**Laboratory Activity No. 2**

**Understanding the Problem Space**

**Group Members:**

1. Ismael Baguilar
2. Ian Barrientos
3. Charles Kent Labrador

**Requirements:**

1. Seat with your group members. Create at least three (3) project proposals. Do research on each of your project proposal by identifying the problem space. Answer the guide questions below:

Note: Answer the guide questions below per project proposal.

1. **Identifying Stakeholders**

A1. Determine who the stakeholders are in the HCI system. These could include end-users, developers, clients, and other relevant parties.

1. **Defining Objectives**

Seat with your group members. Create at least three (3) project proposals. Do research on each of your project proposal by identifying the problem space. Answer the guide questions below:

Note: Answer the guide questions below per project proposal.

B1. Clearly define the goals and objectives of your project proposal. This is the solution to the problem.

B2. What problem is it trying to solve? What are your stakeholders’ struggles, pains you are trying to solve with your proposal?

B3. What are the desired outcomes?

Your outputs will be presented in the class.

**Project Proposal 1: Academic Scheduling Portal**

**A1. Stakeholders:**

* **End-users:** Students, faculty members, department heads, and academic administrators.
* **Clients:** Educational institutions seeking to streamline scheduling processes.

**B1. Goals and Objectives:**

* **Goal:** Develop an intelligent scheduling system that automates class scheduling, list down room availability, teacher schedules, and ensure class schedule info be delivered to students.
* **Objectives:**  
  + Provide a user-friendly interface for students and faculty to view and manage schedules.
  + Enable administrators to adjust schedules and resolve conflicts efficiently.

**B2. Problem Statement:**

* **Problem:** Teachers and students suffer from class schedule and room availability. Teachers sometimes forget to announce whether a class is going to take place leaving students in a hiatus on whether to show up for class or not.
* **Stakeholder Struggles:**
  + **Students:** Lack of information whether class is scheduled or cancelled regarding class venues .
  + **Faculty:** Forgetting to announce to classes/codes on whether a class is going to be held on the appointed time, which room to partake the class in or if the class is held online.
  + **Administrators:** Struggles with managing and assigning rooms to multiple class codes.

**B3. Desired Outcomes:**

* **For Students:** Real-time updates on class schedules, room assignments, and cancellations to avoid confusion and missed sessions.
* **For Faculty:**Tools to easily manage and communicate class status,room availability, and changes, reducing miscommunication and improving class attendance.
* **For Administrators:** Efficient scheduling process with reduced administrative overhead.

**Project Proposal 2: Mobile Scheduling Application**

**A1. Stakeholders:**

* **End-users:** Students, faculty members, and mobile application users.
* **Developers:** Mobile app developers, UI/UX designers.
* **Clients:** Educational institutions seeking to provide mobile access to class schedules.

**B1. Goals and Objectives:**

* **Goal:** Develop a mobile application that provides students and faculty with access to class schedules, notifications, and the ability to manage their timetables on-the-go.
* **Objectives:**
  + Design a user-friendly mobile interface compatible with various devices.
  + Integrate features like push notifications for schedule updates.
  + Allow users to customize their schedules and set reminders.

**B2. Problem Statement:**

* **Problem:** Limited access to class schedules and updates, especially for students and faculty who are frequently on the move.
* **Stakeholder Struggles:**
  + **Students:** Difficulty in accessing and managing schedules outside of academic settings.
  + **Faculty:** Limited tools for managing teaching schedules remotely.
  + **Administrators:** Challenges in ensuring all stakeholders have timely access to schedule information.

**B3. Desired Outcomes:**

* **For Students:** Convenient access to schedules and timely updates via mobile devices.
* **For Faculty:** Enhanced ability to manage and view schedules remotely.
* **For Administrators:** Improved communication and accessibility of schedule information.

**Project Proposal 3: Anonymous Student Feedback and Help Center Platform**

**A1. Stakeholders:**

* **End-users:** Students, teachers, school administrators, and guidance counselors.
* **Developers:** Web and mobile developers, UI/UX designers.
* **Clients:** Schools or educational institutions aiming to improve communication and support.

**B1. Goals and Objectives:**

* **Goal:** Create a webpage/app where students can anonymously provide feedback about class schedules, teaching methods, or school policies, and access a help center with blog-style resources and support.
* **Objectives:**
  + Develop a user-friendly interface that ensures student anonymity.
  + Implement features such as feedback forms, categorized blog posts, and a searchable help center.
  + Enable administrators and faculty to monitor trends and concerns while preserving privacy.
  + Encourage a culture of open communication without fear of judgment.

**B2. Problem Statement:**

* **Problem:** Students generally reluctant to give direct criticism for fear of consequences or comments, particularly when discussing delicate subjects like scheduling issues, teaching philosophies, or stress from demanding assignments.
* **Stakeholder Struggles:**
  + **Students:** There isn't a safe place to anonymously voice concerns or make suggestions for improvements.
  + **Teachers and supervisors:** Limited understanding of students' actual challenges because of filtered or nonexistent feedback.
  + **Schools:** The likelihood of significant improvement is decreased by the absence of organized, anonymous feedback systems.

**B3. Desired Outcomes:**

* **For Students:** A secure, private setting for exchanging comments and gaining access to academic, scheduling, and mental health resources.
* **For teachers and administrators:** a greater understanding of the difficulties and feelings of students without sacrificing their identities.
* **For Schools:** Better rules, timetables, and instructional strategies derived from data-driven ideas derived from sincere input.