# **Project Proposal**

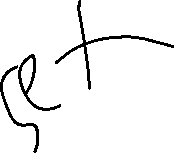
Human-Factors and Ergonomics

Class session number: 02

Team number: 05

Team members: 이승유, 유희찬, 천효정, 홍주원

## **Topic**



To improve SMART CAMPUS application structure and develop it to replace HISNET mobile version

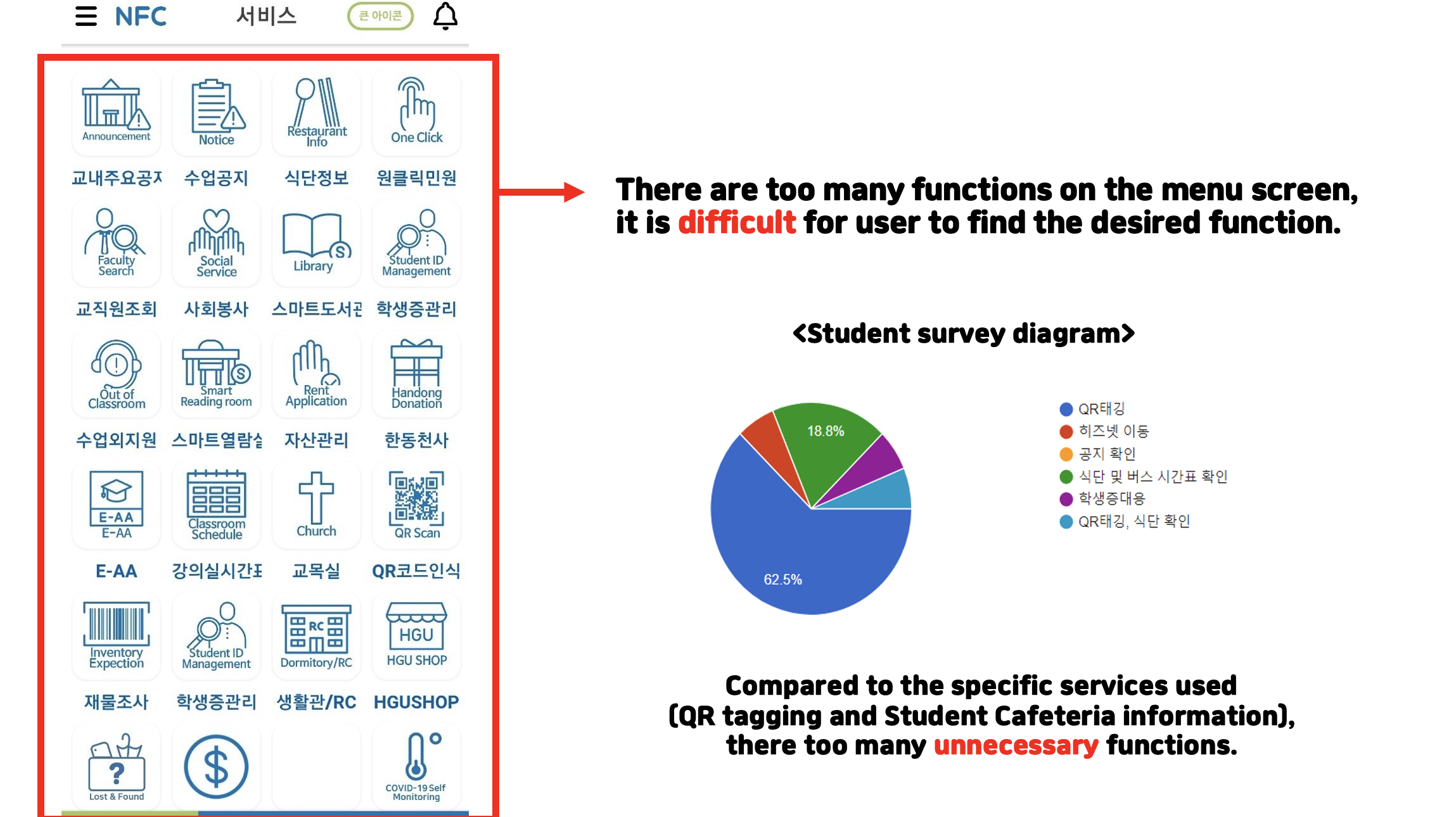
## **Background**

### **<Problem #1>**

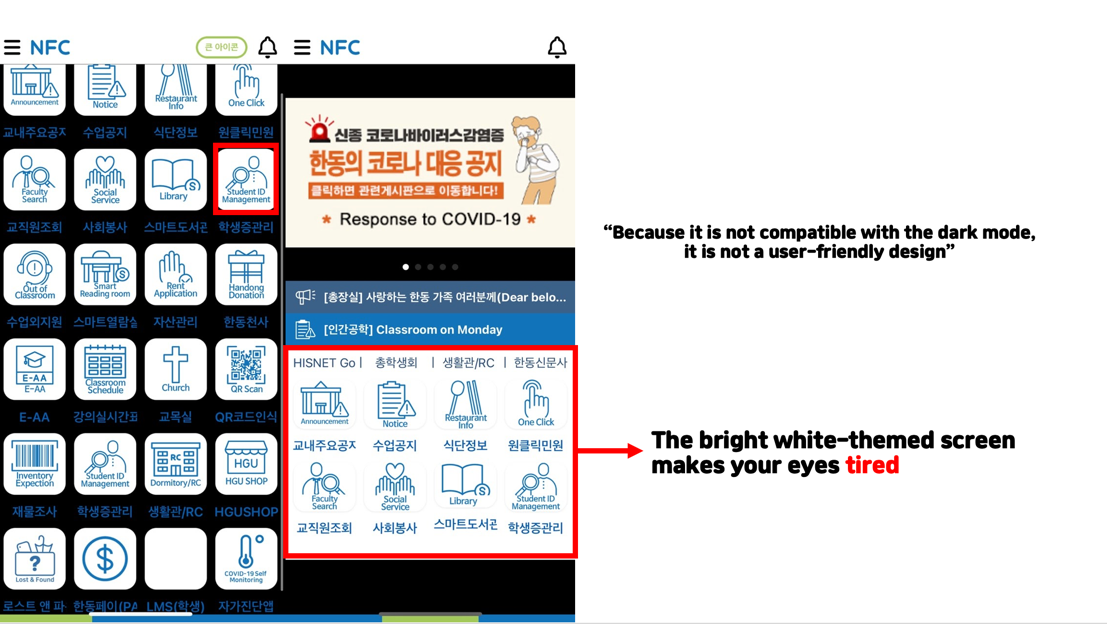
텍스트이(가) 표시된 사진

자동 생성된 설명

### **<Problem #2>**



### **<Problem #3>**



## **Plan for prototyping**

텍스트, iPod, 주차장이(가) 표시된 사진

자동 생성된 설명

**<QUICK MENU>**

### **Able to set “My Favorite Menu”**

**Methods**: You can pick the menu you usually use the most  
**Effects**: Increase the convenience, you can find what you want with any distraction

### **Organize the placement of the Start Screen**

**Methods**: You can adjust the size of the banner.   
**Effects**: Make it simpler and easier to use for the users. Therefore, you can see the key functions that you need.

### **Placed menu screen button**

**Methods**: Classify the functions by a topic   
**Effects**: increase the efficiency and reduces the search time

### **Improve Dark mode**

**Method**: Make it completely dark and change some icons  
**Effect**: It eliminate the eye fatigue

### **Notification for New announcement**

**Methods**: Consist with the design that users are familiar with  
**Effect**: It helps user to not miss any notification.

## **Plan for an experiment for usability evaluation**

### **Participant**

Target**:** Students who use Smart Campus app  
We will gather participants using SNS.  
6 students (two students for each grade 1, 2, and 3)

### **Purpose**

The purpose of this project is to find a problem with an existing Smart Campus app and check whether the problem has been solved when Smart Campus is replaced with the new version.

### **Composition of the experimental session.**

**Session 1. Check attendance through QR scan menu.**

Situation: When I checked the time, It is 9:59, one minute before class starts. Unless you quickly take out the QR code scanner on Smart Campus and tag it, you will be late for attendance

Task: Please check QR code by using QR code scanner on the smart campus app.

**Session 2. Find the specific menu**

Situation: It is difficult to find because the menu is not classified and too complicated when entering the menu screen.

Task: Please find the menu that the experimental guide requested.

**Session 3. Open the smart library and check what textbooks were  
needed as written in the class schedule.**

Situation: I opened a smart library tap to find a book that I have to write a book review about as an assignment that a professor gave me, but I can't remember the title of the textbook.

Task: Please display the class syllabus tab while the smart library tab is opened and check the supplementary materials.

### **Equipment**

Eye tracker, Cell phone, Camera, Survey paper, Introduction of the experiment.

### **Variables**

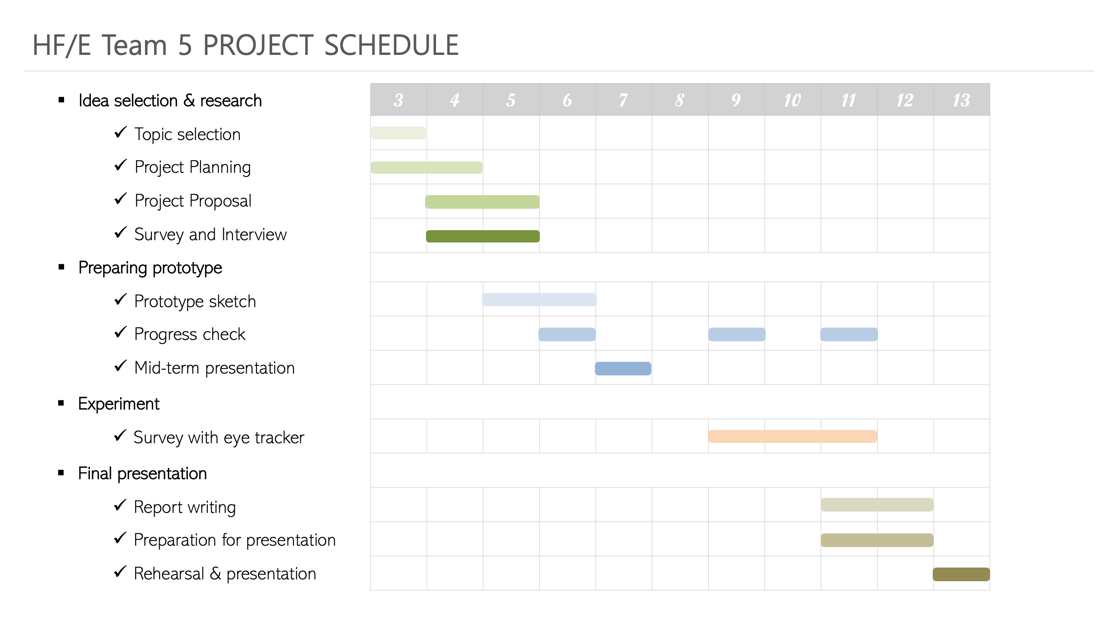
Quantitative: How much you touched and how quickly you found it  
Qualitative: How much convenience did the user feel and where he focused on (with. eye tracker)

### **Method**

Compared to the existing smart campus,  
When you do the same thing, compare the number of touches and time.  
get feedbacks from experiment using an eye tracker.

### **Process**

## **Schedule**



## **Expected outputs**

* Improved task performance – Reorganization of Menu, Category
* Improved physical discomfort – Dark Mode
* Improved inconvenience and satisfaction
* Identification of potential sources for supporting follow-up activities