THE PROJECT

Software Engineering
CS 130
Donald J. Patterson

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THE PROJECT

CONSTRAINTS

• Complexity
• Time
• Knowledge
THE PROJECT

CONSIDERATIONS

• The UBER Restaurant Waste App
• The Resource Finder App
• The Backyard Bounty App
“When I was a boy and I would see scary things in the news, my mother would say to me, 'Look for the helpers. You will always find people who are helping.'” — Fred Rogers
Session: User Experience Design

It Takes a Network to Get Intermediate Technology

Based Systems to Act

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ABSTRACT
Based on an 18-month qualitative study that included creation and testing of design considerations and prototype local-based information systems (LBIS), the research provides empirical insight into the daily practice of a wide variety of individuals working to address food insecurity in one U.S. community. Qualitative fieldwork reveals that many organizations in the food assistance sector engage in location-based information practices that could be enhanced by the design of a LBIS. Two practices that would benefit from a collaborative LBIS are 1) practices of matching in which nonprofit workers help individuals who are seeking assistance to food resources and 2) practices of distribution in which nonprofit workers help organizations access and deliver food resources to clients. In order to support such practices, designing information systems that enable organizations to control visibility over specific data; an document work and impact. This research further suggests that designers should explore the wide variety of spatial patterns that must align and overlap such that ecologies of nonprofit organizations might synergistically work together to address pressing social needs.

Author Keywords
design, food access, food insecurity, hunger, location-based technologies, nonprofit organizations, opportunistic design

ACM Classification Keywords
H.3.3 Group and Organization Interfaces: Collaborative Computing

General Terms
Design, Human Factors

INTRODUCTION
Human-computer interaction, as the name suggests, concerns direct interactions between the user and the computer (see Figure 1, top). Many applications are designed for personal use and for use in public settings [17]. They take the form of personal and digital literacy. However, in many contexts, such as those in which primary users are not capable of using a device entirely on their own. For example, many people rely on experts in the field to help them set up home networks [10] or to figure out how to use the Internet [19].

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ABSTRACT
In recent years, many HCI designers have begun pursuing research agendas that address large scale social issues. These systemic or “wicked” problems present challenges for design practice due to their scope, scale, complexity, and political nature. In this paper, we develop a social justice orientation for designing such challenges. We highlight a number of design strategies that target the goals of social justice along six dimensions—transformation, recognition, recovery, resilience, distribution, and accountability—and elaborate on the need for these strategies to succeed in addressing a social justice oriented design practice—a commitment to conflict resolution and to personal ethics and politics. Although there are no easy solutions to systemic social issues, a social justice orientation provides one way to foster engagement with the many political issues that are increasingly acknowledged as central to fields that are not just about technological possibility, but also about political responsibility.

Author Keywords
Social justice, social change, design, interaction design, politics of design, social issues

ACM Classification Keywords
H.5.5 Information interfaces and presentation (e.g., HCI); Miscellaneous

INTRODUCTION
Recent years, members of the design and HCI communities have shown increased interest in addressing large-scale social challenges through their design and research practices. These research and design agendas include projects focused on economic and social development [46, 116], food insecurity [35], homelessness and housing [7, 78, 122], street harassment [28], and domestic abuse [22, 29]. Many systems or “wicked” problems [73] present new challenges for our theoretical and design methods, in part due to their...
POSSIBLE TITLES

FOOD BANK ALLY
ALLY
HAND-UP
NEED AND DEED
RE-SOURCED
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TECHNOLOGY

• Mobile Website
• HTML
  • Layout Framework
    • Bootstrap
• Interactivity
  • jQuery
• Server Interaction
  • CakePHP