

Cover Page Project 1 Project 2 Project 3 Project 4

IT2023-003

GO COLLEGE

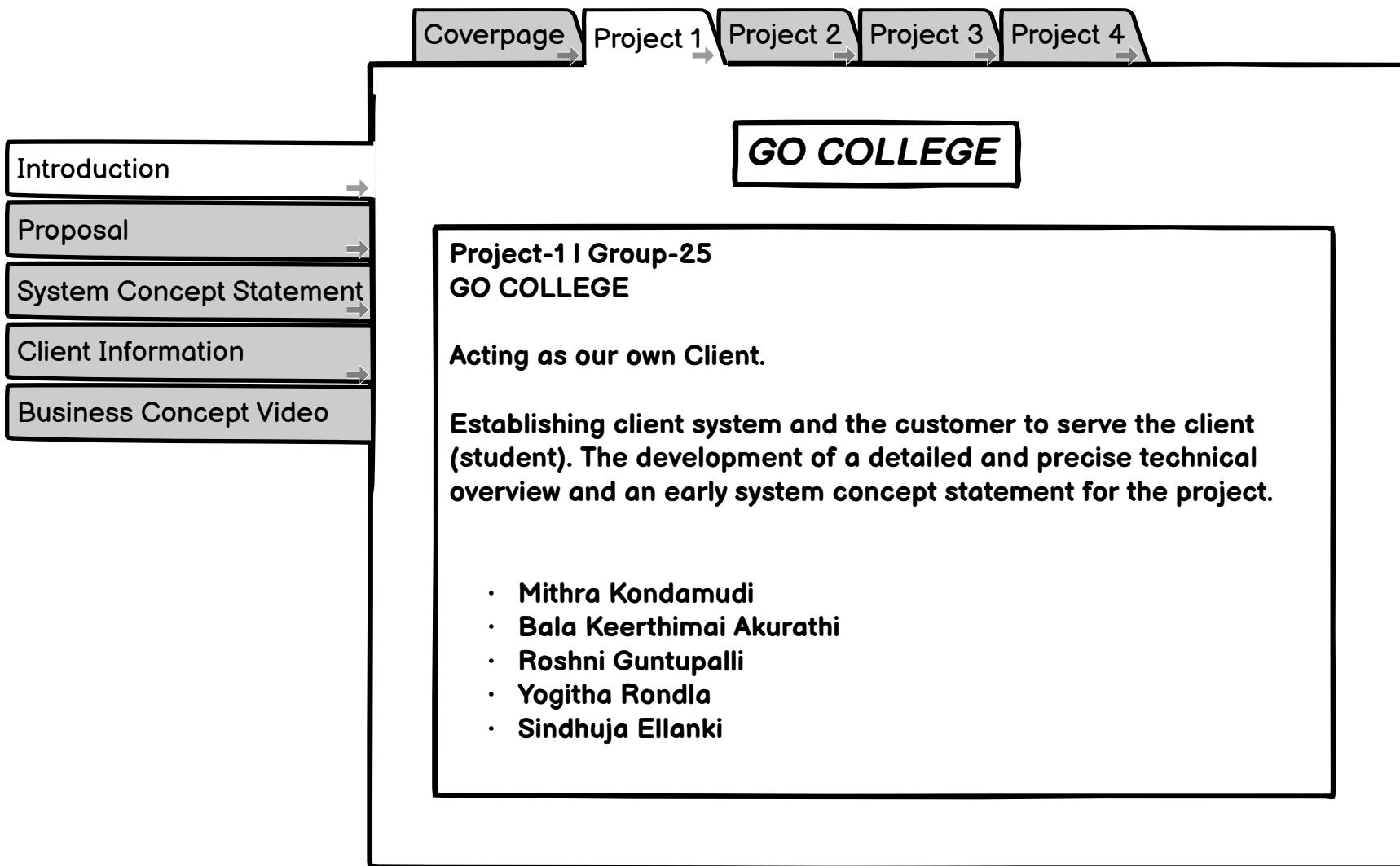
Group 25

*LET ME WALK WITH YOU*

Entrenched a interface between student and college campus buildings that will accomodate students to find the shortest route to reach the destination building campus with no difficulty.

Client Information : We act as our own Client

Mithra Kondamudi | Bala Keerthimai Akurathi  
Roshni Guntupalli | Yogitha Rondla | Sindhuja Ellanki





- Introduction
- Proposal
- System Concept Statement
- Client Information
- Business Concept Video

## GO COLLEGE

Group-25 | Mithra Kondamudi | Bala Keerthimai Akurathi | Roshni Guntupalli |Yogitha Rondla | Sindhuja Ellanki

What is your system name?

Go College

Who are the users?

Students who are freshman's to the college particularly the first year grads and students who have no adequate knowledge on the college campus buildings or who are in need of much more awareness are our main clients. For this users our system will provide them assistance to solve their queries in finding the optimal routes.

What system will do?

Go College interface helps the students in finding the best and optimal routes from their point of building to the destination building either by a voice command or by step tracking mechanism.

What problems the system will solve?

The application helps in guiding students so that they won't face any difficulties or getting lost in the campus buildings. It saves time and makes everyone familiar with the campus and easy access so that students can attend the classes in time.

What is the design vision and what is the goal of the machine? What experiences will the system provide to the user?

The app is designed to help students and keep guiding of their campus routes and making easy access to the classes. By the given instructions students can choose the best and exact route to the classes in time. Even if there is a difficulty in accessing a particular route shown by application, there is always a alternative route for that. The application also provides a time indicator so that students can make a estimate time to reach the class. For example when to start from a particular point of building so that they can reach the class without delay. The application utilizes advanced algorithms and provide real time tracking system about where the student is and where he needs to go. The interface of the application is user friendly in an easy-to-understand format, making students to easily interact with the application about their routes and choosing the exact path which they need to go in. In addition to this, the application provides a detailed outline of the campus buildings and the shortest routes in unforeseen circumstances, so that students won't face any difficulties. This campus maps will be regularly updated if any new buildings are constructed so that the maps are dynamic in nature and won't be any ambiguity for students. With this app, students have a better and perfect understandings on college buildings and will get familiar with them. This application will be a perfect tool for all the students especially freshmen's who joined recently. Software requirements:

- HTML, CSS, JAVASCRIPT
- SQL FOR DATABASE
- GPS TRACKER FOR DYNAMIC MAPS



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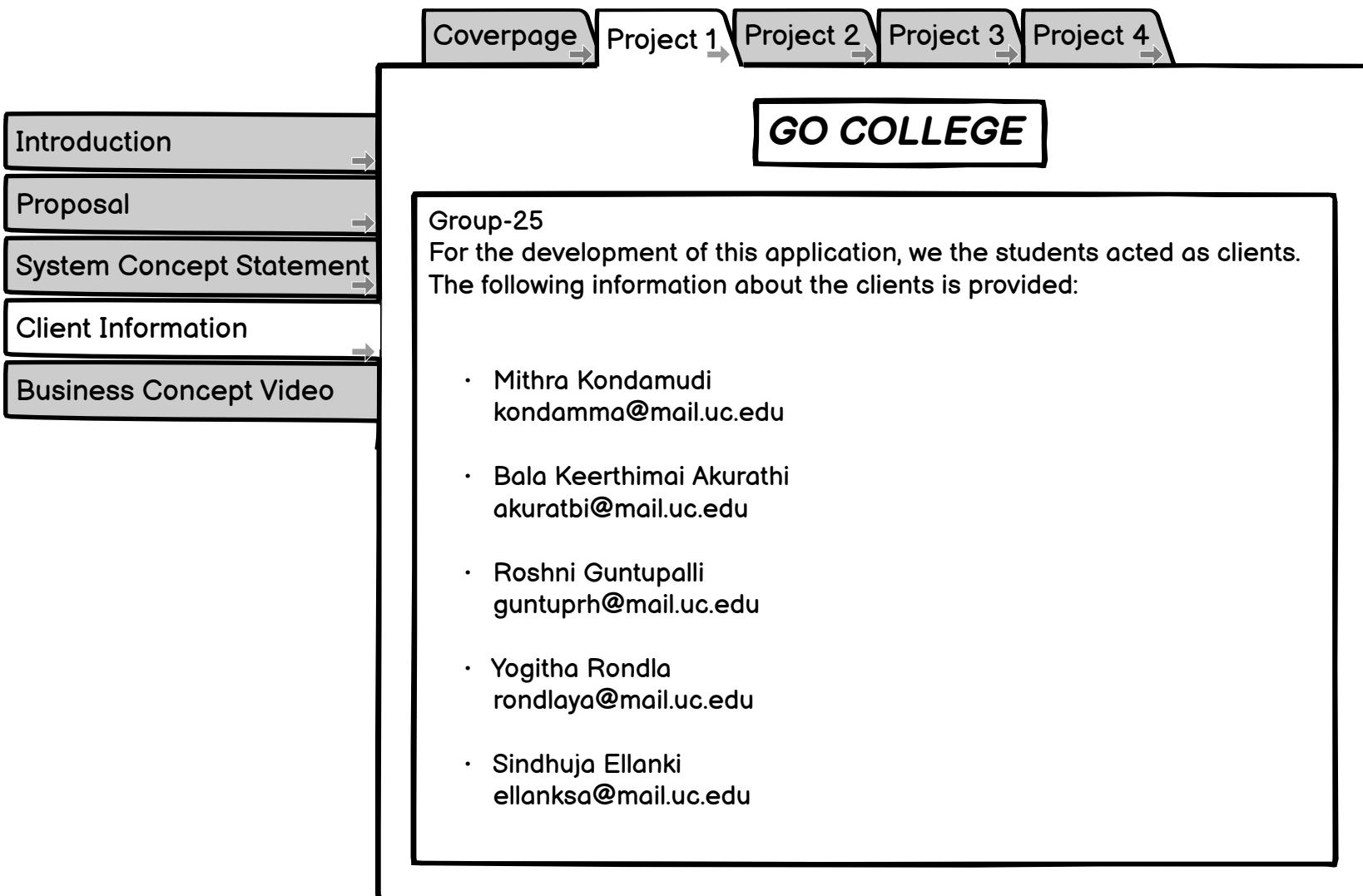
### 1. Problem Domain

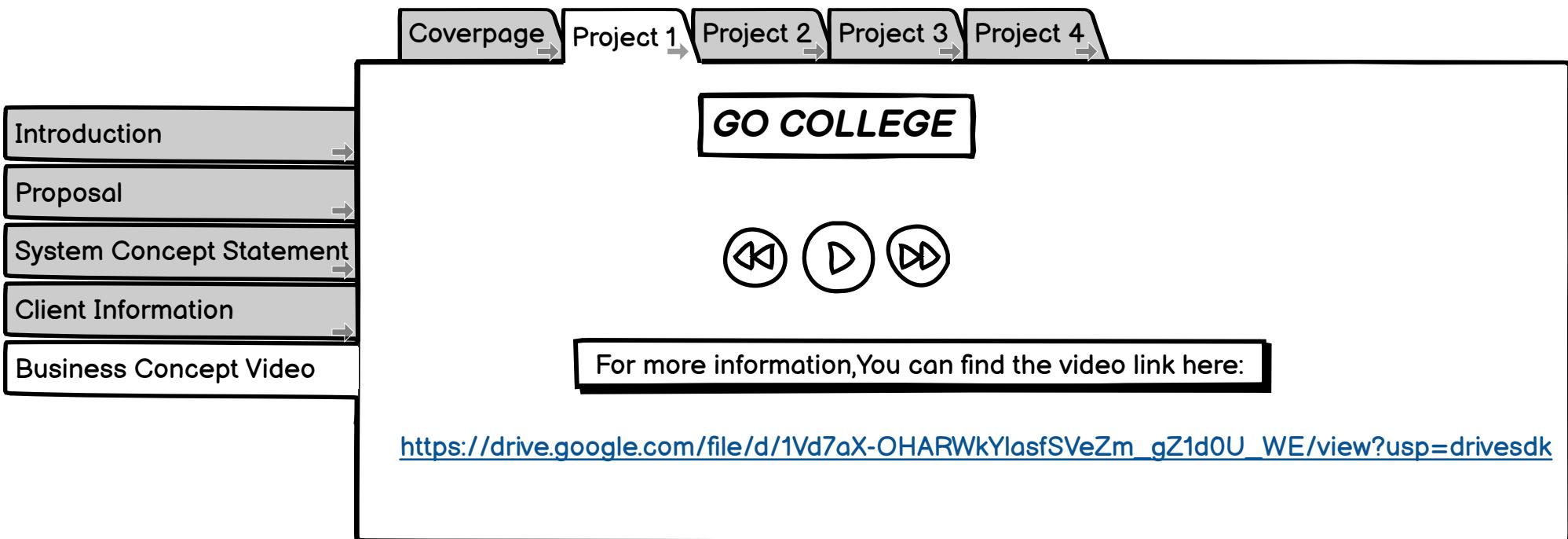
Domain of the problem: The students have trouble locating their buildings and routes as soon as they get on campus as freshmen. Therefore, this program can be utilized to increase their expertise.

### 2. Statement of the proposed system

#### "Go College" System

The app's purpose is to assist students by directing them around campus and facilitating simple access to their classes. Students can choose the fastest and most accurate route to their classrooms by following the guidelines provided. There is always a different route available even if it is impossible to access the route that the application shows. The application's user-friendly, simple-to-understand interface enables students to simply engage with it to plan their journeys and select the precise path they should take. Additionally, the program gives a thorough breakdown of the campus buildings and the quickest routes in case of emergency, ensuring that students won't run into any problems.





System Concept Statement

Pre-visit

Interviews

Task Data

Post-Visit

WAAD

Flow Model

## GO COLLEGE

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### 1.Statement of the proposed system

#### "Go College" System

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Cover page	project 1	Project 2	Project 3	Project 4
<p style="text-align: center;"><b>GO COLLEGE</b></p> <p>Group-25   Mithra Kondamudi   Bala Keerthimai Akurathi   Roshni Guntupalli  Yogitha Rondla   Sindhuja Ellanki</p> <p><b>2.Scope of the project:</b> The choice we made on how to conduct our interviews was the most important one to modify the scope of our endeavor. Because while determining the best way to go to different buildings, we want to consider difficulties that freshmen or newly arrived students could have. With a number of questions that would be helpful for our research, we interviewed a large number of freshmen, former students who had similar problems, and others who were new to the institution. The information we obtained will be useful when utilizing the WAAD and Flow model for brainstorming.</p> <p><b>3.Process of Preparation:</b> We are considering freshmen students, we thought it would perfect to conduct a survey and send to students across the university. This ensured that the replies we collected were as diverse as possible. Students are questioned for the survey, which comprises of 10 questions, to better understand the challenges they have when planning their routes to campus buildings. We combined the data into Excel once we received a sufficient number of replies so that we could see the data we had acquired visually.</p> <p><b>4.Information about Freshman Students:</b> We made the decision to develop an online survey in light of the many demographic segments that prevented us from conducting in-person interviews. To make it easier for the team to do a contextual analysis, the survey was made available through a URL that would combine participant replies into a table. Team members provided the answers. 20+ replies were successfully obtained by the team.</p> <p>Identification: Freshman 1 Interviewee: Sai Kumar Degree: Graduate Challenge Faced: Finding way to Aronoff</p> <p>Identification: Freshman 2 Interviewee: Vamsi Degree: Graduate Challenge Faced: Finding way to Clifton Court</p> <p>Identification: Freshman 3 Interviewee: Keerthi Degree: Graduate Challenge Faced: Finding way to Mantei Center</p> <p>Identification: Guest 4 Interviewee: Zach Degree: - Challenge Faced: Finding way to Market Point Canteen</p> <p>Identification: Freshman 5 Interviewee: Yogitha Degree: Graduate Challenge Faced: Finding way to Linder Hall</p> <p>Identification: Freshman 6 Interviewee: Tejaswini Degree: Graduate Challenge Faced: Finding way to Langsam Library</p> <p>Identification: Freshman 7 Interviewee: Mithra Degree: Graduate Challenge Faced: Finding way to UC Stop</p> <p>Identification: Freshman 8 Interviewee: Sindhuja Degree: Graduate Challenge Faced: Finding way to Edward Center</p> <p>Identification: Freshman 9 Interviewee: Roshni Degree: Graduate Challenge Faced: Finding way to TUC Building</p> <p>Identification: Guest 10 Interviewee: Christine Degree: - Challenge Faced: Finding way to Nippert Stadium</p>				

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### 5. Questions for the Interview:

Are you a freshmen?

How often you go to college?

What is the purpose of visit to the college?

Did you face any difficulty in university while tracking your route to class?

If yes, what is it?

How did you manage to find your destination building at your first go?

Which application help have you took while tracking your destination building before?

Do you find it helpful to be assisted by a application in finding routes?

Are you interested to know any alternate routes to your destination building?

Do you find it helpful to find destination building by giving professor name and class timings?

6. We didn't meet the respondents, we just sent out a survey. There were benefits and drawbacks to the data collection process for surveys. We were successful in connecting with more number of freshmen and obtaining their input on how to improve Go College. The personal connection we would have made with each participant through a conventional interview had to be lost in order to acquire a massive amount of data utilizing the survey.

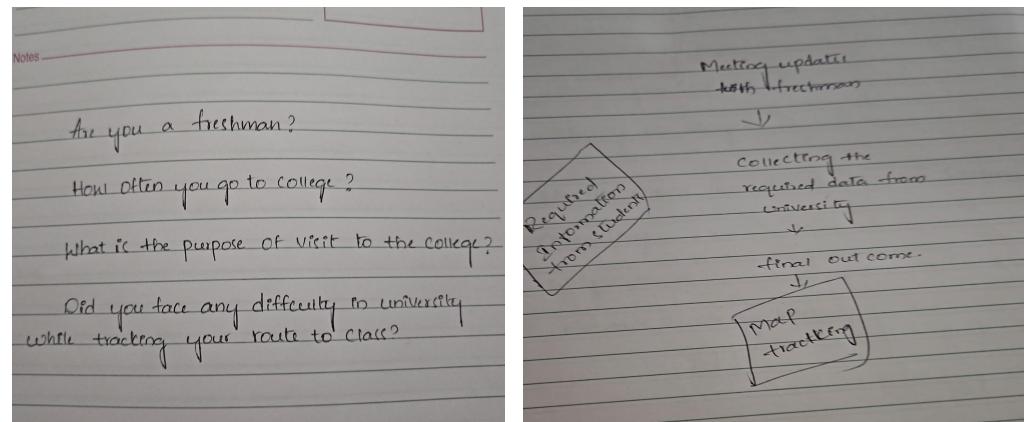
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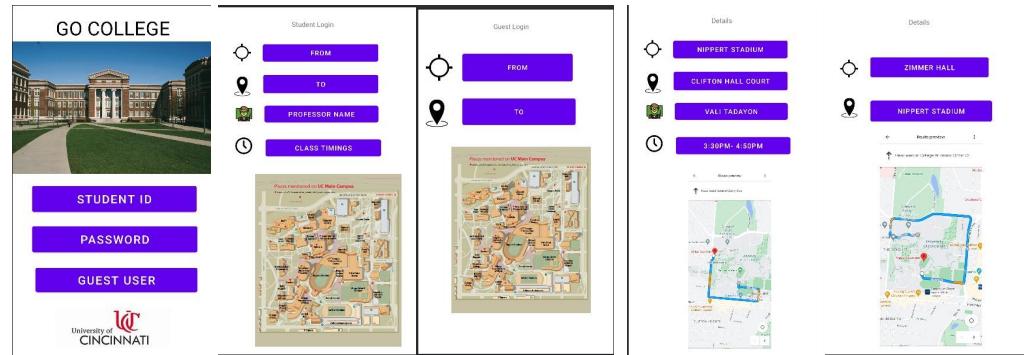
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7. Our team received a sizable amount of raw contextual data from the survey we distributed to a big number of people. With the help of the survey's multiple-choice questions, the data is exported into excel.

### 8. Work Artifacts



### 9. Screenshots from Users Walkthrough



10. We updated all of our handwritten notes on the Task data page so that everyone could see them before we created our WAAD. Since all of the information was readily available to all of our group members, we gathered the key inquiries and points raised by each survey and scribbled them down on post-it notes before beginning to classify them into more detailed categories. We organized everything into fundamental problem categories and essential notes before transferring everything to digital form for future project references and convenient access.

11. We didn't make any elaborate drawings while working. We decided to wait till the design phase before using drawings to construct our application. Instead, we concentrated on watching and recording how our clients utilized the program.

#### Task data:

- \*Names of the buildings in the university
- \*Professors name and their class timings
- \*Alternative routes between buildings
- \*Maps of the buildings in the university

#### Other data:

- \*Freshmen
- \*Guest

The maps must be kept dynamic and up to date. It is crucial to remember that privacy issues should always be taken seriously and that the Go College app's data collection should only ever be handled responsibly and with the user's agreement.

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GO COLLEGE

System Concept Statement

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Flow Model

Group-25 I Mithra Kondamudi I Bala Keerthmai Akurathi I Roshni Guntupalli I yogitha Rondla I Sindhuja Ellanki

## 12.Raw Data notes / Work Activity

Are you a freshman?	How often do you go to college?	what is the purpose of visit to the college?	Did you face any difficulty in university while tracking your route to class?	If yes, what is it?	How did you manage to find your destination	Which application help have you took while tracking your destination building before?	Do you find it helpful to be assisted by a application in finding routes?	Are you interested to know any alternate routes to your destination building?	Do you find it helpful to find destination building by giving professor name and class timings?
Yes	Twice a week	Classes	Yes	Finding route to Annoff	Asking near by students	Google maps	Ofcourse yes	Yes	Yes, it was helpful
Yes	Three times a week	Classes	No	Finding route to gym	Referring google maps	Physical maps	Ofcourse yes	Yes	Yes
Yes	Twice a week	Gym	No	Finding route to Deep library	Referring google maps	Google maps	Yes	Yes	Yes
No	Twice a week	Classes	No	Finding route to Teachers Dyer complex	Referring google maps	Google maps	Yes	To some extent	
Yes	Four times a week	Library	Yes	Finding route to Deep library	Asking near by students	Google maps	Ofcourse yes	Sure	
Yes	Three times a week	Gym	Yes	Finding route to gym	Referring campus view physical map	Google maps	Yes	Yes	
Yes	Three times a week	Classes	Yes	Finding route to Teachers Dyer complex	Asking near by students	Google maps	Yes	Ofcourse yes	Yes, it was helpful
Yes	Twice a week	Clubs	Yes	Finding route to Annoff	Referring google maps	Google maps	Yes	Yes	Yes, it was helpful
Yes	Almost everyday	Library	Yes	Finding route to Annoff	Referring google maps	Google maps	Yes	Yes	Yes, it was helpful
Yes	Twice a week	Classes	Yes	Finding route to Annoff	Referring google maps	Google maps	Yes	Yes	Yes, it was helpful
Yes	Twice a week	Gym	Yes	Finding route to Deep library	Asking near by students	Google maps	Ofcourse yes	Sure	
Yes	Twice a week	Classes	Yes	Finding route to Deep library	Referring campus view physical map	Google maps	Yes	Yes	
Yes	Twice a week	Gym	Yes	Finding route to TUC	Asking near by students	Google maps	Yes	Yes	Yes, it was helpful
Yes	Twice a week	Classes	Yes	Finding route to TUC	Referring google maps	Google maps	Yes	Yes	Yes, it was helpful
Yes	Almost everyday	Clubs	Yes	Finding route to TUC	Asking near by students	Physical maps	Yes	Yes	Yes, it was helpful
Yes	Twice a week	Classes	Yes	Finding route to Deep Coast	Referring google maps	Physical maps	Yes	Yes	Yes
Yes	Twice a week	Classes	Yes	Finding route to Teachers Dyer complex	Asking near by students	Google maps	Yes	Yes	Yes
Yes	Twice a week	Library	Yes	Finding route to Deep library	Asking near by students	Google maps	Yes	Yes	Yes
Yes	Twice a week	Gym	Yes	Finding route to Deep library	Asking near by students	Google maps	Yes	Yes	Yes
Yes	Twice a week	Gym	Yes	Finding route to gym	Referring google maps	Physical maps	Ofcourse yes	Yes	Yes, it was helpful
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Yes	Twice a week	Classes	Yes	Finding route to Deep classes	Referring google maps	Physical maps	Ofcourse yes	Yes	Yes
Yes	Twice a week	Clubs	Yes	Finding route to Deep	Referring google maps	Physical maps	Ofcourse yes	Yes	Yes
Yes	Three times a week	Gym	Yes	Finding route to Deep clubs	Referring google maps	Google maps	Yes	Yes	To some extent
Yes	Almost everyday	Classes	Yes	Finding route to Deep clubs	Referring google maps	Google maps	Ofcourse yes	Sure	To some extent
Yes	Almost everyday	Classes	Yes	Finding route to Teachers Dyer complex	Referring google maps	Physical maps	Ofcourse yes	Sure	Yes
Yes	Almost everyday	Classes	Yes	Finding route to Deep classes	Asking near by students	Google maps	Ofcourse yes	Ofcourse yes	Yes, it was helpful

# New Wireframe 3 copy 5

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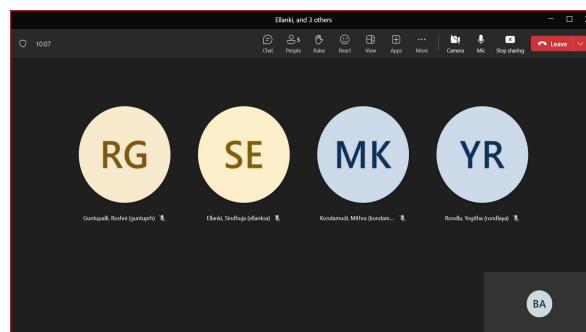
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13.We updated all of our handwritten notes on the Task data page before developing our WAAD so that everyone could see them. Due to the fact that all of the information was readily available to all of our group members, we gathered the key inquiries and points raised by each survey, written them down on post-it notes, and then began to classify them into more detailed categories. We organized everything into general problem categories and essential notes before digitizing it all for simple access and future project references.

14.Our Team work Photos:



15.Our work Final WAAD:



16.Roles: Since freshmen are our primary target group, we surveyed a larger sample of students to learn more about the use of monitoring routes to various university buildings. We have also offered alternate routes to make the navigation more beneficial for them.

Sub roles: Using this program, even visitors (parents, employees, spectators, and staff) may track the routes in the University

Smart Phone and Machine Roles: Track the routes to University Buildings.

# New Wireframe 3 copy 6

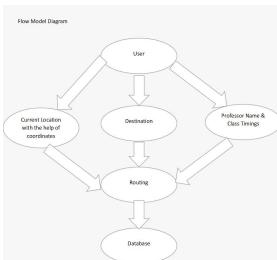
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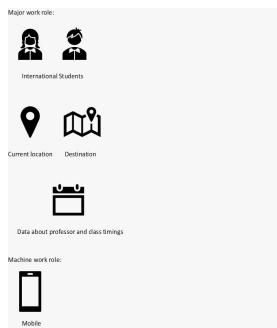
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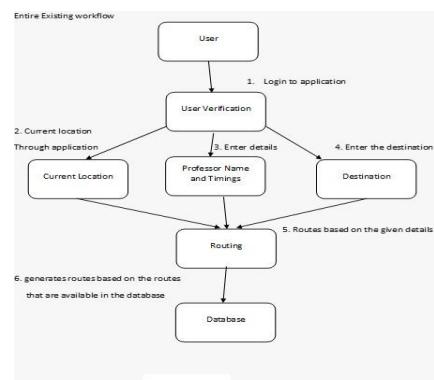
### 17.Flow Model Diagram:



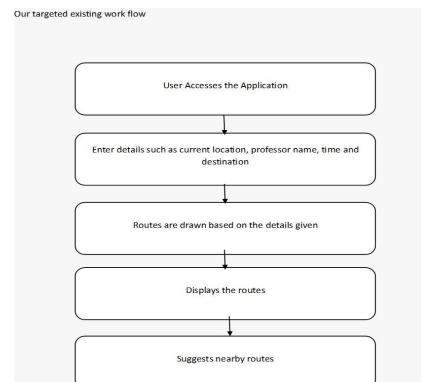
### 18.Major work and machine roles as nodes:



### 19.Our Complete Existing Workflow:

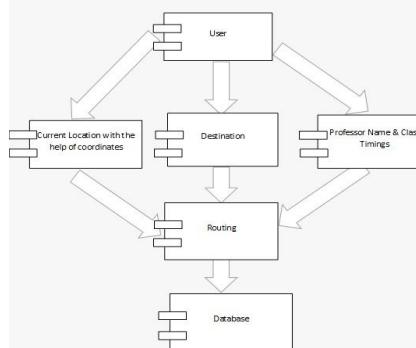


### 20.Our target Existing workflow:



### 21.Integrate the Projected Flow model with our system:

Projected flow Model with our system integrate



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GO COLLEGE

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Project-3: Requirements and Modelling

Go College

Acting as our client

The proposed system aims to provide the interface between student (Freshmen and Guest) and college campus buildings that will accommodate students to find the shortest route to reach the destination building campus with no difficulty. We recorded requirement statements for interface design and defined them using our work activity affinity diagram. Additionally, we developed a few models that guide design.

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#### 1.Statement of the proposed system

##### "Go College" System

The app's purpose is to assist students by directing them around campus and facilitating simple access to their classes. Students can choose the fastest and most accurate route to their classrooms by following the guidelines provided.

There is always a alternative route available even if it is impossible to access the first route shown by application. The application's user-friendly, simple-to-understand interface enables students to simply engage with it to plan their journeys and select the precise path they should take. Additionally, the program gives a thorough breakdown of the campus buildings and the quickest routes in case of emergency, ensuring that students won't run into any problems.

2.we intended to create an application to help students and keep guiding of their campus routes and making easy access to the classes. By the given instructions students can choose the best and exact route to the classes in time. Even if there is a difficulty in accessing a particular route shown by application, there is always a alternative route for that. The application also provides a time indicator so that students can make a estimate time to reach the class. So, for the sake of this project, we tried to formalize assertions by extracting interaction design needs from our WAAD. From there, depending on our design needs, we started to construct several design-informing models.

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### 3. Interaction requirements:

#### \*Student with UC credentials:

The one who has UC credentials will login in the application to reach the destination.

#### \*Guest login :

The one who is new to the university will directly be redirected without credentials because they are the temporary logins.

#### \*Monitoring of student:

After receiving the information which includes class timings and professor details from the freshman, the location is analyzed and final destination is sent to them.

#### \*Readings of student:

A Graphical Map which displays the destination they desired to go.

#### \*Monitoring of guest:

Based on the Inputs given by the user, destination location is displayed .

#### \*Reports :

A clear track will be given to the users after their input

4. We then collaborated to pinpoint the primary areas of concern that emerged throughout our interviews after obtaining our documentation and simplifying the majority of the demands. After gathering the areas where the students had said it would be beneficial to have interactions or considering those areas, we reduced the list down to the following interaction needs.

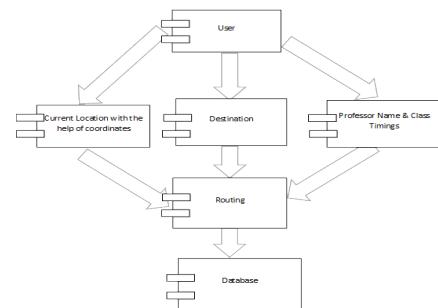
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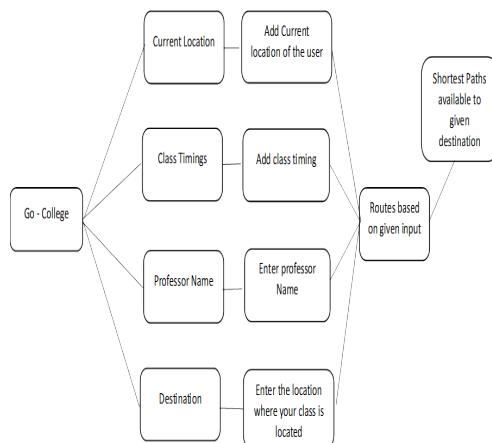
## GO COLLEGE

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Usage models:  
Flow Model



Task Structure Model



Usage Scenarios:



Mithili, a First Year (undergraduate student) is at her dorm in Marian Spencer Hall. She wants to reach her class on time which is in Teacher's Dyer Complex. But there is a construction going on near nippert stadium. She wants a new route that can help here to reach her class on time.



Krishna is new to University of Cincinnati, is currently residing at Ohio Avenue. He needs to attend Graduate Orientation which is going on in Tangeman University Center. He wants to find a quickest route to reach his destination. So he won't be late to the first day of his college.



John, a visiting guest, has just arrived at the main entrance of the university. He's here to attend a lecture in the Clifton Court Hall, but he's aware that there is ongoing construction near Mantei Center. He's unfamiliar with the campus layout and is looking for an alternative route that will allow him to reach the Clifton Court.

Essential use case task interaction model:

Task Name: Setup Go College Tracker.

Task Goal: Finding the routes in the campus.

Task Trigger: Getting confused in finding the correct path between the college buildings.



Students/Guests



Go College

- 1.Installs Go College App
- 2.Opens the Application
- 3.Click on Register now
- 4.Provides the required information of registration(Ex: Mid and Password for students,  
Guests can sign up directly with their username and password)
- 5.Goes to Next Page
- 6.Validates OTP
- 7.Log in to Go College account
- 8.Give your location, exact destination, Professor name and class timings
- 9.You will find the shortest route

- 1.Welcome to Go College app
- 2.Greets you and asks you to register
- 3.Complete the details like First name, Last name, Mid, phone number, password, Email.
- 4.Continue
- 5.Thanks for setting up account with Go College
- 6.It displays the map view of college.
- 7.Login to your account and it asks for username and password after successful login you can happily enjoy using Go college
- 8.Ask for present location, location to be reached, next class timings and professor's name
- 9.Displays the route

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#### 5. Models Constructed

##### User Models

- \*Work roles
- \*Sub-roles
- \*User classes

##### Usage models

- \*Flow model

##### Task structured Models

- \*Hierarchy task inventory

##### Task interaction model

- \*Usage scenarios
- \*Essentials use case task interaction model

6. Due to a number of factors, we came to the conclusion that these models would best explain our data. The user model, usage model, and tank interaction were all required in accordance with the instructor's instructions. By utilizing our user models, we were able to display the work, the submachine, and the user classes.

Every model we offered included them more prominently, so we felt it was essential to provide a more thorough explanation. Given how important it was to this project, we demonstrated the flow model we had previously created in terms of our consumption model. Our structural model also featured a hierarchical job inventory. For our task interaction models, we also provided usage examples and a model for a large use case.

Our usage scenarios focused on fictitious problems that the user classes we mentioned might have and for which they might turn to Go College as a possible solution. The main use case of our application's interaction model is the simple illustration of user involvement with a Go college intention is to reach fastest route.

#### 7. User Models

##### Work Roles



Students



Mobile



Tabs

##### Sub Roles



Class Timings



Professor Name



Current Location



Destination



Routes



Buildings

#### User roles:

##### Students (Mainly Freshmen):

\*They can use the application frequently until they get familiar with the location and can use the all features.

\*Students get the notifications regarding historical data.

#### Visitors:

\*They use the application in a moderate manner.

\*Visitors who come to the college to attend the events will be able to see the venue location and track the location easily.

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### Project 4: Design

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Acting as our own client

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2.Based on our system concept statement, "Go College" will be so much helpful for the freshman students as every year almost every new student faces same problem of finding the paths to their class buildings in the campus. Actually being new to the campus and not knowing the addresses is the cause of the ambiguity for the students. In general students ask nearby people to get to know their campus buildings, which make an individual to rely on other. Almost every new student who are new to the campus knows the importance and emphasizes the problem and importance of addressing it. This information makes us to understand the need to make more accurate and absolute ways to detect the paths between two points of journey. Finding an accurate path is always crucial for making ease of freshman's journey.

Overall, we started modeling all of the user interactions and criteria that we decided Project 3 required at this phase.

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Sindhuja Ellanki

3. Our personalities are taken from the individuals we spoke with during the initial stages of this process and from the experiences of freshman students who faced similar kind of problems. We identified the two primary user groups for Project 3— College students, visitors where we created user scenarios and models for each of them. From our previous interviews, we determined that these two user types would be the key users of a Go College application. In this process, we created personas for individuals that fall into each of these two groups in to better understand and react to a particular user and their requirements.

Murali Krishna, who is currently 22 years old, is freshman student at college. He is a masters student and need to attend different classes in different buildings. It is important that he should attend all the classes without fail. He must be aware of the routes which he should go through. So that she can attend all the classes in time. He has to find the routes on her own to the intended class building. Sometimes even keeping an idea on alternate paths is must. So one way of getting know about the campus is by asking near by people which would be a hectic procedure. So he tried our program and got to know about the paths within no time. The information that we provide turned out to be accurate and as a result it ended up him saving lots of time to attend his class in time. He was provided with exact paths which the application provided, as a result he is super satisfied. He was the first person to get to know about our application.

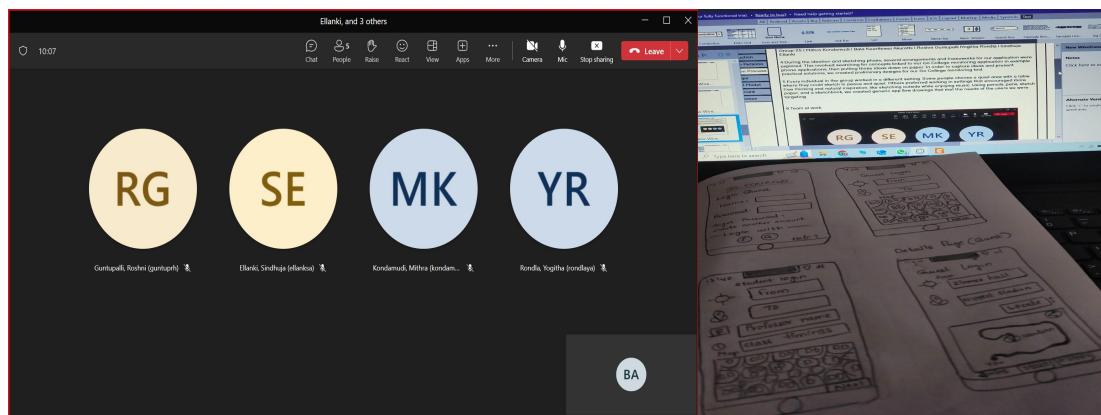
Marie, who is 40 years old, is visitor to college. She is here to attend the famous football match popular Nippert stadium. As she is new to the campus buildings, she is unaware of the way to the Nippert stadium. She is at main entrance and match was about to start in few mins. She has to attend the match before it gets started. She has to find the path by herself to stadium. Asking people nearby is a kind of solution but for the people who wants to use the technology, asking others is not ideal. So she tried our application and got to know path to stadium. She was able to save a significant amount of time and make it to the stadium on time because the information we provided proved to be accurate. Her satisfaction level is quite high since the application gave the precise paths that she needed.

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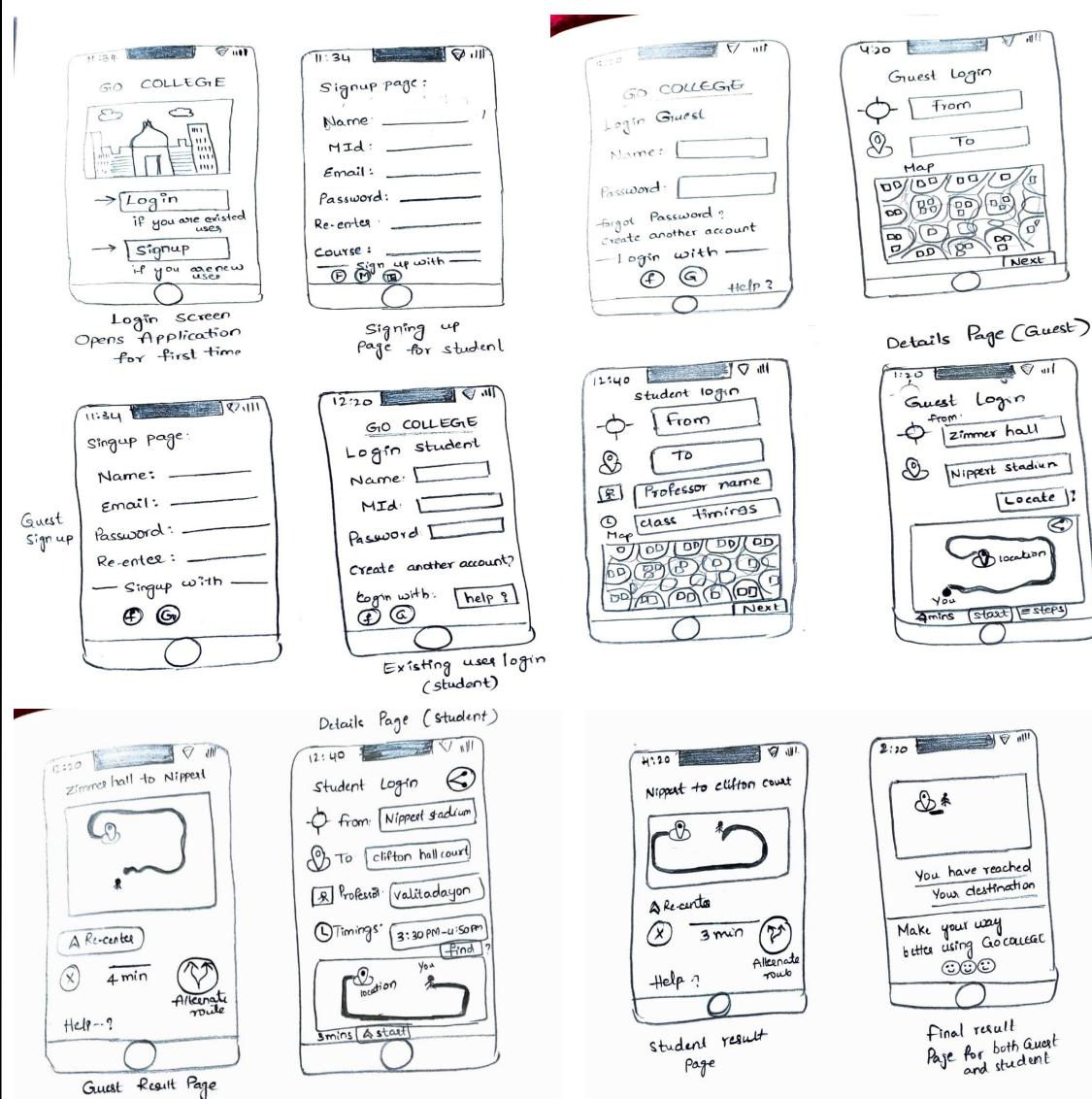
4. During the ideation and sketching phase, several arrangements and frameworks for our application were explored. This involved searching for concepts linked to our Go College monitoring application in example phone applications, then putting those ideas down on paper. In order to capture ideas and present practical solutions, we created preliminary designs for our Go College monitoring tool.

5. Every individual in the group worked in a different setting. Some people choose a quiet area with a table where they could sketch in peace and quiet. Others preferred working in settings that encouraged more free thinking and natural inspiration, like sketching outside while enjoying music. Using pencils, pens, sketch paper, and a sketchbook, we created generic app flow drawings that met the needs of the users we were targeting.

#### 6. Team at work

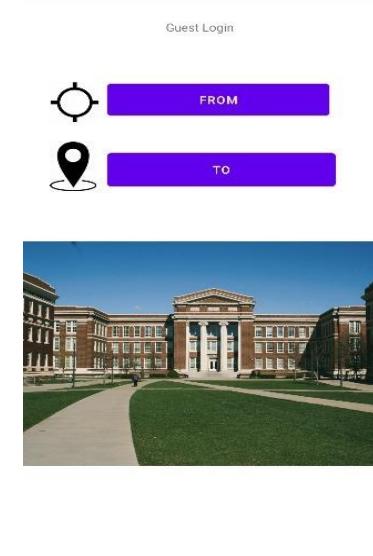
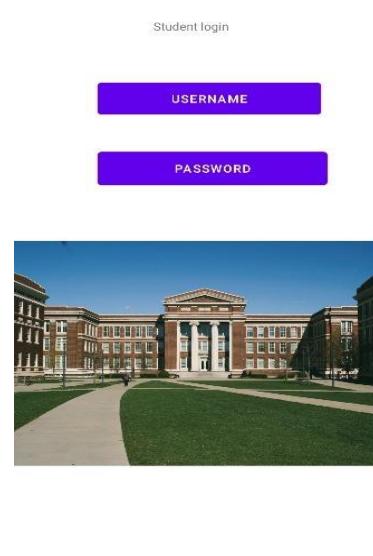


#### 7. Our sketches

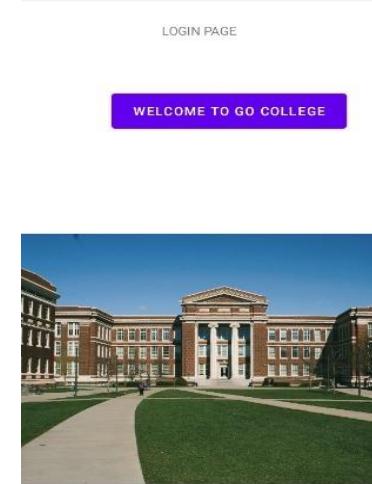


8. Developing physical mockups for our Go College program proved challenging due to its emphasis on precise user-defined routes. Instead of investing time in tangible prototypes, we quickly assembled mockups on My Balsamiq to illustrate the program's overall layout. These digital representations served as an evolution of our initial sketches and formed the foundation for our design concepts. The visual aesthetics and user experience for our entire design were established during the wireframe phase. Here are some of the prototypes we generated to demonstrate our initial assumptions about the functionality and design of our application.

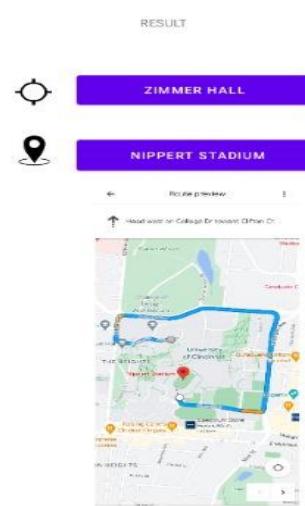
### Login Screens (student & Guest)



### Application Icon



### Results screen



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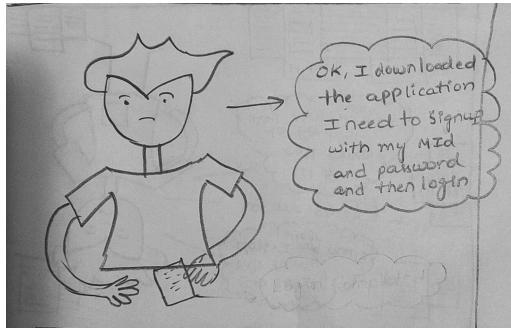
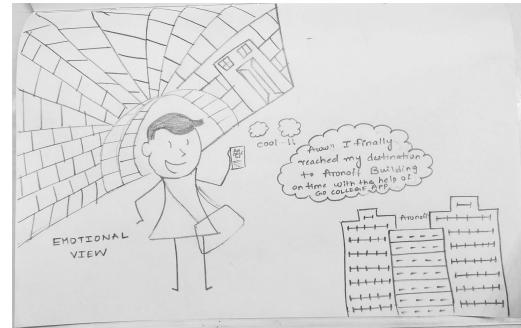
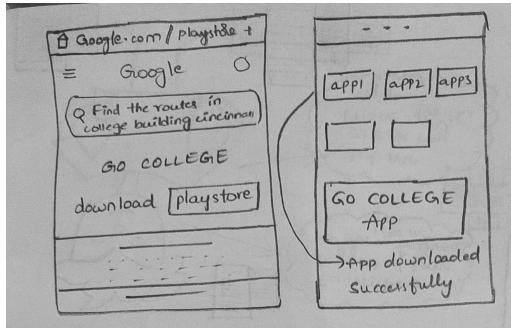
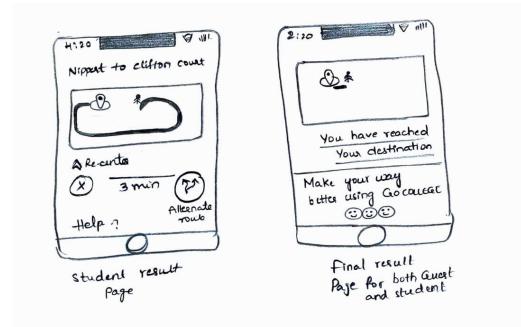
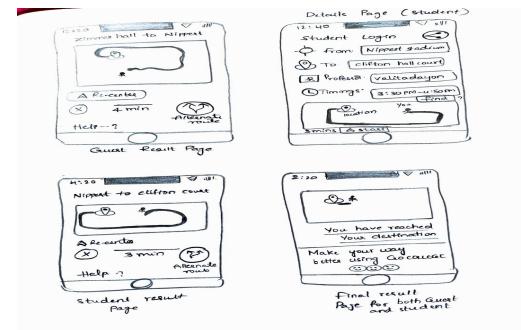
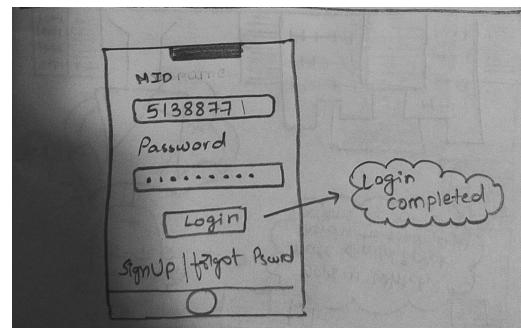
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Sindhuja Ellanki

9. We dealt with the issue of design utilizing the models we generated for project3 when discussing our designer's mental model. They were useful in determining how the program would work and how the user was going to navigate the system. Identifying the specific activities and interactions that need be incorporated into the program's design was a critical step in assuring its efficacy. It enabled us to identify the important components that would not only engage participants but also offer relevant material. We were able to carefully choose and prioritize the aspects that aligned with the program's objectives. After that, we began working on our conceptual design. As mentioned in our description of the functions and interactions we desired for our app, our product invites a welcoming, easy-to-use user interface. A sequence of screens are introduced in the application to make it easy for the user to interact. The first one is a login screen like any other application. As well as we included the features like recovery of password and usernames. The application gets the credentials like current location, destination, professor name and class timings. These details will help the user to get to the destination easily. We created a simple interface that allows users to enter data manually. The users are also given a choice to select the inputs through dropdown list, which has the details like location, professors and class timings. After entering these details the user will get a screen where an ideal map is given as output. This map will also give alternative routes if there is a diversion. So, Through this app we would like to create a simple interface for the users which will provide them with best routes and make it easy for them to reach their destinations on time.

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10. We used the user path we had previously established for Project 3 to construct our storyboard, but this time we imagined the user engaging with our app. We specifically concentrated on a situation in which a freshman asks questions and seeks guidance on the use of the Go College Application. Since we expect that this kind of interaction would occur most frequently in our system, we felt it was essential to include it in our storyboard. In order to further explain the freshmen's (students') mental process as they go from one frame to the next, we also included text to the transition frames.

Go from top to bottom in this strip on the left.



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Group-25 | Mithra Kondamudi | Bala Keerthimal Akurathi | Roshni Guntupalli |Yogitha Rondia | Sindhuja Ellanki  
The scenario that we used to develop our wireframes is very similar to that of an interaction storyboard.  
It shows the primary path that a user follows while using the application:  
> User opens the application and selects the tab that is related to them.  
> User signs up to the application and fills the credentials.  
> User logs in the application using name, MID and password.  
> User enters the credentials like current location, Destination, Professor Name and class timings.  
> Results are shown based on the input details listed above.  
> One of the best route is drawn based on the current location. As well as alternate routes are also given.  
> At last the user reaches the destination by following the given directions.  
These are sample early wireframe based on revised off of mockups.



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## Project 5 : Prototype

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|Yogitha Rondla | Sindhuja Ellanki

Acting as our own client

We have built thorough interface design standards based on our work activity affinity diagram, which has been supplemented by the production of several models that serve as instrumental aids in designing user-centric and successful designs.

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Sindhuja Ellanki

#### 1.Statement of the proposed system

##### "Go College" System

The app's purpose is to assist students by directing them around campus and facilitating simple access to their classes. Students can choose the fastest and most accurate route to their classrooms by following the guidelines provided. There is always a alternative route available even if it is impossible to access the first route shown by application. The application's user-friendly, simple-to-understand interface enables students to simply engage with it to plan their journeys and select the precise path they should take. Additionally, the program gives a thorough breakdown of the campus buildings and the quickest routes in case of emergency, ensuring that students won't run into any problems.

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Sindhuja Ellanki

2. The amount of Go College we incorporate into our prototype depends on its main function. The majority of the basic pages, such as those for establishing an account, logging in, accessing the dashboard, and logging out, were still there in our prototype. The application provides a user-friendly, step-by-step guide to help users comprehend and use the features with ease. The objective is to assist users in navigating the paths between campus buildings with precision and efficiency, allowing the users to reach the destination building in time. The sections of our prototype that we enhanced featured the user logging in, as there is separate logins for Guest's. Upon logging in, the addition of paths accuracy, alternate paths creation, finding the destination building with the information of class timing's and Professor's name and the ability to show the timer in which the user can reach to the destination building on time.

3. We started creating our prototype on Balsamiq by sketching up concepts and creating mockups. We worked together as a team to identify the components that were successful and unsuccessful, what more was required, and how these wireframes and sketches would be used to produce the final prototype. We considered these options and ultimately opted to proceed with Balsamiq and its proposed design. An intuitive user interface is necessary for the user to feel secure and at ease using our product. To highlight every major aspect of the app, we designed the prototype as a series of still images that simulate a typical user's experience.

# New Wireframe 11 copy

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Group-25 | Mithra Kondamudi | Bala Keerthimali Akurathi | Roshni Guntupalli | Yogitha Rondla | Sindhuja Ellanki

4 Prototypes



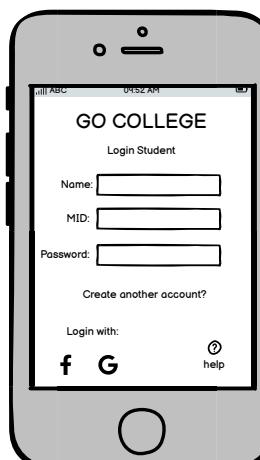
1. User opens application



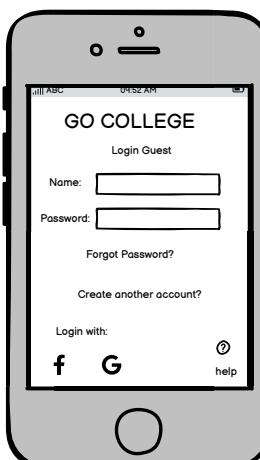
2. Student Signup page and creates an account with our app



3. Guest Signup page and creates account



4. Login page for students



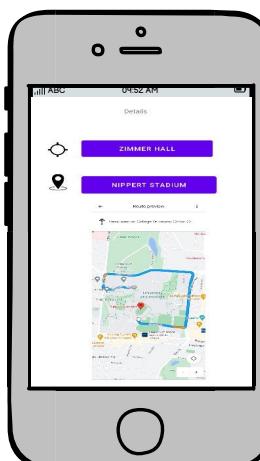
5. Login page for guest



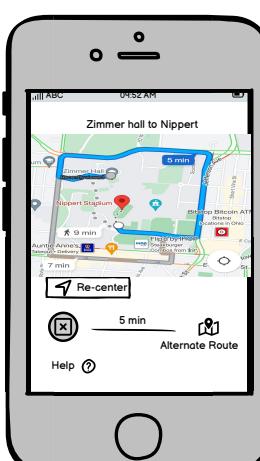
6. User (Guest) is redirected to this page to give navigation details



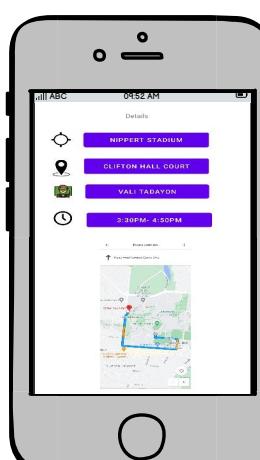
7. User (Student) is redirected to this page to give navigation details



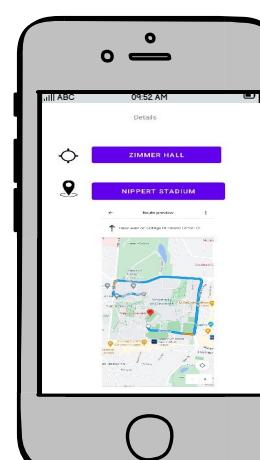
8. Guest enters their navigation details



9. Guest is redirected to the page that shows the optimal route



10. Student enters their navigation details



11. Student is redirected to the page that shows the optimal route



12. Finally our app helped the users to reach their destination

# New Wireframe 5 copy 3

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Group-25 | Mithra Kondamudi | Bala Keerthimai Akurthi | Roehni Guntupalli | Yogitha Ronda | Sindhuja Elkanni

5. Pilot Test  
For our pilot test, we created a paper prototype of our intended application and did a walkthrough with a user from our user base to confirm that when a user hits a button, such as the Login button, it takes them to the loading screen. To access the application, click the loading screen. We believed that by employing this technique, we would be able to get more feedback and improve the realism of the scenario. Overall, using Go College was a wonderful experience. Unlike other applications, it allows users(Frequent students) to find their place between college classes by inputting the current location, destination, professor's name and the class schedule. Using this pilot test approach, we conducted pilot tests even though we were headed to right direction, there were some setbacks in which we needed to make changes. In order to conduct a comprehensive pilot test, we had to make some modifications to our prototype. Specifically, we wanted to get rid of any extraneous buttons and make things a little more consistent, which means that every frame should have the same structure. The customer suggested adding more colors to make it easier to distinguish between different accounts, even though they appreciated being able to track application progress. We integrated this suggestion by putting our screen's colors on the prototype's wireframes.



# New Wireframe 5 copy 4

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Slide Presentation

Video Presentation

Group-25 | Mithra Kondamudi | Bala Keerthimai Akurathi | Roshni Guntupalli | Yogitha Rondla | Sindhuja Ellanki

## Group-25 GO COLLEGE

### 1 GO COLLEGE Group-25

#### PRESNTED BY:

- MITHRA KONDAMUDI
- BALA KEERTHIMAI AKURATHI
- ROSHNI GUNTUPALLI
- YOGITHA RONDLA
- SINDHUJA ELLANKI

Clients:  
We ourselves acting as our clients

2

### PROBLEM DOMAIN



- Navigating the campus poses a common challenge for incoming freshmen, hindering their seamless integration into university life.
- This initiative aims to empower freshmen with the expertise needed to confidently locate the buildings and navigate routes within the campus, ensuring a smoother and more enriching transition to campus life.

### 3 SYSTEM CONCEPT STATEMENT "Go College" System

- The application empowers students to choose the fastest and most accurate routes to their classrooms based on real-time data.
- Students can customize their preferences, such as short or round routes, or a preferred path, to tailor the navigation experience to their needs.
- Recognizing that circumstances may change, the application always suggests alternative routes in the event that the recommended path is inaccessible or incomplete.
- The application provides detailed information about campus buildings, including classrooms, lecture halls, and other key facilities.
- The design prioritizes simplicity, allowing users to quickly plan their journeys and select precise paths without unnecessary complexity.

4

### TECHNICAL SUMMARY

- Existing System:** The existing system related to the proposed campus navigation app could be traditional methods of finding one's way around a campus, such as using static maps, asking for directions from staff, or relying on physical campus signage. In many cases, students might use physical maps or online mapping services not specifically designed for campus navigation. Our application aims to provide more accurate, timely, and tailored guidance features that the proposed app aims to provide. Our application goes beyond the limitations inherent in traditional methods by providing additional features like providing professor names and class schedules. This not only aids in the ease of location of buildings but also ensures a high level of user convenience.
- Proposed System:** The app's purpose is to assist students by directing them around campus featuring simple access to their classes. Students can choose the shortest and most accurate route to their classrooms by following the guidelines provided. There is always a different route available even if it is incorrect. The application also provides features like professor names and class times. The application's user-friendly, simple-to-understand interface enables students to simply engage with it to plan their journeys and select the precise path they should take.

### 5 TARGET INDIVIDUALS & METHODOLOGY

- Throughout the ideation and development process of the Go College app, we kept the requirements and preferences of the target users in mind.
- We were able to learn about the difficulties students encounter and the aspects they value most thanks to the open forum, surveys, both quantitative and qualitative sessions and questionnaires. Forming an accurate picture of the user requirements was crucial and required close collaboration with university administrators.
- During the design phase, the goal was to develop an intuitive and user-friendly interface that would make the app feel more like a helpful companion. By guaranteeing that the app displays the most relevant class schedules, real-time data, and navigation routes, we have achieved this.
- Making the software adaptive and responsive requires extensive testing and constant iteration based on user input. We continuously present the app as more than just a navigation tool through educational activities.
- We believe it to be extremely important to emphasize that helps students navigate campus more confidently and efficiently, which will enhance their overall happiness and well-being. We have taken several measures to ensure the confidentiality of user information.

6

### INTERACTION REQUIREMENTS

Customer who already have accounts can enter their login information to access this application.	Students are able to track the routes to their destination by giving their professor's name and class timetings.	This will allow freshmen students to track alternative routes if the recommended path is inaccessible.
Set up a new account	Route Tracking (Guest)	

Existing customer      Route tracking (Students)      Alternate route tracking

Set up a new account      Route tracking (Guest)      Existing customer      Alternate route tracking

Users are able to do this to make a new account with their student credentials to know the routes.

Guests are able to navigate to their destination by just providing their destination building name.

### 7 INTERACTION REQUIREMENTS

- Student with UC credentials:** The one who has UC credentials can log in to the application to reach the destination.
- Guest login:** The one who does not have UC credentials can directly log in to the application without credentials through temporary logins.
- Monitoring of student:** After entering the destination which includes classroom name and professor details from the freshmen, the professor's name and class timetings are sent to them.
- Booking a Room:** A graphical view which displays the destination they desire to go.
- Monitoring of Guest:** Based on the routes given by the user, destination location is displayed.
- Reports:** The reports will be given to the users after their input.

8

### PERSONA

Primary user needs for the Go College application are derived from initial conversations with individuals and experiences of freshmen facing common challenges. Two primary user groups, college students and visitors, were identified through

#### Students(Freshmen)

- Maruti Krishna, a 22-year-old freshman and master's student, faced the challenge of navigating different buildings for his classes. Using our program, he swiftly found the shortest and most efficient routes to his attendance. The program's accurate information saved his valuable time, eliminating the need for trial-and-error exploration. Maruti found the program's interface to be highly user-friendly, providing precise paths possible, endorsing the effectiveness of our application for seamless campus navigation.

#### Visitors

- Mari, a 40-year-old visitor attending a football match at the renowned Nippert Stadium, found herself lost in the complex campus layout. In time before the match, she utilized our application to independently navigate to the stadium. By relying on our application's clear directions, she efficiently reached her destination, avoiding the need to ask for directions. Mari expressed high satisfaction with the application, noting its role in providing precise paths and ensuring she arrived at the stadium promptly.

### 9 Accessing Campus Routes



10

### Accessing Campus Routes



### 11 Lessons Learned

- Communication Skills
- Information Gathering
- Teamwork
- Time Management
- Human Machine Interaction



12

### Overall Experience

- This project and the class have been an amazing experience from beginning to end. It had imparted knowledge on us in multiple ways.
- This project has taught us how to work together, develop creative and practical solutions to clients' problems, present information effectively, and gather data through surveys and interviews.
- Our project was completed in phases, including problem identification, information gathering about the problem's effects, effective solution design, solution deployment, and solution review and maintenance.



### 13 Summary

- Overall, this project was a terrific experience for us. To finish our project, we went through the following five stages: problem definition, information gathering, designing our solution, application, and progress monitoring. This project taught us how to fulfill and meet client's expectation.



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THANK  
YOU

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Group-25 | Mithra Kondamudi | Bala Keerthimai Akurathi | Roshni Guntupalli  
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Click on the below link to checkout the video of our presentation.

[Presentation Group-25](#)