

Table 4: Results of the projects evaluation phase

	C1: Method Appropriation <i>usability</i>						C2: User Participation						C3: Method Performance					
	Number of competences of the team	Number of design meetings	Number of artefacts produced (before prototyping)	Completeness of the scenarios	Participation rate of the designers	number of phases actually achieved by the team	Number of users involved	Number of user meetings	Number of user feedback	number of design options that have been impacted	Number of questions asked by the users	Number of interactions (users/designers)	duration of the project (month)	number of iterations on the prototype	Percentage of requirements met	project achievement (percentage)	product performance	User satisfaction
Project 1 : Cashew Apple juice extraction	4	6	11	100	95	5	18	9	18	10	20	38	4,5	1	100	100	95	Work hardness reduction. Increased product quality, increased productivity, Marketing in progress
Project 2 : Palm oil cake pulping	4	6	11	100	90	5	15	9	17	9	19	36	4	0	100	100	96	Product quality Work hardness reduction. Commercialised product
Project 3 : Palm oil extraction	4	6	10	100	85	5	14	8	18	9	18	36	4,5	1	100	100	94	Increased productivity Work hardness reduction
Project 4 : Néré seeds grinder	4	4	9	100	75	4	9	7	15	7	15	30	3,5	na	75	75	na	na
Project 5 : Solar equipment transformation	5	4	8	100	70	4	9	7	14	7	13	27	4	na	70	75	na	na
Control project	3	3	4	0	50	3	4	2	6	4	4	10	9	5	40	100	60	Low work hardness reduction Low ergonomics Non commercialised product