



● ERASMUS STUDENT EVENTS

Menadzment informacijski tehnologij

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Introduction



- Increasing numbers of incoming ERASMUS students
- **Website** -> information needed by the students
- **Timeline:**
 - a. Identified the existing problems
 - b. Brainstormed the solutions
 - c. Decided and developed the solution
- **End product:** Centralized platform
- **Timeline:** cca. 6 months
- **Technologies:** ReactJS, JavaScript, HTML, CSS, php database

PERSONAS



Jungkook

Student with a passion for anime and related subcultures.
Has a hard time navigating the social landscape in university
Erasmus student events helps him find events with his niche interests



Jimin

A passionate anime fan
Went on a trip recently and figured he wished he had visited and known more about the city he was staying in
The website would help through city guides



Tae

An energetic and charismatic persona
Visionary behind Erasmus student events



User stories and test cases-Jungkook

- As a student, I want to create a profile on the platform ->

Verify that the registration process allows users to input their personal information, such as name, email, and interests.

- As a student, I want to RSVP to an anime event so I can secure my spot ->

Verify that users can easily locate the RSVP button on the event page.



Namjoon city guide adder

- I want to add the city I want and then to edit or provide certain information about the city ->
Ensure city guide creation functionality
Access city guide creation page
- I want the city guides to include s public transportation routes, emergency numbers and faculty information. ->
Ensure the readability of the website design



Gojo event adder

- I want to add new events to the website so that students can discover and participate in activities within their interests. ->

Verify that the event creation section includes fields for adding details for the events such as title, date, time, location and description

- I want to edit the events so that the events are up to date in case of any future changes. . ->

Verify that the event editing interface allows Gojo to modify the event details.

Value proposition testing



Statement



Questions



4 Interviews



Conclusion



All users reported that signing up or logging in was straightforward.
All users found the process of applying for events easy and intuitive.
Overall, users felt reasonably well-informed about upcoming events. However, there were suggestions for improving event notifications.

All users reported that event listings were easily accessible
suggestions for improving the organization and clarity of the menu structure.

Usability testing



3 participants

Research composition		
Position	Duration (min.)	Notes
1. Intro & Explanation	5	We introduce ourselves and provide an overview of the usability testing objectives, including assessing the functionality and usability of the Erasmus student events website. Obtain consent from participants and distribute designated release & consent forms.
2. Discovery Questions	20	Use the interview guide to explore participants' experiences and expectations regarding event discovery, application processes, and city exploration. Aim to enhance understanding of user personas, problem scenarios, and user stories relevant to the website.
3. Test Tasks	15	Introduce participants to specific tasks on the Erasmus student events website, such as signing up, applying for events, exploring city guides, and providing feedback on design and layout.
Post-Test Debrief	5	Thank participants for their participation and ask for feedback on the testing process. Seek permission to follow-up with additional questions if needed to gather further insights.

Research composition

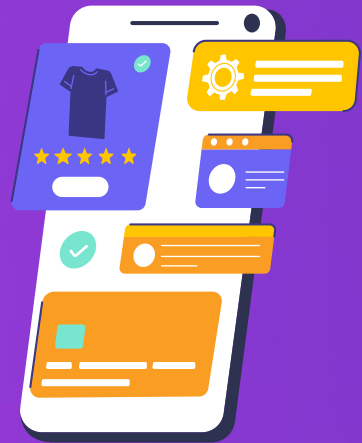
Pre-session checklist

Pre-session Checklist	
Item	
1	Ensure that the testing environment is set up, including the availability of a quiet and comfortable space for conducting the sessions.
2	Prepare written versions of the discovery and test questions to refer to during the sessions.
3	Ensure that the test instance of the Erasmus student events prototype is available and functional, verifying that the prototype is accessible and all features are working as expected.
4	Make sure recording equipment is functioning.
Make sure that the prototype is on the starting page (designated landing page) for the usability testing sessions.	

Session design

Session Design	
1. Introduction	Thank you for taking the time to participate in our usability testing session. My name is [Your Name] and I'll be facilitating this session. With me is [Observer's Name], who will be observing the session.
2. Purpose	Before we begin, I'd like to ensure that you understand the purpose of this study and address any concerns you may have. We'll be using a structured test guide throughout this session to maintain consistency.
3. Tasks	Today, we're focusing on testing an early prototype version of the Erasmus student events website, aimed at enhancing the university experience for students like yourself by providing curated event recommendations and city guides.
4. Feedback	During the session, I'll ask you a series of questions and present you with some tasks to complete. Please feel free to express your thoughts out loud as you navigate through the website. Remember, there are no right or wrong answers - we're simply interested in gathering feedback to improve our product and better meet the needs of our users.
5. Conclusion	The session is expected to last approximately 40-50 minutes. Do you have any questions before we begin?

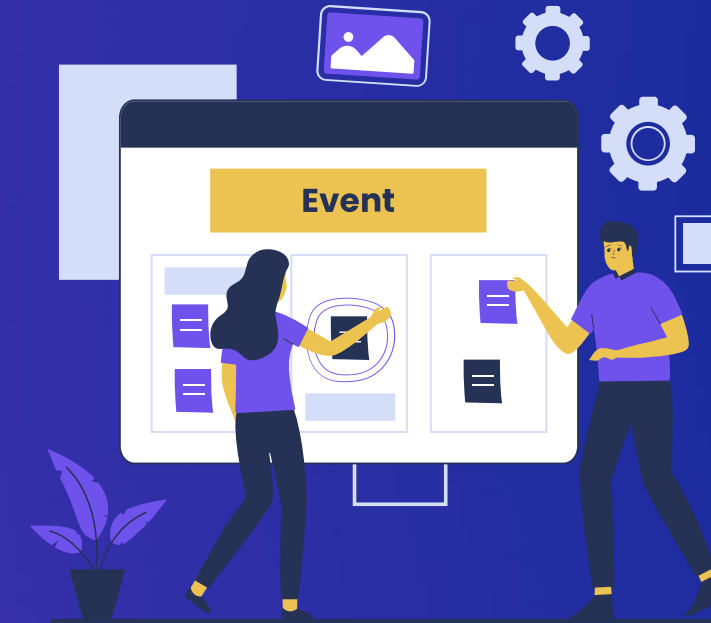
Research objective



Understanding
of platform and
features



User story
evaluation



Posting an
event



Assessment of
event discovery

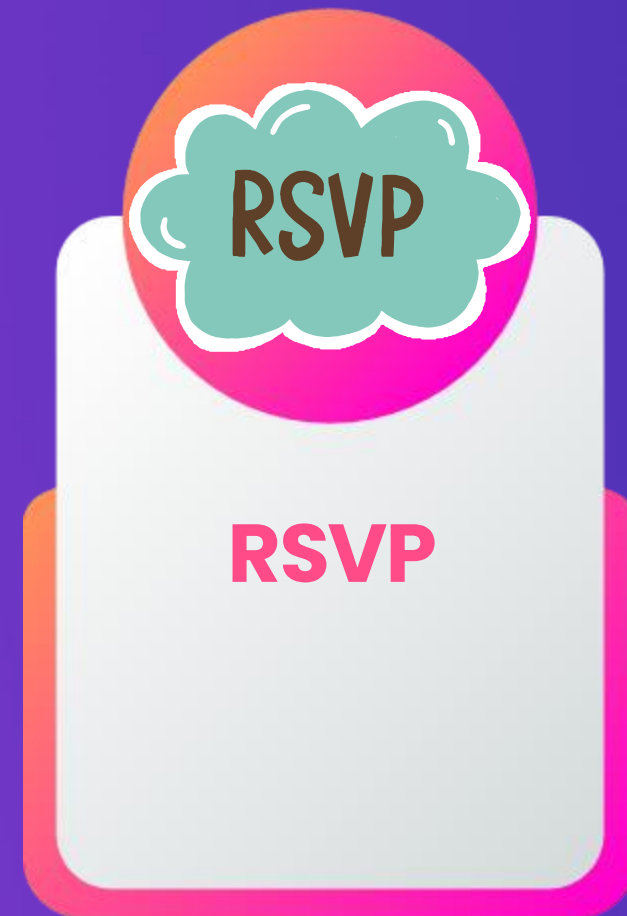


City guide
utilization



Event
discovery

Results



Sprints



- Establish necessary technologies
 - Find out functional requirements
 - User stories+prototypes
 - Initial fix up
- Create back end connections and user profile
 - Create layouts
 - Event listing
 - Testing
- Creating admin and finalizing event pages
 - Test website performance
 - Create city guides
- User testing on website functionality
 - Prepare documentation
- Bug fixes
 - Review and polish
 - Final deployment
 - Final presentation

Project stakeholders



Event
organizers
and venue
managers



Erasmus
students

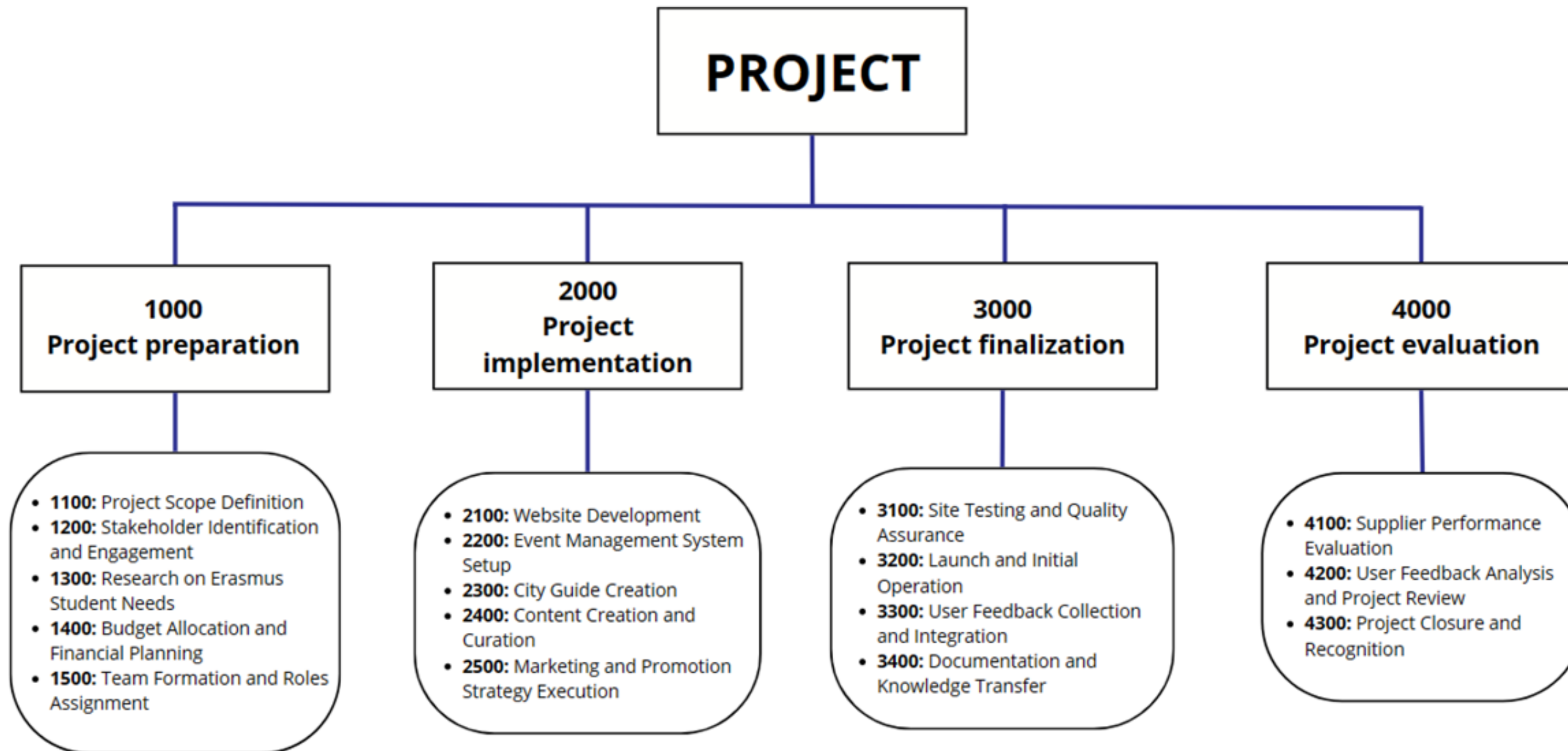
Universities
and
educational
institutions



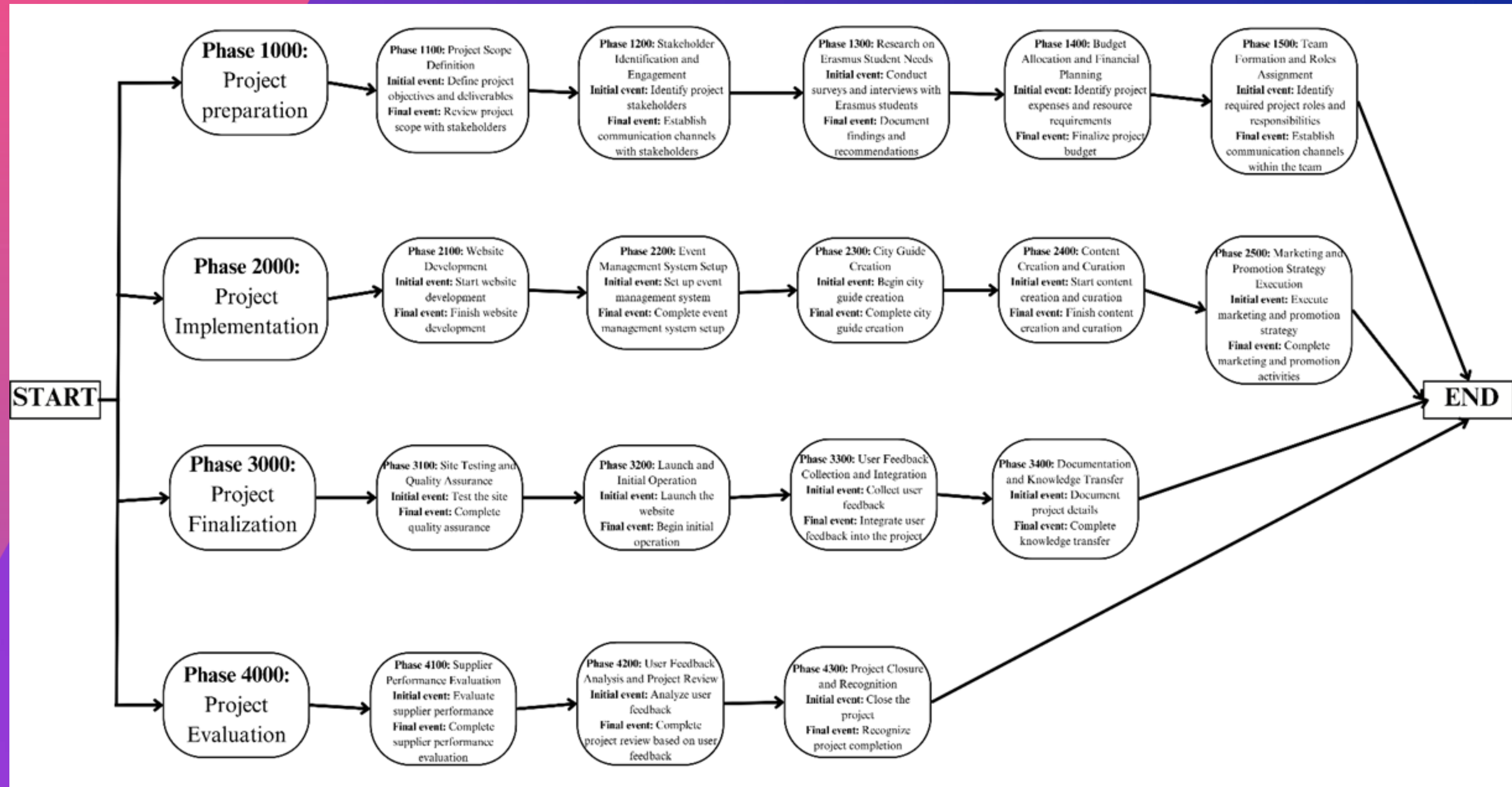
Touristic
organizations



Structural breakdown of the project

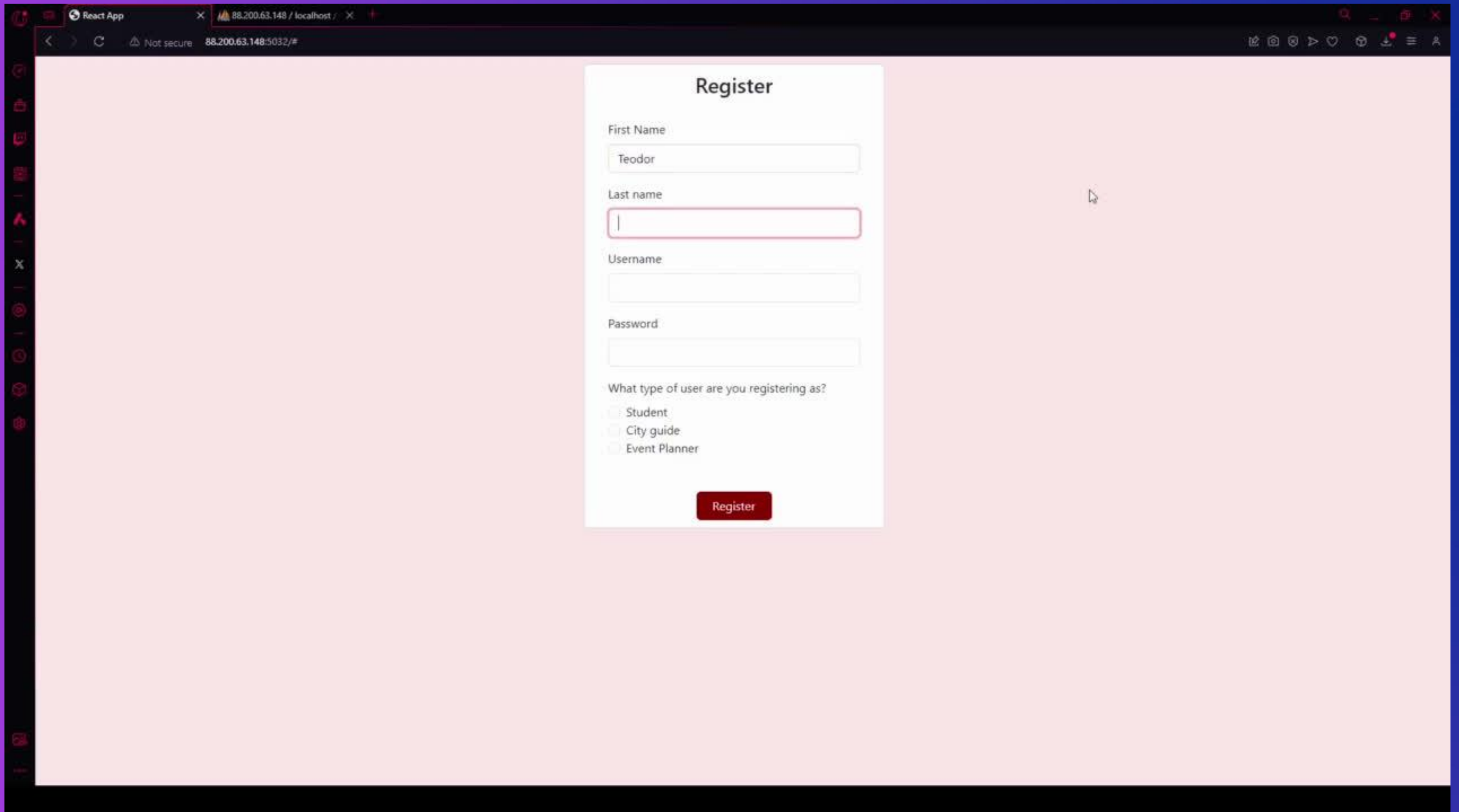


Network planning



Project resources

PROJECT CONTRACTORS - NATURAL AND LEGAL ENTITIES				
Prepared by: NM, DM, EM, TK			Date: 10.05.2024	
Tag (5 aN)	Description of the legal entity - contractor Name and surname for the natural person	(not for legal entity) Job	(not for legal entity) Organizational unit	Notes (buyer or contractor?)
VS	Visit Koper			Sponsor
JL	Jovana Lukić	Event Organizer	ESN	
LJ	Lana Jurišić	PR	ESN	
R	Referat			Legal Approval
PJ	Pavel Jolakolski	Representative	Student Council	
AB	Aleš Bržan	Town Mayor	City council Koper	Information supply and funding
ESN	Erasmus Student Network			Website Users (Feedback Provider)
TK	Teodor Kostovski	Software Engineer	Erasmus Student Events	
EM	Elsa Morina	Project Manager	Erasmus Student Events	
DM	Doris Mujić	PR	Erasmus Student Events	
NM	Nataša Miletić	Client Support	Erasmus Student Events	
JD	John Doe	Lawyer	Independent	Erasmus Student Event legal entity





Thank You
For Your Attention