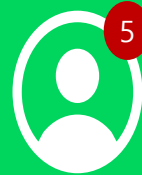


INC-CAPSTONE DESIGN1
Developing Motivation Application



TEAM : Assistant

팀장

☒ Computer Engineering 구명회

☐ 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
구명희	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)

5 week

2020.4.17 ~ 2020.4.23

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

8 week

2020.5.08 ~ 2020.5.14

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

11 week

2020.5.29 ~ 2020.6.04

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

3 week

2020.4.02 ~ 2020.4.08

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

6 week

2020.4.24 ~ 2020.4.30

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

9 week

2020.5.15 ~ 2020.5.21

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

12~15 week

2020.6.05 ~ 2020.7.01

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

4 week

2020.4.09 ~ 2020.4.16

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

7 week

2020.5.01 ~ 2020.5.07

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

10 week

2020.5.22 ~ 2020.5.28

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

15 week

2020.7.02

- Presentation



DEBATE

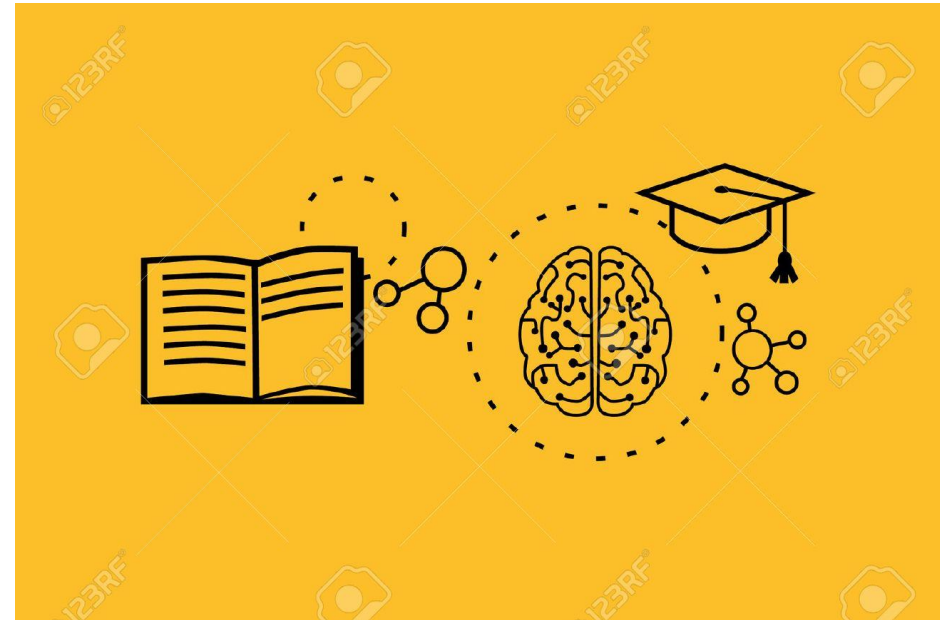
SCHEDULE>**TOPIC**>TOPIC DETAIL>ENVIRNMENT



TOPIC

Developing Motivation Application

Team name : Assistant





DEBATE

SCHEDULE>TOPIC>**TOPIC DETAIL**>ENVIRONMENT



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



이용약관 및 내용

☐ 동의

개인정보 ~~

☐ 동의

동의하고 가입

아이디 중복 체크

비밀번호

비밀번호 확인

이메일 주소

본인인증 (어떻게?)

가입 취소

가입 하기

SIGN UP SCREEN

Agree to use personal information

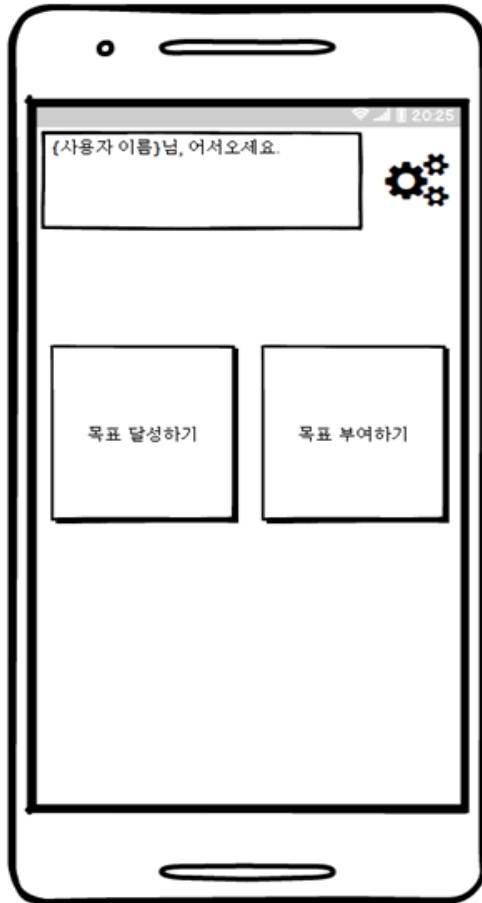
Input bar for create user account

Accept / Cancel button



DESIGN

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



MAIN SCREEN 1

Print user information

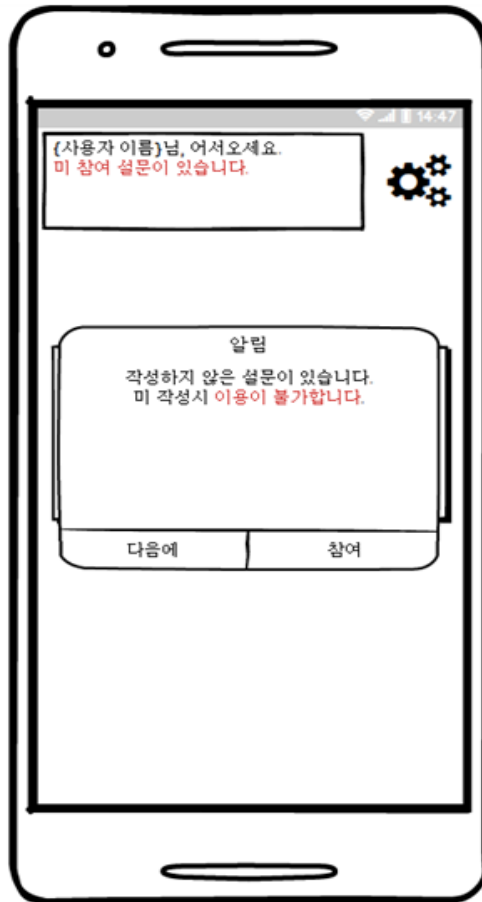
Setting button

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



The image shows a smartphone screen displaying a survey form. At the top, there is a text input field with the placeholder text "{사용자 이름}님, 어서오세요.". Below this is a section titled "내가 생각하기에 나의 집중력은" followed by a list of four multiple-choice options: "매우 낮음", "낮음", "보통" (which is selected with a checkmark), and "높음". Below this section is another text input field with the placeholder text "나의 하루 평균 공부 시간은" followed by a list of five multiple-choice options: "30분 이하", "1시간 이하" (which is selected with a checkmark), "2시간 이하", "3시간 이하", and "그 이상". At the bottom of the screen, there are two buttons: "취소" (Cancel) and "완료" (Accept/Complete).

SURVEY

Survey question bar

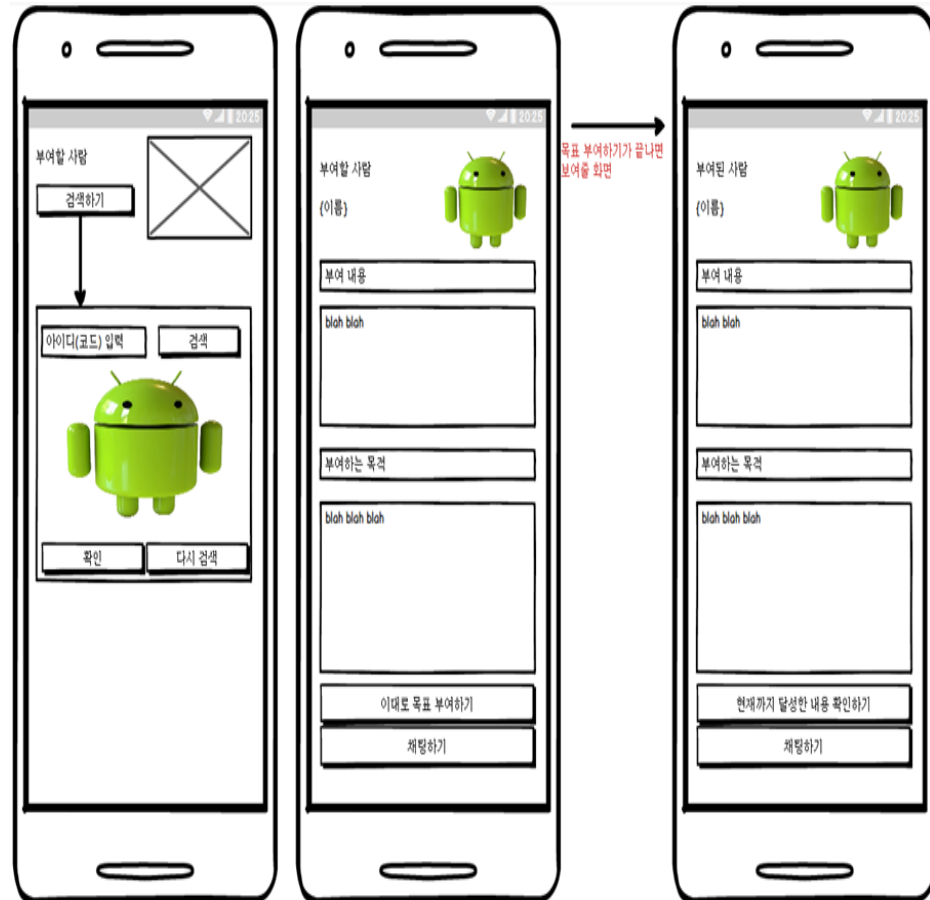
Four Multiple-choice check box

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



The mockup shows a mobile app interface for the 'CHALLENGE SCREEN'. At the top, it says '부여한 사람' (Person assigned) next to a green Android robot icon. Below this is a label '{이름}' (Name). The main content area has two sections: '부여 내용' (Assigned content) with a text input field containing 'blah blah', and '부여 목적' (Assigned purpose) with a text input field containing 'blah blah blah'. At the bottom, there are two buttons: '현재까지 달성한 내용 입력하기' (Enter content achieved so far) and '채팅하기' (Chat).

CHALLENGE SCREEN

Print user information

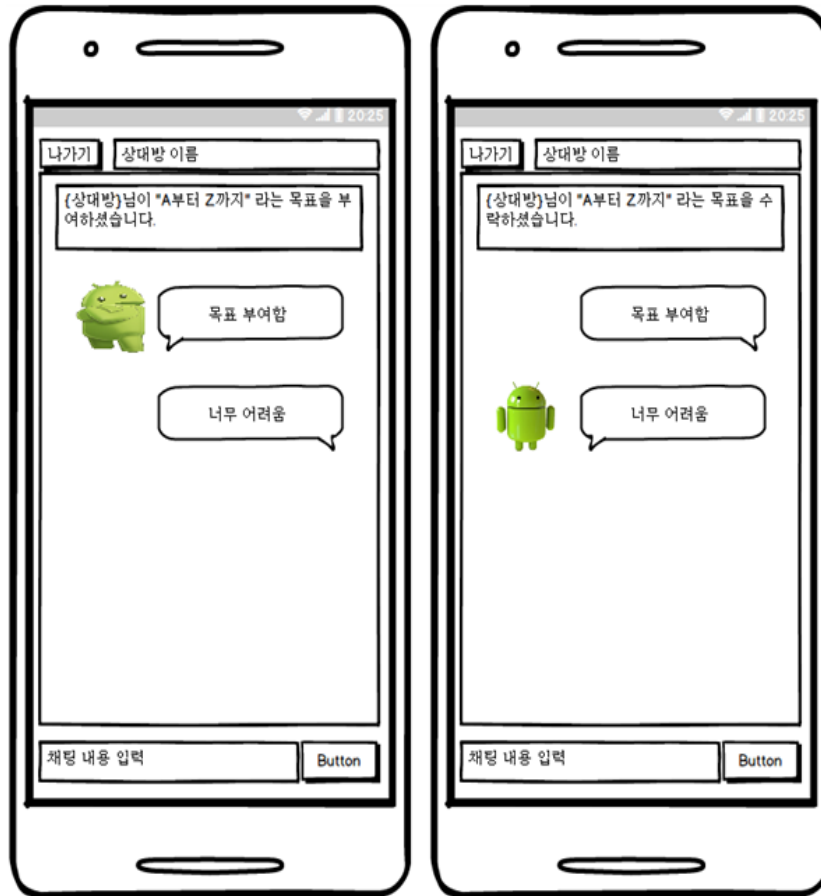
Print Content / Purpose information

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 mission.

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