INC-CAPSTONE DESIGN1

Developing Motivation Application

TEAM : Assistant

- Computer Engineering 구명회 (팀장)
- Computer Engineering 김경수
- Computer Engineering 김선비
- Computer Engineering 박효정
- Computer Engineering 장자욱

CONTENT

INC-CAPSTONE DESIGN1 DEVELOPING MOTIVATION APPLICATION

- ✓ OUTLINE
- ○ DEBATE
- ○ DESIGN
- ○ REFERENCE
- ○ NEXT WEEK

OUTLINE

BACKGROUND > PURPOSE > EXPECT > TEAM

BACKGROUND

Sometimes you may have found effective study methods.

But their methods of learning vary, so their methods are not necessarily effective.

Therefore, the goal of project is to find the right learning method according to the formalized type.

This project will help those who are willing to learn by helping them to find a learning method

that is suitable for them and making learning more efficient and motivating them to learn.

OUTLINE

BACKGROUND>**PURPOSE**>EXPECT>TEAM

PURPOSE

Ask the user to collect data through a survey.

Analyze the type based on the user's gender, age, academic background, sleep time, and learning time,
and present efficient learning methods according to the type.

After a period of time, ask the user again for a survey to determine the values that have changed.
If any of the values have changed, modify them to fit users type, and then proposal a new method of learning.

OUTLINE

BACKGROUND>PURPOSE>**EXPECT**>TEAM

EXPECT

1. Create a group of family, friends to help develop themselves.

2. The goal is to improve the grades of learning, homework and exercise.

3. Find an efficient way to learn to be interested in your studies.

4. Provide rewards for mission success to gain motivation and fulfillment.

OUTLINE

BACKGROUND>PURPOSE>EXPECT>**TEAM**

TEAM

Name	Student id	E-Mail	Duty	
			Main	Sub
김경수	20124619	studioarena24@gmail.com	Application design Application implement	Database design Database implement
김선비	20175160	rlatjsql12@gmail.com	Analyze learning materials learning algorithm Implement	Web server design Web server implement
구명회	20154215	20154215@chosun.kr	Database design Database implement	Analyze learning materials learning algorithm Implement
박효정	20174302	haha115500@gmail.com	Application design Application implement	Analyze learning materials learning algorithm Implement
장자욱	20174619	615060696@qq.com	Web server design Web server implement	Database design Database implement

DEBATE

SCHEDULE>TOPIC>TOPIC DETAIL>ENVIRNMENT

SCHEDULE

1, 2 week

2020.3.19 ~ 2020.4.03

- Team selection
- Subject selection (1st debate)

3 week

2020.4.02 ~ 2020.4.08

- Application design
- Complement last week's deficiencies. (2nd debate)

4 week

2020.4.09 ~ 2020.4.16

- Application design
- Collection of learning type data
- Complement last week's deficiencies. (3rd debate)

5 week

2020.4.17 ~ 2020.4.23

- Application Implementation
- Collection of learning type data
- Complement last week's deficiencies. (4th debate)

6 week

2020.4.24 ~ 2020.4.30

- Database design
- Collection of learning type data
- Complement last week's deficiencies. (5th debate)

7 week

2020.5.01 ~ 2020.5.07

- Database design
- Collection of learning type data
- Complement last week's deficiencies. (6th debate)

8 week

2020.5.08 ~ 2020.5.14

- Database design
- Study type data analysis
- Complement last week's deficiencies. (7th debate)

9 week

2020.5.15 ~ 2020.5.21

- Database design and implementation
- Study type data analysis
- Complement last week's deficiencies. (8th debate)

10 week

2020.5.22 ~ 2020.5.28

- Database implementation
- Application interlink
- Complement last week's deficiencies. (9th debate)

11 week

2020.5.29 ~ 2020.6.04

- Database implementation
- Application interlink
- Complement last week's deficiencies. (10th debate)

12~15 week

2020.6.05 ~ 2020.7.01

- Prepare presentation and report
- Complement last week's deficiencies. (11~15th debate)

15 week

2020.7.02

- Presentation

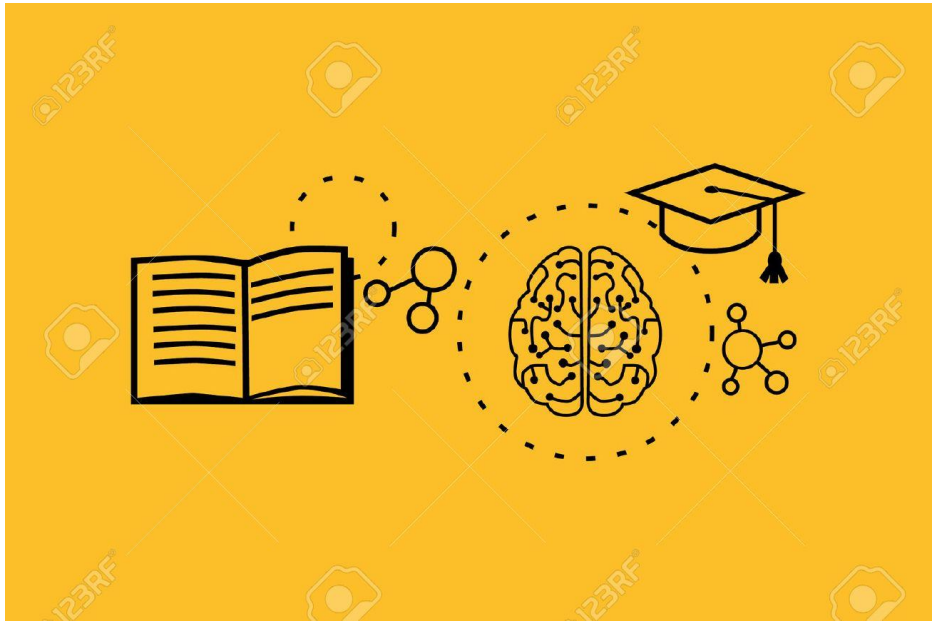
DEBATE

SCHEDULE>**TOPIC**>TOPIC DETAIL>ENVIRNMENT

TOPIC

Developing Motivation Application

Team name : Assistant



DEBATE

TOPIC DETAIL

1. Learning method

Produce a questionnaire based on recent study type tests.

Collect data from the questionnaire you create and categorize your type.

2. Additional idea

① Increase the variety of learning methods.

② Consider that learning methods are not limited to studying, such as exercise, singing, food, and games.

③ Then why don't we recommend an efficient exercise method or a random song?

④ Setting Categorize types By criteria, random recommend songs that are similar type

3. Application design(2020.3.30)

DEBATE

SCHEDULE>TOPIC>TOPIC DETAILS>**ENVIRONMENT**

ENVIRONMENT

Eclipse

Android Studio 3.6.2

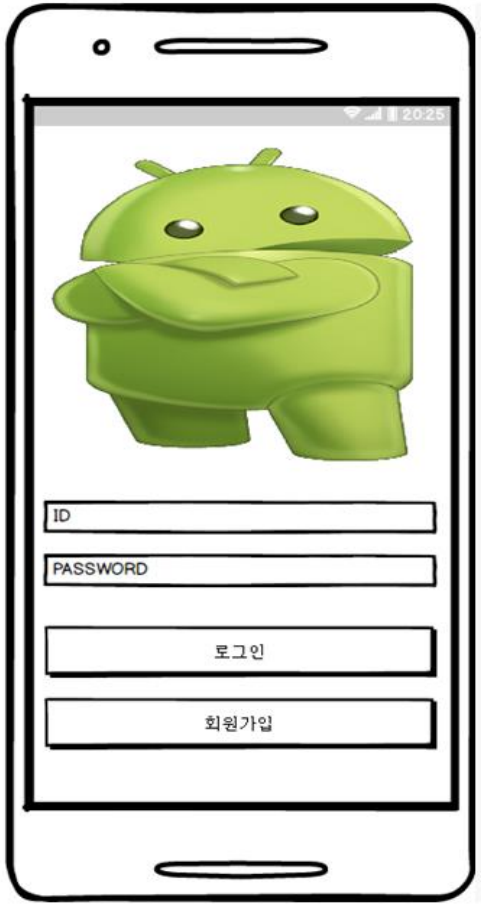
MySQL 8.019

Balsamiq Mockups 3.5.17

JSP

DESIGN

LOGIN > SIGN UP > MAIN > SURVEY > CHALLENGE > CHAT



LOGIN SCREEN

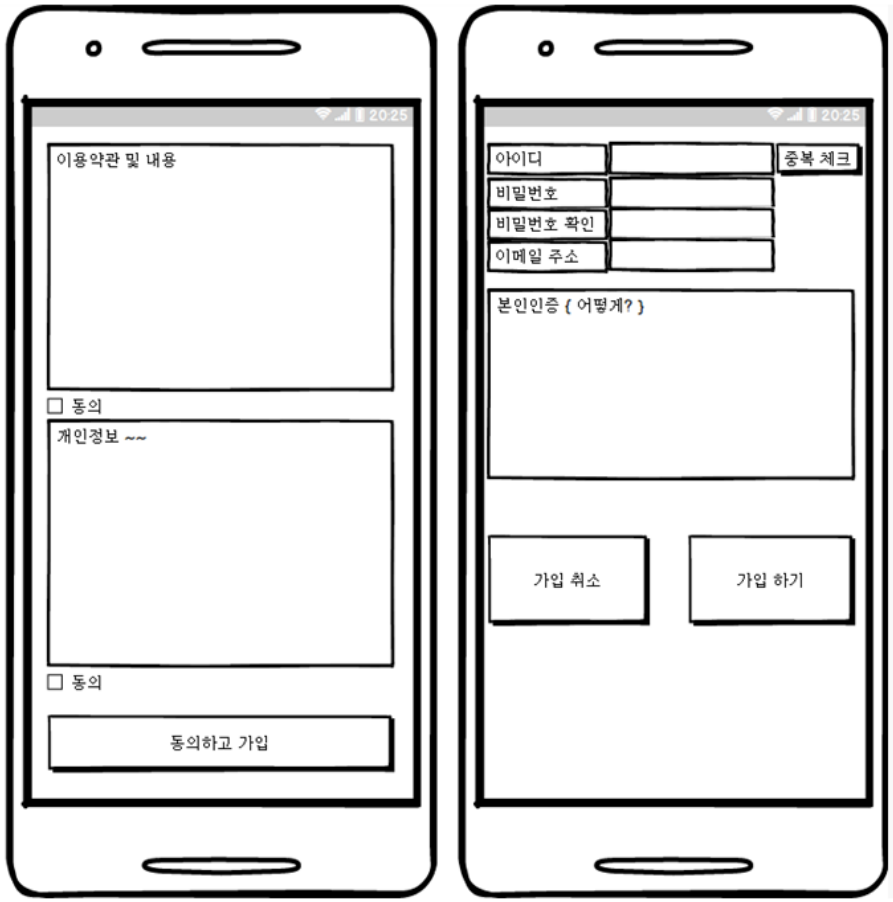
ID, PW INPUT

LOGIN BUTTON

SIGN UP BUTTON

DESIGN

LOGIN>**SIGN UP**>MAIN>SURVEY>CHALLENGE>CHAT



SIGN UP SCREEN

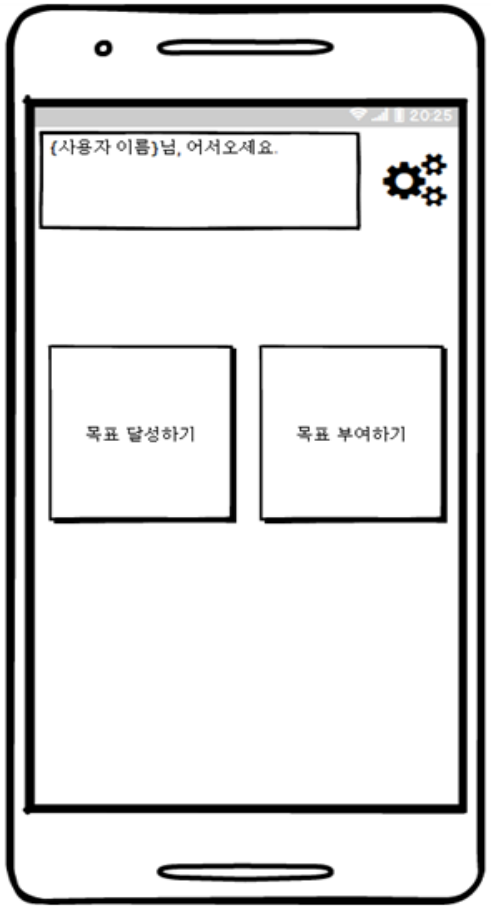
Agree to use personal information

Input bar for create user account

Accept / Cancel button

DESIGN

LOGIN>SIGN UP>**MAIN**>SURVEY>CHALLENGE>CHAT



MAIN SCREEN 1

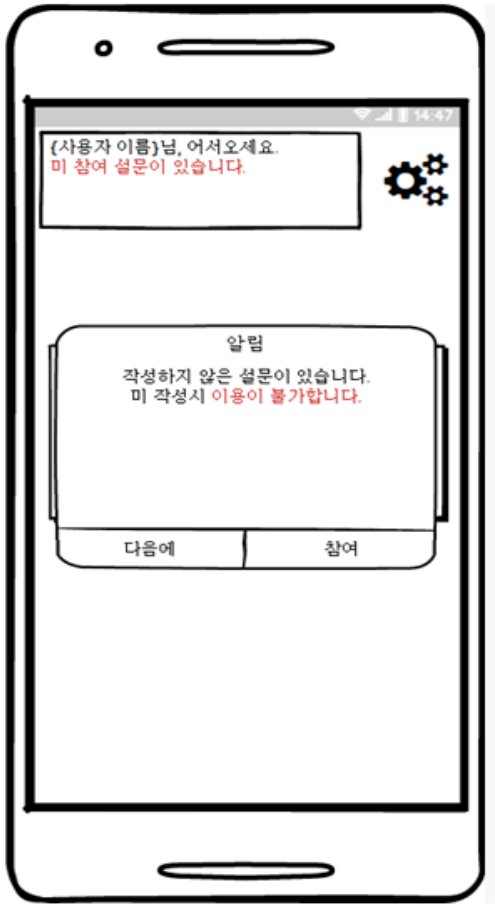
Print user information

Setting button

Challenge Button

DESIGN

LOGIN>SIGN UP>**MAIN**>SURVEY>CHALLENGE>CHAT



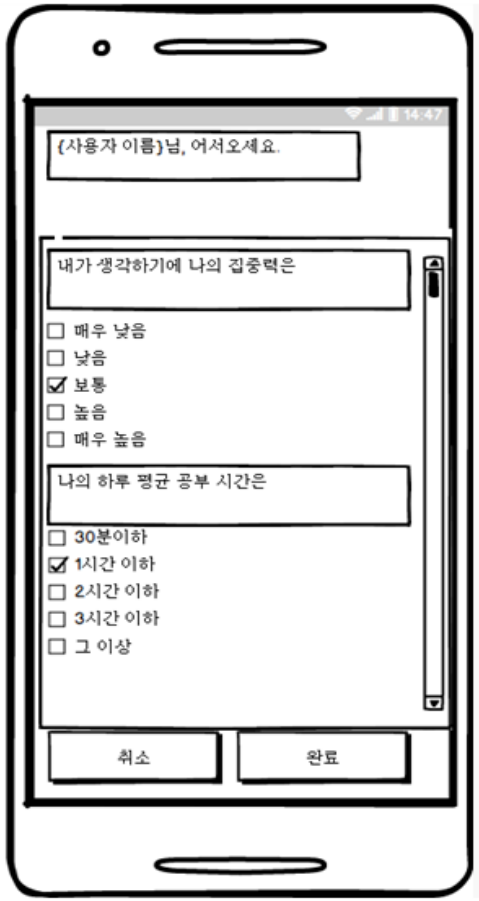
MAIN SCREEN 2

Notify user of surveys that has not been performed

Survey Accept/Cancel button

DESIGN

LOGIN>SIGN UP>MAIN>**SURVEY**>CHALLENGE>CHAT



SURVEY

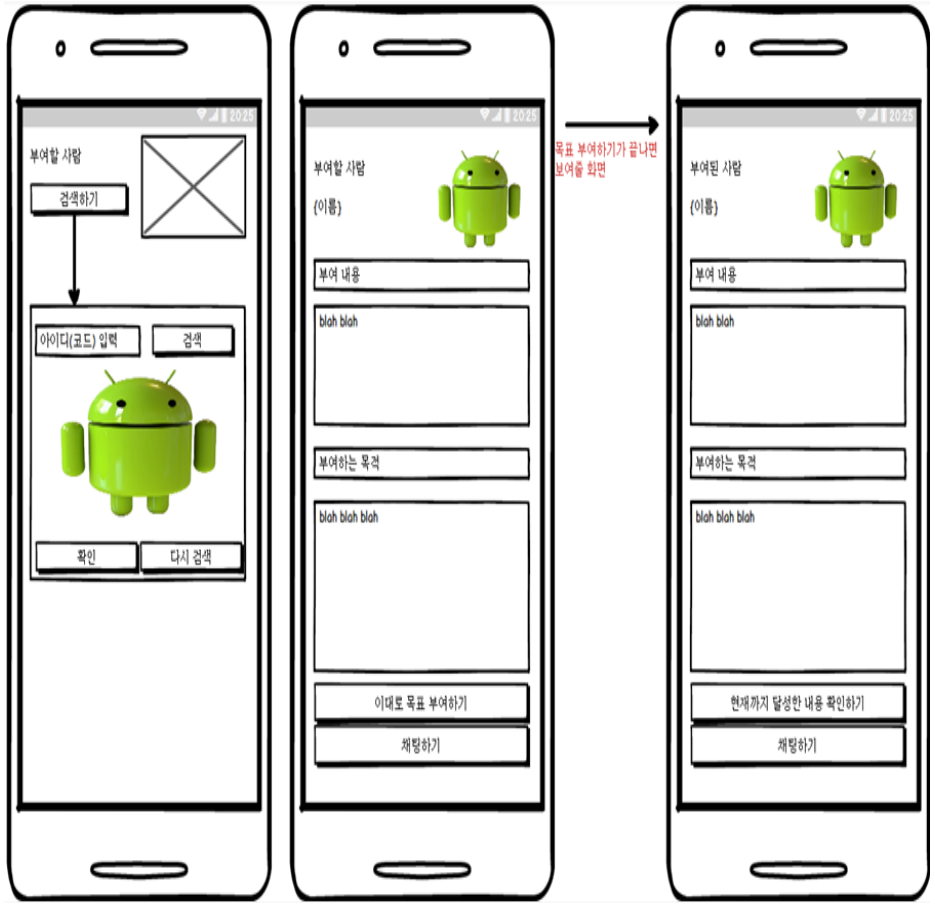
Survey question bar

Four Multiple-choice check box

Accept / Cancel button

DESIGN

LOGIN>SIGN UP>MAIN>SURVEY>**CHALLENGE**>CHAT



CHALLENGE SCREEN

Print users information

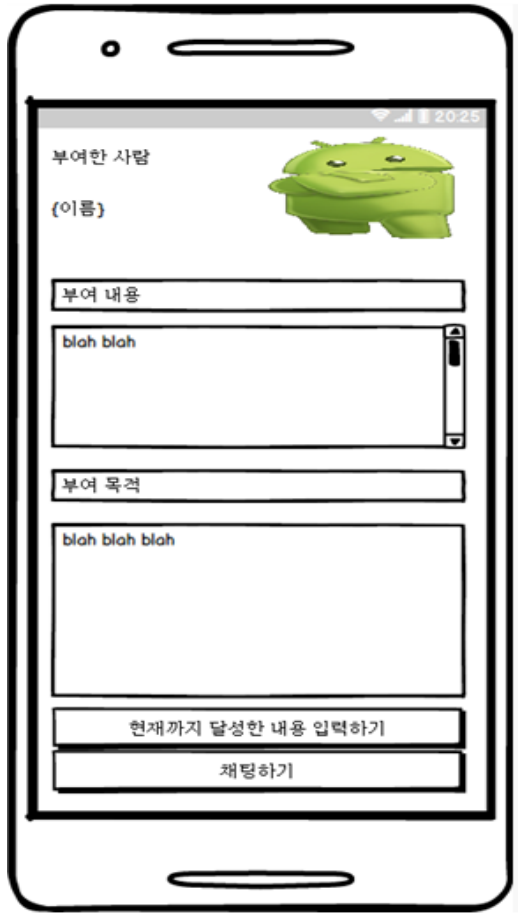
Search / Chat button

Input bar for Name / Purpose information

Challenge Accept button

DESIGN

LOGIN>SIGN UP>MAIN>SURVEY>**CHALLENGE**>CHAT



CHALLENGE SCREEN

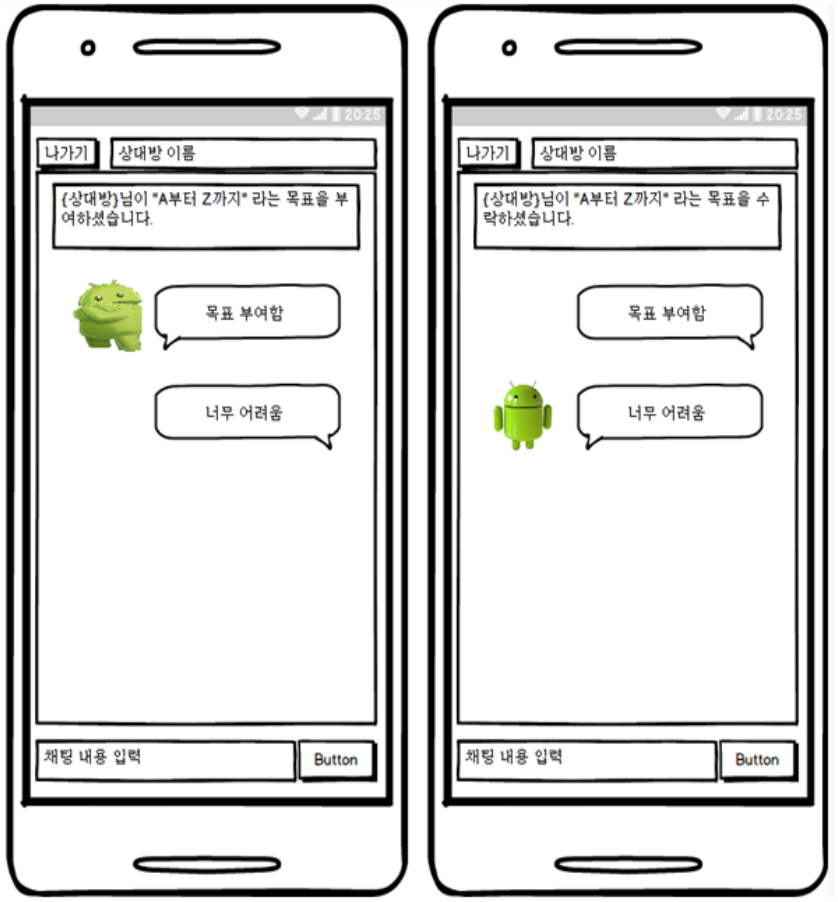
Print user information

Print Content / Purpose information

Input / Chat button

DESIGN

LOGIN>SIGN UP>MAIN>SURVEY>CHALLENGE>**CHAT**



CHAT SCREEN

Print user information

Challenge state

Chat input / print

EXIT BUTTON

REFERENCE

REFERENCE SITE

1. https://web.yonsei.ac.kr/yusong/lecture/materials/Materials.Learning.Style.Analysis.pdf

NEXT WEEK

1. User can have one account per person.

2. Only one account can be accessed in one chat room.

3. User can save photo or video used in chat room.

4. Users can charge the amount in the application
   and transfer the charged amount
   back to user bank account.

5. If you succeed in the mission, you will earn a reward.

Period	2020.03.24.~2020.04.24		
Requirement	Record the best and worst of today		
Reward	gift	Accept	Decline

mission A to B

A pays compensation
if B achieves the misson.

B completes the challenge,
it achieves rewards through the
application system.