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1- Introduction

Title:

وَفَاق

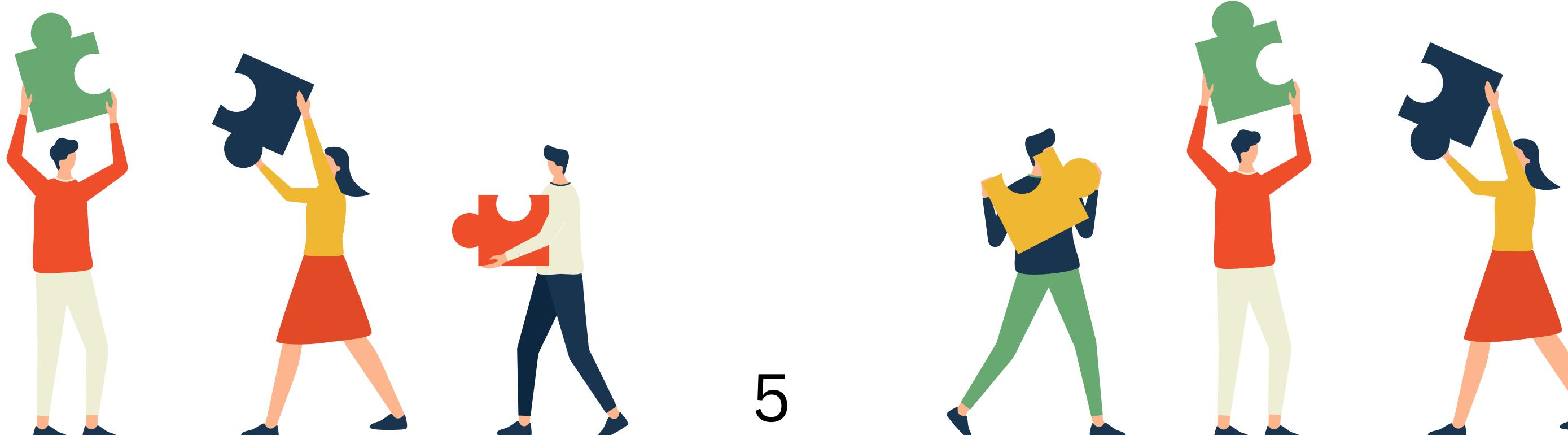
Project Description:

The project idea is based on the whole concept of simplifying and solving the problems that come along the process of forming groups of students to work on projects.

A student can use this application to look for suitable team members for projects whether for academic courses or competitions.

The aim of this project:

The main goal of this project is to shorten the time taken by the students in the process of forming groups and enable them to choose efficiently and accurately suitable team members to facilitate doing different projects in the shortest time possible.



2- Specification of target user and their context :

Target users

- Students looking for members to create a team
- Administrator in charge of adding courses/competitions.

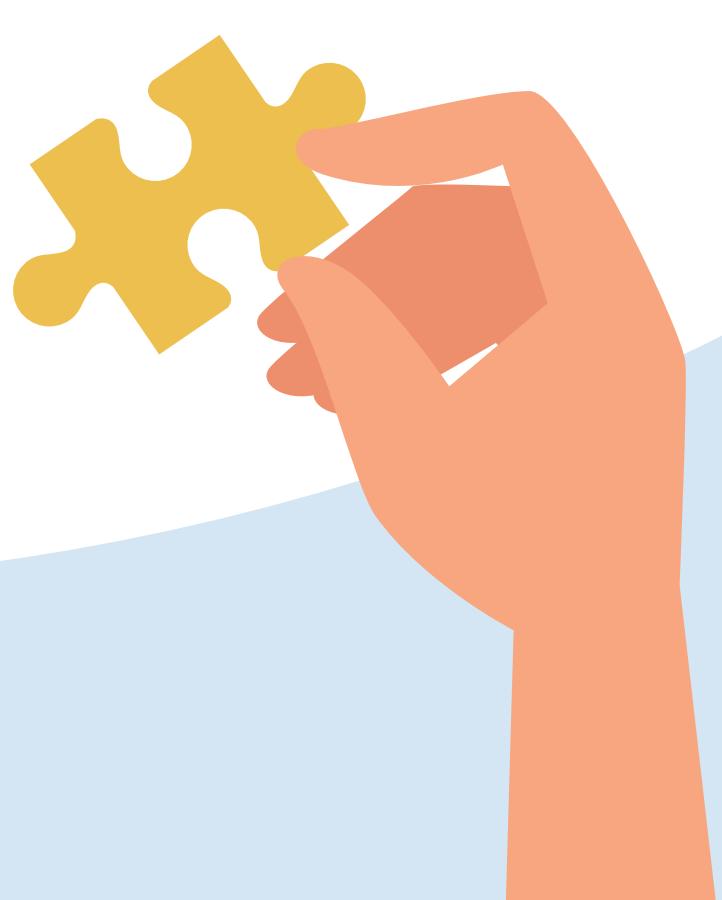
Context

Our application will be available anywhere and everyone can use it as long as they have access to the internet

3- Description of users' problems:

Today projects have become an important part of various fields. Projects are considered to be an important point for measuring a person's ability to recruit his/ her potential, knowledge, and skills to produce a fully integrated project that benefits society. As projects are usually carried out by a group of members rather than an individual, a person may have to look for team members, and there are often problems that come along during this process.

One of those problems is the difficulty of finding those members who are looking for a group and aiming to participate in a particular competition or project and

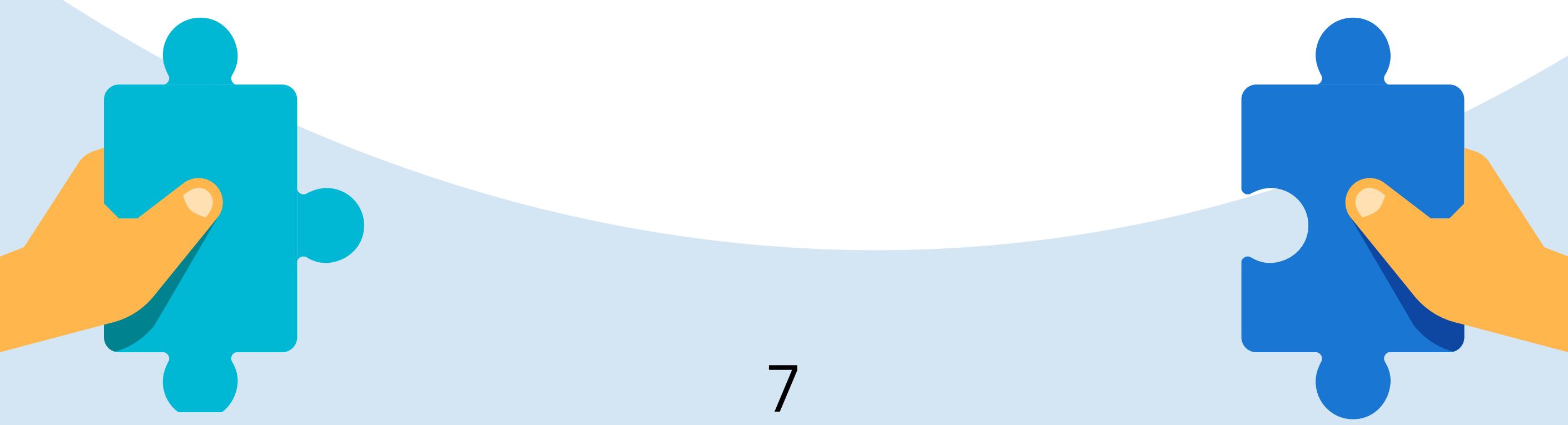


the main reason behind that is:

it's not easy to know the competence of individuals in terms of knowledge, skills, expertise, the ability to cooperate, interact and work within a team, and other factors that can qualify them to join the team.

4- Description of the solution:

The user can benefit from this application to look for the appropriate team members to work with on projects, through the features provided by this system the process of creating groups for projects will be much easier on both sides, students and supervisors. Feature as the search engine helps the student to search for courses, competitions and even other students profiles. moreover, users can use filters to narrow the scope to their determined specifications.



5- Usability goals:

Effectiveness



Utility



Efficiency



Learnability



Safety



Memorability



Efficiency:

Search and quick access to find members by filtering the search box according to the student's name, course name, or competition name

Effectiveness:

It helps a large number of students to search for and get the right team members according to their previous projects, qualifications, and GPA

Safety:

- A confirmation notification appears when the user wants to leave the group
- A student is not allowed to join a group if it has been rejected by at least one member

5- Usability goals:

Effectiveness



Utility



Efficiency



Learnability



Safety



Memorability



Utility:

The system provides the right kind of functionality eg
The user can search and explore the students profiles
to know whether they are suitable to work with and
communicate with them via e-mail.

Learnability:

Designing interfaces and services to look clear and
familiar between systems and devices, user does not
require much training to know the operations.

Memorability:

Because of the simple and clear design, it is easy for
the user to remember the steps to sign in or search or
join a team



5- User Experience goals:

- Helpful
- Motivating/ Challenging
- Engaging/ Enhanceing sociability
- Satisfying/ Organised
- Feeling Smart
- Rwarding

Helpful:

The application has a clear and distinct purpose which is solving the difficulties for the students in the process of forming teams, as well for the supervisors of these projects, their intervention would be less required due to the features of this system which gives a huge support and assistance to allow the students to form their teams in the best way possible and avoid many problems that would likely to be arised otherwise.

Motivating/ Challenging:

Through the notifications of new competitions the students would feel the motivation to accomplish and join more competitions and challenge themselves.



5- User Experience goals:

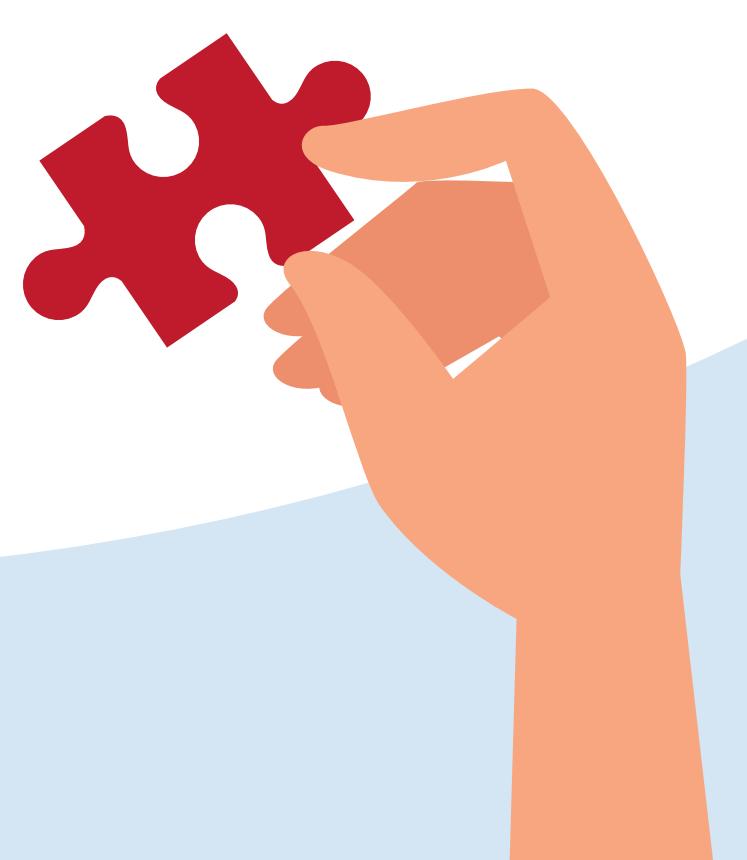
- Helpful
- Motivating/ Challenging
- Engaging/ Enhancing sociability
- Satisfying/ Organised
- Feeling Smart
- Rwarding

Engaging/ Enhancing sociability:

Student can engage and communicate more with other students through this system due to the presence of profiles that reveal so much about their interests, social accounts, achievements and more.

Satisfying/ Organized:

This system organize the whole process for the students to make the right decisions about choosing the people they want to work with, This application provide a big deal of satisfaction to its users because of how smooth, less stressful and awkward to reject, request and look for the suitable team members.



5- User Experience goals:

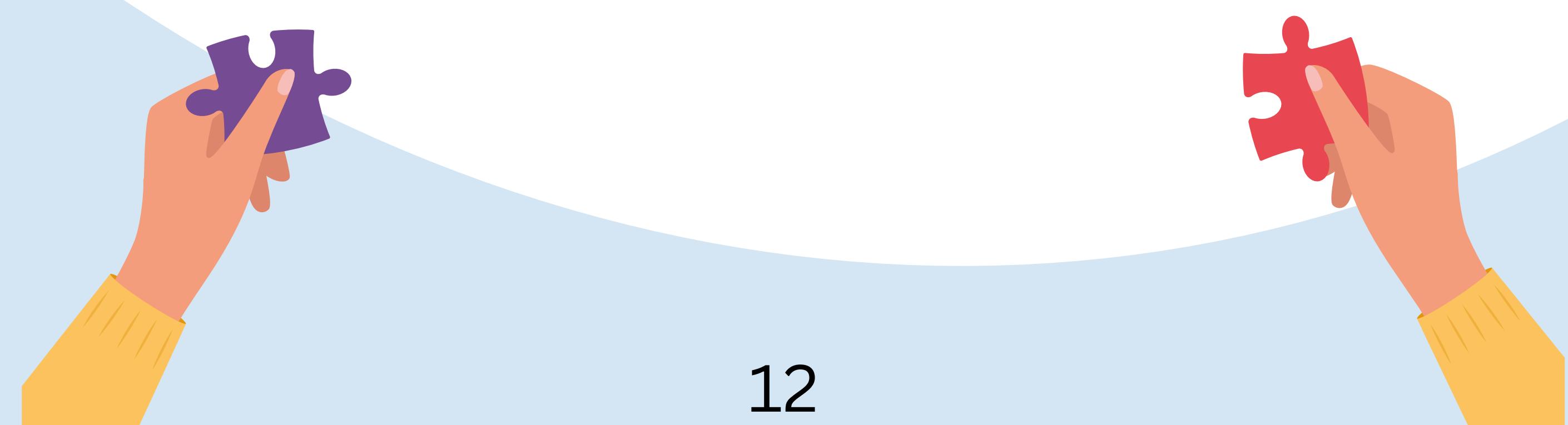
- Helpful
- Motivating/ Challenging
- Engaging/ Enhanceing sociability
- Satisfying/ Organised
- Feeling Smart
- Rwarding

Feeling smart:

Users would feel good about themselves while using the application because of the simple, clear and self explanatory interfaces this system has. In addition to what stated before each time students get accepted by all team members to join a team.

Rewarding:

Each time a student win a competition or participate in a project, It will be added to the student profile as a new accomplishment. This feature will give the students the sense of getting rewards for their work and that their effort is being appreciated.



6-conceptual model

Metaphors or analogies

Puzzle

Every member like a piece of puzzle and each piece is assembled to form the complete picture.

Group

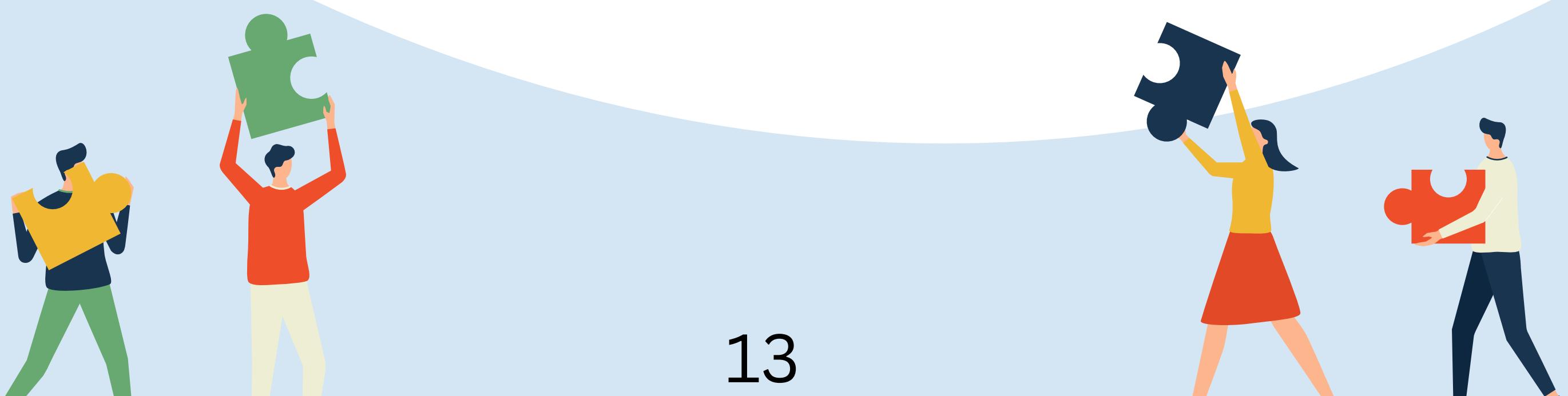
The group consists of members (students) as is the case in reality.

Lock

When the team members are complete, we put a lock mark on the group. As in reality, the lock is used to indicate that the supermarket is closed or closed places

Filtering

The filter filters the search options, such as like a funnel which is clears the drink from impurities, is the same here, filtering competitions according to their field/area.



Concepts

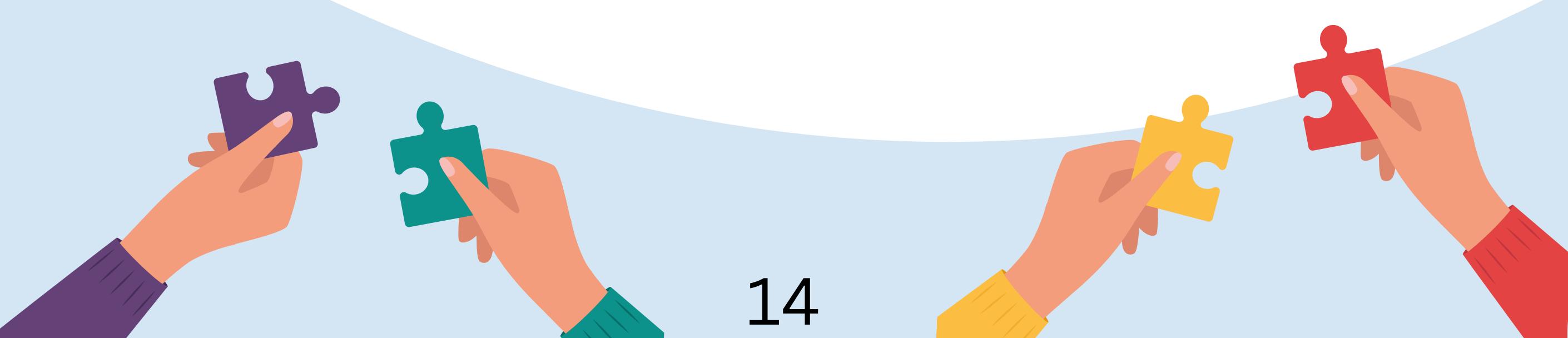
Student account , admin account, courses , profile page, student home page, admin home page, group, achievement (competition, certificates) , request, search and filter

Relationship between concepts

- The team contains at least one member.
- The team member is a student.
- A student has a profile and Certificates.
- Students and admin are users.
- The student has a course
- The team contains a leader
- The leader is a student

Mapping between concepts and task domain

- Taking courses in a specific specialty similar to what exists in reality
- The request to join the team is actually to be a physical Request for students to join
- Certificates to physical certification in the real world



Functions

- **For Admin:**

- Create account.
- Login/out.
- View home page.
- Adding courses (course number, course name, course hours).-
Add competition (competition name, competition location, competition date, competition area/field).

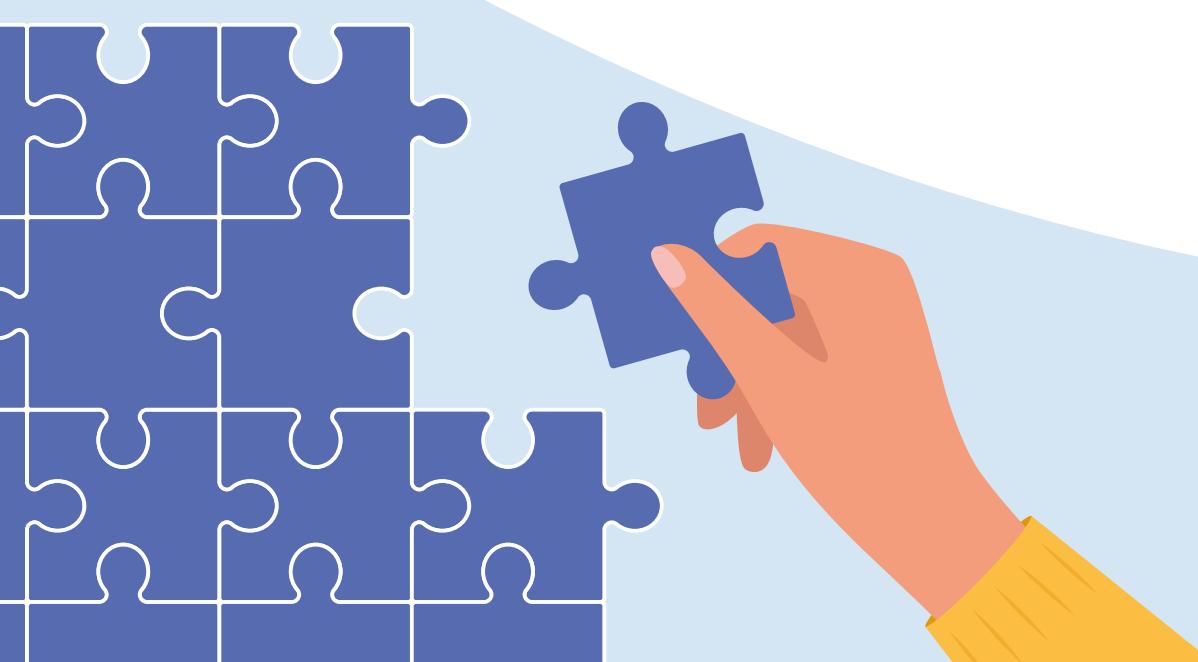
- **For Student:**

- Create account.
- Log in/out.
- Update profile page.
- View home and profile pages.
- Searches for the course/competition he/she wants to join by searching for the name of the competition/course or course number.
- Search for a specific student by name.
- View your own courses and competitions.
- Join the team (if the team is Empty) without request.
- Send requests to join the team.
- Accept the new member to join its team(All team members must accept the new member request).
- Leaving the team.
- Search on competition area/field



Functions relationships

- Must create an account first before logging into your account
- Students should log in before joining to team.
- All team members must accept the new member's request before the new member can join the team
- Students should log in before Searching for the course/competition
- Admin should add the courses and competitions details before the Student can join courses or competitions
- Students must be on a team before they can leave it
- The students can update their profile page before logging out.
- Display specific courses by using filtering.
- Cannot search for a student's name before he creates an account
- Must write in the contest field and click on the filter button before the results will be shown to you



Data

- **By Admin:**

course and competition details are added

If the admin adds a course (course number, course name, course hours) else if the admin adds a competition (competition name, competition location, competition date).

It will display the home page of a student, through which he can join and create Teams.

- **By student:**

Skills and specialization will be entered by the student and will be displayed in his profile in the form of text.

The student can add achievements and it consists of competitions and certificates. The account is GitHub and is displayed in the profile in the form of text.

Contact information (mobile number, social media account, and e-mail) is added and displayed in the profile in text form.



7- Specification of which type of interaction

Interaction type:

- **instructing:** When a user want to create an account, Log in, modify profile, view profile, Add a course or competition, send a request to join a group, accept request from all team member, delete a course or competition and leave from team, upload a certificate .
- **Manipulating:** when a user want to remove a member the user can drage his/her name and drop it out
- **Responing :** the system will notify the users when a new competition that match the user intrest
- **Conversing :** the user can convers with the system by searching for a spisifc group name

Interface type:

- **WIMP :**
windows:the application will have multiple windows to swap from ,
icons: to easily represent the functionality of the buttons
menu:flat menu to display side small options
- **Multimedia:** we will use multimedia to make the process communication with the user easier and faster
Ex/graphics,text,sound and user can click on the linkes like email
- **Mobile :** the application will be designed for smart phone devices
- **Touch :** users can interact with the application and perform an action by using his fingers to touch the screen



Work Distribution

	Areej bawazir	Fadyah Abdh	Nawras Mudkhli	Huda Golam	Reem AlOtmi	Najlaa Alnabati
Title, description and aim of your project idea.	✓	✓	✓	✓	✓	✓
Specification the target users and their context.	✓			✓	✓	✓
Description of users' problems	✓				✓	✓
Description of the solution	✓				✓	✓
Usability Goals and User Experience Goals				✓	✓	
conceptual model	✓					✓
which type of interaction and interface justify that		✓	✓			
Prepare the report	✓	✓	✓	✓	✓	✓

Phase 2



PART 1: Establishing Requirements

1. Draft Questionnaire:

الأسئلة العامة

1. الجنس

- اثنى
- ذكر

2. الفئة العمرية

- ما بين 25-18
- ما بين 30-26
- 30 وأكثر

3. العمل

- طالب/ة
- موظف/ة
- غير موظف/ة

4. المستوى التعليمي

- ثانوي
- بكالوريوس
- دراسات عليا

5. الخبرة باستخدام التقنية

- ممتازة
- جيدة
- متوسطة
- ضعيفة



تقييم النظام السابق

6. ماهي الطريقة الحالية المعتمدة لتكوين المجاميع للمشاريع/ المسابقات؟

- في نفس البيئة التعليمية
- من خلال المشرف
- موقع التواصل (واتساب- تيلجرام)
- اخرى

7. ماهي المدة التي تحتاجها عادةً لتكوين مجموعات للمشاريع/ المسابقات؟

- اقل من يوم
- اقل من اسبوع
- اكثر من اسبوع

8. كم من الوقت تستغرق عادة في التقصي عن مستوى و مهارات الطالب/ة ومدى التزامه؟

- اقل من يوم
- من يوم ل 3 أيام
- اكثر من 3 أيام

9. هل تصنف الطريقة الحالية في تكوين المجموعات للمشاريع الدراسية بأنها فعالة؟

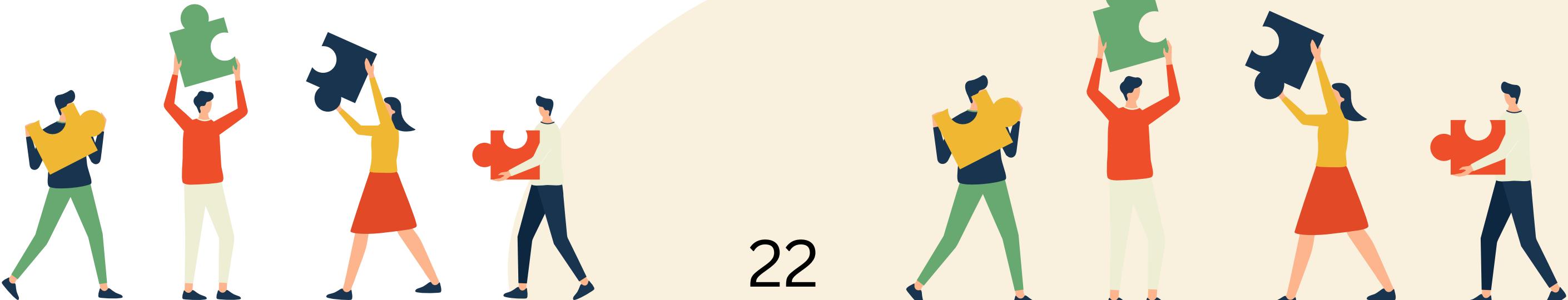
- نعم
- لا

10. هل سبق وان واجهت صعوبة في تكوين مجموعة لمشروع ما؟

- نعم
- لا

11. هل سبق ان واجهت صعوبة في الانضمام لمجموعة جيدة فقط لأن اعضائها لا يعرفونك رغم مهارتك؟

- نعم
- لا



اسئلة لمعرفة احتياجات الطالب

12. هل تشعر بالحاجة لوجود تطبيق يُسهل عليك عملية الاختيار والانضمام لمجموعات في المشاريع ؟

- نعم
- لا

13. هل تشعر بالحاجة لوجود منصة تستعرض أعمال الطالب/الطالبات التي تستطيع منها أن تتعرف على أبرز مهاراتهم قبل الاختيار؟

- نعم
- لا

14. ما هو المعيار الذي تشعر بأنه يحدد مستوى الطالب/ة و اذا كان مناسب كعضو في مجموعتك؟

- المعد الجامعي
- الأعمال السابقة
- المهارات/الأهتمامات
- اراء من عملوا معه سابقاً
- غير ذلك...

15. هل المعدل الجامعي قد يؤثر على قرار اختيارك للطالب/ة قبل الانضمام ؟

- نعم
- لا

16. هل تؤيد اضافة المعدل الجامعي للطالب/ة كجزء في الملف الشخصي؟

- نعم
- لا



اسئلة لمعرفة احتياجات الطالب

17. في رأيك ما هي الطريقة الملائمة لتمثيل المعدل الدراسي للطالب/ة في الملف الشخصي؟

- تمثيل المعدل بداخل نطاق محدد (بين 4 - 3.75)
- تمثيل المعدل كتقدير (ممتاز - جيد..)
- كتابة المعدل بشكل صريح (3.75)
- غير ذلك...

18. هل تؤيد وجود طريقة تمكنك من معرفة مدى رضى الاعضاء اللذين سبق لهم العمل مع الطالب/ة؟

- نعم
- لا

19. كيف تفضل التعبير عن مدى رضاك عن العمل مع اعضاء مجموعتك ؟

- نجوم تقييم
- منح تقدير عام (ممتاز - سيء - ..)
- منح وسوم محددة مسبقاً (تعاون - دقيق - ...)
- اراء
- غير ذلك...

20. بأي لغة تفضل أن يتتوفر التطبيق ؟

- العربية
- الانجليزية



Tasks evaluated in current system (using social media)

Users	Searching for competition in a field you're interested in	Asking about specific student	Looking for group to join competition
User 1	15 minutes	6 minutes	10 minutes
User 2	18 minutes	13 minutes	29 minutes
User 3	7 minutes	3 minutes	5 minutes
User 4	12 minutes	8 minutes	17 minutes
User 5	9 minutes	23 minutes	11 minutes
Average time	12:02 minutes	10:06 minutes	14:04 minutes



2.Piloting

Before	After	Justification
- المستوى التعليمي: - ثانوي - بكالوريوس - دراسات عليا	- المستوى التعليمي: - ثانوي - بكالوريوس - دراسات عليا - أخرى	الخيارات غير شاملة من الممكن وجود شريحة لا تنتمي للثلاث خيارات المذكورة
الخبرة بإستخدام التقنية؟	كيف تقيم مستوى خبرتك في استخدام التقنية؟	صياغة السؤال ناقصة
ما هي الطريقة الحالية المعتمدة لتكوين المجاميع للمشاريع / المسابقات؟ - في نفس البيئة التعليمية - من خلال المشرف/ة - موقع التواصل (واتساب- تليجرام) - اخرى	ما هي الطريقة الحالية المعتمدة لتكوين المجاميع للمشاريع / المسابقات؟ - في نفس البيئة التعليمية - من خلال المشرف/ة - موقع التواصل (واتساب- تلجرام) - جميع ما تم ذكره	السؤال يتحمل صحة جميع الاجابات المذكورة
هل تصنف الطريقة الحالية في تكوين المجموعات للمشاريع الدراسية بأنها فعالة؟ - نعم - لا	هل تصنف الطريقة الحالية في تكوين المجموعات للمشاريع الدراسية بأنها فعالة؟ - نعم - لا - احيانا	الخيارات محصورة بين نعم او لا من الممكن رؤية ان الطريقة المستخدمة حالياً فعالة ولكن ليس بالشكل الكافي
هل سبق ان واجهت صعوبة في الانضمام لمجموعة جيدة فقط لأن اعضائها لا يعرفونك رغم مهاراتك؟	هل تجدين صعوبة في الإنضمام لمجموعة بسبب ان اعضائها لا يعرفون مهاراتك؟	السؤال غير واضح
ما هو المعيار الذي تشعر بأنه يحدد مستوى الطالب/ة اذا كان مناسب كعضو في مجموعتك؟	في رأيك ما هو المعيار الذي يحدد اذا كان الطالب/ة مناسب للإنضمام لمجموعتك؟	صياغة السؤال غير مفهومة
في رأيك ما هو المعيار الذي يحدد مستوى ما اذا كان الطالب/ة مناسب للانضمام لمجموعتك؟ اختيار اجابة واحدة	في رأيك ما هو المعيار الذي يحدد مستوى ما اذا كان الطالب/ة مناسب للانضمام لمجموعتك؟ اختيار اكثر من اجابة	السؤال يتحمل اكثر من اجابة



3.Final Questionnaire

<https://docs.google.com/forms/d/e/1FAIpQLScd1r9wNoUlfHT5oaW8x0gUhJEUVAshjBZkYqzHKmEATtQQNw/viewform>

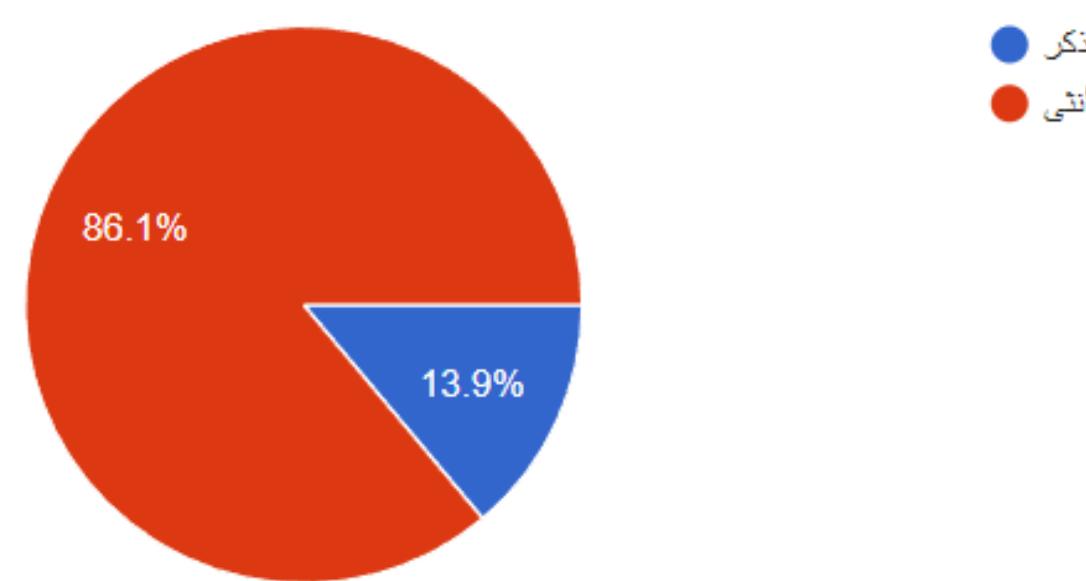
4.Tabulate Questionnaire results

https://docs.google.com/spreadsheets/d/1ks42SRfEmMgthCi_llxr0sfXhSEcmfsUH5OJoOZh-kU/edit?usp=sharing

5. Analyze Questionnaire results

الجنس:

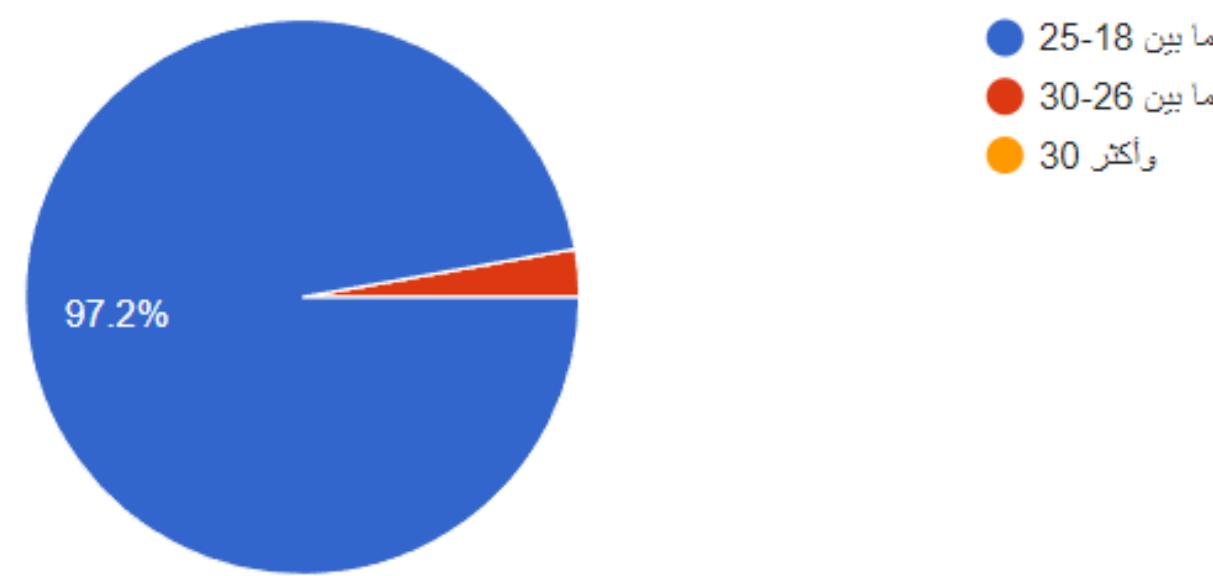
72 responses



The participants in this questionnaire were mostly females with 86.1% to 13.9% male

العمر:

72 responses

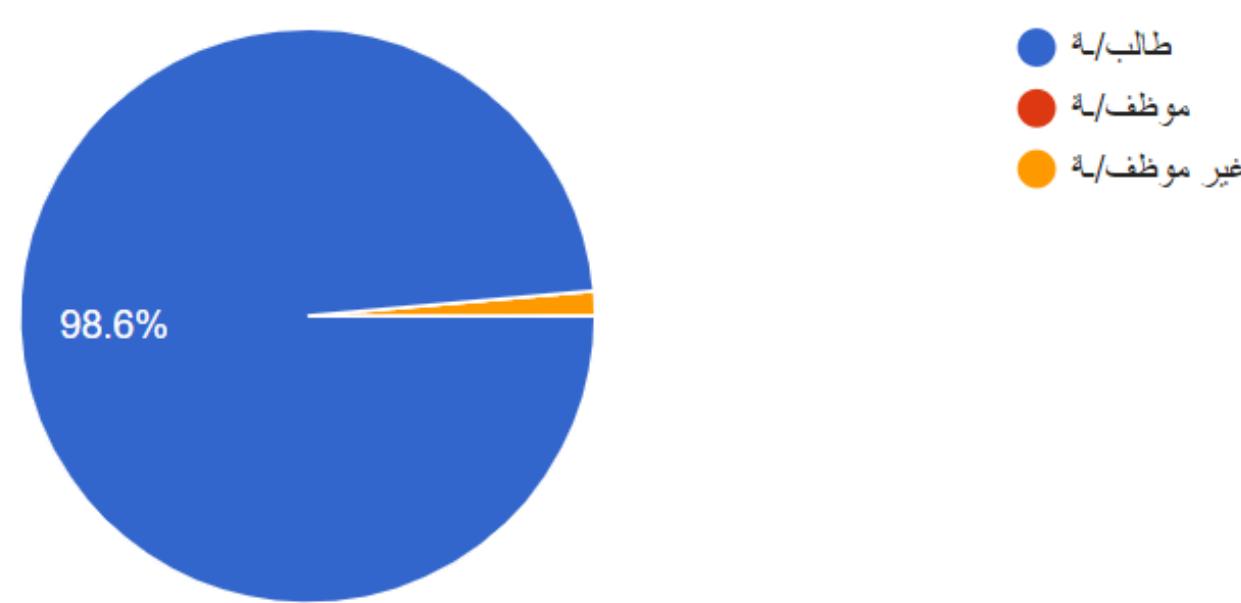


The ages range from 18-25 are 92.2% and from 26-30 are 2.8% and from 30 and above are 0%



العمل:

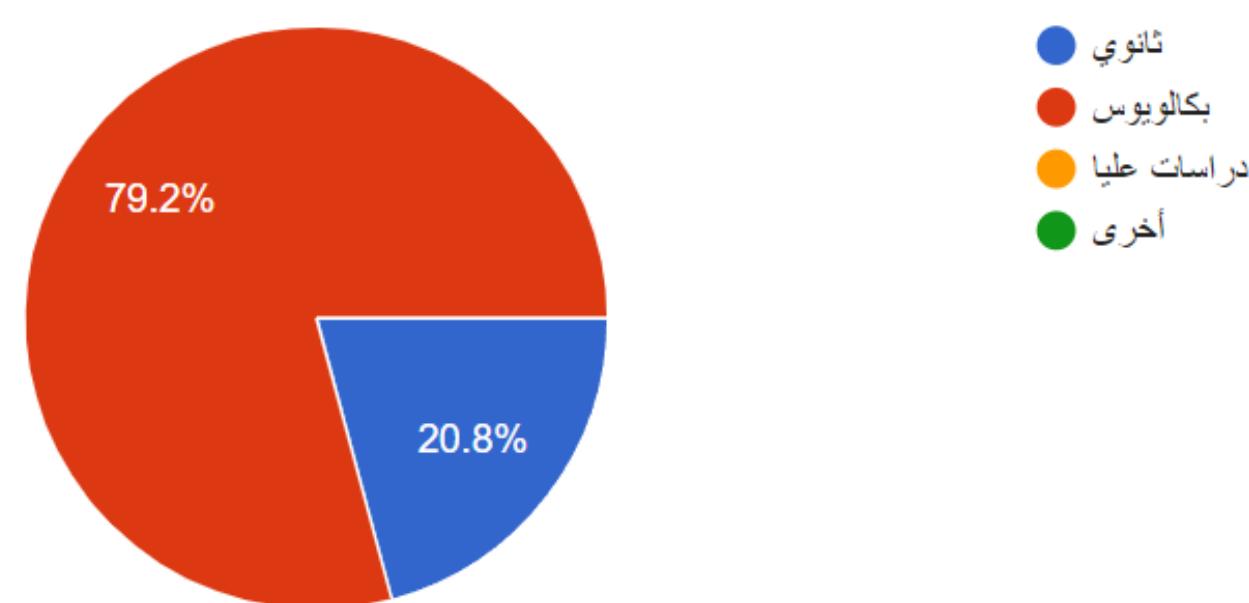
72 responses



About 98.6% of the participant are student and 0% are employed and about 1.4% are unemployed.

المستوى التعليمي:

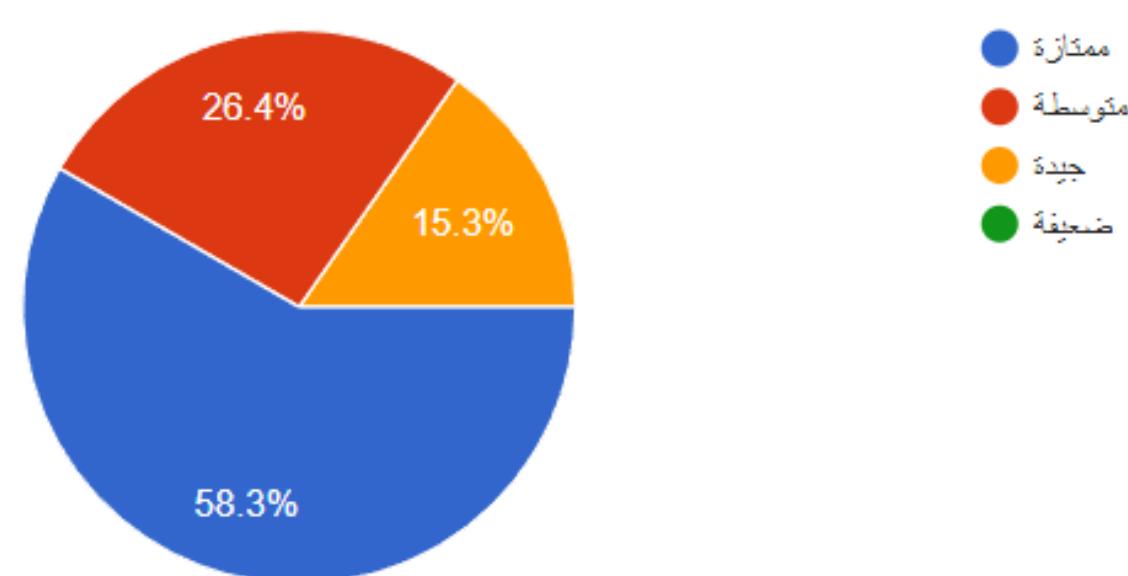
72 responses



We have found that about 79.2% of participant are bachelor's degree holder and 20.9% have high school degree and 0% of Postgraduate or any other kind of degrees.

: كيف تقيم مستوى خبرتك في استخدام التقنية؟

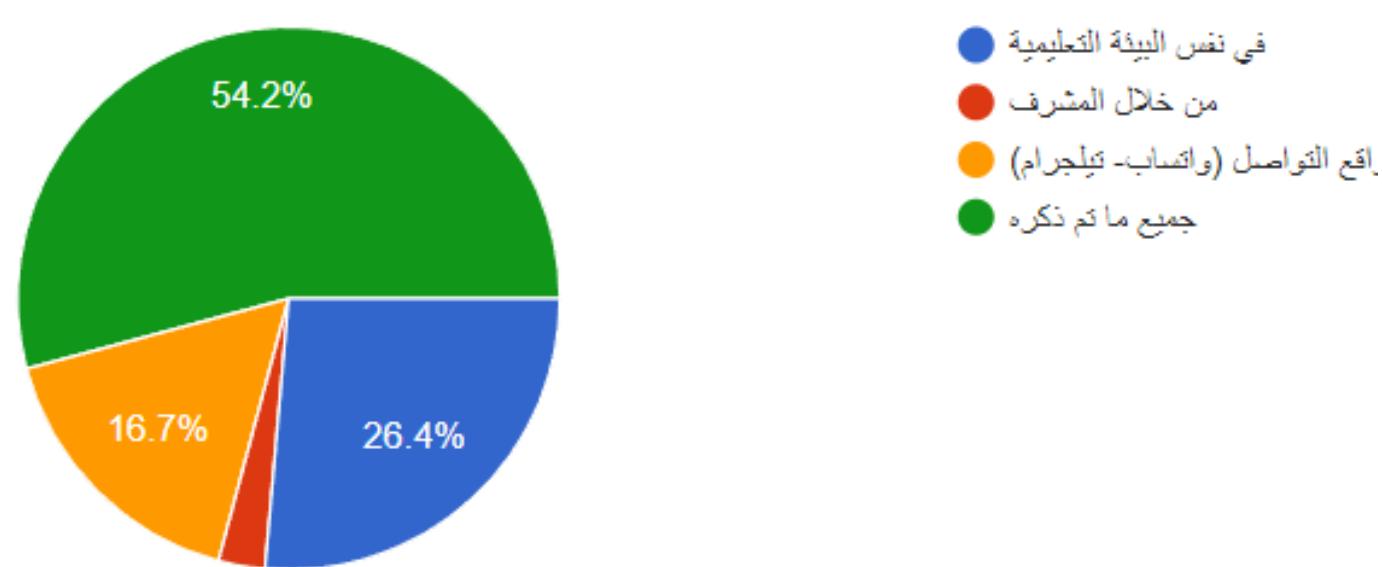
72 responses



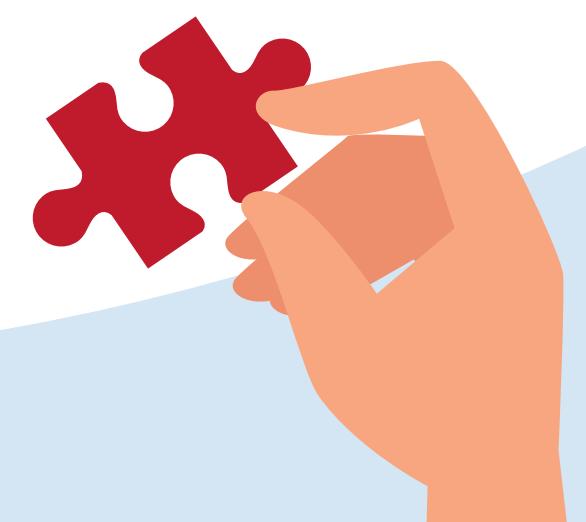
In using technology we found that 58.3% describe themselves as an excellent technology users and 26.4% with a medium expertise and 15.3% have a good skills and 0% with a weak expertise

ما هي الطريقة الحالية المعتمدة لتكوين المجاميع للمشاريع/ المسابقات؟

72 responses

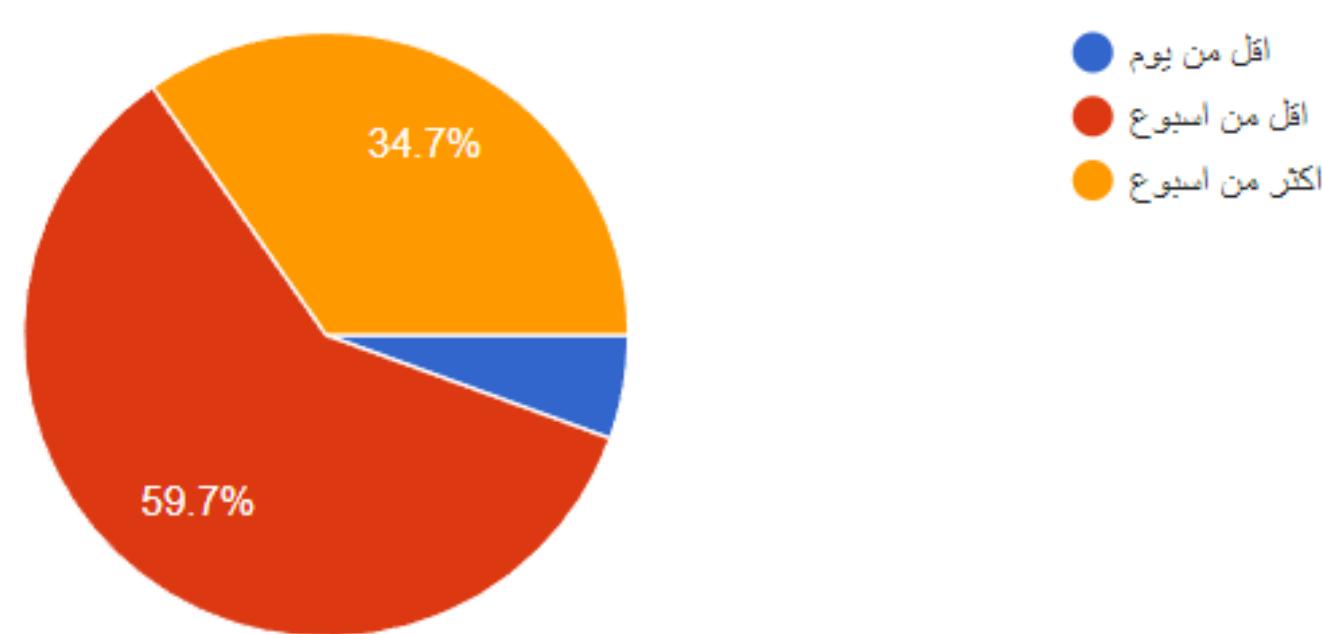


We found that 26.4% of subjects form groups in the campus area and 16.7% use social media to form groups and about 2.8% goes back to the instructor to form the groups for them but the majority of the subjects (54.2%) choose all of the above which means they will use all the ways mentioned to form their groups.



ما هي المدة التي تحتاجها عادةً لتكوين مجموعات للمشاريع / المسابقات؟

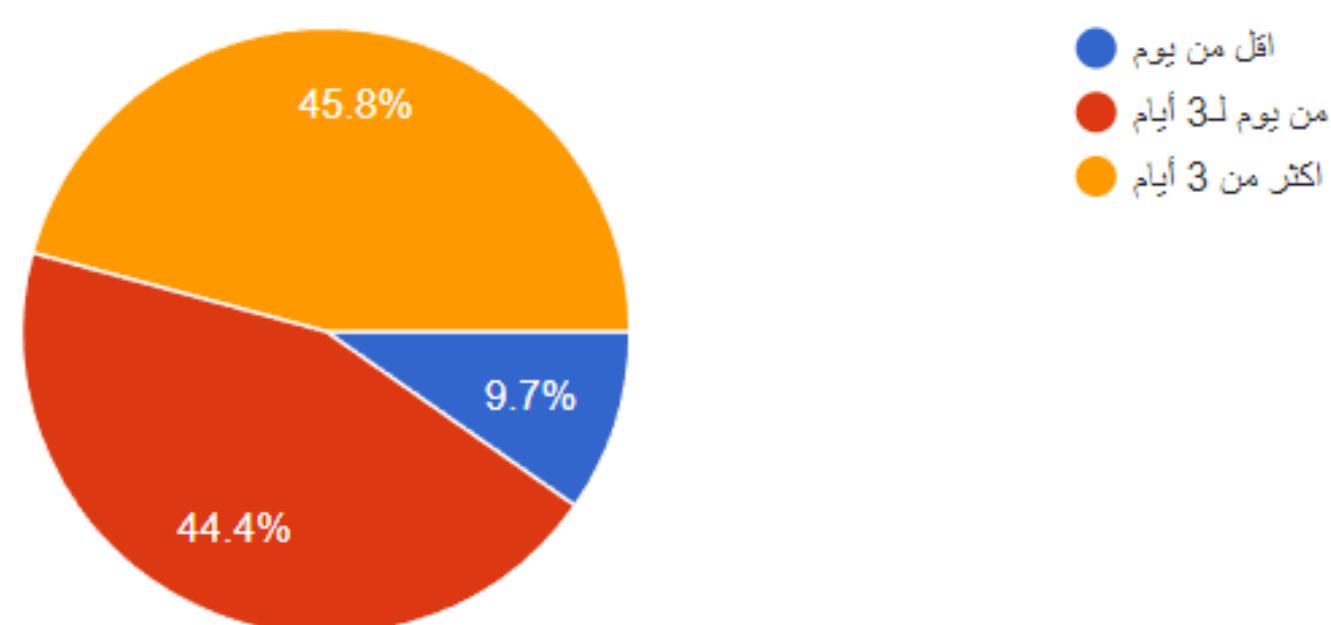
72 responses



59.7% of subjects took them less than a week to form a group and 34.7% needs more than a week and only 5.4% in less than a day their group will be ready

كم من الوقت تستغرق عادةً في التقصي عن مستوى و مهارات الطالب/ة ومدى التزامه؟

72 responses

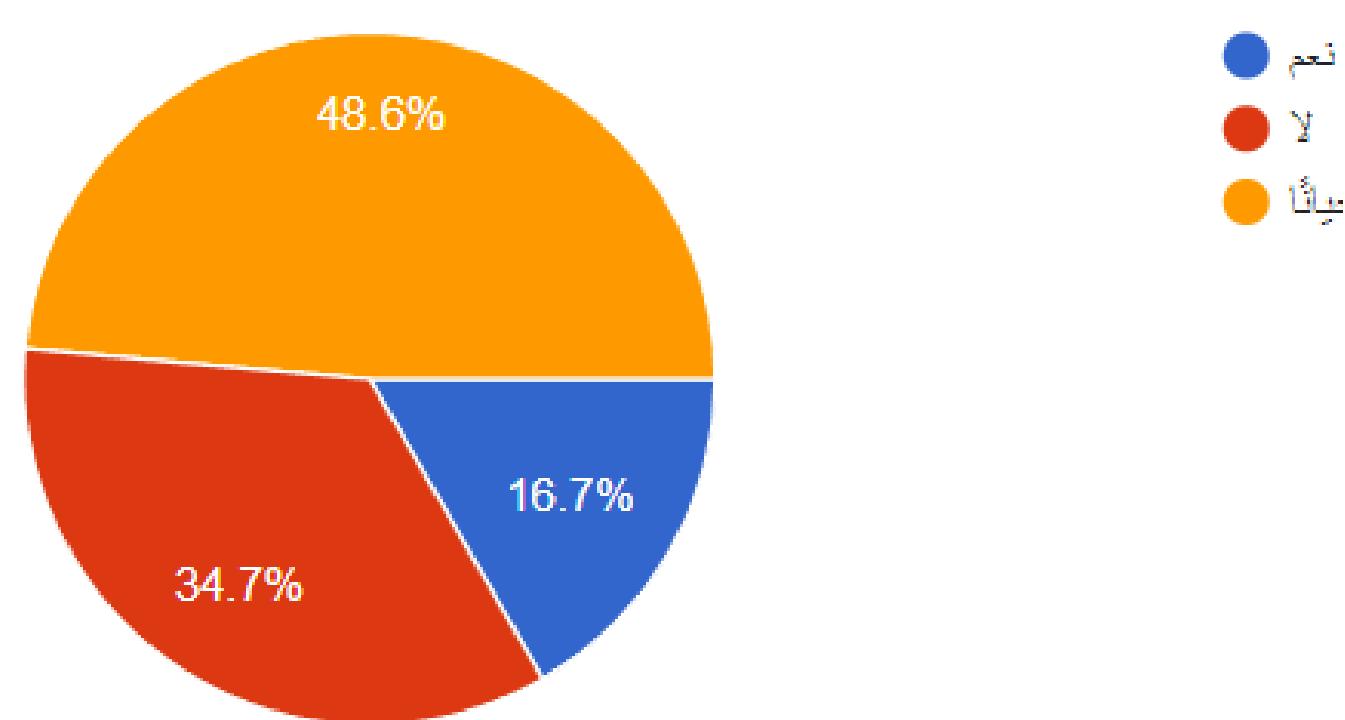


We found that 45.8% of subjects would need more than 3 days to inspect about particular person weather is suitable as a member to their group or not and a 44.4% needs from 1-3 days and 9.7% only needs less than a day



هل تصنف الطريقة الحالية في تكوين المجموعات للمشاريع الدراسية بأنها فعالة؟

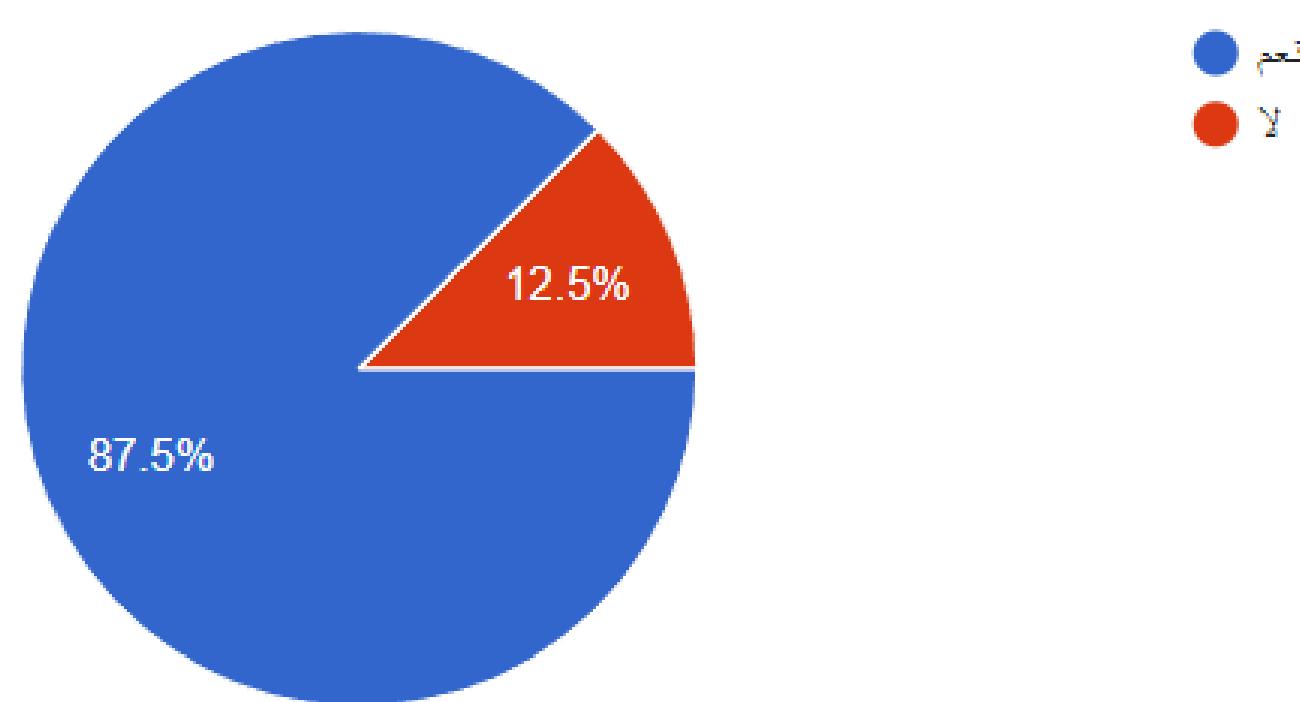
72 responses



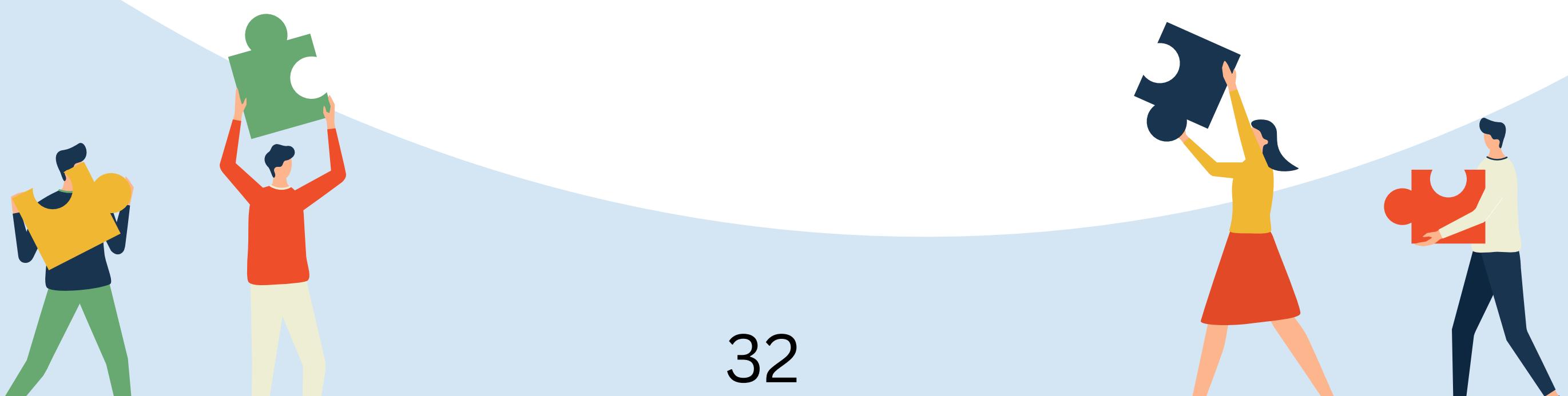
48.6% of subjects says that sometimes the current way is useful in forming a group while 34.7% has disagreed and only 16.7% agreed.

هل سبق وان واجهت صعوبة في تكوين مجموعة لمشروع ما؟

72 responses

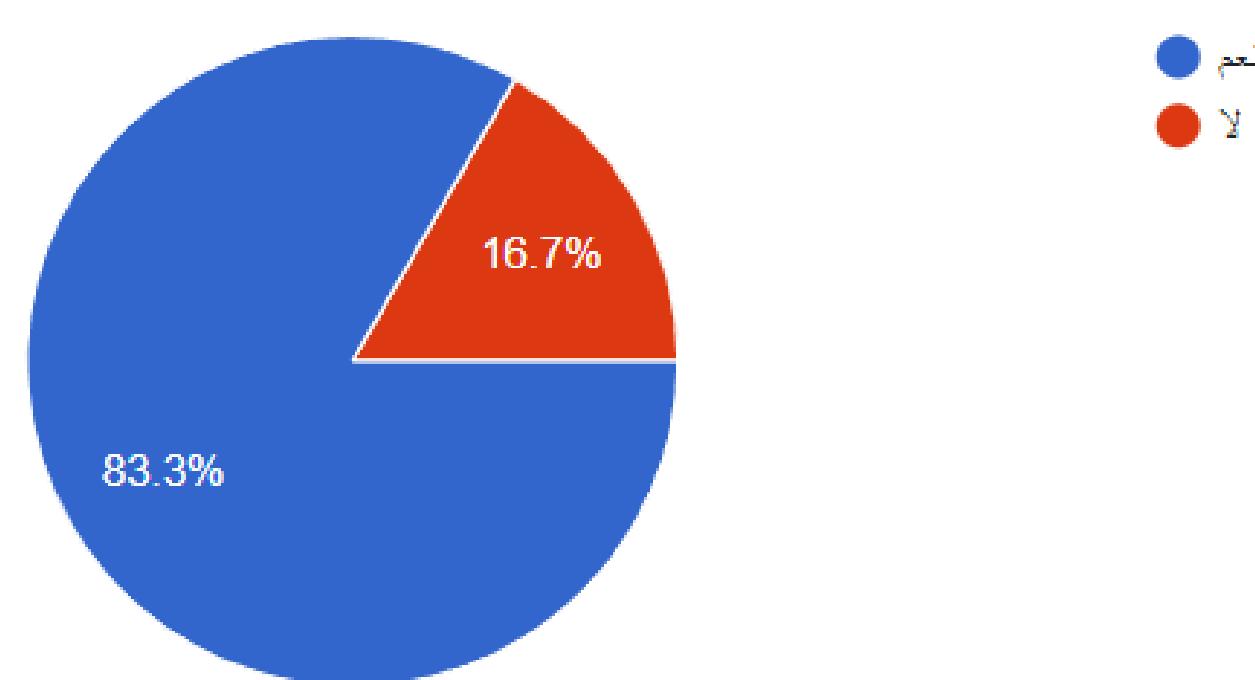


87.5% have agreed that they faced difficulty in creating a group while 12.5% disagreed.



هل تجد صعوبة في الانضمام لمجموعة بسبب أن أعضائها لا يعرفون مهاراتك؟

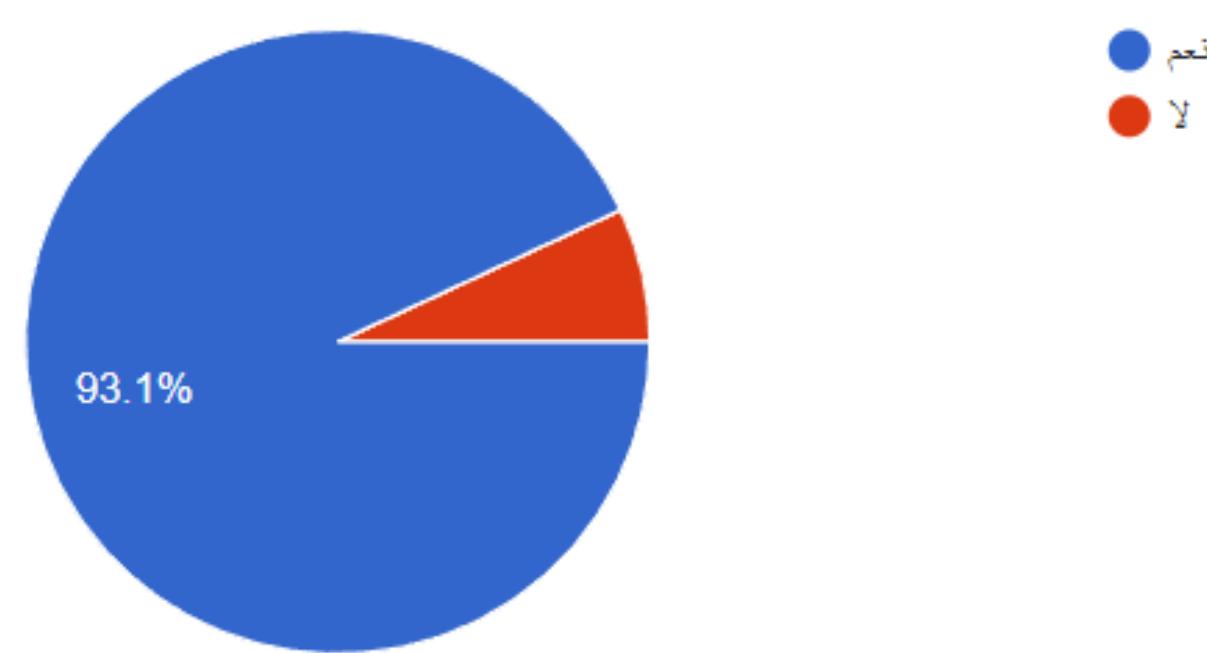
72 responses



83.3% of subject has faced difficulty in joining a group because they don't know them while 16.7% didn't face any difficulty.

هل تشعر بالحاجة لوجود تطبيق يسهل عليك عملية الاختيار والانضمام لمجموعات في المشاريع؟

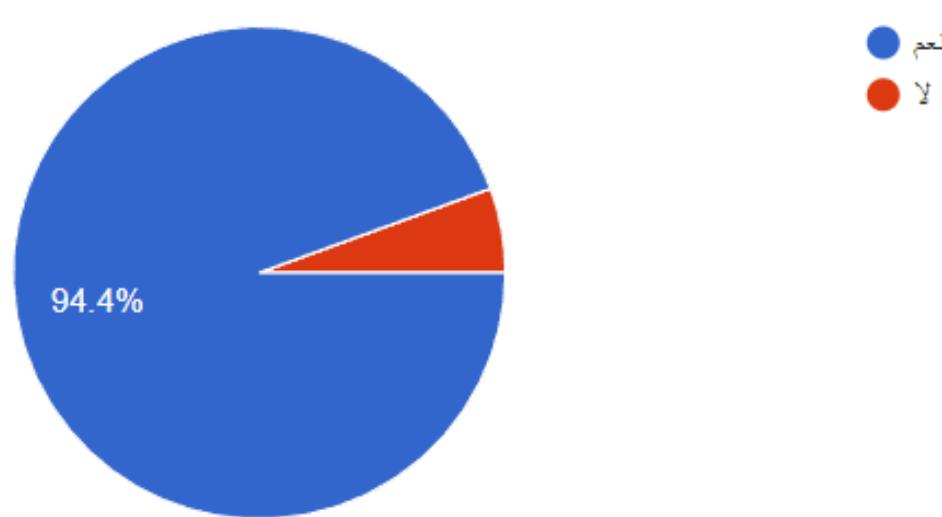
72 responses



93.1% agreed that they need an application to help them with process of forming project groups while 6.9% felt the current ways are okay.

هل تشعر بالحاجة لوجود منصة تستعرض أعمال الطالب/الطالبات التي تستطيع منها أن تتعرف على أبرز مهاراتهم قبل الاختيار؟

72 responses

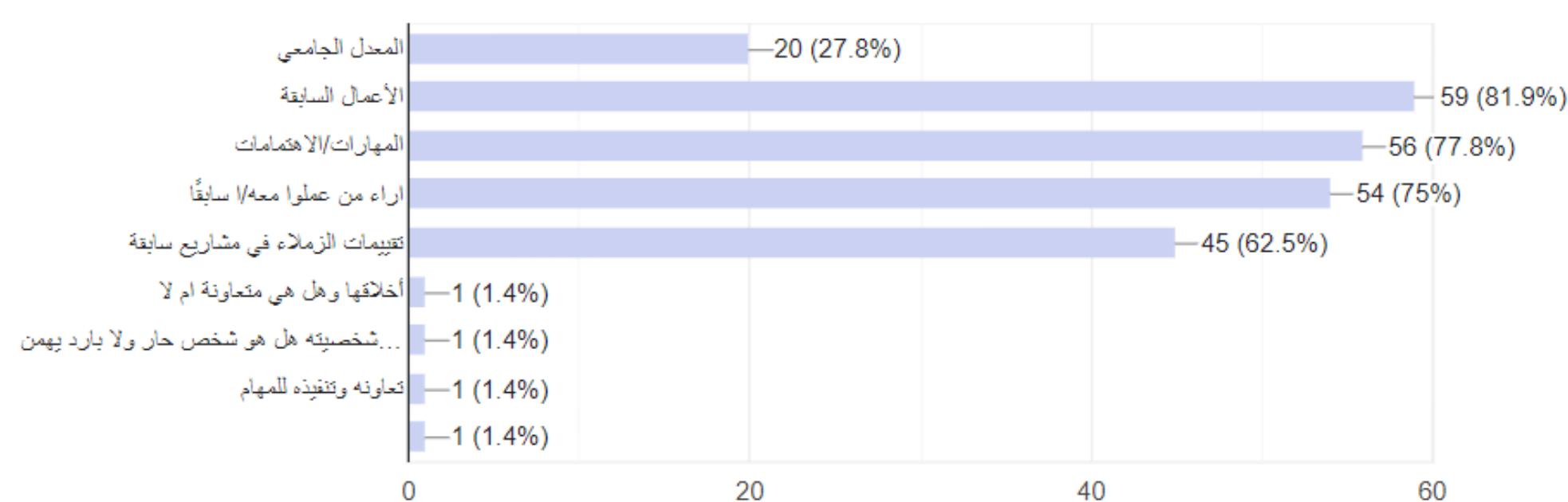


Almost all of the subjects 94.4% agreed that there's a need for a platform to display their work while 5.6% of them did not see the need to.

في رأيك ما هو المعيار الذي يحدد مستوى ما إذا كان الطالب/ة مناسب للانضمام لمجموعتك؟

Copy

72 responses

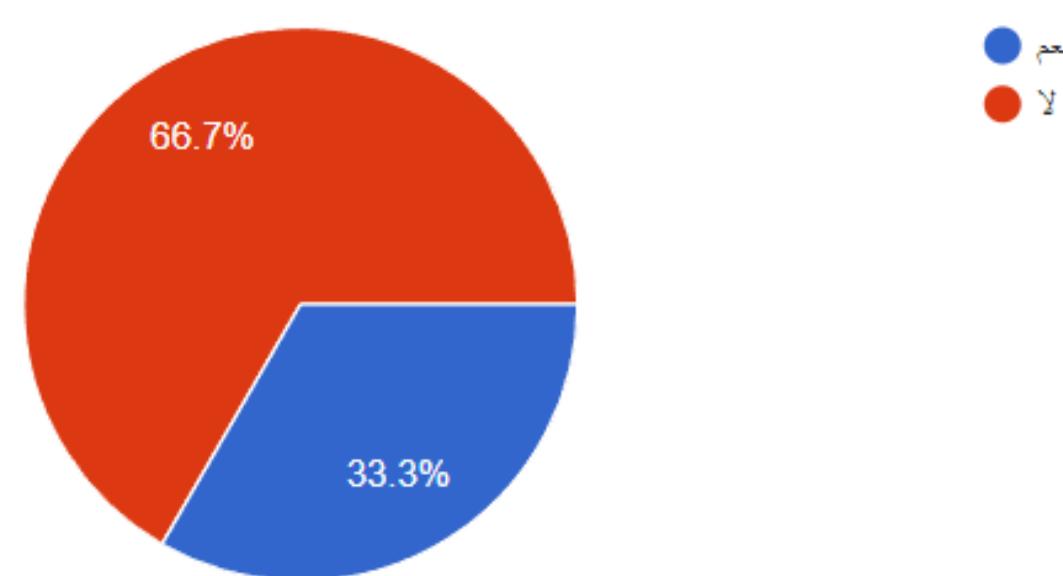


27.8% of subject considers the biggest factor when choosing a team member is their GPA, but 81.9% of the subjects values the previous work the most, whereas 77.8% prefer to look at their skills/interests, and 75% would decide based on the opinions from their team members of previous projects, 62.5% would want to see some ratings and evaluation, the rest of the subjects mainly considered the teamwork and manners of the student.



هل المعدل الجامعي قد يؤثر على قرار اختيارك للطالب/ة قبل الانضمام؟

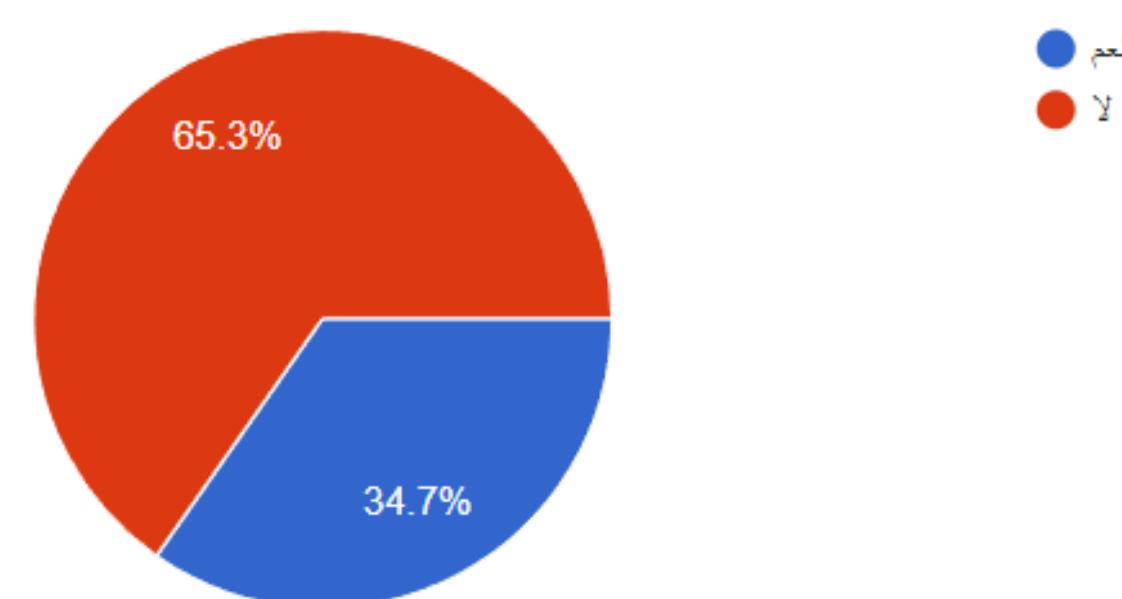
72 responses



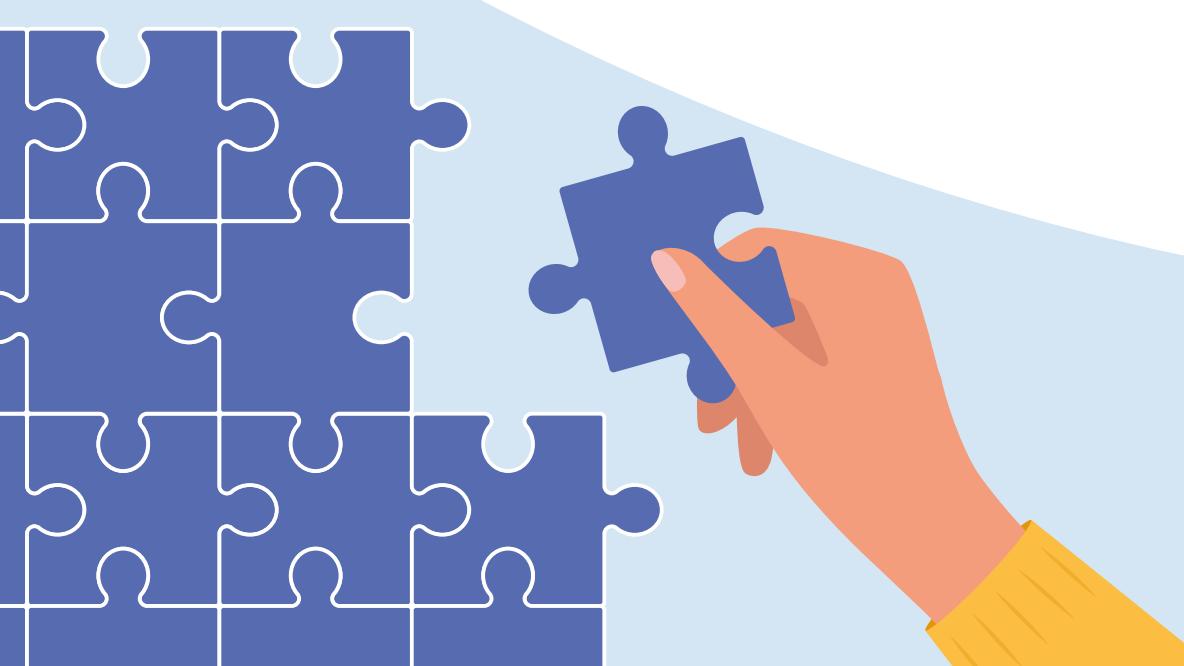
66.7% of subjects agreed that GPA is an important factor in choosing a team member while 33.3% they disagreed.

هل تؤيد اضافة المعدل الجامعي للطالب/ة كجزء في الملف الشخصي؟

72 responses



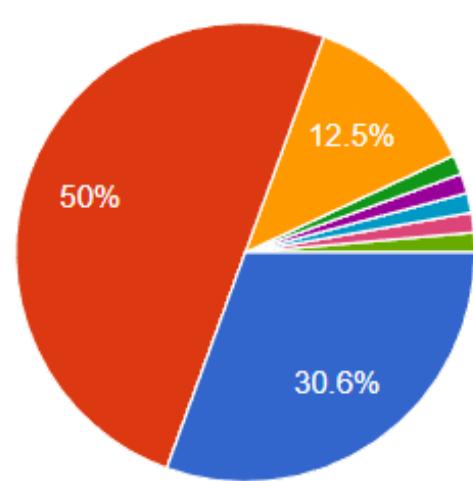
We found that 65.3% of subjects agreed on adding GPA in the student profile while 34.7% they didn't want to.



في رأيك ما هي الطريقة الملائمة لتمثيل المعدل الدراسي للطالب/ة في الملف الشخصي؟

 Copy

72 responses

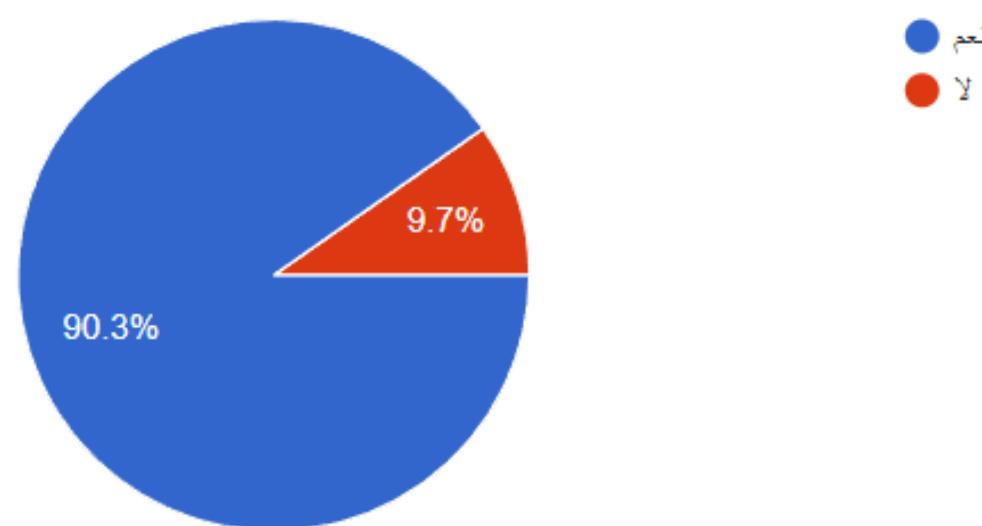


- تمثيل المعدل بداخل نطاق محدد (بين 4 - 3.75)
- تمثيل المعدل كتقدير (ممتاز- جيد ...)
- كتابة المعدل بشكل صريح (3.76)
- عدم كتابة المعدل 😐
- لا يعرض المعدل بدون تكثير
- المعدل الدراسي مهم للطالب نفسه، قد يعكس على شخصية الطالب لكن يظل من الخصوصيات التي يجب احترامها
- لا يكتب
- لا اؤيد

We found that 50% of subjects want to display the GPA as a grade (A, A+..etc) and 30.6% preferred to display it in a range (between 4 - 3.75), 12.5% want to display the actual GPA numerically , while 6% considered GPA as personal information and refuse to show it.

هل تؤيد وجود طريقة تمكنك من معرفة مدى رضى الأعضاء الذين سبق لهم العمل مع الطالب/ة؟

72 responses



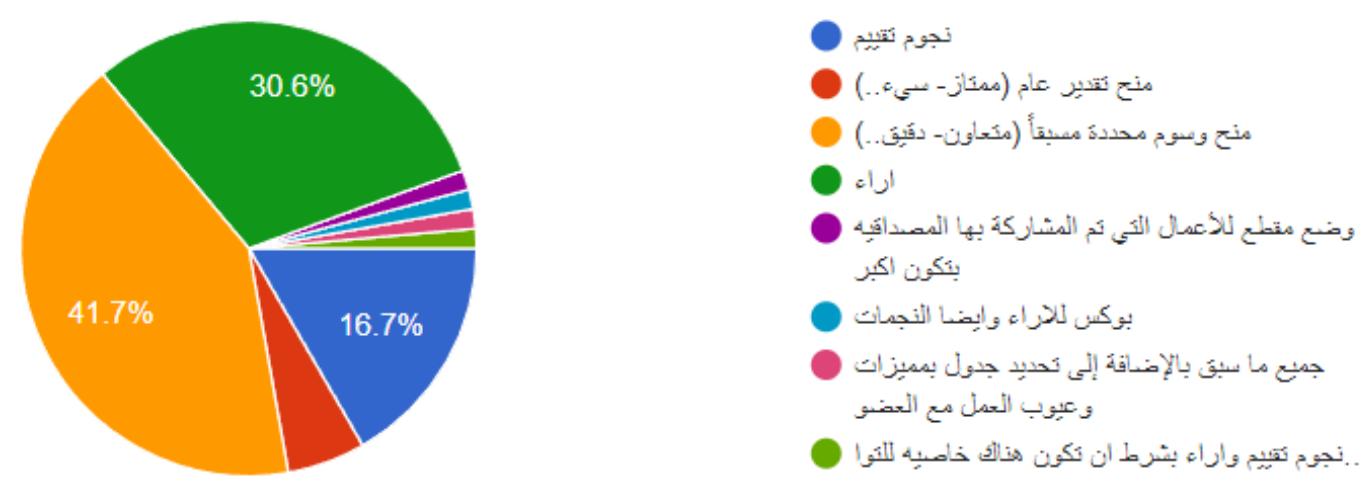
93.3% of subjects support if there is a way for the user to know how people are satisfied with the student they have worked with in previous projects and 9.7% they didn't support.



كيف تفضل التعبير عن مدى رضاك عن العمل مع اعضاء مجموعتك ؟

 Copy

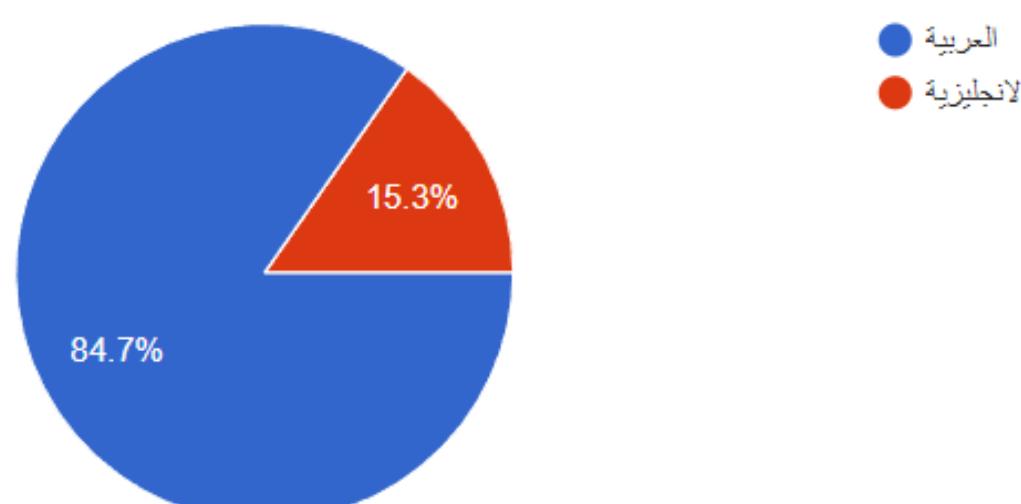
72 responses



We found that 41.7% of subjects want to express their opinions toward team members through predetermined labels such as (cooperator, accurate, ...etc), while 30.6% would like to write an actual comments, and 16.7% would use rating stars, and 5.6% prefer to use the five-level scale (Excellent, Good, ...etc), and 1.4% would want to them share their project for more credibility, and 1.4% want combination of comments and rating stars, and 1.4% want all the mentioned above in addition to tables with Pros and Cons of the student finally 1.4% want a rating stars and comments only if there's a way to contact with the voters.

بأي لغة تفضل أن يتتوفر التطبيق ؟

72 responses



84.7% of subjects would prefer the app to be available in arabic while 15.3% prefer english.

6.Summarization

Approximately all of the subjects participated in the questionnaire, were struggling with the current ways of forming groups for projects and felt the need for the application and its benefits.

The subjects stated their needs for a platform that shares and review different aspects of the students to help them decide. Their opinions varied for which is the biggest factor that affects and determines whether a student is suitable for their groups, but the highest percentage were the previous works for the student with 81.9%.

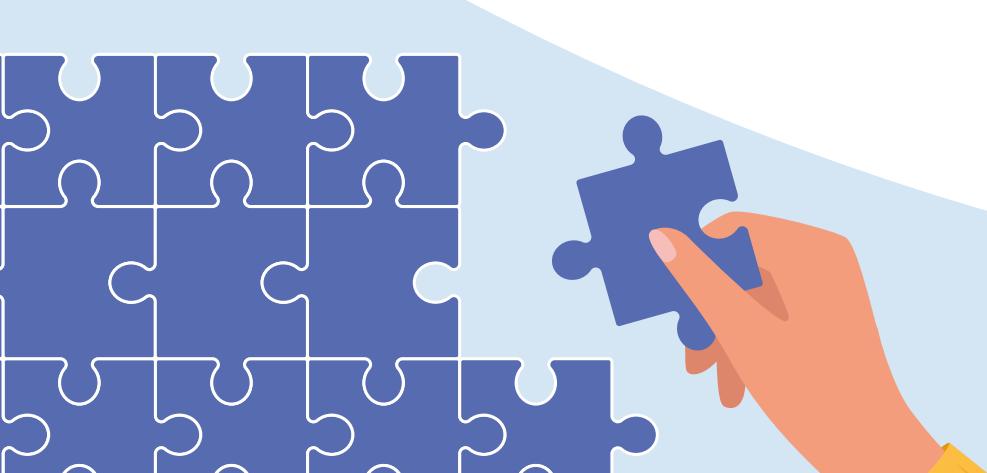
Most of the subjects stated that the GPA doesn't play a big role on their decision and they didn't support the idea of adding it to students' personal profiles, but in another question they preferred to represent the GPA as academic excellence (excellent, good,... etc).

90.3% of the subjects wanted a way to help them know how team members of previous projects are satisfied with the student, they preferred a predetermined labels such as (cooperative, accurate, ...etc) and comments in expressing the work with the student.

84.7% of the subjects prefer if the app was available in Arabic language.

7.Requirements

- 1.Designing the application in Arabic language.
- 2.Big collection of very detailed and predetermined labels to help the students express their opinions precisely upon team members.
- 3.Design the application with simple and youthful colors.
4. Cancelling the idea of adding the GPA to the students' personal profiles and replace it with previous work and evaluation from team members of previous projects.



PART 2: PreDesign

Cognitive Processes	Meaning for Target Users	Design Implication
1 Attention	<ul style="list-style-type: none"> We want the user to focus on new and available competitions according to their interest We do not want to distract the user with many information and details 	<ul style="list-style-type: none"> Notification alert when contest becomes available Hide course or competition details and information unless the user clicks or opens it Completed groups are distinguished according to what makes the user focus more on the available groups
2 memory	<ul style="list-style-type: none"> We want the user to link the implementation of the services provided by the system to real life, which enhances and helps him remember the process Example (in real life, if I want to search for a product or a person, I will take his name and search for it) This is what the system provides to the user 	<ul style="list-style-type: none"> The search history feature in the search box helps him remember the people, course, or competition that he searched for The menu list, the classification of courses, competitions, and the profile enhance the process of remembering and help in performing tasks
3 Perception	<ul style="list-style-type: none"> We want the user to feel comfortable, as the interfaces are designed to be easy, simple, and consistent in terms of colors, arrangement, and classification, so he will not make mistakes or reach a stage where he cannot act. 	<ul style="list-style-type: none"> Icons can help users to identify the purpose of each function Coordination of boundaries and spacing between information The colors are comfortable and the texts are easy to distinguish



PART 3: Prototype

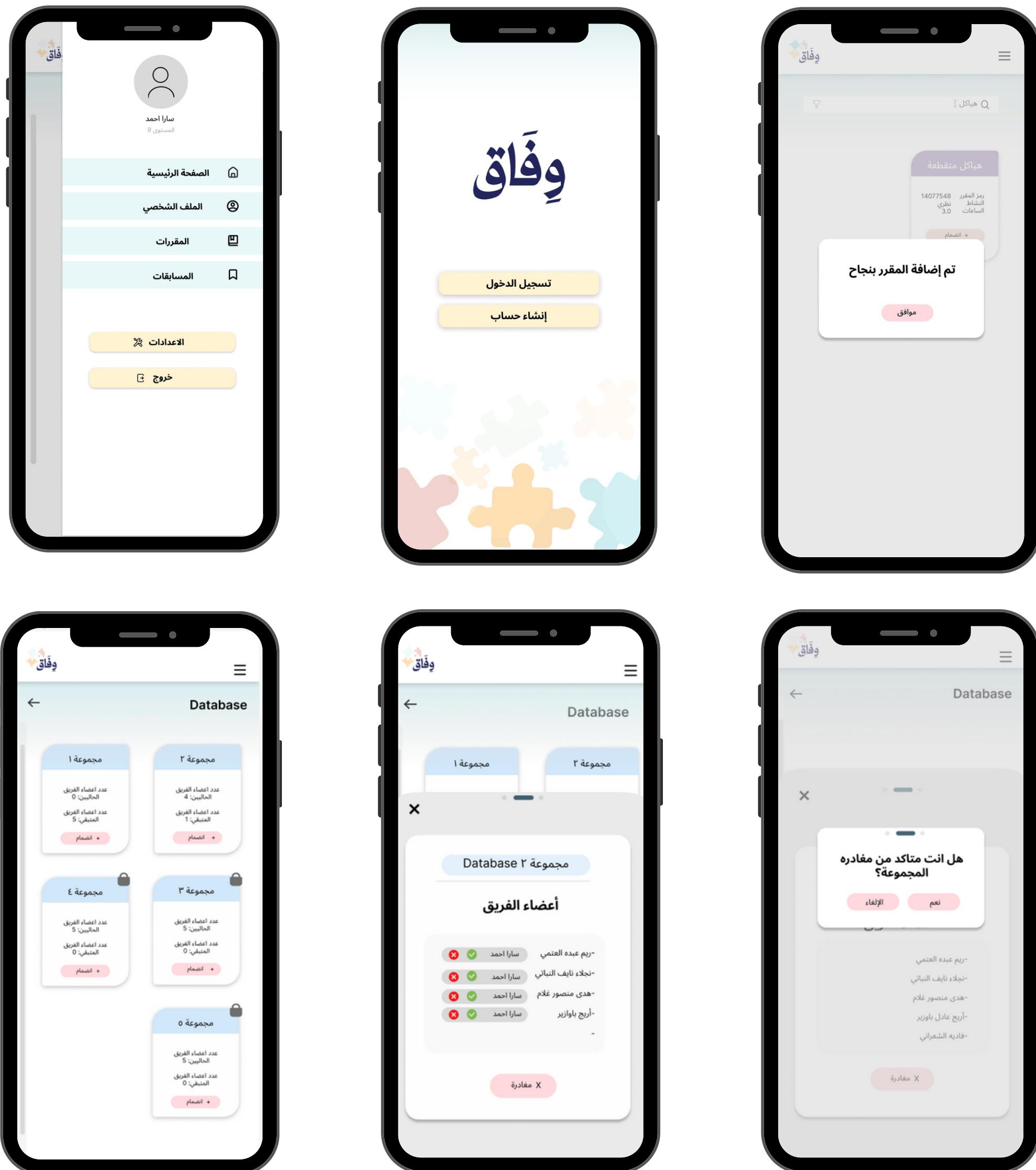
1. Describe the tool

We chose figma because it offers a lot of benefits, including:

- a lot of creative capabilities that help with professional interface design.
- It enables you to interact directly and simultaneously with team members and to simulate user interface flow.

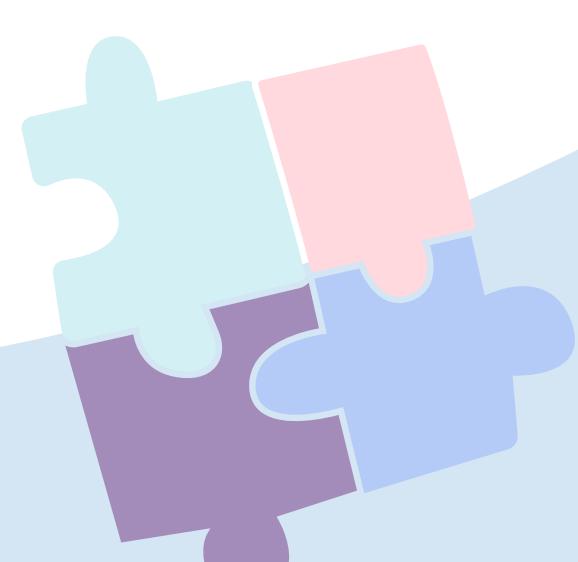


2.Design Principles : Consistency

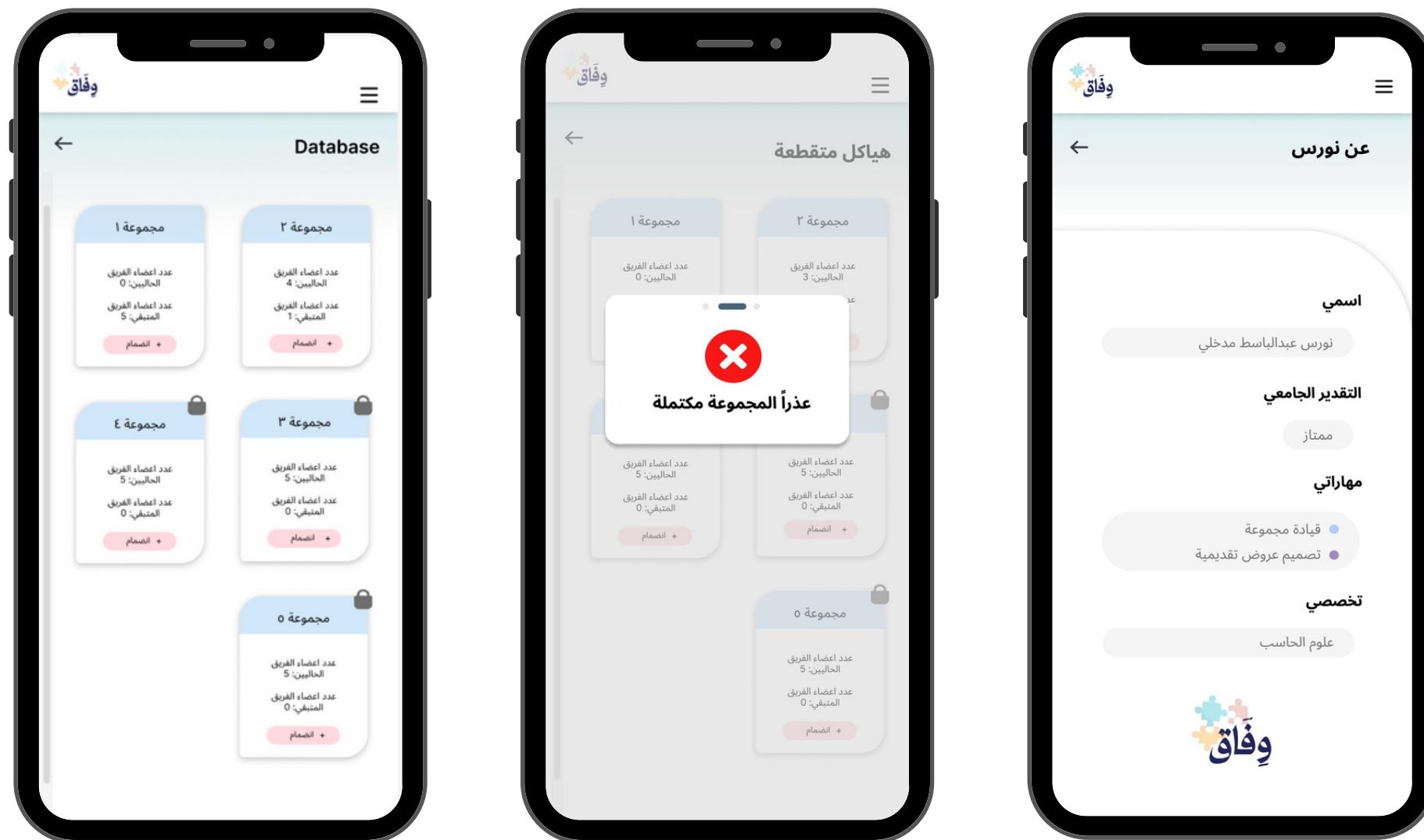


Justification :

- All the alerts and the confirmation messages have the same designs to enhance the consistency and make the application clear and easy to use.
- The buttons in the interfaces are divided into two main categories:
 - pink for regular functions buttons inside the application.
 - yellow for important buttons such as (log in/out , create account, settings).
- Used the same design for (go back) button, header and title of each interface.



2.Design Principles : Constraints



Justification :

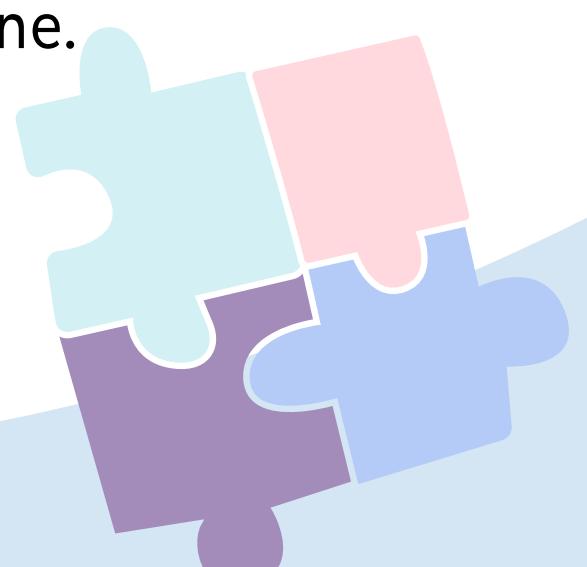
- The locks represent that a team is full and the student can't join.
- The gray colored texts in the profiles prevent the students from changing its contents.

2.Design Principles : Feedback



Justification :

- When the user selects an interest it appears in darker tone.
- When the user selects a category in filters it appears in darker tone.
- The system confirms every successful operation with the user.



3. User Experience Goals : Enhancing sociability

Justification :

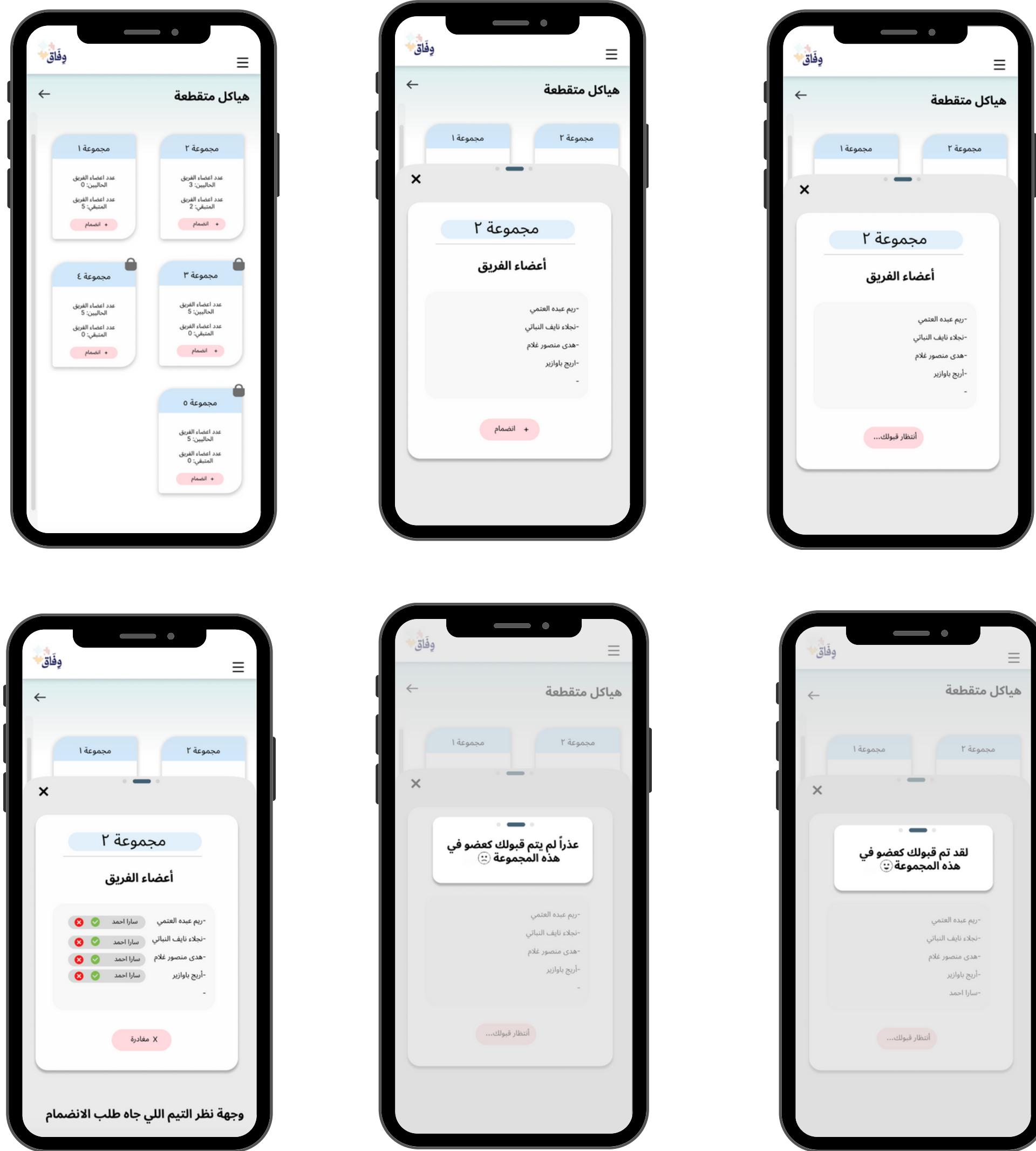
The application helps students to get to know each other by entering groups of courses and competitions, as well as viewing the profiles of students and identifying their interests and achievements.



3. User Experience Goals : Helpful

Justification :

The application shortens the time for students to form groups of courses and competitions, and also students can accept or reject the new student without any embarrassment



3. User Experience Goals : Rewarding

Justification :

The app helps give students a sense of getting rewarded for their work and that their efforts are appreciated as each time a student wins a competition or participates in a project, they will be added to the student's profile as a new achievement.



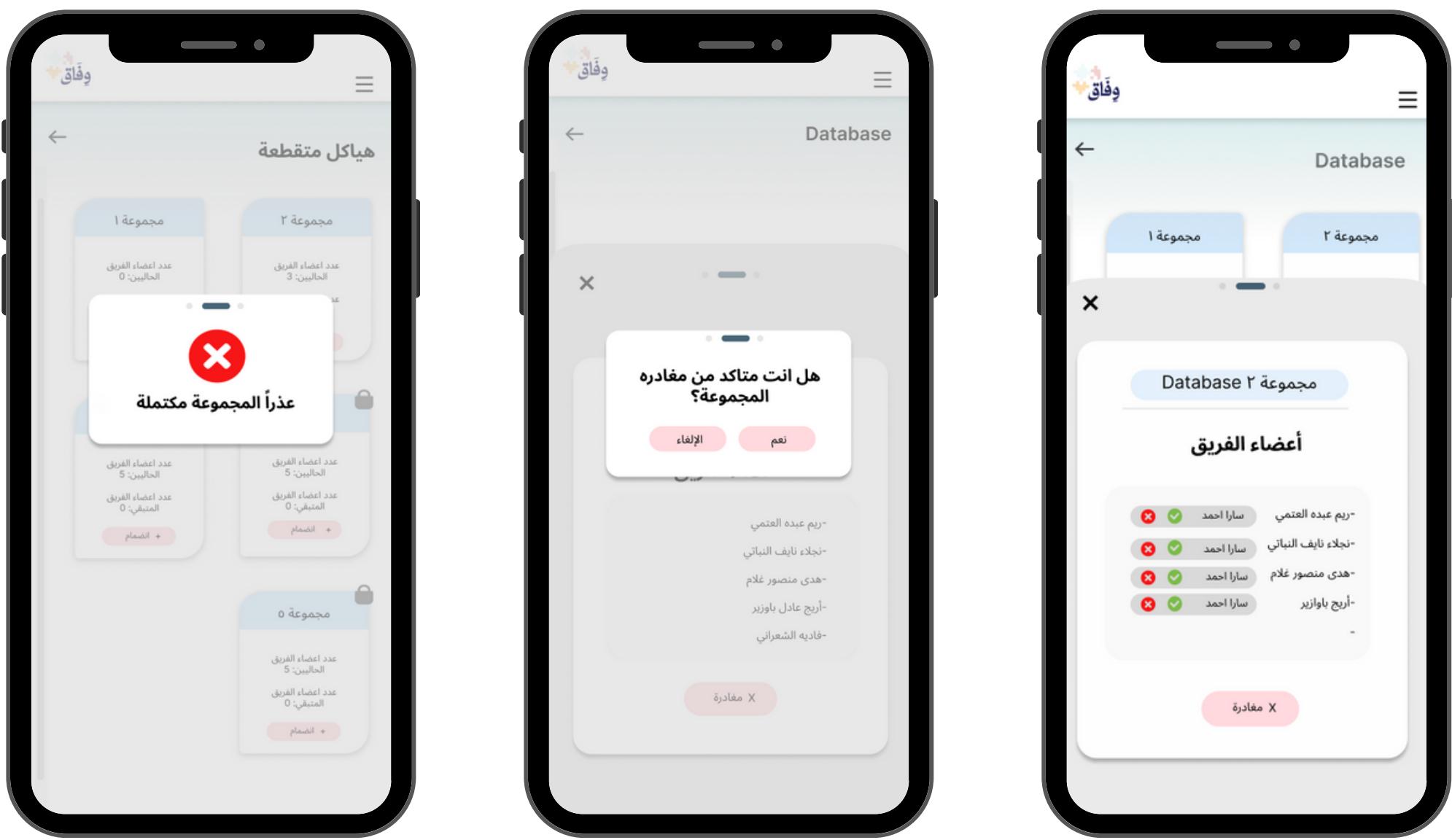
3. User Experience Goals : Memorable

Justification :

We designed the application in a way that makes it simple to use and also memorable, so that there are no complicated steps to carry out a task, and anyone can refer to the application and remember how it works.



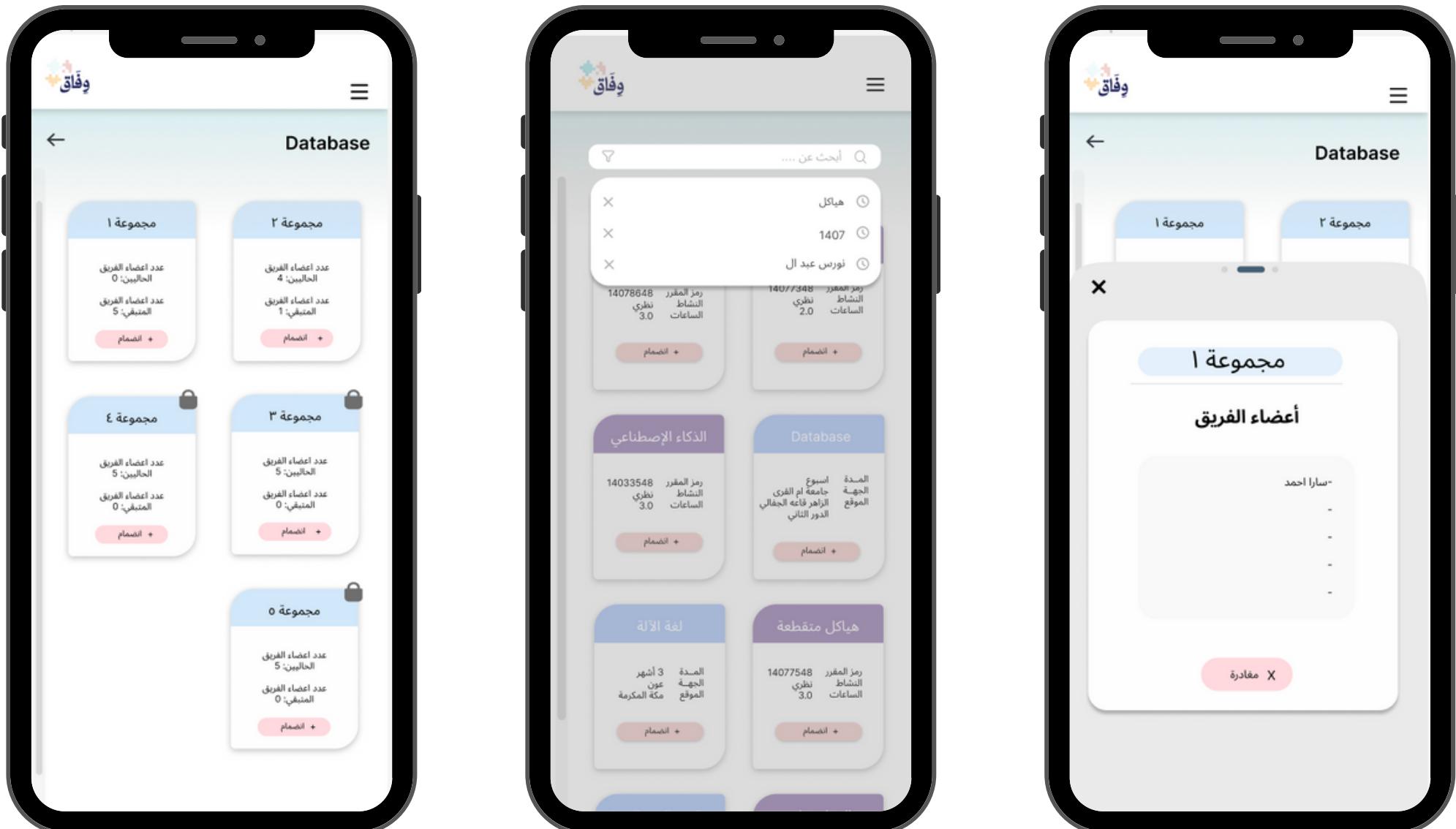
4.Usability goals : Safety



Justification :

- The alert message is displayed to confirm the action to avoid dangerous and undesired situations.
- The lock sign appears when the group members are complete, and when trying to join the group, a message appears that the group is full of members.

4.Usability goals : Learnability



Justification:

Using icons and real-life instructions makes our application easy to learn and user does not require much training to know the operations of icon

4.Usability goals : Effectiveness

**Justification:**

- The idea of our application is to help students to find efficiently and accurately suitable team members to facilitate doing different projects.
- Filtering the courses, competitions, and users accounts will help the user to reach the appropriate outcome in a short time

PART 4: Usability Testing

1. Describe of the participants:

We conducted a survey on 72 students and published it via the WhatsApp group for students specializing in the computer science major,

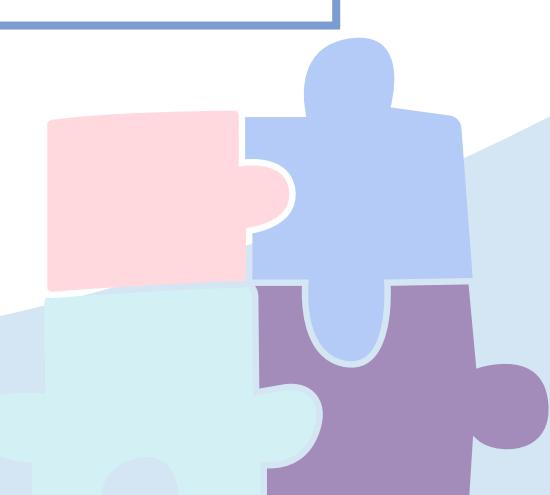
To find out students' opinions about the stage of group formation

And measure the extent of their need for an application or tool to facilitate the task of entering into a group

Most of them were between 21 to 25 years old and all of them were students at our university.

And also testing the prototype on these people:

participants	Age	Qualification	Student or Admin
1	22	University	both
2	24	University	both
3	22	University	both
4	22	University	both
5	22	University	both
6	23	University	both
7	23	University	both
8	22	University	both
9	23	University	both
10	23	University	both



2. Describe the test environment:

For the questionnaire, it was done by using an online tool (google forms) with participants via WhatsApp

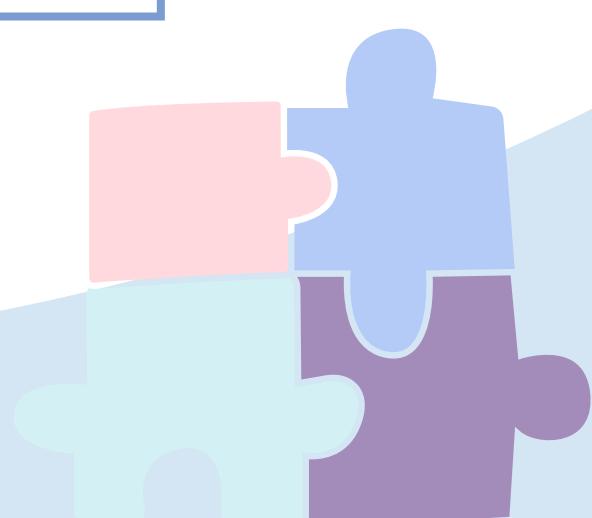
for Tasks evaluated in the prototype, it was done in a controlled setting by using

Online call (google meet) for 6 Participants

University's library for 4 Participants

Participants were given specific tasks to perform, with the tasks explained to them, and they were observed and time measured

user	environment
1	online call (google meet)
2	University's library
3	University's library
4	University's library
5	online call (google meet)
6	online call (google meet)
7	online call (google meet)
8	online call (google meet)
9	University's library
10	online call (google meet)



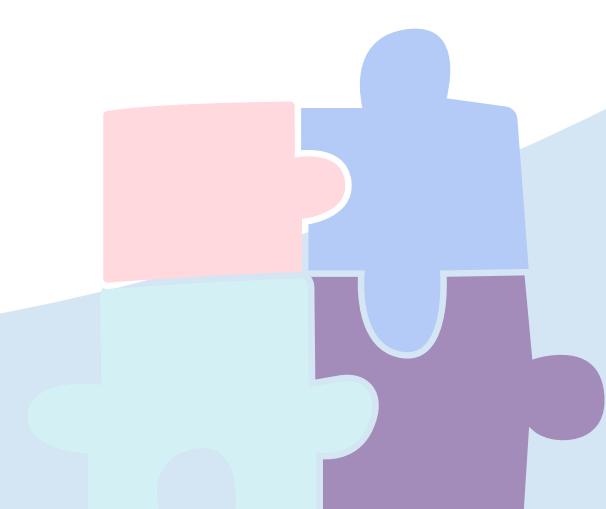
3.List of tasks used for the evaluation of the prototype:

1. Search for a discrete structures course, then join any group of your choice.
2. Leave your database's group of competition, then join another group.
3. Search for the student Nawras Madkhali, read the reviews
4. Add course as supervisor.

user	Task1	Task2	Task3	Task4	No. of errors
1	44.68 sec	55.81 sec	23.55 sec	30.21 sec	1 in Task2
2	39.69 sec	50.10 sec	38.60 sec	25.90 sec	0
3	1 min and 21.42 sec	54.01 sec	35.21 sec	41.01 sec	0
4	50.11 sec	1 min and 37.00 sec	33.26 sec	29.76 sec	1 in Task1 1 in Task2
5	37.72 sec	42.75 sec	21.38 sec	18.13 sec	1 in Task2
6	1 min and 06.83 sec	54.24 sec	43.83 sec	35.73 sec	1 in Task1
7	53.45 sec	45.37 sec	34.43 sec	52.94 sec	0
8	48.92 sec	38:23 sec	28.29 sec	28.23 sec	0
9	1 min and 30.09 sec	50.90 sec	34.60 sec	35.20 sec	0
10	33.57 sec	41.22 sec	28.10 sec	39.08 sec	0
The average	54.648 sec	52.963 sec	32.125 sec	33.619 sec	0.5

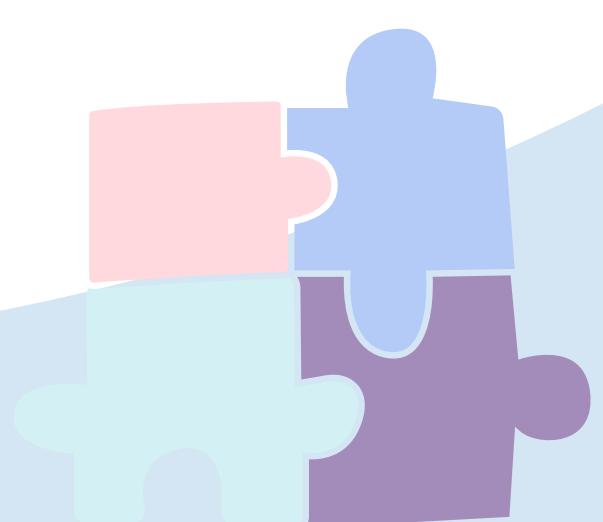
4. Evaluation of the prototype:

user	is the app easy?	is the app clear?	were the interfaces well designed?	Do you think the app was helpful	Did you enjoy using the app?	Do you think the application helps Enhancing sociability?
1	Yes	Yes	Yes	Yes	Yes	Yes
2	Yes	Yes	Yes	Yes	Yes	Yes
3	No	Yes	Yes	Yes	Yes	Yes
4	Yes	No	Yes	Yes	Yes	Yes
5	Yes	Yes	Yes	Yes	Yes	Yes
6	No	Yes	Yes	Yes	Yes	No
7	Yes	Yes	Yes	Yes	Yes	Yes
8	Yes	Yes	Yes	Yes	No	Yes
9	No	Yes	Yes	Yes	Yes	No
10	Yes	Yes	Yes	Yes	Yes	Yes



5.Analyze and interpret the result:

task	current system (using social media)	Wefaq application(prototype)
search for team member	average time to completing task = 12.2 minute	average time to completing task =32.125 sec
join group	average time to completing task = 14.4 minute	average time to completing task =52.963 sec

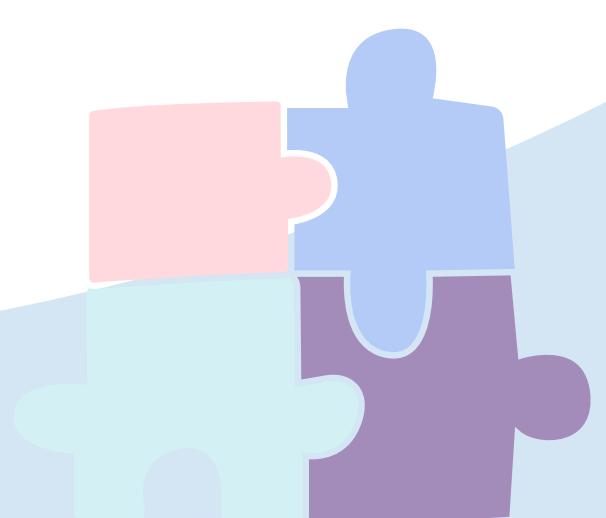


Conclusion

We have created Wefaq a student-friendly application that allows students to easily join groups and present their work to a large audience. We took the time to listen to what users wanted in order to create the best user experience, making the application both easy to use and visually appealing. Based on the feedback we received, users seem to be pleased with the interface design and find the application helpful and enjoyable to use.

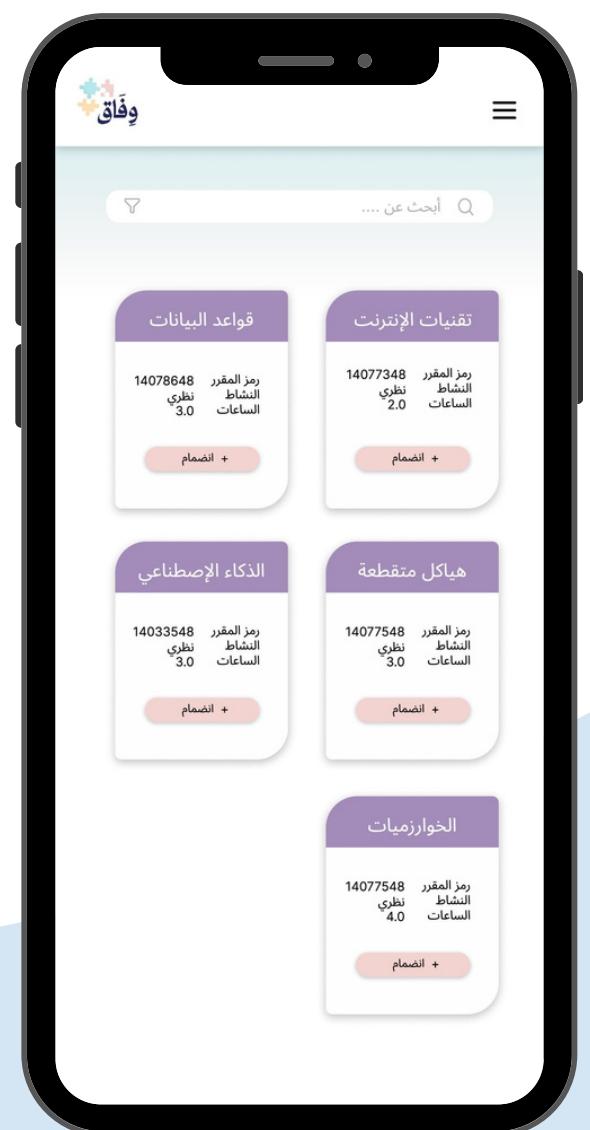
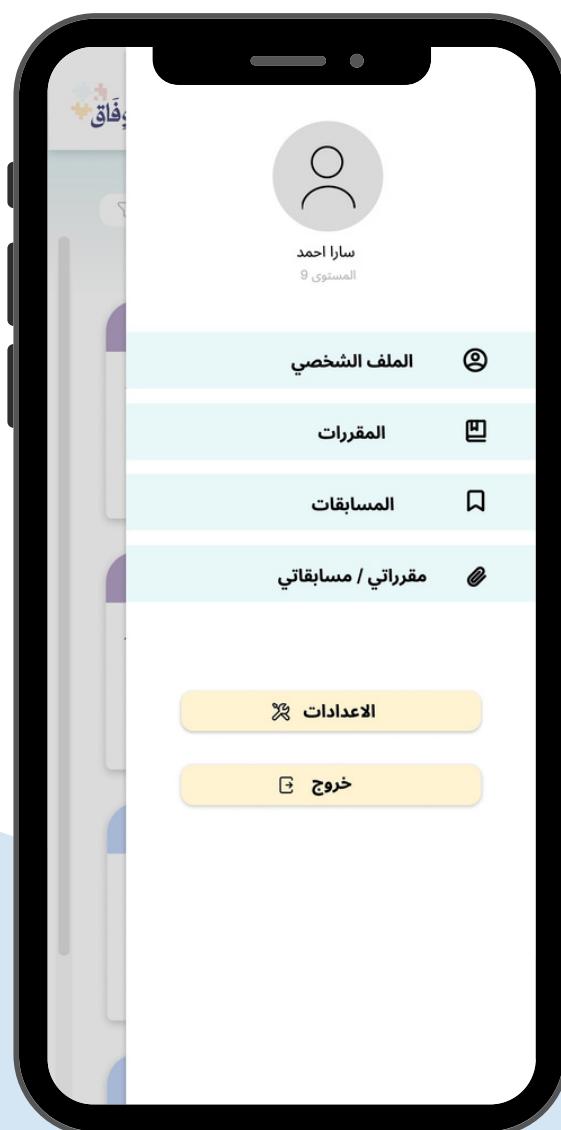
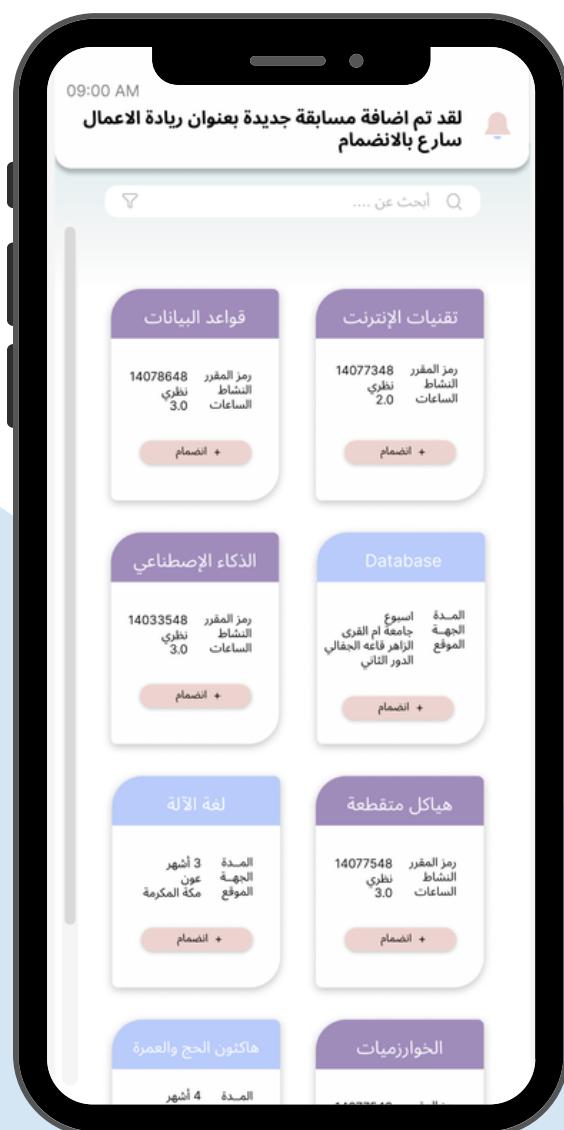
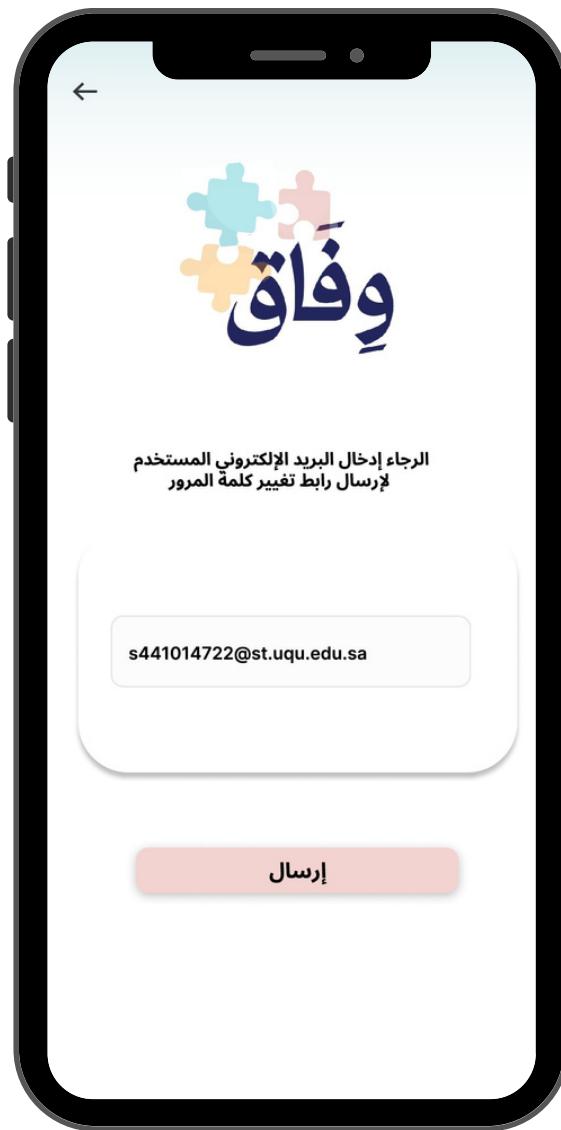
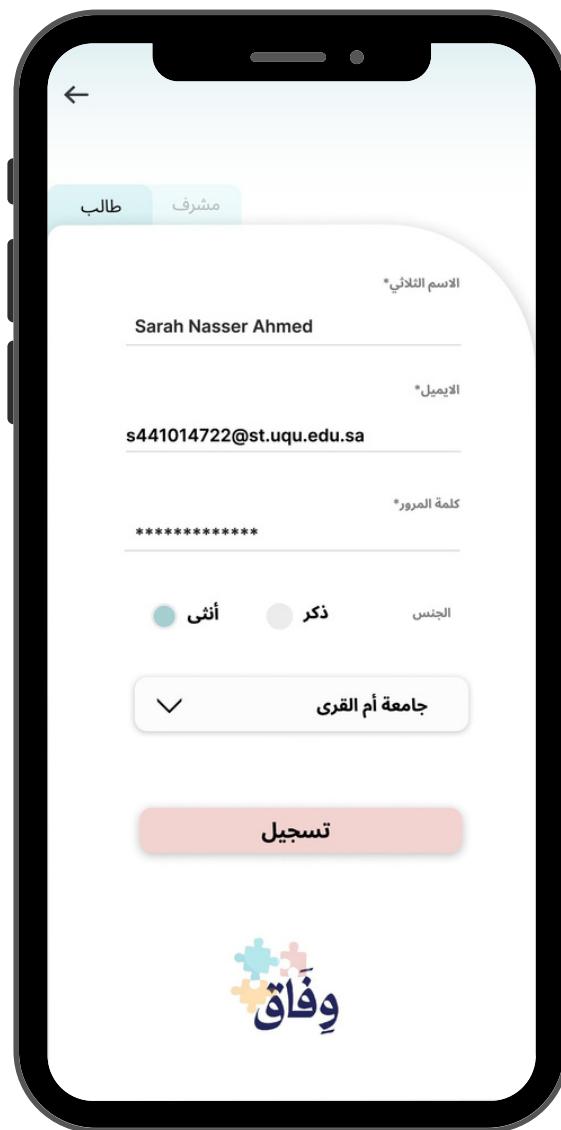
we would be delightful if you tries it and share your experience with us:

<https://www.figma.com/proto/CKS4COrcWvGmVRKkC7obH7/UID-project?node-id=18%3A22&scaling=scale-down&page-id=9%3A2&starting-point-node-id=18%3A22&show Proto-sidebar=1>



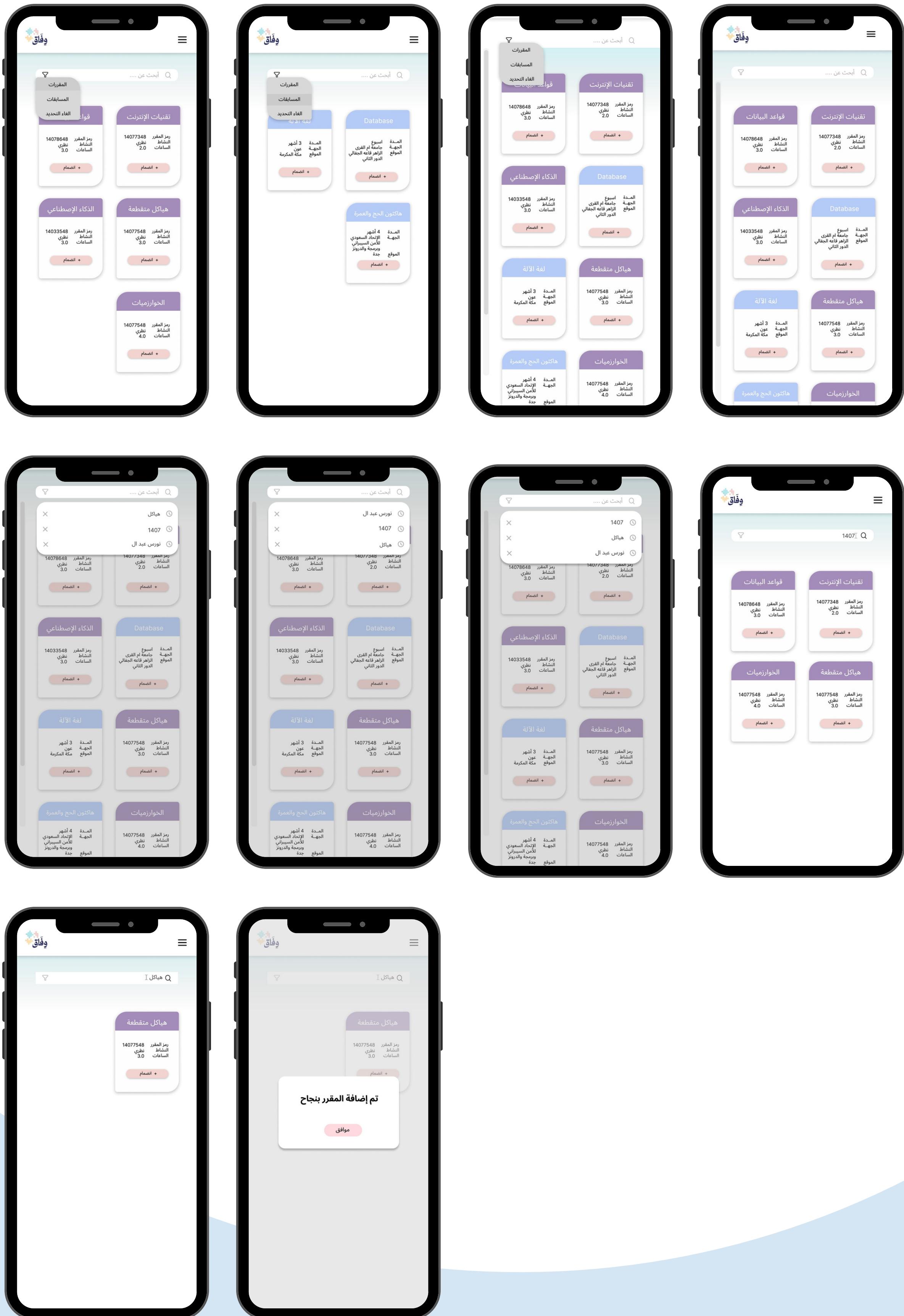
Appendix

Start page, Student Sign up , Log in, Interests, Home page, Courses, Competitions



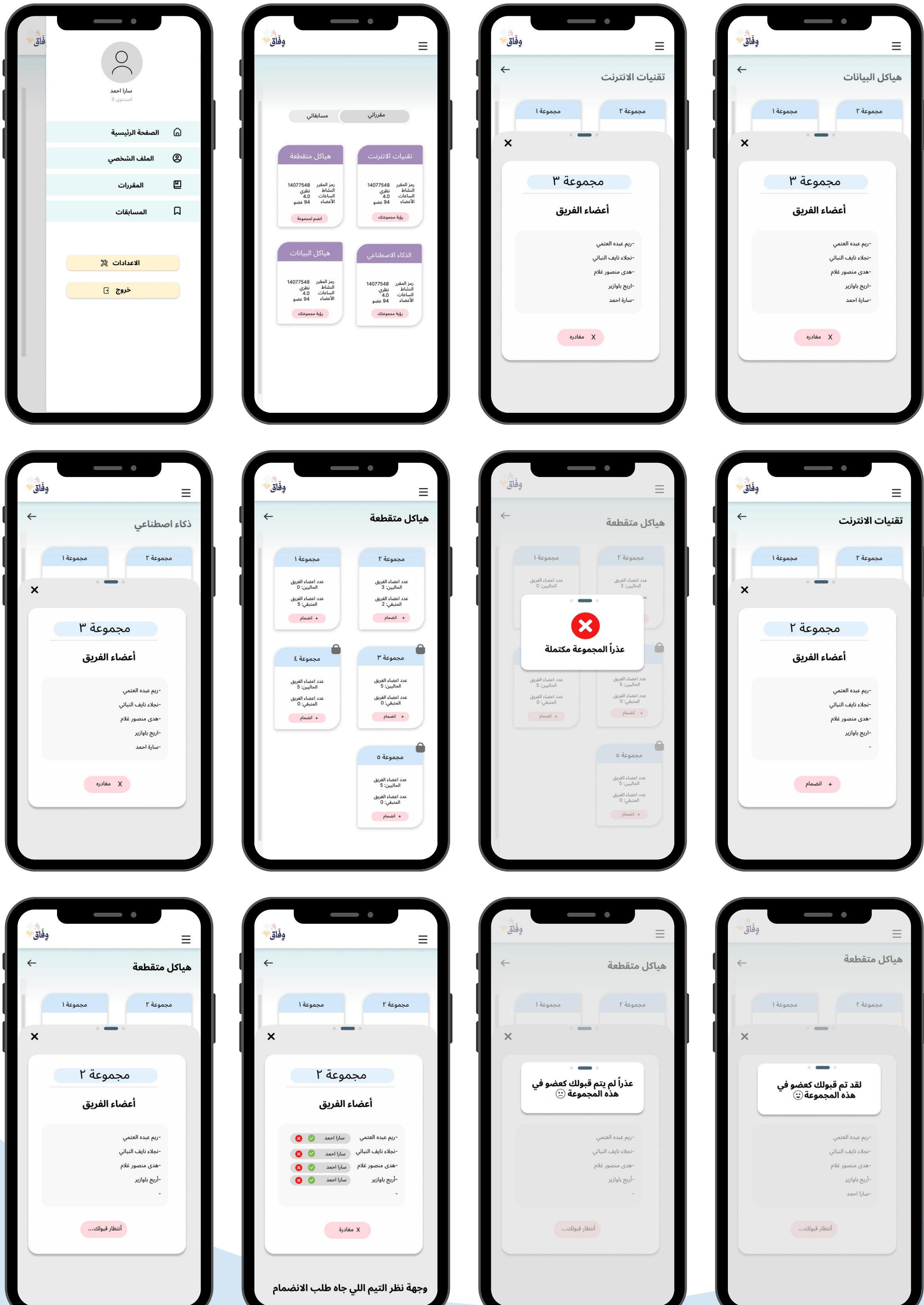
Appendix

Filters, Search, Join course



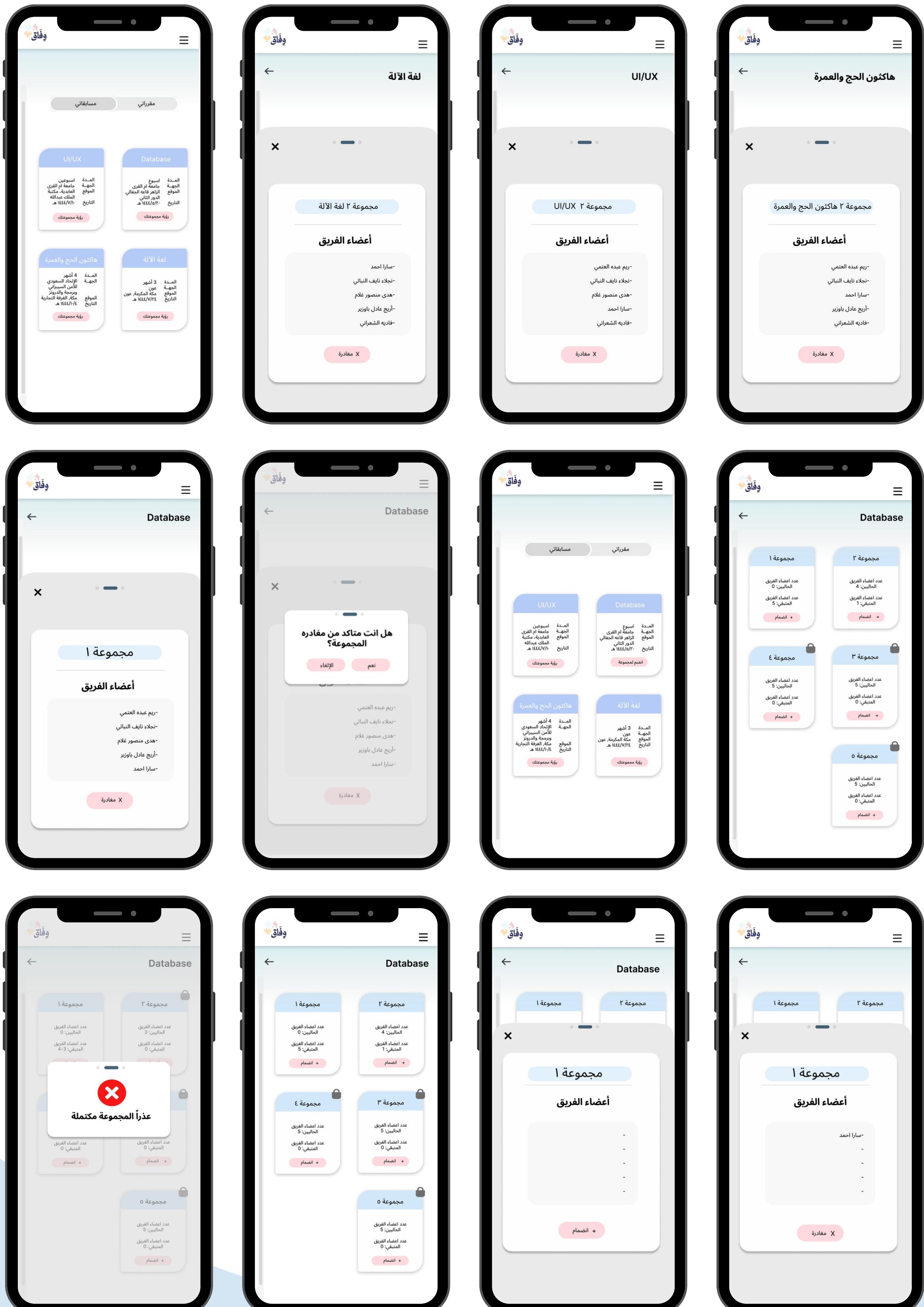
Appendix

My Courses/Competitions, Team pages, Locked teams,
Join team(acceptance, rejection)



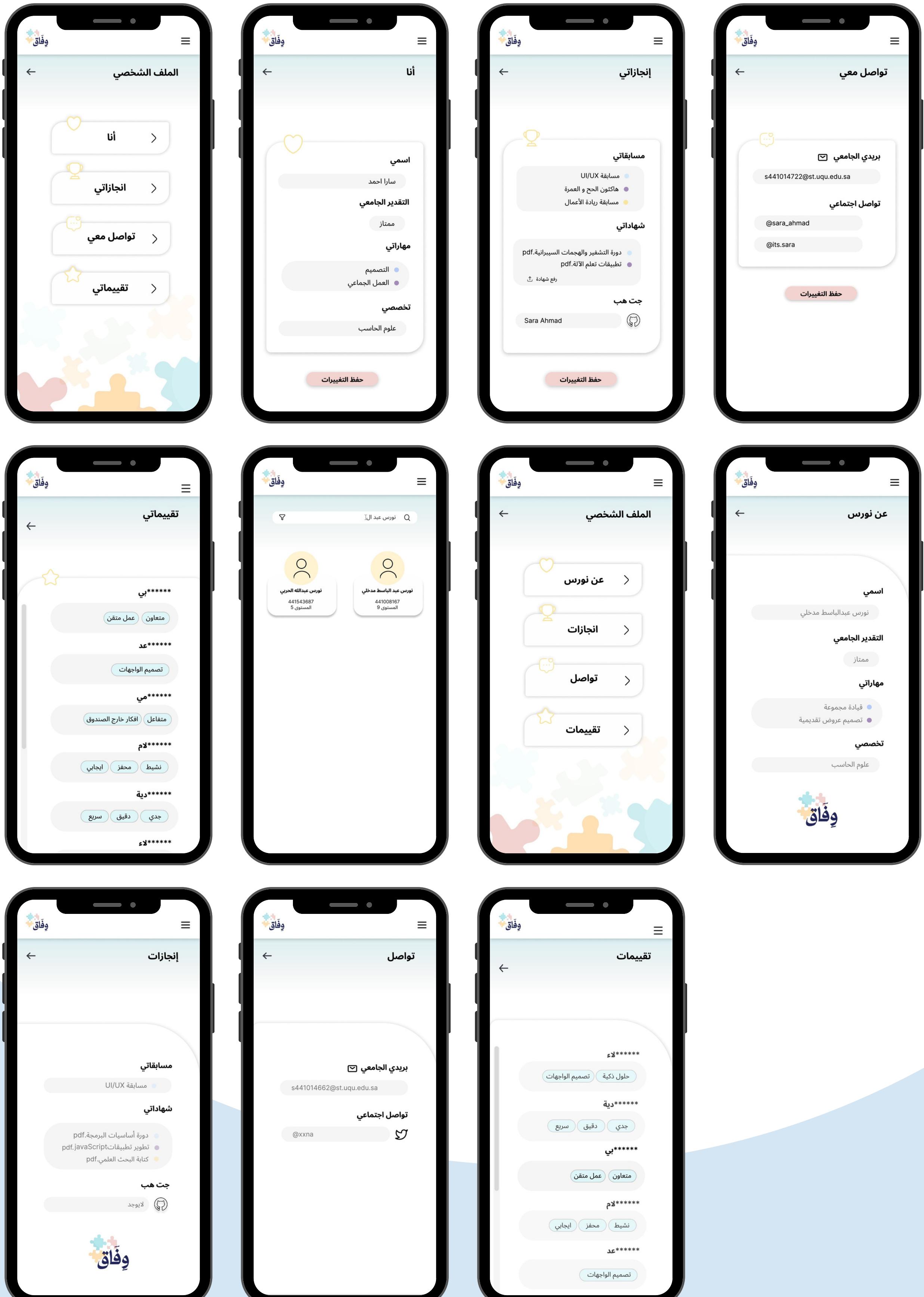
Appendix

My Competitions, My teams, Leave team, Locked teams, Join empty team



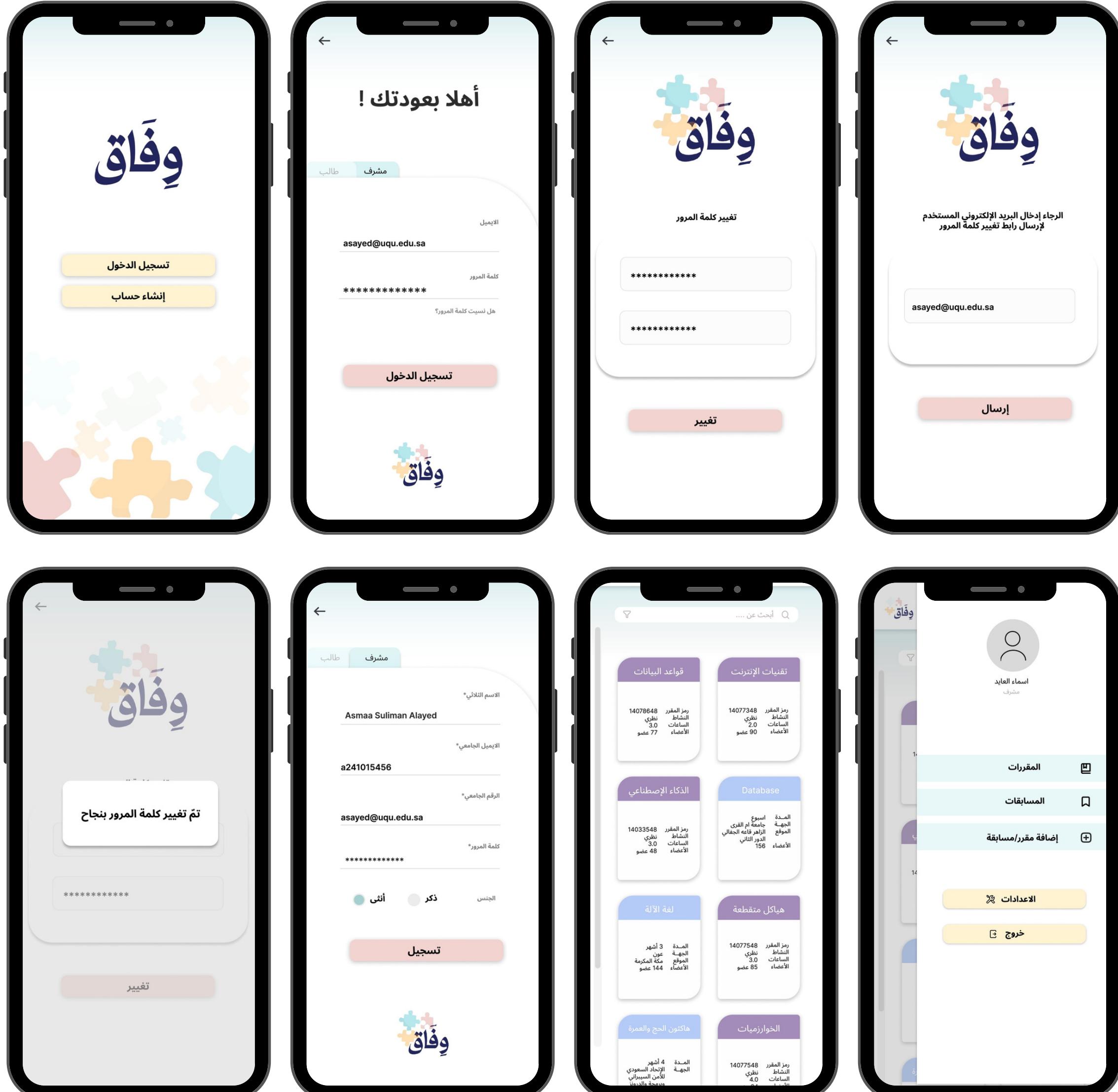
Appendix

My profile (me, accomplishments, contact me, ratings), Explore students profiles



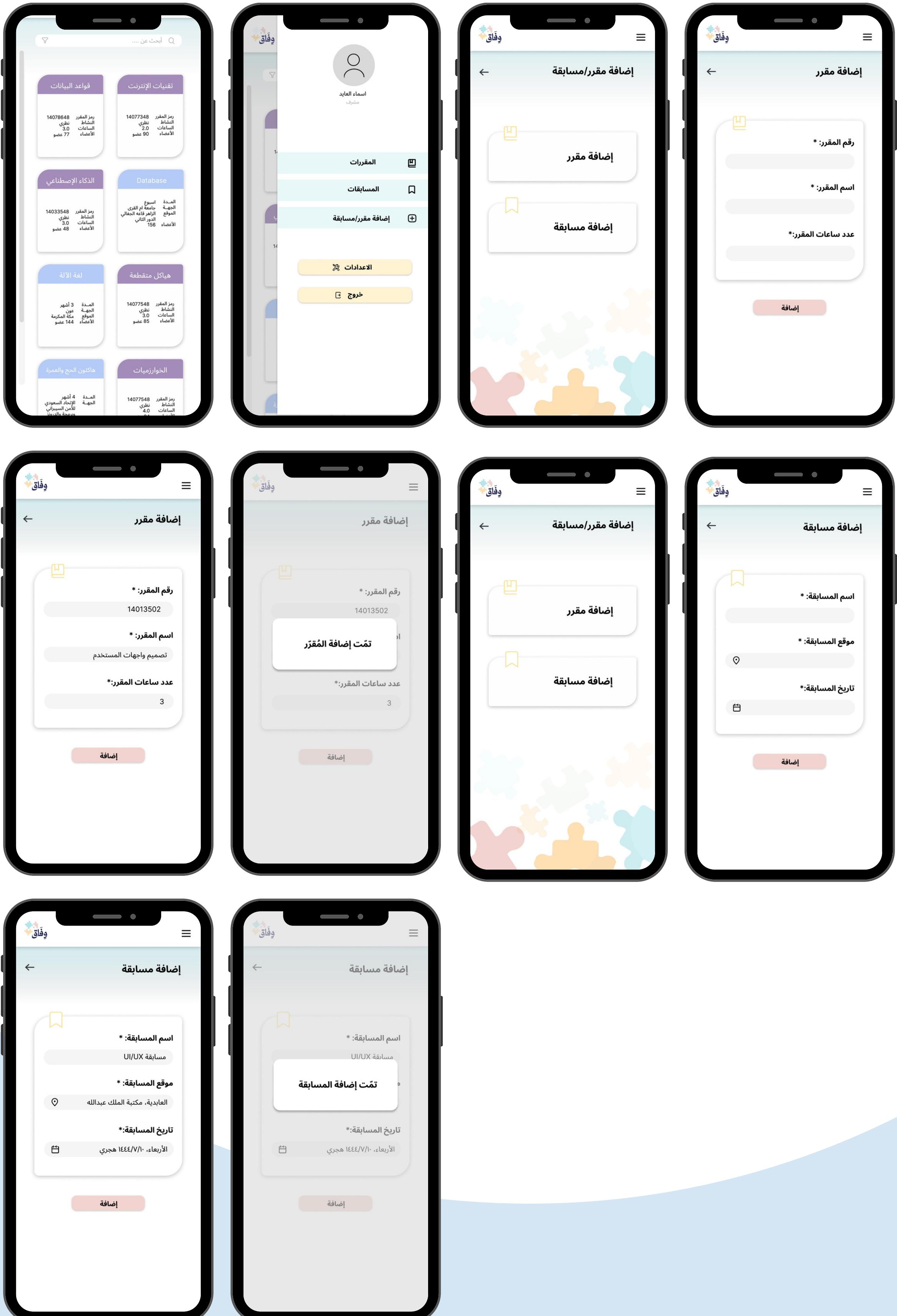
Appendix

Start page, Admin's Sign up , Log in, Home page



Appendix

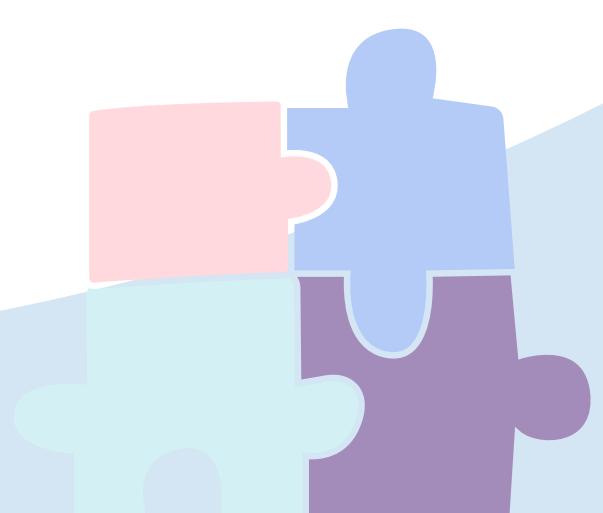
Admin's home page, Add Course/Competition



References

Usability Testing

1. Figma
2. <https://www.google.com/intl/en-GB/forms/about/>
3. [https://www.figma.com/file/yvieUUxSTLa22hki30xyrU/Free-Icon-Pack-1600%2B-icons-\(Community\)?node-id=1654%3A15134&t=DtlNCpsfaRfl3kdy-0](https://www.figma.com/file/yvieUUxSTLa22hki30xyrU/Free-Icon-Pack-1600%2B-icons-(Community)?node-id=1654%3A15134&t=DtlNCpsfaRfl3kdy-0)
4. <https://youtu.be/OF835npK0bo>
5. <https://www.youtube.com/watch?v=FTFaQWZBqQ8&t=763s>



Work Distribution

task	Areej bawazir	Fadyah Abdh	Nawras Mudkhli	Huda Golam	Reem AOtmi	Najlaa Alnabati
Part 1: Establishing Requirements						
Draft Questionnaire		✓	✓		✓	
Piloting		✓	✓		✓	
Final Questionnaire			✓			
Tabulate Results		✓				
Analyze Results		✓			✓	
Summaize					✓	
Define Requirements			✓		✓	
Part 2: PRE Design						
A,B,C				✓		
Part 3: Prototype						
Describe tool				✓		
Design Principles		✓			✓	
User Experience Goals	✓		✓			
Usability Goals				✓		✓
Prototype	✓	✓	✓	✓	✓	✓

task	Areej bawazir	Fadyah Abdh	Nawras Mudkhli	Huda Golam	Reem AOtmi	Najlaa Alnabati
Part 4: Usability Testing						
Describe Participants	✓			✓		✓
Describe Environment	✓			✓		✓
Describe Tasks	✓			✓		✓
Objective and Subjective Measure	✓					✓
Analyze and Interpret				✓		
Conclusion		✓				
Appendix				✓	✓	✓
References					✓	