Assignment 2 - Storyboards

!HAARP

The Intro

Group Name: !HAARP

Project Title: StudySync

Value Proposition: Efficient Collaborative Study Planning

Team Members

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Tasks and Storyboards

Tasks

- Simple: finding a pair to study with
- Moderate: Adding study plan
- Complex: Becoming a mentor

Storyboard:

Context:

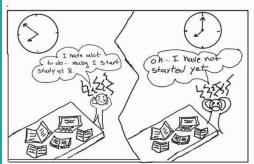
• A student with a hectic schedule and a constant struggle to find motivation to study. Like many students, he faces the challenge of staying organized and motivated amidst a busy academic life. The pressure to perform well academically is high, and finding a suitable study partner or having a study plan becomes crucial for success.

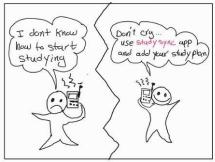
Actors:

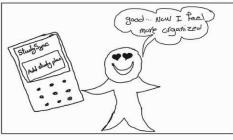
- Student
- Friend of the student
- Smartphone / Laptop with application

Problem/Needs:

- Need to be able to deal with stressful moments
- Need a way to study more effectively
- Need a way to maintain social relationship and make new friends

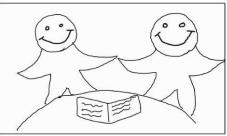








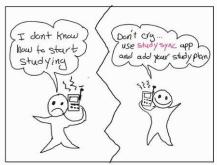




Scene-by-Scene Captions:

- 1. The student has a busy schedule and aims to start studying at 8:00, but it's proving challenging.
- 2. His friend suggests the StudySync app for efficient study planning.
- 3. He adds a study plan on StudySync to better organize tasks.
- 4. Despite the study plan, he struggles with motivation and falls asleep.
- 5. He decides to find a study partner using StudySync and successfully finds a study partner with a similar schedule.
- 6. He and the study partner engage in collaborative studying and overcome the lack of motivation, making studying more enjoyable and productive.

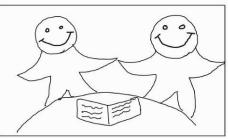












Why we chose it?

The storyboard captures a realistic scenario that many college students face—struggling with time management, motivation, and the need for collaboration. It effectively showcases how the StudySync application addresses these challenges by providing a platform for efficient study planning and connecting with peers.

Which are its strengths and weaknesses?

Strengths:

- 1. The storyboard centers around a university student, so users can easily see themselves in similar situations, enhancing the storyboard's impact. It clearly illustrates the problems a university student faces, including time management issues, lack of motivation, and the desire for collaboration for studying effectively.
- 2. The storyboard follows a logical sequence, depicting how a university student discovers StudySync, adds a study plan, faces a motivational hurdle, and ultimately finds a study partner. This sequential flow enhances clarity and comprehension.

Weaknesses:

- 1. While simplicity is a strength, it may be considered a weakness if additional details about specific features of StudySync or the user interface are desired for a more comprehensive understanding.
- 2. The storyboard primarily focuses on one a single university student's perspective, potentially neglecting the broader context of how StudySync caters to a diverse user base with varying needs.

How well at achieves the identified user goal/need?

The storyboard aligns well with the identified user needs. It showcases how StudySync addresses stress (by connecting with a study partner, find support and a collaborative environment, which contributes to stress reduction), supports social connections (connect with a study partner to facilitate social relationships), and aids in effective studying (adding a study plan and finding a study partner contributes to studying more effectively).

Modalities Exploration

Modalities

• Smartphone Application:

- Accessibility: Smartphones are widely used by students. Developing a StudySync mobile application makes the solution easily accessible to a large user base.
- On-the-Go Accessibility: Students are often on the move, and having a smartphone application allows them to manage their study plans and connect with peers anytime, anywhere.

• Desktop Website:

- Comprehensive Planning: A desktop website provides a larger screen and more comprehensive interface for users to plan their study schedules, add detailed study plans, and manage resources. It enhances the user's ability to have an overview of their academic commitments.
- Collaborative Study Sessions: The larger screen of a desktop facilitates a more immersive collaborative study experience. Students can easily view shared resources, engage in group discussions, and plan study sessions with greater detail.

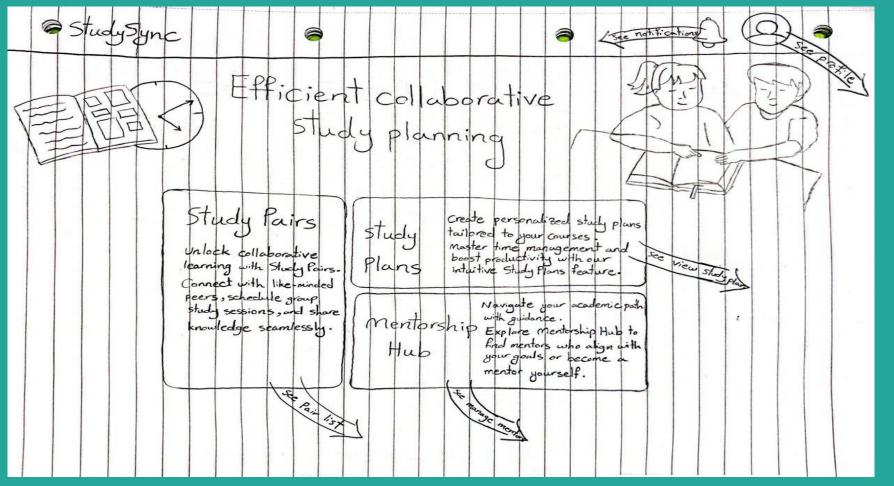
• Desktop Website:

Designed by

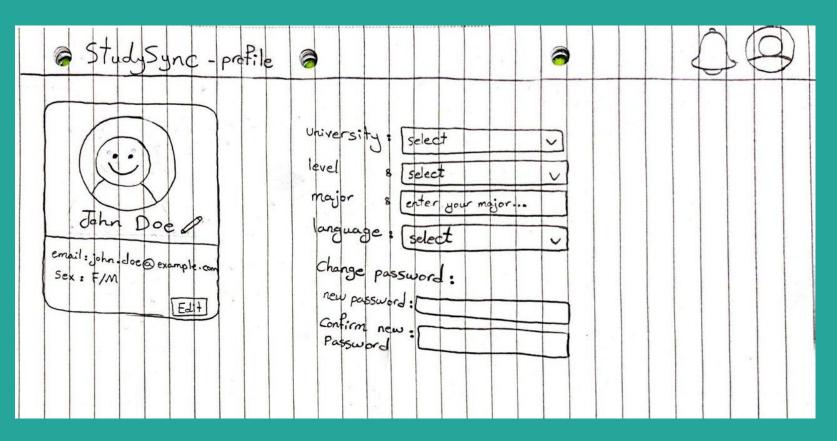
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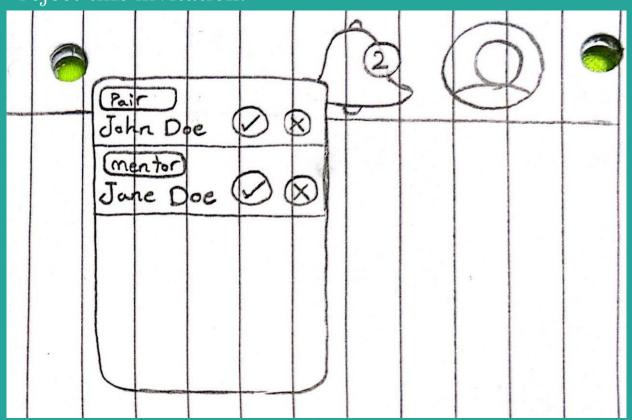
Home page picture



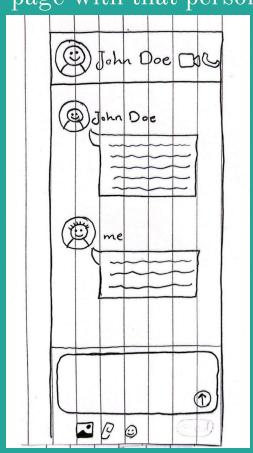
Profile: at this page a student can view their personal information and edit them



Notifications: by clicking on the bell icon you can see the different notifications sent to you for connecting with people as pair or mentor and accept or reject this invitation.

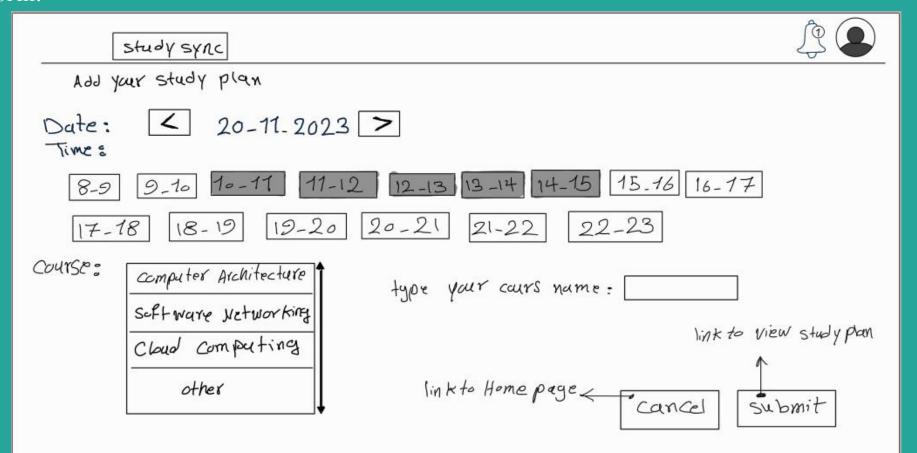


Chat Page: by clicking on the message icon, you can see your chat page with that person or also audio and video call

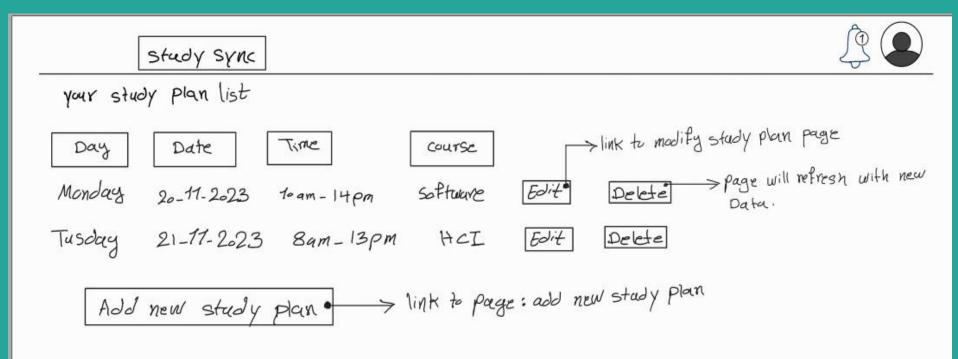


Login Picture

Add new study plan: At this page a student can select "Data" then a time from the slots also choose a course that he want to study on that time slot then submit the form.



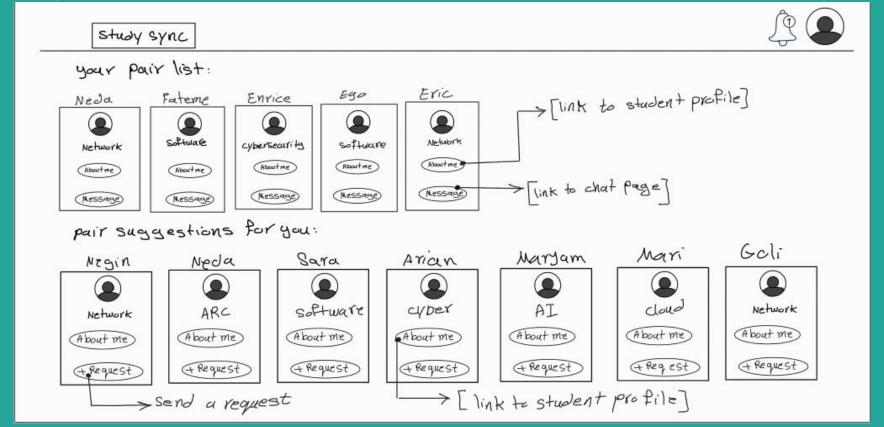
View study plan: After adding study plan, student can see the list of plans also he can edit them or delete them. Also at this page he is able to add another study plan



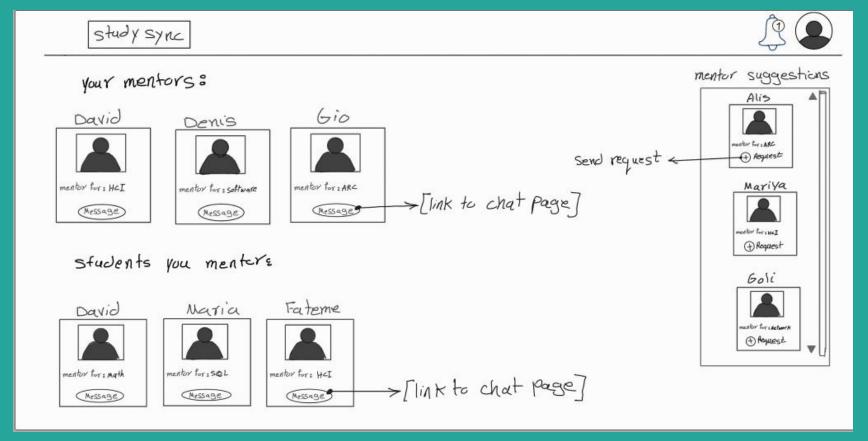
Edit study plan: Student can modify the study plan and change all the data already entered.

study sync	
Date: < 20-11.2023 >	
8-9 9-10 10-11 11-12 12-13 13-14 14-15 15-16 16-17 17-18 18-19 19-20 20-21 21-22 22-23	
Course: Computer Architecture type your cours name: Software Networking Cloud Computing	'study plan
other link to Home page < cancel sub	mit

Pair list: After adding a pair, student can see a list of pairs, also he can see a list of available students that can be a good match with him and send request to them and after accepting request by another student, they can start chat with each other. Also he can see information about each student by clicking on the "about me"



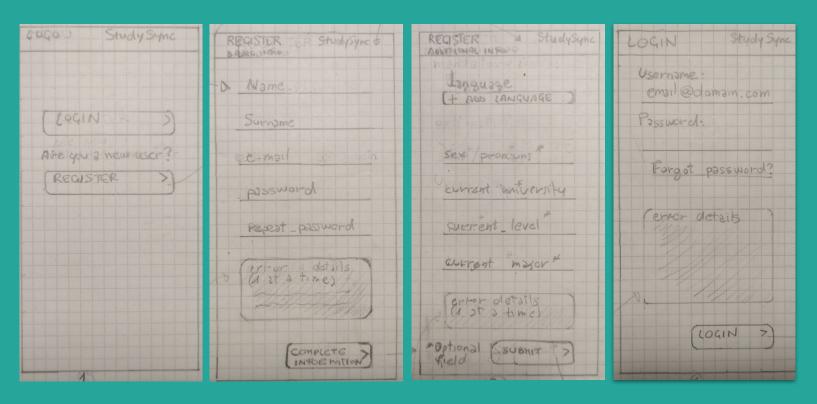
Manage mentors: Student can see a list of mentors that he has, also the system suggest good mentors for him and by sending request to them he can ask them to being a mentor for him and if they accept, they can start chatting. Also he can see list of student that he is mentor for them.



• Smartphone application:

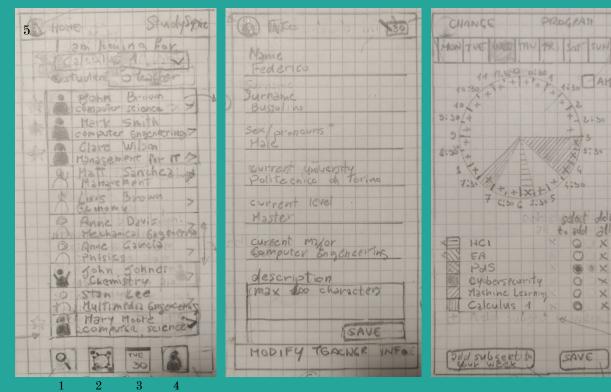
Federico Qin





Wrong field must be enlightened in red with error details (not too much detail in login for security reason)

> always mean go to visit profile, V mean expand informations, ^ means unexpand information



Search (NI)
 Group chat

B. Wiew Calendar (NI)

4. Contacts

5. (Edit) info

Modify info (also teacher) Icon top right to go to "Change program" page Tap on a slice to add the selected to add / tap to remove from a single slice. Delete all removes the subject from all the week (ask confirm)

You can do multiple selection of subject to add then click on add to plan to add it all

subject

A Calculus 1

I Colculus 2

-Parametrized function

- Stationary points

- Fermon's theorem

- Suntace integrals

- coordinate transform

- 50 cobian matrix

- Triple integrals

Colonlus 3

Computer 200

architectures

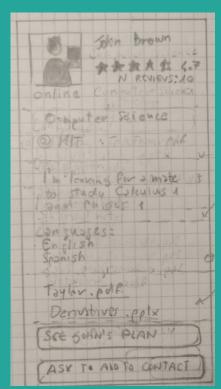
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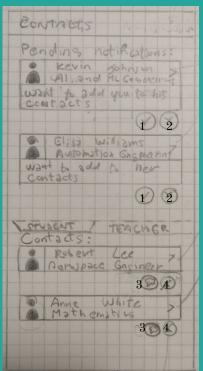
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ADD TO PLAN

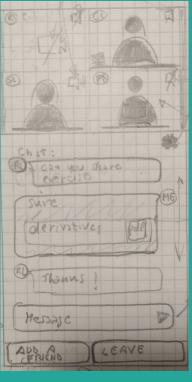
matrix

Program:









Button "ask to add to contact" can change into "accept"/"reject" (request to add to contact) And finally into "chat"/"delete from contacts"

. Accept to add to contact

- 2. Reject to add to contact
- 3. Chat
- 4. Remove from contacts

Select which person to add Then click on call

Your messages are highlened with green color Add friend is similar to add participant page.

How do the prototypes connect to the storyboard and the three tasks?

The paper prototypes aims to depict all the screen needed by the user to accomplish the defined tasks in an easy and intuitive way.

Page to perform the login are necessary for the user to enter his own area containing necessary information that can be modified as the user want. Particular focus is put on the possibility to match based on the timetable that the user share.

This is made in order to give to the user a good recommendation system that allow him to find a good mate for studying or a good mentor depending on user necessities.

The desktop prototype aims just to put in contact people of same city, meanwhile the smartphone app was designed on the purpose to put in contact people also in other country that can study online together.