Name of Your App

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# Overall Introduction to Project

## Product Vision

Following the research conducted into various apps and features related to apps documenting the variation in educational facilities and services for similar scenarios to this particular app, various features were analysed, and it became clear which of such enhanced the user experience and ability to navigational structure of the app and which prohibited the overall experience.

Diagram

Description automatically generated

As a means to research applications of a similar nature, we downloaded the NUI Galway and Iowa Wesleyan apps. Viewing these applications from a national and international level seemed like a good idea to acknowledge potential differences and a broader variety of features that could influence elements we wish to add to our application.

Below are some of the features observed that made the navigational flow and aesthetics of the applications seem more attractive from our perspectives. The interactive map that provided details regarding all services available and legible labelling of all room numbers and names was very well made and is something that would’ve been very useful as a first year getting to know the campus. The calendar providing details of upcoming events and times associated was an informative touch that would help for not only academic deadlines but also student events and special weeks on campus. The breakdown of specific categories concerning clubs, societies and sports seemed like a necessary addition as it is relatively difficult to get information regarding these topics and it was represented nicely on the NUI Galway app. (see below)

Diagram

Description automatically generatedGraphical user interface, application

Description automatically generated

A group of people on a boat

Description automatically generated with low confidence

Specific features of each made the user experience less enjoyable, such as an incredibly busy homepage filled with a plethora of images that made it difficult to know where specific information was. On the NUI Galway application, there was an absence of a menu bar which made the navigation of the application unnecessarily complex. On the NUI Galway application, there was also limited means to go back to the home page of the app after clicking on the menu or profile options which opened new windows, these features also negatively impacted the usability.

1. Our target customers would be WIT students, perhaps staff and young people around Ireland who may be considering attending WIT in the future and wish to learn more about the activities and resources offered to students at WIT.
2. There is currently no application available to WIT students providing information on services, resources, events etc. All this information is scattered amongst various areas, such as the WIT website, Moodle and multiple social media sites. Having all of this information compiled in one convenient application would be especially beneficial and improve the communication throughout the institute and keep all students updated and informed on upcoming changes, events, schedules and more.
3. The WIT Viking app is a generic application of services students can use every day to help with studying and socialising at WIT.
4. The application will aid the welfare of students by encouraging them to expand their social circles through active involvement in clubs and societies that will take away from the pressure of their academic studies. It will generally help in the spreading of information and all essential updates.
5. There is no prime competitor as WIT does not offer an app for all-inclusive services and the services that are available to share information are scattered and sources differ.
6. Our product aims to be uniquely tailored towards the students of WIT which will differ from potential competitors who will have a staggering target audience for their application. The services it provides will be exclusively for currently enrolled WIT students and what is available to them, hopefully in a manner that provides enhanced usability in comparison to any provided by competitors.

# Features

Following the product visualization, there are various ways in which our application can be constructed depending on the areas we wish for it to specialize in. The process required significant thought that allowed all team members to share ideas on what might be essential to us as students who wish to have an application providing details on services regarding college.

Some relevant features that we found compelling enough to wish to expand on further are:

1. A section exclusively for perhaps, Erasmus students or simply new students such as first years or those new to the Waterford area, which provides them with student-written posts regarding topics that will aid them in their socialization to ensure that they are confident and motivated to make new friends. These posts may contain a wide variety of data, for example, a student could write a post on what are the best cafes to visit in Waterford and another could write about all the different sporting facilities in Waterford and general training times and locations.
2. Timetables available for students to view, both study timetables, exam timetables and general academic calendar with assessment schedules.
3. The ability to add assignment due dates, with notification of upcoming deadlines.
4. Notifications of any timetable changes.
5. Grade calculator, to keep track of how much percentage of a module you have.
6. Interactive map with all the room numbers on it, where you can search for a room, and it will locate it.

# Personas

## What is a Persona?

Personas are essentially made-up entities that represent potential users of our application. They allow for the development of a character portrait that aids us in considering what features might be significant in our work by looking at the services being provided from an external perspective.

## Persona 1

Shauna, WIT Applied Computing student

Shauna, age 22, is a student at WIT studying Applied Computing and is currently in her third year. She is originally from Kildare but currently lives in Tramore with her grandparents where is much closer to Waterford. Shauna currently works part-time at the surfing school on Tramore Strand, teaching young teens to surf on her free evenings, twice a week. She is also a member of the WIT surf society and plays an active role in promotions. She is also a qualified lifeguard and is hoping to soon be trained in diving. This hobby allows for her to take her eyes away from the screen often and she likes to have all her college content available to her on her phone for when she is out and about.

Shauna has a passion for travelling and often goes on short road trips with her roommates on the weekend when she doesn’t have too much assignment work taking up her time. After college, she hopes to work for Intel in Kildare as it is close to home and allows her to continue building her understanding and appreciation for software development in a work environment that is satisfactory and allows for the production of rewarding work.

## Persona 2:

Thomas, a Mature Student studying at WIT,

Thomas, age 25, is a mature student who is studying business at WIT who is from Kilkenny. Thomas comes from a traditional farming family in the countryside of the county. His family run a dairy farm while also running a big shop in the local village. He is studying to one day take over the family business of the shop.

## Persona 3

# Scenarios

## What is a Scenario?

## Scenario 1

## Scenario 2

## Scenario 3

# User Stories

## What is a User Story?

## User Story 1

## User Story 2

## User Story 3

## User Story 4

## User Story 5

## User Story 6

# Prototype

## What is a Prototype?

## The tool used to create Prototype (say if you found it easy to use or not briefly!!!)

## URL or Screen Shots (not all some)