STUDENT COMMUNITY APP

"Empowering Student Engagement through Events, Resources, and Rewards"

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DESCRIPTION:

Student Community, a community-driven application, enables students to come together and indulge in different types of activities, ranging from attending various events organized by the college and other students to helping each other by sharing important resources such as books, accommodation, etc., and information regarding them. Instead of one-way communication, the **Student Community** supports supervised two-way communication by allowing even students to post about their events and resources to greater student engagement. By using this application, students can stay informed about essential information about the college and many others that can affect their daily lives. To further student engagement, they will get points or certain perks whenever they have attended any important event that can be used to redeem certain rewards.

NOVELTY OF STUDENT COMMUNITY:

Student Community is a unique app that revolutionizes student life by bringing all the essential features into one place, making it easy for students to stay organized, engaged, and connected. Instead of navigating multiple platforms, students can access everything they need - events, rewards, announcements, resources, and even the ability to organize their events - all through a single app. This seamless experience transforms the way students interact with their campus events.

What makes it unique:

- **Effortless Campus Life:** The app brings together all the events, resources, and announcements students need in one place, making it easy to stay organized and connected.

- **Encouraging Involvement:** With rewards for participating in activities, the app motivates students to get involved and stay update-to-date.

- **Access to Resources**: Students can quickly find and access a variety of campus and off campus resources such as books, housing etc.

- **Staying Connected:** By using this application, students will be motivated to participate in various on-campus and off-campus events to stay connected to other students and to get help in their time of need.

- **Organize Your Events:** Students can also take charge by organizing their events, creating opportunities to shape campus life and bring people together.

How it transforms the student experience:

- **Increased Engagement:** The app's rewards system turns students from passive users into active participants, encouraging them to engage more deeply with campus life.

- **Reduced Stress:** Real-time housing updates and easy access to resources help students make quicker, more informed decisions, reducing stress and uncertainty.

- **Empowered to Create Events:** Students can organize events, shaping campus life while earning rewards they can redeem for exclusive opportunities.
- **Stronger Campus Connections:** By bringing everything together the app enhances their sense of belonging and campus engagement.

BACKGROUND RESEARCH:

Market Competitor Apps:

- **Douglas Students App:** Provides event updates and student services but lacks a unified platform for organizing own events by students, housing, rewards, and real-time resources.

INSPIRATION:

1. **Facebook Groups** provide a space for students to join or create groups tailored to their college or specific interests. Within these groups, students can share valuable resources such as textbooks, housing opportunities, upcoming events, and general campus information.
   The **Student Community** can build on this idea by creating a well-structured platform dedicated to students for accessing events, academic resources, and engagement. By adding features like rewards for participating in and organizing events, along with a more organized layout, it can make it easier for students to connect, share, and get involved in campus life.

PACT FRAMEWORK:

- **People:** The main users of this application are students aged around 18 – 25 whos want to engage in social as well as academic activities while staying informed about timely updates.
- **Activities:** The main activity on this application revolves around the student sharing resources and participation in various events organized by the college, community and other students and earning rewards through engagement.
- **Context:** The application is mainly developed to facilitate both on-campus and off-campus usage as it provides information about important events and resources.

- **Technologies:** Key technologies that will be used in this application include mobile apps, notifications and Realtime databases for easy and instant communication.

VALUE PROPOSITION:

Student Community enhances the student life experience by facilitating social and academic engagement, keeping them up to date with important information, and enabling them to share resources and details of these resources. **Student Community** fosters a vibrant student community where users not only benefit from valuable resources but also build meaningful connections. Students are encouraged to engage with a platform through a point-based rewards system that can be used to redeem exciting perks and many more.

PROJECT CONTRACT:

Project Title: Student Community App

Date: 7 Jan 2025

Project Members:

- Harleen kaur
- Gurpinder Singh

1. COMMUNICATION AGREEMENT:

- **Preferred Communication Channels:** Email, WhatsApp.
- **Frequency of Communication:** 2-3 times per week
- **Response Time Expectations:** Within 24 hours

2. MEETING AGREEMENT:

- **Frequency of Meetings:** Once a week
- **Day and Time for regular meetings:** Every Friday at 12 PM
- **Meeting Format:** Zoom or sometime in person
- **Meeting Duration:** at least 1 hour

3. DEADLINES:

- **Task Deadlines:** Work should be completed and submitted before the deadline
- **Track Progress:** Team members will update the group chat on task completion.

Agreed and Signed by:

Team Member	Signature	Date
Harleen kaur	Harleen Kaur	7 Feb, 2025
Gurpinder Singh	Gurpinder Singh	7 Feb, 2025

Gurpinder Singh

Date	No of hours	Description of work done
Jan 21, 2025	3	Worked on Task scheduler and together the idea
Jan 23, 2025	2	Discussion team about the idea and changes were made
Jan 24, 2025	2	Discussion with the Professor about the idea and combined the two ideas into one to provide a better transformative experience.
Jan 30, 2025	1.5	Identified features and scope of this project
Jan 31, 2025	1	team discussion about things to include and things to not include in this project
Jan 5, 2025	2.5	Meeting with Professor and dropped existing ideas and changes were made according to feedback (meeting with professor)
Jan 7, 2025	2	Worked on documentation such as Introduction, Pact framework and value proposition etc. (Group discussion)
Jan 8, 2025	0.7	Reviewed the project proposal document file.

Harleen Kaur

Date	No of hours	Description of work done
Jan 20, 2025	2	Worked on Douglas connect and Douglas live ideas.
Jan 23, 2025	1.5	Received feedback from the team and changes were made in this idea.
Jan 24, 2025	2	Discussion with the Professor about the idea and combined the two ideas into one to provide a better transformative experience.
Jan 29, 2025	2.5	Identified the competition of the proposed application and worked on how to make the application more appealing than the competition.
Jan 31, 2025	1.5	Work discussion about things to include and gathered more information about project novelty and transformative experience. (Group discussion)
Jan 4, 2025	2.5	Meeting with Professor and dropped existing ideas and changes were made according to feedback

| Jan 7, 2025 | 2 | Worked on documentation back research, features, contract and application novelty. (Group discussion) |
| Jan 8, 2025 | 1 | Reviewed the project proposal document file. |