Title: Room Locator app.

Problem Description: There has been an ongoing problem within the Cardiff Metropolitan campus. Due to the outbreak of COVID-19, learning has turned into more of an Online system with only a few classes being on campus. As there are not many classes on campus, there is a lack of staff available to assist new /current students with finding their timetabled rooms.

With the current system in place, the rooms are only listed on the student’s timetable. This only tells students what room number there in and what block. In the current time, there is no accurate system of finding timetabled rooms other than a brief graphic map of the campus.

We asked students who study at Llandaff campus by asking them a series of questions related to their timetables. We had decided as a group to use a questionnaire as an appropriate way of research.

The reason why we had chosen to do a questionnaire is because the questions asked can be tailored towards the research purpose. As this project is designed to be a solution to a problem, it is vital to have relevant information. Another reason why the questionnaire is suitable for this project is that it the data collected can turn into numerical data very easily. The final reason is that the information collected come from a targeted source therefore, as our project is based around students this gives us the guarantee that the information is reliable.

The first question that we asked was ‘Are you a new student?’, the reason for this is that we wanted to check if the problem relates to both types of students. As you can see here, 72% answered Yes and 28% said No.

Here is a pie chart of one of the questions we had analysed, it asks the students that other than asking around, if they have any other way to locate their timetabled rooms. As you can see 38% said that No and 62% said Yes.

Students have mentioned that they go to the reception in the I-zone, situated at the front of the campus, to find out where the room is. But they have also said that the receptionist can tell you the building but not which floor.

This method of finding rooms by the student comes with its disadvantages such as:

* For a new student, asking around may be a daunting task as they may find it difficult speaking to new people.
* Unnecessary travel (If the room is at the back of the campus, student will need to come to the front of the campus in order to speak to the receptionist in the I-zone)
* Lateness (can cause a knock-on effect to the grade outcome)

Solution

A solution to this issue would be an app which can be downloaded on a student’s personal device. This would include written directions for the student to follow to find the timetabled room. The directions will be written in a way so that the student will be led directly to the door of their timetabled room

Purpose:

This app will be designed so that students can independently find their timetabled room. By going forward with the idea, it allows students to be punctual to the lectures and seminars. Even though the app is based around the current complications with covid- 19, the app can be still used and will be more effective in the future as there will be more students and classes on campus as life gets back to normal.

Aims and Objectives:

1. To create an app is simple but effective.
2. Ensure students can use the app with no complications
3. To have as many as room located in app as possible.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week  9 | Week 10 | Week 11 | Week 12 |
| Research and Planning |  |  |  |  |  |  |  |  |  |  |
| Requirement Analysis and design |  |  |  |  |  |  |  |  |  |  |
| Development and Testing |  |  |  |  |  |  |  |  |  |  |
| Implementation and Maintenance |  |  |  |  |  |  |  |  |  |  |