

Categories

Key factors

Key Factors can be divided into 3 categories:

- ❖ **Knowledge base** – (knowledge of software and technology to be used)
- ❖ **Stakeholder factors** - (both primary and secondary stakeholders) – eg entertainment, needs/opinions, compatibility for user
- ❖ **Broader factors:** these may include
 - **Legal** – eg safety, privacy acts, copyright, software licences, etc.
 - **Social** – The feelings we get from other people that may influence our thoughts and behaviours. Think about peer pressure, trends, fashion, community, acceptance of general public, bias (gender, cultural, etc)
 - **Cultural** – the influences of people's beliefs, customs, and lifestyles
 - **Environmental** – Ergonomics, physical and emotional surroundings of where people may work. Think about issue that may affect the surroundings! Eg light, ventilation, equipment used, etc.
 - **Economic** – anything to do with cost of budgets, available resources, and the use of them. Think out finance, trade cost, efficiency, and profit and losses.
 - **Future trends** – The way society is changing, and new developments. For example, Windows XP; Now Windows Vista
 - **Innovations** – New Ideas, inventions, modifying and changing ideas.
 - **Design** – this relates to the solution directly. It may include graphics used, colour, text style and size, interactive, etc. The design should be appropriate to user needs and brief requirements.
 - **Ethical** – What is right and what is wrong, eg accessing Internet for personal use during work hours.
 - **Codes of Practice** (In relation to outcome/solution to be produced) this could include, backing up copies, appropriate documentation, testing, file management, best coding practice, integrity of data, etc