

**ERASMUS STUDENT EVENTS**  
INFORMATION SYSTEMS TECHNOLOGY

# Final report

Project Code: #1306

Team 1:

Doris Mujić  
Elsa Morina  
Teodor Kostovski  
Nataša Miletić

26th May 2024

## Table of Contents

Introduction, purpose and description .....	2
Personas .....	6
User stories and test cases.....	12
Value proposition testing .....	15
Usability testing .....	19
Sprints and sprint plan .....	25
Project Stakeholders .....	28
Structural breakdown of the project .....	31
Network planning of the project.....	35
Project resources.....	36
Screenshots of the app .....	36

## **Introduction, purpose and description**

In response to increasing numbers of incoming Erasmus students and feedback highlighting their challenges navigating unfamiliar cities, particularly in accessing local events and activities, there is a clear need for this information to be centralized in one resource. By providing a comprehensive website containing all the information where a student will be able to check out and apply to all the events they wish to attend. On the website they are also going to be able to see details on various cities-city guides-information about different cities or regions including popular attractions, local customs, transportation etc... By providing a clear repository of city exploration opportunities and event options, this initiative seeks to enhance visibility and accessibility for Erasmus students, simplifying the process of engagement with local events and activities.

Some key issues identified include:

1. Information about city exploration opportunities and local events for Erasmus students is currently scattered across various platforms and sources, making it difficult for students to find comprehensive and reliable information in one place.
2. The current state of getting to the information makes it hard for students to find relevant activities for their needs and wants
3. Important events and activities may go unnoticed by the students due to the lack of centralized promotion or visibility, leading to missed opportunities for cultural immersion and engagement
4. Language differences create challenges faced by Erasmus students in accessing information about local events and activities, particularly if resources are not available in their native language.

**Project client:** Erasmus students

## **Version history**

Version 1-02.03.2024

## **Importance of the project for the organization and its environment**

The centralized platform for Erasmus students is crucial for facilitating cultural exchange, promoting community engagement, and enhancing the overall experience of international students, thus contributing to a more inclusive and interconnected environment.

## **Objectives**

Develop a centralized platform to consolidate information on city exploration opportunities and local events for Erasmus students, enhancing accessibility and increasing visibility. Alongside, address language barriers to facilitate greater participation and engagement.

## **Scope**

Focus on designing and developing a centralized platform to host information on city exploration opportunities and local events for Erasmus students. This includes creating user-friendly interfaces for accessing and navigating the platform. Managing content from various sources to ensure comprehensive coverage of relevant events and activities.

## Requirements

### Strategy

1. Plan and meet up-over the course of 2 weeks, the team will define project objectives, gather requirements and allocate resources
2. Design a prototype with mockups of the platforms' user interface and functionality. Gather feedback
3. Build backend infrastructure-profile page and do the backend infrastructure. Gather feedback
4. Continue building the website by creating the event option and simultaneously focus on the UI. Gather feedback
5. Finish the website by inputting all the information on city guides etc..
6. Do a final feedback round and deploy the website
7. Create a training material and documentation if needed-user guides
8. Watch out for any bugs and do maintenance

### Testing

The project testers will be members of the Erasmus Student Network organization as they understand the students' needs the best.

### Technologies

Development of such a website will be done with the following technologies: ReactJS, JavaScript, HTML, CSS and a php database will be used for storing information.

### Result

The final product is a comprehensive webplatform designed to address the needs of incoming Erasmus students by centralizing information on city exploration opportunities, local events and essential city guides. This user-friendly website serves as a one-stop destination for Erasmus students to access and apply to various events and activities in unfamiliar cities.

### Key features

1. The platform aggregates information on local events, activities, allowing Erasmus students to browse and apply to events of interest directly through the website. Users can view event details, including date, time, location, and description, and submit applications seamlessly.
2. In addition to event listings, the platform provides comprehensive city guides for various destinations, offering valuable insights into popular attractions, local customs, transportation options, and other essential information for navigating unfamiliar cities. Users can access city-specific guides to enhance their exploration experience and better understand their surroundings.
3. Erasmus students can create personal accounts on the platform, enabling them to customize their experience and track application statuses.
4. The website is optimized for mobile devices, ensuring a seamless user experience across desktops, laptops, tablets, and smartphones. Responsive design principles are employed to adapt the layout and functionality of the platform to different screen sizes and resolutions, enabling users to access content on the go.

## Reporting

The reporting part of the project will be done through regular progress reports on a weekly or bi-weekly basis and the reports will include project milestones, accomplishments, challenges faced and upcoming tasks. Key metric and performance indicators will be included to track project progress against established goals. Any change requests or issues identified during the project will be document and tracked using a project management tool -web platform called Trello. Change requests will undergo evaluation and approval processes to assess their impact on project scope, schedule and budget. A created WhatsApp group will be utilized to for communication in order to address any urgent issues or concerns.

**The final report** will serve as a comprehensive summary of the project's objectives, activities, outcomes, and lessons learned. It will include the following components:

1. A high-level overview of the project, including its purpose, scope, and key achievements.
2. Background information on the project, including its rationale and objectives
3. Description of the project methodology, including the approach used for development, design, testing, and deployment.
4. Overview of the final product, including its features, functionalities, and key components.
5. Timeline of major project milestones and activities, highlighting key achievements and milestones reached.
6. Identification of challenges encountered during the project and lessons learned from overcoming them.
7. Evaluation of project performance against established goals and success criteria.
8. Recommendations for future improvements or enhancements to the project, based on lessons learned and testers feedback
9. Supporting documentation may be included as appendices for reference.

## Project limitations

### Timeline

Every week there should be some kind of improvement to the website. The project alongside the documentation should be done by 20.05.2024. The profile aspect of the website in terms of coding should be done by 30.03.2024 including the connection of the website to the database. The design of the website should be done by 15.04.2024 and the ability to create and delete an event as well as apply should be done by 30.4.2024. The testing phase will take place after each stage so 6.5.2024 due to the holidays, and then 17.04.2024 and then 22.05.2024 for the final look at the website.

### Budget

The below budget costs are on average for each position or tool. As the project will need project managers (70,000\$), developers (70,000), designers (40,000), content creators (50,000) and the overall budget could also include software license of a few hundred dollars. This project goes

with the assumption that the developers will be using their own spaces instead of a shared office so there are no cleaning or utility fees. Testers will be the members of the organization Erasmus student network which deals with foreign students and understand their demands the best. Software procurement is free as every software above is a free online source and the hosting could be done through a free hosting server. There is a possibility of needing to buy all new equipment for the developer team in case their machines aren't good enough. Total: 230 000eur.

## **Resource roles and Responsibilities**

Project team will consist of 4 members:

1. **Team member:** Doris Mujić
2. **Project manager, team member:** Elsa Morina
3. **Team member:** Teodor Kostovski
4. **Team member:** Nataša Miletić

Each team member will be getting different parts of the project to do depending on their availableness as the project will be done on a weekly basis.

## **Constraints, Assumptions and Risks**

### **Constraints**

- Budget limitations may impact the scope and scale of the project
- Time constraints may affect the thoroughness of research and development
- Resource availability, including staffing and technological infrastructure may be limited

### **Assumptions**

- There is sufficient interest and engagement among Erasmus students to warrant the development of a centralized platform
- Access to relevant data source and gathering information on events and activities is available
- Testers will provide necessary support and feedback throughout the project lifecycle

### **Risks**

- Technical challenges in platform development and implementation may delay project timelines
- User adoption may be slower than anticipated, impacting the platform's effectiveness
- Language barriers and cultural differences could affect the platform's accessibility and usability
- Unexpected life priorities could diver resources or attention away from the project

**Client and Signature**

**Date of order**

---

---

## Personas

### Persona 1: Jungkook-the-Engaged-Student



Jungkook is an academically inclined young individual with a fervent enthusiasm for anime and related subcultures. Having recently attended an anime convention with a close friend, he found himself contemplating the prospect of university life and the potential limitations it might impose on his ability to engage in extracurricular activities. Articulate and cognizant of his introverted tendencies, Jungkook expressed concerns about the perceived challenges he might face in navigating the social landscape at the university. He lamented the potential missed opportunities to participate in events and explore diverse places due to his perceived social limitations.

During a candid conversation with his friend, he learned about a student group project within the Erasmus Student Network (ESN). This project involves the development of a website tailored to curate and promote events suitable for students who, like Jungkook, may find solace in niche interests but may not be inherently inclined towards extensive social interaction.

Jungkook's perspective, although individualized, reflects a broader sentiment among students who prioritize academic pursuits while seeking avenues to engage in curated and meaningful extracurricular experiences. The challenge lies in bridging the gap between their specialized interests and a social environment that may seem overwhelming.

As Jungkook embarks on his academic journey, the prospect of a dedicated platform for discovering and participating in events aligned with his passions emerges as an enticing solution. This persona encapsulates the target audience for the envisioned website, emphasizing the need for a professional and intuitive platform that caters to the nuanced interests of academically focused individuals seeking purposeful engagement in university activities.

<b>Thinks</b>	Jungkook believes that the university experience should be more systematically tailored to individual interests, especially for students like him who prioritize academics but seek purposeful extracurricular involvement. He envisions a platform that bridges the gap between specialized interests and the vast array of university activities.
<b>Sees</b>	Jungkook observes the limitations in the current university landscape, recognizing the importance of curated experiences for individuals with specific academic focuses and nuanced interests. He keenly perceives the potential void left by a lack of engagement in social activities due to perceived social limitations, and he sees the transformative potential of well-structured professional development.

<b>Feels</b>	Jungkook empathizes with the potential challenges of navigating a socially overwhelming environment, balancing academic rigor, and the desire for meaningful extracurricular experiences. He feels the need for a professional solution that aligns with his academic and personal aspirations, and he understands the negative impact of missed opportunities on the student community.
<b>Does</b>	Jungkook actively seeks opportunities to enhance his university experience by engaging with curated events and exploring avenues aligned with his academic and personal interests. He desires a platform that not only facilitates discovery but also provides a seamless pathway to involvement in extracurricular activities. In his pursuit of a well-rounded university journey, Jungkook actively participates in initiatives that contribute to the development and improvement of functional skills and experiences tailored to his passions.

<b>Problem Scenarios</b>	<b>Current Alternatives</b>	<b>Value Propositions</b>
Jungkook, an academically focused individual with niche interests, struggles to discover and engage in extracurricular events tailored to his passions due to the lack of a dedicated platform.	Jungkook relies on generic university event listings, which do not cater to his specific interests and may result in missed opportunities.	We offer Jungkook a tailored platform for discovering and participating in events aligned with his niche interests, enhancing his university experience and facilitating meaningful engagement.
Jungkook fears the potential limitations on his social engagement at university due to perceived social challenges, hindering his ability to explore and participate in events.	Jungkook may avoid social activities, missing out on networking opportunities and curated events that could contribute to his personal and professional growth.	We offer Jungkook a supportive online space within the university community, providing a platform where he can comfortably engage in curated activities that match his interests, fostering a sense of belonging and personal development.
Jungkook desires professional development opportunities that align with his academic focus, but he faces challenges in inspiring functional managers to actively engage in this process.	Jungkook may struggle to find professional development opportunities that resonate with his academic pursuits, leading to a potential gap in skill enhancement.	We present Jungkook with a platform that not only identifies but also encourages professional development opportunities aligned with his academic interests, fostering collaboration between students and functional managers for a mutually beneficial educational experience.



## Persona 2: The student Jimin-Jungkook's friend and anime enthusiast

**Screening question:** During your Erasmus stay in Koper, through how many apps did you go through to get to the information you needed to make your experience better and how are you relaying that information currently?



Jimin has been an avid anime fan since his early teens. From that point on, he's been to more than he can count. He is quite an extroverted person so it is no problem for him to strike up a conversation with fellow attendees, swapping recommendations for must-watch shows and sharing their passion for the art form. He decided to spruce up his life a little and go on an Erasmus exchange a while back.

He is pretty comfortable in unknown situations as he meets new people daily due to his event organizing skills and people meeting skills. However, when he came back from his trip, he realized he wished he would have known more things about the city he was staying in and cities he was traveling to, the school he was attending and what to do in the city in general. He spoke of these concerns with his because he would like to engage more in

spreading information to people who were in similar situation.

Currently his knowledge of such a website is limited as he mostly divulges in video games rather than blogs or informational websites. The current spreading of information is all over the place as students are getting information from Instagram, mail and random websites. He wishes that the information is more centralized for easier access and for the future students to be more aware of where they're travelling to.

Furthermore, he spoke with his close friend Jungkook during one of the anime conventions, who wished to go to an ERASMUS but he needs further information. After a quick chat, he delayed all the information but he realized that in a crowded space and with loud speakers, it is impossible for the other to hear him correctly. Jimin got in contact with his Erasmus exchange buddies and found out that students within Erasmus student network(ESN) made a centralize platform where all the information one Erasmus student needs when coming to a foreign city can be found. He then sent the link to Jungkook so he can navigate better in his further Erasmus exchange experience.

His amazing background has enabled him to see what he likes/dislikes so he now knows how to efficiently maneuver through any unknown place but he is aware not everyone will have the easiest time doing the same so he seeks a system in which all the information is centralized so that he can share it with his friends who are struggling more easily.

<b>Thinks</b>	Jimin thinks that finding events and general city information should be easier to find. He also believes that the Erasmus experience should be much more suited for individual interests as he got overwhelmed with useless events. The over saturation of information is making it hard to spread said information so Jimin wishes for a centralized information system.
<b>Sees</b>	By talking with people and going over their bad experiences with them he sees what the potential damages of finding bad events and in general bad city descriptions for new comers does such as lack of fun during their Erasmus and getting lost in unfamiliar towns. He acknowledges there is more information than necessary on various websites and he knows he can spread it if it was in one place.
<b>Feels</b>	Jimin feels absolutely powerless when it comes to explaining some events, how to apply to them and where to find the specific information due it being in various places. He would love to be more involved in spreading the information and helping others.
<b>Does</b>	Jimin currently spreads his experiences and information by word of mouth.

<b>Problem Scenarios/Jobs-to-be-Done</b>	<b>Current Alternatives</b>	<b>Value Propositions</b>
Jimin shares information about his Erasmus experiences, knowledge on how to apply to events, find city information and find events in general to be too much to keep track of.	He shares those experiences via word of mouth and during one of his other hobbies-anime conventions.	We'll offer him a centralized platform where all of that information can be found in one place and you do not have to search through multiple websites.
While Jimin is comfortable navigating new environments due to his extroverted nature, not everyone possesses these skills. Providing guidance and support for students who may find themselves in such situations is hard to do.	He currently just speaks and comforts, when necessary, by offering empty words to his colleagues.	We'll offer him a better way of presenting that comfort as the students will now have one place where they can all see the same information and will not feel out of place when going someplace new.
He wants to post he is organizing or attending anime conventions so that he can have more people join him in his hobbies.	Right now, the only way for him to share that information is to post it on his Instagram and to hope someone will say they wish to go with him.	By giving him the option to post an event on the website and to apply to an event he can get a clear overview of who wishes to go with him to the events or who wants to attend the event.

### Persona 3: Tae – The-Engagement-Connector

**Function:** Event Enthusiast, Social Connector and Curator Maven

**Screening Question:** “Are you passionate about creating experiences catered to each person's interests and meeting new people through exciting events and activities?””



Tae can effortlessly stand out in a crowd, radiating a vibrant energy and captivating charm that draws everyone in. He is the life of the party, a natural social connector who thrives in the midst of people due to his outgoing nature. Tae is always the star of the events. Due to his extroverted tendencies, he is a magnet for social gatherings and is always at the forefront of university events, diving head-first into all of the activities offered there.

With a unique background in coding and having a knack for creativity, he values the art of connecting people and creating memorable experiences. His passion extends beyond university campus, as he seeks to make known the hidden gems that different cities have to offer. Tae is not just about making connections; he is the visionary behind a student project within Erasmus Student Network (ESN), developing a website, which is a comprehensive platform that not only discloses a multitude of events and activities, but also serves as a city guide,

providing irreplaceable insights into the cities the students may explore during their Erasmus journey.

Tae has the idea to curate and promote events suited for students who, like Jungkook, prioritize academics and seek purposeful extracurricular participation. So, when his friend Jimin contacted him about the situation Jungkook was in, he was overjoyed to see that people like Jungkook would make great use of the website that he has been working on.

<b>Thinks</b>	When it comes to event curation, discovery and city exploration, Tae believes that the university experience should be a carefully balanced combination of coursework and extracurriculars. He constantly thinks about a platform that connects the gap between individuals and engaging activities.
<b>Sees</b>	Tae observes the limitations imposed on students' life at university. The lack of engagement in social activities makes him recognize the great potential for a platform that caters to students, with the idea of curating experiences that go beyond academic pursuit.
<b>Feels</b>	Tae sympathizes with the challenges coming his way in the pursuit of creating a meaningful solution. He feels a deep sense of responsibility to provide a professional result that aligns with the academic and personal aspirations of students like Jungkook.
<b>Does</b>	Tae actively seeks to enhance the university experience by curating events that resonate with students' academic and personal interests. In his role as the visionary behind the Erasmus Events Website, Tae helps to create a pathway in which students discover, connect and engage in purposeful extracurricular events and activities.

<b>Problem Scenarios</b>	<b>Current Alternatives</b>	<b>Your Value Proposition</b>
Tae faces the challenge of tailoring events to individual passions and interests.	Current event platforms lack specificity, resulting in missed opportunities for students seeking purposeful engagement.	The Erasmus website, curated by Tae, offers personalized event recommendations, ensuring that students discover activities aligned with their unique interests effortlessly.
Tae desires to connect students with shared interests through events but faces challenges in coordinating and discovering suitable activities.	Traditional social networks do not provide particular coordination, which results in missing opportunities for meaningful connections.	The Erasmus website becomes Tae's social connector tool, helping in connecting people on their event interests, creating a vibrant community.
Tae seeks a platform that not only showcases the events but also provides details/insights about cities involved.	Current platforms do not include comprehensive city guides, with the perspective of the student, making it a challenge for planning student experiences.	The Erasmus website, serves as a one-stop-shop, offering details about events and city insights from a students point of view, overall enhancing the experience of students exploring new cities.

## User stories and test cases

### Jungkook the Troubled Student

USER STORIES	TEST CASES
As a student, I want to search for upcoming anime events so I can plan my attendance accordingly.	<p>Verify that the search feature allows users to search for events by name.</p> <p>Ensure that the search feature allows users to search for events by date.</p> <p>Check that the search feature allows users to filter events by location.</p> <p>Validate that the search results display relevant information about each event, such as date, location, and description.</p> <p>Ensure that the search results are displayed in a clear and organized manner for easy navigation</p>
As a student, I want to create a profile on the platform so I can receive personalized event recommendations.	<p>Verify that the registration process allows users to input their personal information, such as name, email, and interests.</p> <p>Ensure that the registration process includes validation checks for required fields.</p> <p>Check that users receive a confirmation email upon successful registration.</p> <p>Validate that users can log in to their profile after registration.</p> <p>Ensure that users can update their profile information, including interests and preferences, as needed.</p>
As a student, I want to RSVP to an anime event so I can secure my spot and receive relevant updates.	<p>Verify that users can easily locate the RSVP button on the event page.</p> <p>Ensure that clicking the RSVP button prompts users to log in or sign up if they haven't already.</p> <p>Check that users receive a confirmation message after successfully RSVPing to an event.</p> <p>Validate that users can view their RSVP status and event details in their profile.</p> <p>Ensure that users receive email notifications with event updates and reminders.</p>
As a student, I want to share an event with my friends so we can attend together.	<p>Verify that the platform includes social sharing buttons on event pages.</p> <p>Ensure that clicking the social sharing buttons allows users to share event details on various social media platforms.</p> <p>Check that the shared event link directs recipients to the event page on the platform.</p> <p>Validate that users can copy the event link to share through other communication channels, such as messaging apps or email.</p> <p>Ensure that shared event links display relevant information, such as event name, date, and location.</p>
As a student, I want to provide feedback on an event I attended so organizers can improve future events.	<p>Verify that users can access a feedback form or survey after attending an event.</p> <p>Ensure that the feedback form includes relevant questions about the event experience, such as satisfaction with organization, content, and venue.</p> <p>Check that users can submit feedback anonymously if desired.</p> <p>Validate that feedback submissions are recorded and accessible to event organizers.</p> <p>Ensure that event organizers receive notifications for new feedback submissions and can review them for insights and improvements.</p>

## Namjoon – city guide adder

USER STORY	TEST CASES
As the city guide adder Namjoon I want to add the city I want and then to edit or provide certain information about the city.	<ul style="list-style-type: none"> <li>-Ensure city guide creation functionality</li> <li>-Access city guide creation page</li> <li>-Verify that Namjoon can input details for the city</li> <li>-Check validation of mandatory fields to prevent incomplete guides</li> <li>-Confirm that Namjoon can submit the city guide creation successfully</li> </ul>
As the city guide adder, I want to highlight cultural events, festivals, and activities that allow Erasmus students to immerse themselves in the local culture.	<ul style="list-style-type: none"> <li>-Ensure that the information about the events, festivals and activities has its own separate section</li> <li>-Check that the events has a wide range of themes such as pub quizzes, karaoke, mafia night...</li> </ul>
As the city guide adder, I want to provide city guides tailored to Erasmus students so we can help them integrate into the local community by offering resources and information to ease their transition to a new city and culture.	<ul style="list-style-type: none"> <li>-Make sure that the events are easy to sign up for</li> <li>-Make sure the city guides include the relevant information</li> <li>-Verify that the guides include the tips and trick of integrating into the culture</li> </ul>
As the city guide adder, I want the city guides to include practical information such as public transportation routes, emergency numbers and faculty information.	<ul style="list-style-type: none"> <li>-Ensure the readability of the website design</li> <li>-The website should have multimedia elements such as images and videos</li> <li>-The website should make sure the emergency numbers are highlighted or bolded</li> </ul>
As the city guide adder, I want to provide a space where students will be able to explore beyond their immediate surroundings, introducing them to hidden gems and to different events the city has to offer.	<ul style="list-style-type: none"> <li>-Ensure the website's accessibility</li> <li>-The events should be visible from the main page of the website</li> <li>-The city guides should be accessible from the main menu of the website</li> </ul>

## Gojo – The Event Adder

USE CASES	TEST CASES
As the Event Adder, I want to add new events to the website so that students can discover and participate in activities within their interests.	<ul style="list-style-type: none"> <li>-Verify that the event creation section includes fields for adding details for the events such as title, date, time, location and description.</li> <li>-Ensure Gojo can successfully submit a new event with all required info filled out.</li> <li>-Check validation of mandatory fields to prevent incomplete event submission.</li> <li>-Validate the presence of newly added events in the listing page.</li> <li>-Ensure Gojo receives confirmation of successful event creation and is redirected in the appropriate page afterwards.</li> </ul>
As the Event Adder, I want to categorize events by topics and interests to help students discover relevant activities easily.	<ul style="list-style-type: none"> <li>-Verify that the event creation/editing interface includes the option to put topics of interest to the events.</li> <li>-Check for the proper saving of topic selection for the events.</li> <li>-Check if users can filter based on the topics</li> <li>-Ensure that events are categorized correctly under the topics.</li> </ul>
As the Event Adder, I want to preview the events before publishing them to ensure accuracy.	<ul style="list-style-type: none"> <li>-Verify that the event can be previewed before publishing.</li> <li>-Ensure that Gojo can access the preview feature seamlessly for checking the details and editing if needed.</li> <li>-Validate that the edits if made, can show up.</li> <li>-Ensure that the preview is only accessible to specific users, like Gojo</li> </ul>
As the Event Adder, I want to edit the events so that the events are up to date in case of any future changes.	<ul style="list-style-type: none"> <li>-Verify that the event editing interface allows Gojo to modify the event details.</li> <li>-Ensure that Gojo can edit these details successfully.</li> <li>-Make sure that the edited event shows in the page of listing events.</li> </ul>
As the Event Adder, I want to delete/unpublish events in case of event failure	<ul style="list-style-type: none"> <li>-Verify that the event management interface includes the options to delete or unpublish events.</li> <li>-Ensure that Gojo can delete/unpublish the event from the listing.</li> <li>-Check for confirmation prompts to confirm deletion/unpublishing.</li> <li>-Check if event is removed from main page and no longer accessible to users.</li> </ul>

# Value proposition testing

## Value hypothesis testing

**Statement:** Students use Erasmus student events for finding information on events, applying to events and looking at the details of cities they are attending their Erasmus at.

**Question:** Do and how do students use Erasmus student events for finding information on events, applying to events and looking at the details of cities they are attending their Erasmus at?

All interviewees were asked the following questions. The interviews were conducted in person and the answers were recorded accordingly, after which adjustments were made to the prototype.

### Questions for the interviewees:

1. Do you find the process of signing up or logging in straightforward?
2. Did you find the process of applying for events through our website straightforward?
3. How useful did you find the city guides provided on our website for the city you are attending your Erasmus at?
4. Did you feel well-informed about upcoming events and activities in your Erasmus city while using our website?
5. Can you easily find the section where organizations post their events?
6. How intuitive is the process of applying to an event as a student?
7. Are the city guides easily accessible and informative?
8. Did you encounter any difficulties navigating through the website? If so, where?
9. What is your overall impression of the website's design and layout?
10. Are the events easily accessible?



## Interviewees and their answers

The **1<sup>st</sup> user** we spoke with is one of ESN's representative-Jovana as we needed an insiders perspective on how much is the website going to be useful for the students. Her answers were:

1. Signing up or logging in was straightforward for me. I didn't encounter any issues during the process.
2. Yes, applying for events through the website was straightforward. The interface was user-friendly and easy to navigate.
3. The city guides provided on the website were somewhat useful. They gave me a basic overview of the city, but I wish they included more detailed information.
4. I felt reasonably well-informed about upcoming events and activities in my Erasmus city while using the website. However, I think there could be improvements in terms of event notifications.
5. Yes, I could easily find the section where organizations post their events. It was well-organized and accessible.
6. The process of applying to an event as a student was intuitive. The steps were clear, and I didn't encounter any confusion.
7. The city guides were easily accessible, but I think they could be more informative with additional details and recommendations.
8. I didn't encounter any significant difficulties navigating through the website. However, I found the menu structure a bit cluttered at times.
9. I think the website's design and layout are modern very aesthetic. It's easy to navigate, but there's room for improvement in terms of organization.
10. Yes, the events were easily accessible. I could browse through the listings and find events that interested me.

The **2<sup>nd</sup> user** is a parent of a student Natasa as we wanted a perspective of a concerned parent who wanted to know how to find information about the city their kid is going to. The answers:

1. Signing up or logging in was straightforward for me. The process was easy to follow, and I appreciated the simplicity.
2. Yes, applying for events through the website was straightforward. I could easily navigate through the steps to apply for events on behalf of my child.
3. The city guides provided on the website were quite useful. They offered valuable insights into the city's attractions and amenities, helping me plan activities for my child.
4. I felt reasonably well-informed about upcoming events and activities in my child's Erasmus city while using the website. The event listings were comprehensive, and I received timely updates.
5. Yes, I could easily find the section where organizations post their events. It was clearly labeled and accessible from the main menu.
6. The process of applying to an event as a student was intuitive, even for a parent like me. The steps were straightforward, and I could easily navigate through the application process for my child.
7. The city guides were easily accessible, and I found them informative. They provided helpful information about the city's attractions, which was beneficial for planning my child's activities.
8. I didn't encounter any difficulties navigating through the website. The layout was user-friendly, and I could easily find what I was looking for without any confusion.

9. Overall, I think the website's design and layout are well-organized and easy to navigate. It's visually appealing and functional, making it a pleasant experience for both me and my child.
10. Yes, the events were easily accessible. I could quickly browse through the listings and find events suitable for my child's interests and preferences.

The **3<sup>rd</sup> user** is an Erasmus student who went on an exchange in the previous semester named Ellie, who came all the way from Finland and she had a pretty happy experience but we needed to hear honest feedback in order to improve, so her answers were:

1. Signing up or logging in was straightforward for me. The process was easy as I just clicked a few buttons.
2. Yes, applying for events through the website was straightforward. The interface was user-friendly, and I had no trouble applying for events as the buttons were clearly labeled.
3. The city guides provided on the website were quite useful. They offered valuable insights into the city's attractions and local culture.
4. I felt well-informed about upcoming events and activities in my Erasmus city while using the website. The event listings were comprehensive.
5. Yes, I could easily find the section where organizations post their events. It was clearly labeled in the main menu.
6. The process of applying to an event as a student was intuitive as I immediately knew what to click.
7. The city guides were easily accessible, and I found them informative. They provided helpful recommendations for exploring the city which is what I needed back in the day.
8. I didn't encounter any difficulties navigating through the website. It was well-designed and easy to use plus I liked the colors.
9. Overall, I was impressed with the website's design and layout. It was visually appealing and had a modern feel.
10. Yes, the events were easily accessible. I could quickly browse through the listings and find events that interested me.

The **4<sup>th</sup> user** is a random student Una who wishes to go to Erasmus but she is unsure of how to get by in a new city, so this was the perfect opportunity for us to hear what is good and what would be good to add:

1. Signing up or logging in was straightforward for me. The process was quick and easy, and I didn't encounter any issues.
2. Yes, applying for events through the website was straightforward. The interface was user-friendly, and I could easily complete the application process to events without any hassle.
3. The city guides provided on the website were helpful. They offered useful information about the city's attractions and amenities, which helped me explore my new surroundings.
4. I felt well-informed about upcoming events and activities in my Erasmus city while using the website. The event listings were regularly updated.
5. Yes, I could easily find the section where organizations post their events. It was accessible from the main menu, making it convenient for me to browse through events.
6. The process of applying to an event as a student was intuitive and straightforward. The steps were clear, and I didn't encounter any difficulties during the application process.

7. The city guides were easily accessible, and I found them informative. They provided helpful insights into the city's amenities, making it easier for me to explore and enjoy my time abroad.
8. I didn't encounter any significant difficulties navigating through the website. The layout was user-friendly, and I could easily find all the needed information.
9. Overall, I found the website's design and layout to be nice. It enhanced my overall user experience and made it easy for me to navigate through the different sections. I just think that the colors could be more in par with ESN colors to represent their collab with the organization.
10. Yes, the events were easily accessible. I could quickly browse through the listings and find events that interested me.

## Conclusion

Based on the feedback provided by the users, here are some conclusions and potential adjustments to the hypotheses and the prototype:

- All users reported that signing up or logging in was straightforward. This confirms the hypothesis.
- All users found the process of applying for events easy and intuitive, confirming the hypothesis.
- While most users found the city guides helpful, there were some suggestions for improvement, particularly in providing more detailed information. Consider enhancing the depth of information provided in the city guides to better meet user expectations.
- Overall, users felt reasonably well-informed about upcoming events. However, there were suggestions for improving event notifications. Consider enhancing the notification system to ensure users are alerted about events in a timely manner.
- All users reported that event listings were easily accessible, confirming the hypothesis.
- Users found the process of applying to events intuitive and straightforward, confirming the hypothesis.
- While users generally found the city guides informative, there were suggestions for enhancing the depth of information provided. Consider adding more detailed recommendations and insights to improve the effectiveness of city guides.
- Most users did not encounter major difficulties navigating the website. However, there were some suggestions for improving the organization and clarity of the menu structure. Consider streamlining the menu structure for easier navigation.
- Overall, users were impressed with the design and layout of the website. However, there were suggestions for improvement in terms of organization and layout. Consider refining the design and layout to enhance user experience further.
- All users reported that events were easily accessible, confirming the hypothesis.

Based on these conclusions, potential adjustments to hypotheses include refining the city guides, enhancing event notifications, streamlining website navigation, and refining the design and layout to improve overall user experience.

Link to the prototype: <https://www.figma.com/proto/HIIBbH3BY954m8O2GANewG/ERASMUS-STUDENTS-EVENTS?type=design&node-id=1-2&t=uqBTvbCB3pxkvXuW-1&scaling=min-zoom&page-id=0%3A1&starting-point-node-id=1%3A2&show-proto-sidebar=1&mode=design>

# Usability testing

## Objectives & Methods

The objective of this usability testing is to evaluate the effectiveness and user-friendliness of the Erasmus Events Website in providing students with information about events, applying to events, and exploring city guides. The methods include interviews with users to gather feedback on their experiences with the website.

## Product Version

We'll be using version [1.0] of the Erasmus Events Website.

## Subjects

The subjects are:

Jovana Lukić-a biopsychology student and ESN(Erasmus Student Network) human resources, event organizers

Alima Sefić-a linguistics student

Una Maksić-a 1<sup>st</sup> year management student

## Research Composition

#	Item	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.
4	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.

## 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.
5	Make sure that the prototype is on the starting page (designated landing page) for the usability testing sessions.

## Session Design

### Intro

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.

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.

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.

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.

**The session is expected to last approximately [40-50] minutes.**

**Do you have any questions before we begin?**

## Test Items

#	Research Objective	Est. t. Actual (min.)	Notes
1	Understanding of Platform and Features	5	<p>MODERATOR GUIDE</p> <p>Imagine you're a student planning to attend an Erasmus exchange program. We'll provide you with an overview of the platform and its features. Please review it and let us know if you have any questions.</p> <p>OUTPUT</p> <p>Validation of the subject's understanding of the platform and its features, ensuring comprehension similar to their current knowledge.</p>
2	Assessment of Event Discovery	5	<p>MODERATOR GUIDE</p> <p>Imagine you want to find an event to attend during your Erasmus exchange. How would you navigate the platform to discover events?</p> <p>OUTPUT</p> <p>Evaluation of event discovery process on the platform.</p>
3	User Story Evaluation	5	<p>MODERATOR GUIDE</p> <p>Consider this scenario: "As an Erasmus student, I want to easily find information about events and activities in the city I'm visiting." How do you interpret this user story?</p> <p>Now, let's say you found an event you're interested in attending. Can you show me how you'd apply for it?</p> <p>OUTPUT</p> <p>Assessment of the user's understanding and interaction with the platform's features in relation to user stories and tasks.</p>
4	City Guide Utilization	5	<p>MODERATOR GUIDE</p> <p>Suppose you're planning a trip to a new city for your Erasmus exchange. Please explore the city guide section of the website and provide feedback on the usefulness of the information provided, including attractions, amenities, and local insights.</p>

			<p>OUTPUT</p> <p>Evaluation of the comprehensiveness and relevance of the city guide section, highlighting any missing information or areas for improvement in aiding users' city exploration.</p>
5	Task Completion: Posting an Event	5	<p>MODERATOR GUIDE</p> <p>Imagine you're organizing an anime convention during your Erasmus exchange. Please navigate the platform and demonstrate how you would post this event to invite others to join you.</p> <p>OUTPUT</p> <p>Assessment of the ease of use and effectiveness of the event posting feature, including any challenges encountered during the task.</p>
6	Event Discovery Preferences	5	<p>MODERATOR GUIDE</p> <p>Imagine you're looking for events related to anime conventions on the website. Please describe your preferred method for discovering such events and navigate through the platform to find events that match your interests.</p> <p>OUTPUT</p> <p>Insight into users' event discovery preferences and their experience in finding events relevant to their interests on the website, including feedback on the effectiveness of search filters and event categorization.</p>

## NOTES AND RESULTS

<b>Personas &amp; Problem Scenarios</b>	<b>Jovana Lukić</b>	<b>Alima Sefić</b>	<b>Una Maksić</b>
<b>Notes by questions</b>	1.No questions, everything is clear including the guidelines, robotic (5min)	1. Participant found everything clear, including guidelines.(5min)	1.No questions(5min)
	2.Went left intuitively and then redirected right, few buttons (7min)	2. Participant managed to understand home page by the end of the task, spending 6 minutes on it.	2.Was a little confused by the home page but got it in the end(5min)
	3.Clicked RVSP, confused by the buttons(4 min)	3. Participant quickly figures out how to RSVP but made a comment about the design (5 min).	3.Figured it out quickly, clicked the button rvsp and said »ancient« and asked what next (5min)
	4.Add more cities, navigated quickly-few buttons, text(2min)	4. Participant did not understand the guide completely and asked for clarification, suggesting for more “clear directions” on the website. (4 min)	4.Did not understand the guide, asked what it's supposed to be, add more pics and more links to transport(5min)
	5. Little confused by the change of the prototype window, edit buttons (4min)	5. No questions (5 min)	5. Did not ask further questions, confirmation? (5min)
	6. Easy, not too many clicks, no ads, search is easy, all in one place, no confusing text, straightforward. Too little events, fix text, add more, buttons RVSP and edit mode, more events that focus on ERASMUS and ESN (7 min)	6. Participant found the overall experience to be satisfactory, They mentioned no long searches and described it as mostly quick and easy (6 min)	6. Something »there«, no long searches, quick and easy (5min)



UI	Bland, some more colors, text slightly bigger, fix buttons	More images or clear navigation, more explanation for particular options, clear description before the click not after it.	Buttons were confusing, expected buttons to be on the left side
----	--	--	---

## Results

Considering everything, we would need to change the placement of the buttons on the ribbon to the left as they instinctively went left and they were on the right side. On the right side there should only be logout as it's easier and more intuitive. Furthermore, the website should be improved by changing the content of the events and make them more ESN appropriate such as parties, wine and paint and so on. Alongside, the buttons RSVP and edit should be changed to something better and easier to understand as they had a hard time to get to certain things and they did not know if that is the ending page. So in the events page the more details should be deleted and the RSVP button should be renamed »more details«. The RSVP button on the next page should be named something less ancient such as confirm. The home page seemed robotic in its text and should use a more approachable language. That language should be used across the website as it currently seems more stoic than needed. The colors of the website should have more ESN colors-will be sent to us- but otherwise everything else seemed fine. The edit mode should be fixed as there are multiple edit buttons which makes it confusing on which to click. The city guides should be more detailed and there should be links to the city transport, more food places and less text about the cities in general as it can be found on Wikipedia. The testers also noted that the simplicity is noticed through little buttons as it makes the website not confusing. The overall impression is good but just some slight issues should be dealt with which can be done withing 3-4 days. Additionally, it would be beneficial to include tooltips or explanations for the buttons to provide clarity to users. Furthermore, incorporating user feedback into future updates will ensure continuous improvement and enhance the overall user experience. Simplifying the language throughout the website can also enhance user engagement and understanding. Ensuring consistency in button design and labelling will also improve navigation and usability

## Post-Test Debrief

- Thank you all so much for your participation in our user testing session for the Erasmus Student Events website. Your insights and feedback have been incredibly valuable in helping us understand how to improve the platform for future users.
- We're committed to enhancing the Erasmus Student Events prototype to better serve the needs of students participating in Erasmus exchanges. Your input will play a vital role in this process, guiding our efforts to make the platform more user-friendly and effective.
- Before we conclude, we'd like to ask if you would be open to receiving follow-up questions or further communication regarding the Erasmus Student Events website. Your willingness to engage in future discussions would greatly assist us in refining the platform to meet the needs of students like yourselves. Please feel free to decline if you prefer not to participate further.
- Once again, thank you for your time and valuable contributions today.

# Sprints and sprint plan

## Non-functional requirements:

1. The website should load quickly, even during peak usage times, to provide a seamless browsing experience for users.
2. Response times for registration processes should be minimal.
3. The website should be able to handle an increasing number of users and events without experiencing significant performance degradation.
4. It should be designed to scale horizontally or vertically as needed.
5. The website should be available and accessible to users at all times, with minimal downtime for maintenance or updates.
6. It should have mechanisms in place to recover from failures gracefully, such as automatic backups and failover systems
7. The website should have an intuitive and user-friendly interface that allows users to easily navigate through event listings and city guides.
8. The website should be compatible with a wide range of devices and browsers to ensure that users can access it from various platforms without encountering compatibility issues.
9. The codebase should be well-organized and documented to facilitate future updates, enhancements, and maintenance tasks.
10. It should follow best practices and coding standards to ensure readability and ease of collaboration for developers.

## Team structure:

Product owner: Nataša Miletic

Scrum Master: Elsa Morina, Doris Mujic

Developers: Teodor Kostovski

## Velocity forecast:

Based on the complexity points and the product backlog items, we would need to move at a speed of 5 points on average per week if we divide the work amongst 4 members who are currently working on the project.

## Tool setup and coaching:

We will be using GIT for version control, Trello for project management and any necessary coaching and training will be provided to the team members on how to use the tools effectively.

## Technology:

Following technologies were talked about React.js, Node JS, CSS, HTML will be used for development, PHPMyAdmin for the database and the communication within the team will done via a created WhatsApp group, Zoom and google documents.

## Low-Fidelity Prototypes, Design Frameworks and Prototypes:

Low-fidelity prototypes will be developed to visualize the layout and functionality of the website in Figma.

## Sprint roadmap

We start on 11.4.2024, we set up the basic technologies needed for further development and establishing GIT, Trello.

### Sprint 0: 11.4-18.4

Product Backlog Item	Complexity	To do	Done?
Establish necessary technologies	Low	1. Establish GIT 2. Establish Trello	Done Done
Find out functional requirements	Low	1. Put together the functional requirements	Done
User stories+prototypes	Medium	1. Develop user stories 2. Establish a Figma account 3. Make a prototype 4. Test the prototype	Done  Done  Done
Initial fix up	Medium	1. Fix the prototype product based on user feedback	Done

### Sprint 1:19.4-25.4

Product Backlog Item	Complexity	To do	Done?
Create back end connections and user profile	High	1. User authentication 2. Database connection 3. Create layout for the user profile page	Done  Done  Done
Create layouts	Low	1. Homepage layout 2. Event listing layout	Done
Event listing	Medium	1. Create event listing page	Done
Testing	Low	1. User testing 2. Usability testing	Done

### Sprint 2: 26.4-2.5

Product Backlog Item	Complexity	To do	Done?
Creating admin and finalizing event pages	High	1. Event registration 2. Admin dashboard	Done
Test website performance	Low	1. Test website performance 2. User acceptance testing	Done
Create city guides	Medium	1. Create the city guide page 2. Find information to put into the city guides 3. Create the city guide editing page	Done

**Sprint 3: 10.5-16.5**

<b>Product Backlog Item</b>	<b>Complexity</b>	<b>To do</b>	<b>Done</b>
User testing on website functionality	Low	<ol style="list-style-type: none"><li>1. Go through the website and check for any abnormalities</li><li>2. Find various tasks for the users to perform based on the user stories</li></ol>	Done
Prepare documentation	Low	<ol style="list-style-type: none"><li>1. Go through the website and make the necessary document for easier navigation of the maintenance of the website</li></ol>	Done

**Sprint 4: 17.5-6.6**

<b>Product Backlog Item</b>	<b>Complexity</b>	<b>To do</b>	<b>Done</b>
Bug fixes	Medium	<ol style="list-style-type: none"><li>1. Focus on fixing bugs</li></ol>	Done
Review and polish	High	<ol style="list-style-type: none"><li>1. Go through the website and see if anything needs fixing based on user feedback given in previous part</li><li>2. Polish the design if need be</li><li>3. Add the hover helping on various buttons for easier navigation</li></ol>	Done
Final deployment	High	<ol style="list-style-type: none"><li>1. Find the appropriate hosting site</li><li>2. Deploy the product</li></ol>	Done
Final presentation	Low	<ol style="list-style-type: none"><li>1. Make presentation</li><li>2. Present it</li></ol>	Done

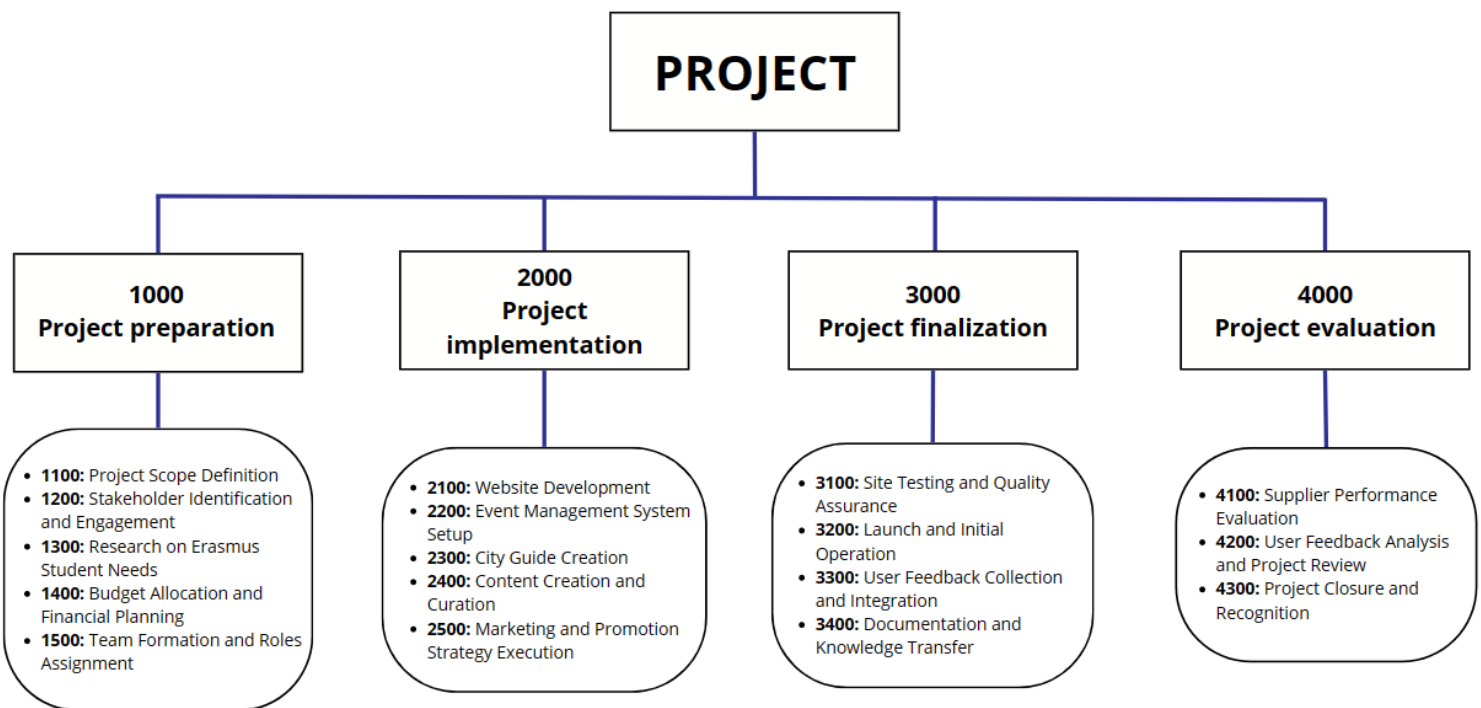
## Project Stakeholders

Project Management Consulting(R) Page:1		PROJECT: Erasmus student events		
PROJECT STAKEHOLDERS' ANALYSIS - INFLUENCERS				
Prepared by: Team 1		Date: 21.04.2024		
NAME OF THE INFLUENCER	STATUS	EXPECTATIONS, INFLUENCERS' INTERESTS	POSSIBLE CONFLICTS OR BENEFITS	TEAM RESPONSE
How does the team perceive the influencer?	+ / o / -	How does the influencer think?  What is good and what bad about this project?	How will the influencer act?  For their own benefit or for the benefit of the project?	how will we as a team resolve misunderstandings, contradictions, and exploit the goodwill of the influencer?
Event orgnizers and venue managers	o- due to unpr edict abilit y	<p>The event organizers and venue managers will be glad there is a platform which can positiveliy influence their work and that can actively promote them and their business.</p> <p>However, they can also say they will need time to adapt to a new platform and will have to invest time and resources in maintaing event listings.</p> <p>If they're a smaller business they might be lost in the sea of other events.</p> <p>If the events do well, they can say that they have a lot of international traffic(erasmus students) which can lead to increase in traffic during summer months.</p>	<p>They may percieve other events and venues featured on the website as competitors and they might show reluctance in fully endorsing or supporting the project if they feel it may disadvantage them.</p> <p>The increased visibility can lead to higher attendance and greater brand recognition.</p> <p>The attendees can provide valuable feedback and insights which can help them improve future events.</p> <p>They will act according to their own interests and will prioritize actions which align with their business objectives and brand identity.</p>	<p>The team will do regular check-ins with the influencers to maintain a strong relationship and as such will be able to address any concerns or feedback they may have which can help influencers feel valued and appreciated for their contributions to the project.</p> <p>The team can provide any statistics which the influencers want for free.</p> <p>We can an establish an Instagram page where if we are having some sponsorships from the venues we can promote them.</p>
Universities and Educational Institutions	o	Universities and educational institutions are likely interested in supporting their students' cultural integration and	Universities and educational institutions might benefit from increased visibility and reputation as	The team can establish partnerships with universities and educational institutions to co-promote events and ensure alignment with academic standards and safety guidelines.

		<p>academic experience abroad.</p> <p>They may also see value in promoting internationalization efforts and fostering connections with partner universities.</p> <p>However, they may have concerns about the safety and quality of events promoted on the platform, as well as potential liability issues.</p> <p>They may also be interested in leveraging the platform to enhance their own brand image as destinations for international students.</p>	<p>destinations for Erasmus students.</p> <p>They can also gain insights into student preferences and interests, aiding in program improvement.</p> <p>However, they may worry about maintaining control over the student experience and ensuring compliance with academic standards.</p>	<p>Regular communication and feedback mechanisms can help address concerns and build trust.</p> <p>Providing universities with data and insights about student engagement can demonstrate the platform's value in enhancing the student experience.</p>
<b>Erasmus Students</b>	+	<p>Excitement about discovering and participating in a variety of events, both cultural and social, in their new host city.</p> <p>Desire for easy access to event information and a platform that helps them explore their surroundings and engage with the local community.</p> <p>Anticipation of connecting with like-minded individuals and forming friendships through shared experiences at events.</p> <p>They might have worries about missing out on events or not being able to find relevant activities due to a lack of centralized information.</p> <p>Frustration with language barriers or cultural differences that may hinder their ability to fully participate in certain events.</p>	<p>Event organizers and venue managers may conflict with the project if they perceive the platform as an additional burden that requires significant time and resources to maintain. They might resist engaging fully if they feel the effort outweighs the benefits.</p> <p>Smaller businesses may feel overshadowed by larger competitors on the platform, leading to resentment or reluctance to participate fully. This could create tension within the community of users and detract from the platform's overall success.</p> <p>Others may adopt a more altruistic approach, recognizing the value of the platform for the broader event community. They may actively contribute to the project's success, even if it requires some</p>	<p>We will establish clear channels for communication within our team and with the influencers. Regular check-ins, meetings, and updates will ensure that everyone is on the same page and that any misunderstandings or contradictions are addressed promptly.</p> <p>We will actively listen to the concerns and feedback of both our team members and the influencers.</p> <p>We will prioritize transparency in our interactions with both our team and the influencers. Building trust through honest communication and actions will help mitigate conflicts and foster a collaborative environment where everyone feels valued and respected.</p>

		Limited budget constraints that might influence their event choices and preferences.	personal investment, viewing the platform's success as mutually beneficial for all users.	
<b>Touristic Organizations</b>	+	<p>Touristic organizations, as influencers in this context, are likely to approach the project with a mix of optimism and caution. They understand the potential benefits of increased exposure and promotion but may also be wary of the challenges and competition involved.</p> <p>Anticipation of increased exposure and promotion of their destinations, attractions, and services through the platform.</p> <p>Expectation of reaching a wider audience, including potential tourists who are seeking information and activities in their area.</p> <p>Worries about the quality and accuracy of information presented on the platform, as misinformation could harm their reputation and deter potential visitors.</p> <p>Concerns about competition from other destinations and businesses featured on the platform, leading to a struggle for visibility and market share.</p>	<p>Tourist attractions may find themselves in direct competition with other attractions featured on the platform, potentially leading to conflicts over visibility and visitor attention.</p> <p>Maintaining a presence on the platform and actively engaging with visitors may require significant resources in terms of time, manpower, and finances.</p> <p>Ensuring the accuracy and quality of information presented on the platform about their attraction is crucial for maintaining their reputation. Conflicts may arise if there are discrepancies or negative reviews that impact their image.</p> <p>Being featured on the platform can significantly enhance the visibility of tourist attractions, attracting a broader audience of potential visitors who may not have been aware of them otherwise.</p> <p>Attractions may prioritize actions that directly benefit their own interests, such as promoting exclusive deals or events to attract more visitors to their site.</p>	<p>We will acknowledge and support the contributions of tourist organizations to the project's success. By publicly recognizing their efforts and promoting their attractions, we can demonstrate our commitment to their success and strengthen our partnership.</p> <p>We will ensure that the incentives of our team and tourist organizations are aligned with the overarching goals of the project. This may involve offering incentives such as increased visibility, promotional opportunities, or collaborative initiatives aimed at driving mutual growth and success.</p> <p>Finally, we will remain dedicated to fostering a culture of continuous collaboration and improvement. By soliciting ongoing feedback from tourist organizations to ensure the long-term sustainability of our partnership.</p>
Status legend: + = ally, o = undefined, - = opponent				

## Structural breakdown of the project





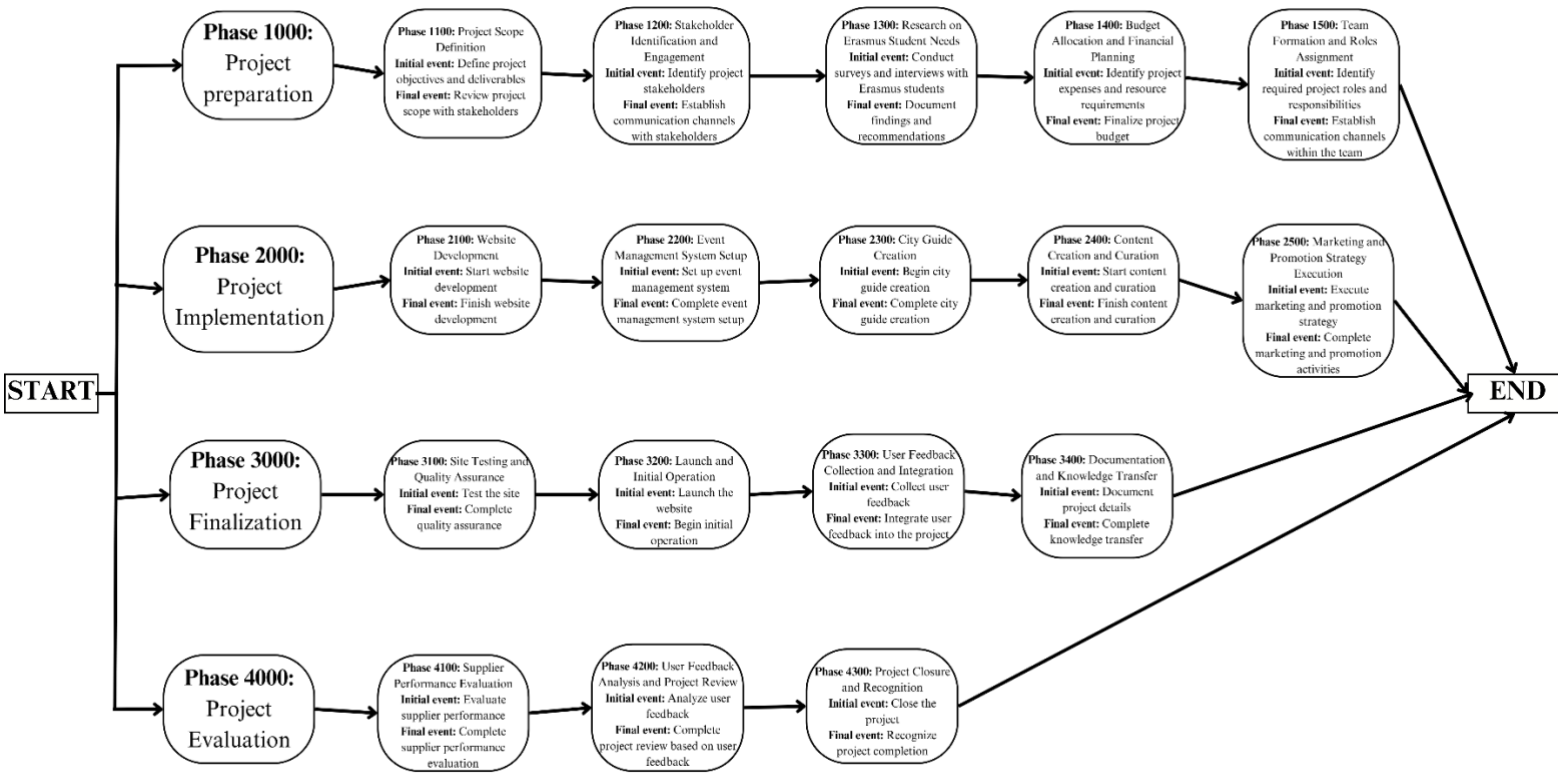
Project: Erasmus Student Events						
Phase: 1000-Project preparation						
Initial event: Brainstorming for project ideas			Final event: Website finished			
Prepared by: EM, TK, DM, NM			Date: 28.04.2024			
Code (number)	Description of the activity	Description of the assignment in the activity	Worker(initials)	Duration (work days)	Intensity(EM/dd)	Source needed(EM)
1100	Project Scope Definition	1110: Define project objectives and deliverables 1130: Develop project timeline and milestones	EM, TK, DM, NM	5	6	30
1200	Stakeholder Identification and Engagement	1210: Identify project stakeholders 1230: Develop stakeholder engagement strategy 1250: Establish communication channels with stakeholders	EM, TK, DM, NM	4	5	20
1300	Research on Erasmus Student Needs	1310: Conduct surveys and interviews with Erasmus students 1320: Analyze data and identify common needs	DM, EM	6	4	24
1400	Budget Allocation and Financial Planning	1410: Identify project expenses and resource requirements 1440: Review budget with finance department	TK, NM	4	7	28
1500	Team Formation and Roles Assignment	1520: Recruit project team members 1540: Assign roles and responsibilities to team members	EM, TK, DM, NM	3	8	24
Total source needed						126 EM

Project: Erasmus Student Events						
Phase: 2000-Project implementation						
Initial event: Brainstorming for project ideas			Final event: Website finished			
Prepared by: EM, TK, DM, NM			Date: 28.04.2024			
Code (number)	Description of the activity	Description of the assignment in the activity	Worker (initials)	Duration (work days)	Intensity (EM/dd)	Source needed (EM)
2100	Website Development	2110: Develop wireframes or mockups to visualize the layout and design of key pages. 2130: Start development	TK	20	6	120
2200	Event Management System Setup	2210: Define requirements and objectives for the event management system, including functionality, user roles, and integration needs. 2240: Configure the event management system settings and preferences, including event categories, registration forms.	EM,DM	10	7	70
2300	City Guide Creation	2310: Research and gather information about popular attractions, landmarks, restaurants, hotels, transportation options... 2320: Design and layout the city guide 2330: Write descriptive and engaging content for each listing in the city guide	NM	15	5	75
2400	Content Creation and Curation	2410: Research trending topics, keywords, and audience interests 2440: Create original content such as articles, blog posts, videos, infographics, or social media posts	DM, EM, NM	12	6	72
2500	Marketing and Promotion Strategy Execution	2510: Develop a content calendar 2520: Implement targeted advertising campaigns across various channels 2530: Monitor and analyze key performance indicators	EM, DM, NM	10	8	80
Total source needed						417 EM

Project: Erasmus Student Events						
<b>Phase: 2000-Project finalization</b>						
<b>Initial event:</b> Brainstorming for project ideas			<b>Final event:</b> Website finished			
Prepared by: EM, TK, DM, NM			Date: 28.04.2024			
Code (number)	Description of the activity	Description of the assignment in the activity	Worker(initials)	Duration (work days)	Intensity (EM/dd)	Source <u>needed</u> (EM)
3100	Site Testing and Quality Assurance	3110: Develop a <u>comprehensive test plan outlining test objectives</u> , scope, methodologies 3140: Document and report any issues, bugs, or inconsistencies identified during testing	TK, EM	8	6	48
3200	Launch and Initial Operation	3210: Coordinate the launch timeline and activities 3250: Perform final checks and preparations	EM, DM, TK, NM	5	7	35
3300	User Feedback Collection and Integration	TBA	NM, DM	10	4	40
3400	Documentation and Knowledge Transfer	TBA	DM, EM, NM	6	5	30
<b>Total source needed</b>						153 EM

Project: Erasmus Student Events						
<b>Phase: 4000-Project finalization</b>						
<b>Initial event:</b> Brainstorming for project ideas			<b>Final event:</b> Website finished			
Prepared by: EM, TK, DM, NM			Date: 28.04.2024			
Code (number)	Description of the activity	Description of the assignment in the activity	Worker(initials)	Duration (work days)	<u>Intensity</u> (EM/dd)	Source <u>needed</u> (EM)
4100	Supplier Performance Evaluation	TBA	TK, EM, DM, NM	7	6	42
4200	User Feedback Analysis and Project Review	TBA	EM, DM, TK, NM	8	5	40
4300	Project Closure and Recognition	TBA	NM, DM, TK, EM	4	8	32
<b>Total source needed</b>						114 EM

# Network planning of the project



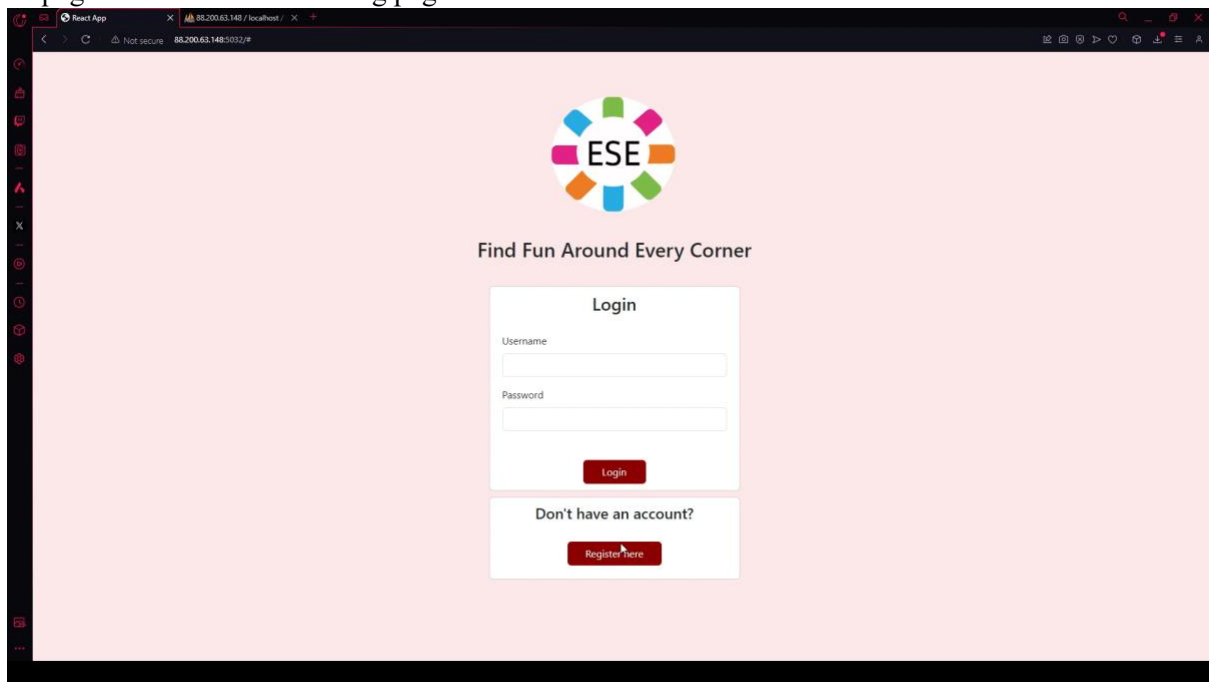
## Project resources

PROJECT: Erasmus student events				
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

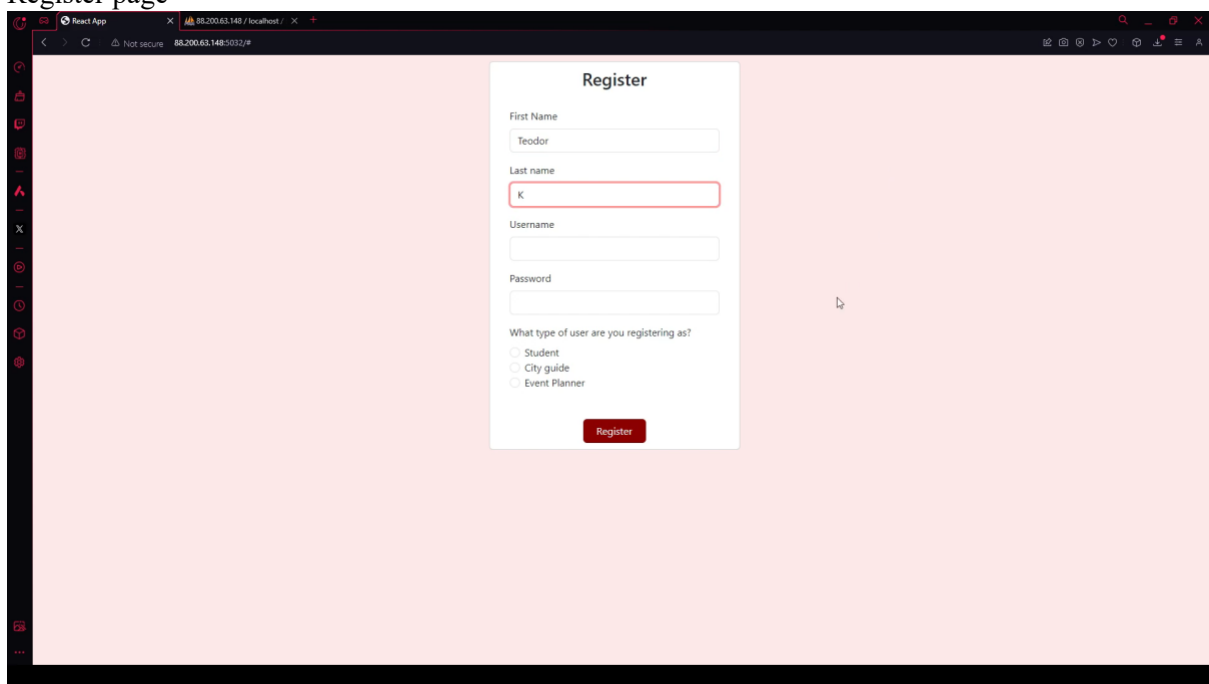
PROJECT:		Erasmus student events										
RESPONSIBILITY MATRIX												
Prepared by:		NM, DM, EM, TK					Date: 10.5.2024					
DESCRIPTION OF DUTIES OR FUNCTIONS	NATURAL OR LEGAL ENTITY OR ORGANIZATIONAL UNIT											
	VS	JL	LJ	R	PJ	AB	ESN	TK	EM	DM	NM	JD
Web Development								I	D	D	D	
Content Managing								D	I	D	D	
UX/UI Design								D	D	I	D	
Event Coordination	O	S						D	D	D	I	
Marketing and Promotion	S		S					D	D	I	D	
Customer Support							S	S	S	S	I	
Sponsorship Coordination	I							D	I	D	D	
Legal Affairs Advision				I				O	O	O	O	D
Grants and Fundings Coordination				O		I		D	D	D	D	O
Contract Compilancing				S				I	O	O	O	D
Legal Approval				D				D	D	D	D	I
Policy Advocacy		S	S		I			D	D	D	D	
Venue and Facilities Renting	D	S						O	I	O	O	
Legend of symbols: <b>I</b> = PERFORMS / IS LIABLE <b>D</b> = DECIDES, APPROVES <b>S</b> = COOPERATES <b>O</b> = NOTIFIED												

# Screenshots of the app

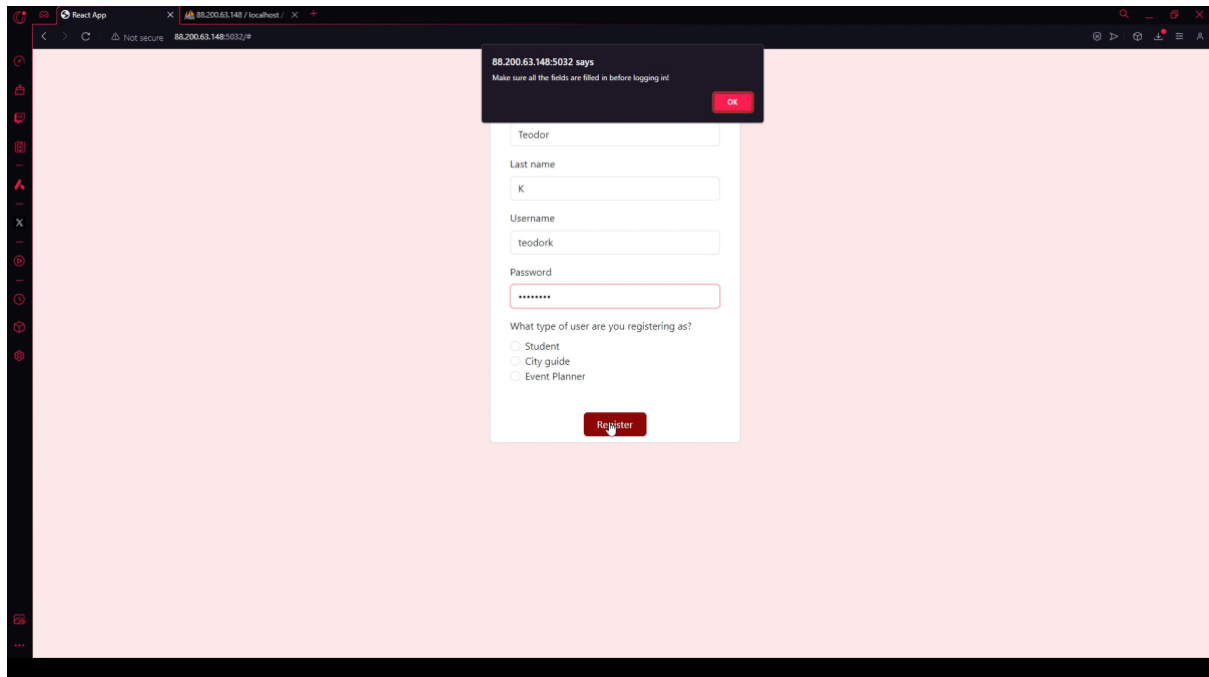
1<sup>st</sup> page of the website – starting page



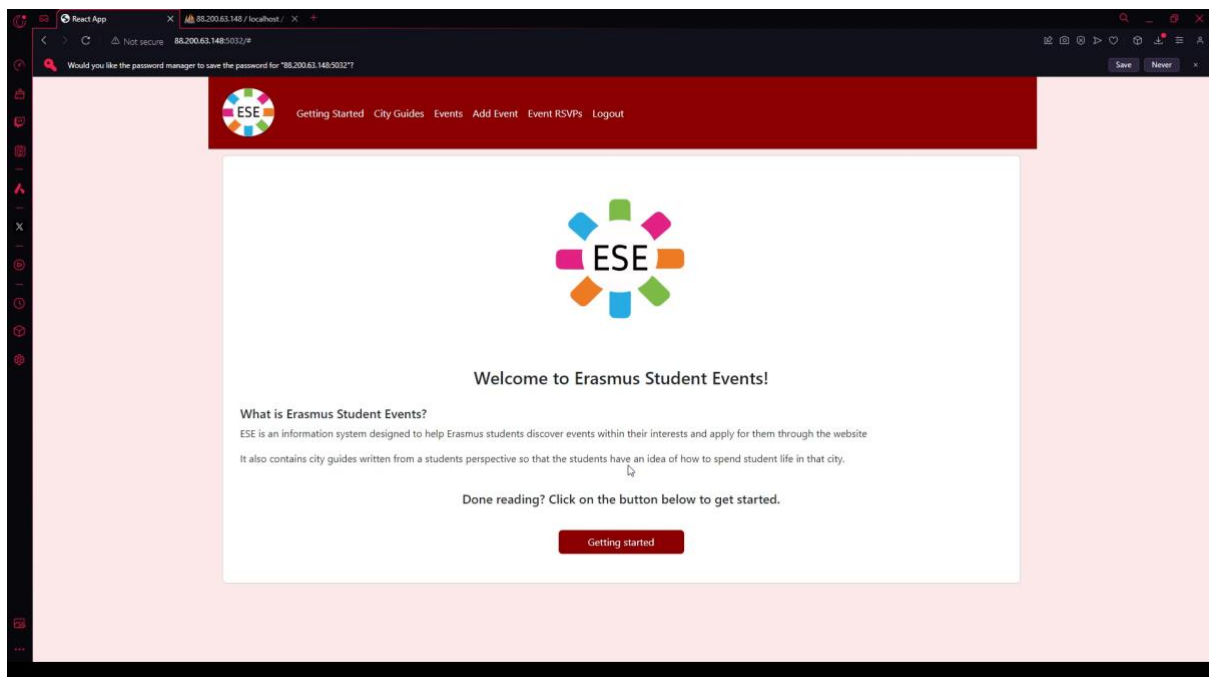
Register page



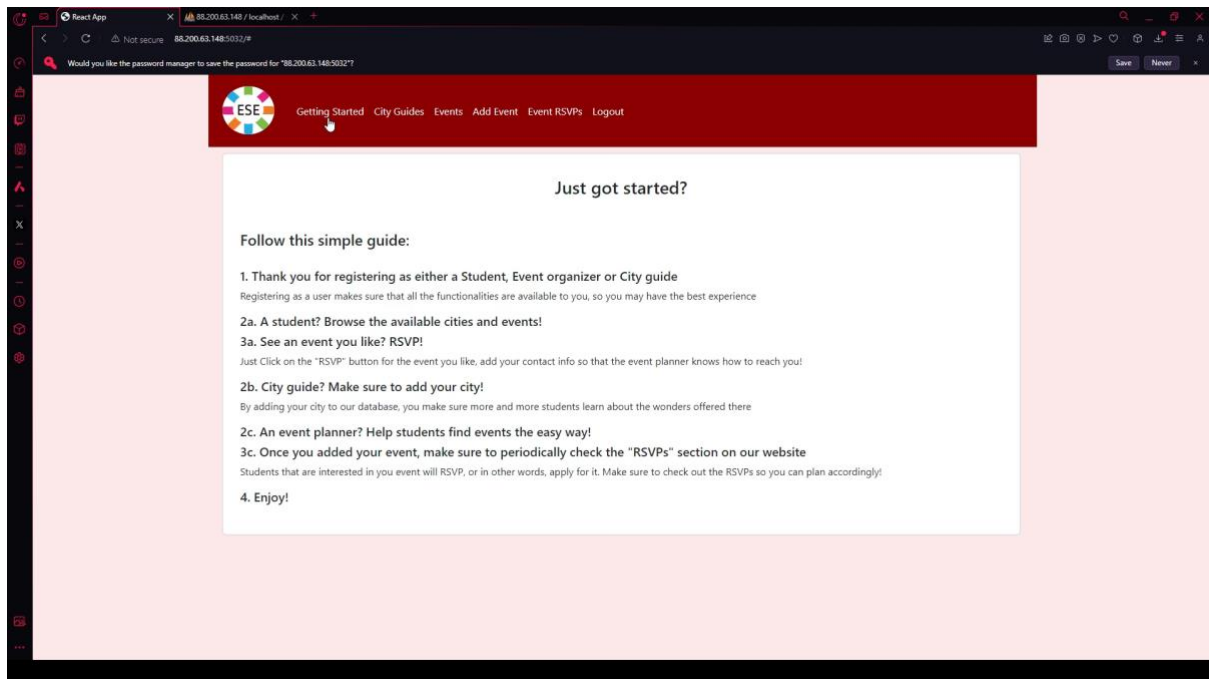
Error message example when the information entered is incorrect



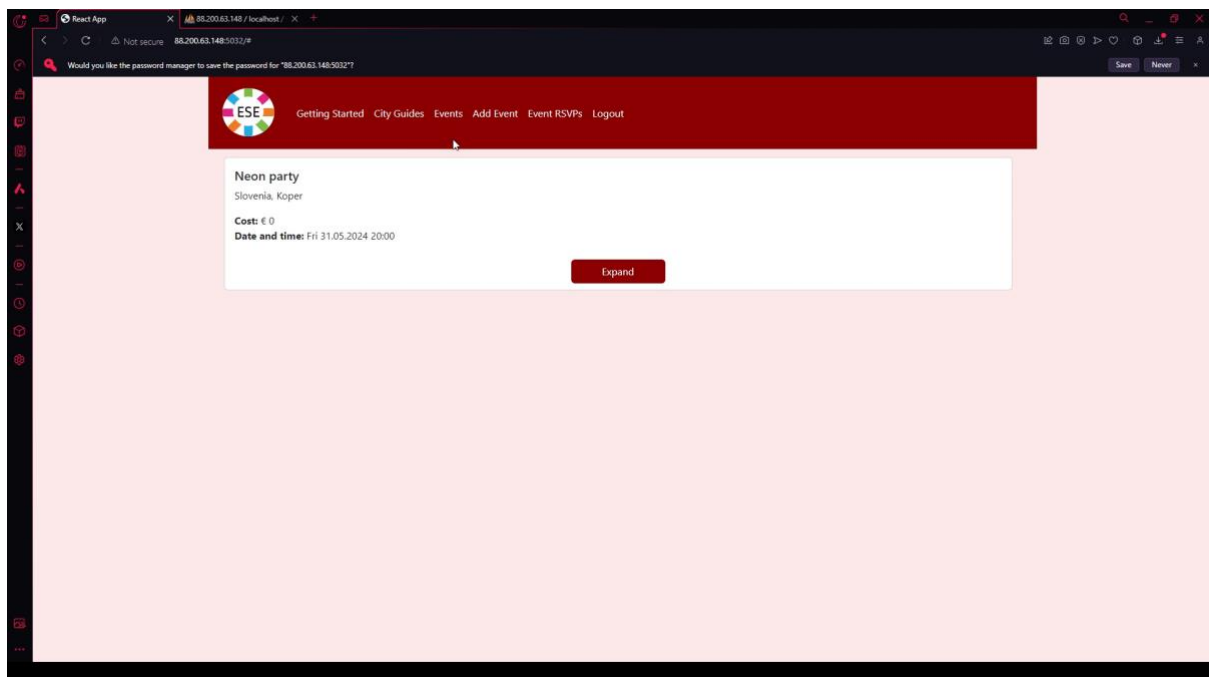
Welcome page for all users of the website once logged in



## Instruction page for the users who logged in as event planners

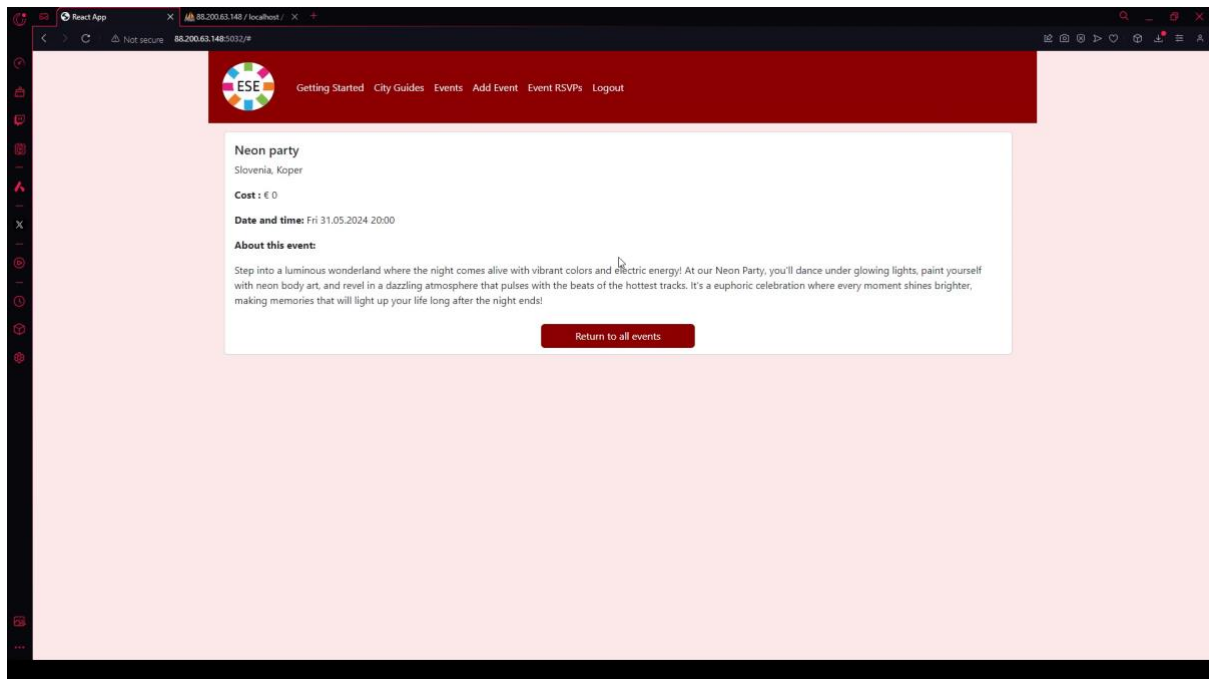


## Events from the event planners point of view

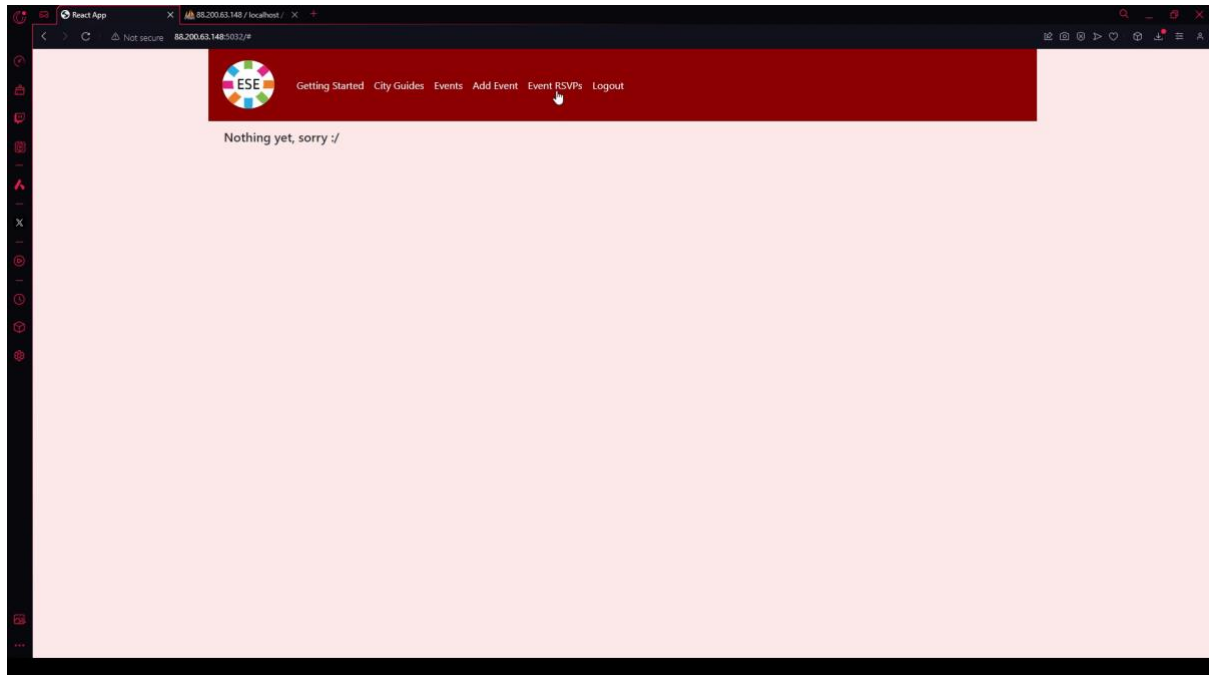




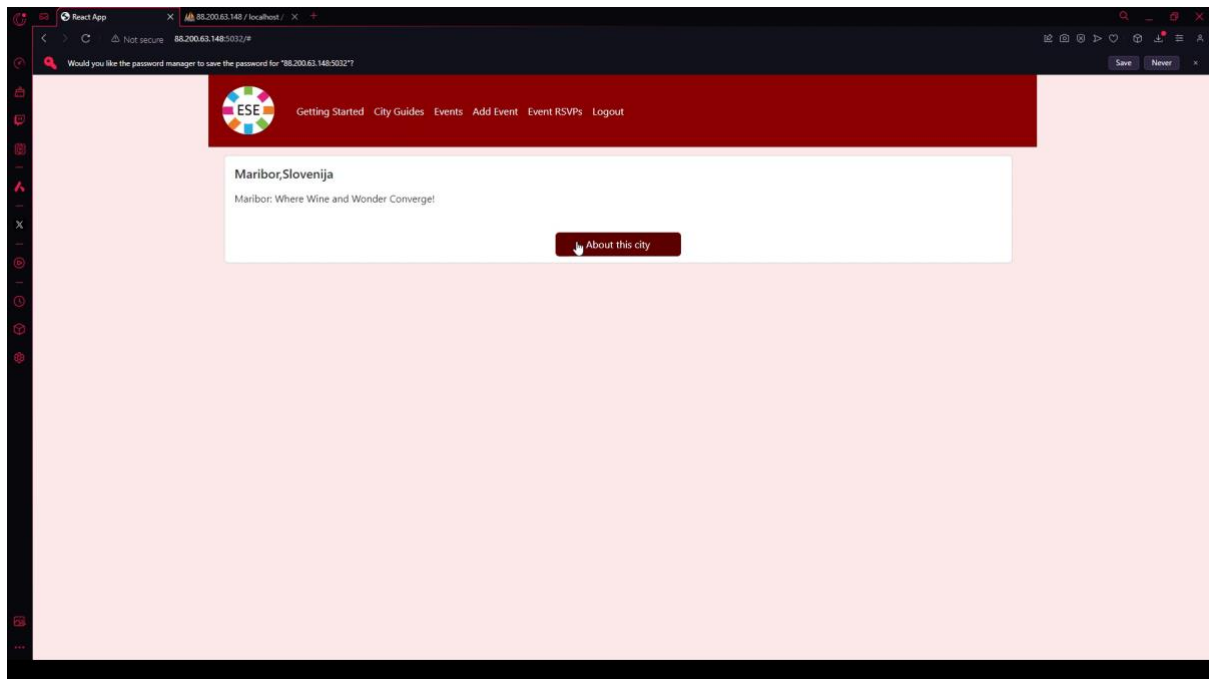
Expanded view of an event from the event planner's point of view



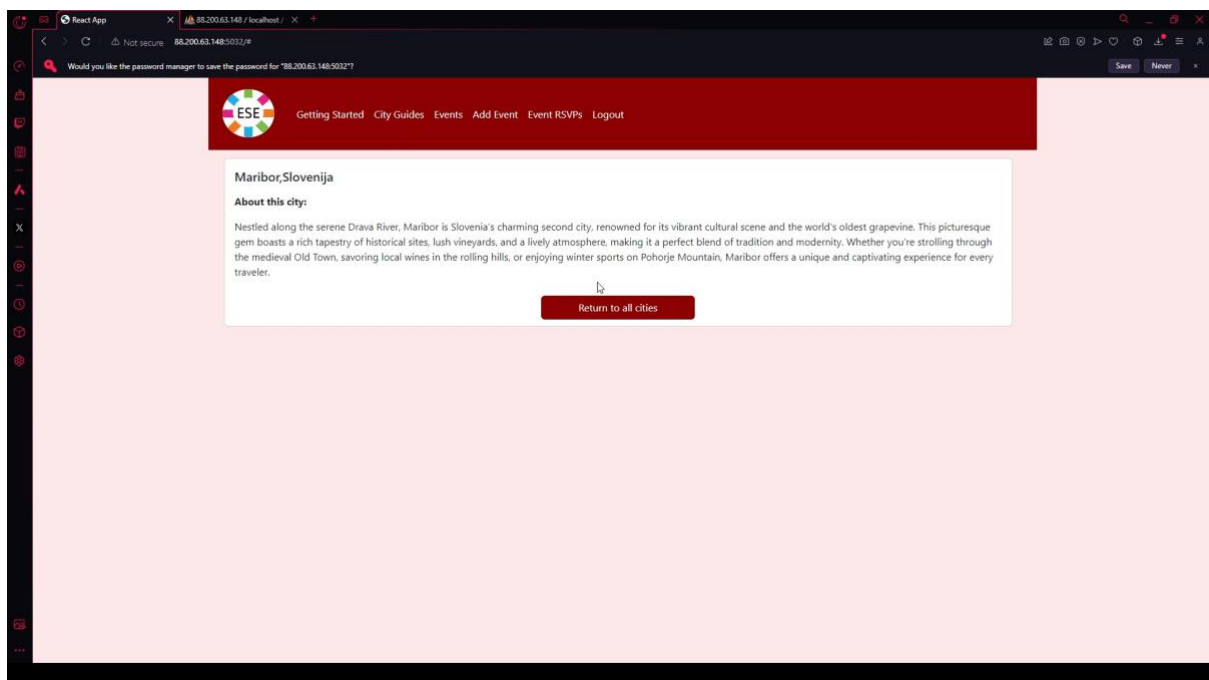
In case nobody RSVP to the event, this is the message the event planner receives



City guide page is the same for the event planner and student



When someone clicks on the about the city, something like this comes up-it depends on how someone describes their page



## Event planner adds an event

The screenshot shows a web browser window displaying the 'Add your event' form. The browser's address bar shows '88.200.63.148/#'. The application has a dark red header with the 'ESE' logo and navigation links: 'Getting Started', 'City Guides', 'Events', 'Add Event', 'Event RSVPs', and 'Logout'. The form itself is white and contains the following fields:

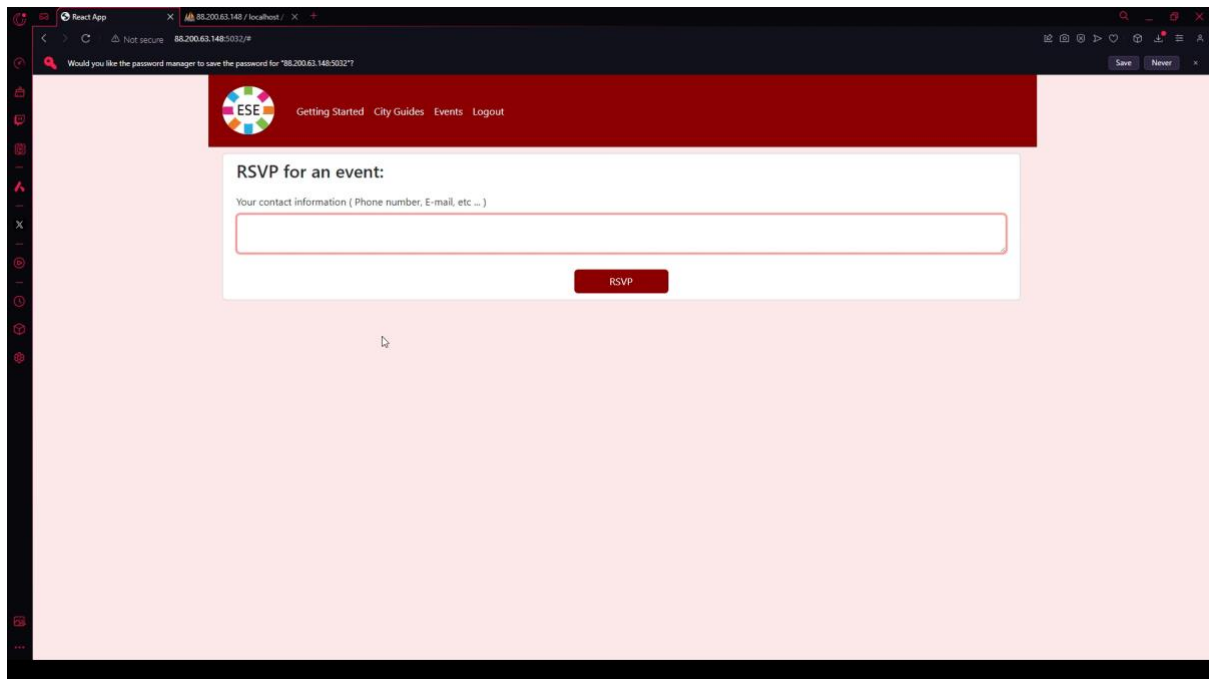
- 'What is the name of your event?' with a text input field.
- 'Cost of event ( add 0 if free )' with a text input field.
- 'What is the date and time of event? ( Ex format: Wed 29.05.2024 19:00 )' with a text input field.
- 'Country of event:' with a text input field.
- 'City of event' with a text input field.
- 'Describe your event!' with a larger text input field.
- A red 'Submit' button at the bottom right of the form.

## This is the events page from the students point of view

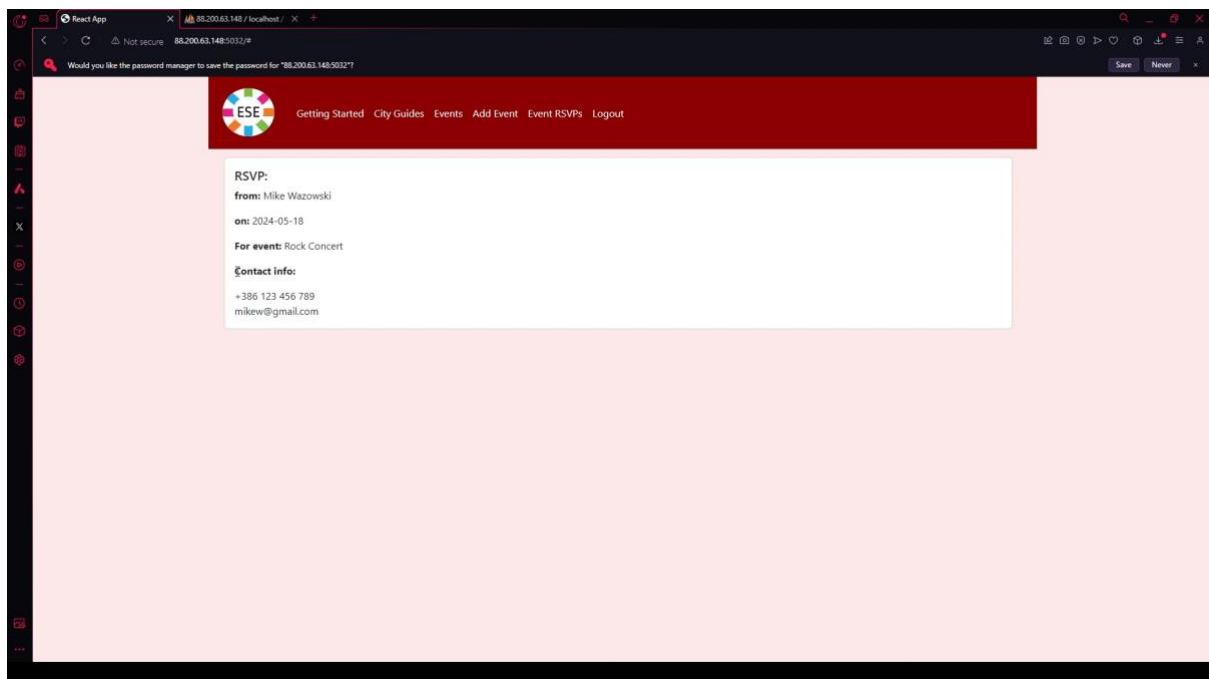
The screenshot shows the 'Events' page of the ESE application. The browser's address bar shows '88.200.63.148/#'. The application has a dark red header with the 'ESE' logo and navigation links: 'Getting Started', 'City Guides', 'Events', and 'Logout'. The page displays two event cards:

- Neon party**  
Slovenia, Koper  
Cost: € 0  
Date and time: Fri 31.05.2024 20:00  
Buttons: 'Expand' and 'RSVP'
- Rock Concert**  
Slovenia, Ljubljana  
Cost: € 10  
Date and time: Sat 18.05.2024  
Buttons: 'Expand' and 'RSVP'

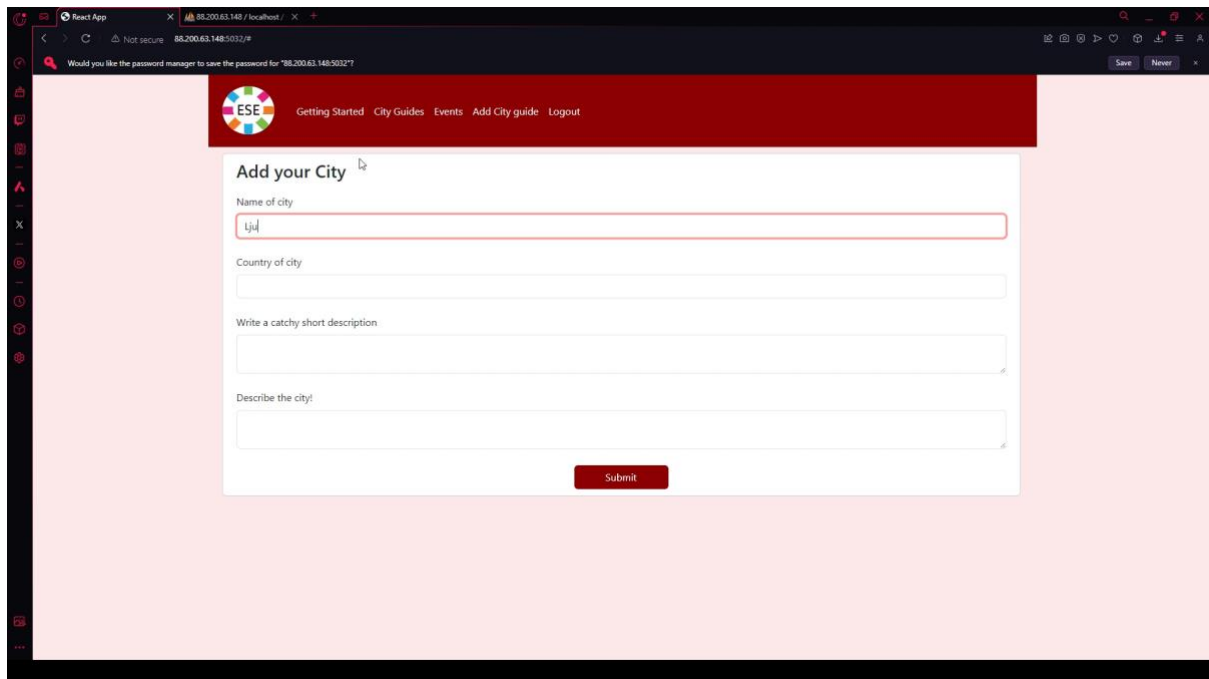
This is how the RSVP page looks like



And when logged back in with the event planner account, they will be able to view who RSVP-ed.



And when someone logs in as a city guider, they will be able to edit the city guide page



The screenshot shows a web browser window displaying a React App. The browser's address bar shows the URL `88.200.63.148:5032/#`. The page has a dark red header with the ESE logo and navigation links: [Getting Started](#), [City Guides](#), [Events](#), [Add City guide](#), and [Logout](#). The main content area has a light pink background and features a white form titled "Add your City". The form contains the following fields:

- Name of city:** A text input field with the value "Ljilj" entered.
- Country of city:** A text input field.
- Write a catchy short description:** A text input field.
- Describe the city!:** A text input field.

At the bottom of the form is a red "Submit" button. On the left side of the browser window, a vertical sidebar contains several red icons.

The demo of the working version of the website can be found below:

<https://drive.google.com/file/d/1voqUxRI90b31UfUT6GJoWSVFEk3BTi2t/view?usp=sharing>