References and Bibliography


Brown, R.B.K, Hyland P., and Piper I.C. *Eliciting and Specifying Requirements for Highly Interactive Systems using Activity Theory*. Centre for e-Business Applications Research (CeBAR), School of Information Technology and Computer Science, University of Wollongong, Australia.


Seminal papers from the Laboratory of Comparative Human Cognition (pp. 117-127). Cambridge, UK: Cambridge University Press.


References and Bibliography


Appendix A – PIR User Interview Guideline

1) NAME:  

2) POSITION:  

3) NUMBER OF YEARS IN CURRENT POSITION:  

4) EDUCATIONAL BACKGROUND:  

5) INVOLVEMENT ON THE SMIMS PROJECT (i.e. Role and start date):  

6) FUNCTIONALITY USED:  

7) USEFULLNESS OF FUNCTIONALITY:  

8) EASE OF USE:  

9) EFFECTIVENESS  
   • REPORTING  
   • SUPPORTING BUSINESS PROCESSING)  
   • TRAINING AND DOCUMENTATION EFFECTIVENESS  
   • SUPPORT  

10) IMPACT:  
    (1) BUSINESS PROCESSING  
    (2) INDIVIDUAL (WHAT HAS BEEN LEARNT)  

11) REFLECTIONS ON THE PROJECT:
Appendix B – PIR COX Team Interview Guideline

1) NAME: DATE OF INTERVIEW:

2) POSITION:

3) NUMBER OF YEARS IN CURRENT POSITION:

4) EDUCATIONAL BACKGROUND:

5) INVOLVEMENT ON THE PEX PROJECT (i.e. Role and start date):
   (I) Role (e.g. Design Architect, Developer etc.)
   (II) Project phase / stage involvement started
   (III) User transition from SOUR phase to Design & Development

6) UNDERSTANDING OF GoB ISD PROCESS
   (I) Subject (s) / Social Actors
   (II) Object and Outcome
   (III) Methodologies and Tools used during design, development, implementation (state any changes to tools, methodology etc. during actual project execution, also state why specific methodologies / tools were used?)
   (IV) Rules governing ISD process (i.e. GoB or organisation specific)
   (V) Community
   (VI) Division of Labour (if any)

7) INDIVIDUAL CORPORATE MOTIVES FOR PROJECT ENGAGEMENT

8) EFFECTIVENESS
   • METHODOLOGY AND TOOLS (what have users learnt about the ISD process? Should they only learn about the use of the system?)
   • IMPLEMENTATION APPROACH (Does it contribute towards enhanced user learning?)
   • TRAINING AND DOCUMENTATION EFFECTIVENESS
   • SUPPORT

9) IMPACT:
   a. ORGANISATION
   b. INDIVIDUAL (WHAT HAS BEEN LEARNT)
10) REFLECTIONS ON THE PROJECT:
Appendix C – PIR COX – LEAD DEVELOPER Interview Guideline

NAME:       DATE OF INTERVIEW:

ROLE ON THE SMIMS PROJECT:

POSITION IN THE COMPANY:

DATE COMPANY WAS ESTABLISHED:

NUMBER OF YEARS IN BUSINESS:

1) ONE OF THE REASONS YOU GAVE AT THE ISD PRACTICE CHANGE LAB FOR ADOPTING THE RAD / PROTOTYPING METHODOLOGY TO ISD WAS THAT IT ENCOURAGES LEARNING. IN YOUR VIEW DID THE PROTOTYPING SESSIONS FOR THE PEX PROJECT PROVIDE OPPORTUNITY FOR LEARNING? IF YES IN WHAT AREAS?
   • Users
   • For Developers

2) IN PLANNING FOR THE PROTOTYPING SESSIONS – DID YOU HAVE CLEAR OBJECTIVES AND EXPECTED OUTCOMES?

3) WERE YOU HAPPY WITH THE PLANNING AND THE OUTCOME OF THE SESSIONS AND WHAT ARE YOUR REASONS FOR THAT?

4) THERE WERE TEN (10) PROTOTYPING SESSIONS HELD AS OPPOSED TO THE THREE (3) ORIGINALLY PLANNED. WHAT BROUGHT THIS ABOUT?

5) THERE SEEMS TO HAVE BEEN A LOT OF TIME SPENT ON STATIC SCREEN DESIGNS WITH NO LOGIC BEHIND THE SCREENS - WHY DID YOU ADOPT THAT APPROACH? AND WERE YOU HAPPY WITH THE OUTCOME?

6) THE UAT WAS DELAYED. COULD THE FACT THAT MOST OF THE LOGIC WAS ONLY BUILT INTO THE SYSTEM AT THE END RATHER THAN DURING THE PROTOTYPING SESSIONS HAVE CONTRIBUTED TO THAT?

7) ON REFLECTION WOULD YOU STILL HAVE ADOPTED THE SAME APPROACH? IF NOT WHY NOT AND WHICH APPROACH WOULD YOU HAVE ADOPTED INSTEAD AND WHY?
8) USER LEARNING AND THEREFORE SLOW SYSTEM UPTAKE WAS A MAJOR PROBLEM ON THIS PROJECT – WHAT WOULD YOU SINGLE OUT AS HAVING BEEN THE MAJOR REASON FOR THAT? DID THE PROTOTYPING APPROACH ADOPTED CONTRIBUTE TO THAT?

9) DURING THE CHANGE LAB SESSION YOU RAISED THE ISSUE OF ‘INSUFFICIENT JOB KNOWLEDGE AND PROCESSES – THE FACT THAT YOU ARE DOING A JOB DOES NOT MEAN YOU KNOW THE JOB – MAY NOT UNDERSTAND THE PROCESSES AND BUSINESS RULES BEHIND THE JOB’ DID THIS AFFECT LEARNING AT ALL – ESPECIALLY FOR YOUR DEVELOPMENT TEAM? DID THIS ALSO AFFECT LEARNING BY USERS? WHAT NEEDS TO BE DONE TO ADDRESS THIS?

10) SHARE YOUR OTHER REFLECTIONS ON THE PROJECT?

11) WHAT DID YOU LEARN FROM THIS PROJECT WITH REGARDS TO THE CURRENT ISD PRACTICE?

12) AT THE CHANGE LAB YOU SUGGESTED A NUMBER OF THINGS TO IMPROVE CURRENT PRACTICE TWO OF WHICH WERE CHANGE MANAGEMENT AND DUE DILIGENCE ON THE REQUIREMENTS AND PROJECT APPROACH PRIOR TO STARTING A PROJECT. EXPAND ON THIS AND EXPLAIN HOW THEY WOULD ADDRESS THE MAJOR CHALLENGE OF LEARNING AND SYSTEM UPTAKE?