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Project Report

PART 1 - Work Completed for Project

My project was to develop user documentation for both ENVISION and VELMA visualizations in VISTAS, though this manifested through several activities. In order to create documentation for VISTAS, I read through the existed, outdated documentation and explored the VISTAS program. Combining the knowledge I found in the existing documentation, the information I learned first-hand with VISTAS, and the requirements of the users, I created one-sheet quick-start sheets for both VELMA and ENVISION, as well as creating a VISTAS program anatomy map. This anatomy map went through three different periods of revision over the quarter as the available features and visual anatomy of the program changed. Lastly, I created a fourth piece of documentation -- an installation and troubleshooting guide for successfully getting VISTAS onto a PC. I also worked on developer documentation in the form of use cases for VISTAS.To get feedback about my documentation, I rounded up 22 volunteers and distributed the documentation, a dataset, and a post-use questionnaire about the documentation.

I spent a lot of time reading and processing information; I read old vistas documentation, [UML BOOK], [USE CASES BOOK], as well as some scientific papers for the monthly VISTAS reading group. I participated in all VISTAS meetings on Fridays, as well as travelling to Corvallis to present documentation for fellow VISTAS collaborators. To become more literate in C/C++ in preperation for further work on VISTAS, I have worked partially through the Lynda.com C/C++ tutorial. Additionally, I did some testing and troubleshooting, reporting back to developers Nik and Vir as well as to Judy.

PART 2 - What I learned

C/C++

I learned about using C/C++, although I did not program in it, I grew more literate in it and started to grow comfortable with it in preparation to program for VISTAS next year. I used the Lynda.com tutorial on it.

Documentation

Though I've created A/V documentation before, I have never tackled software documentation. One thing that surprised me about documentation is that good and bad documentation is a little like obscenity -- it can be hard to describe, but you know it when you see it.

Working Officially

I learned what it was like to work on an NSF funded project, to file for reimbursement, and how to conduct myself at/ set up my computer for regular telemeetings.

Use Cases

I hadn't even known what a use case was before tackling this project-- "Wait-- like a *case* of *use*?" Not only did I learn what they were, but how to create them.

VISTAS Navigation

I learned intimately how to use the VISTAS software.