



# QuizApp





# Meet the Team

Mark Fuller (Project Manager)

Thanh Dat Le

Nicholas Riley

Enelson Castro

Michael Santiago



A decorative pattern of hexagons in various shades of blue and cyan on the left side of the slide. Some hexagons contain icons: a lightbulb, a thumbs up, a smartphone, a magnifying glass, a gear, and a speech bubble. A network diagram with a central node and five peripheral nodes is also visible.

1

# Why QuizApp?

Academics with ease



“Good teaching is one-fourth preparation  
and three-fourths pure theater.”

– Gail Godwin



# The Problem with that 1/4th

- ◇ Time and effort spent making quizzes
- ◇ Proctoring quizzes
- ◇ Relying on middlemen
  - Canvas
  - Clickers
  - TAs





# ‘99% of UCF students own a smartphone’

2016 Survey at UCF





# 2

## Moving Quizzes to Mobile

Using mobile apps and web interfaces for quizzing



# Electronic Quizzes

- ◇ Make quizzes online
- ◇ Set automatic quiz start and end times
- ◇ Proctor quizzes automatically through an app
- ◇ Get quiz results from a handy database







# Hybridization

Half-web, half-mobile: use all the tools of the modern age to simplify the process





# On the Web

- ◇ Web app is only accessible to instructors
- ◇ Control panel for instructors to manage their quizzes
- ◇ Instructors use this app to:
  - Write questions
  - Build quizzes from questions
  - Modify existing quizzes and questions
  - Set start and end times
  - Get quiz results





# On Mobile Device

- ◇ Used by students
- ◇ Register as a student
- ◇ See which quizzes they are eligible for
- ◇ Start quizzes during their designated periods
- ◇ When taking a quiz:
  - Read questions
  - Choose from up to five answers
  - Move between questions
  - Submit their quizzes





# Who Benefits?

Professors and students alike!





# Monetization

- ◇ Subscription model for professors
- ◇ One semester, one class payment model
- ◇ Accounts with multiple classes get a discount on each class



A decorative pattern of hexagons in various shades of blue and cyan on the left side of the slide. Some hexagons contain icons: a lightbulb, a thumbs up, a network of nodes, a smartphone, a magnifying glass, a gear, and a speech bubble.

3

# Web App

The development process for QuizApp



# Technology Used

## Web

- ◇ LAMP Stack
  - Linux
  - Apache
  - MySQL
  - PHP
- ◇ Vue.js

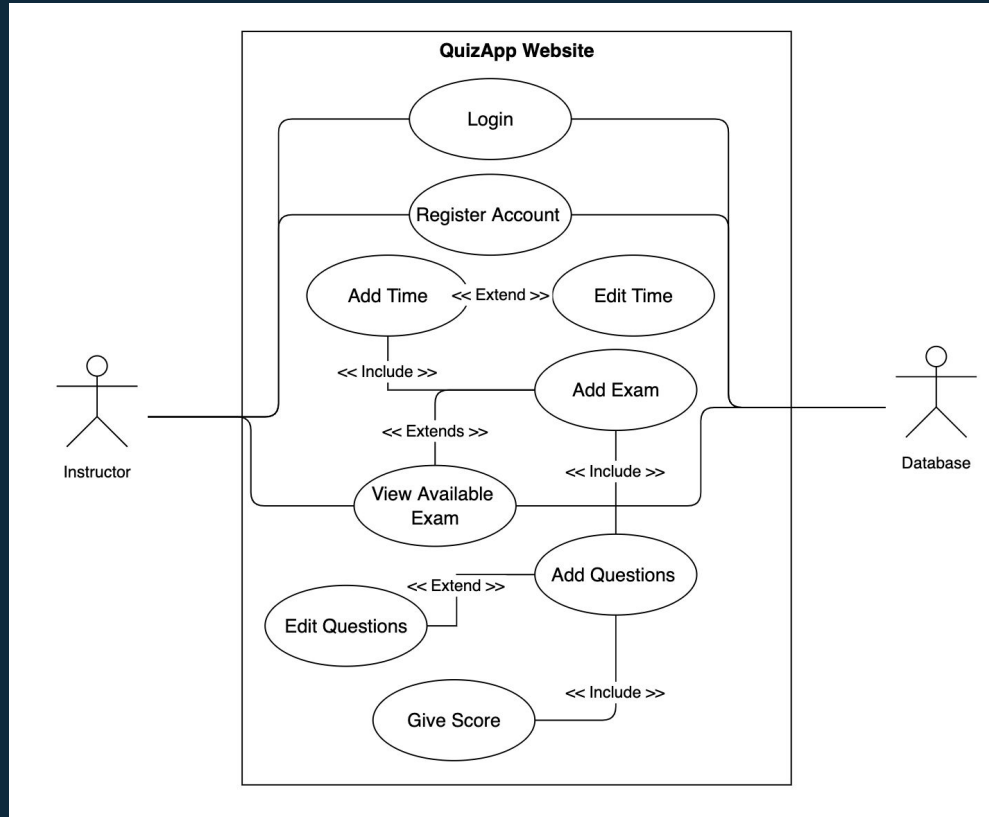
## Mobile

- ◇ Android Studio
- ◇ Java

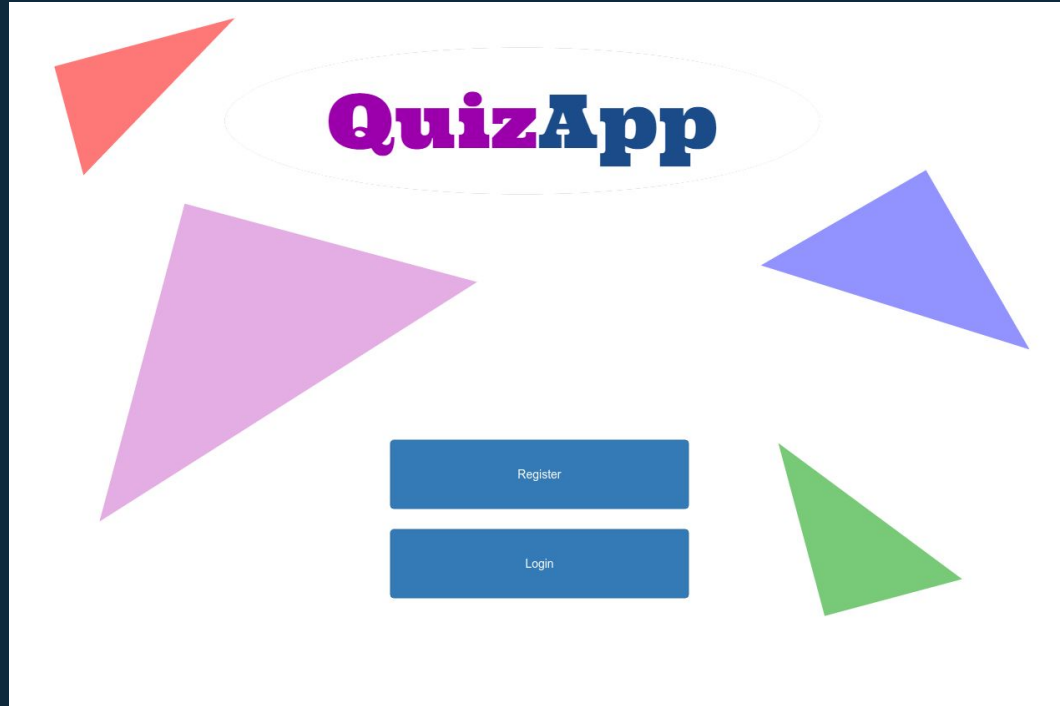
## Server

- ◇ MySQL

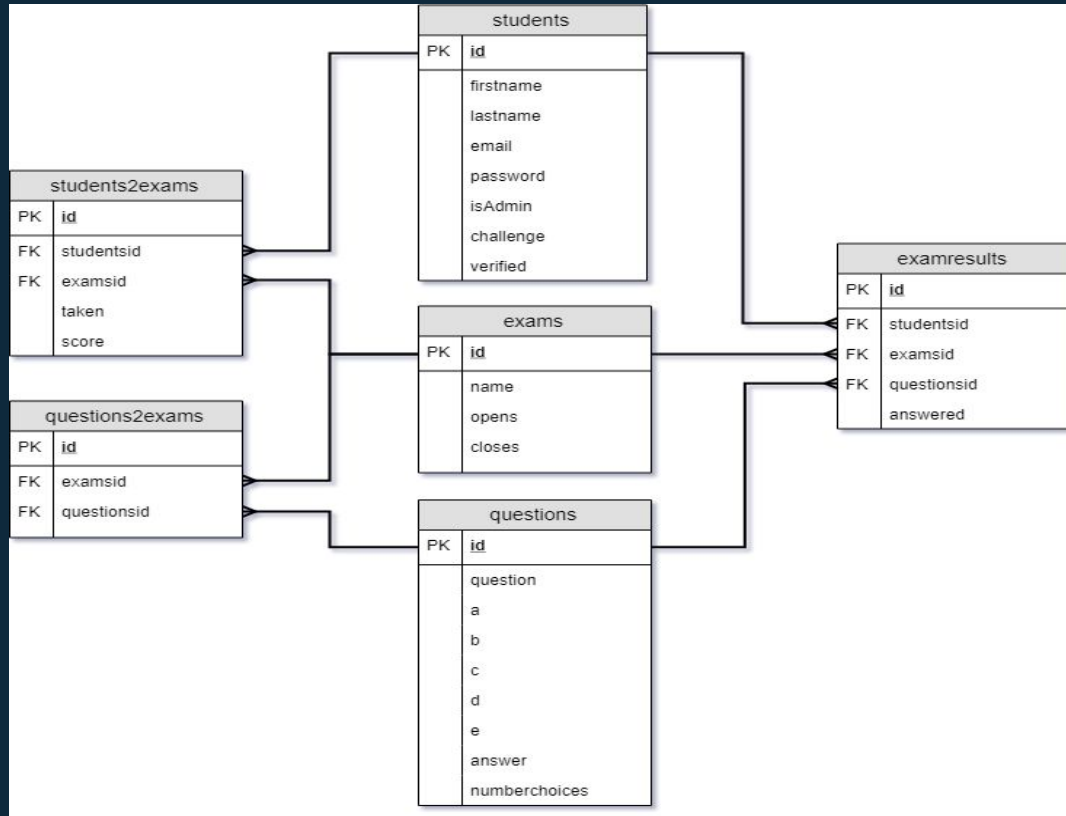
# Web Use-Cases







# Entity-Relationships



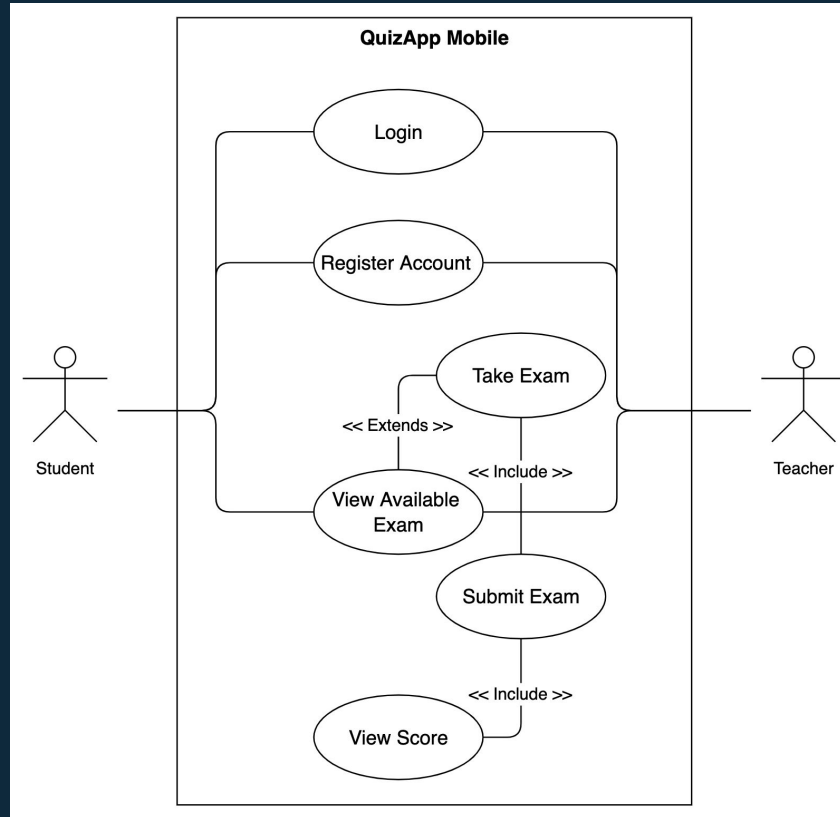


4

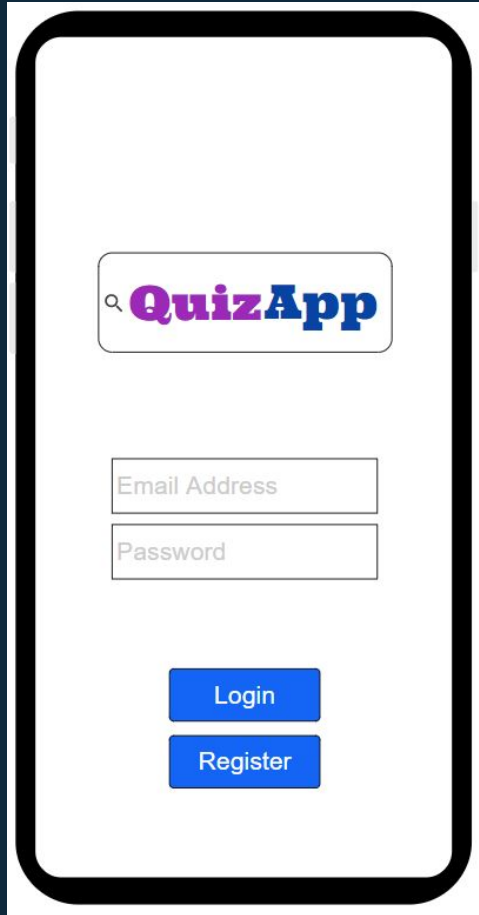
# Mobile App

The development process for QuizApp

# Mobile Use-Cases



## QuizApp Mobile Login & Register



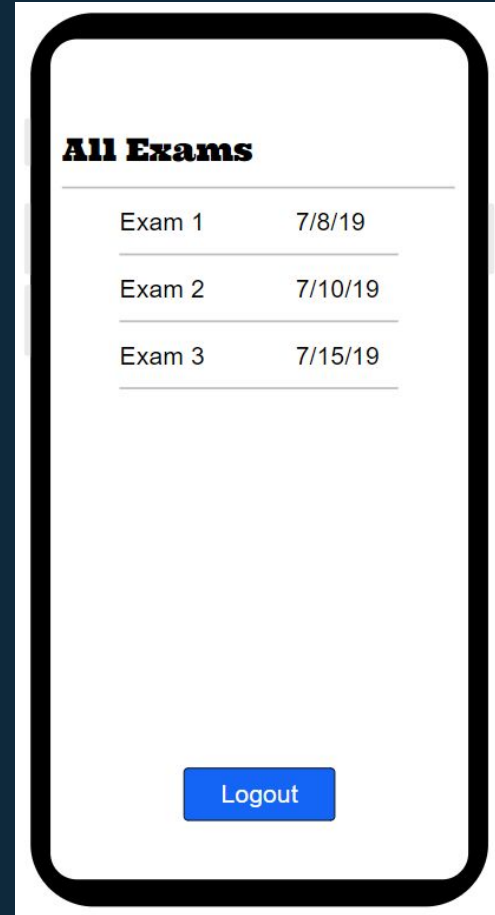
QuizApp

Email Address

Password

Login

Register



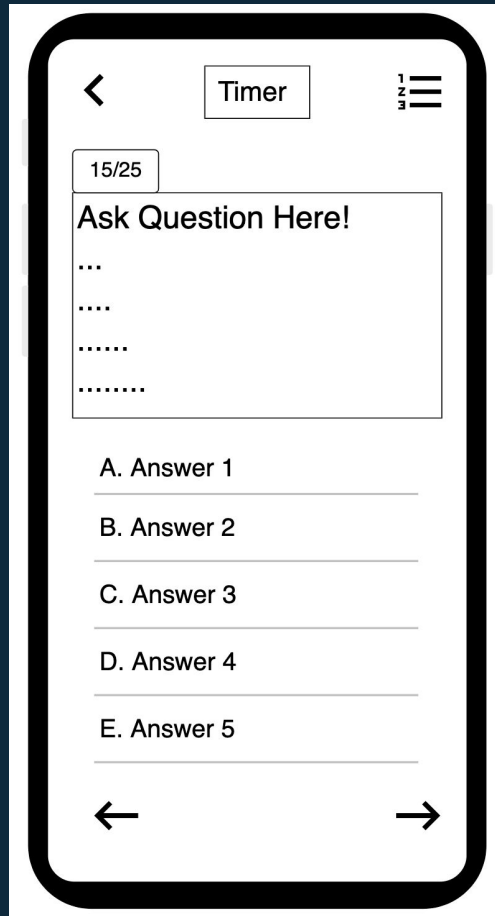
**All Exams**

Exam 1	7/8/19
Exam 2	7/10/19
Exam 3	7/15/19

Logout



## QuizApp Mobile Questions



Mobile app interface for a quiz question. The screen displays a back arrow, a 'Timer' label, and a hamburger menu icon. A progress indicator shows '15/25'. The question area is labeled 'Ask Question Here!' and contains five lines of placeholder text. Below the question are five answer options, each with a label (A through E) and a text input field. At the bottom, there are left and right navigation arrows.

< Timer 1 2 3

15/25

Ask Question Here!

...

....

.....

.....

A. Answer 1

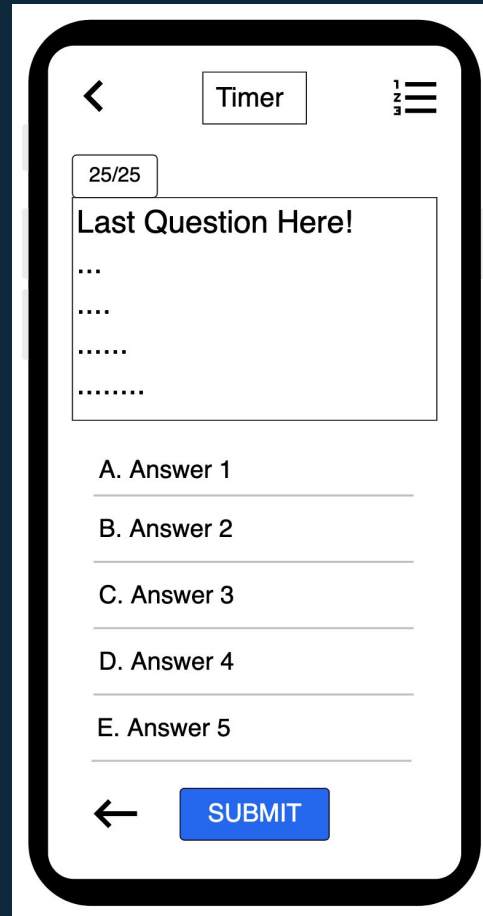
B. Answer 2

C. Answer 3

D. Answer 4

E. Answer 5

← →



Mobile app interface for the last quiz question. The screen displays a back arrow, a 'Timer' label, and a hamburger menu icon. A progress indicator shows '25/25'. The question area is labeled 'Last Question Here!' and contains five lines of placeholder text. Below the question are five answer options, each with a label (A through E) and a text input field. At the bottom, there is a left navigation arrow and a blue 'SUBMIT' button.

< Timer 1 2 3

25/25

Last Question Here!

...

....

.....

.....

A. Answer 1

B. Answer 2

C. Answer 3

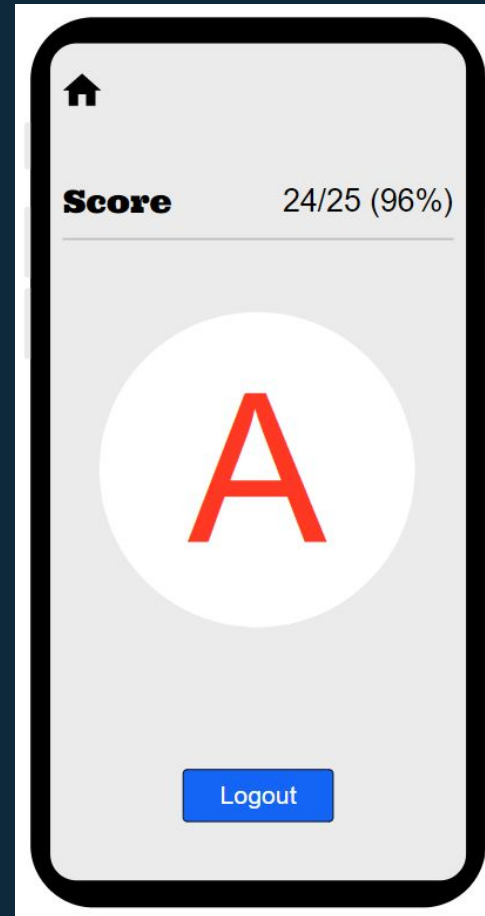
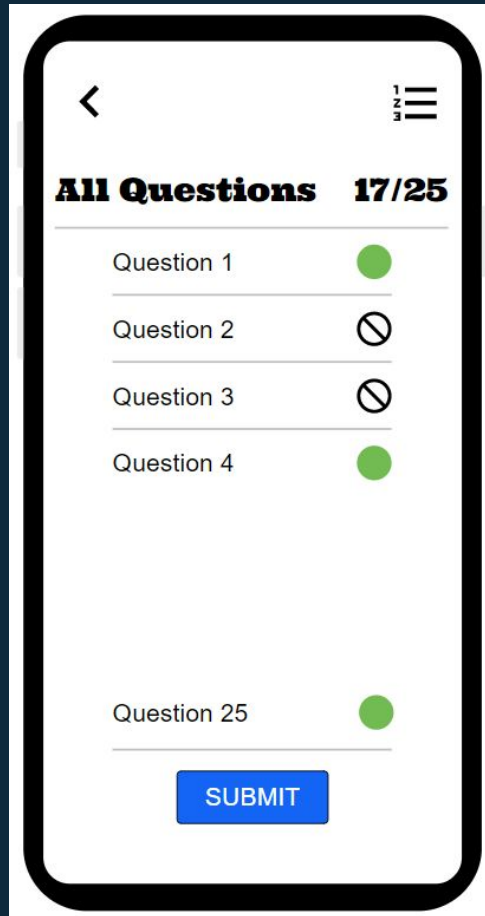
D. Answer 4

E. Answer 5

← SUBMIT



## QuizApp Mobile Submit & Score



A cluster of various hexagonal icons in shades of blue and cyan on the left side of the slide. The icons include a lightbulb, a thumbs up, a network diagram, a smartphone, a magnifying glass, a gear, and a speech bubble.

5

# Project Timeline

The development process for QuizApp



## Fuller Software, Inc.

[illegible]

## Fuller Software, Inc.

[illegible]



Questions?

