

## **4STUDY**

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## 1. Introduction

This project borns for the need of find different students in the same **study** field, in order to build some **study groups**, for which all these students can join them for sharing their **knowledge** and **notes** about the courses.

During the pandemic period, relationships between students decreased because of remote lectures, and so retrieve some informations also became difficult.

So the purpose of **4Study** is to support and increase relationships between students, also remotely.

In particular, 4Study will be developed as a **web application**, in which we will find a lot of features:

- **Find a study group** in your area according to a specific subject
- **Sharing notes and documents** related to specific subject
- Give the possibility to students to **improve their language skills** by using a **chat**
- **Find study rooms**
- **Create announcements** for particular requests
- Management of the **personal timetable**

## 2. Development methodology

The methodology adopted for developing 4Study is a **Scrum methodology**: this is an Agile method based on daily meetings in which all the group members will share their opinions on the work done until that moment, focusing on what can be improved in the next iterations.

Each sprint will be of the duration of **one/two weeks**.

All the development process has been done fully remotely, by using videoconferences platforms such as **Google Meet** or **Zoom**, and **GitHub** and **Google Drive** platforms for data and content sharing.

## 3. Requirements' analysis

**The requirements' analysis** is very important to develop a product which is useful for the end user. In this phase, it is important to define the **needs** of the **users**, in order to deliver an high quality product, which is able to help them to use our product in a simple way.

### 3.1 User analysis

The first kind of requirement analysis is the **user analysis**, which consists identifying the target that will use our system. Given that our application is addressed for **students**, we have defined our target audience has the following features:

- Age: 14 – 25
- Gender: Male and Female
- State: Worldwide
- Technology: web application (laptop / Desktop)
- Education: high school / university
- Occupation: student

### 3.1.1 User personas and scenarios

The next step of the user analysis is to define several **user personas** and **related scenarios**.

**User personas** are useful to describe the potential users of the system, based on the user profile defined above.

A **scenario** is a story that describes how a particular persona completes a task or behaves in a given situation.



Roberta is a 17 years-old high school student who is studying at Liceo Scientifico Galileo Galilei in Rome. She doesn't like study a lot, she has troubles in learning and focusing both when she is at school and when she is at home. She loves spend time with other people.



It is a Wednesday afternoon and Roberta is going back home after a school morning. After lunch, she tries to study, but due to her inability to focus during study hours, she decides that it is better to find a study group, in order to improve her school marks.



Kevin is a 22 years-old university student who is studying at La Sapienza University of Rome. He is strongly convinced that all the knowledge should be open and easily accessible to everyone. So, he would like a tool where he can share his notes.



It is a Tuesday afternoon and Kevin is studying. Meanwhile, a lot of his friends message him by asking for his Physics notes, but Kevin doesn't want to waste time by sending his notes to all his friends, one by one. So he would like to use a tool where the notes can be shared forever to all of them.



Alice is a 19 years-old high school student who is studying at Liceo Scientifico Shakespeare in Rome. She likes to study a lot and in particular, given that she is at her final year of high

school education, she would like to enroll a language study course at university, and so she would like to improve their language skills after the end of the school.



It is a Monday morning and Alice is attending an extra English course, but she is not satisfied about the dialogue skills that the course gives. She would like to find a person to chat with, in order to improve her language knowledge

### 3.2 Competitors

The next phase of user requirements step is to identify **competitors** and to analyze the **pros** and the **drawbacks** of 4Study with respect to the other applications.

	<b>4Study</b>	<b>StudyDrive</b>	<b>Docsity</b>
<b>Unique Features</b>	All in one: it offers all services useful to students	Job market and companies search	Marketplace notes
<b>Design strengths</b>	Learn English Study groups by map	Mobile app	Video Private lessons
<b>Design weakness</b>	Location based difficulties People matching language skills	Social based approach (Post) Not worldwide availability	Only teaching material Contents not free
<b>Customer base</b>	Customer size unknown	2.400.000	6.600.000
<b>Satisfaction score</b>	Not available	80	Not available
<b>Requirements</b>	Accessible on all browser types	Available on all browser types and mobile OS	Accessible on all browser types
<b>Core features:</b>			
<b>Sharing notes</b>	v	v	v
<b>Find study groups</b>	v	v	x
<b>Language chat</b>	v	x	x
<b>Job search</b>	x	v	x
<b>Video lessons</b>	x	x	v
<b>Earn money</b>	x	x	v
<b>Find study rooms</b>	v	x	x
<b>Create announcements</b>	v	v	x



### 3.3 Questionnaire

There are many ways that can be used to reach real audience, get an initial **feedback** about our idea and investigate user needs, expectations, perspectives, priorities and preferences.

The most used one is the **questionnaire**, which is easy to use and gives a quick feedback from users, and furthermore it can be useful to present several choices to our users in a clear way.

In order to reach a good amount of users we used **Google Form**.

Questionnaires principal **advantages** are:

- Quickly collecting quantitative data from a large number of users
- Collect information from a large number of users simultaneously
- If designed correctly, it can be quick & easy to analyze the data
- Relatively cheap
- The evaluator must be skilled in creating unbiased surveys (this requires training)
- If it is posted to the web, little effort is required to distribute it Medium