

**Purpose:** Project experience gives students credibility behind the words they put on an application. Without credibility, employers are unlikely to give their applications much thought, let alone hire them. As such, CollabQuest aims to give Pitt students a place to gain project experience. On CollabQuest, students can either apply to join a project team or recruit other students to be a part of their team. For those looking to practice leadership skills, students can make a posting for their project in order to gather a suitable team. If they are not looking to create a project, then they can find other projects to participate in to practice their skills. This is especially useful for getting students from separate disciplines together to work on a project. The reason why this is important is because projects hardly ever consist of a single discipline. Projects require different people with different skills in order to be realized. It is for this purpose that we have created CollabQuest.

**Process:** In terms of the project, we realized that creating a decent website to perform a certain function is difficult. If we just wanted a simple website that was more of a document than a website, then it would not have been as difficult. However, it takes a lot of effort just to add functionality to a website. Instead of creating a website from the ground up, we used a template to work off of. We decided on this approach since the other option would involve all of us having to figure out how to use HTML, CSS, and Javascript. Although we had some experience using HTML (the language that arranges the website), we had little to no experience using CSS (the visual aspects of the website) or Javascript (the language that adds functionality to the website). From there, while one of us set up the website (they shall not be named, but they were the real MVP of the group), the rest of us focused on design. Unfortunately, there is not much I can say about this process due to the very few times we communicated with each other.

In terms of group work, I came to understand the importance of communication. I went into the project expecting that we would all be able to just work on it at each of our own paces. However, I quickly realized the complications that would come from this. Some of us would end up working on parts that other members were working on. We did not meet as many times as we should have which contributed to some design issues that will be discussed later in detail.

Even during the times we did meet, we were not able to see each other's faces. Because we are in remote learning, I did not consider how much of an impact being able to see your group's faces had. Not being able to see their faces made it very awkward talking to them. If there was anything that I realized, it's that people rely on the mannerisms of the other party when we are working with them. We examine their facial expressions, body language, and tone of voice all in an instant as we communicate with each other. When we can't see each other, the only things we can rely on are tone and words. I noticed that people are not really expressive

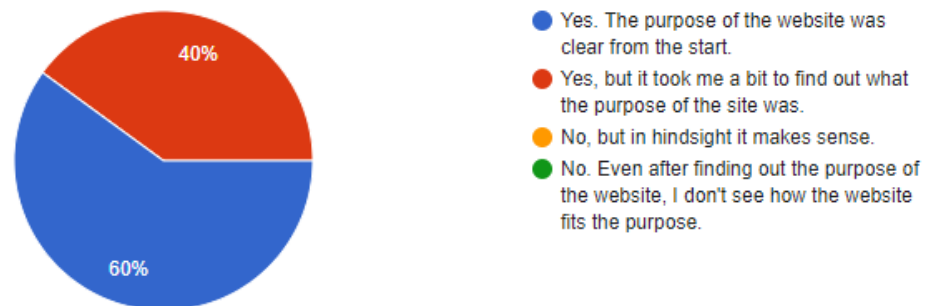
with their voice. I believe this comes from people being so used to showing expressions through body language as opposed to voice only.

Regardless, I think that the biggest problem was that we did not have a leader. Without a leader, a group is essentially a headless chicken. With regards to this, I believe that the fault lies with me. My group members would probably disagree, but I was the one that proposed the project. If none of us wanted to be the leader, then I should have been the one to step up as the founder of the group. As such, any issues with the quality of our work falls solely on me.

**Results:** Overall, the project needs a lot of work, but considering that we had little to no knowledge on how to build a website, it was a pretty good attempt.

Our Mission: Is the purpose of this website clear?

5 responses



While a majority understood the website's purpose, there were a couple that struggled to figure it out. I am not too worried about this issue, since we would just have to add a section to the main page that explains what the website's purpose is. If we were to do advertising, we would also explain its purpose there.

Usability: How difficult was it to navigate the website?

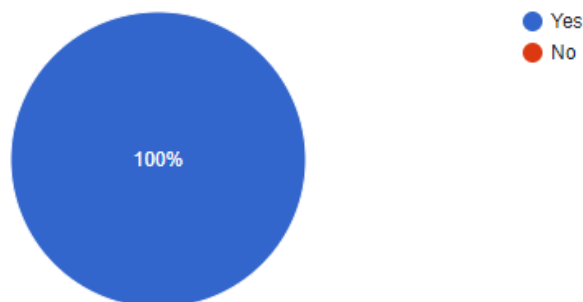
5 responses



This issue is a bit more complicated to fix. It would have been helpful if I had also asked specifically what parts were causing issues for the viewer. However, I can think of a few areas that the survey takers were referring too. While the majority of people did not have any difficulties using the website, some had some complications. This was probably due to the design of the website, specifically the font colors of the tabs at the top. It could also be from the lack of tutorials on the website that make it difficult to navigate. There are no guides to help the user understand how to use the website, thus causing confusion.

Usability: Did the website allow you to create a project posting so that you can find others to help you with it?

5 responses



Even though this is a basic question, I thought it was imperative that this be asked. If the website does not even perform its purpose correctly, then it needs to be resolved immediately. Although, I should have asked this in the beginning so that anyone that views this data can immediately understand that there were critical errors in the website that needed to be solved quickly.

Design: How consistent was the style of the website?

5 responses

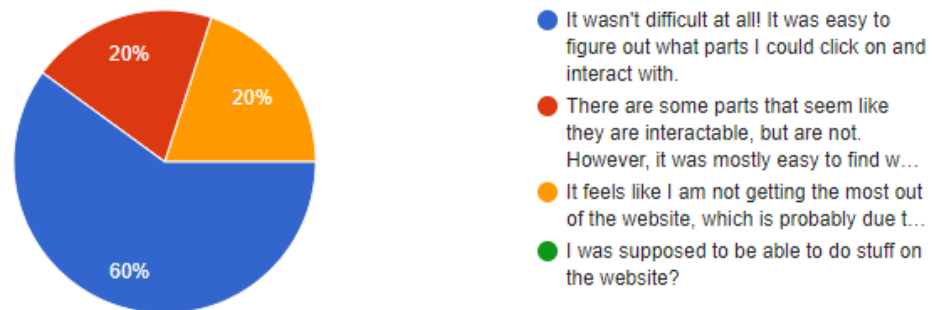


The parts that looked “off” are probably the tabs at the top as well as the “Our Team” section of the website. The tabs blend in with the background, making them difficult to see. Also, the team members aligned to the left and are not spread out evenly or all centered. This can be displeasing to the eyes, which contributes to the inconsistencies in the website. Here, the solution would be to change the color of the text to be easily visible.

Design: How difficult was it to find interactable parts of the website?



5 responses



Although most of the users were able to figure out how to navigate the website, it is obvious that there are some areas that need to be improved. A couple of the users expressed that they were not able to get the most out of the website. Even though there are not many responses to the survey, this is still important since it tells us that there are sections of the website that need to be tweaked. As stated previously, some of the interactable parts of the website are hard to spot. For students that are stressed out from college and do not want to waste time dealing with a website's design, this can be a fatal error that causes the website to gain bad publicity. To fix this, we would have to alter either the background or the text so that the interactable areas are easier to spot.

**Usability Study:** The usability study is meant to judge the efficacy of CollabQuest. I designed the questionnaire using Google Forms not only because of accessibility, but also because the application allows you to view some basic statistics of the responses you get. The ease of use really helps with determining which parts need to be developed more. In terms of specific details, I tried to make the questions sound as unbiased as possible while not sounding too complicated. This was done in order to avoid unintentionally swaying the “person” into answering a certain way. For this reason, I included an extra option that allowed the “person” to fill out their own opinion of the website.

**Appendix:** Deliverable: <http://collabquest.epizy.com/>

Project Repository: <https://github.com/dcipicchio/ENGCOMP-0600-group-project>

Usability Test Tool: <https://forms.gle/K7af4KQnBxrgbyKN8>