

Project Description for Heuristic Evaluation

1. **Name** (The name of an app): STUDYSESH
2. **Team**: (Group name with a contact email address): Study Sesh - studyseshteam@gmail.com
3. **Goal**: What is this app for? (in one sentence)

To help students easily find classmates to study with.

4. **Purpose**: Explain the purpose of this app (in one short paragraph)

Provide an easy way for students to both know the locations of all on-going study sessions that relate to classes they're taking, and easily create study sessions to attract others.

5. **User**: Who is a target user?

The target users are current college students who have a need to do classwork with others.

6. **Tasks**: Describe primary functions/tasks of an app (up to four).

- a. Look at what study sessions are going on and some information about them

- b. Create study sessions for other classmates to attend

- c. Add/remove classes you are currently taking

- d. _____

7. **Limitation**: Describe current limitations of an app, if any.

- a. There is no way to “join” study sessions in the app; you join the session by simply showing up to the location that you see on the map.

b. No automatic session size count; creator of session manually increments or decrements number

c. _____

8. **Prototype:** Hyperlink to your hi-fi prototype

<https://www.justinmind.com/usernote/tests/22247735/22362069/22521571/index.html>