

Faculty Timetable Redesign

Human-Computer Interaction Course Project 2024

Team Members

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Project Overview

The project aims to redesign the existing University of Ljubljana's Faculty of Computer Science and Information Technology timetable interface (urnik.fri.uni-lj.si) to enhance user experience and accessibility across devices.

Project Goals

1. Mobile Optimization

- Develop a responsive design that works seamlessly on mobile devices
- Implement touch-friendly navigation elements

2. Enhanced Navigation

- Simplify the timetable navigation system
- Create an intuitive user interface for better content discovery

3. Personalization

- Implement subject filtering functionality

- Allow users to customize their view based on relevant subjects
- Support both student and professor use cases

Target Users

- Primary: Computer Science students
- Secondary: Faculty professors

Methodology

1. Research Phase

- Conduct user surveys to identify pain points
- Perform user interviews for detailed insights
- Create student persona representing core user group

2. Design Phase

- Develop wireframes and prototypes using Figma
- Implement iterative design process based on feedback
- Focus on mobile-first design approach

3. Development Phase

- Tech Stack:
 - Next.js for frontend development
 - Vercel for deployment
 - Discord for team communication

Project Timeline

1. **Initial Research** (Survey #1)
 - Gather user requirements
 - Analyze current system limitations
2. **Design Implementation**
 - Create initial Figma designs
 - Internal team review
3. **Feedback Collection** (Survey #2)
 - Present designs to target users
 - Collect and analyze feedback
4. **Design Refinement**
 - Update Figma designs based on feedback
 - Finalize UI/UX elements
5. **Development**
 - Implementation of approved design
 - Testing and refinement

Success Metrics

- Improved mobile usability scores
- Positive user feedback on navigation
- Successful implementation of personalization features
- Meeting all project deadlines

This document serves as a living guide for our project and may be updated as new requirements or insights emerge during the development process.