



STUDENT COMMUNITY APP

“Empowering Student Engagement through Events,
Resources, and Rewards”



CSIS 3375 001

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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 who 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.

OBJECTIVE:

User Characteristics: - The main objective of this user study is to understand the behavioral traits of users, especially regarding various kinds of events. We aim to determine whether users are genuinely interested in attending events, and if they are, how they would be to use a dedicated application specifically designed for this purpose.

User Goals: - In this user study, we tried to understand what students want to achieve during their time in college. This could be anything from making friends, doing well in their studies, finding the resources they and getting involved in campus life and how our application features such as event listings, resource sharing and rewards system will help them to achieve these goals.

User sensitivity: -In addition, another objective is to understand how sensitive our users really are to things such as notification recommendations, personalized alerts about the events and earning rewards through engagement. Understanding these sensitivities will help us tailor the app's experience to their needs.

User challenges and our value proposition: - Beyond these objectives, we also aim to understand if users are using any other platforms for the same kind of functionality, then what are the challenges they are facing and what we can do better to provide a personalized transformative experience by addressing these gaps

CHOICE OF USER STUDY:

In our user study, we used a google form survey to gather information about the student's interest and preferences regarding events, rewards and resource sharing. This way of gathering requirements is used as it provides more efficiency in reaching many students and collecting quantifiable information.

This survey mainly targets college students, as they are the primary users for our application. This survey aims to understand their engagement levels such as how many of them are interested in attending events, resource sharing and earning rewards by attending them.

By using this survey, we are currently targeting our primary focus, college students. But with some of these questions, we also tried to target students that are interested in organizing their own events.

DRAFT OF SURVEY: -

Appendix A: Student Community App Survey

This survey aims to gather insights on students' event participation, preferences, and resource accessibility to improve the Student Community app.

Survey Questions

A1. Do you like to attend community events?

- Yes, I love attending events
- Sometimes, it depends on the type of event
- Not really, I prefer smaller gatherings or staying at home

A2. How often do you attend college-organized events?

- Very often
- Occasionally
- Never

A3. What type of events interest you the most?

- Social & Community Service Events
- Educational Events
- Career Fairs & Networking Events
- Others

A4. What mode of event do you prefer?

- In-Person Events
- Online/Virtual Events

A5. What motivates you to attend these events?

- Learning Opportunities

- Networking & Socializing
- Career Growth & Development
- Others

A6. How would you like to register for the event?

- Online Registration
- Mobile App Registration
- QR Code Registration
- Email Registration

A7. Would you prefer a reminder notification before the event starts?

- Yes, a day before the event
- Yes, a few hours before the event
- Yes, both a day before and a few hours before
- No, I don't need a reminder

A8. How do you stay updated about events and opportunities?

- College Website or Portal
- Emails & Newsletters
- Social Media
- Friends & Peers

A9. Would you be interested in organizing your own events through an app?

- Yes, definitely!
- Maybe, if the app is easy to use.
- No, I prefer attending rather than organizing events.

A10. What type of events would you like to organize?

- Educational Events
- Social Events
- Sports Events
- Networking Events

A11. Do you like to comment or react to events or announcements?

- Yes, I enjoy sharing my thoughts and opinions
- No, I prefer to observe quietly without engaging.
- Sometimes, depending on the topic or situation.
- I only react if it directly affects me.

A12. How would you feel if you received a reward for attending an event?

- Excited and appreciated for my participation.

- Neutral, as I didn't attend for the reward.
- Surprised but happy about the unexpected recognition.
- Motivated to attend more events in the future.

A13. How would you like to use that reward?

- Save it for future use or investment.
- Spend it on something I've been wanting for a while.
- Share it with others or donate to a cause I care about.
- Use it to attend more events or experiences.

A14. What is your preferred way to receive announcements?

- Email
- Social Media
- In-Person or Live Announcements
- Mobile Notifications

A15. Would you like to receive personalized event recommendations based on your interests?

- Yes, I love tailored suggestions that match my preferences.
- No, I prefer discovering events on my own.
- Sometimes, but only if the recommendations are highly relevant.
- I'm open to it, but I'd like control over how often I receive them.

A16. Have you ever struggled to find resources like books, accommodations, or academic reports?

- Yes, it's often challenging to find what I need.
- No, I usually find what I'm looking for without much difficulty.
- Sometimes, but I eventually manage to locate the resources.
- I struggle only with specific types of resources (e.g., academic reports).

A17. Have you used any other application for this purpose?

- Yes, I've used multiple apps and found them helpful.
- No, I haven't tried any apps for this purpose yet.
- I've tried a few, but they didn't meet my needs.
- I prefer manual methods over using apps for this purpose.

A18. If yes, please list the applications you have used.

- _____

A19. What type of academic resources do you feel you need the most?

- Research Papers and Journals
- Textbooks and Study Guides
- Lecture Notes and Presentations

- Online Courses and Tutorials

A20. What non-academic resources would you like to access?

- Self-Help Books and Personal Development Guides
- Entertainment Content
- Hobby-Related Resources
- News and Current Affairs

A21. Is there any other feature or functionality you would like to have in the application?

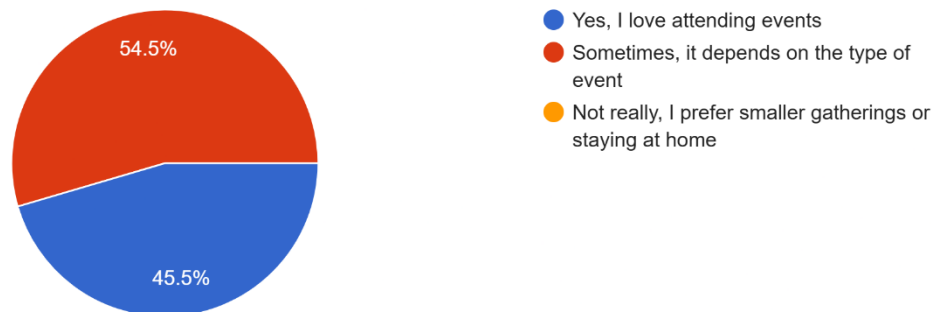
- Resource Sharing
- Reminders and Notifications
- Multilingual Support

DATA VISUALIZATION AND ANALYSIS:

Sample size: **twenty-two responses and most of them were students.**

Do you like to attend community events?

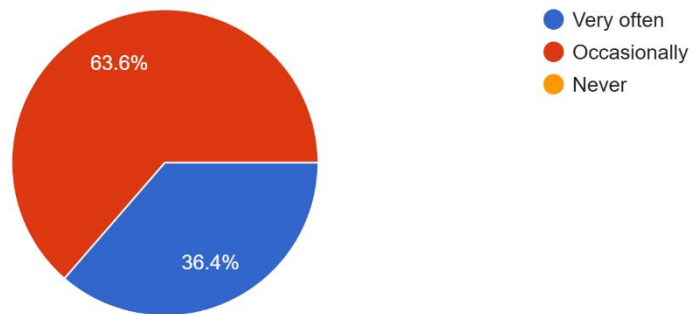
22 responses



Trend: All of respondents were interested in attending events, however, majority of them are choosy depending on the type of event.

How often you attend college organized events?

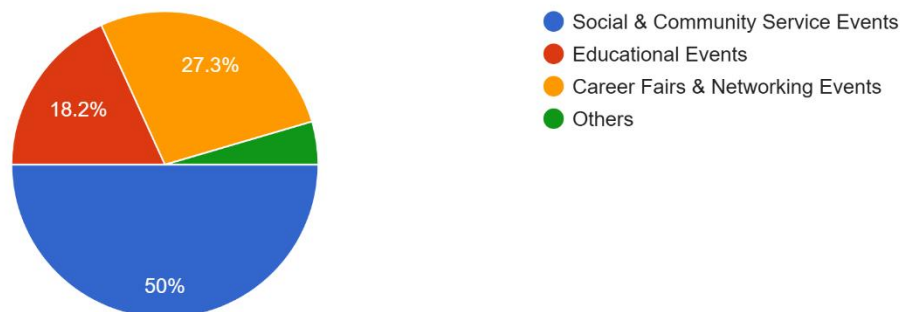
22 responses



Trend: Even though most of respondents are interested in attending events, but majority of respondents are not very frequent.

What type of events interest you the most?

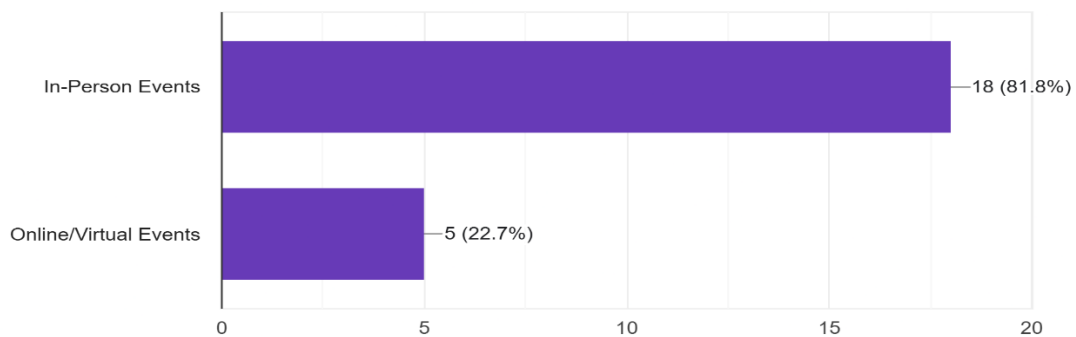
22 responses



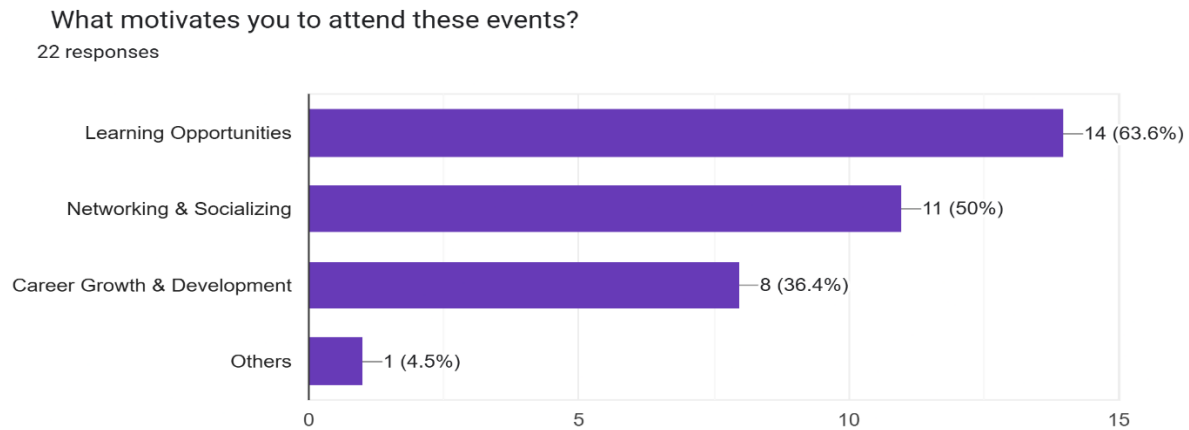
Trend: Respondents are most likely to attend social and networking events rather than educational events and other events.

What mode of event do you prefer?

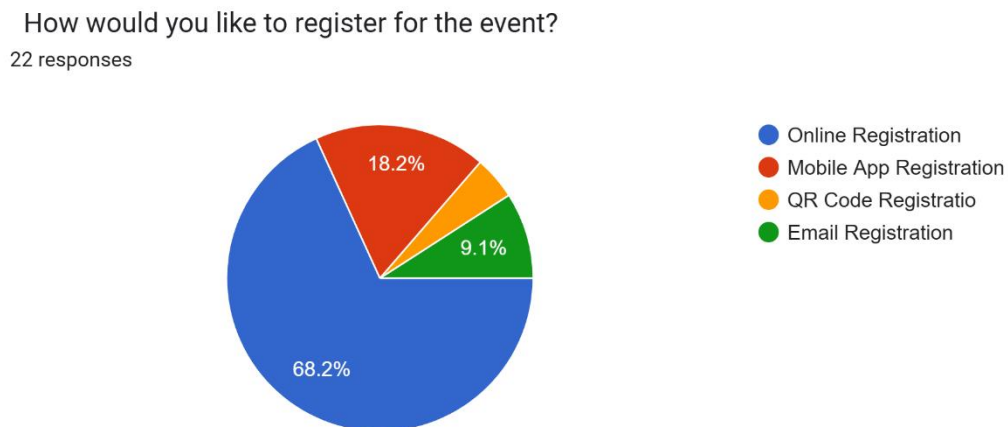
22 responses



Trend: Majority of individuals like to attend in person events and some of them willing attend online and virtual events.



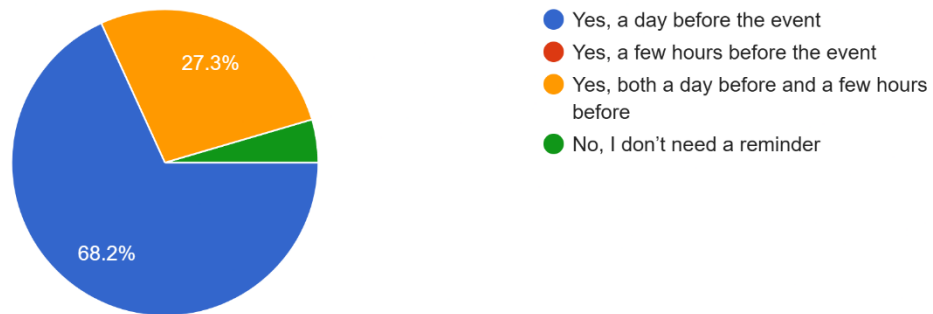
Trend: The learning opportunities, networking and socializing are the top motivators for making respondents attending an event.



Trend: Most of individuals prefer online registration through website or app.

Would you prefer a reminder notification before the event starts?

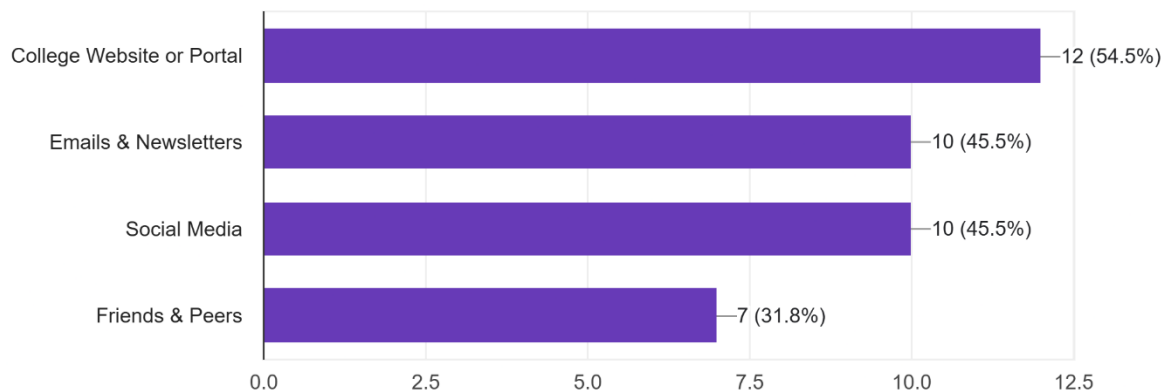
22 responses



Trend: A majority of applicants do feel the need for notifications to remind them about the event they registered for.

How do you stay updated about events and opportunities?

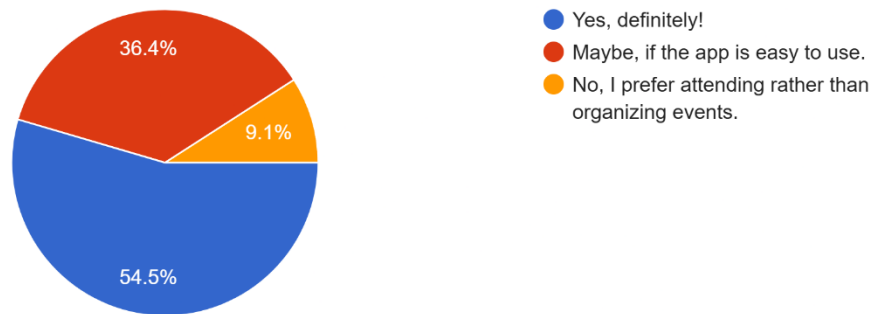
22 responses



Trend: Respondents use a variety of methods to be informed about events and other opportunities. However, college websites, emails and social media are common sources.

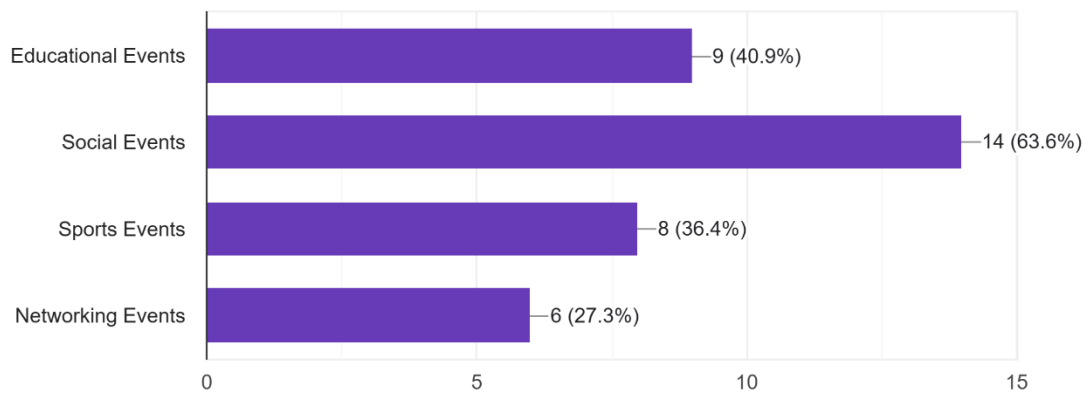
Would you be interested in organizing your own events through an app?

22 responses



What type of events would you like to organize?

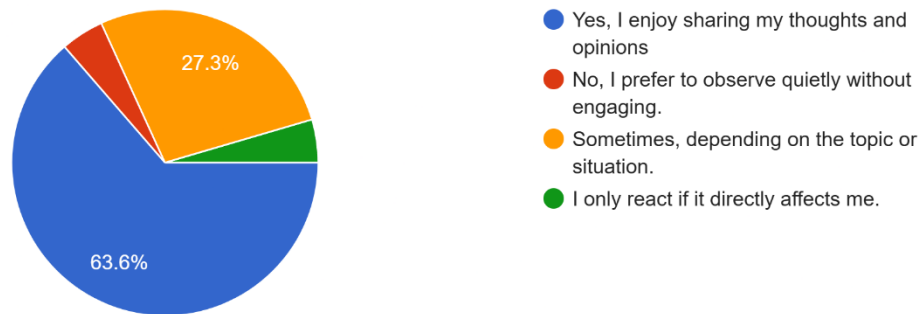
22 responses



A sizable portion of students showed their interest in creating their own events, about 54.5% especially of social and educational events.

Do you like to comment or react on events or announcements?

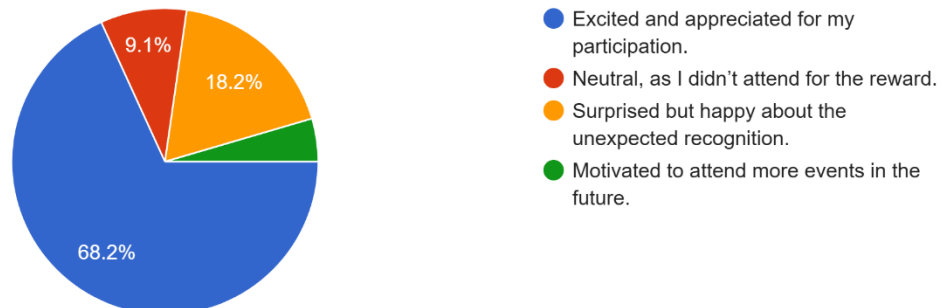
22 responses



Trends: Most of the students want to share their experiences depending on upon how much they are involved.

How will you feel if you get a reward for the event you attended?

22 responses



Trend: The vast majority feel rewards can be a reason that can motivate them in attending events.

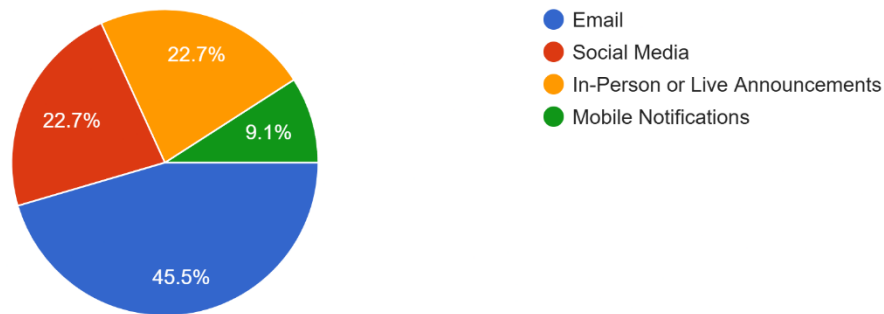
How would you like to use that rewards?

22 responses



What is the preferred way for you to receive announcements?

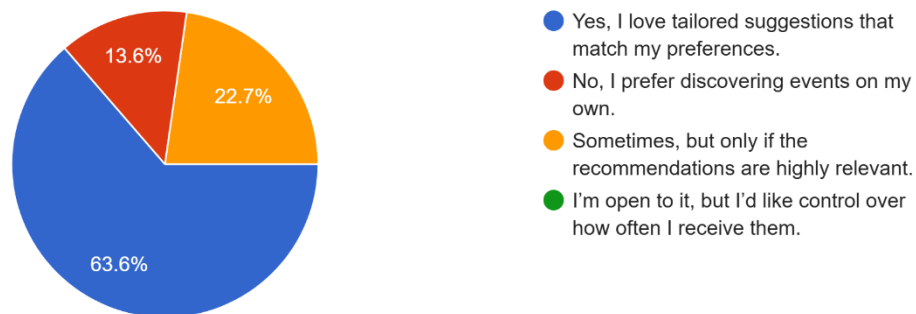
22 responses



Trend: Most individuals feel emails are the best way of getting reminders and notifications.

Would you like to receive personalized events and recommendations based on your interests?

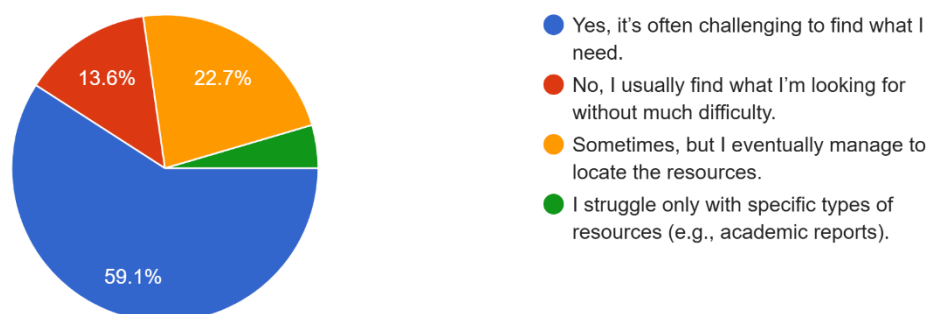
22 responses



Trends: Only some of respondents felt they are capable enough to find events of their own.

Have you ever struggled to find resources like books, accommodations, or academic reports?

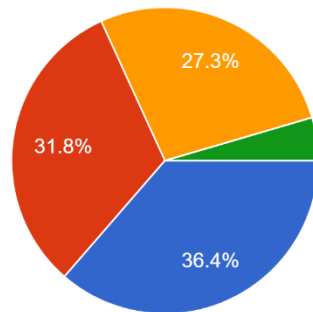
22 responses



A large portion of respondents felt, it is somewhat difficult to find useful resources by using existing system.

Have you used any other application for this purpose?

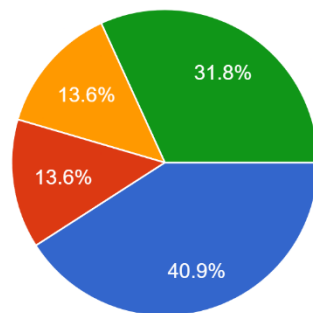
22 responses



- Yes, I've used multiple apps and found them helpful.
- No, I haven't tried any apps for this purpose yet.
- I've tried a few, but they didn't meet my needs.
- I prefer manual methods over using apps for this purpose.

What type of academic resources do you feel you need the most?

22 responses

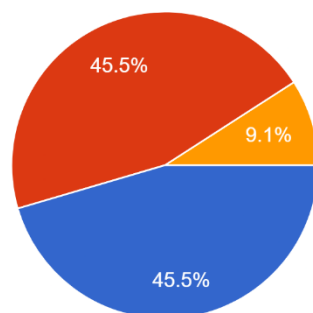


- Research Papers and Journals
- Textbooks and Study Guides
- Lecture Notes and Presentations
- Online Courses and Tutorials

Trends: Research papers and online courses are the top needs of respondents

Is there any other feature or functionality you would like to have in the application?

22 responses



- Resource Sharing
- Reminders and Notifications
- Multilingual Support

Trends: Resource sharing and reminders are the top features required by individuals.

OPEN ENDED QUESTIONS:

List of applications?

Top Answers:

1. Facebook
2. Market Place
3. Instagram
4. College community app
5. Self-service portal

INSIGHTS: -

1. Most respondents are interested in attending community and college-organized events.
2. A majority students want to attend college-organized events Sometimes or Rarely.
3. Students are most interested in social events and academic events.
4. Most individuals are more interested in attending in-person or hybrid events over virtual events.
5. Networking, the chance of learning new skills, and socializing are the top motivators.
6. The respondents like to use online registration through an application or website.
7. Most students want to have reminder notifications before an event starts.
8. Students primarily use social media, email, and university announcements to be informed.
9. A sizable portion of individuals are interested in organizing their own events, especially social or academic events.
10. Students feel excited when they earn reward points for attending events.
11. Discounts, gift cards, or academic resources are the top options for them to use their points.
12. Students like to have push notifications and email for receiving essential information.
13. Most students are willing to give their data to have personalization.
14. Most respondents struggle to find academic resources like books, study materials, and accommodations.
15. Only few students have used other applications for similar purposes but may not be fully satisfied with them as their aim is different than for what applications developed for.
16. Students mostly like to have textbooks, study materials and academic reports.
17. Students need textbooks, study materials, and academic reports the most.
18. Students suggested additional features like reminders and resource sharing.

PERSONAS & SCENARIOS: -

1. Animesh

- Age 22 years
 - International student leaving in a private room in Canada.
 - active social life in his hometown and now living alone.
 - Works part-time along with studying to fulfill his and family's needs.
 - He wants to socialize and explore but only a few resources to get involved.
1. He wakes up early to get ready for both work and college.
 2. While getting ready for the day, he received notifications for upcoming personalized events for forthcoming free days.
 3. He reserved his spot in some of them using his handset.
 4. After work, he wanted to go to college but got a notification about the campus closure.
 5. Now he has a lot of free time, he opens a student community app to get information about nearby events.
 6. Reversed spot for himself and requested his friend to join him from the app itself.
 7. His friend Randhir accepted the request, and they later joined the event.
 8. In the event, his friend told him, that his laptop is not working fine. So, he opened his student community application and searched for these resources.
 9. He selected the listed laptop that fits his friend's needs and booked an appointment for that.
 10. Returned home and checked the points he earned from attending events and he shared stats with his friends.

Requirements List: -

1. User Management

- Users can log in using their student credentials.
- Users can create and manage their profiles, including adding interests to receive personalized event recommendations.
- Users can search for and add friends within the app.

2. Event Management

- Users can view upcoming events hosted by colleges, students, and external organizations.
- Users can filter events based their interest.
- Users can RSVP for events and receive notifications for upcoming events.
- Users can invite friends to join events through the app.
- Users can create and manage events, including setting event details, location, and time.

3. Resource Sharing

- Users can post available resources (e.g., textbooks, housing, electronics).
- Users can book or request resources and schedule appointments with the owner.

4. Notifications

- Users receive personalized event notifications based on their interests.
- Users receive real-time campus updates, such as closures or announcements.
- Users can send and receive messages regarding events and resources.

5. Rewards

- Users earn points for participating in events and sharing resources.
- Users can track their earned points through a dashboard.
- Users can redeem points for rewards within the app.

2. Sadia

- Age 23
- University student
- Highly focused on academics
- Preferring knowledge from social events
- Balance part-time work with a heavily academic workload
- has a limited budget due to part-time earnings.
- Struggling to find budget-friendly essential resources like textbooks.
- often feels exhausted from constantly searching for study materials.

1. One evening, Sadia discovers that her professor has uploaded a new assignment, requiring a textbook rather than online materials.
2. Due to her limited budget as a part-time worker, she struggles to afford a new textbook.
3. She approaches her professor for advice, and he suggests using the “Student Community App” to find budget-friendly study resources.
4. Sadia installs the app and starts searching for affordable textbooks shared by other students.
5. She connects with fellow students through the app and successfully finds a second-hand textbook, saving her money.
6. While exploring the app, she notices various academic events and workshops relevant to her studies.
7. She registers for an upcoming academic event and starts receiving timely notifications.
8. After attending the event, she earns reward points, which she later redeems within the app to get additional rewards at no extra cost.

Requirements list: -

User Profile: -

- Users should have the ability to sign up and sign in quickly.
- They should be able to share their points or leaderboards with friends.

Events Support: -

- Event discovery and participation.
- Event searching and filtration such as academic resources.
- Personalized events

Resource Sharing: -

- Resource sharing and searching.
- Resource search filtering based on price and type of resource.

Notification: -

- Notifications for personalized events.

Rewards: -

- Event participation earning.
- Points redemption for buying rewards.

3. David: -

- Age 26 years
 - Very active social life.
 - Domestic 3rd year student
 - Living and family own house and has own car.
 - Likes to explore with friends and family
 - Active participant of volunteering in college and community.
1. Attending the first day of college after a long semester break.
 2. Nice meeting with new and old classmates, suggested them to install student community app and added them as friends.
 3. Joined them in student orientation later that day.
 4. Came back to his home, his stuff was all around his place and decided to organise.
 5. While organizing realised his valuable achievements and low space on shelves.
 6. First thought was throwing them away but stopped by feelings attached to these things.
 7. Open Student community application and list all of it that work.
 8. Got notifications about the requesting people.
 9. One of new friend also requested for study materials, identified by a special badge his friend got as a reward. so, he contacted him.
 10. Got personalized notification from student community app for a night event.
 11. Quickly accepted, met his friends later that night registered for same event.

Requirements List: -

1. User Profile & Social Features

- Users can sign up and log in easily.
- They can add and connect with friends within the app.

2. Event Management

- Students can see upcoming events at their college.
- They can filter events based on interests.
- They can register for events and receive reminders.
- They will get personalized event notifications.

3. Sharing & Finding Study Materials

- Users can list items like books, achievements, and personal belongings they no longer need.
- They can search for and request items from others.
- Users get notifications when someone requests their listed items.

4. Rewards & Badges

- Users earn badges for being active participants.
- Badges help identify trusted students in the community.
- A point system rewards participation, which can be used for getting rewards.

5. Notifications & Messaging

- Users get real-time notifications for event invites, item requests, and updates.
- They can message friends directly through the app.

FINAL LIST:

1. User management: -

- Users will be able to sign up and log in.
- Their data will be used to manage their profile that will be used for personalization.
- Users will be able to search for and add friends within the app to stay connected.
- Users should be able to share their statistics, achievements and badges with their friends.

2. Event management: -

- Users should be able to check out all the upcoming events hosted by colleges, students and other events.
- Events can be filtered based on interest, category and date.
- Users should have the ability to RSVP and register for events.
- They should get reminders and personalized notifications about these events.
- Users should be able to create their own supervised events.

3. Resource sharing and listing: -

- Users should get a list of resources such as academic materials, housing and anything useful.
- They should be able to perform search and filter that list.

- They should be able to create their own listing so that they can help others with the things they no longer need.

4. Announcements, notifications, and messaging: -

- Users should get important information as announcements.
- Users should get instant notifications for things such as upcoming events, friend invites and resource requests.
- Users should be able to message their friends directly for various purposes such as event discussions or just to stay in touch.

5. Regards and point earning: -

- Users should get points via attending events and resource sharing.
- Users should be able to redeem these points for getting regards like badges, resources and other perks.

SYNTHESIS OF REQUIREMENTS GATHERING AND GENERATION:

1. Must have: -

- User profile creation
- User personalization
- Event listing
- Resource sharing
- Resource searching and filtration.
- Reminder notifications via emails
- RSVP and event registrations
- Own event creations

2. Should have: -

- Event feedback sharing
- Event search and filter
- Mobile notifications
- Point earning and redemption for rewards.
- Announcements

3. Could have: -

- Multilingual Support.
- Entertainment content.
- Friend circle direct messages

DESIGN PATTERNS:

- **Card Layout:**

Cards are used in the layout to provide brief information about the detail view. This makes more sense in the terms of look, feel and functionality.

- **Bottom Navigation Bar:**

To achieve look and feel of modern android applications without making it complex to understand, Bottom Navigation bar is used to navigate between the different tabs in our prototype. Use of this pattern resulted in easy navigation and one hand accessibility.

- **Floating Action Button:**

Floating Action Button is used in various screens, provide easy and straightforward access to create or add listing for resources and events.

- **Progressive Disclosure or Nested Doll Navigation**

Nested Doll Navigation pattern is used to prevent users from getting too much information at once. Instead, a series of actions are used that will help users to get specific required information easily.

- **Search Controls**

Search controls are implemented in various screen to make users easy to locate the required functionality or information.

- **Realtime Feedback**

Snack bars are used to provide quick feedback on the various operations such as delete, create and updating.

- **User Profile**

User profile information is saved that provides information about the user and opens the doorway of unlimited possibilities to provide personalized experience to user.

- **Dialog Boxes**

Dialog boxes or alerts are used to ensure users are taking the actions such as deleting and using points for various rewards in full awareness

RATIONALE FOR SPECIFIC DESIGN

- **Card Layout:**

Why: provide easy access to various parts of application while providing brief information.

User benefit: small learning curve and better understanding.

- **Bottom Navigation Bar:**

Why: easy access to main sections of application such as home, event, resources and announcements

User benefit: Improved one hand usage.

- **Floating Action Button:**

Why: fab is basically used for giving the application modern look and feel and it was aligned with our one hand usage pattern.

User Benefit: Provides quick way while keeping larger displays easy to operate.

- **Progressive Disclosure or Nested Doll Navigation**

Why: Nested Doll Navigation pattern is used to prevent users from getting too much information at once (abstraction).

User Benefit: helping users to focus on the details, on which they want to focus

- **Search Controls**

Why: for providing users an option to find the specific information.

User benefit: quick to find the required information.

- **Realtime Feedback:**

Why: to provide quick feedback to user

User Benefit: gives users the surety, the operations or tasks they wanted to perform is completed successfully.

- **User Profile**

Why: User profile provides the motivation and helps in gathering information to understand the user themselves.

User Benefit: Better chances of getting tailored experience.

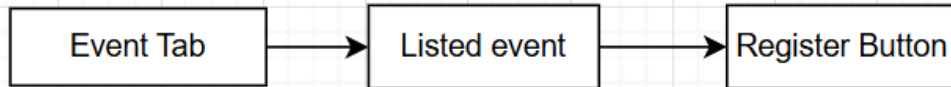
- **Dialog Boxes**

Why: to bring the user's attention to main operation.

User benefit: Provides extra layer of security while performing some sensitive operations.

FIGMA WORKFLOW

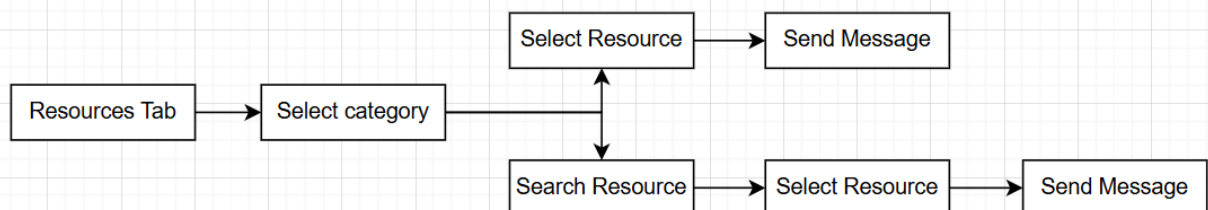
- **Event Registration: -**



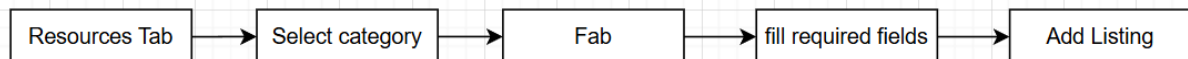
- **Event Creation**



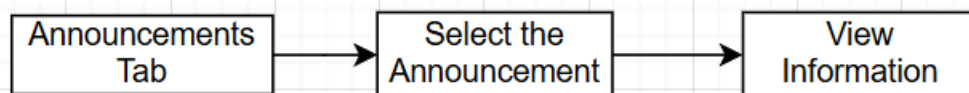
- **Resource Request**



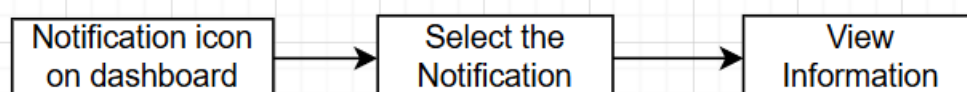
- **Resource Listing**



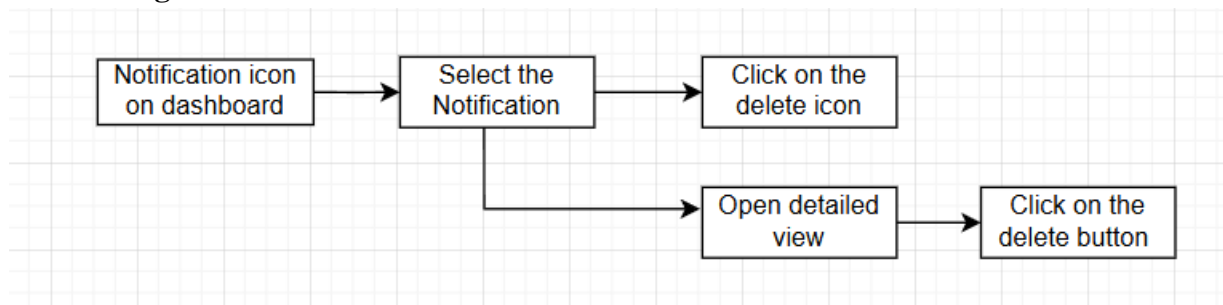
- **View Announcement**



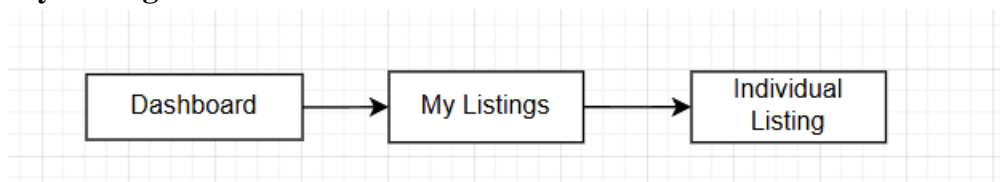
- **View Notification**



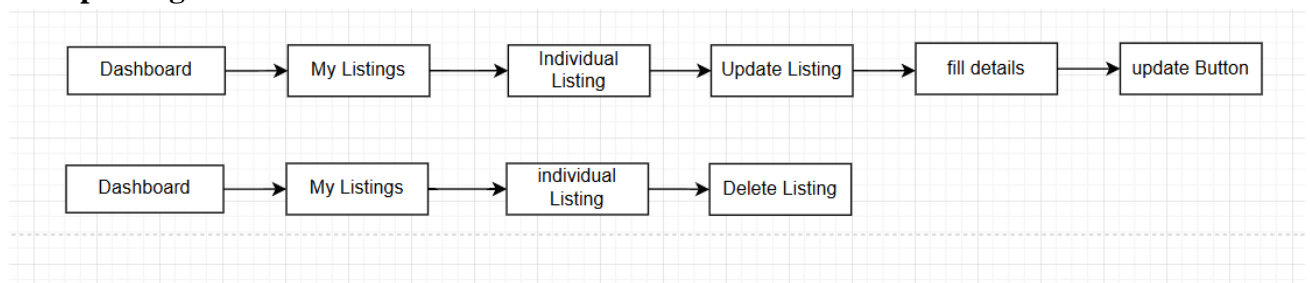
- **Deleting Notification**



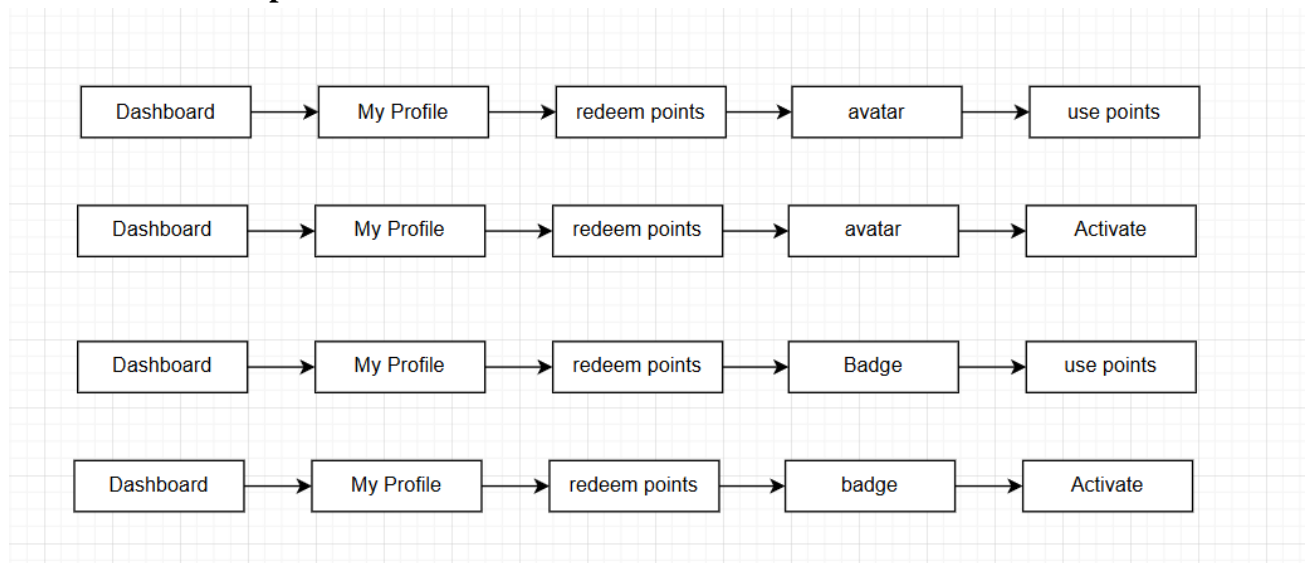
- **My Listing View**



- **Updating and deletion:**

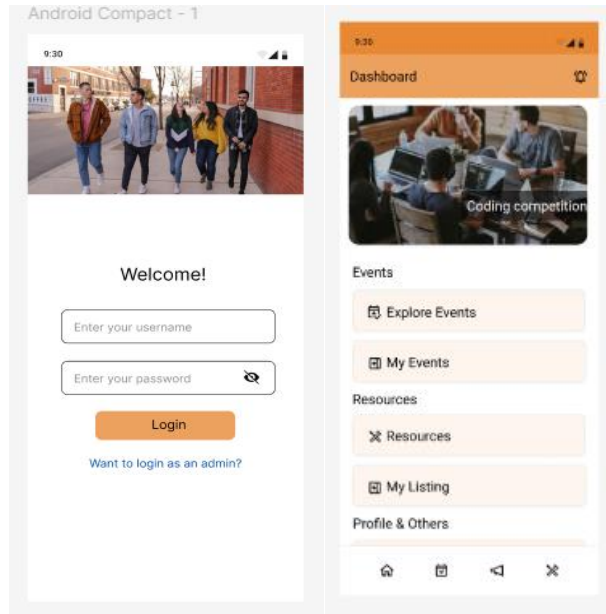


- **Reward Redemption & Activation**

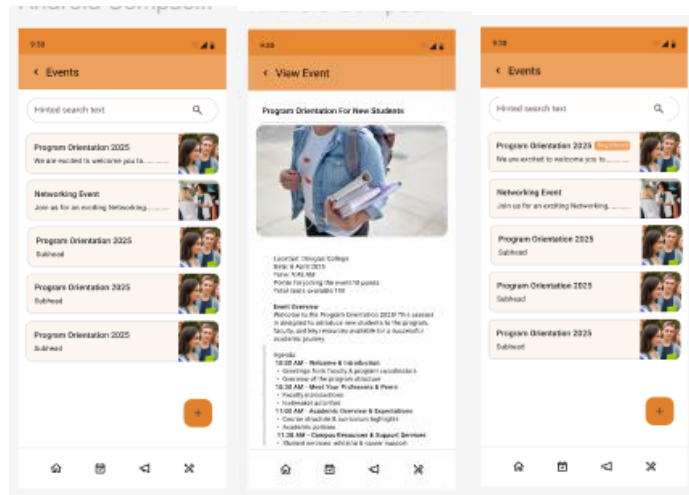


SCREENSHOTS:

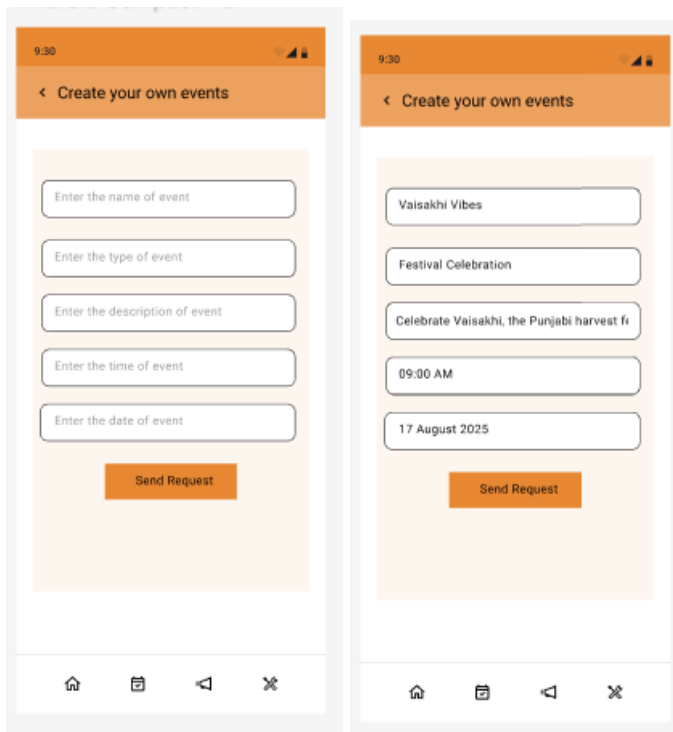
Dashboard Page



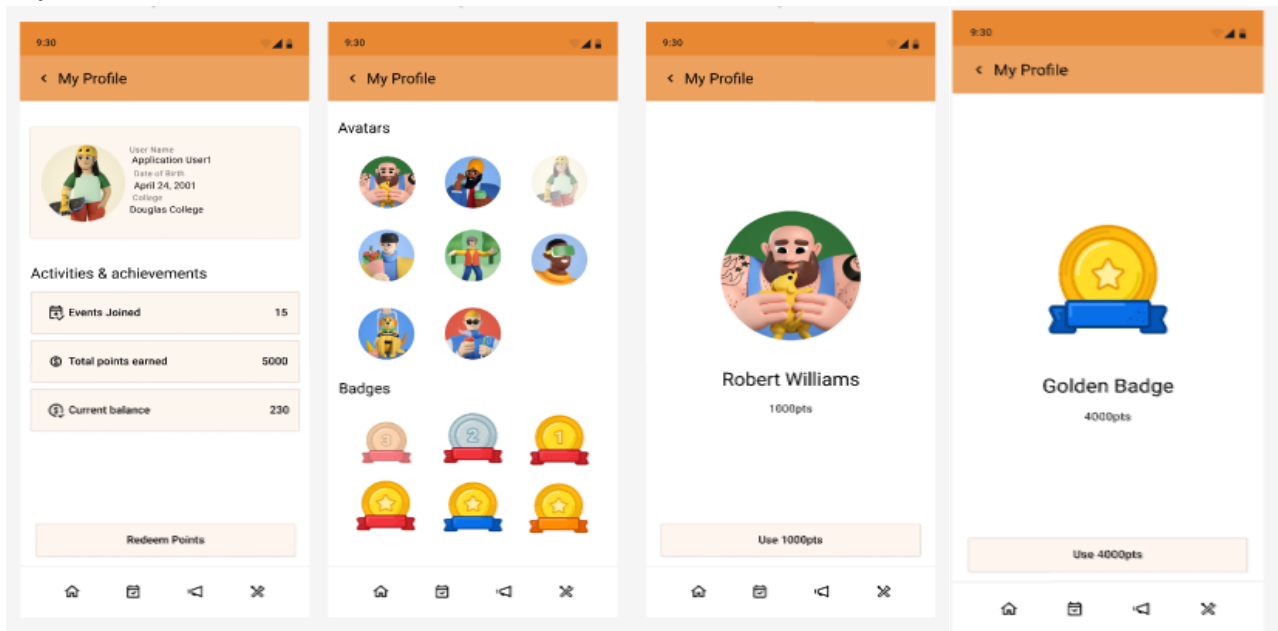
Events Section Page:



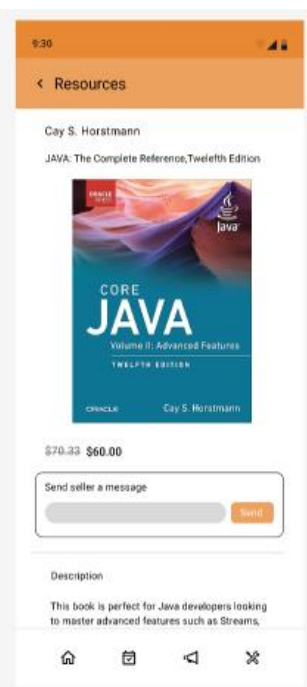
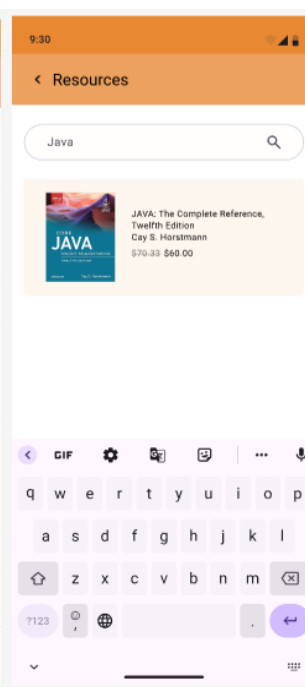
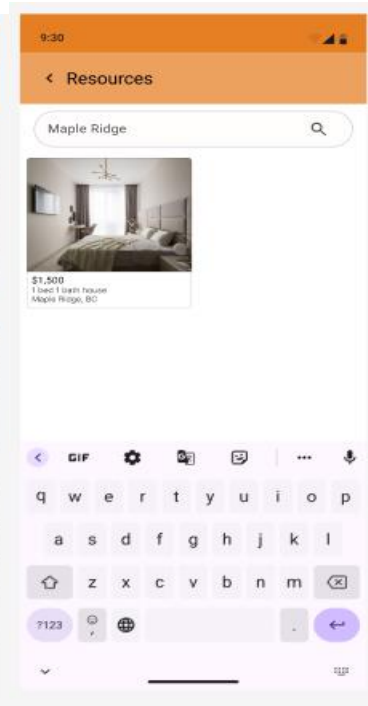
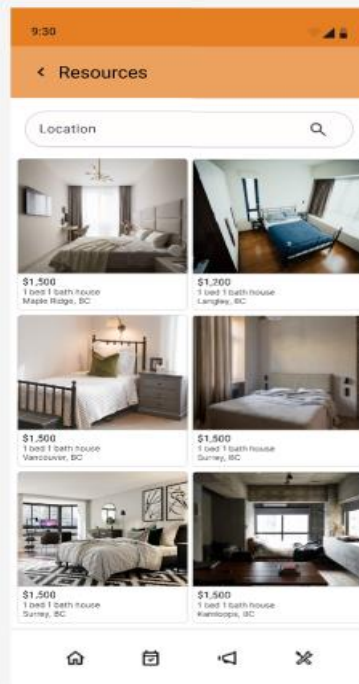
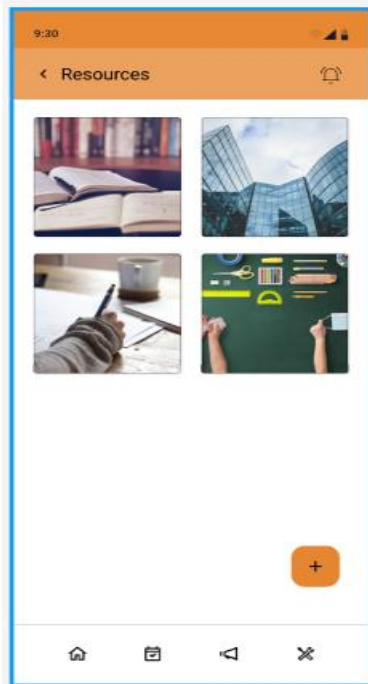
Event Creation Page:



My Profile & Rewards



Resources Section Pages



Resource Listing

The image displays two side-by-side mobile app screens for adding a resource listing. Both screens have an orange header with a back arrow and the text "Add Your Listing".

Left Screen (Form Fields):

- Input field: "Enter the title"
- Dropdown menu: "Select the category"
- Input field: "Enter the description of listing"
- Input field: "Enter the price"
- Input field: "Add your phone number(optional)"
- Input field: "Upload the image" with an "Upload" button
- Orange button: "Add Listing"

Right Screen (Filled Form):

- Input field: "JAVA: The Complete Reference, Twelfth Edition"
- Dropdown menu: "TextBooks"
- Input field: "This book is perfect for Java developers It"
- Input field: "\$70.33"
- Input field: "Add your phone number(optional)"
- Input field: "javaBook.jpg" with a "Change" button
- Orange button: "Add Listing"

Both screens have a bottom navigation bar with icons for Home, Calendar, Megaphone, and X.

Notifications Section

The image displays two side-by-side mobile app screens for the Notifications section. Both screens have an orange header with a back arrow and the text "Notifications".

Left Screen (List of Notifications):

- Notification 1: 3/15/25 6:25 PM, this is the content of notification ...
- Notification 2: 3/15/25 6:25 PM, this is the content of notification ...
- Response on requested event: 3/10/25 6:25 PM, The event you have requested to
- Notification 3: 3/15/25 6:25 PM, this is the content of notification ...

Right Screen (Details of Notification):

Response on requested event

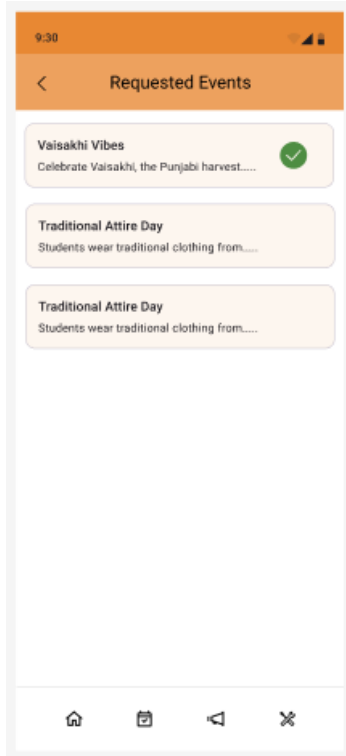
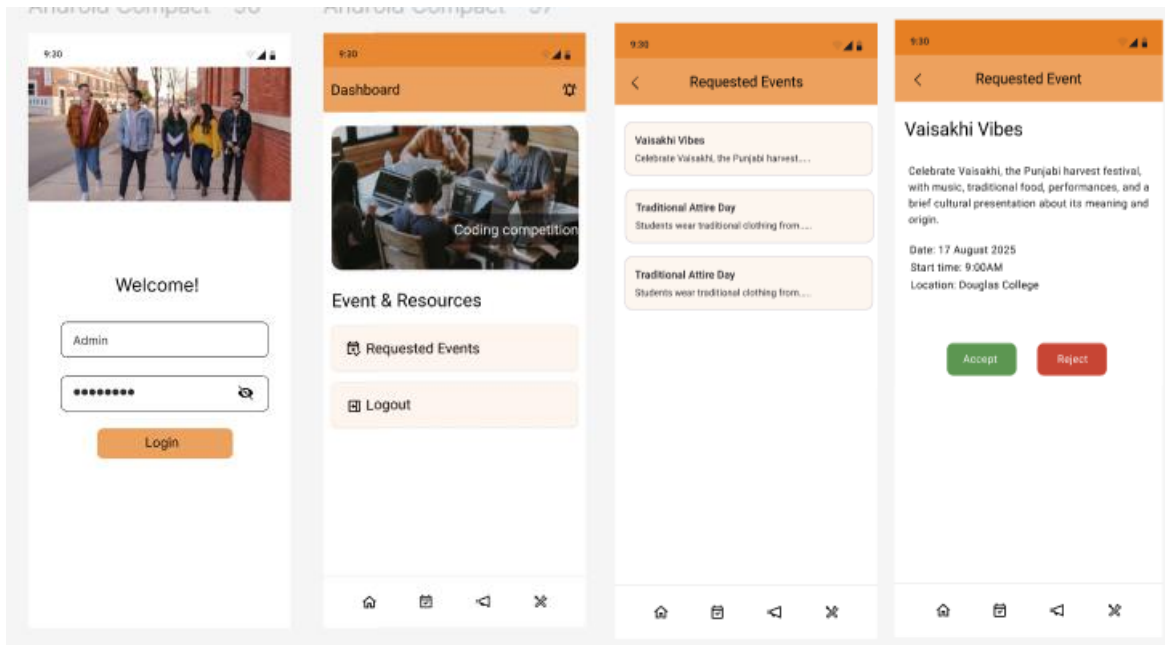
Date: 3/10/25 6:25 PM

The college authority has decided not to go forward with organizing the event you requested. Thank you for showing interest.

Orange button: Delete

Both screens have a bottom navigation bar with icons for Home, Calendar, Megaphone, and X.

Admin Panel



USER JOURNEY MAPS BASED ON PERSONAS:

Our user journey maps are based on the personas and seniors

• Animesh

Stage	Action	Touchpoint	Emotion	Goal	Pain Points	Solution
Discovery	Learnt about the app from peers or orientation	App Store, social media	Curious, uncertain	Wants to find social events & resources	Uncertainty about the app's value	Personalized recommendations and easy-to-understand interface
Event Discovery & Registration	Browse events, filters by interests, RSVPs for events	Event Browsing Section	Excited	Join in-person or hybrid social events	Difficulty finding events to Register	Simple event discovery and one-click event registration
Resource Sharing	Search for a laptop for a friend	Resource Sharing Section	Helpful, satisfied	Help a friend find necessary resources	Struggles with finding right resources	Search to narrow resource search by location and name
Reward Points & Social Sharing	Attends events, earns points, and shares stats with friends	Points Dashboard	Happy, motivated	Track and redeem points for rewards	Uncertainty about how to redeem points	Clear reward redemption process with visible benefits (Avatars and badges etc.)

• Sadia

Stage	Action	Touchpoint	Emotion	Goal	Pain Points	Solution
Issue Identification	Discovers need for a textbook due to a new assignment	College Announcements, Professor	Stressed, worried	Find an affordable textbook	Can't afford a new textbook	Professor suggests using the "Student Community App" to find budget-friendly textbooks
Search for Resources	Search for affordable textbooks in the app	Resource Search Section	Hopeful	Find second-hand textbooks	Difficulty too many resources	Resource Searching by price and condition makes finding the right option easier
Event Registration & Attendance	Registers for academic workshops on the app	Event Registration Section	Motivated	Attend academic events to enhance studies	Fear of missing out	Personalized event recommendations
Earning & Redeeming Points	Earning points for attending	Points Dashboard, Rewards Section	Accomplished	Redeem points for rewards	Uncertainty about how	Simple point redemption process with immediate

	events and redeems them for study materials				to redeem points	rewards (discounts, materials)
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• **David**

Stage	Action	Touchpoint	Emotion	Goal	Pain Points	Solution
Event Discovery	Installs app, explores events	App Interface	Enthusiastic, social	Find fun, social events with friends	Difficulty finding personalized events	Personalized event notifications based on social interests and upcoming events
Resource Sharing & Helping Others	Lists of unused study materials for sharing	Resource Sharing Section	Helpful, generous	Sharing resources with others	Uncertainty about demand for listed items	Notifications alert when others request listed resources
Receiving Notifications & Participating	Receives notification for a night event and registers	Push Notifications, Event Section	Excited, engaged	Attend social events with friends	Time conflicts with other activities	App provides event reminders and location information for easy participation
Rewards & Recognition	Earning points for participation and shares achievements	Points Dashboard, Social Sharing	Proud, motivated	Track participation and share achievements	Unclear on maximizing rewards	Clear rewards system, with points that can be redeemed for prizes and badges

PROTOTYPE EVALUATION USER STUDY

OBJECTIVE:

The objective of this user study is to ensure whether the developed prototype's design and functionality are aligned with the user's expectations or not. This user study will be used as input to add more features in upcoming iterations and for the improvement in the current system design. This study aims at filling the gap between the user's expectations and understanding of our team.

CHOICE OF USER STUDY:

In our user study, we used a google form survey to get information about what our users experienced and what they preferred when it came to events, rewards and resource sharing. We chose this way to get requirements because it's more efficient for reaching lots of students and getting their feedback on if the prototype meets what they expect or not. This survey mainly focuses on college students since they're the main users for our application. This survey wants to understand what they think or their feedback on the prototype and what other features they'd like to see or if they really like the UI. The information we get from this survey will help us make the prototype better and decide what to do next in development.

DRAFT OF USER STUDY SURVEY:

Appendix A: Student Community App Feedback Survey

This survey aims to gather feedback of individuals about the prototype, gathering their insights on prototype such as what are the things they liked, what are the difficulties they faced and what they expected from us in future iterations.

Survey Questions:

- How often do you use the Student Community App?
 - Daily
 - Weekly
 - Occasionally
 - Once Only
- What features have you explored in this prototype?
 - Events
 - Resources
 - Rewards
 - Announcements
- Did the Dashboard page give you all the useful information?
 - No
 - Yes
- Did you find it easy to navigate from dashboard to other features (such as Events, Resources, Rewards and announcements)?
 - No
 - Yes

- Did you find dashboard's event recommendation useful or satisfying?
 - Unsatisfied
 - Neutral
 - Somewhat satisfied
 - Satisfied
 - Very Satisfied

- Were you able to register for any event?
 - Yes
 - No

- How easy was it to register for an event?
 - Very Easy
 - Easy
 - Normal
 - Hard

- Have you created any events?
 - Yes
 - No

- How much satisfaction you felt while creating these events?
 - 1
 - 2
 - 3
 - 4
 - 5

- Did you find the announcements informative?
 - Yes
 - No

- Have you tried searching?
 - Yes
 - No

- Have you found any difficulty? (if yes please mention)
- Have you tried to find any resources from student community app?
 - Yes
 - No

- How do you rate the overall look and functionality of the Resources section?
 - 1

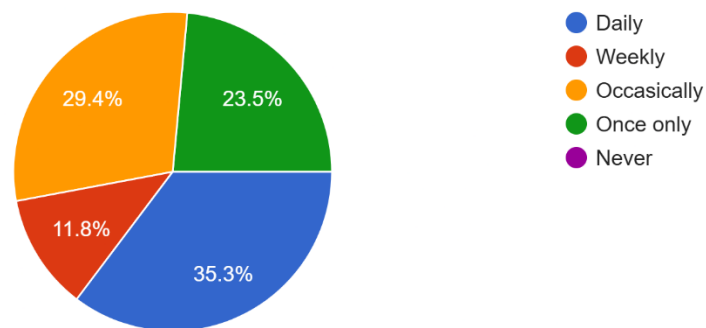
- 2
 - 3
 - 4
 - 5
- Do you find rewards interesting?
 - Yes
 - No
- Overall, how satisfied are you with the Student Community app?
 - Very Satisfied
 - Satisfied
 - Dissatisfied
 - Very Dissatisfied
- What improvements or features would you like to see in future updates?
- Any other feedback or suggestions?

DATA VISUALIZATION AND ANALYSIS:

Sample size: **Seventeen responses and most of them were students.**

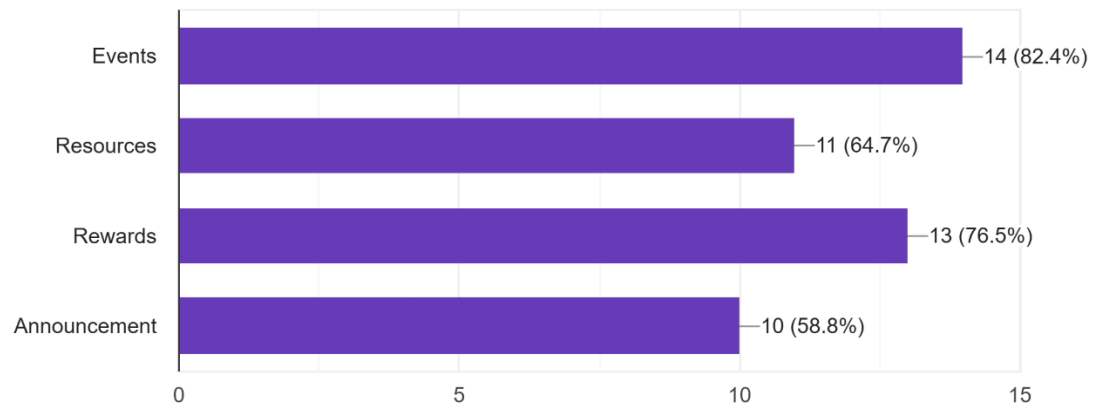
1. How often do you use the Student Community App?

17 responses



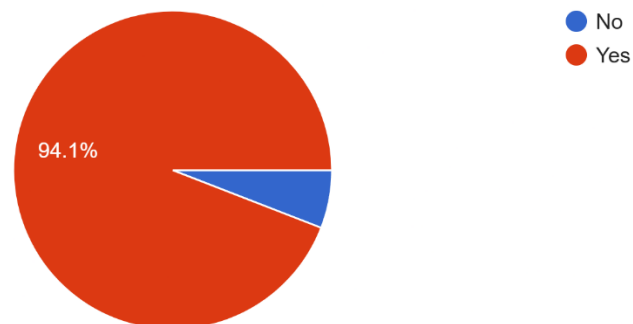
2. What features have you explored in this prototype?

17 responses



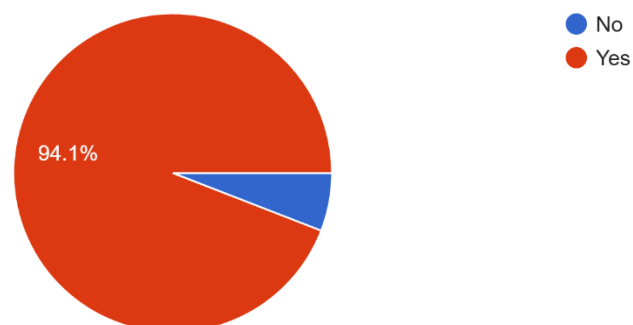
3. Did the Dashboard page, give you all the useful information?

17 responses



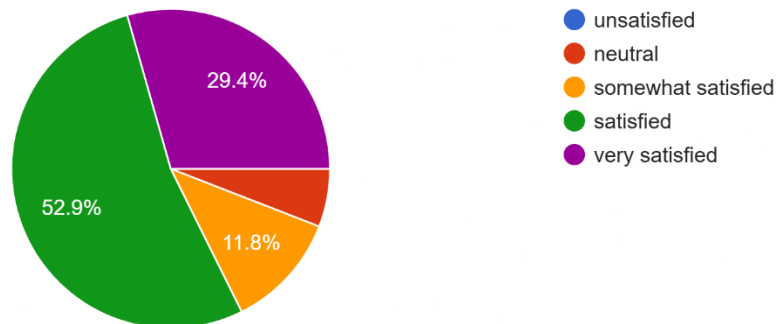
4. Did you find it easy to navigate from dashboard to other features(such as Events, Resources, Rewards and announcements)

17 responses



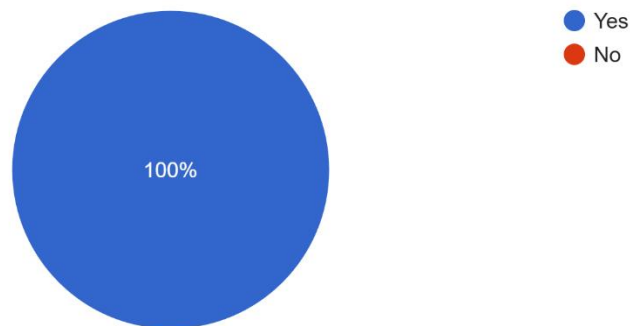
5. Did you find dashboard's event recommendation useful or satisfying?

17 responses



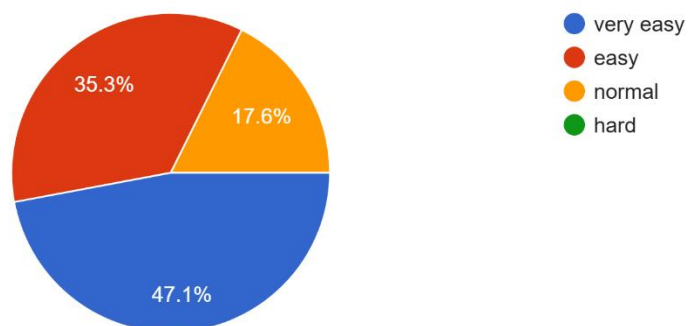
6. Were you able to register for any event

17 responses



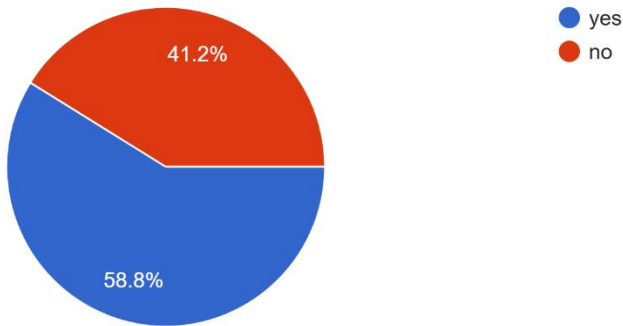
7. How easy was it to register for an event?

17 responses



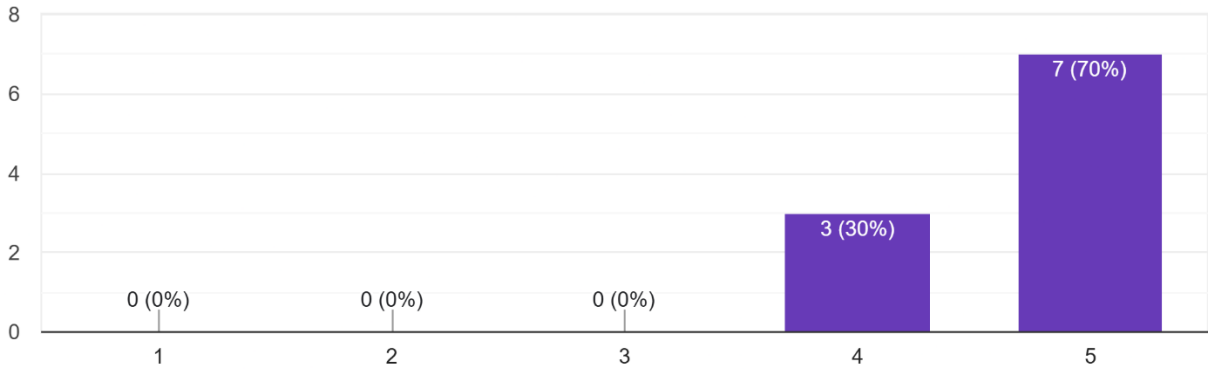
8. Have you created any event?

17 responses



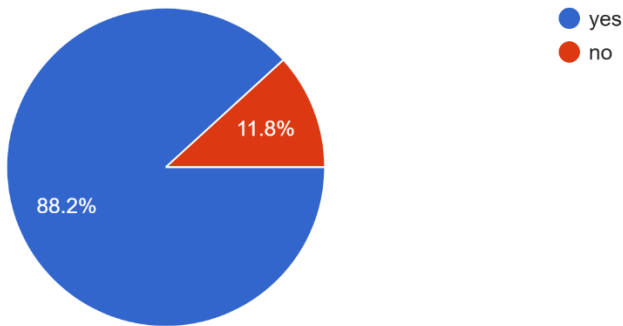
9. how much satisfaction you felt while creating these events?

10 responses



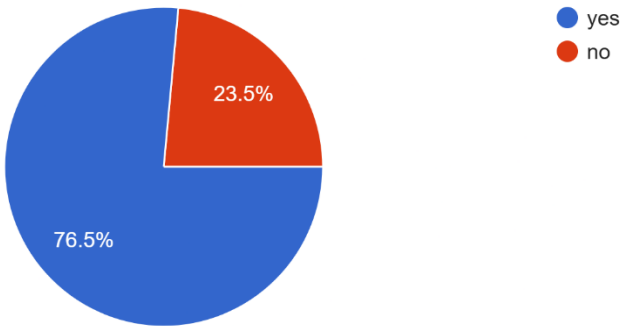
10. Did you find the announcements informative?

17 responses



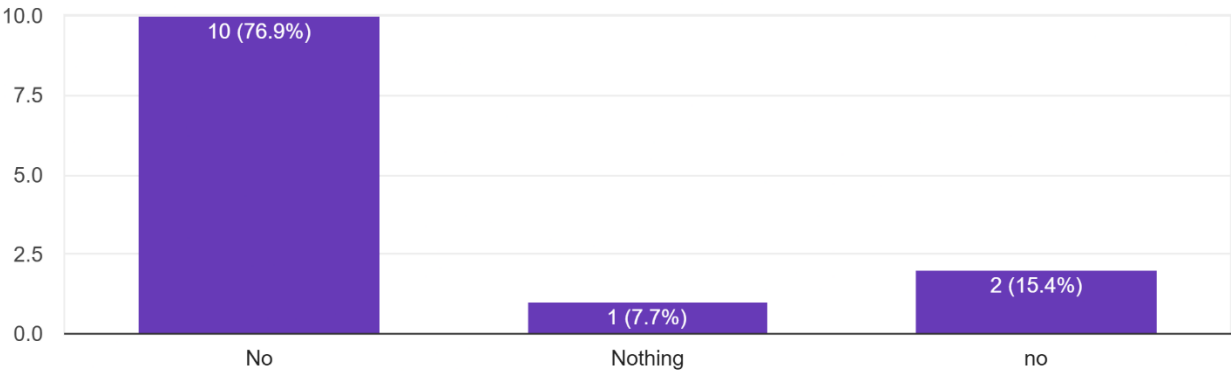
11. Have you tried searching?

17 responses



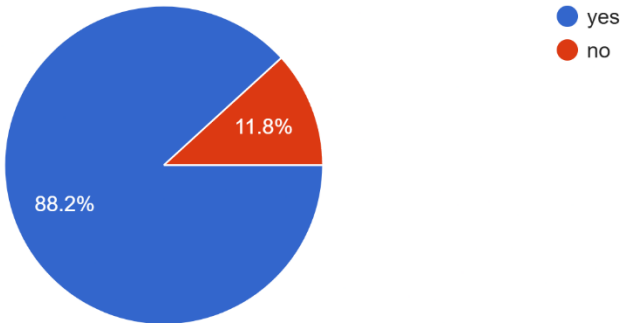
12. Have you found any difficulty? (if yes please mention)

13 responses



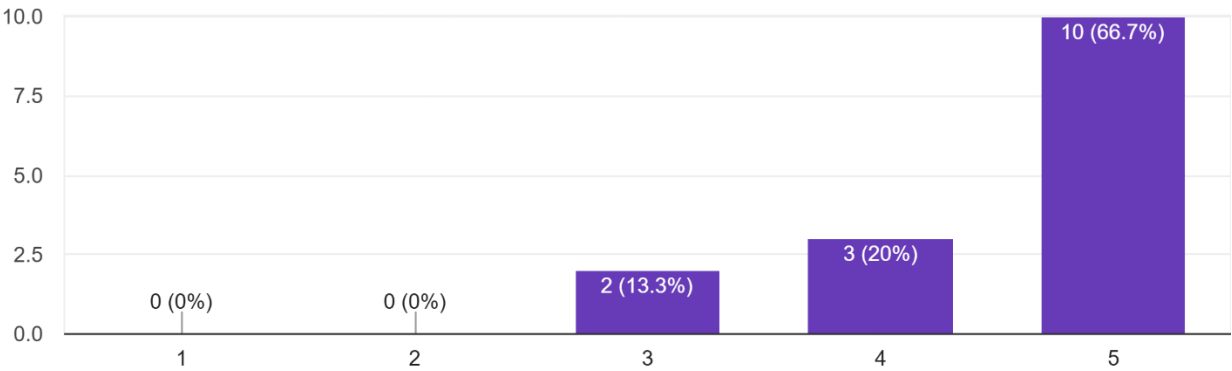
13. have you tried to find any resources from student community app?

17 responses



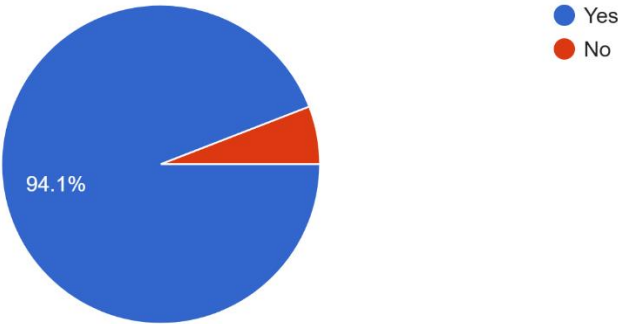
14. how do you rate overall look and functionality of Resources section?

15 responses



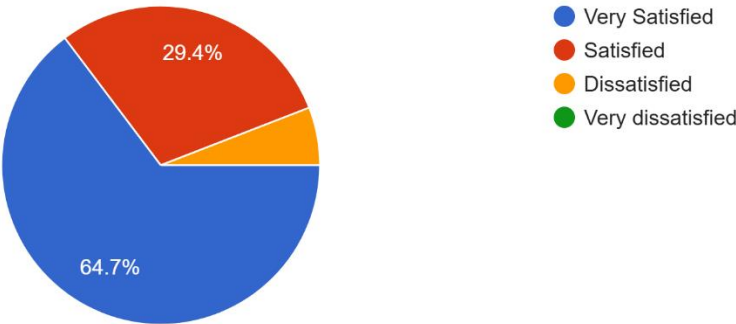
Do you find rewards interesting?

17 responses



Overall, how satisfied are you with the Student Community app?

17 responses



What improvements or features would you like to see in future updates?

17 responses

- More event
- Design should be better
- There should be an option for deleting the resources.
- Nothing
- Featuring the creation of a group for chatting
- Don't send me this survey's link again
- testing subject
- No, everything looks good to me
- No

. Any other feedback or suggestions?

17 responses

- No overall its good .
- Great
- No, everything looks good. The UI is attractive
- Good job
- testing sub
- Awesome
- No, everything is just fine.
- Already everything is Great
- Add more listing

INSIGHTS FROM SURVEY:

1. Almost every individual who participated in the survey tried the prototype once.
2. Events and Rewards are the features users mostly showed interest in followed by Resources and Announcements.
3. About 95 percent of the participants think the dashboard provides all the information they need.
4. Because of Bottom navigation and the listing of popular sections in the dashboard, a vast majority of the individuals find navigation to various sections of the application easy and satisfying.

5. The individuals that tried event registration were successful and they mostly find it very easy in complexity.
6. About half of the total participants tried creating their own events and the majority think the event creation process is almost perfect and about one third think that it is good but there is room for improvement.
7. The very least number of participants thought that the announcements were not informative enough.
8. About a vast majority of users tried searching in announcements and they experienced no problems.
9. Even though most people admired the look and feel of the resources section in our prototype, some of them find it not creative enough.
10. Almost 9 out of 10 people find overall look, feel and functionality up to the mark but some of them were expecting more.
11. Some of the improvements people want to see in our applications are
 - Cancellation button in listing.
 - Need for group chatting where individuals registered in same event can talk.
 - Need for better rewards
 - More customizations while creating events.
 - Searching according to price in resources.
12. Some of the feedback or suggestions from the participants about the existing design are
 - Required Dark theme for better nighttime experience.
 - Some require more time for better feedback.

CHANGES TO DESIGN BASED ON EVALUATION

All changes recommended:

- Addition of cancellation and updating of Resource Listing.
- Group chatting
- More customization while creating the events.
- Dark mode

All implemented changes:

- Addition of cancellation and updating of resource listing.
- More customization while creating the events

All changes that can't be made:

- chat (major redesign need)
- Dark Mode (a lot of changes need to be made while providing consistent experience all over the UI).

CONCLUSION:

The Student Community App is a platform designed to improve student engagement by bringing together event management, resource sharing, and rewards in one place. It allows students to easily find and participate in events, share helpful resources, and earn rewards for their involvement. The app was created with user feedback in mind, focusing on offering personalized experience and simple navigation. Ultimately, it aims to foster a vibrant campus community, where students can connect and succeed both academically and socially.

REFERENCE:

Douglas Student App. *Douglas Student App*. Accessed 8 Apr. 2025.

Facebook. *Facebook Marketplace*. Facebook, <https://www.facebook.com/share/1962f6KvGK/>. Accessed 8 Apr. 2025.

WORK LOG:

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	Discuss the idea with the Professor and combine the two ideas 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)

Feb 4, 2025	2.5	Meeting with Professor and dropped existing ideas and changes were made according to feedback
Feb 7, 2025	2	Worked on documentation back research, features, contract and application novelty. (Group discussion)
Feb 8, 2025	1	Reviewed the project proposal document file.
Feb 14, 2025	1	Group meeting to figure out how to move forward with the task in hand.
Feb 17, 2025	2.5	Figma prototype basics and followed YouTube tutorials about Figma.
Feb 20, 2025	1.5	Using project requirements, I tried to make rough outline or screen according to my own knowledge.
Feb 21, 2025	3.5	- Group Meeting for analysis of different templates - Team helped to make changes in already created screens by me on Feb 20.
Feb 26, 2025	1	- I tried to make to further improved designs and shared with team to get feedback.
Feb 27, 2025	1.5	Helped team to choose different set of questions that can be included in the survey.
Mar 4, 2025	1.5	Virtual Meeting with the professor - Got feedback from the professor and made some changes in the questions of the survey.
Mar 7, 2025	1	Group Meeting to move towards the requirement gathering documentation - Started structuring the Requirement Documentation
Mar 9, 2025	1.5	Worked on documentation - Write objective , draft of survey questions,write the Persona of Sadia

March 14, 2025	1	Worked on the further parts of documentation - Generate the requirement of Animesh and David Personas created by Gurpinder.
March 16, 2025	0.5	Group Meeting to review the final documentation before submitting.
March 19,2025	0.5	Conducted a group meeting to discuss the final UI design for the project. Tasks and responsibilities have been divided for the UI.
March 20, 2025	2	Continue with my designs that I already started for Users.
March 24,2025	3	Login page and dashboard layout for User was already created on March 20. Now started Creating listing in dashboard for navigating to other pages. Also Started creating Explore event section. Create Main page for explore events.
March 25,2025	1.5	Started creating the form where user can create their own events. Link all of them and make some changes for navigation.
March 26,2025	2	Move forward to resource section. Started creating a design for TextBooks and Research paper of resource section. Creating a listing type for text books and show the description with price. For research paper,only listing has been done today.
March 29,205	1	Continue the design of research paper.
March 31,2025	2.5	Started working on documentation, write rationale for design. Did online meeting to decide survey questions and Create survey and send it to users for response.
April 2,2025	3	Group meetings have been conducted online. Review all the designs that has been designed so far. Plan some changes according to the response of the survey and resolve the issue in navigation. Also Stated creating the page for My messages.

April 4,2025	4	<p>Divide my messages page into two section, one where all my listing conversations will show and other where the messages I have sent to someone will show.</p> <p>Started designing the page for announcements.</p> <p>Continue with documentation by adding user journey map of Animesh, Add draft of survey questions.</p>
April 7,2025	3	<p>Create My listing page , add a list of listing that is uploaded by me. Add buttons for update and delete listing .Update button will show form for updating the listing.</p> <p>Did some changes in documentation</p>
April 8,2025	2	<p>Conducted online group meeting to review final documents and design flow.</p>

Gurpinder Singh:

Date	Number of hours	Description of work
Jan 21, 2025	3	Worked on Task scheduler and together idea
Jan 23, 2025	2	Discussion team about the idea and changes were made
Jan 24, 2025	2	Discussion with Professor about the idea and combined the two ideas to one to provide 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
Feb 5, 2025	2.5	Meeting with Professor and dropped existing idea and changes were made according to feedback (meeting with professor)

Feb 7, 2025	2	Worked on documentation such as Introduction, Pact framework and value proposition etc. (Group discussion)
Feb 8, 2025	0.7	Reviewed the project proposal document file.
Feb 14, 2025	1	Group meeting to figure out how to move forward with task in hand.
Feb 16, 2025	1.5	Learning basics of Figma such as positioning, Layouts etc.
Feb 18, 2025	2	Practice how to make prototypes in Figma, navigation between frames and material 3 UI kit
Feb 21, 2025	3.5	<ul style="list-style-type: none"> - Group Meeting for analysis of different templates available in Figma of related (similar solutions) applications. - Create a new account of Figma as suggested by the professor. - We tried to figure out a rough idea of project implementation and implemented basic Figma template layout design.
Feb 27, 2025	2	Read the requirement gathering PDF for getting required information about creating surveys. Created first draft of survey.
Mar 4, 2025	1.5	<p>Virtual Meeting with the professor</p> <ul style="list-style-type: none"> - Got feedback from professor and worked on suggestions by changing surveys.
Mar 7, 2025	1.5	<p>Group meeting to discuss and plan the Requirement Gathering Documentation</p> <ul style="list-style-type: none"> - Initiated the structuring of the document based on key discussions and insights.
Mar 10, 2025	2	<ul style="list-style-type: none"> - Collected and organized survey responses for data analysis.

		<ul style="list-style-type: none"> - Used data visualization tools (charts, graphs) to identify key trends from survey responses. - Document all the findings.
Mar 12, 2025	0.5	Plan and write the personas of Animesh and David.
Mar 15, 2025	1.5	Worked on the requirement generation for Sadia and documented the master list of requirement generation and Synthesis of Requirements Gathering and Generation
Mar 16, 2025	0.5	Conducted a group meeting to review the requirement gathering documentation.
Mar 19, 2025	0.5	Held a group meeting to discuss the final UI design for the project. Tasks and responsibilities for the final UI design were reviewed and assigned.
Mar 21, 2025	2	Started designing the admin interface for the project. The initial layout for the Dashboard page has been created
Mar 25, 2025	3	Continue working on Admin panel, created login and other useful page and link it with dashboard and completed the admin panel.
Mar 27, 2025	3	Moving toward the resources section of user side.

		<p>Created accommodation section, added listing , search bar and a description page.</p> <p>Started Utilities section by adding a listing in it.</p>
Mar 28,2025	1.5	<p>Complete the utilities of resource section and also add form to create own listings.</p> <p>Added a drop down list to select the category of listing.</p> <p>Try Animation on the images showing in accommodation and utilities section.</p>
Mar 29,2025	2	<p>Moving toward designing “my events” page. Added listing in page that has been requested by user to create.</p>
Mar 30,2025	3	<p>Started working on “Profile” page. Created dashboard for Profile page, add avatar and badges page and linked all of them to work together.</p> <p>Also created page where user can redeem points and earn badges.</p> <p>Added animation as well.</p>
Mar 31,2025	2.5	<p>Started working on documentation, write design pattern that we have chosen for our Figma design.</p> <p>Held an online meeting to decide the questions for survey.</p> <p>Sent the survey to users for getting responses.</p>
April 2, 2025	3	<p>Held an online group meeting.</p> <p>Review all the designs that has been created so far.</p>

		<p>Made a plan to do some changes according to the response of survey.</p> <p>Link all the pages correctly for navigation.</p>
April 5,2025	4.5	<p>Created Notification page and also add the delete function to remove the particular notification.</p> <p>Refine the user dashboard page by adding animation on event recommendation and add logout button.</p> <p>Also created a “Get Started” page by adding logo.</p> <p>Continue with the working of documentation, add Figma workflow , user journey map for David and Sadia.</p>
April 7,2025	2	<p>Add data visualization in the documentation</p> <p>Write the insights of survey and also attach the screenshots of prototype.</p>
April 8,2025	2	<p>Made some changes in prototype.</p> <p>Conducted online group meeting to review final documents and design flow.</p>

