



جامعة الجميع الذكية
EVERYONE'S SMART UNIVERSITY

Everyone's Smart University

Project (Spring 2021)

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Section	Date	Course Code
Master	Thursday 18 / 03 / 2021.	(PMG506)

Advanced project Management

Instructions:

- اخر موعد للتسليم هو يوم الخميس ٢٠٢١-٠٥-٢٥ في تمام الساعة ٩ مساءً.
- الإجابة متاحة باللغة الإنجليزية أو اللغة العربية مع مراعاة أن تكون المصطلحات العلمية باللغة الإنجليزية.
- يتم تسليم المشروع في صيغة ملف pdf مع الالتزام نموذج الجامعة ولن تقبل أي مستندات أخرى.
- يجب مراعاة أقسام البحث الرئيسية (مقدمة Introduction، دراسات علمية سابقة Literature Review، طريقة البحث Methodology، النتائج والمناقشة Results and Discussion، وأخيراً المراجع References. وان كان هناك ملحقات Appendices يتم إضافتها)
- يجب الالتزام بـ Theme موحد كما يلي:
- حجم الخط ١٢.
- نوع الخط Arial.
- لون الخط أسود.
- المسافة بين الأسطر line spacing ١,٥.
- عدد صفحات البحث (لا يقل عن ثلاث صفحات ولا يزيد عن ست صفحات).

Instructor's Name: ~~Eng. Amaal Aburumman~~ **Eng. Dr. Akram M. S. Ali**

Project:

You are required to document your role in administering a project. The project may be set in a business, social, sporting, or family environment but must be of a significant size and scale. If you do not have an actual project to write about you may complete the project hypothetically.

This report will be between three to six pages in length. This is a significant research project.

Your report must address ~~each~~ **ONE** of the following issues:

1. Identify and describe the purpose, scope, and objectives of the project. **Display this information using an appropriate tool.**
2. Describe how the team is given an outline of the project.
3. Describe the strategies that are going to be set up to maintain communication with the team members.
4. Describe the tools that are going to be used to monitor the goals, time frames or milestones.
5. Identify project milestones and activities. **Display this information using an appropriate tool.**
6. Create a budget and link the costs to the key milestones for a project.
7. Describe how you are going to divide tasks and resources amongst a project team. **Display this information using an appropriate tool.**
8. Briefly describe how the progress will be monitored.
9. How are current project records maintained? Who has responsibility for this? provide some recommendations on how this process could be improved.
10. Describe the current procedure for finalizing projects. Create your own procedure and identify how you will evaluate the success of the project.
11. Legislation that may affect the project including health and safety, and anti-discrimination legislation.

Best of luck...

المشروع:

مطلوب منك توثيق دورك في إدارة مشروع. قد يتم تعيين المشروع في بيئة تجارية أو اجتماعية أو رياضية أو عائلية ولكن يجب أن يكون بحجم مناسب. إذا لم يكن لديك مشروع فعلي لتكتب عنه ، فيمكنك إكمال المشروع افتراضياً. سيتمكن هذا التقرير من ثلاث إلى ست صفحات.

يجب أن يعالج تقريرك ~~كل~~ **احد** القضايا التالية:

١. تحديد ووصف الغرض والنطاق والأهداف من المشروع. اعرض هذه المعلومات باستخدام أداة مناسبة.
٢. صف كيف يتم إعطاء الفريق مخططاً تفصيلياً للمشروع.
٣. وصف الاستراتيجيات التي سيتم وضعها للحفاظ على التواصل مع أعضاء الفريق.
٤. صف الأدوات التي سيتم استخدامها لرصد الأهداف أو الأطر الزمنية أو المعالم.
٥. تحديد معالم المشروع والأنشطة. اعرض هذه المعلومات باستخدام أداة مناسبة.
٦. إنشاء موازنة وربط التكاليف بالمعالم الرئيسية للمشروع.
٧. صف كيف ستقوم بتقسيم المهام والموارد بين فريق المشروع. اعرض هذه المعلومات باستخدام أداة مناسبة.
٨. صف بإيجاز كيف سيتم رصد التقدم.
٩. كيف يتم الاحتفاظ بسجلات المشروع الحالية؟ من المسؤول عن هذا؟ تقديم بعض التوصيات حول كيفية تحسين هذه العملية.
١٠. وصف الإجراء الحالي لإنهاء المشاريع. قم بإنشاء الإجراء الخاص بك وحدد كيفية تقييم نجاح المشروع.
١١. التشريعات التي قد تؤثر على المشروع بما في ذلك الصحة والسلامة ، وتشريعات مكافحة التمييز.

مع تمنياتي بالتوفيق..

Redesign software application on Mobile devices

1. Introduction

Recent technological developments have made it feasible for qualitative researchers to develop their own digital tools. and Mobile application redesign requires the accurate use of design methods and guidelines, as well as detailed evaluation which the redesign enhancing the user experience. in this research we present a case study of the redesign of daily Azkaar Application on IOS system to Android in 30 days. [1]

And our main goal is to make some modification such as add English language as well as alert daily on the devices screen. and add the day/night reading mode. And how the User Experience with outdoor mobility application may affect the design choices in the User Interface. Overall, our iterative redesign process comprised: (1) UX evaluation of the application in the real usage context; (2) redesign of the application through a high-fidelity prototype; and (3) prototype validation.

Therefore, one of current solutions is develop plan for the project clear tasks specific & execution time. Beginning by understand initial goals and communicate with users. Right up to evaluating users reviews & feedback. And make some changes to the look & the user experience by computer programmers. Thus, communicate & test your redesign with users. Finally, monitor usage & user response upon launch to avoid any defects when operating. [2]

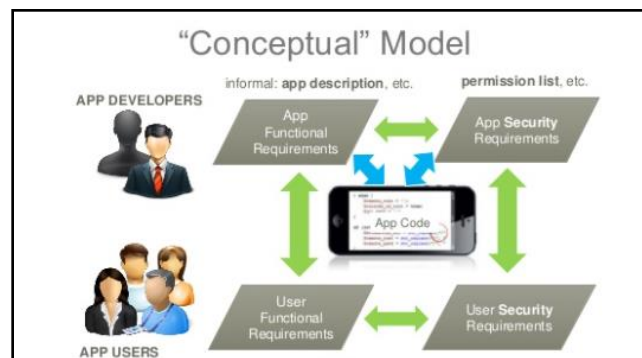


Fig. 1. Conceptual Model

2. Literature Review

To find an opportunity to improve the redesign software application on devices in an innovative way. Interaction between innovative design and changes to an existing program deserves further exploration. This article is based on research from previous shifts when using the information from these studies on the interaction between an innovative redesign and shared borders, within the company or the manufacturer of the software in addition to the property limits on publishing and distribution software runs on Apple only. And is not included on other systems. Any program designed sooner or later will be redesigned as an example program description, whether the product, organization, device, or service. This is because the allow new opportunities through technical development or due to customer requirements. The redesign could take many forms. This article deals with the redesign of the physical system, e.g., the Azkaar application runs on Apple and does not work on other systems and seniority information and not finding any other supportive language to make it easier for non-native speakers of Arabic language understanding. As well as designs for such applications are subject to minor adjustments and refinements. Known as an innovative redesign and major design revisions between now and then because of changes in the interaction between knowledge and knowledge element.

The purpose of this writing is to explore how to design so that a firm interested in such applications. The consequences of the redesign are many and especially within property and how to strengthen the role of outsourcing to make the design process without stealing the rights or reserved for the Foundation. Understanding needs control of the applications that can be modified easily design process and understand way. Because of the clear plan in the design process of its operations and resources. on the other hand, the same conditions mean that quality can affect the resources and work of the applications on the device. So, the impact of these circumstances is important because it is required to measure the quality of efficiency of applications on devices of speed, clarity, and ease of

use and take advantage of the new tools available as a daily alert (Gadde, Oct. 2013). On the other hand, the development of user interfaces with steady improvement of design based on user testing and other evaluation methods. Usually, one to complete the design and note the problems that have many users to test using it. Then these problems will be fixed in a new iteration which should be tested again to ensure that the "reforms" in solving problems and look for any problems use the new design was changed. Design changes from one iteration to the next local usually on specific interface elements that cause difficulties for the user. An iterative design methodology does not involve blindly replacing interface elements with new, alternative design ideas. If one must choose between two or more alternatives interface, it is possible to make a comparison test of the alternative measure is the most usable, but usually these tests are a different methodology of iterative design and have performed with a focus on measurement instead of creating problems in use. Iterative design aimed specifically at refinement based on lessons learned from previous iterations. Of course, consideration should be given to improving the version that works on one operating system and its size and improve its usability and quality output in terms of multilingualism and highlight notices how easy and beautiful and innovative user can then choose the design that suits him to display a notice on the screen of your device. And the monetary system must be verified through the right price if the application uses design to profit. As well as the security and system uptime guarantee without disrupting users or errors by measuring the performance of different operating systems. A hypertext system verification of application that facilitates access to large amounts of text in electronic form via the periodic notifications on devices through a graphical user interface after you click on the text (NIELSEN, 1993). Redesign the application hardware needs to reduce the costs of innovations by providing rapid response and flexibility for customers to earn when promoting the new business applications. By combining elements of outsourcing, process re-engineering and centralization, automation, and productivity per employee to update content effectively fits the client application's user. (Muratore, 1992).

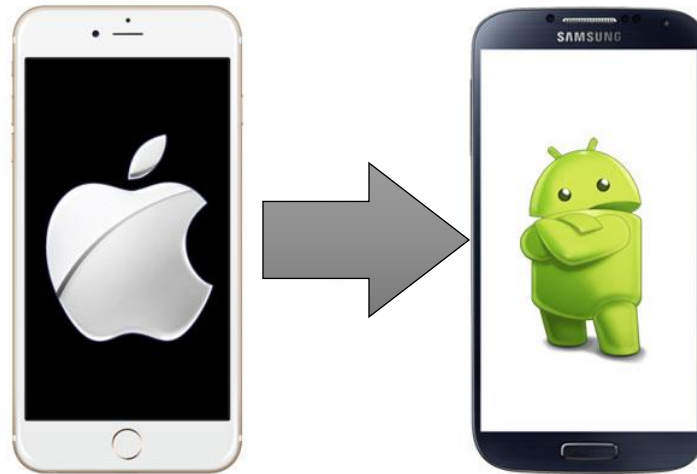


Fig. 2. IOS to Android Mobile Phone

3. Methodology

Research methodology depends on users' observations into three stages for help to get a better result of the user needs in this application: Stage-I, users majoring in design and advertising. Stage-II, users' participation. Stage III, computer programmers. As appear Gantt Chart:

#	Task name	Assignee	Due date
3.1. Stage-I, Users majoring in design and advertising			
1	Why redesign now?	NadaGY	Apr 1 - 3
2	Where we can go wrong?	NadaGY	Apr 3 - 5
3	What is timeframe for this initiative?	NadaGY	Apr 3 - 5
4	Redesign Scope	NadaGY	Apr 5 - 12
1	Look and feel	NadaGY	Apr 5 - 7
2	Functionality	NadaGY	Apr 7 - 11
3	Target audience	NadaGY	Apr 11 - 12
Add task...			
3.2. Stage-II, User's participation			
1	What do you think of the design?	NadaGY	Apr 12 - 13
2	What are the main advantages of the program?	NadaGY	Apr 13 - 15
1	Day/Night Mode	NadaGY	Apr 13 - 15
2	Notification App	NadaGY	Apr 13 - 15
3	What do you think the useful tools that can help improve the quality of the program?	NadaGY	Apr 15 - 20
1	Support Team	NadaGY	Apr 15 - 17
2	Language switch option	NadaGY	Apr 18 - 20
Add task...			
3.3. Stage-III, Computer Programmers			
1	What are the restrictions in using the program?	NadaGY	Apr 20 - 25
1	Different version update	NadaGY	Apr 21 - 23
2	Old devices	NadaGY	Apr 21 - 25
2	Do you find GPS useful?	NadaGY	Apr 26 - 29
3	How do you see the design of the application in terms of the use of children for him?	NadaGY	Apr 29 - 30

Fig. 3. Daily Azkaar Application Tasks

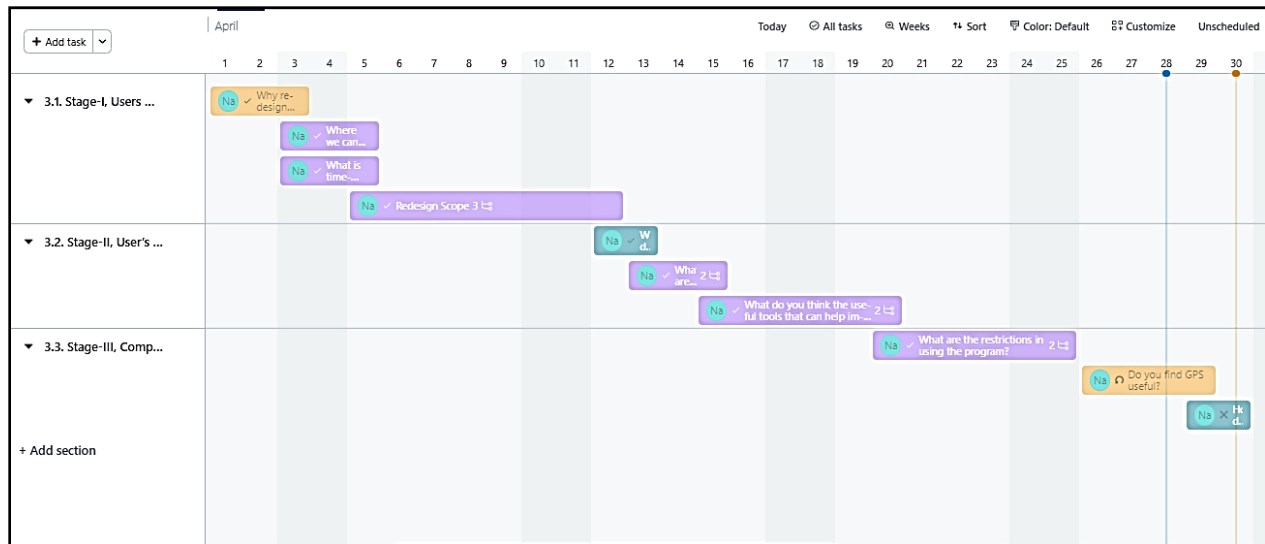


Fig. 4. Daily Azkaar Application Timeline (Gantt Chart)

3.1. Stage-I, Users majoring in design and advertising (12 Days)

They had experience in the field of design in terms of creativity in choosing the design and suitability of age and shape. they help me get a design suitable. As we can see in Fig. 3. MVC relates the user interface to the underlying data model. and three main components are involved in software development. [1]

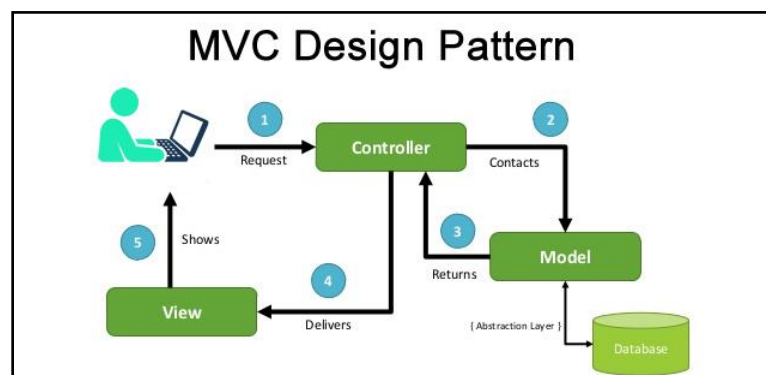


Fig. 5. Model-View-Controller Design Pattern

- **Model:** The Model is responsible for data access and data manipulation.
- **View:** The View presents the data (from the Model) to the user.

- **Controller:** The Controller is the bridge that connects the Model to the View. It represents the classes connecting the Model and the View. The Controller receives a request from the user (directly or via the View) and puts the Model to work. [5]

We had agreed to final design of icon and interface of application, color, and consistency.



Fig. 6. Design of icon & Interface of application

3.2. Stage-II, User's participation (8 Days)

Some of participant had no background on how to create a new or redesign application, they just use the applications. Therefore, the application was offered to them to participate, evaluate, and give feedback, troubleshooting. After they are giving us their comments. We need to change shape and color better than shown. and the switch property has been added between the read mode in the day or night for no eye strain



Fig. 7. Notification of application

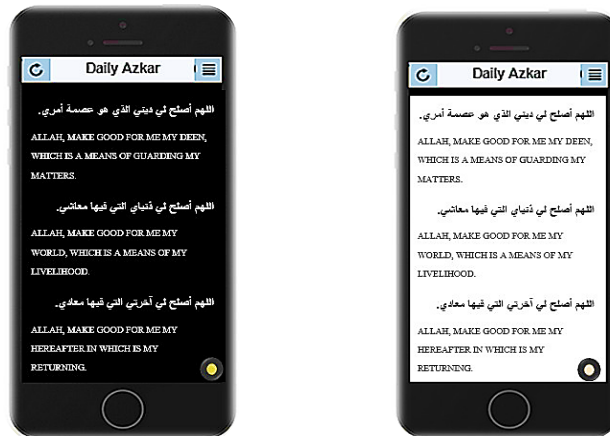


Fig. 8. Day/Night mode

The shape helps to attract users in addition to the proposal to establish a tone resonant of the notification to alert the user. In addition, there were some bugs like when connect a feed by Web. They suggested update of feedback it could be better than If it is once a month to avoid the Suspension system and stop functioning. A switch option and choose the language phenomenon through two icons at the bottom of the screen. [2], [4]



Fig. 9. Language switch option

3.3. Stage-III, Computer Programmers (10 Days)

Computer Programmers have knowledge about programming languages. They suggested to use the most widely programming languages which used design pattern such as Java, PHP, C, C++, and C#. which help to need to avoid the errors that may occur with the user for example the application is not compatible with their devices, also add feature to contact us for feedback or any problems related the work of this application and its development if it is need. [4],[3]

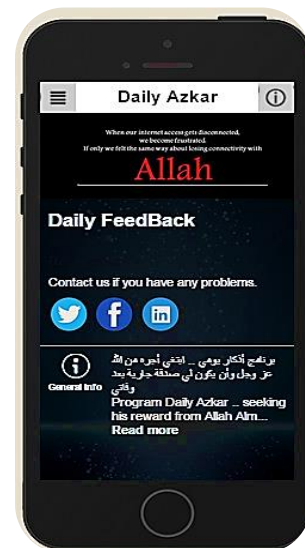


Fig. 10. Feature of Contact us

4. Results and Discussion

The proposed outcomes of this research (Redesign Mobile Application) hold multi-dimensional benefits for users as well as programmers involved in redesign such as:

1. The design must be effective and appropriate to the user free of errors.
2. Users need simple guide and easy to understand the operation of the program.
3. Users need to understand error messages clearly to be able to handle it.
4. Fonts used must be clear and easy to change at the discretion of the coder.
5. Users need to keep reading text without starting over as shortcuts.
6. programmers should provide support the users at any time.

5. Conclusions

The idea aims to find a better implementation of the redesigned application on machines in an innovative way. Interaction between innovative designs and make

changes to an existing program warrants further exploration of redesign can take many forms to work on all different operating systems for devices. on the other hand, based on the development of user interfaces with steady improvement of design to user testing and other evaluation methods. Typically, the complete design and note the problems that have many users are still testing the measurement application to examine security and ensuring quality in operating without problems, disable or errors when a user request to change the interface to suit his machine and its operating system. should pay attention to the application in terms of its size and improve the usability and quality of production in terms of multilingualism and highlight notices how easy and beautiful and creative to the user in addition to the value of the profitability of the application you will be matched with the budget users Does. The last command is redesigning the application hardware needs to reduce the costs of innovations and updates the app to suit the taste and provide quick response and flexibility to customers when promoting new business applications are duplicates.

6. References

- [1]. Afaq Hyder Chohan, Haryanti Mohd Affandi, Jihad Awad, Adi Irfan Che-Ani. (2017). A Methodology to Develop a Mobile Application Model to Appraise Housing Design Quality. *International Journal of Interactive Mobile Technologies*. Retrieved from <https://www.online-journals.org/index.php/i-jim/article/view/6379>
- [2]. Gadde, L.-E. (Oct. 2013). Moving corporate boundaries: consequences for innovative redesign. *Journal of Supply Chain Management*, 12. Retrieved from <http://go.galegroup.com/ps/i.do?id=GALE|A349496289&v=2.1&u=sdl&it=r&p=AO NE&sw=w&authCount=1>
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- [4]. NIELSEN, J. (1993, November 1). Iterative User Interface Design. *Originally published in IEEE Computer*, 32-41. Retrieved from <http://www.nngroup.com/articles/iterative-design/#>
- [5]. Ponomarenko, R. (2013, Feb 13). *BEHIND THE SCENES: OUR MOBILE APPLICATION DEVELOPMENT PROCESS FROM CONCEPT TO RELEASE*. Retrieved from DBBEST Technologies: <https://www.dbbest.com/blog/>

7. Appendix

- Figures:

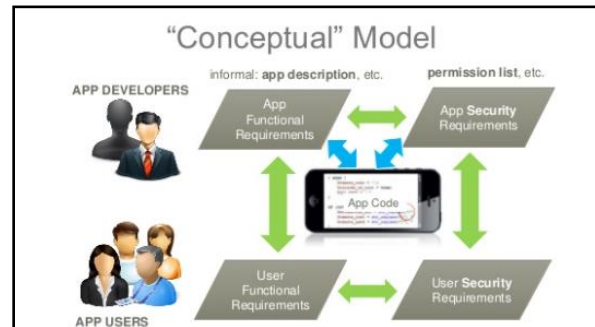


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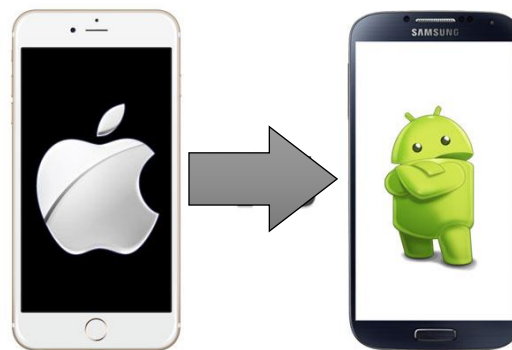


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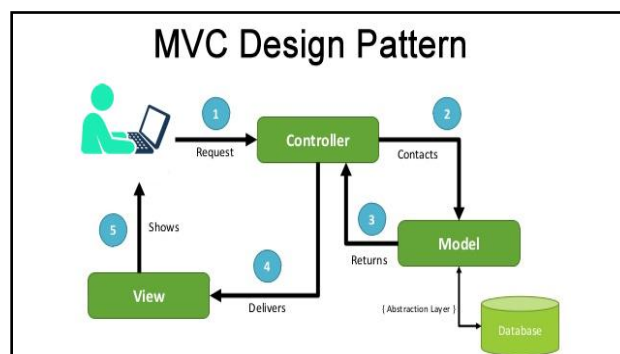


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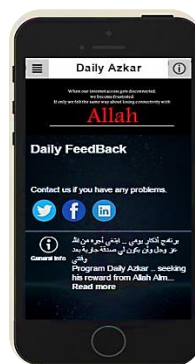


Fig. 10. Feature of Contact us

• Chart

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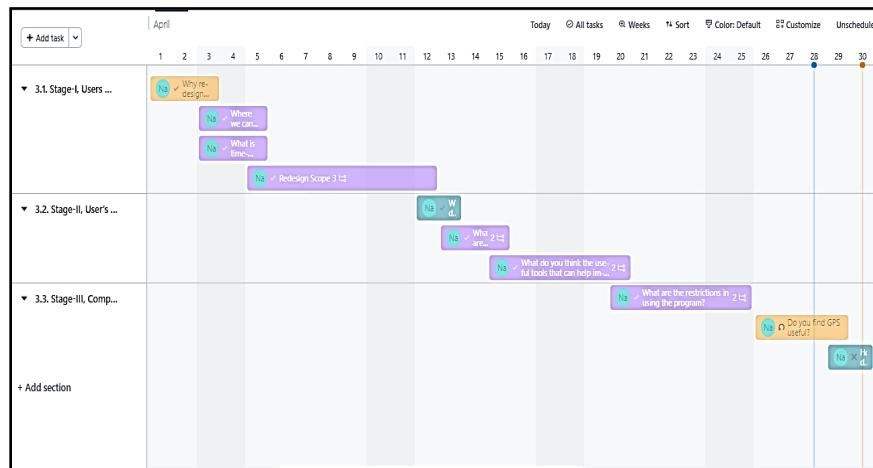


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