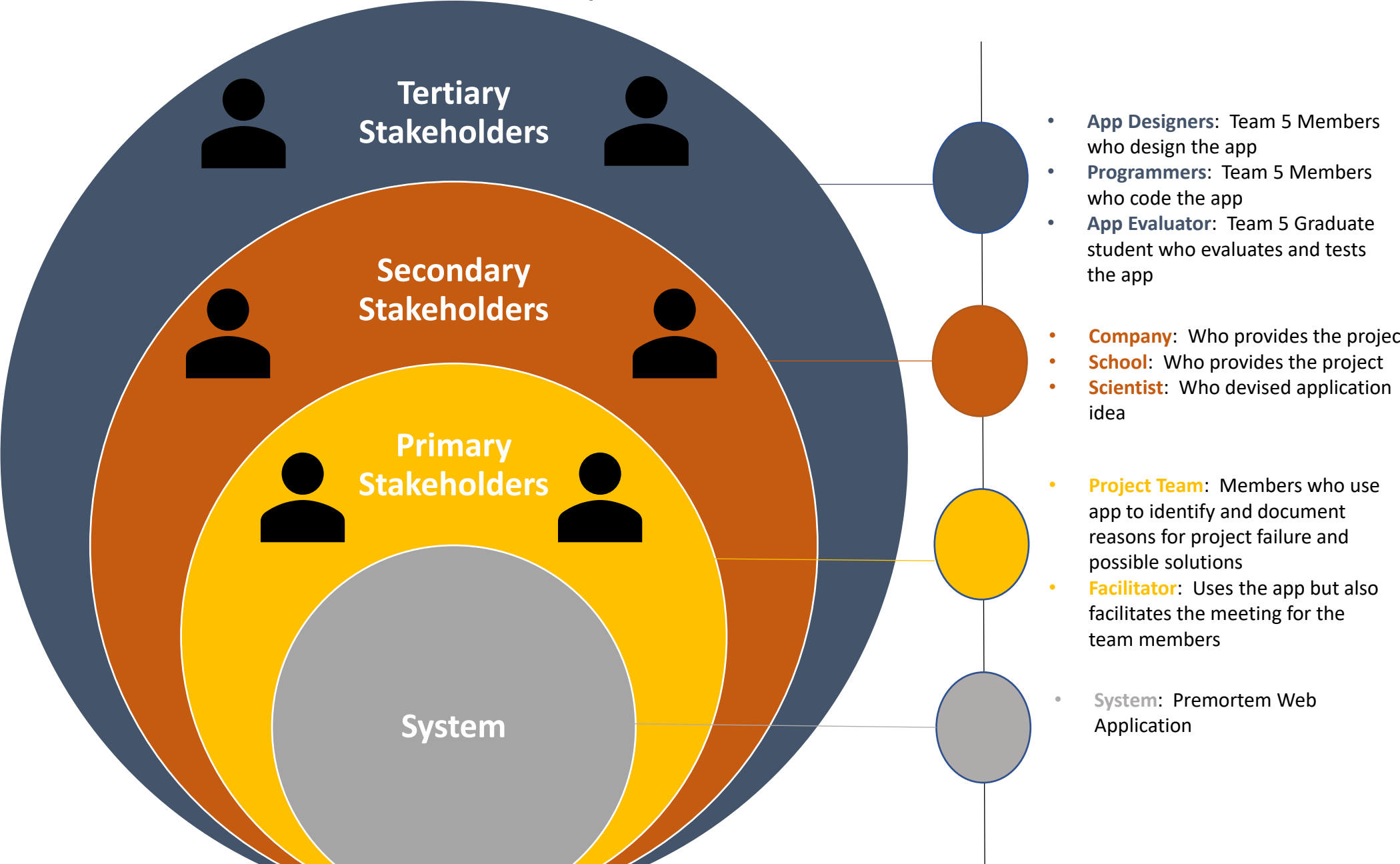


Onion Model and Brief Description of Stakeholders



Stakeholder	Goals	Influences	
		Contributions	Constraints
Project Team	<ul style="list-style-type: none"> Identify potential pitfalls within project plan and implementation Decrease overconfidence in developed plan 	<ul style="list-style-type: none"> Reasons for failure Potential solutions 	<ul style="list-style-type: none"> In-person Vs. Remote communication Experience with technology
Facilitator	<ul style="list-style-type: none"> Identify potential pitfalls within project plan and implementation Decrease overconfidence in developed plan Avoid “group think” 	<ul style="list-style-type: none"> Reasons for failure Potential solutions Leadership during premortem process 	<ul style="list-style-type: none"> In-person Vs. Remote communication Experience with technology Implementation of steps
Company	<ul style="list-style-type: none"> Easy and cost-effective tool to facilitate better project planning 	<ul style="list-style-type: none"> Project guidance Means to conduct project 	<ul style="list-style-type: none"> Rules and regulations
Scientist	<ul style="list-style-type: none"> Provide the teams and researchers with a helpful tool for their project planning Gain a tool that has yet to be developed in the current market 	<ul style="list-style-type: none"> Guidance on premortem process Wants and expectations Distribution of application 	<ul style="list-style-type: none"> Time availability Vision to Reality expectations
School	<ul style="list-style-type: none"> Provide students with app development experience 	<ul style="list-style-type: none"> Provide project to developers 	<ul style="list-style-type: none"> “First come first serve” of project selection
App Designer	<ul style="list-style-type: none"> Provide a visually appealing application that meets the needs and wants of the scientist and the users Gain valuable experience for future career 	<ul style="list-style-type: none"> Design knowledge Teamwork Project management 	<ul style="list-style-type: none"> Time that can be allotted to strictly design
App Programmer	<ul style="list-style-type: none"> Provide an application that meets the needs and wants of the scientist and runs correctly Gain valuable experience for future career 	<ul style="list-style-type: none"> Build application through code Teamwork Project management 	<ul style="list-style-type: none"> Time Communication amongst team members
App Evaluator	<ul style="list-style-type: none"> Gain hands on experience in user experience and usability Help team develop a tool that is both functional but easy to use 	<ul style="list-style-type: none"> Application of usability principles Knowledge of human abilities and constraints to aid in application design Usability testing experience 	<ul style="list-style-type: none"> Communication with team members Results of testing may add additional work and revisions for the application and the team

Summary of Goal-Influence Table

The primary stakeholders have important goals in terms of their project planning. This application is designed to help assist teams avoid “group think”, overconfidence in their plan, and to help think strategically. These stakeholders have a high level of power and a low level of interest in the development of the application.

The secondary stakeholders have widely different goals. The main goal of a company would be to have greater success in their projects through a cost-effective, easy tool like the premortem process. The company is going to be looking at the app as an investment and they will be looking for a high return. The scientist has goals that look to have the app used in varying projects and industry areas. There is no application on the market that currently helps to support the premortem process and the scientist will have the first of its kind. The school’s goal is to simply provide students hands-on experience that will help them land jobs in the near future. These secondary stakeholders hold a high level of power and varying degrees of interest as the scientist and potential company has a high level of interest while the school has a low-level of interest.

Tertiary stakeholders share the same goal in that they want to deliver a high-quality, well-developed application that meets the needs and wants of the scientist and users. Individually, the designer will look to make the app visually appealing, the programmer’s main goal is to write code that allows the application to run the way it was meant to, and the evaluator main goal is to keep the user’s needs in the forefront as the application is being developed. These tertiary stakeholders have both a high level of power and high level of interest in the development of the application.