## <u>System Request</u>

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**Project Name:**
**StudyBuddy: A productive, social platform to study with students around you!**

**Business Need:**

1) **Help students find spontaneous study buddies**
   - College schedules are usually packed for many students. At any given time, a student may be in class, outside with friends, working in a lab, et cetera. This makes it difficult for students to make spontaneous study groups, with them having to be planned out hours if not days in advance. StudyBuddy helps students find other like-minded students that happen to be free at the same time to form study groups.
   - By finding a StudyBuddy, students can also become a great resource for other students who are picking up a new subject and are not very comfortable with it.

2) **Increase community engagement in schools**
   - StudyBuddy helps students connect with other students outside their current social circle, creating a more wholesome, inclusive school community. It is a low-pressure method of finding other students to work with, as many students feel that it is difficult to exit their social comfort zones.
   - Schools may also want to look into StudyBuddy as a platform to help support students that are currently in quarantine. StudyBuddy reduces the friction for students to connect and interact with other students, without having to go through the anxiety-inducing process of having to directly message other students.

**Functionality:**

1) **Check if the user is from NYU ( by using 'Sign in with Google' OAuth and checking for an NYU email address )**
   - Users will have to sign in to our platform before they can be matched with other students. After signing in and verifying their school, we will ask for a few details such as preferred name, major and year, and store this information in our database.
   - We want to keep StudyBuddy communities specific to the schools they are in. This is made possible through OAuth authentication, and by checking the school their email address belongs to.

2) **Connect students that wish to study a similar subject at the same time synchronously on a video platform.**
   - This functionality is still fuzzily defined as we are currently exploring the technical possibilities of connecting students on a video conferencing platform autonomously.

- StudyBuddy is primarily based on virtual meetings, but students have the option to plan in-person study sessions with their groups using the chat box feature. As students in each group will be from the same school, the geographical distance between students will be a minimal factor, and it comes down to the personal preference of students as StudyBuddy does not force them to use virtual meetups.

3) **Connect students into a room.**
   - StudyBuddy is planned to connect 5 students into "Study Rooms", which contain a chatbox populated only by the students that are in this session, and an embedded shared Pomodoro timer.
   - Having logged in to the platform, students will be asked to select what they wish to study from a variety of options provided to them in the form of a dropdown. They will then be connected to other students who chose a similar option. However, students may have the option to be placed in randomized study rooms as well. StudyBuddy is meant to be both productive, and social, and it achieves this by using the shared Pomodoro timer. As all students will have their Pomodoro breaks at the same time, they can use that time to chat, while staying focused during the working timer.
   - Users won't be disconnected from their study group if they refresh the page, or if they lose internet connection for a few minutes.
   - Room links are unique to the students in the group, another student not in their room will not be able to access the room using the room link.
   - Users will be able to request for a new study group. However, the number of times allowed to do so will be limited.
   - Users will be able to report other users if the community guidelines set are breached.

4) **Get feedback from students after every session.**
   - Students will have the option of providing feedback about the platform in a survey after a session is completed. Since they are the end-users, their feedback will be valuable and be taken into consideration for future iterations.

**Expected Value:**
Tangible:
   1) Increase student grades by a letter.
   2) Students can make up to 3 new study buddies in each session.

Intangible:
   1) Increase student satisfaction.
   2) Help students feel more connected to their school community.

**Special Issues or Constraints:**
Time constraints:
   1) The system should be developed and running in 2-3 months

Technical Constraints:
   1) Should work on any operating system, and work on low-end devices.

2) System should be automated, and not require manual admin intervention in setting up any of the processes.
3) The system should be available to students 24 hours a day, 7 days a week. Maintenance should be done in up to an hour when required.