Project Proposal – Student Planner App

The goal of this project is to design an application that supports the management of course assignment deadlines. In order to make this application more entertaining for students to use, it would probably makes sense to introduce some level of “gamification”.

* Description

The goal of this project is to develop an Android or iOS app that supports the management of course assignment deadlines.

It will probably make sense to introduce some level of "gamification" in order to make it fun to stay on track with one's deadlines. The app should provide positive feedback for staying on top of one's workload and support "congestion" warnings, i.e., highlight upcoming areas in the calendar with increased workload and visualise the build up work left to do if one does not put in sufficient time.

This project will likely focus on the design of the app. The app itself is expected to be a proof of concept, not a fully fleshed out product.

The project evaluation may involve a coverage of initially defined use cases, potential sample users, and/or validating the proof of concept implementation.

An interested in UI design and good programming skills are essential.

* Design app and user interface – alternative – which one is the best
* Requirements
  + Design of application
  + User interface design
  + How well are students progress
  + Keep user engaged – game & goals (fun to use – sense of rewards) gamification – serious gaming, persuasive gaming, project management tools
  + Check whether student is on track on work
* Scope
  + Basic prototype
  + Manage time better – goal
  + Evaluation of app – qualitative/quantitive feedback – survey/questionnaires