수강신청 편해? 수강편APP

I LOVE 수강신청/6

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Overview
-Subject : Let's increase the usability of classes registration APP by adding new functions (competition ratio, graduation evaluation)
-Purpose :
      1.To make it easier to prioritize subjects to take using competition ratio.
      2.To let students easily know how many credits left they have to take for graduation.

Experiment using prototype

Task 1. graduation evaluation
:Let students find out 3 kinds of fields they have not fully completed and check how many credit left in each fields
1st try – Using whatever they can use (ex: hisnet, E-AA)
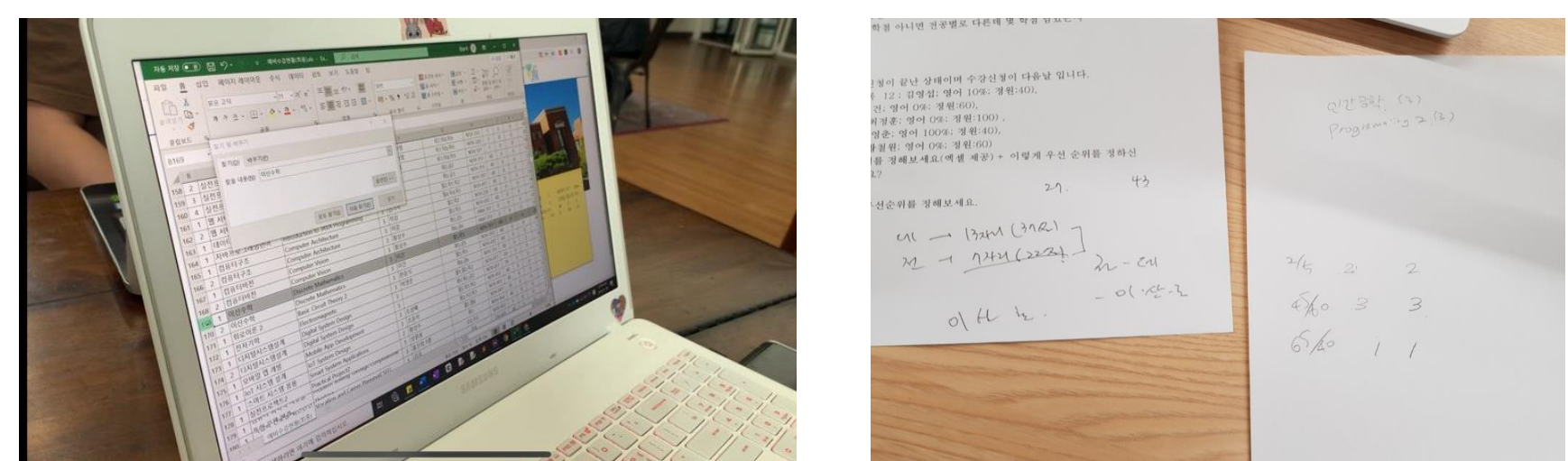2st try – Using Prototype

Task 2. competition ratio
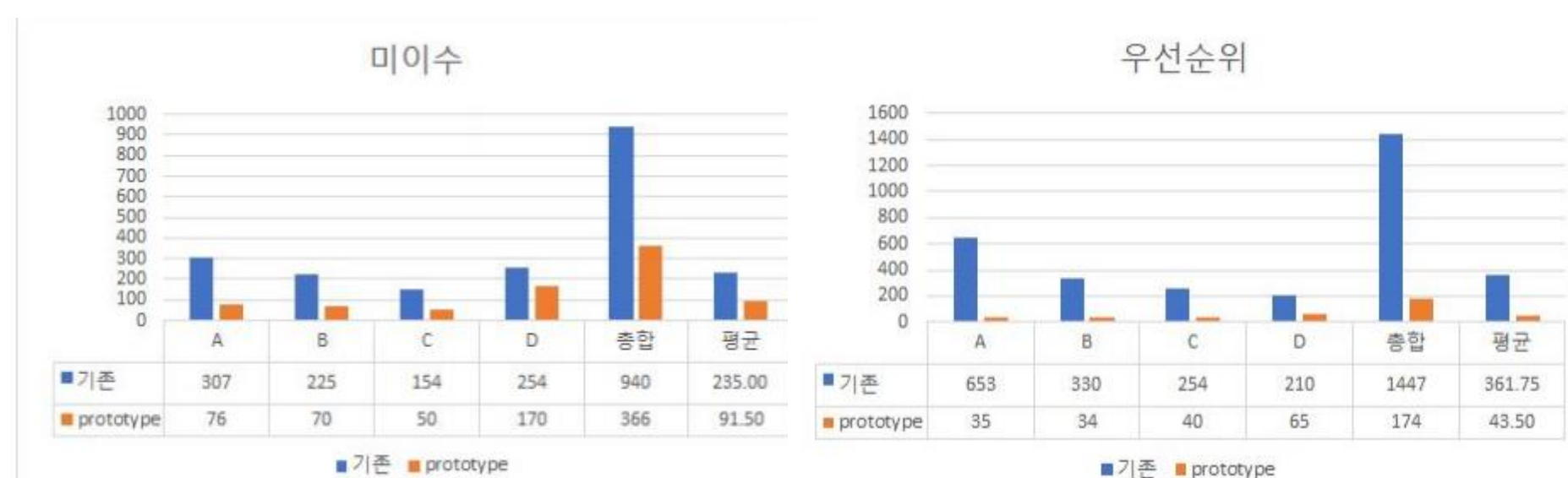:Let students make a prioritization of the subject they want to take
1st try – using Excel file ("예비수강신청현황")
2st try – using Prototype

Summary of experimental data

1. Quantitative data : measuring the time to complete given task.

2. Qualitative data: opinion of users

Although some minor weaknesses were observed, most of the experimenters responded **positively** that the prototype is likely to save their time and effort because it can easily find the **information** they want and see the **competition ratio.**

Summary of test results

  (1) There was a significant difference between in the time and process of task completion (click count , page count etc.) form the previous prototype.
  (2) consistency between pre-examination hypotheses and post-experimental results could prove that positive effects can be expected through improved apps.

Expected effects of research
 (1) increase class registration application usability.
 (2) efficient time management and stress reduction

Further study
(complementary point)

(1) the need for plain words
 : when showing a competitive ratio, additional words are needed to indicate that it is a competitive ratio based on one's grade

(2) information to be added
: number of applicants not the usual calculation method (application for concurrent classes in the previous school year, priority courses, etc.)
 subjects that need to retake will be considered

(3) increase the level of immersion in the experiment by obtaining consent from the subjects in advance and obtaining data.

insight on human-centered design from this study

(1) An importance of **pre-test**:
It is necessary to check before this experiment because it can cause discomfort contrary to the intent.

(2) Our thoughts can be **different** from those of our users:
At first, we thought users would feel the same way, but users complained of discomfort in areas we didn't expect.

limits of research

(1) There is a difference from actual situations because we experiment with randomly given data, not with the actual user's

(2) Because it is not an actual app implementation, it does not get data about situations that could happen unexpectedly

Discussion and Conclusion

Feedback from experiments with multiple users showed the **lack** of a prototype APP and helped us figure out what to do in the future. In addition, we learned what **team activities** are like during a series of project processes and learned a little more about how to **harmonize and coordinate** opinions with team members. The process **of collecting and generalizing** more user data is necessary.