

# University Student Life Management System

- Automatic attendance taking based on the time of entering and leaving class.
  - Could add attendance streaks to gamify and incentivize class participation.
  - Could have streak leaderboards.
- Notification of teachers' arrival to class.
- If a student is unable to log into class (missing ID card), the teacher can manually give attendance. (different access level for teachers)
- Allow teachers to announce quizzes, assignments and respective deadlines through the app.
- A system to associate student accounts with monetary balance.
  - Pay at university cafeteria:
    - Payment is prepaid—no refunds. This is to minimize food waste and incentivize pickup of prepared food.
  - Pay at university pharmacy
    - Request for medicine stock.
  - University merchandise shop payments linked to system.
  - Pay university transport fares:
    - Swiping card books a seat and deducts appropriate amount.
    - Shows number of students booking transport.
    - Notifies if seats are free.
    - If bus not boarded, refunds credit (through interface at the bus line).
  - Hold a history of previous transactions.
  - Payments are made through phone, confirmed with ID. This introduces two-factor authentication and makes it unlikely for bad actors to steal money from students' balance. A pin/password component can also be added for security.
- A feed where all rooms in the university are available and updated along with what is going on in them.
  - All classrooms and what classes and which section.
  - Auditorium events.
  - Multipurpose hall events.
  - Labs.
  - Situation of class/lab based on the data of which students are currently occupying a room that is already available + computers in usage.
  - Connect to existing library membership/management system.
- Connects to campus' central printing system:
  - Keeps track of print quota
  - Can print through app which can access documents from phone and select them to queue from printing.

# **Wikipedia article connection game**

- Randomly generates two articles and challenges the player to find the shortest link between these articles.
- Lists the links on each article's page in a clean and accessible manner.
- Decisions taken cannot be reversed.
- Awards points based on how short the path is.
- Collects user data and hosts a leaderboard
- Creates one unique challenge per day for everyone to play and compete, while also offering practice rounds.

# **Student-Teacher communication**

- Teachers can post materials.
- Teachers can give assignments and take submission through the platform.
- Teachers and students can converse.
- Support for different channels for themed communication.
- Gamification to incentivize learning.
  - Assignment submission leaderboard (how quickly the assignment was submitted).