

KTH, SCHOOL OF COMPUTER SCIENCE

ID2216
A1 COURSE PROJECT PROPOSAL:
KAMPUS

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1 INTRODUCTION

When we first arrived in KTH, we rapidly noticed how difficult it could be to find a room, a place to eat or to have a drink. Wouldn't make the life of all students easier if there was, for example, a way to access a room's location in just one tap? What are the essential information that needs to be clear and efficiently available in an everyday student in KTH? Those were the main questions which came up during our brainstorming session and we thought it could be a suitable application for the project.

2 INTERVIEW

We conducted a field study in multiple locations in Stockholm, aiming at both swedish and erasmus students. The study was conducted to 20 students, each of them was asked the following questions:

- Where are you from?
- How do you get information about restaurants in the campus? For example, how do you check the menu of a particular restaurant, what about the prices?
- How do you get information about the bars around the campus? For example, how do you check the different prices of drinks?
- How do you usually find different rooms in the campus?
- Our application would ideally contain information about the menus and prices of the different restaurants and pubs around the campus as well as chapter's events and room availabilities. Would you be interested in using such application?
- What else would you like to be included in the application?

3 RESULTS AND OBSERVATIONS

The results collected are roughly similar and are summarized in this section.

- *Information about restaurants:* Concerning the swedish students most of them are using word of mouth while the erasmus students are more likely to start with the main restaurants like *Nymble* or *Q* and try the rest of them along the semester.
- *Information about pubs/chapters:* Most of the swedish students are aware of event organized by their chapters by posters on the walls across the campus, from facebook or word of mouth.
- *Information about the rooms on campus:* The majority of the swedish students were using the *KTH Search Room* while the exchange students were more likely to use the paper maps that were given to them at the beginning of the year.

- *Other ideas for the application:* We received many valuable ideas during our interviews like having a rating system for the different restaurants and menus, the possibility of booking a room on the campus or having integrated in the campus map the student's schedule.

Based on the interviews conducted and after a brainstorming session we decided to build a mobile application that would gather all information concerning the campus life.

4 APP'S FEATURES

The application will collect information such as menus and prices from the different restaurants and pubs, KTH's news, events and a way to find or/and to book a particular room efficiently. Additionally, features like rating a menu from a particular restaurant or integrate the student's schedule into a map to find, for example, where is the next lecture. In this native application, the map will appear in less steps and will be more handier than on KTH mobile web application. One of the idea given during the presentation by a student was to directly store the schedule of a student on the app, and the app manages the localisation of the room thank to the schedule. Another useful feature would be to have a sort of (email/telephone) directory for people working or studying in KTH, in that way one could easily get an email address or a telephone number of their department or teacher.

The aim of the application is to avoid using the heavy, slow and ugly interface of KTH mobile web application. Therefore, we want our application to be as much user-friendly as possible, to contain a clean user interface and to be as efficient as possible. We have to underline that it was one of the first argument given by the interviewees, they want something simple.

Moreover, for some restaurant cards, there is the possibility to refill them online. Thus we have thought of integrating this feature in our app. However, we will have to see the scalability of this operations due to the number of restaurant present at KTH. We will have also to see it he does not become too complex for a simple app and if it could lead to confuse the user.

5 USER'S CHARACTERISTICS

As we will design the app for an user, we have to think how he will use it. Although we do not have do yet some tests with a prototype to know these characteristics, we can guess some of them.

- The user is mainly a student of KTH.
- She wants to access quickly to accurate piece of information.
- She will not spend too much time on the app. When she has what she wants, she will close the app.

We will have to check all this points and to discover new ones with the realisation of prototypes for our app.

6 CONCLUSION

This first study have allowed us to choose a subject and to develop an idea for an app which will mix localisation and information. We have succeeded in finding some interesting features for this app but we will have to focus on the main ones to keep our app simple.

Now, we will have to develop different prototypes in order to give some forms to our idea.