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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 own 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 in relation to 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 customer 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 through 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 staggered 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

# Personas

## What is a Persona?

## Persona 1

## Persona 2

## 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?

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

## URL or Screen Shots (not all some)