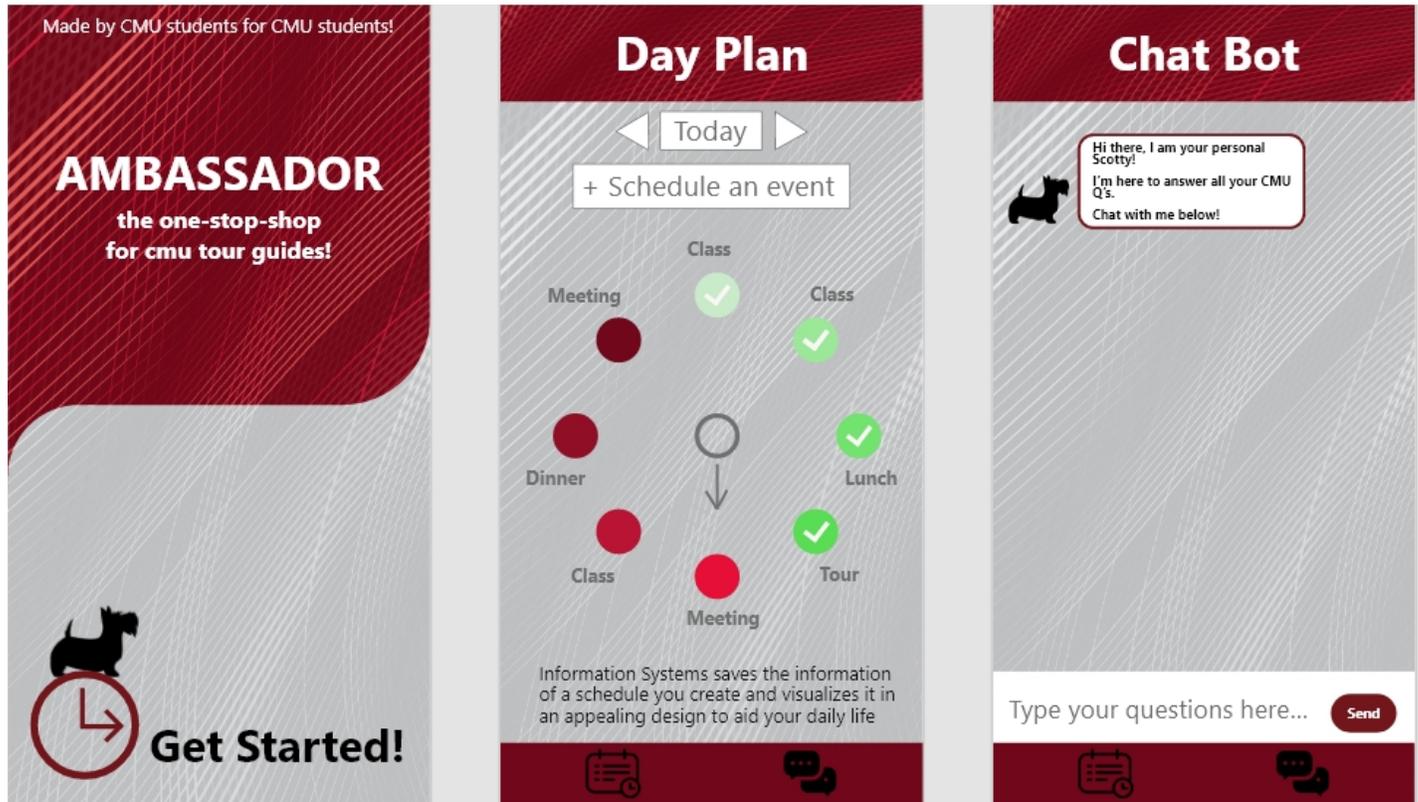
Added screen to show the scheduler feature and elaborate on the functionalities provided by the app

Incorporated the idea of a chatbot feature to address the desire of the tour guides to help visitors learn about CMU as expressed in the interviews we conducted with them

Implemented the idea to include tidbits of information about how IS helped create the app throughout the experience so that users will walk away with an understanding of what IS is

DESIGN PROCESS

Second Iteration (12/5)

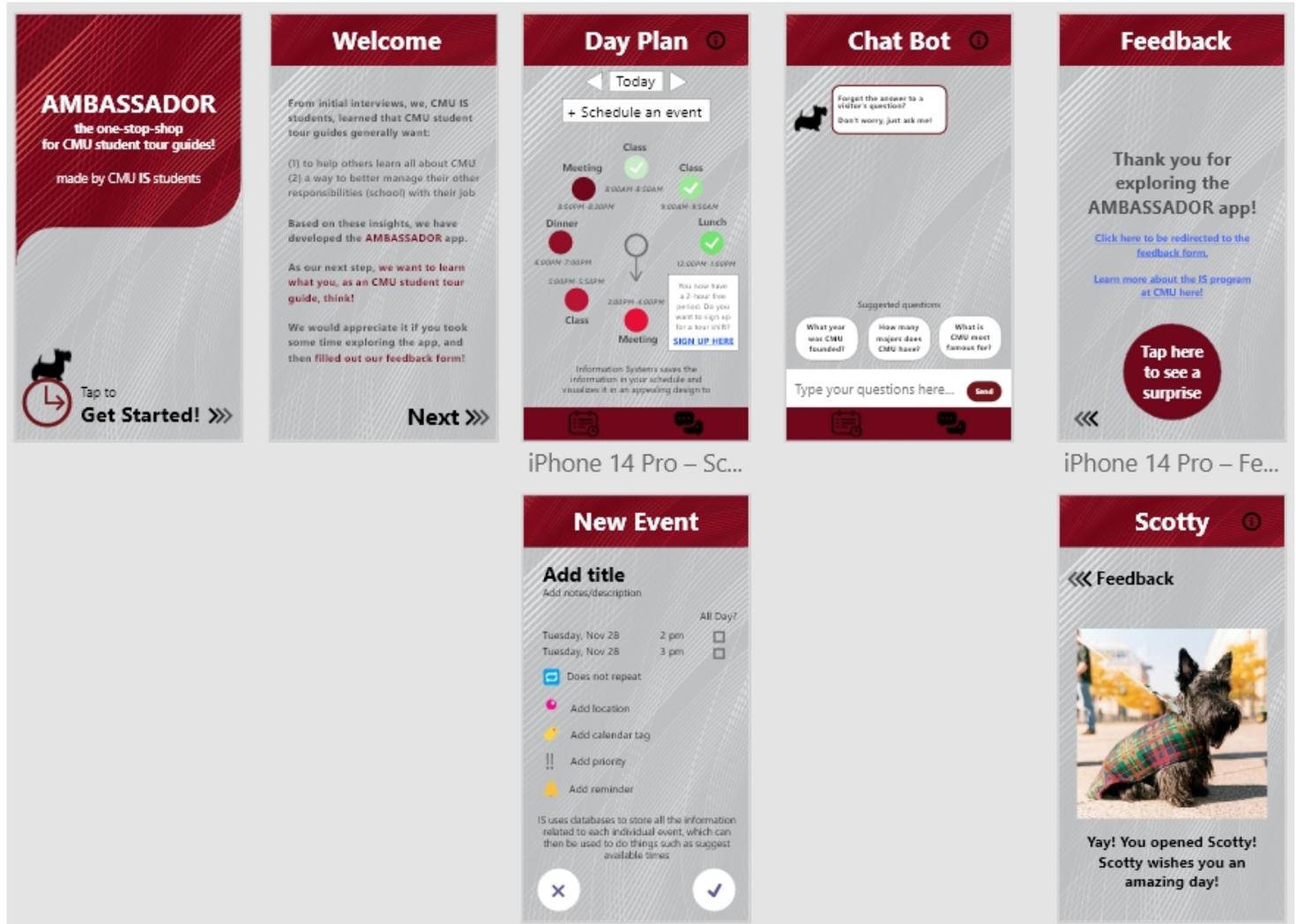


Worked on improving the pre-task experience for users

Collected feedback from the user group to implement in future iterations

DESIGN PROCESS

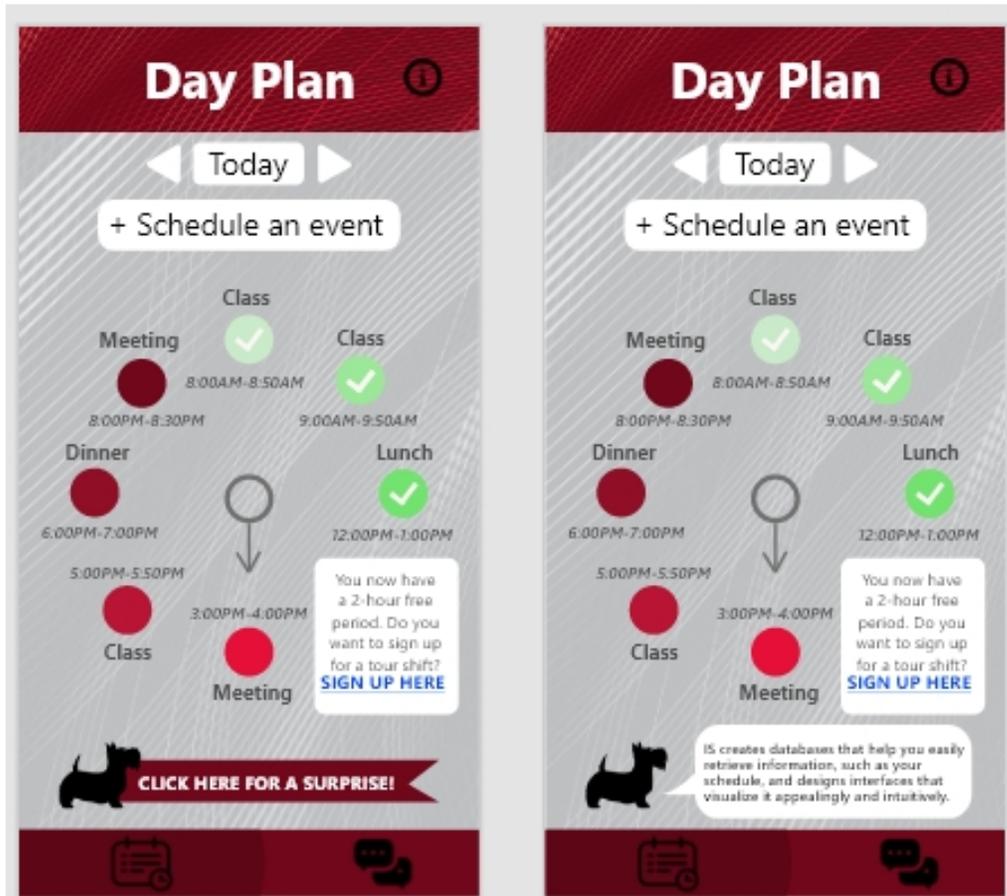
Third Iteration (12/7)



Based on professor feedback, we added a welcome screen and feedback screen to highlight how IS is unique in that it works to prioritize users

DESIGN PROCESS

Fourth Iteration (12/12)



Based on professor feedback, we

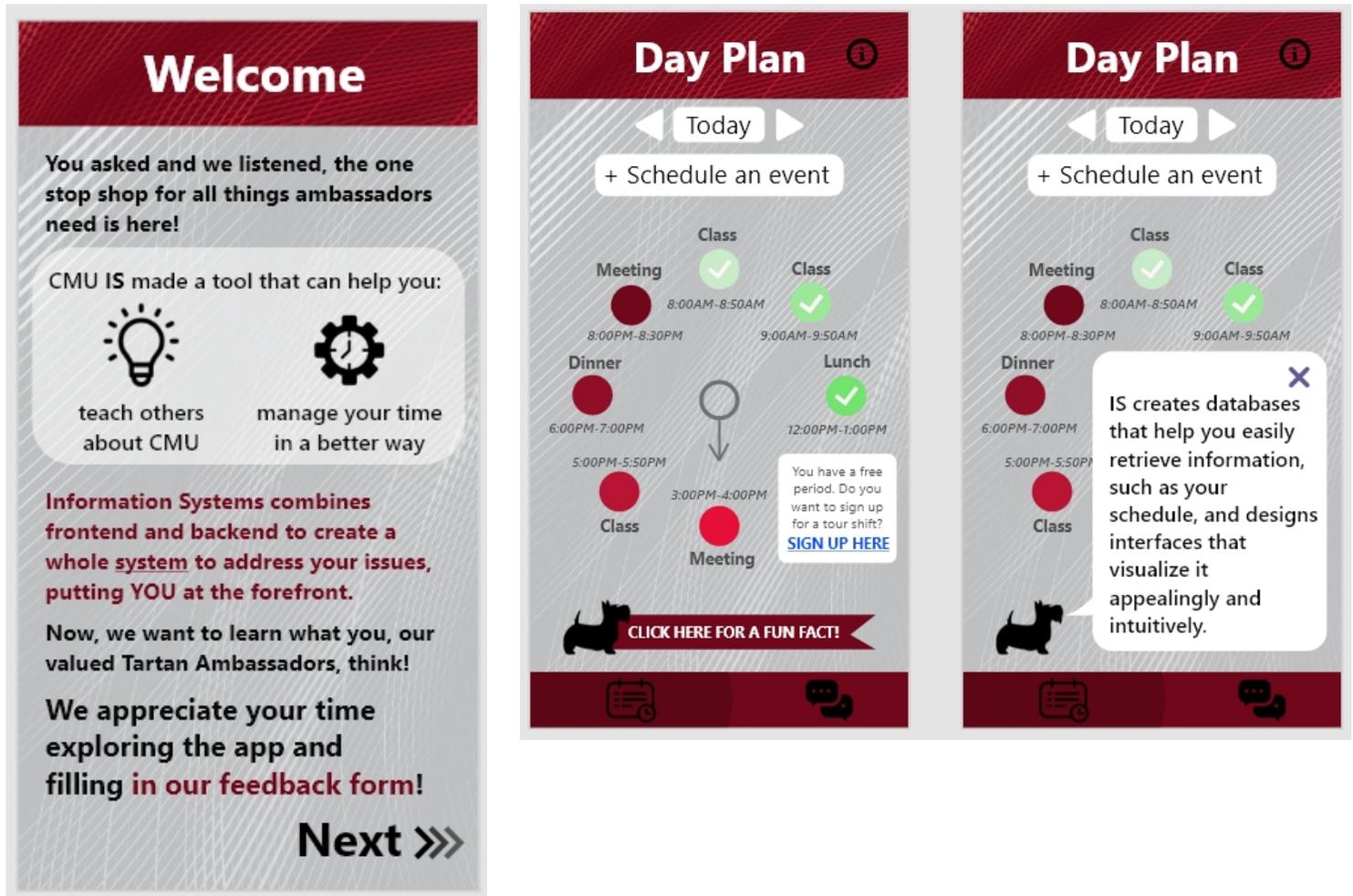
added "click here for a surprise" interactive elements that utilize contrast principles to underscore the information included in the app about how IS was used in its creation

added to the welcome screen and feedback screen more information about what makes IS stand out

decided to present the information on the welcome screen piece by piece to encourage the readers to read the small paragraphs before moving on to the screen by having them tap the next button to display the next piece of information individually and not overwhelm them with all the information at once

FINAL DESIGN

Final Iteration (12/14)



Based on professor feedback, we

enhanced the welcome screen to be more engaging to users and more clearly convey the uniqueness of IS in bringing this experience to life

refined design of the "click here for a fun fact" interactive elements so that information about IS is more visually prominent to users

Link to XD file: <https://xd.adobe.com/view/73f8099b-9a68-4512-8824-c2196832a88a-26ab/>

CMU *IS* students heard you!
presenting...

AMBASSADOR

the one-stop-shop
for CMU student tour guides!



Tap to

Get Started! >>>

Welcome

You asked and we listened, the one stop shop for all things ambassadors need is here!

Next >>>

Welcome

You asked and we listened, the one stop shop for all things ambassadors need is here!

CMU IS made a tool that can help you:



**teach others
about CMU**



**manage your time
in a better way**

Next >>>

Welcome

You asked and we listened, the one stop shop for all things ambassadors need is here!

CMU IS made a tool that can help you:



**teach others
about CMU**



**manage your time
in a better way**

**Information Systems combines
frontend and backend to create a
whole system to address your issues,
putting YOU at the forefront.**

Next >>>

Welcome

You asked and we listened, the one stop shop for all things ambassadors need is here!

CMU IS made a tool that can help you:



teach others
about CMU



manage your time
in a better way

Information Systems combines frontend and backend to create a whole system to address your issues, putting YOU at the forefront.

Now, we want to learn what you, our valued Tartan Ambassadors, think!

Next >>>

Welcome

You asked and we listened, the one stop shop for all things ambassadors need is here!

CMU IS made a tool that can help you:



teach others
about CMU



manage your time
in a better way

Information Systems combines frontend and backend to create a whole system to address your issues, putting YOU at the forefront.

Now, we want to learn what you, our valued Tartan Ambassadors, think!

We appreciate your time exploring the app and filling **in our feedback form!**

Next >>>

Day Plan



Today



+ Schedule an event

Meeting



8:00PM-8:30PM

Class



8:00AM-8:50AM

Class



9:00AM-9:50AM

Dinner



6:00PM-7:00PM

Lunch



12:00PM-1:00PM

5:00PM-5:50PM



Class

3:00PM-4:00PM



Meeting



You have a free period. Do you want to sign up for a tour shift?

[SIGN UP HERE](#)



CLICK HERE FOR A FUN FACT!



Day Plan



Today



+ Schedule an event

Meeting



8:00PM-8:30PM

Class



8:00AM-8:50AM

Class



9:00AM-9:50AM

Dinner



6:00PM-7:00PM

5:00PM-5:50PM



Class

IS creates databases that help you easily retrieve information, such as your schedule, and designs interfaces that visualize it appealingly and intuitively.



New Event

Add title

Add notes/description

All Day?

Tuesday, Nov 28

2 pm

Tuesday, Nov 28

3 pm



Does not repeat



Add location



Add calendar tag



Add priority



Add reminder



[CLICK HERE FOR A FUN FACT!](#)



New Event

Add title

Add notes/description

All Day?

Tuesday, Nov 28

2 pm

Tuesday, Nov 28

3 pm



Does not repeat



Add location



Add calendar tag



Add pr



Add re



IS provides a user-friendly experience for you to store your event information in a database.



Chat Bot



**Don't know how to answer
a visitor's question?**

Don't worry, just ask me!

Suggested questions

**What year
was CMU
founded?**

**How many
majors does
CMU have?**

**What is
CMU most
famous for?**



CLICK HERE FOR A FUN FACT!

Type your questions here...

Send



Chat Bot



**Don't know how to answer
a visitor's question?**

Don't worry, just ask me!

Suggested questions

**What year
was CMU
founded?**

**How many
majors does
CMU have?**

**What is
CMU most
famous for?**



**IS utilizes AI
technologies to
provide you with a
seamless and
conversational way
to get the
information you
need.**

Type your questions here...

Send



Feedback

**Thank you for
exploring the
AMBASSADOR app!**

**Click here to be redirected to the
feedback form.**

**Learn more about the IS program
at CMU here!**

**Tap here
to see a
surprise!**



Surprise!



«« Feedback

Yay! You opened Scotty!
Scotty hopes you had a great
time with the **AMBASSADOR**
app brought to you by **IS!**



IS has a dual mission — to
elevate experiences by
adding additional value
and to tackle complex
problems head-on.

FINAL DESIGN

Feedback on Final Design from Stakeholders

In our initial interviews, we explained to the tour guides that we wanted to deliver a product, be it an infographic, an app, or a website design, that could help them understand what it is that we do as Information Systems students. This concept alone was a confusing task to communicate, so we wanted to be sure we were careful to be comprehensive and understandable in our final design. One piece of feedback we received was to keep things simple – when we first designed the circular calendar, focusing only on one day at a time, one guide mentioned the importance of having their daily tasks easily on hand and suggested having this feature display on their phone lock screen as a widget. Another commended our color scheme and general visuals, especially the use of the Scotty dog, to really tie the application into Carnegie Mellon and emphasize the school spirit tour guides are meant to represent. She even said it aligned so well with CMU's brand that it could feasibly be used as a tool open to the public on CMU's website. We agreed, stating that an AI chatbot that answers questions about the school could be a highly useful tool for prospective students and applicants. One of the guides was left confused by the inclusion of the fun facts, but when we explained that they would only be around for the first few weeks after the app's publishing to celebrate the creation process and give credit to those who made it, she was more than happy to interact with them and showed genuine interest. Overall, there was a positive reaction to our designs, and the head of the Tartan Ambassadors program even expressed interest in creating this app for the ambassadors. This is a testament to our ability, as IS students, to listen to their concerns as developers and solve their problems by applying the skills and knowledge we've learned from our coursework.

CONCLUSION

This project taught us all so much about all the steps that go into the development of a product, emphasizing the features that draw the user in at first glance, as well as how to deliver complex ideas in a comprehensible way. Throughout this semester, we've experimented with different pre-task experiences and completed exercises with color, placement, visual dynamics, working with text and typography, and so much more; this course has opened our eyes to a world of thought that goes into each design decision made, and has made us both more attentive as creators and as users.

With an eye out for good uses of contrast and unifiers, we were able to look at the environments around us and take inspiration for our final project. We were also able to look at what wasn't working in the applications we used and propose new designs and solutions. One instance of this was the decision to create a calendar that went against typical grid-like designs and focused instead on being an accurate display of the day's tasks. The circular shape takes from the common shape of a clock, and the color scheme signals what has been completed and what is yet to be done. This was a great exercise in intentional observation of the world around us, as well as creative problem-solving.

We all decided to create this project based on CMU tour guides as our stakeholders because they do so much for our school and are a big part of why a lot of students attend the school. We conducted a total of 6 interviews to find a common problem throughout a majority of them, which was time management. We worked together to find a solution using IS to help solve this problem as well as teach them more about the IS major.

If we were to complete this project differently, we might go into it with a broader idea, or one that has more potential for growth. One roadblock we encountered was finding ways to make our app feel more universally helpful. When we received feedback from our interviewees, they suggested implementing this tool on the CMU website, rather than having it as an app. Having the chatbot available for applicants and prospective students looking to learn more would be incredibly helpful. Additionally, another challenge we faced was finding ways to incorporate facts about IS and explain in an appealing way how IS was used to create the app. We worked on different implementations, fonts, colors, etc., to find the best way to present them with the necessary information about IS. Another change we would perhaps implement would be to experiment more with colors and themes; although the Carnegie Mellon branding was fitting for our design, it could have been a better and more teaching task to figure out a color scheme and background designs that work well together and imitate the school while being stand alone on their own.

Overall, we are happy with how we went about the process of creating this app, from ideation to prototyping and eventually delivering a final product, and learned so much about teamwork, giving and receiving feedback, and the development process.

Timesheets

Autumn's Timesheet

Date	Time	Duration	Activity
11/14/2023	10:00 am - 10:50 am	0.833 hr	In-class — worked on “Who Are They?” deliverable
11/16/2023	10:00 am - 10:50 am	0.833 hr	In-class — worked on “Interview Data” Part 1 — helped develop interview questions, etc
11/18/2023	11:00 am - 12:00 pm	1 hr	Reviewed interview questions, practiced interviewing, and interviewed stakeholder
11/21/2023	9:30 am - 10:50 am	1.333 hrs	In-class – worked on Parts 2, 3, and 4 of “Interview Data” — answered questions about stakeholders using interview data, brainstormed ideas for prototype
11/28/2023	9:30 am - 10:50 am	1.333 hrs	Decided with group members how to synthesize individual ideas for further group development
11/28/2023	1:19 pm - 1:37 pm 8:00 pm - 8:36 pm	0.9 hrs	Worked on “Schedule event” functionality for first group prototype
11/30/2023	10:00 am - 10:50 am	0.833 hrs	Gave feedback to peers; reviewed feedback from professor and peers and discussed with group members what refinements to make/prioritize
12/3/2023	3:11 pm - 4:00 pm	0.81 hrs	Refined prototype to incorporate learned knowledge (pre-task experience, color, typography, etc)
12/5/2023	10:00 am - 10:50 am	0.833 hrs	Gave feedback to peers; reviewed feedback from professor and peers and discussed with group members what refinements to make/prioritize
12/5/2023	5:00 pm - 5:43 pm 10:00 pm - 11:28 pm	2.18 hrs	Made improvements based on feedback from professor and peers – added feedback page to make IS more relevant and prominent to the user group, etc
12/7/2023	8:00 am - 8:33 am	0.55 hrs	Added interactive elements (taps)
12/7/2023	9:30 am - 10:50 am	1.333 hrs	Gave practice presentation on our interactive work in progress for feedback from professor and peers; gave feedback to other groups based on their presentations and thought

			about how to apply any feedback made to them to our work as well
12/7/2023	2:00 pm - 3:05 pm	1.083 hrs	Made refinements based on feedback from professor and peer — added a visual component that uses contrast (dark value, complicated shape) to emphasize the IS takeaways users are supposed to gain after the experience
12/9/2023	11:28 am - 11:52 am 1:00 pm - 2:10 pm	1.566 hrs	Worked on improving and adding content to the final project report
12/9/2023	4:53 pm - 5:31 pm	1.20 hrs	Worked on enhancing and emphasizing the IS takeaways users are supposed to have after the experience
12/10/2023	4:00 pm - 5:07 pm	1.12 hrs	Group meeting; worked on finalizing our design for the final presentation
12/11/2023	10:00 pm - 10:47 pm	0.78 hrs	Edited final project report; started to put together the design for the report
12/12/2023	11:06 am - 1:08 pm	2.03 hrs	Worked with group to make final edits based on feedback received from professor during final presentations; Revised final project report and elaborated on the design process for the report
12/12/2023	11:07 pm - 11:47 pm	0.67 hrs	Started to move content over to XD file
12/13/2023	6:23 pm - 9:46 pm	3.383 hrs	Reviewed entire report; moved content over XD file and created the design for the final report; compiled timesheet
Total		24.6 hrs	

Lexi's Timesheet

Date	Time	Duration	Activity
11/14/2023	10:00 am - 10:50 am	0.833 hr	Worked on "Who Are They?" deliverable with my group
11/19	3:00pm - 3:45pm	0.75 hr	Reviewed interview questions, practiced interviewing, and scheduled 2 interviews
11/20/23	7:00 pm - 7:30 pm	0.5 hours	Conducted 2 interviews
11/21/23	2 pm - 3:30 pm	1.5 hrs	Reviewed both interviews multiple times and organized interview data above. Worked on

			Part 2 of "Interview Data" — answered questions about stakeholders using interview data. Finalized/organized deliverable
11/28/2023	9:30 AM - 10:50 AM	1.333 hours	Worked in-class with the team to combine ideas, form ideas, and make assignments for each member
11/28/2023	8:30pm - 9:15pm	0.75 hours	Created the ChatBox page
11/30/2023	10:00 am - 10:50 am	0.833 hours	Wrote feedback to another group's project and discussed as a group how to update our project based on the feedback we received from professor Hagan and other students
12/04/2023	7:30 pm - 8:00 pm	0.5 hours	Showed our prototype to two of the tour guides that were interviewed to get feedback and wrote the points above for the group to refine our project based on the feedback
12/5/2023	9:50 am - 10:50 am	1 hour	Came to class, gave feedback to other groups, reviewed my group's feedback and discussed with my group about how to refine our project
12/7/2023	9:30 am - 10:50 am	1.333 hrs	Attended class, gave a presentation our group's project, and discussed feedback with my group and planned the next steps
12/8/2023	7:00 pm - 8:00 pm	1 hr	Read through the content in the modules about what IS is and found the best information to add to our app to explain to the users what IS is and how it was used to create the app
12/9/2023	1:55 pm - 2:25 pm	0.5 hrs	Refined content about IS for the app
12/10/2023	1:00 am - 3:00 am	2 hrs	Worked on the presentation and the content of the report, specifically about the interview data and IS content
12/10/2023	4:00 pm - 4:48 pm	0.8 hrs	Met with the group, refined our prototype and worked on the final report
12/13/2023	1:00 pm - 3:22 pm	2.368 hrs	Read through the final report, made changes, updated some content, compiled time sheets, and added some information about IS
12/13/2023	8:10 pm - 9:40 pm	1.5 hour	Helped review the finalized project and helped edit the conclusion
Total		17.5 hours	

Veronica's Timesheet

Date	Time	Hours	Task
11/14/2023	10:00 am - 10:50 am	0.833 hours	Worked on "Who Are They?" deliverable
11/19/2023	4:00pm - 4:45pm	0.75 hours	Scheduled 3 interviews
11/21/2023	2:00 pm - 3:30 pm	1.5 hours	Conducted all three interviews
11/21/2023	2 pm - 3:30 pm	1 hour	Organized data from my interviews
11/28/2023	6:00pm - 6:20pm	0.33 hours	Reviewed group's classwork, familiarized myself with assignment
11/29/2023	5:00pm - 6:20pm	1.33 hours	Developed home page from ideation to final (rough draft of) product
11/30/2023	10:00 am - 10:50 am	0.833 hours	Gave other groups feedback on how their projects were progressing
12/02/2023	5:00 pm - 6:00 pm	1 hour	Refined our project and made sure it was visually pleasing, as well as cohesive and comprehensive
12/04/2023	9:30 pm - 10:00 pm	0.5 hours	Showed the mockups to a new viewer, not previously interviewed, and asked their opinion on the functionality
12/5/2023	9:50 am - 10:50 am	1 hour	Came to class, gave feedback to other groups, reviewed my groups feedback and discussed with my group about how to refine our project
12/6/2023	9:00 pm - 9:45 pm	0.75 hours	Made presentation for class showcasing our app and its functionalities

12/7/2023	9:30 am - 10:50 am	1.333 hours	Attended class, gave a presentation our group's project, and discussed feedback with my group and planned the next steps
12/7/2023	11:00 am - 12:00 pm	1 hour	Read through notes and feedback to think of potential changes to our interface, pondered how to best explain the importance and impact of IS to our target group
12/10/2023	4:00 pm - 5:00 pm	1 hour	Finalized XD file, worked on the presentation and the content of the report, delegated next steps
12/11/2023	9:30 am - 11:00 am	1.5 hours	Final presentations
12/11/2023	11:00 am - 12:00 pm	1 hour	Updated final XD file with feedback from class and professor
12/12/2023	10:00 pm - 11:30pm	1.5 hours	Worked on final project report, reached out to tour guides to get feedback on final deliverable
12/13/2023	6:00 pm - 7:00 pm	1 hour	Wrote down feedback from tour guides, compiled time sheets
Total		18.159 hours	

Ha's Timesheet

Date	Time	Duration	Activity
11/14/23	9:40 am - 10:50 am	1.167	Attended class, gathered in group, got to know other group members, worked on deciding our targeted audience
11/16/23	9:30 am - 10:50 am	1.333	Attended class, worked on the interview questions and interviewee demographic, came up with a plan for interview and assigned tasks among group's members

11/20/23	3:20 pm - 3:30 pm 7:00 pm - 7:20 pm	0.167 0.333	Interviewed one person through Zoom Reviewed interview answers, compiled, polished, and organized interview data
11/21/23	9:30 am - 10:50 am	1.333	Attended class, worked on what changed regarding our understanding of targeted audience, brainstormed the first sketch
11/21/23	11:30 am - 12:00 pm 12:30 pm - 12:40 pm	0.5 0.167	Sketched the rough draft Finalized my timesheet and signed
11/28/2023	9:30 AM - 10:50 AM	1.333 hours	Attended class, consulted with professor about the sketches, discussed with group members on how to synthesize individual ideas for the comprehensive group work
11/28/2023	2:20 PM - 3:00 PM	0.667 hours	Worked on the "Calendar" functionality (tab/page) for the first group prototype
12/3/2023	11:10 pm - 11:30 pm	0.333 hours	Reviewed feedbacks from other groups on Canvas's discussion board in class I missed Reviewed the group's XD file to check for points of improvement (I didn't really edit anything as my teammates already refined and I'm pleased with these refinements)
12/5/2023	9:50 am - 10:50 am	1 hour	Attended class, gave and received feedback on refined project, reviewed feedback from professor and peers for improvement point, discussed with other group members what refinements to make/prioritize
12/6/2023	7:00 pm - 8:00 pm	1 hour	Made improvements based on the feedback from professor and peers, added suggested questions for the Chat Bot panel, added the hyperlink that leads to information about IS program in the Feedback panel, and added another panel that pops up from the "Tap here for a surprise" in the Feedback panel
12/7/2023	9:30 am - 10:50 am	1.333 hrs	Attended class, made an informal presentation about our work in progress for feedback from professor and other groups, and gave feedback to other groups based on their presentations
12/8/2023	12:40 pm - 2:40 pm	2 hrs	Wrote the first draft of the final report write-up based on our work as well as interviews (which will be polished and finalized based on feedback and addition of other team members)
12/10/2023	4:00 pm - 5:00 pm	1 hr	- Met with the team via Zoom, finalized XD file, did refinements to XD file including adding the

			information of how IS made this in each panel, adding more interactive elements (tapping) - Added a screenshot of the group's first sketch to the work in progress part of the report
12/10/2023	5:00 pm - 6:10 pm	1.167 hr	Wrote background and objective for the report (to be developed with other members' inputs)
12/12/2023	9:30 am - 11:00 am	1.5 hours	Presented the polished prototype of our work to the professor and our classmates, listened to other groups' presentations
12/12/2023	11:00 am - 12:00 pm	1 hour	Made final edits based on feedback received from professor during the final presentation, aligned some texts to make it easier to read, edited and cut out unnecessary linking words that didn't contribute much to main meaning
12/12/2023	10:00 pm - 10:30 pm	0.5 hours	Reviewed final report, made some minor edits, reviewed the assignment sheet to ensure that our report met the requirements (rubric)
12/13/2023	7:10 pm - 7:20 pm	0.167 hours	Compiled and finalized the timesheet
Total		18 hrs	