

Situation	What?	How?	Why?	Who?
1. Difficulty Finding a Place to Eat During Peak Hours	A student struggles to find an available space to eat, especially between 12 to 2 pm, when most eating areas are crowded.	The student feels frustrated and sometimes has to walk around campus searching for a spot, which can be time-consuming.	The number of eating spaces is insufficient for the high demand during peak lunch hours, and larger groups find it even harder to find a place.	Students who have limited lunch breaks, need to eat with friends or in groups, and don't have time to wait for a spot.
2. Challenges in Finding Study Spaces During Midterms and Finals	A student struggles to find a study spot, especially between 9 am - 3 pm during midterms and finals.	The student spends extra time looking for a seat, sometimes having to go to multiple locations before finding one.	The student spends extra time looking for a seat, sometimes having to go to multiple locations before finding one.	Students preparing for exams or working on assignments who require a quiet and focused space.
3. Impact of Commuting on Campus Experience	A student who commutes for 30 minutes to 2 hours faces difficulties planning their time efficiently.	They must strategically schedule their classes in the morning to avoid rush-hour traffic in the evenings.	The unpredictability of travel time makes it difficult to plan for study sessions or other on-campus activities, limiting their flexibility.	Commuting students who need to maximize their time on campus and avoid staying longer than necessary.
4. Struggles	A student	They either	There are not	Students

to Find Collaborative Study Spaces with Electrical Outlets	needs a workspace where they can collaborate with teammates, speak out loud, and have access to electrical outlets.	have to wait for an available space, compromise by using an inadequate area, or relocate multiple times.	enough designated collaboration-friendly spaces, and study areas often lack sufficient power outlets.	working on group projects, requiring an interactive space with power supply for their devices.
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