# **Project Proposal**

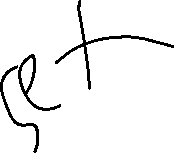
Human-Factors and Ergonomics

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

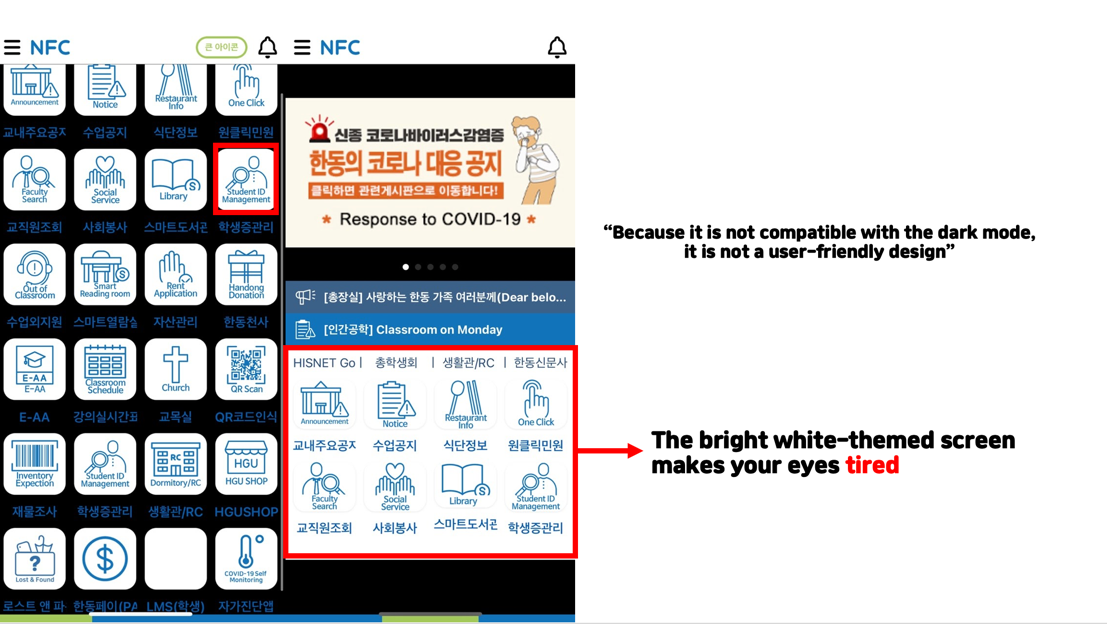
자동 생성된 설명

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

텍스트이(가) 표시된 사진

자동 생성된 설명

### **<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 grades 1, 2, and 3)

### **Purpose**

The purpose of this project is to check whether the problem has been solved as the problem of the existing smart campus has been replaced by the new smart campus.

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

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

Second period class. When I checked the time, it was 9:59. If you quickly take out the QR code and do not check it, it will be late.  
Please check your QR code by turning on the smart campus app.

**Session 2. Find the specific menu**

A situation where it is difficult to find because the menu is not classified and too complicated when entering the menu screen.  
Please find the menu that the experimental guide calls you.

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

I opened a smart library window to write a book review of the supplementary textbook that the professor gave me as a task, but I can't remember the textbook.  
Please display the class plan in the smart library window and check the supplementary materials.

### **Equipment**

Eye tracker, cell phone, Camera, survey paper, Introduction of the experiment.

### **Variables**

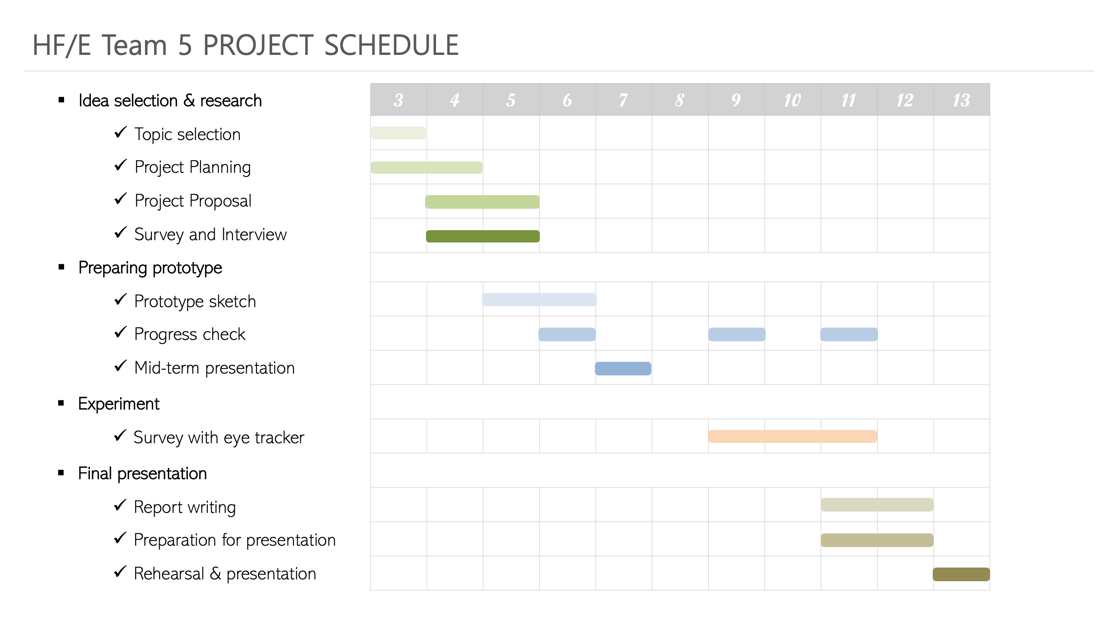
Quantitative: How many times did the user touched and how quickly did he/she found it  
Qualitative: How much convenience did the user feel and where he focused on (with eye tracker, interview)

### **Method**

Comparing the prototype to the existing smart campus:  
compare the number of touches and time during the same task.  
get feedbacks from experiment using an eye tracker.

### **Process**

## **Schedule**



## **Expected outputs**

* Decreased time of task process
* Identification of potential sources for supporting follow-up activities
* Increased satisfaction of SMART CAMPUS