Course assignment: Mobile application for student attendance in class

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IT-IDX1: INTERACTION DESIGN (ICT ENGINEERING)

1- Introduction

- To do this course assignment, it has been used the idea of the international project (IT-FPR2).

- The idea is to create a mobile application that by reading a QR code any student can register in a lecture.

- The objective is to allow VIA to better manage its resources (classes, chairs, tables, etc).
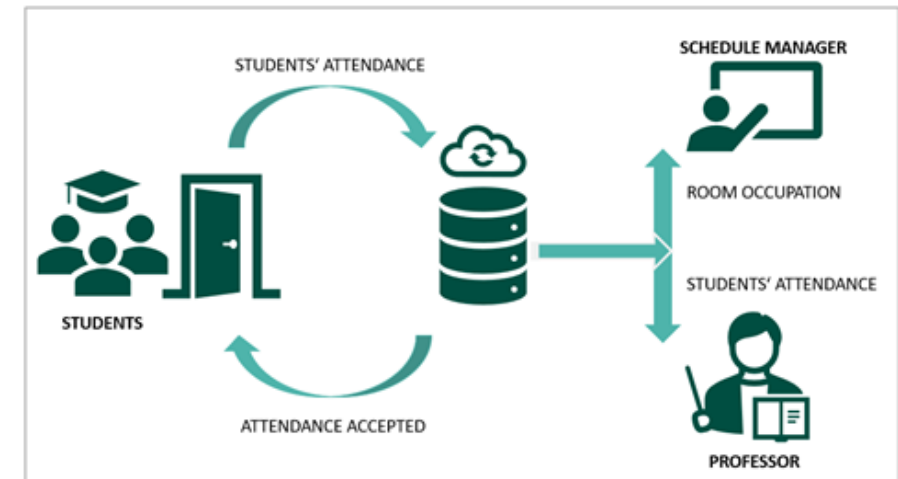
2- Methodology

▶ We have decided to implement a methodology based on an iterative design.

▶ Based on the results of testing the most recent iteration of a design, changes and refinements are made.

▶ Our methodology has consisted of the following 5 points:

1. Requirements
2. Design implementation
3. Testing
4. Evaluation
5. Deployment
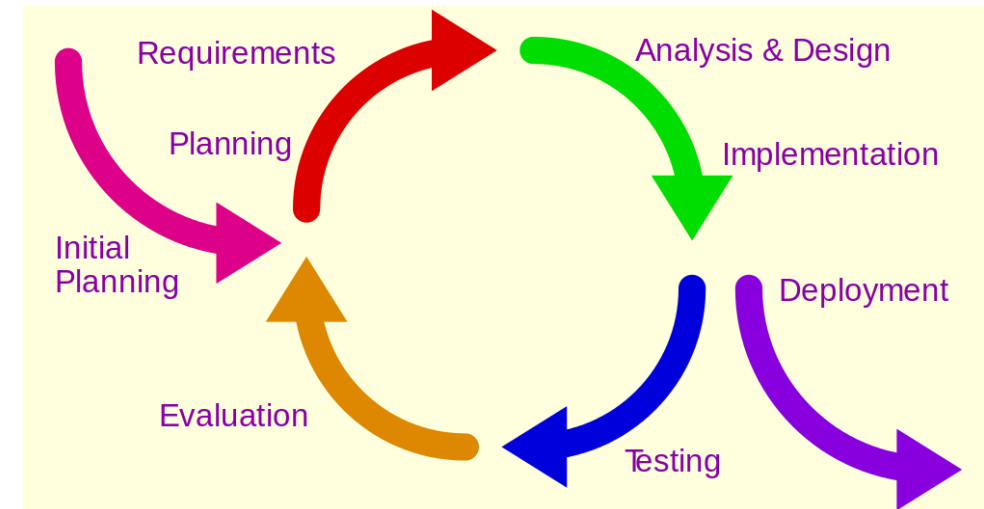
3- Findings

- Development of a "persona".

- Lo-fi and hi-fi prototype development.

- Observation and analysis of the tests carried out on the participants.

- New agreed conclusions
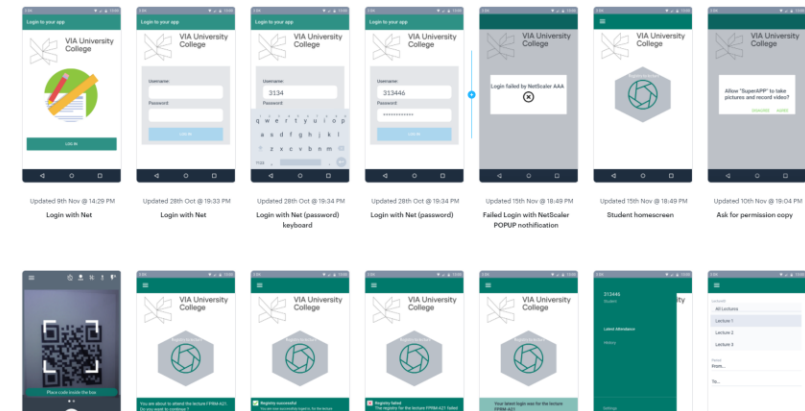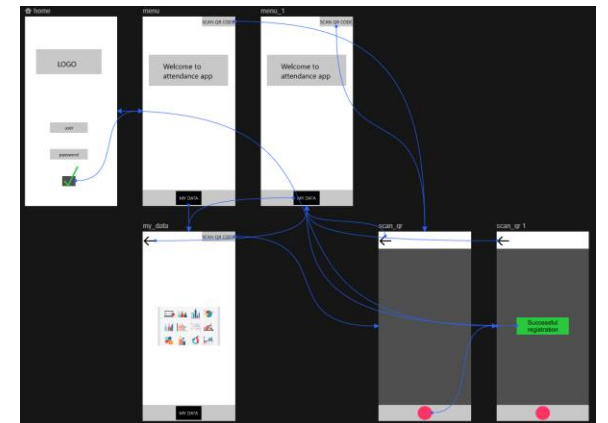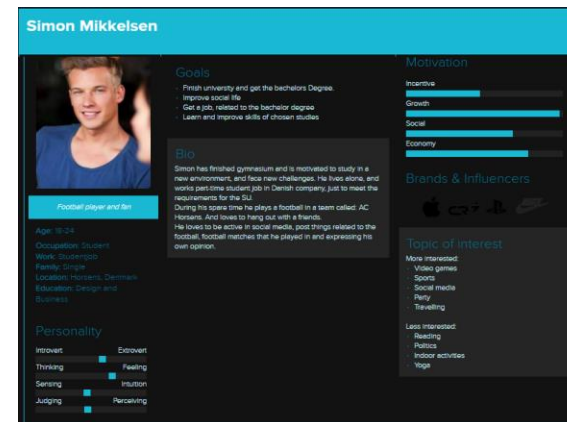
4- Discussion

- For testing, we used participant observation technique.

- The implementation of prototypes has been a huge success for the feedback obtained.
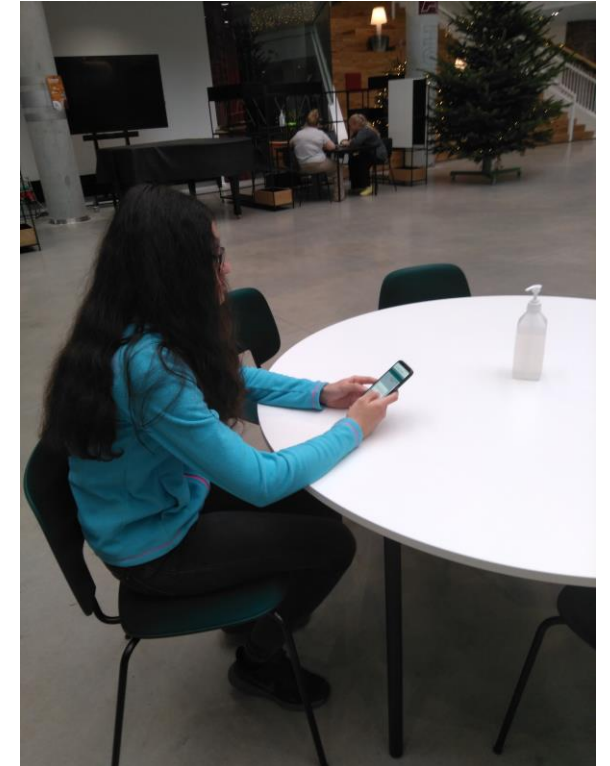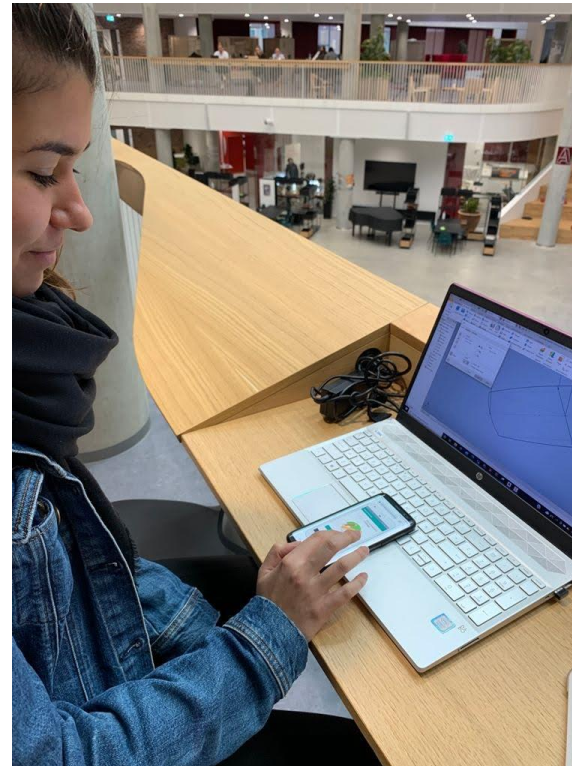
5- Conclusions

- The team of designers has been able to analyse new perspectives and objectives on how to develop the user interface of the international project carried out in ENG-FPRPM-A21.

- It has been possible receive a faster and more direct feedback before the actual implementation of the project.