

FINAL PROJECT: User Interaction and Usability of Digital Products

PROJECT PROPOSAL

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Project Background & Overview:

Students on a university campus lead a busy life filled with classes, studying, socializing, and extracurricular activities. They face challenges such as time management, stress, and the need for organization.

Mobile phones have become an integral part of a student's life. They offer a wide range of capabilities and features, including communication, social media, access to information, entertainment, and organization. These capabilities and features allow students to stay connected and manage their daily tasks more efficiently.

Mobile phone usage behavior among students varies, but they typically use their devices for communication, social media, and finding information. They also use their mobile devices to take notes, set reminders, and manage their schedules.

In conclusion, mobile phones play a crucial role in a student's day-to-day life by providing a convenient and efficient way to manage their daily tasks and stay connected with their peers. The device offers numerous capabilities and features that can enhance a student's university experience and help them meet the challenges they face.

Our project aims to create a food delivery platform for university students living in hostels on campus. The platform will be designed to be simple and easy to use, making it simple for students to place food delivery requests and receive food from the campus gate or canteens. Additionally, the platform will include a rewards system where students can earn "favor points" for delivering food to their peers. These favor points can then be used to request food deliveries from other students. The platform will also include a community feature where students can connect with each other, share resources, and collaborate on projects, helping to foster a sense of community and collaboration among university students. Our goal is to create a solution that

makes it easy and affordable for university students to get food delivered to their hostel rooms, while also fostering a sense of community and collaboration on campus.

Target Users:

The target users for this project are university students living in hostels on campus. The information is relevant to both male and female students, and to both entry-level and graduating students.

Hypothetical Problem/Need Statement:

As a university student, John struggles with finding a convenient and affordable way to get food delivered to his hostel room. He often relies on fast food restaurants and delivery services, which can be expensive as well as not all restaurants are available to deliver all the time.

Furthermore, in-campus deliveries to the hostel are restricted post a certain time. Additionally, John has trouble finding someone to deliver food to him, as many of his friends are busy with their own schedules. The days when John is sick, the problem aggravates his situation further as he becomes helpless to receive medicines, fruits and groceries to the hostel late at night.

Therefore, he longs for a solution that makes it easy for him to get food delivered to his hostel room without breaking the bank.

Personal Motivation:

I, Lokesh Paidi, am motivated to work on this project because I understand the challenges that come with getting food delivered to a university campus. I believe that technology can play a key role in helping students overcome these challenges and improve their university experience. I am passionate about using my skills and knowledge to create innovative solutions that make a positive impact in people's lives.

My teammate, Aman, shares the same passion and motivation. They have a strong background in technology and innovation and are dedicated to using their skills and knowledge to create solutions that make a positive difference in people's lives. Together, we believe that our

combined skills and expertise make us well-equipped to tackle the challenges faced by university students and create a solution that meets their needs.