# Design an Mobile application for DAIICT E-Campus Website.

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## Project overview



#### The product:

E-Campus Mobile is an app for Students who are studying in Daiict. It is a platform for students to view all necessary details on their smartphones and can easily download it.



### **Project duration:**

1st January 2023 to 5th February 2023





## Project overview



### The problem:

The current DAIICT eCampus website presents limitations and difficulties on mobile devices, causing inconvenience and hindering the accessibility and overall experience of academic resources, leading to the need for a comprehensive mobile application solution.



#### The goal:

To design a user-friendly and efficient mobile application for the DAIICT eCampus website, providing seamless and convenient access to academic resources and improving the overall experience for students.



## Project overview



#### Responsibilities:

- Ensure the mobile application integrates with the existing eCampus website and provides access to all relevant academic resources, including course materials, grades, schedules, and announcements.
- 2. Test and validate the functionality, performance, and usability of the mobile application to ensure high-quality delivery.



## Understanding the user

- User research
- Personas
- Problem statements

## User research: summary

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The user research for the design of the DAIICT eCampus mobile application aimed to understand the needs and pain points of students and faculty when accessing academic resources on mobile devices. This research included in-depth interviews, surveys, and observation of current usage patterns and behaviors. The findings revealed common challenges such as slow loading times, poor performance, limited functionality, and an inconvenient user interface. Based on these insights, the design of the mobile application will prioritize features and functionality that address these pain points, such as fast and reliable performance, intuitive navigation, and real-time notifications and updates. The goal is to create a mobile application that improves the overall experience and accessibility of academic resources for students.



## User research: pain points

1

#### Pain point

Inconvenient access to the eCampus website on mobile devices.

2

#### Pain point

Slow loading times and poor website performance on mobile devices.

3

### Pain point

Difficult navigation and interface on small mobile screens.



## Pain point

Limited functionality of the eCampus website on mobile devices.

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## Persona:



Raj Patel

"Empowering students with the convenience of technology, to make their academic journey at DAIICT a seamless and enriched experience."

#### Goals:

 To stay organized and have easy access to course materials, assignments, and grades from the comfort of his smartphone.

#### **Frustrations:**

 Difficulty in finding the required information on the existing website, slow load times and outdated user interface

#### **Usage:**

 Regularly checks the app for updates on course materials, assignments and grades.

#### **Preferences:**

 A simple and user-friendly interface, fast load times, easy navigation, push notifications for updates and deadlines.

> Name: Raj Patel Age: 20

Occupation: Full-time student at DA-IICT

Location: Gandhinagar, India

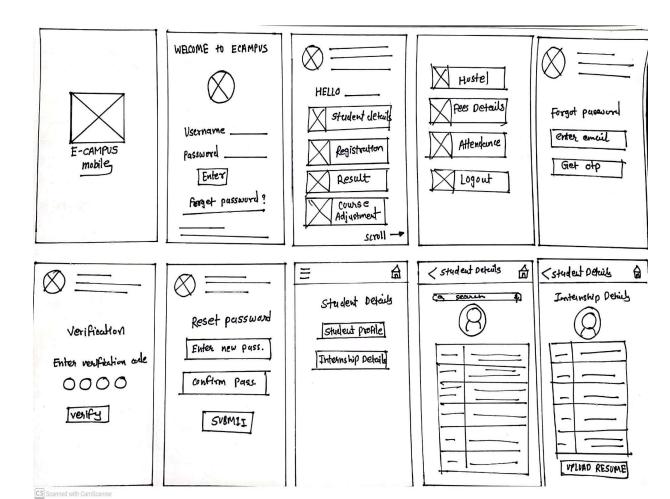
Technology: Owns a mid-range smartphone, basic knowledge of technology and familiar with popular mobile apps



## Starting the design

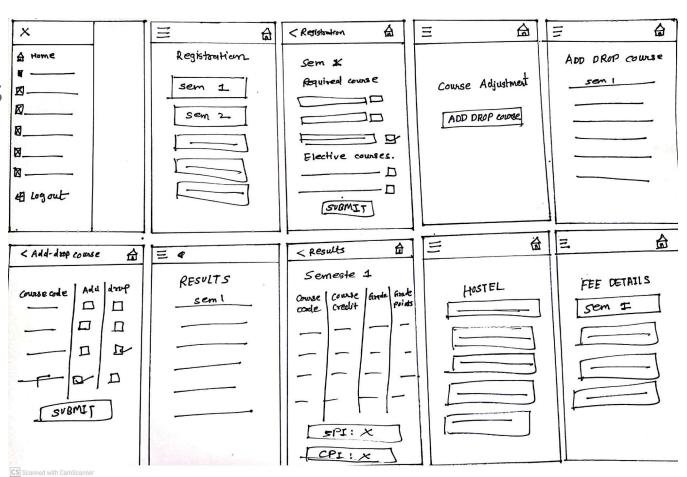
- Paper wireframes
- Digital wireframes
- Low-fidelity prototype

## Paper wireframes



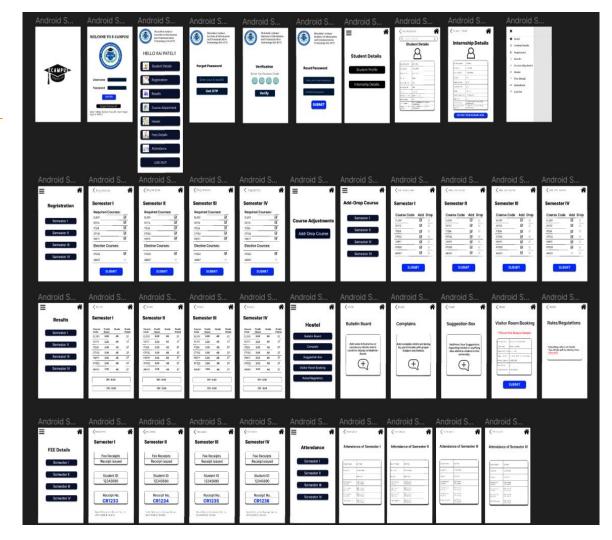


## Paper wireframes 2-





## Low-fidelity prototype



## High-fidelity prototype

**LINK** 



## Takeaways



#### Impact:

The development of a comprehensive and user-friendly mobile application for the DAIICT eCampus website has the potential to significantly impact the experience and success of students and faculty in the following ways:

- Improved Accessibility: The mobile application will provide seamless and convenient access to academic resources, enabling students and faculty to stay informed and organized while on the go.
- Enhanced User Experience: The user-centered design and focus
  on addressing the pain points of the current eCampus website
  on mobile devices will result in a more intuitive and efficient
  mobile experience.



#### What I learned:

The importance of conducting user research and gathering requirements from stakeholders to understand their needs and pain points, and designing a solution that prioritizes their experience and needs.



## Let's connect!



https://www.behance.net/ruchikaamin

