

StudyBNB: Study between Breakfast and Bed

FiveGuys

U-seong Kim
Dept. of Information System
Hanyang University
Seoul, South Korea
jeneve1@hanyang.ac.kr

Hankyu Park
Dept. of Information System
Hanyang University
Seoul, South Korea
official03x@hanyang.ac.kr

Dongjin Lim
Dept. of Information System
Hanyang University
Seoul, South Korea
ehdwsldudwo1@hanyang.ac.kr

Sangyun Chi
Dept. of Information System
Hanyang University
Seoul, South Korea
csy9604@hanyang.ac.kr

Michael Sklors
Dept. of Information System
Hanyang University
Karlsruhe, Germany
skmi1013@h-ka.de

Abstract—This paper revolves around developing a study time checker service. Studying is inseparable with students. During the flow of learning they may want to check their study time and take a break accordingly. However, if students look at their smartphones to check their study time, it might cause them to lose their concentration. The question is how to study more efficiently and take a break that fits the study time. A proper solution would be to check the study time and recommend study methods through the SKT NUGU AI speaker.

Keywords—studying, time, check, application, Android, SKT NUGU, AI speaker

Development manager	Dongjin Lim	Development manager should which requirement should be implemented, and which requirement shouldn't be implemented, by taking the cost and expected satisfaction of users into account. Also, he should Manage the development team and focus on relevant requirements.
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TABLE I. ROLE ASSIGNMENTS

Roles	Name	Task description and etc.
User	Hankyu Park	User should provide appropriate feedback based on user experience and usability of the service. He will also Support development team with design choices, and NUGU SDK.
Customer	Michael Sklors	Customer should focus on requirements for the service and analysing costs and benefits. Also, he will support development team with design choices and critical feedback.
AI developer	Useong Kim	AI developer should decide which AI module to use, to solve problems we face. He will acquire skills to develop the service with AI modules in python and the NUGU SDK.
Application developer	Sangyun Chi	Application developer should think about the application part, especially deciding which platform and programming language to use. Also, he will looking for any appropriate open source libraries and datasets.

I. INTRODUCTION

A. Motivation

Studying and reading is always present in our daily life, especially as a college student. When we study, it is easy to lose track of the hours spent and forgetting to take breaks. This results in being inefficient for the goal of studying for a class or an exam. Conversely, it is easy to lose concentration due to the temptation to use laptops and cell phones. From these cases, we thought that it would be good to students to provide a time-check application for studying. By using our application, students can see whether they should have rest at proper time, and they can focus on their study more. The ultimate question to answer is always "How can I be more efficient with my time for studying?"

This project is planning to provide a mobile app in combination with the SKT NUGU AI Speaker to communicate study times and share them with friends to motivate each other. By having an overview on the own study times and getting reminded to take breaks, the person will see an improvement in the learning progress. In addition, based on a dataset with studying times from other students we can train an AI model to predict required hours to study and the respective grade. Currently, we are thinking of setting the main target of AI analysis as a job seeker in his 20s. This is because they take common tests with a small number of subjects such as Computer Specialist, TOEIC, and Korean History Proficiency Test, and we thought that analysis on these tests is likely to be easier than other tests.

B. Problem statement (client's needs)

- There are many students who lose concentration easily, especially on electronic devices such as television, laptop, and cell phone.

- There are other students who focus too much on their study and forget about break time. It causes their brain to lose power. Scientifically, it has been found that proper rest increases brain efficiency.
- Time check applications like ‘Yeolpumta’ is sometimes inefficient because app itself is on cell phone, and it can disrupt concentration.
- Korean students tend to study by measuring their study time.

C. Research on related software

Since the topic of studying is ubiquitous, a wide range of related software already exists. All the apps below have disadvantages that they are bound to the smartphone that they can lose concentration by it and can’t remind the learner of breaks. We plan to tackle these problems by combining it with SKT NUGU speaker.

1) Yeolpumta(열품타)

It is a widely popular study timer application in South Korea [1]. Users can gather in study groups and see the rankings of each group member. It can prohibit its users not to run other apps while studying. It also allows users to focus by make white noise if they want. Users can use Cam study function, which users can see group members’ pictures, which are taken every 30 second. I think video seems better, but they provided picture every 30 second because of cost issue. Also, users can communicate each other in community.

2) Forest

In Europe, the app Forest is being used [2]. While not using the phone, users can earn coins to exchange for planting a tree through a non-profit organization.

3) Focus To-Do: Pomodoro Timer

It is a study time checker that has a rule that repeats 25 minutes study and 5 minutes break, for 4 times, and take 30 minutes break. This is a time management methodology proposed in 1980s. This application also provides white noise service and smartphone restriction mode.

4) Qanda

Qanda is an application that provides appropriate answers to the question, using AI technique such as OCR. It also provides questions that are like the given question, so that users can study more about that type of problems. User can

5) AI TOEIC – RIIID Tutor

RIIID Tutor is an application that helps users study TOEIC. RIIID Tutor is special that it uses AI techniques in analyzing users’ study data and recommend which parts to study. It enables personalized learning.

II. REQUIREMENTS

To identify the proper requirements of the users for the service, a stakeholder analysis needs to be carried out first [3]. Based on the results, important stakeholders are asked to provide input for the expected outcome through interviews or a survey.

The following requirements resulted from a brainstorming session of the authors. A survey for the user group will be conducted in the next phase of the project.

A. Functional Requirements

Functional requirements define what the system is supposed to do to meet users’ expectations. <https://www.perforce.com/blog/alm/what-are-functional-requirements-examples>

1) User Management

As a user, I want the application to have a basic account management system, so I can use it with friends. I should enter this application with ID and password.

2) Creating a Study Group

As a user, I want to create a study group by entering other users’ ID. I want to study with my friends, and I want to check my friends’ study time any time I want.

3) Timer Function

As a user, I want to start the timer not only by touching the button on the app screen, but also by announcing it to the NUGU speaker.

4) Information Sharing Function(about study time)

As a user, I want to check the study time of the group members, such as how much time they study, which subjects they study, and also whether the group member is studying now or not.

5) Group Ranking

As a user, I want to see the group’s study time ranking, such as accumulated study time ranking over the past week. I can be motivated with this group ranking system.

6) Feedback

As a user, I want to get feedback of my individual studying habits. I want to check whether balance of my subjects is fine, also I want to know the average study time of the successful applicants.

B. Non-functional Requirements

Nonfunctional requirements define system attributes and ensure usability and effectiveness of the entire system. <https://www.scaledagileframework.com/nonfunctional-requirements/>

1) Security

As a user, I don’t want to show my personal information to all people that are studying but only my study group to secure privacy.

2) Reliability

As a user, I want the service to be working when I want to study, so from the morning until late night to cover all types of study personalities.

3) Performance

As a user, I only need the service to perform quickly when I communicate with my study timer to not waste time.

4) Maintainability

As a developer, I want the application to have clear services to fix them and easily add new separate functions.

5) Scalability

As a user, I want the application to perform even during busy exam phases.

6) Usability

As a user, it is important to me that the application is easy and fast to use so I can focus on studying and not being busy with setting up the environment.

III. DEVELOPMENT ENVIRONMENT

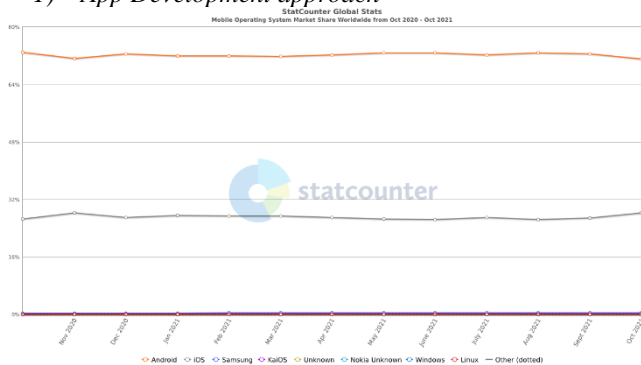
A. Choice of software development platform – App

The most suitable way to create a program that allows users to record and share their study time with other students is app development. Web development exists as an alternative, but it isn't considered because its accessibility of users was very low. So, this project will be based on an app. There are many options in the field of app development, including native apps, mobile apps, and hybrid apps.

TABLE II. COMPARE NATIVE APP, HYBRID APP, AND WEB APP

Feature	Native app	Web app	Hybrid app
Development languages	Native only (e. g. Kotlin, Swift)	Web only	Native and Web OR Web only
Code portability and optimization	None	High	High
Access device-specific features	High	Low	Medium
Leverage existing knowledge	Low	High	High
Advanced graphics	High	Moderate	Moderate
Upgrade flexibility	Low	High	Moderate
Installation experience	High	Medium	High

1) App Development approach



Native app: Native apps are apps developed in a language optimized for mobile devices. Currently, the market is divided into two platforms: Android and iOS. For Android development, the ability to handle Android SDK and Java-based Kotlin is necessary. For iOS development, the ability to handle Swift and a computer running Mac OS are necessary. The advantages of native app development are that it can maximize performance and that developers can take full advantage of the platform's features by calling and using the Native API. On the other hand, there are disadvantages in that you need to be familiar with handling the API of the platform and its low versatility due to it being platform-specific.

a) Web App: Web apps are a combination of mobile web and native apps, and have the advantages of native apps while having the characteristics of mobile web. Like mobile web, web apps are developed with general web technology and run on mobile browsers, but they are characterized by high speed by adopting a single page method rather than a full browser method. The advantages of web apps are that there is no need to install a separate app, can be accessed from any browser on any device, and is easy to maintain. On the other hand, the disadvantages are that developers have to use only the browser API, not the platform API, it is difficult to execute, and the operation is not smooth.

b) Hybrid App: A hybrid app is an app that blends the characteristics of a web app and a native app. The advantages of hybrid apps are that they can use both native APIs and browser APIs, so that various developments are possible, it is easy to develop because it is possible to develop an app with web development technology, and it can respond to multiple platforms with one development. On the other hand, the disadvantages are that you can use the native API only after learning native development knowledge, that you cannot increase the maximum performance because you run the app in the web view, and that the developer has to create the UI.

2) We choose: Native App – Android

a) Native App: This project will be implemented as an app to check and compare study time with other students, and save unknown words or incorrect questions. There is no reason to use the Native API to implement these functions. This is a function that can be implemented with just the browser API. However, it is appropriate to develop as a Native App from the beginning because there is a possibility of using the Native API in the future, such as using the Screen Time API to record study time, or using the mobile phone use control API to restrict the use of mobile phones during study.



b) Android: There are two reasons to choose Android as the project platform. First, Android can have far more control over the phone than iOS does. Android is more capable to use powerful features that control lock screens and bring information about cell phone usage that iPhone cannot do. Secondly, there are team members who have experienced Android development. If this project has a leisurely development period, there is no big problem to take lectures from the beginning because there is enough time to build the foundation. However, in a situation where a month or two months is given, such as the current project, it is most important to bring out the maximum results in a way that each person can do well.



B. Choice of software development platform – NUGU Play Builder



NUGU Speaker will not be utilized alone in this project. NUGU Speaker will be used as a sub-device concept such as Apple Watch used with iPhone and Samsung Galaxy Watch used with Samsung Galaxy series smartphones.

1) Why using NUGU Speaker



The biggest problem when using academic applications is that students must use a smart phone. According to the picture above, the top three items of the things that students do the most with your smartphone are things that interfere with their studies. The result tells that the more students use their phone, the more likely students are to do something other than study. Therefore, to use academic management applications such as Yeolpumta(열풍타), students must be determined to never use content such as messengers, entertainment, and games. To overcome these shortcomings, it would be appropriate to use the NUGU speaker, which can minimize access to mobile phones, for learning recording.

2) How to use NUGU Speaker

a) *Recording Study Time*: Detailed settings including existing learning ability, personal information such as age and gender, and goal score setting are registered in advance with the smartphone application, and learning time is recorded with NUGU Speaker. The command is:

- Aria, Start study today
(아리야, 오늘 공부 시작)
→ start timer
- Aria, breaktime
(아리야, 쉬는 시간)
→ pause timer
- Aria, Stop study today
(아리야, 오늘 공부 그만할래)
→ stop timer

b) *Reading Wrong Answer Notes and Vocabulary*:

According to an article in Health Chosun, [4] there is a study result that people can memorize the most efficiently if they study memorization subjects right before going to bed at night. If users record the wrong answer note picture and vocabulary not memorized properly through the mobile phone application, NUGU Speaker will read the information from the database and read it. The command is:

- Aria, Read wrong answer note
(아리야, 오답노트 읽어줘)
→ start to read wrong answer note
- Aria, Read vocabulary lists
(아리야, 단어장 읽어줘)
→ start to read vocabulary lists
- Aria, Give me a vocabulary quiz
(아리야, 단어 퀴즈 내줘)
→ give a quiz from vocabulary lists randomly

c) *Studying With StudyMate*: A student can easily lose power when he(or she) studies alone. Best way to prevent this situation is to make a competitor. And our app, StudyBNB did it for you guys. We use study time data such as 'total_study_time' which represent average study time of a day in last week, and 'avg_study_time' which represent 'total_study_time' divided by number of studies that day. We find out some homogeneous groups in the users, and two people in these groups will be matched as a StudyMate. The command is:

- Aria, Tell me the information of my studymate
(아리야, 스터디메이트 정보 알려줘)
→ start to tell basic information of studymate
- Aria, Is studymate studying now?
(아리야, 스터디메이트 지금 공부 중이야?)
→ start to tell whether studymate is studying now or not
- Aria, Tell me the whole study time of my studymate
(아리야, 스터디메이트 오늘 공부시간 알려줘)
→ start to tell the study time of studymate

C. Choice of software development platform – Server

A server will be used for the NUGU AI speaker and Android app. The backend will be implemented with Firebase, and the database will be implemented with Firestore and Cloud Storage provided by Firebase. The server has a total of three roles. The first is the role of processing and storing user information recorded in the Android app. The second is the role of processing commands input from NUGU Speaker and return the result. Finally, it is the role of running commercial AI models on the server, such as an API that converts characters in an image into text, and an API that applies TTS to text

1) Firebase

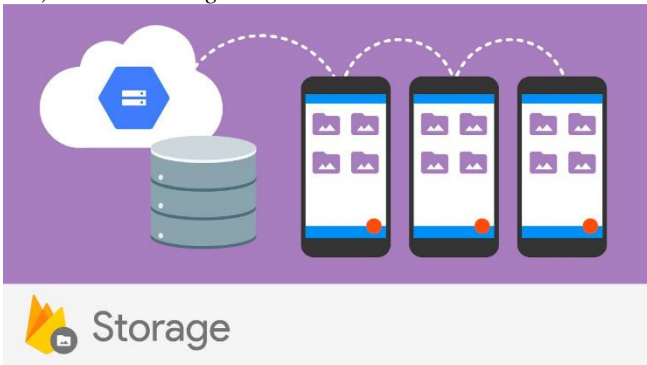


Firebase is chosen because of its many advantages.

- It is free to access if Google account exists
- The development speed is very fast because the backend work is standardized
- Almost everything needed for development is provided
- It is free to expand and contract server if paid option is chosen
- Real-time monitoring of errors enables immediate feedback

Since a limited number of people have to take charge of parts such as Android app development, NUGU Play Builder, server and backend, and Dataset processing, a simple backend construction is preferred. In addition, it is appropriate to use Firebase because Firestore and Cloud Storage provided by Firebase were needed to proceed with the project.

2) Cloud Storage



Cloud Storage is a database used to store large files such as images. It will serve to store the user's profile picture and a picture of the unknown word or incorrect question taken by the user with the smartphone.

3) Firestore



Firestore is a NoSQL Database for mobile app development. It will be used to store users' information and learning time. Like chatting, there is a feature that users can share data in real time, and it will be a necessary function to build a system that can encourage competition for learning by sharing each other's learning time in real time.

D. Programming languages

1) Kotlin

For the app development with Android Studio the language Kotlin is recommended. It's seamlessly integrated in the IDE and is the preferred language for developing Android apps according to Google. This makes it the clear choice for the app development.

2) Python

For working on machine learning capabilities like recommendation functions the language Python is recommended. Due to its simplicity and consistency, development is faster than other languages. Especially for machine learning, many libraries, and frameworks like NumPy and scikit-learn exist in Python. One disadvantage is the performance of the language compared to C or C++. For the recommendation function of 'StudyBNB', speed is not a relevant characteristic though.

E. Cost estimation

The cost estimation for the development is provided below:

TABLE III. COST ESTIMATION

Resource	Description	Cost (KRW)
Google Firebase	Development platform and backend	0
Notion	Documentation and collaboration page	0
Jupyter Notebook	Coding environment for Python	0
Android Studio	IDE	0
Github	Code version control	0

F. Development environment

For the development the following versions and resources are being used:

1) Computer:

- CPU: AMD Ryzen 7 4700U with Radeon Graphics 2.00 GHz

- RAM: 16 GB
- OS: Windows 10 Education Version 21H1

2) *Android Studio*:

- Version: Arctic Fox | 2020.3.1 Patch 3

3) *Jupyter Notebook*:

- Version: 6.3.0

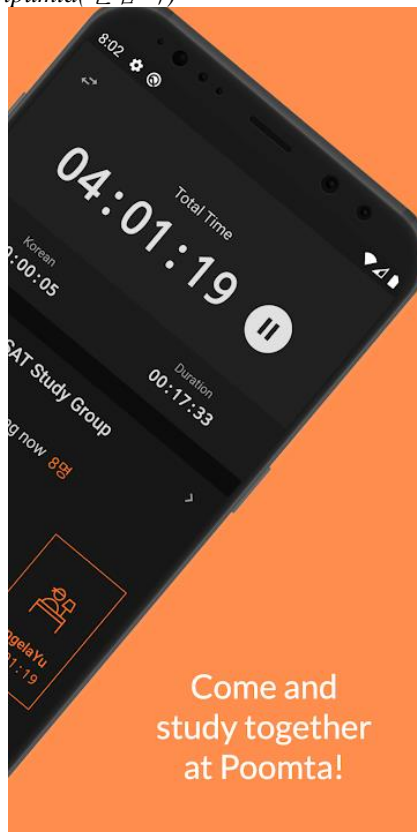
4) *Python*:

- Version: 3.8.8

G. *Software in use*

Since the topic of studying is ubiquitous, a wide range of related software already exists. Below, there is an overview on several apps that can be found on the Google Play Store.

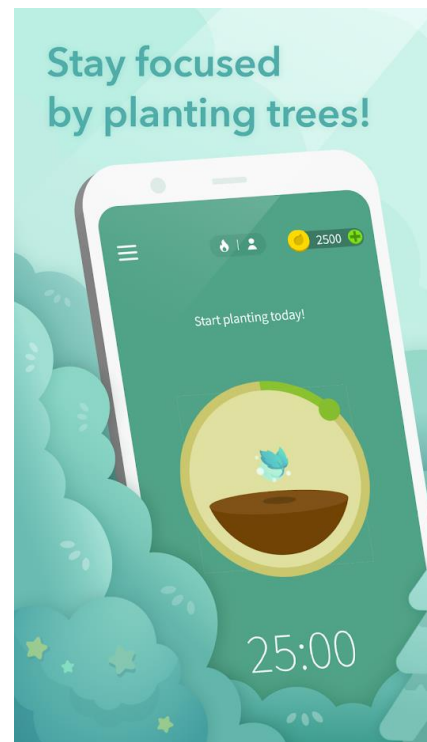
1) *Yeolpumta*(열품타)



Overview: 4.2 stars from 11,000 ratings and 1 Mio.+ downloads on Google Play Store

Yeolpumta is a widely popular study timer application in South Korea. Users can gather in study groups and see the rankings of each group member. It can prohibit its users running other apps while studying. It also allows users to focus by making a white noise if they want. Users can use the cam study function, where users can see the group members' pictures, which are taken every 30 seconds. The video functions seem better, but they provide pictures only every 30 seconds because of cost issues. In addition, users can communicate with each other in a community.

2) *Forest*



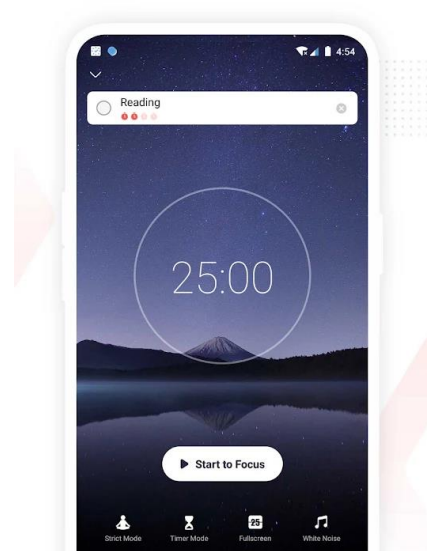
Overview: 4.8 stars from 403,000+ ratings and 10 Mio.+ downloads on Google Play Store

In Europe, the app Forest is popular to focus on studying. While not using the phone, users can earn coins to exchange for planting a tree through a non-profit organization. Forest makes use of Gamification aspects to reward the user for not using the phone. There is a premium version which provides statistics and collaboration functions to challenge friends.

3) *Focus To-Do: Pomodoro Timer*

Pomodoro Timer & Tasks

Designed to help you focus on work and study



Overview: 4.7 stars from 157,000+ ratings and 1 Mio.+ downloads on Google Play Store

Focus To-Do: Pomodoro Timer is a study time checker that makes use of the pomodoro technique. Basically, the technique repeats a flow of 25 minutes of studying and 5 minutes of taking a break four times. After such a flow, the user takes a 30-minute break. This time management technique exists for many years since it has been proposed in the 1980s. This application also provides a white noise service and smartphone restriction mode.

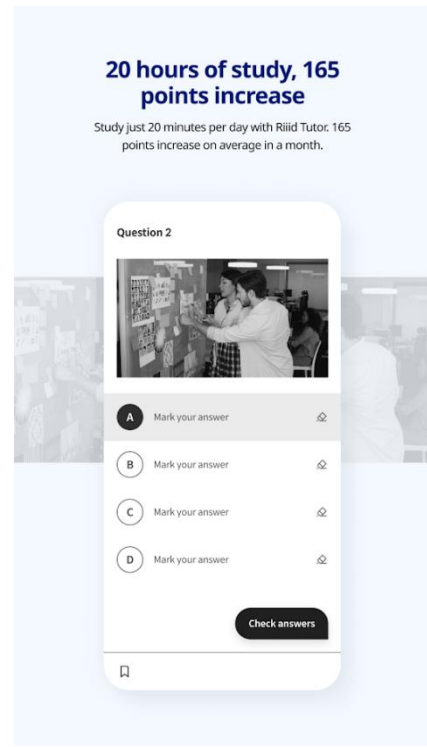
4) Quanda



Overview: 4.1 stars from 447,000+ ratings and 10 Mio.+ downloads on Google Play Store

QANDA is an application that makes use of AI techniques such as optical character recognition (OCR) to provide appropriate answers to math questions. In case of needing more explanation, the user can contact tutors. The app also searches the web regarding given question so that users can study more about that type of problem.

5) AI TOEIC – Riiid TUTOR



Overview: 4.6 stars from 8,000+ ratings and 1 Mio.+ downloads on Google Play Store

Riiid Tutor is an application that helps users study the English test TOEIC. The app is special since it uses AI techniques in analyzing users' study data and recommends which parts to study for the test. It also enables personalized learning.

6) Conclusion

In conclusion, all the mentioned apps are widely popular as displayed in the amount of ratings and downloads. Nevertheless, they have disadvantages that they are bound to the smartphone. This causes the learner to lose concentration by picking up the phone. Some apps also don't remind the learner of proper breaks. Another problem is that the user can't start other apps like QANDA or Riiid Tutor to support the studies since it contradicts with the idea of the study apps.

This proposal plans to tackle these problems by combining an application with the smart speaker SKT NUGU to minimize smartphone usage.

H. Task Distribution

How we share our work is shown in the table below. Who will be in charge of what is determined by their experiences and abilities. However, if there are difficulties in each other's parts, we will help each other and proceed with the work.

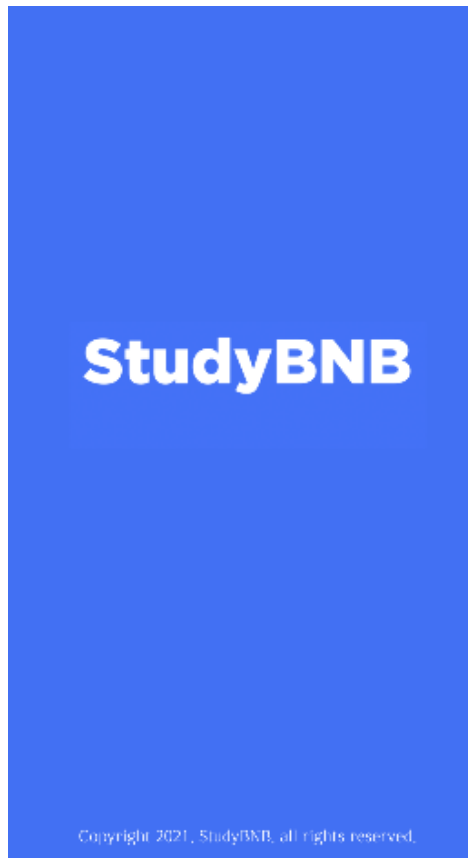
TABLE IV. TASK DISTRIBUTION

Name	Task
U-seong Kim	<ul style="list-style-type: none"> - Play Builder - Database - Machine Learning - Documentation
Hankyu Park	<ul style="list-style-type: none"> - Play Builder - Database - Machine Learning - Documentation

Dongjin Lim	- Backend - Project Management
Sangyun Chi	- UI Design - Application - Documentation
Michael Sklors	- UI Design - Application - Documentation

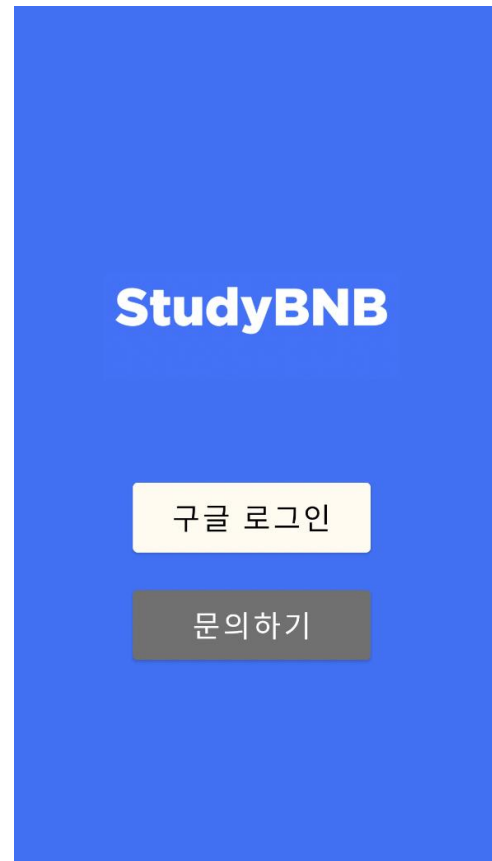
IV. SPECIFICATIONS

A. Splash Page



The splash screen is a graphic element consisting of a window containing an image, logo, and the current version of the software. It is displayed for about 0.5 second to avoid showing a blank screen during the loading time of the app's data. It also serves to express the brand identity of the 'StudyBNB'.

B. Login Function



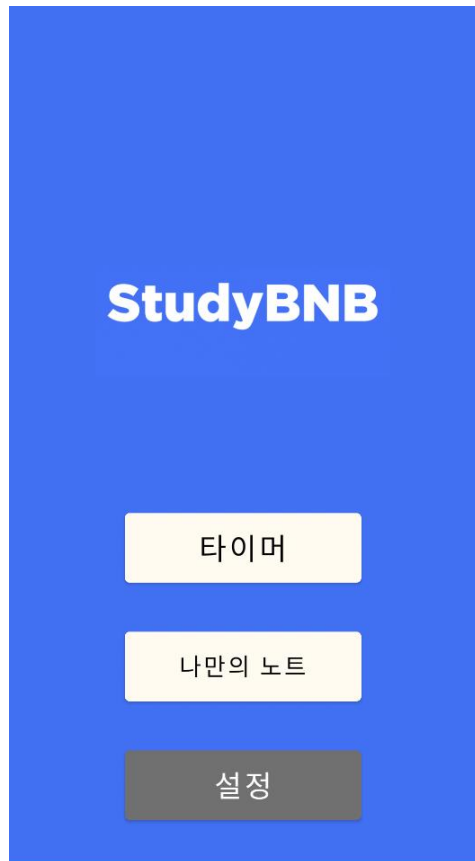
1) *Authentication* : Firebase uses various authentication methods such as email/password, phone, Google, play games, Facebook, Twitter, and GitHub.

- Click "Google Login" and if the key value authenticated, "Login Success" message appears.
- If the key value is not established, pop-up message indicating that login failed.
- If the login is successful, the main page appears.

2) *Contact* : If there is a problem with logging in, users contact the product manager and developer.

- Click "Contact" button, a little dialog will pop up that users can report the errors.
- Errors written by the user are sent to the developer's mail.

C. Main Page



When the user logs in successfully, Main screen appears. Main screen is visible only when users are logged in.

1) *Timer* : When the users click 'timer' icon on the main screen, the main screen will change into timer page screen. It will be shown only when users are log-in state.

- A logged-in user can start a timer by requesting to NUGU speaker and measure the study time.
- When a user wants to take a break or finish studying, the timer can be stopped by requesting to the speaker.

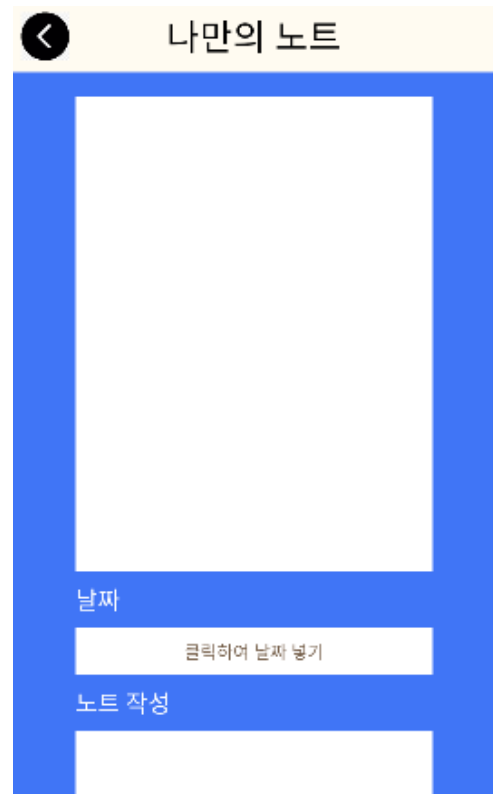
2) *My Note* : If the user click 'My note' icon on the main screen, the main screen will change into 'My note view page'.

- A logged-in user can note their own answer to memorize or words that they did not know before.

3) *Settings*: When the users click 'settings' icon on the main screen, the main screen will change into 'Settings page'

- Users can delete one's account or log out in Settings page.

D. My Note-taking Page



저장

The 'My note-taking page' consists of box to insert a photo, a field for date and field for writing notes.

1) *Inserting a photo* : When a user encounters an unknown problem or word, it can be recorded in the form of photo

2) *Recording the date* : Users can record the date when the note was saved.

- Problems that were previously wrong or unknown can also be recorded from an earlier date.

V. ARCHITECTURE DESIGN & IMPLEMENTATION

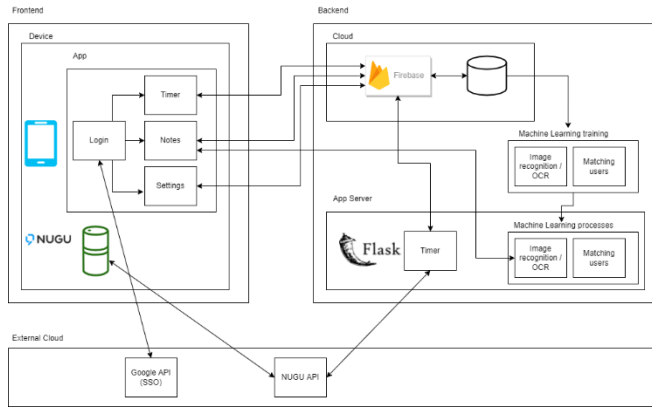
A. Overall Architecture

The figure displays that StudyBNB consists of three parts: Frontend, Backend and external Cloud. The frontend focuses on the visual elements of the app that the user interacts with while the backend focuses on the server side that the user can't see. The external cloud provides interaction with external services.

Frontend is represented by the mobile app and the NUGU speaker. The former one allows interaction with the modules "login", "timer", "notes" and "settings". The "login" function makes use of Google sign-in and communicates with the Google API. NUGU Speaker needs to work with the NUGU API to use functions of the mobile app.

Backend is represented by the cloud consisting of the backend capabilities of Firebase and its Firestore database. The functions from the frontend save and retrieve data in Firebase. Another part of the backend is the app server which is built on the Python web-framework Flask. The app server has a timer function that uses words from the NUGU speaker and data from Firebase as input and starts the timer. For

machine learning capabilities, data from the Firestore database is used to train the model for image recognition and matching users capabilities. Inside the app server the model will be applied for the notes function.



B. Directory Organization

TABLE V. DIRECTORY ORGANIZATION

Directory	File names	Module names in use
studybnb/app/main	InfoActivity.kt LoginActivity.kt MainActivity.kt NoteListActivity.kt NoteWriteActivity.kt SettingActivity.kt SplashActivity.kt SubjectActivity.kt TimerActivity.kt	App Google API Firestore Image recognition / OCR
studybnb/app/main/model	StudyTimerModel.kt UserInfoModel.kt	Timer Notes Settings
studybnb/app/res/drawable	back.png studybnb.png	App
studybnb/app/res/layout	activity_info.xml activity_login.xml activity_main.xml activity_note_list.xml activity_note_write.xml activity_setting.xml activity_splash.xml activity_subject.xml activity_timer.xml	App Google API
ai	kmean.py linear regression.py	Machine Learning Training Machine Learning Processes
ai/data	csv_data_example.csv	Machine Learning Training Machine Learning Processes Database
flask	app.py firebase.json	NUGU API Firestore App Server/Timer
Documentation	StudyBNB_Documentation.docx StudyBNB_Documentation.pdf	Documentation

C. Module 1 : Frontend

1) Login

a) *Purpose*: The login module represents secure user management

b) *Functionality*: Through Single-Sign-On with the Google API, the user can login to StudyBNB. In case of

issues the user can use the report button to send an email with predefined text to the admin team.

c) *Class Components*: LoginActivity

2) Main

a) *Purpose*: Main page to navigate to the functions of StudyBNB

b) *Functionality*: The user can choose from three buttons. The first one leads to timer function, second one to note taking function and third one to setting function.

c) *Class Components* : MainActivity

3) Timer

a) *Purpose*: Being able to record studying times to get insights to studying habits

b) *Functionality*: First, the user chooses a subject from the predefined buttons. After that, the user gets led to the timer page. There he can start the timer and finish it. After starting the timer, a new entry to the database will be created.

c) *Class Components*: TimerActivity, SubjectActivity

4) Notes

a) *Purpose*: Being able to take notes for a subject and save them in the app

b) *Functionality*: Same as in Timer, the user chooses a subject first. After that, the user can choose from a list of existing notes or create a new one. When creating a new one, the user can upload a picture and write text for the note.

c) *Class Components*: NoteWriteActivity

5) Settings

a) *Purpose*: User management to log off or delete user

b) *Functionality*: Users can change settings of the application and their basic information.

c) *Class Components*: SettingsActivity

D. Module 2 : External Cloud

1) Google API (SSO)

a) *Purpose*: Convenient and state-of-the-art login functionalities for the user

b) *Functionality*: By using the Google API, the user can login with his Google account to login to StudyBNB.

2) NUGU API

a) *Purpose*: Providing NLP functionalities to transform spoken words to functions in StudyBNB

b) *Functionality*: Through pre-defined intents and actions in the NUGU Play Kit the NUGU speaker can understand sentences and execute actions in the app server.

E. Module 3 : Backend

1) Firebase

a) *Purpose*: Backend capabilities and database.

b) *Functionality*: The Firestore Database stores data from the app or the NUGU actions in collections. Collections consist of Documents, while those consists of fields. New entries are done in documents and fields can be updated.

2) App Server

a) *Purpose*: Backend capabilities for NUGU speaker, StudyBNB functions and machine learning processes

b) *Functionality*: When receiving actions from the NUGU API, the app server uses internal functions to start or stop the timer. The data gets updated in Firebase.

3) *Machine Learning Training*

a) *Purpose*: Training a machine learning model based on a dataset

b) *Functionality*: The Firestore Database and a dedicated dataset serve as a basis. A k-means clustering algorithm as unsupervised learning will be used.

4) *Machine Learning Processes*

a) *Purpose*: Using machine learning model in app / NUGU actions functionalities

b) *Functionality*: The trained model will be run and the results will be used for functions.

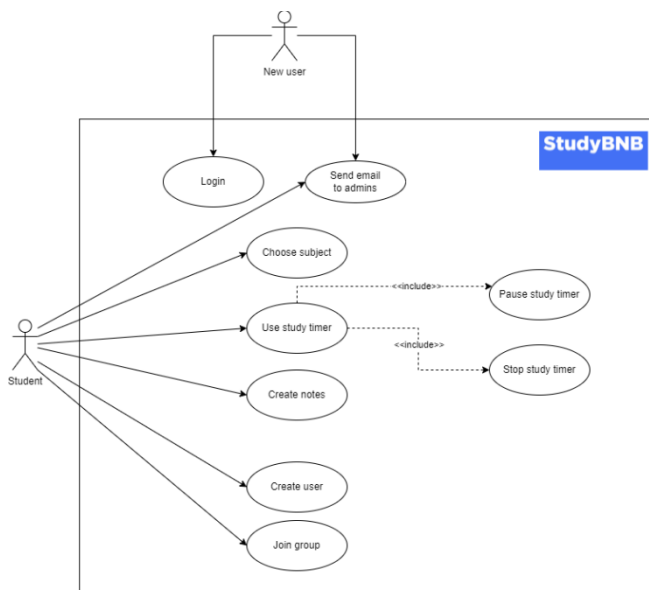
VI. USE CASES

A. *Use Case 1 – Android Application*

1) *Use Case Diagram*

The use case diagram displays two actors: A "new user" and a "student". The new user only has use cases to login to the StudyBNB app or send an email to admins.

When logged in, the new user will be in the role of student and can access the functions of the StudyBNB service. In case of deleting the user, the student will be back in the role of a "new user".



2) *Main Functions*

a) *Login / Send email to admins*



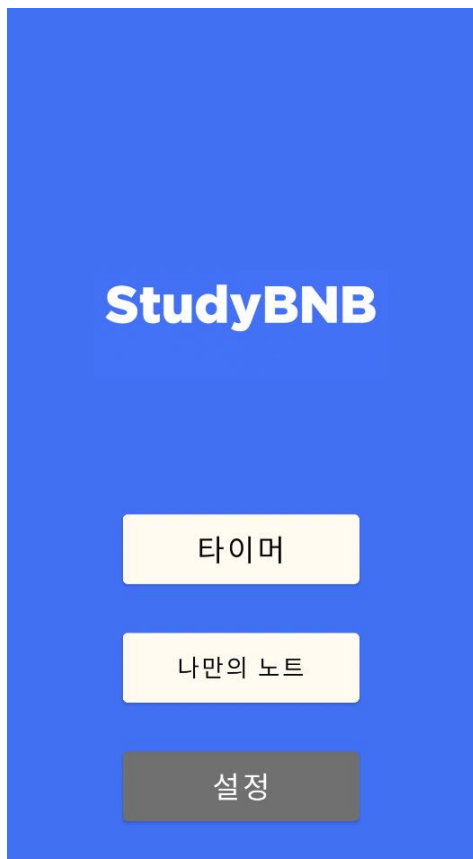
When opening the app, the user lands on the login page. Here he can choose between two buttons: Sign In via Google or "문의하기" / "Ask".

As a new user, the first button opens a "Google account" dialogue which requires the user to enter his credentials. After using the login function once, the StudyBNB app remembers the user and he can enter the next screen just by pressing the button.

In case of inquiries or issues, the user can use the second button. It opens the preferred email app of the user and prepares a pre-defined email for the admin team.

This function fulfills the requirements F1) User Management, N1) Security, N6) Usability by offering a basic account management and keeping the data private.

b) *Create user / Join group*



After logging in, the user always starts at the Main screen. In the third button "설정"/"Setting" he can enter the settings screen.



The settings screen is an overview over 로그인 정보/Login information. The white label at the top displays the email that is used for login.

Button 1 is 회원정보 입력/수정 or Enter/Modify membership information.

Button 2 is 문의하기/Contact which works like in the Login page.

Button 3 is 로그아웃/Sign out which signs out the user from the app and brings him back to the login page.

Button 4 is 탈퇴하기/Leave the group which removes the personal data of the membership information and login information. A dialog requests the user to confirm his decision.



After clicking the first button, the user lands in the page to enter or edit his membership information. There he can enter his name, gender, age, GPA and interests. The button "저장하기" saves the entered values.

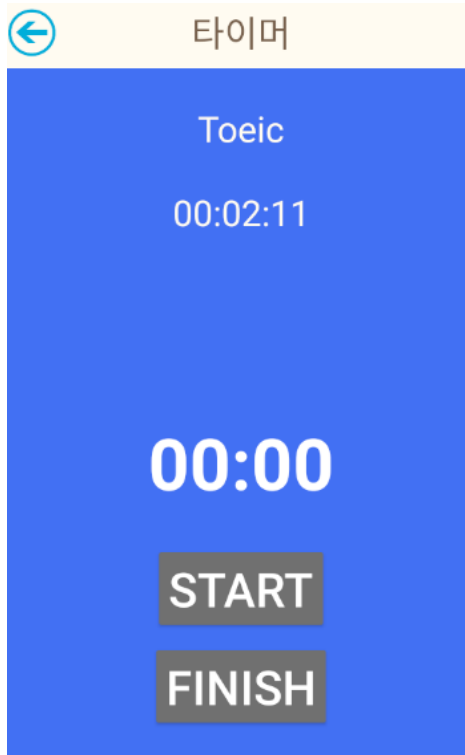
This function fulfils the requirements F1) User Management, F2) Creating a Study Group, N1) Security by allowing the user manage data about himself and delete it for privacy reasons.

It partly fulfils the requirement 4) Information Sharing Function (about study time) by giving insights about characteristics from the student but he can't see it from other group members.

c) Start study timer



When clicking the first button on the main page, the user gets led to the subject page. He can choose from the three subjects "History", "TOEIC" and "Computer Specialist". Clicking a button leads the user to the timer function.



The timer page contains an overview on the current subject, the accumulated study time of the day (here 2:11min) and the timer itself. Clicking the start button starts the timer

This function fulfils the requirements F3) Timer Function, N3) Performance, N6) Usability by allowing a quick and convenient usage of a study timer.

d) Stop study timer

When the user is done studying, he can press the "Finish" button. It opens a dialogue to confirm that he wants to stop the timer. When clicking "Yes", he gets sent back to the main page.

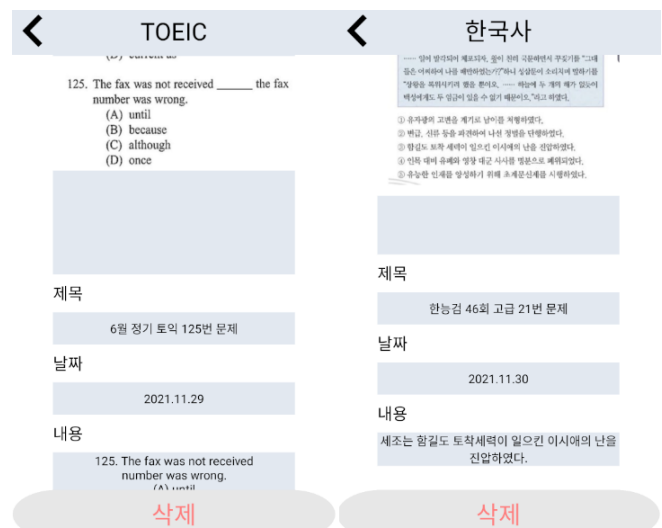
In the background, the duration of studying is saved. When entering the timer again, he can see that the accumulated study time has increased by the previous study block.

This function partly fulfils the requirements F4) Information Sharing Function (about study time), 5) Group Ranking and 6) Feedback. The information about the studying time, subjects and current status of studying is being saved but he can only compare his studying style by looking at the data in the backend.

e) Create notes



When the user clicks on the second button in the main screen, he needs to choose a subject just like with the timer. After choosing a subject to study, he gets let to an overview page of existing notes. In case no note exist, he can click at the blue button at the bottom to create a new note.



In the individual note page, the user can insert a picture and make use of OCR technology to scan the text inside and display it in a textbox. The following text blocks are about the title of the note and the date of it. The last textblock can be used to add or edit notes.

The final button is used for saving the note. This function partly fulfils the requirement 4) Information Sharing Function (about study time) by allowing the user to create notes. When accessing the data in the backend, he is able to view notes from other students.

f) Check notes



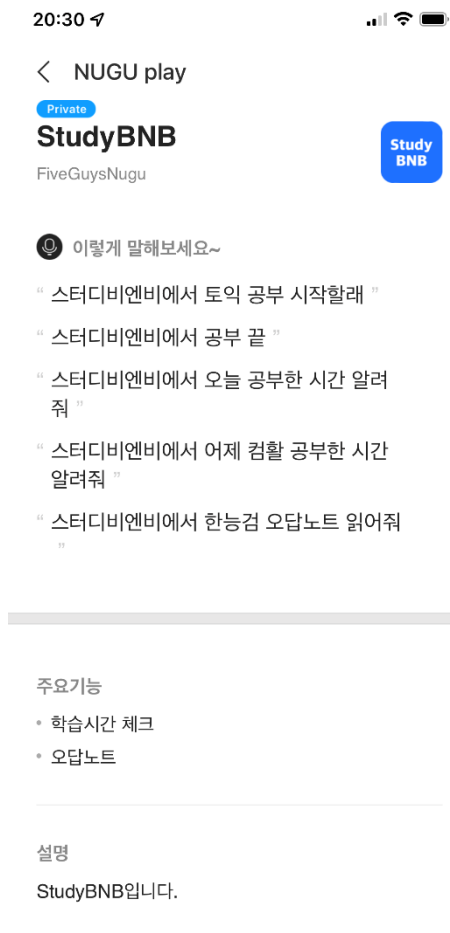
When entering the note taking function and choosing a subject with at least one note, the existing notes are displayed and can be viewed or edited when clicking on them.

This function partly fulfils the requirements 4) Information Sharing Function (about study time) and 5) Group ranking and 6) Feedback by allowing the user to create notes for himself. When accessing the data in the backend, he is able to view notes from other students and get insights of his and their study progress.

B. Use Case 2 – SKT NUGU AI Speaker

1) Installation

If the user purchases the NUGU Speaker, completes the speaker setup, and installs the NUGU application on the user's smartphone, the user is ready to use StudyBNB. If you press the menu in the upper left corner on the main screen of the NUGU application on your smartphone, StudyBNB exists in the Education/Childcare tab of the NUGU Play category.



Users need to finish linking with StudyBNB service in this page. If users do not have a Studybnb account, users must first download the Studybnb Android application from the Google Play, register as a member, and then complete user settings. When this process is completed, users will be able to use StudyBNB's services in earnest.

2) Starting Application

There are two ways to call StudyBNB from NUGU Speaker.

a) Aria, start StudyBNB (아리아, 스터디엔비 실행해줘) → Commands (like "start timer for TOEIC")

The advantage of using this method is that users can get more accurate results. However, there is a disadvantage that it takes a lot of time to execute the desired function because you must speak at least two commands.

b) Aria, Commands (like "start timer for TOEIC") in StudyBNB (아리아, 스터디엔비에서 토익 시간 체크 시작해줘)

Since the recognition rate of NUGU Speaker decreases significantly as the length of the command increases, the possibility that the speaker cannot properly recognize the user's speech increases if such a long command is used. But NUGU Speaker has a great AI Model, so it will learn commands continuously, and sooner or later, it will understand your commands easily. If the user has been using

this application for a long time, the speaker will correctly understand this command and execute the function.

3) Main Function

a) Start Timer

토익 시간 체크 시작	▼	🗑
한능검 시간 체크 시작	▼	🗑
한국사 시간 체크 시작	▼	🗑
검활 시간 체크 시작	▼	🗑
검활 시간 체크 시작해줘	▼	🗑
한능검 시간 체크 시작해줘	▼	🗑
한국사 시간 체크 시작해줘	▼	🗑
토익 시간 체크 시작해줘	▼	🗑
검활 시간 체크해줘	▼	🗑
한국사 시간 체크해줘	▼	🗑
한능검 시간 체크해줘	▼	🗑
토익 시간 체크해줘	▼	🗑
토익 공부할래	▼	🗑
한국사 공부할래	▼	🗑
한능검 공부할래	▼	🗑
검활 공부할래	▼	🗑
공부할래	▼	🗑
검활 공부 시작	▼	🗑
한능검 공부 시작	▼	🗑
토익 공부 시작	▼	🗑
공부 시작	▼	🗑
검활 공부 시작할게	▼	🗑
한능검 공부 시작할게	▼	🗑
토익 공부 시작할게	▼	🗑
공부 시작할래	▼	🗑
공부 시작할게	▼	🗑
한능검 공부 시작할래	▼	🗑
토익 공부 시작할래	▼	🗑
검활 공부 시작할래	▼	🗑
오늘 검활 공부 시작할래	▼	🗑
오늘 검활 공부 시작할게	▼	🗑
오늘 한능검 공부 시작할게	▼	🗑
오늘 한능검 공부 시작할래	▼	🗑
오늘 공부 시작할게	▼	🗑
오늘 토익 공부 시작할게	▼	🗑
오늘 토익 공부 시작할래	▼	🗑
오늘 공부 시작할래	▼	🗑
오늘 검활 공부 시작	▼	🗑
오늘 한능검 공부 시작	▼	🗑
오늘 토익 공부 시작	▼	🗑
오늘 공부 시작	▼	🗑

Command: "Start timer for subject(including Korean History Exam, TOEIC, Computer Specialist in Spreadsheet & Database(CS))"

If you skip subject and execute the command, NUGU Speaker will ask you again about the subject information. If NUGU Speaker still does not receive the course information,

the service will be terminated immediately because StudyBNB cannot process the command. When NUGU Speaker receives a normal command, it sends it to Flask Server and triggers timer function.

If the timer is running and the NUGU Speaker receives a command to start the timer, The Flask server will refuse to process the command because it cannot execute it. This is because it is impossible for one person to study several subjects at the same time.

b) Finish Timer

한능검 공부 끝	▼	🗑
한국사 공부 끝	▼	🗑
토익 공부 끝	▼	🗑
검활 공부 끝	▼	🗑
한능검 공부 그만할게	▼	🗑
한능검 공부 그만할래	▼	🗑
한국사 공부 그만할게	▼	🗑
한국사 공부 그만할래	▼	🗑
토익 공부 그만할게	▼	🗑
토익 공부 그만할래	▼	🗑
오늘 검활 공부 끝	▼	🗑
오늘 한국사 공부 끝	▼	🗑
오늘 한능검 공부 끝	▼	🗑
오늘 토익 공부 끝	▼	🗑
쉬는 시간	▼	🗑
잠깐 일게	▼	🗑
잠깐 일래	▼	🗑
조금 일게	▼	🗑
조금 일래	▼	🗑
조금만 일게	▼	🗑
조금만 일래	▼	🗑
정지	▼	🗑
시간 체크 멈춰줘	▼	🗑
공부 일래	▼	🗑
일래	▼	🗑
시간 체크 끝내줘	▼	🗑
공부 그만	▼	🗑
공부 그만할래	▼	🗑
공부 끝났어	▼	🗑
공부 끝	▼	🗑
오늘 공부 끝났어	▼	🗑
오늘 공부 끝	▼	🗑
오늘 공부 그만할게	▼	🗑
오늘 공부 그만할래	▼	🗑
오늘 공부 그만	▼	🗑

Command: "Finish timer" or "I need to rest"

Even if you omit the subject information, the Flask server works normally because it remembers which subject's timer you ran. When a speaker receives a command to finish studying, it will be sent to the Flask server to terminate the timer. If the timer has already expired and another timer

termination request comes in, the Flask server will return an error code because it is a request that cannot be executed.

c) Calculate study time for now

지금까지 얼마나 공부했는지 궁금해	▼	🗑
지금까지 얼마나 공부했는지 알려줘	▼	🗑
지금까지 얼마나 공부했어?	▼	🗑
지금까지 몇 시간이나 공부했어?	▼	🗑
지금 몇 시간이나 공부했어?	▼	🗑
현재 공부 시간 알려줘	▼	🗑
현재 얼마나 공부했는지 궁금해	▼	🗑
지금 얼마나 공부했어?	▼	🗑
지금 얼마나 공부했어?	▼	🗑
현재 공부한 시간 알려줘	▼	🗑
지금 공부한 시간 알려줘	▼	🗑

Command: "Tell me what time I studied"

This is a function that can determine how much the user has studied while the timer is running. When the NUGU Speaker receives this command, the Flask server returns the hour, minute, and second of the currently studied time. If the timer is not turned on, the Flask server will return an error code because it cannot process this command.

d) Calculate study time by subject or date

오늘의 영어 공부 얼마나 했어?	▼	🗑
오늘의 영어 공부한 시간 알려줘	▼	🗑
오늘의 영어 얼마나 공부했어?	▼	🗑
오늘 영어 공부한 시간 알려줘	▼	🗑
오늘 영어 공부 얼마나 했어?	▼	🗑
오늘 얼마나 공부했어?	▼	🗑
오늘 공부한 시간 알려줘	▼	🗑
오늘 공부 얼마나 했어?	▼	🗑
오늘 얼마나 공부했어?	▼	🗑
오늘 공부한 시간 알려줘	▼	🗑
오늘 공부 얼마나 했어?	▼	🗑

Command: "How much did I study today" or "Tell me how long I studied the TOEIC yesterday"

This is a function that notifies the total study time or study time for a specific subject on a specific date. Since the date information is required, if this is not entered, the NUGU Speaker will ask the user to speak the date information again. Dates are supported only for today, yesterday, and yesterday. Because NUGU Speaker does not support date information flexibly, it is not easy to process date information that NUGU Speaker does not support. If subject information is not entered, the total study time for all subjects will be returned, and if inputted, the total study time for the entered subject will be returned. Also, if the timer is on, Flask server will count up to the current study time and return the total study time.

e) Read Study note

오늘의 오답노트 살펴보기	▼	🗑
오늘의 문제 읽어줘	▼	🗑
오늘의 오답노트 읽어줘	▼	🗑
오늘 오답노트 커줘	▼	🗑
오늘 오답노트 커줘	▼	🗑
오늘 오답노트 설명해줘	▼	🗑
오늘 오답노트 읽어줘	▼	🗑
오늘의 오답노트 읽어줘	▼	🗑
오늘의 오답노트 읽어줘	▼	🗑
오늘의 오답노트 읽어줘	▼	🗑
오늘의 오답노트 읽어줘	▼	🗑
오늘의 오답노트 커줘	▼	🗑
오늘의 오답노트 커줘	▼	🗑

Command: "Read wrong answer note of SUBJECT(like TOEIC, Korean History, CS)"

This is a function that reads the user's wrong question recorded in the wrong answer note. Before executing the

function to read wrong answer notes in NUGU Speaker, information about the question must be recorded in the Firestore DB. If users take a picture of wrong answer problems in the incorrect answer note of StudyBNB Android Application, the text will be automatically extracted from the image through OCR function. If users take a picture of a problem in Korean, not in English, the performance is not good, so users have to edit the text themselves.

When users gives a command to NUGU Speaker, Subject information is essential because it is necessary to have subject information to call up the notes for incorrect answers. If the subject information is not entered, the Flask server will not be able to process the command, so the function will not be executed properly. If the command is processed normally, the Flask server will bring all the questions stored in the Firestore DB and deliver them to the NUGU Speaker. NUGU Speaker can't speak English well yet, but hopefully the quality will get better through collaboration with Amazon Alexa in the future.

f) Get studymate's information

Command: "Is my studymate studying?" or "How much did my studymate study?"

To execute this function, you must first execute the matching function in StudyBNB Android Application. If the studymate is matched, the study information of user's studymate can be called from NUGU Speaker. User can check information such as how much his studymate has studied and whether he is currently studying. Currently, it is not implemented in the StudyBNB Android application and NUGU Speaker, but in the future, when a lot of users are gathered and data accumulates, the function will be implemented based on it.

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