



STUDENT COMMUNITY APP

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



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 need 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?

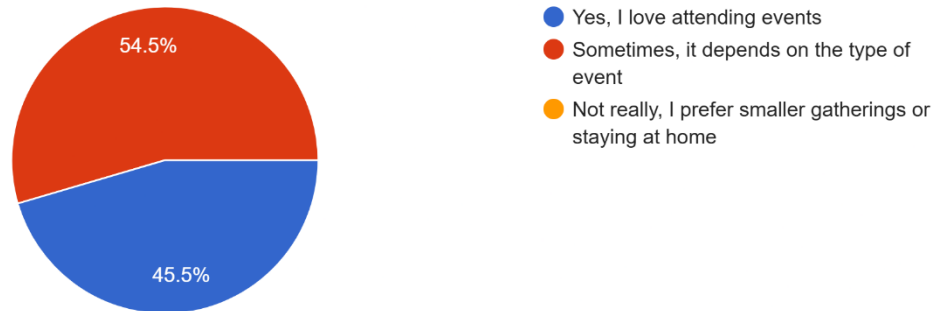
- Resource Sharing
- Reminders and Notifications
- Multilingual Support

Data Visualization and Analysis:

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

Do you like to attend community events?

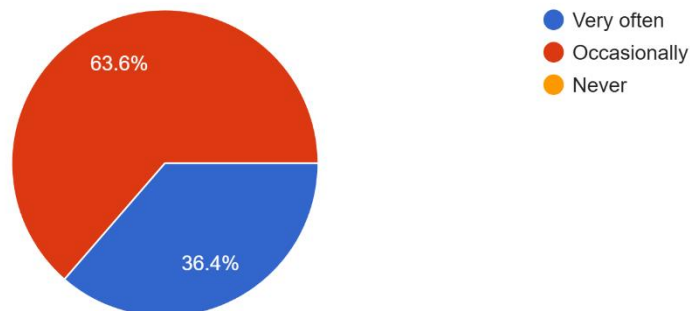
22 responses



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?

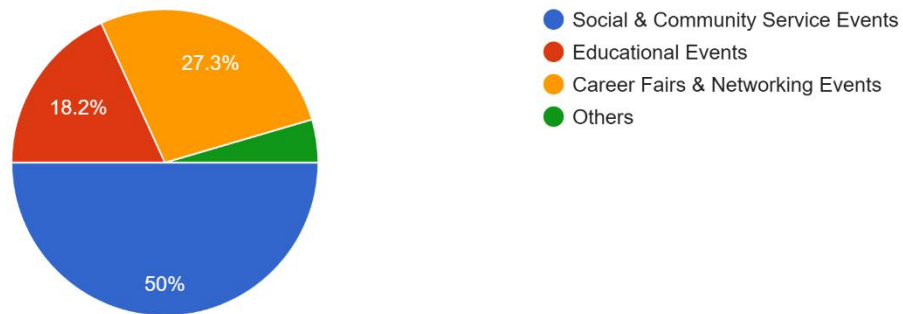
22 responses



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?

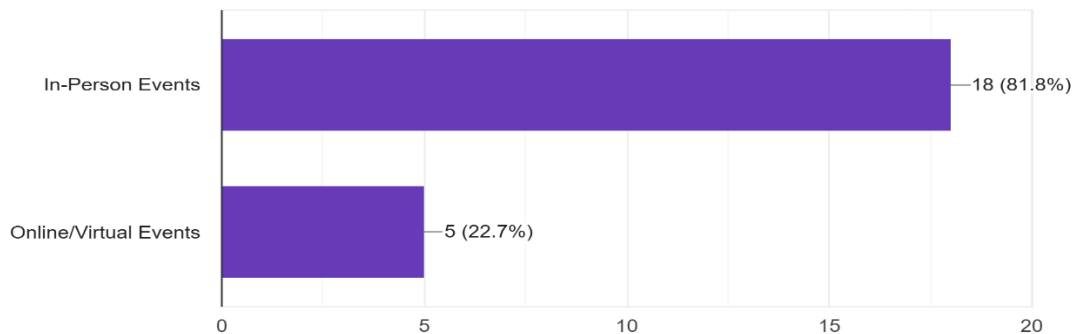
22 responses



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?

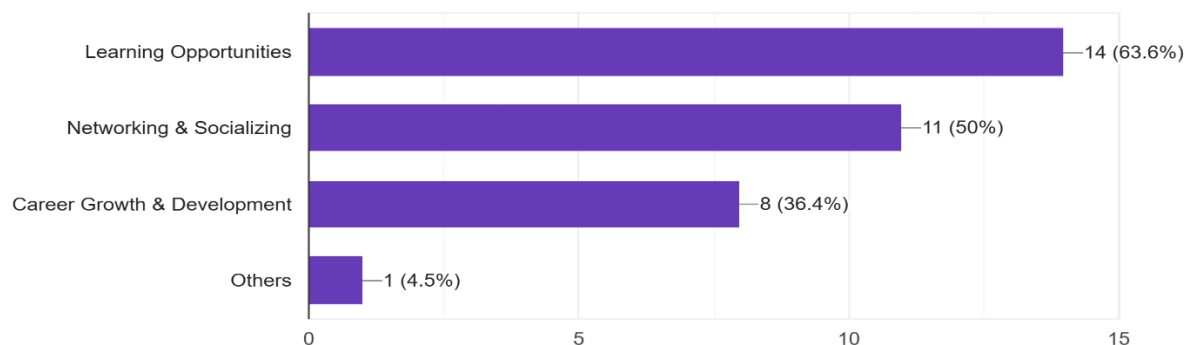
22 responses



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

What motivates you to attend these events?

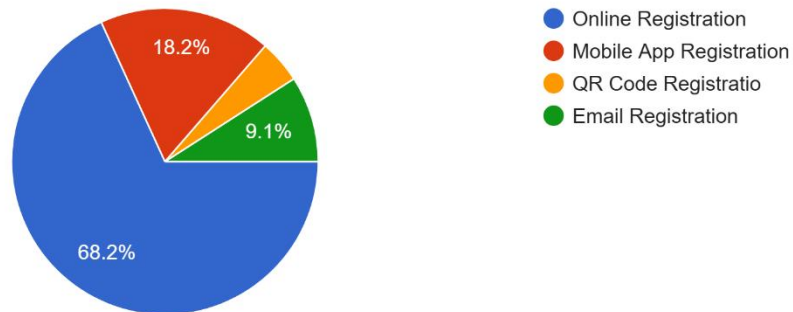
22 responses



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

How would you like to register for the event?

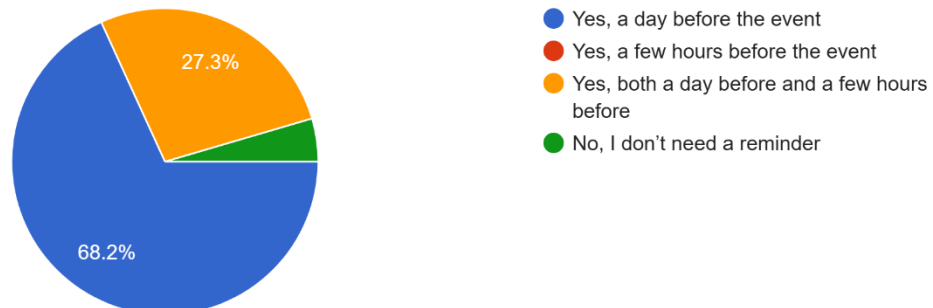
22 responses



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

Would you prefer a reminder notification before the event starts?

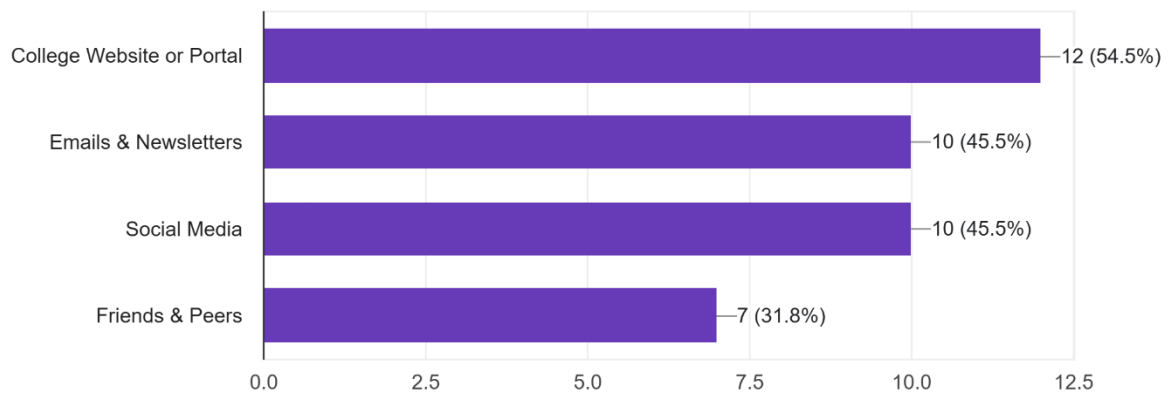
22 responses



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?

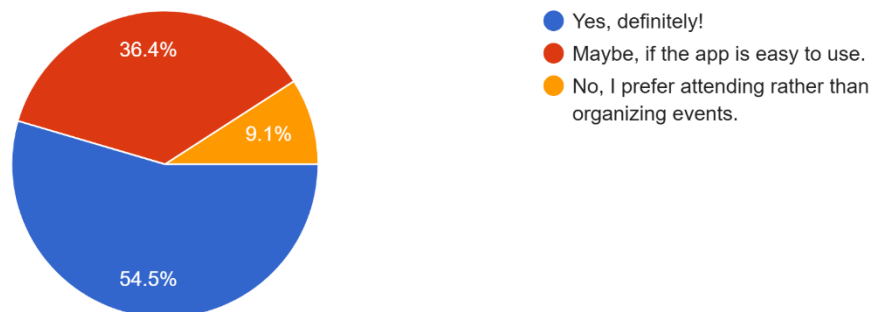
22 responses



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.

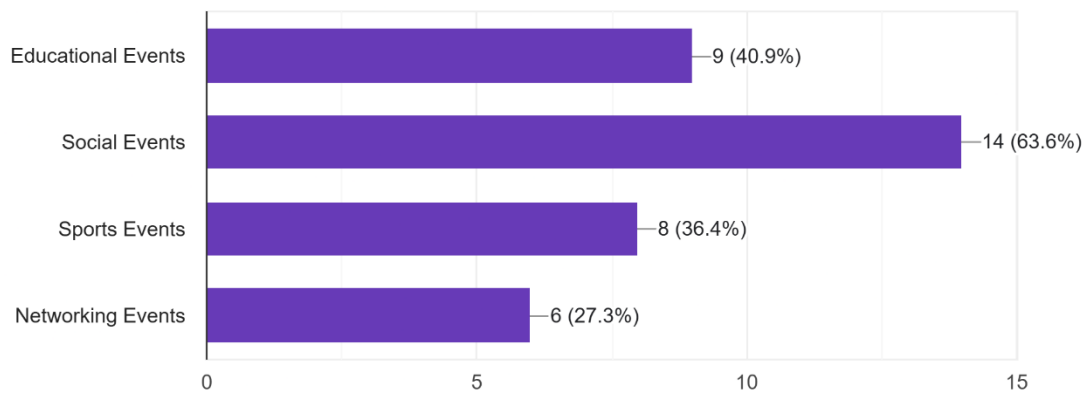
Would you be interested in organizing your own events through an app?

22 responses



What type of events would you like to organize?

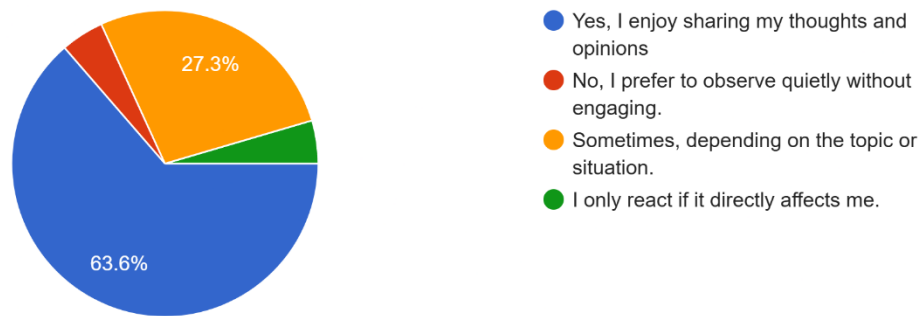
22 responses



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?

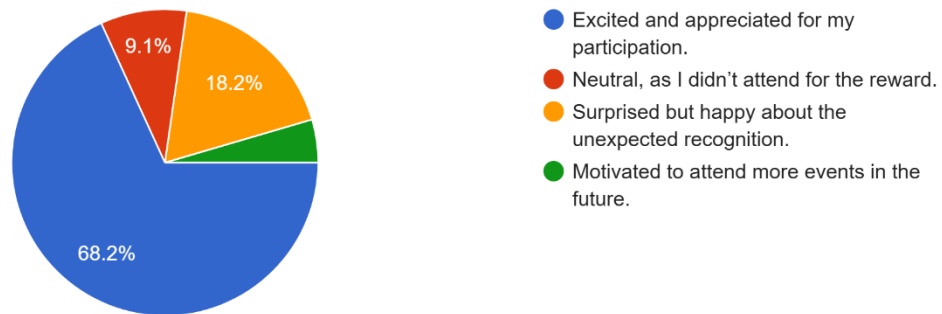
22 responses



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.

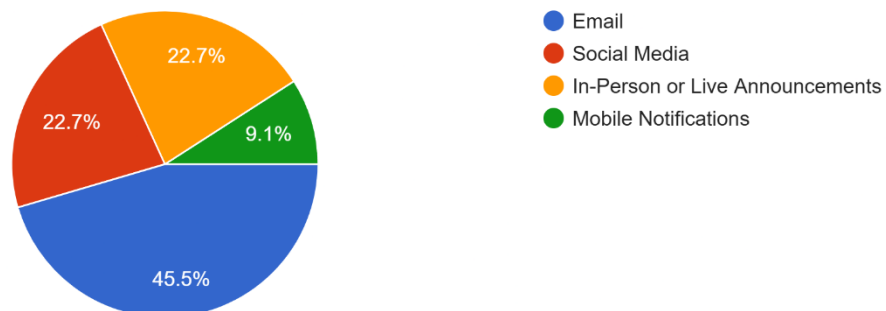
How would you like to use that rewards?

22 responses



What is the preferred way for you to receive announcements?

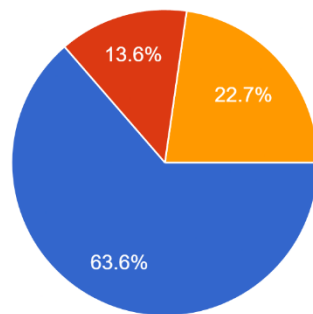
22 responses



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

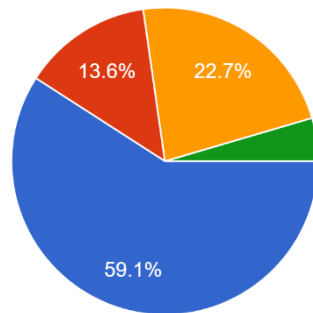


- Yes, I love tailored suggestions that match my preferences.
- No, I prefer discovering events on my own.
- Sometimes, but only if the recommendations are highly relevant.
- I'm open to it, but I'd like control over how often I receive them.

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

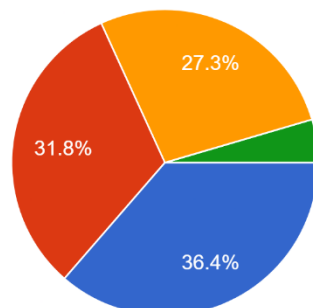


- Yes, it's often challenging to find what I need.
- No, I usually find what I'm looking for without much difficulty.
- Sometimes, but I eventually manage to locate the resources.
- I struggle only with specific types of resources (e.g., academic reports).

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?

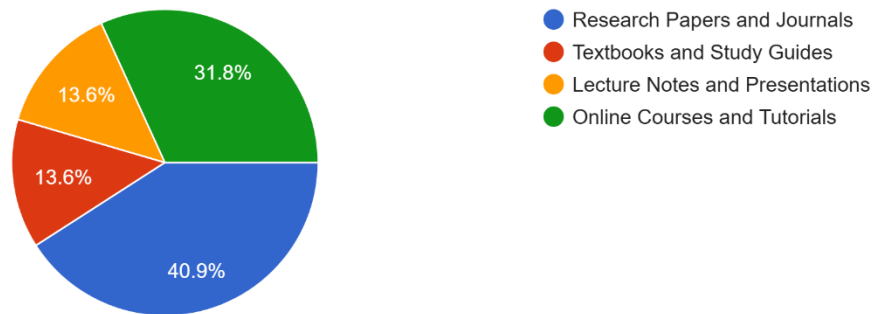
22 responses



- 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?

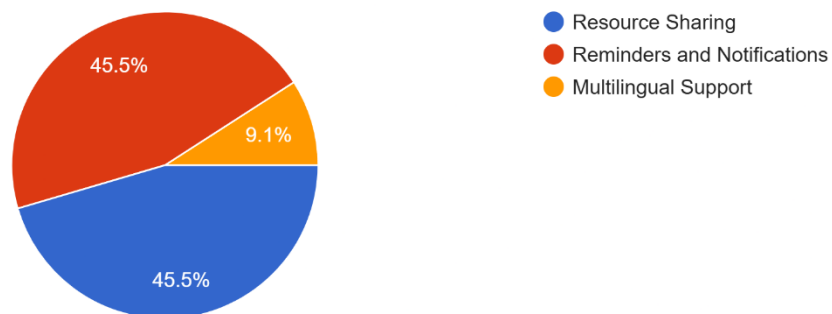
22 responses



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



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 study materials 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 resources.

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

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	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - Started structuring the Requirement Documentation
Mar 9, 2025	1.5	Worked on documentation <ul style="list-style-type: none"> - Write objective, draft of survey questions, write the Persona of Sadia
March 14, 2025	1	Worked on the further parts of documentation <ul style="list-style-type: none"> - Generate the requirements of Animesh and David Personas created by Gulpinder.
March 16, 2025	0.5	Group Meeting to review the final documentation before submitting.

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	<ul style="list-style-type: none"> - 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"> - I got feedback from the professor and worked on suggestions by changing surveys.
Mar 7, 2025	1.5	<ul style="list-style-type: none"> - Group meeting to discuss and plan the Requirement Gathering Documentation - 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. - Used data visualization tools (charts, graphs) to identify key trends from survey responses. - Document all the findings.
Mar 12, 2025	0.5	<p>Plan and write the personas of Animesh and David.</p>

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.