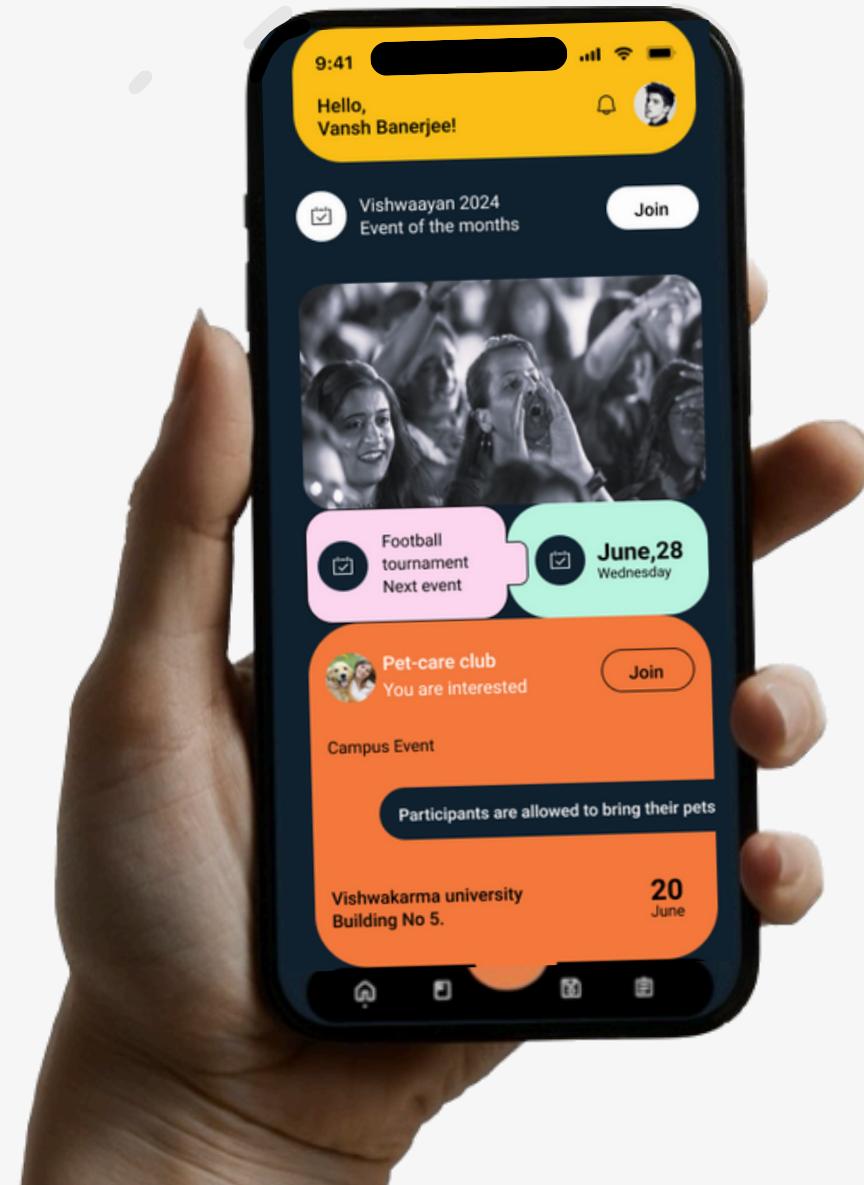


VOEP

Vishwakarma official extracurricular platform



No.

About

(01)

Overview

(A)

Research

(B)

About app

(C)

Focus groups

(D)

Survey

(E)

Persona

No.

Domain

About

About

(A)

Personal development

In the domain of personality development, individuals engage in activities and practices aimed at enhancing various facets of their character, social skills, and emotional intelligence.

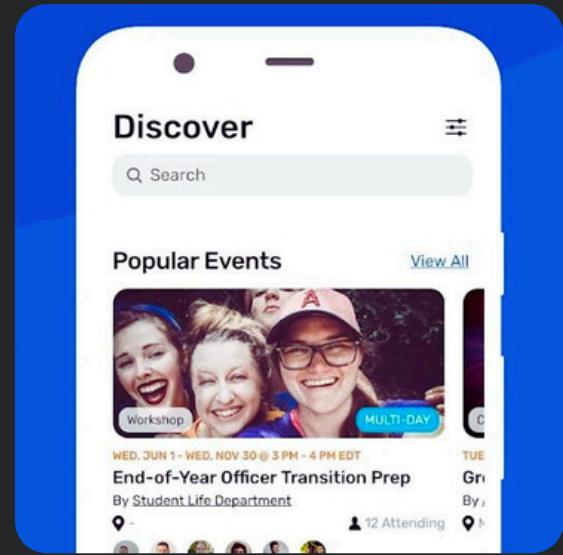
- Self-awareness
- Communication skills
- Leadership development
- Networking and social skills
- Mindset and attitude
- Lifestyle management
- Emotional intelligence



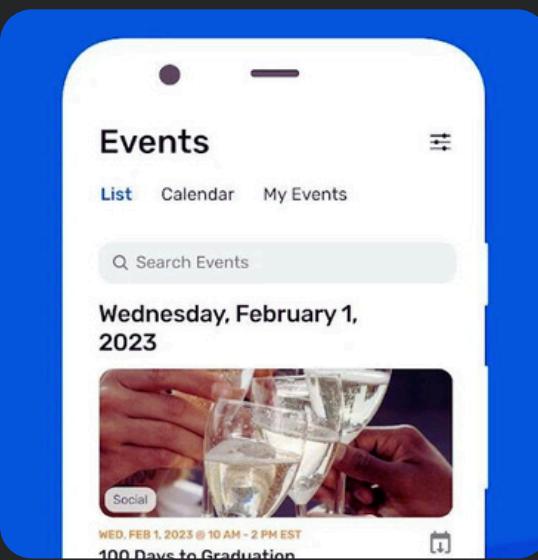
No.	App	About	Gamification
(B)	Campus Groups	A campus group app is a digital platform designed for universities and colleges to facilitate communication, organization, and collaboration among campus groups, clubs, and organizations.	No, many existing campus group apps does not incorporate gamification elements to enhance user engagement and participation.



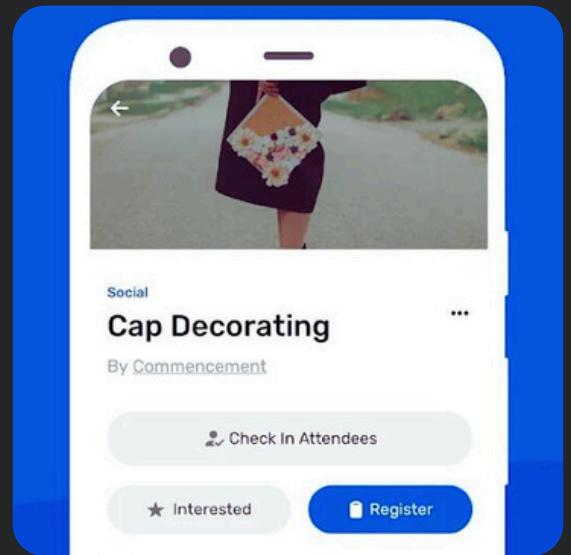
some of it's features



Quickly access all campus **events**

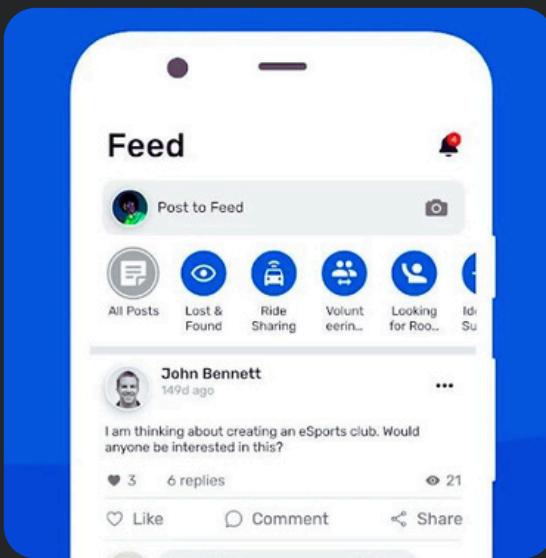


Discover and **join** new groups



—
Register to events and
stay connected

—
Chat with friends
and groups



No.	App	Demographic Segmentation	Psychographic Segmentation
(C)	Focus Group	Dividing users based on demographics such as age, gender, academic level (undergraduate, graduate), and field of study.	Categorizing users based on their interests, extracurricular preferences, and campus involvement.
	 Freshmen New students eager to explore campus life		
	 Juniors, and Seniors Continuing students looking for opportunities .		
	 Teaching Faculty Professors, lecturers, and instructors interested in staying informed		
	 Administrative Staff University or college employees involved in student affairs		

No.

About

Reviews

(D) challenges

- cluttered interface, small text, lacks gamified elements.
- Numerous glitches affecting user experience.
- Rankings are inaccurate.
- Deleting accounts poses difficulty.
- Results not displayed effectively.
- Information provided is inaccurate.

Could not open the app
★☆☆☆☆ 4y ago Soniparth71
App doesnot work properly and even the details are not even being selected

Unable to create Profile!
★☆☆☆☆ 31 Jan pk.5050
The details are not getting updated when I was trying to create my profile. So, I think this app is not as useful as the website. Please try to fix the glitches of the profile creation and let us know when you release an update.

What a stupid waste of time
★☆☆☆☆ 1y ago parth.singh71
App hangs 4-5 times per usage. Then I need to remove it from my ram and open it again. And if I give it 1 star in the app it doesn't do anything.

Developer Response
Hi, Parth we are sorry for the experience, we will make sure to fix the issue. 😊 1y ago

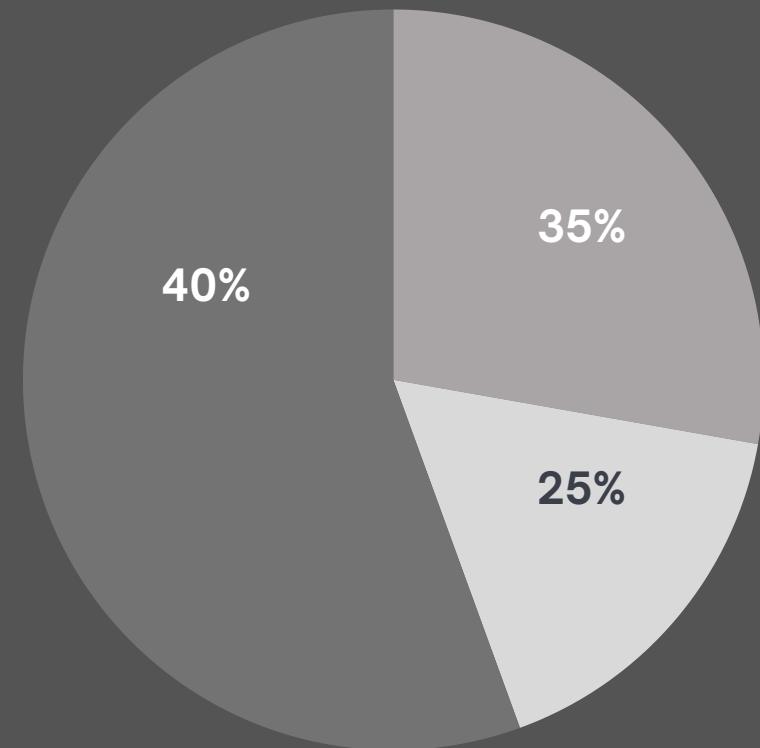
Sad experience
★☆☆☆☆ 3y ago jivan singh
App crashes no structure no organised representation..everything is weird..!

Time wasting app
★☆☆☆☆ 4y ago Särang21
It doesn't show appropriate information and sometimes gives totally wrong information.

It's not showing all the results.
★☆☆☆☆ 5y ago Santosh an indian
I am not able to see all the details. Some of the information missing.

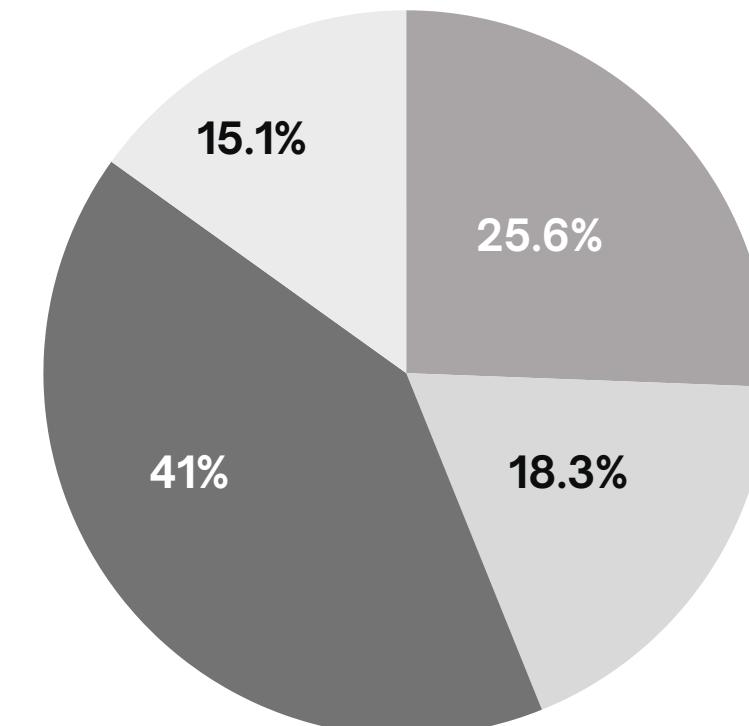
How do you feel about the idea of AI being used to select class representatives?

Moderately Interested
Not Very Interested Very Interested

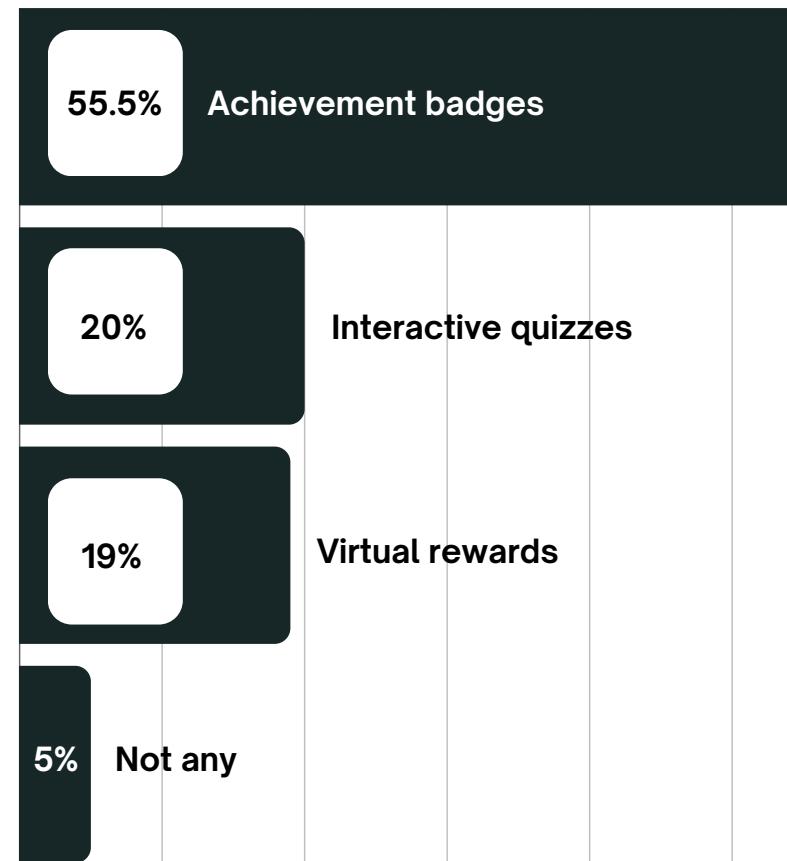


Would you be more likely to participate in extracurricular activities if they were integrated into your academic curriculum and offered academic credits?

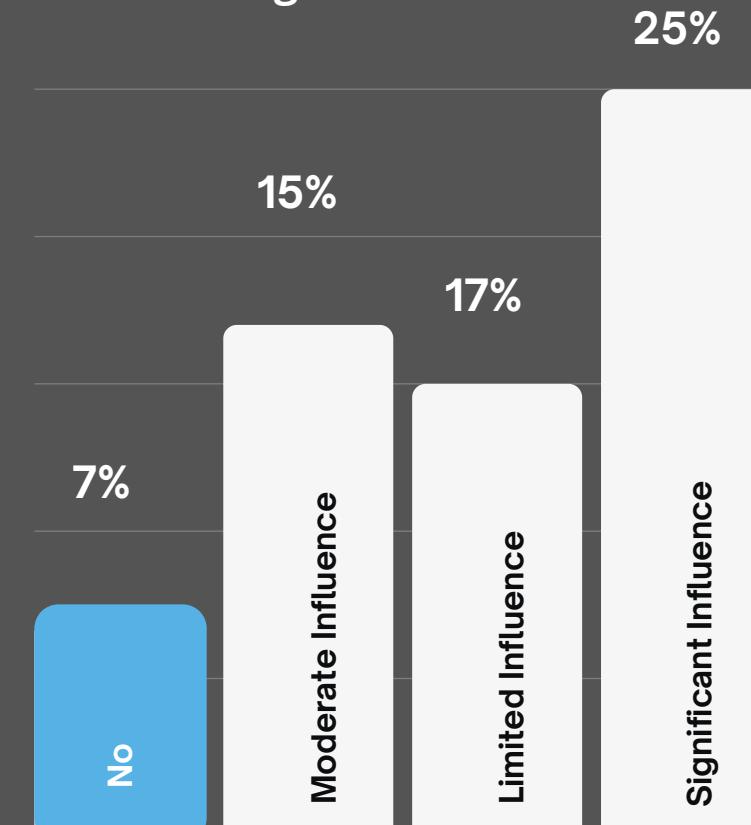
Yes, somewhat prefer Yes, strongly prefer
No, I prefer human guidance No, I don't prefer any guidance



What gamification features would you find most engaging in a platform designed to assist with university and academic club selection?



How important do you think it is for universities to implement initiatives that promote positive behavior change among students through rewards?



(E) Competitors status



Corq

A campus engagement app for discovering and joining campus events and organizations.



SpotterEDU

Achievement badges, leaderboards, and rewards for attendance and participation.



CampusLife

Achievement badges, points system, and leaderboards for campus exploration and participation.



OrgSync

Achievement badges, points system, and challenges for engagement and organization involvement.



Involvio

Achievement badges, points system, and challenges for engagement and exploration.

No.

App

App

(F)

User persona

By understanding the pain points and needs of user this is the persona for VOEP app .

Persona 1

Riya, 19 Student



'Riya is a student at Vishwakarma university she lives with her family she wanted to get active participation in extracurricular activities but being an introvert personality, she wasn't aware of clubs and events'

Goals:

- Riya aims to explore various clubs and activities available on campus.
- Riya seeks opportunities to engage with volunteers and peers to overcome her introverted tendencies.
- Riya wants to ensure she never misses an event or exhibition by receiving timely notifications.

Interest:

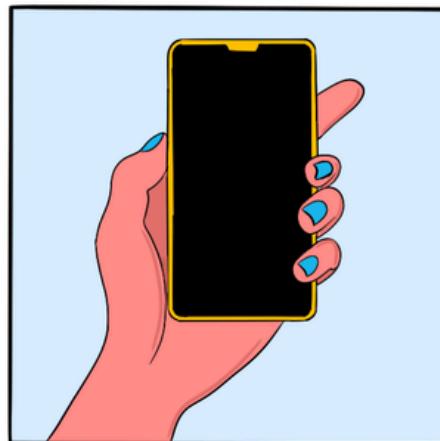
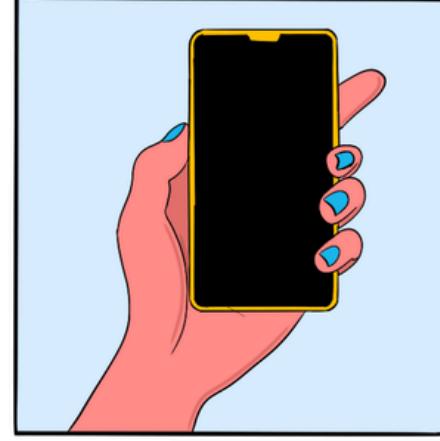
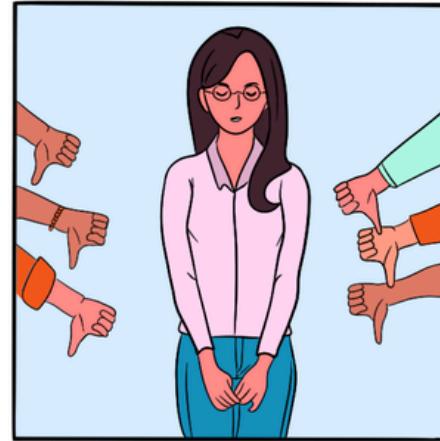
- Riya's interests include dancing, playing sports, and spending time with animals.

Pain points:

- Riya faces frustration when she misses events due to not receiving timely notifications, which prevents her from fully participating in extracurricular activities.

No.

Storytelling



No.

App

About

About

(G)

Problem

Many students lack engagement with the university community, frequently missing out on events, exhibitions, and opportunities for involvement in extracurricular activities like university clubs.

The lack of student involvement in extracurricular activities poses several potential side effects, including limited skill development, reduced social connections, decreased personal growth, restricted networking opportunities, lower academic performance

Poor awareness

Less important

Academic commitments

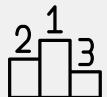
Not informed or reminded

(H) Gamified solutions



Rewards and Recognition

Virtual rewards, badges, or certificates for achievements.



Leaderboards

Displaying user achievements to encourage healthy competition.



Quizzes and Challenges

Gamified quizzes aptitude test and challenges for knowledge reinforcement



Progress Tracking

Visual representations of user progress for continued engagement.

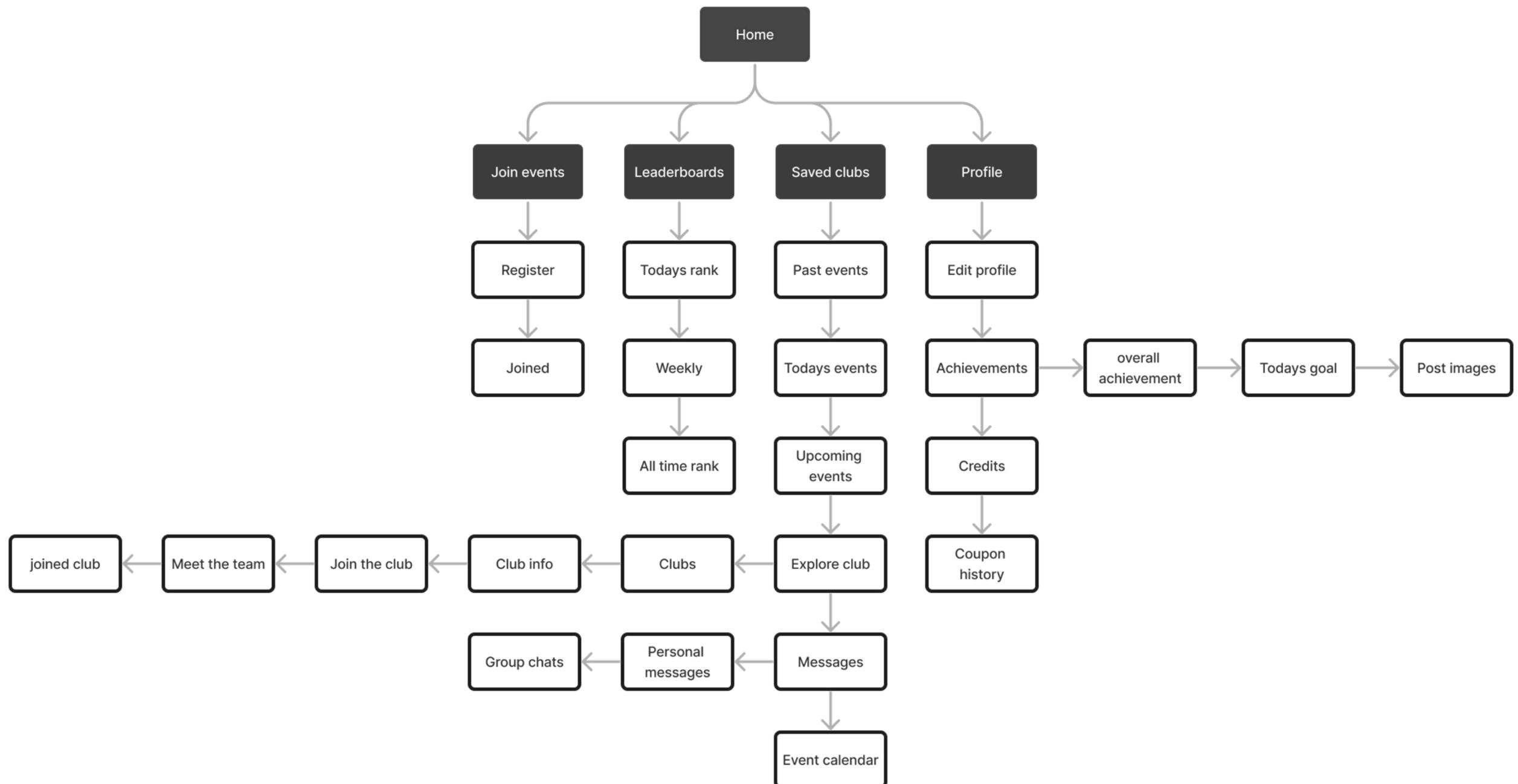


Interactive Storytelling

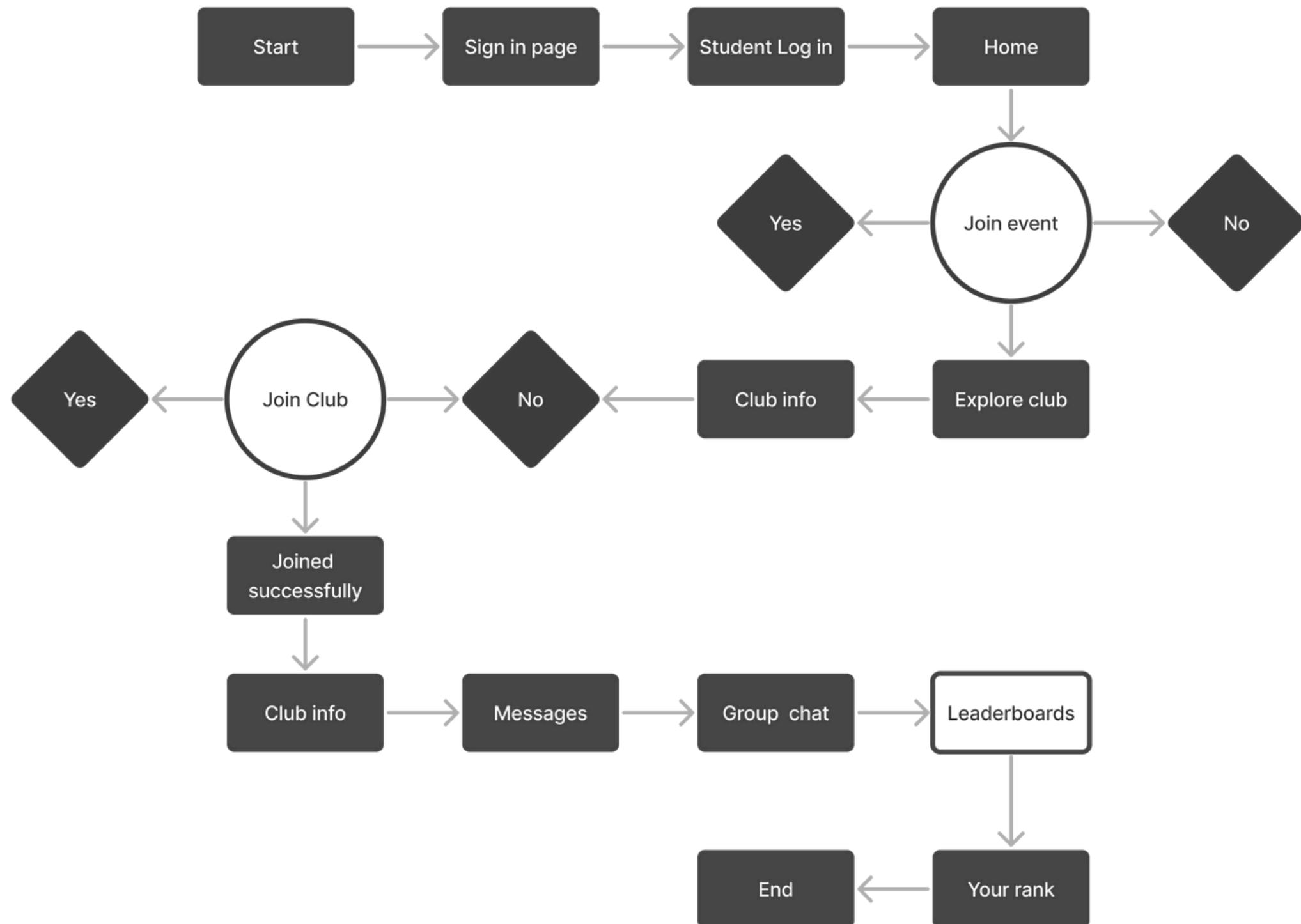
Using narrative elements to make learning more engaging and relatable.

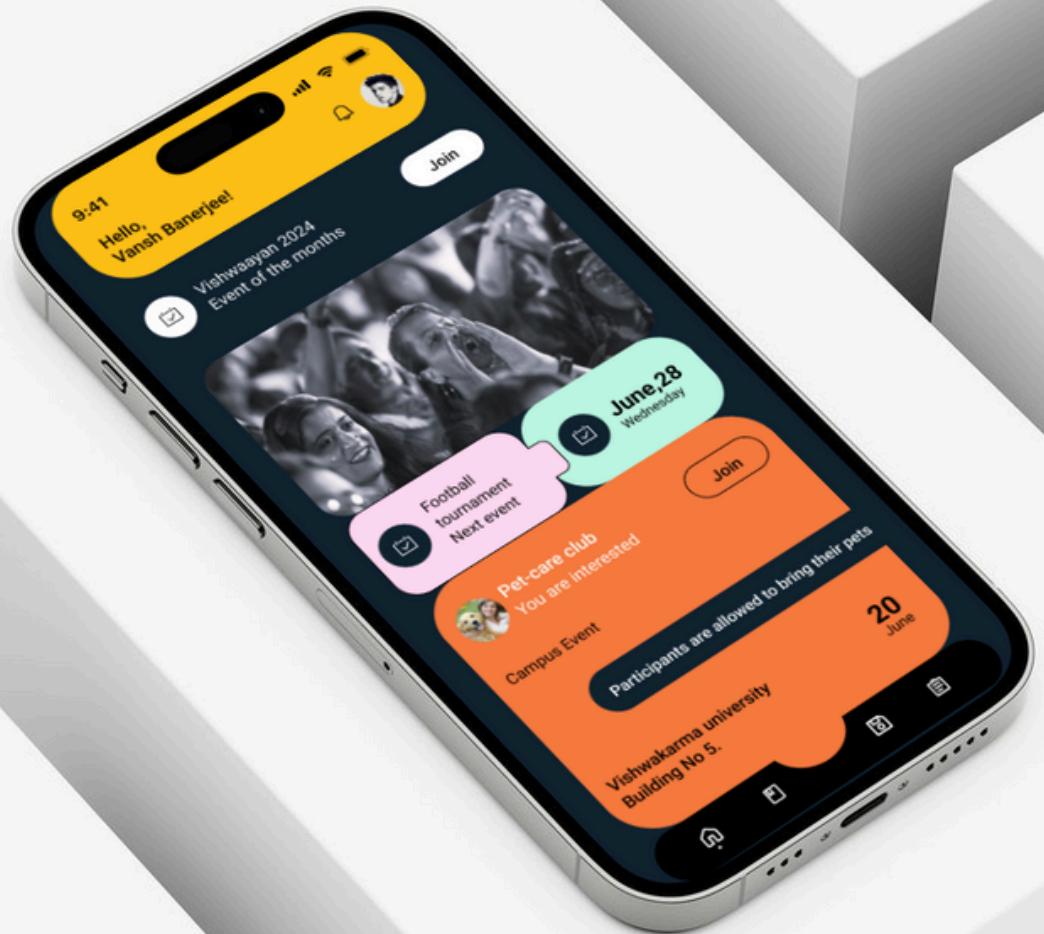
(I)

Information-architecture



(J) User Flow





No.

About

(3)

Identity

(A)

Colours

(B)

Typography

(C)

Icons

(A) Colours



F67A3E



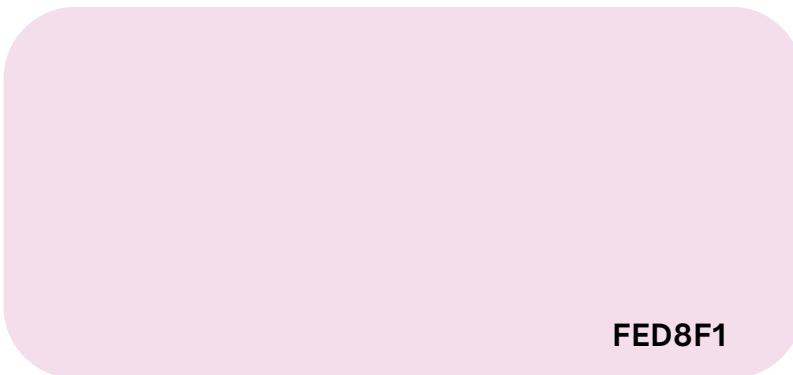
56B2E5



BBF6E2



FDC018



FED8F1



112331

No.	Subject	Height
(B)	Typography	(H1) Bold
		(H2) Semi-bold
		(H3) Medium
		(H4) Regular
		(H5) Light

Roboto font

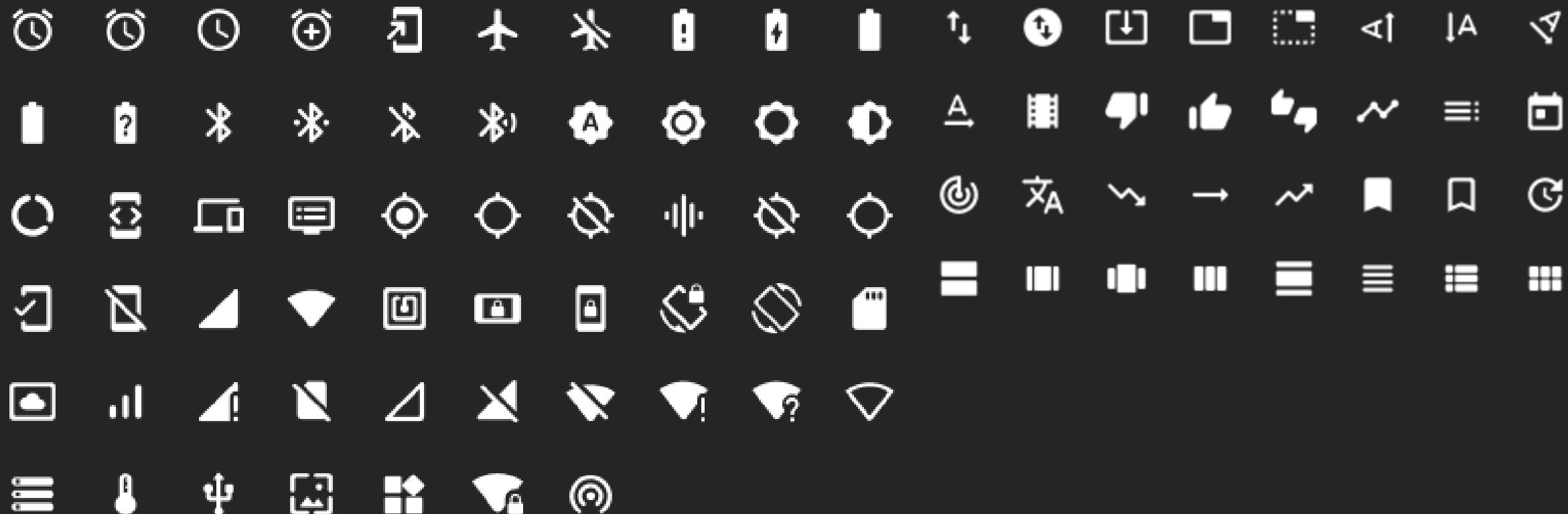
Regular/Medium

Aa

No.

Subject

(C) Icons



(04)

Overview

(A) Lo-fi wireframes

(B) Overview

(C) Watch -low fi

(D) watch - high fi

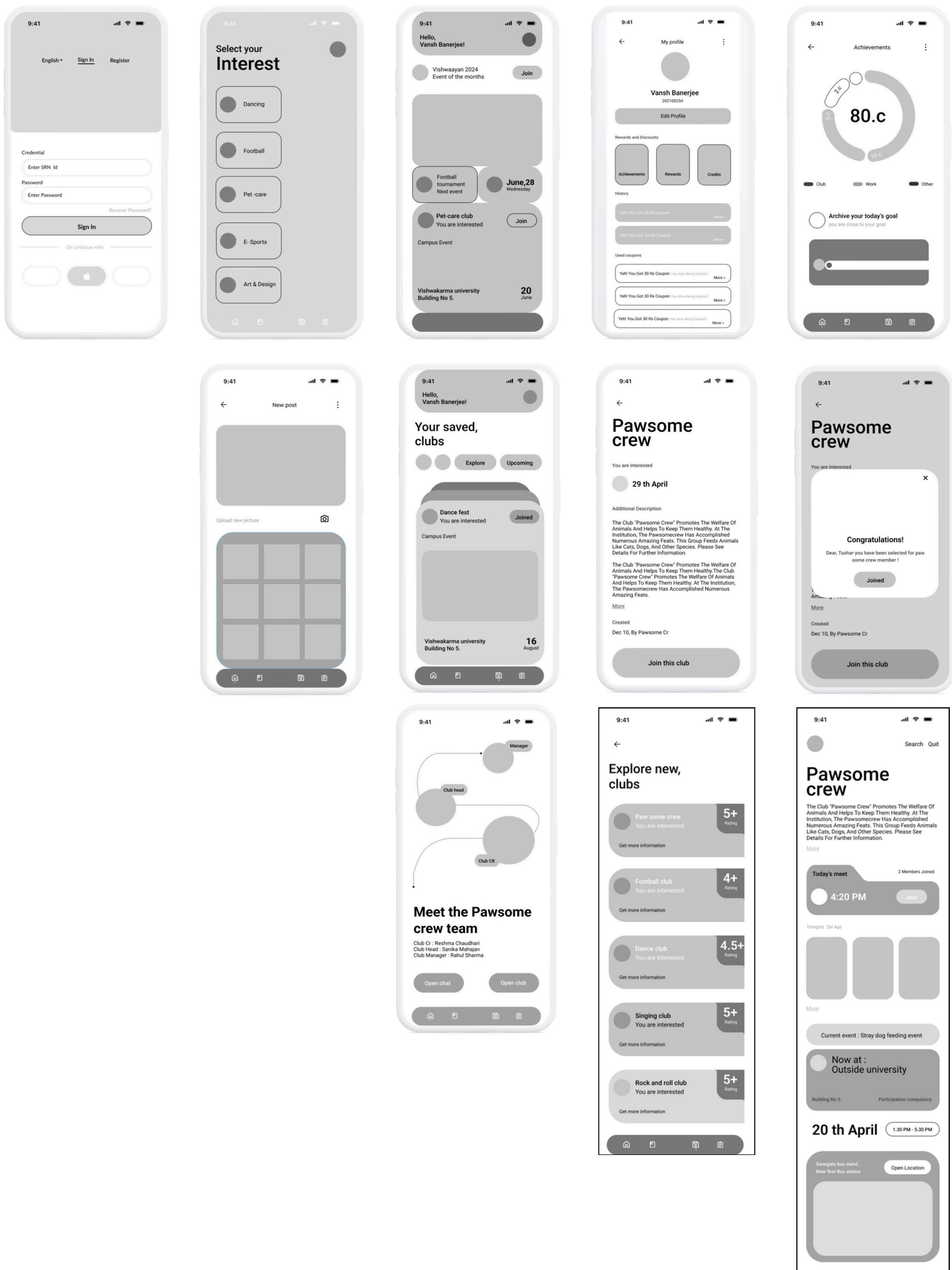
(E) Prototype

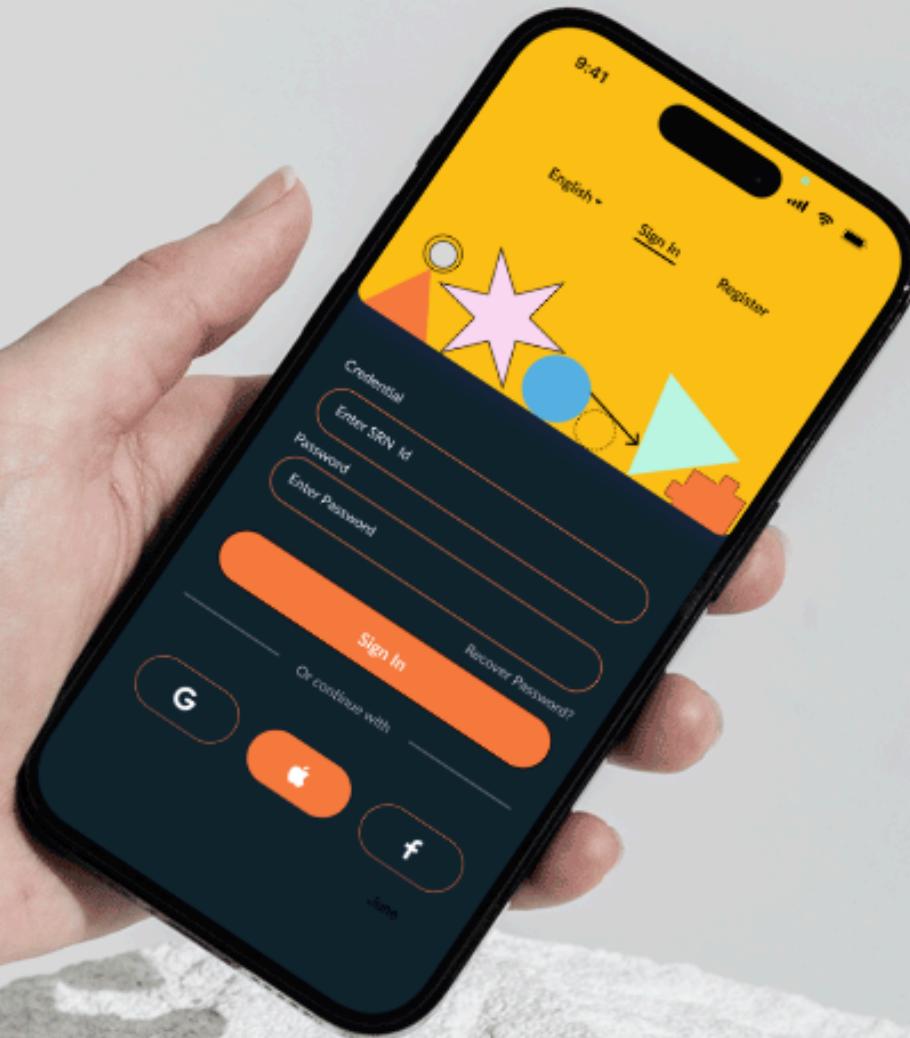
No.

Subject

(A)

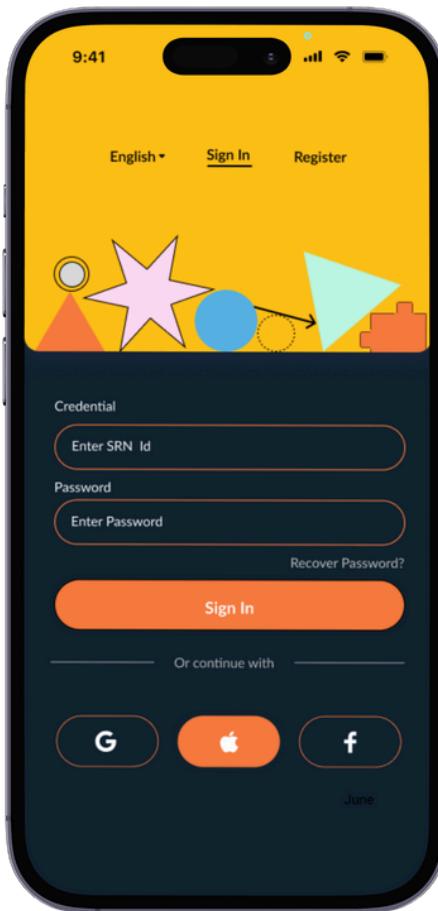
Wireframes





(B)

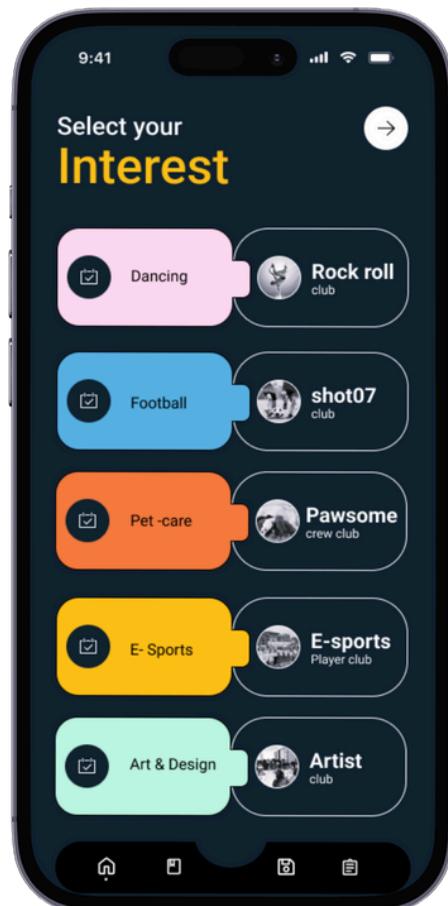
Overview



Sign in and log in page

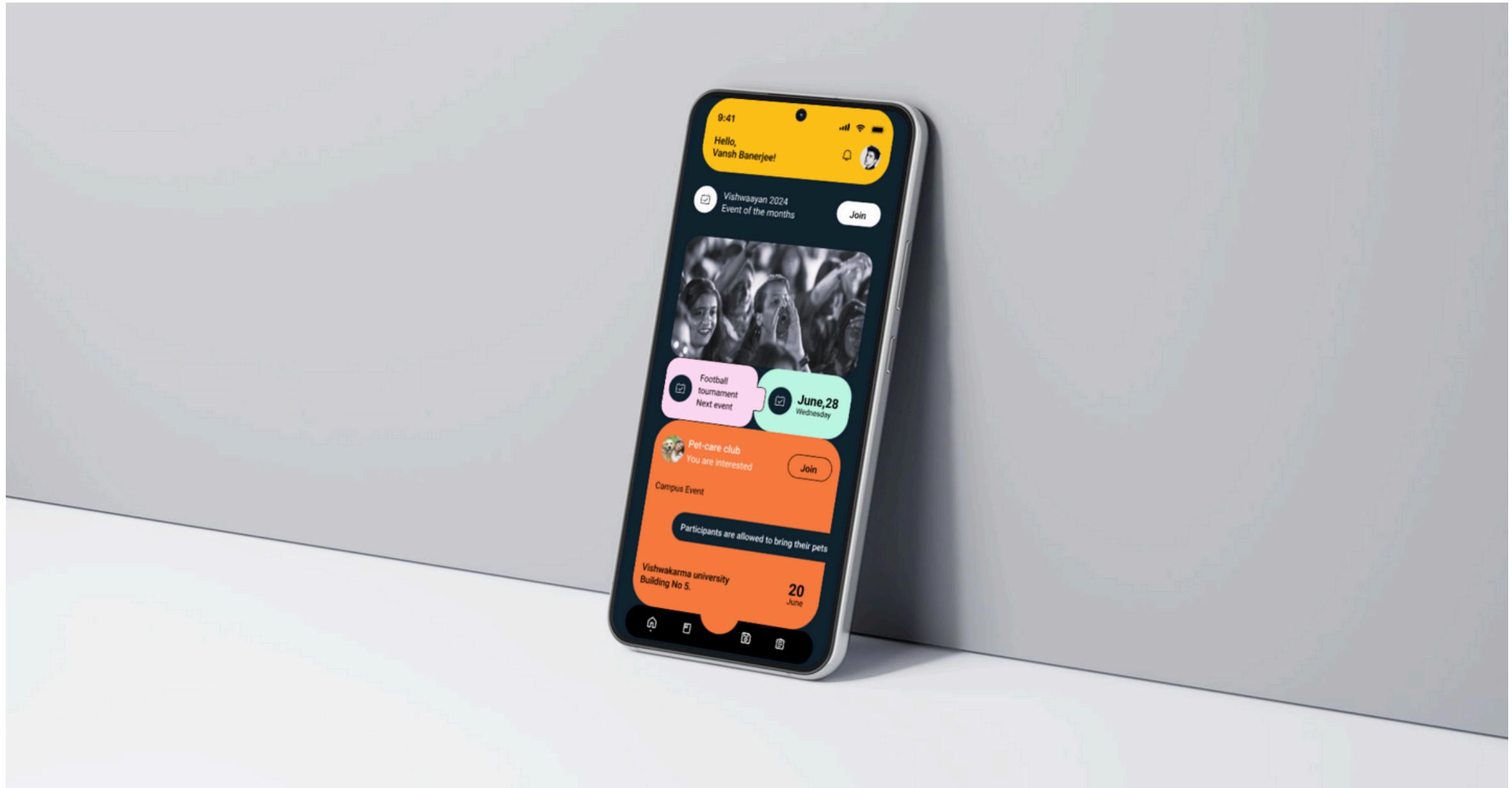
Vishwakarma log in credentials
use SRN to log in

Students can easily access the app directly by logging in with their SRN number. Club heads, who manage the clubs, can use their designated Head SRN for club login, while other students can join in through general SRN



Choose your interest

Selecting activities as per students extra curriculum interest to be a part of a club .



No.

About

About

(C)

Main page

The homepage features a section for current events you've previously shown interest in, followed by upcoming events that students can join by clicking the 'Join' button.

Home page

Students can join by clicking the 'Join' button.

Home page

section for current events you've previously shown interest in



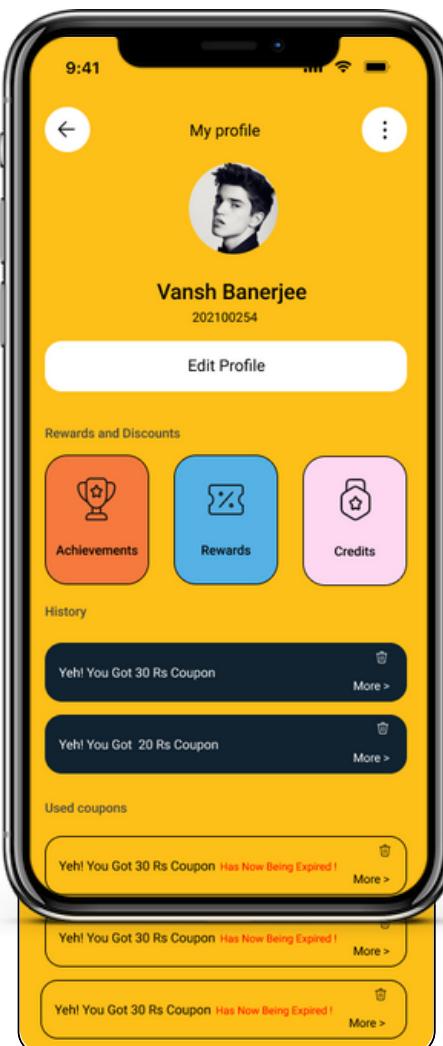
No.

About

About

(D)

Profile

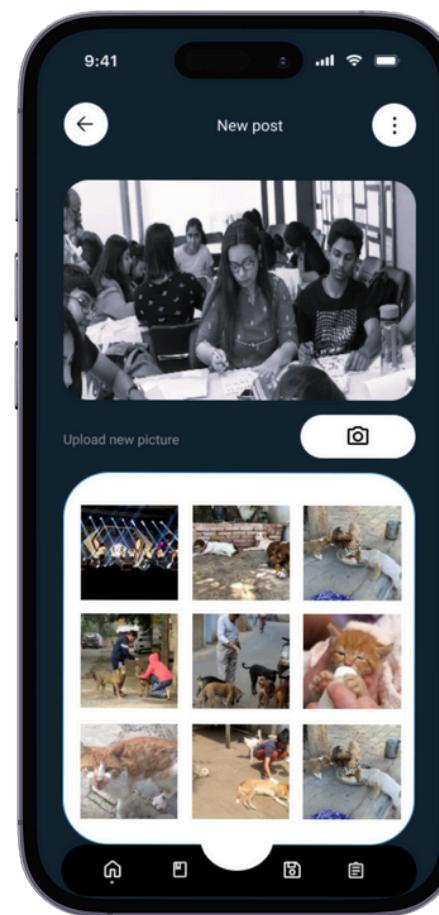
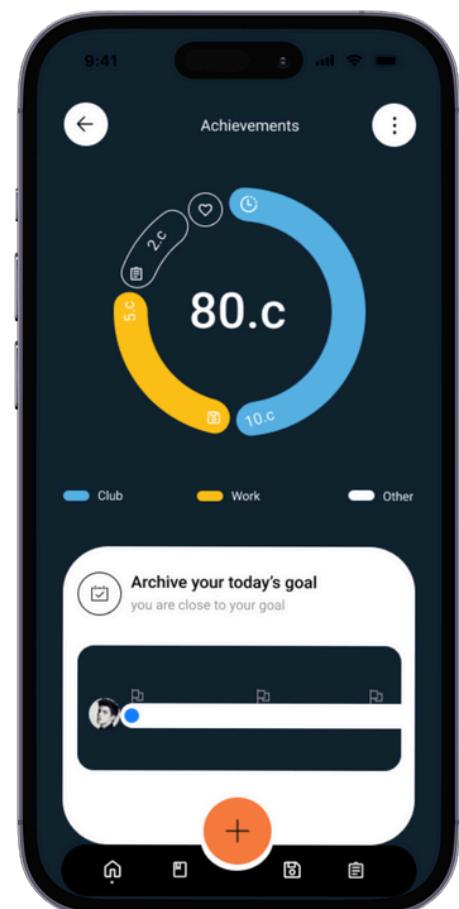


Profile page

Profile page includes achievements rewards and credits

Your achievements

Includes your total achievements as well as complete your todays goals



Complete todays goal

Students can boost your credits by posting work pictures on club group and show your work.

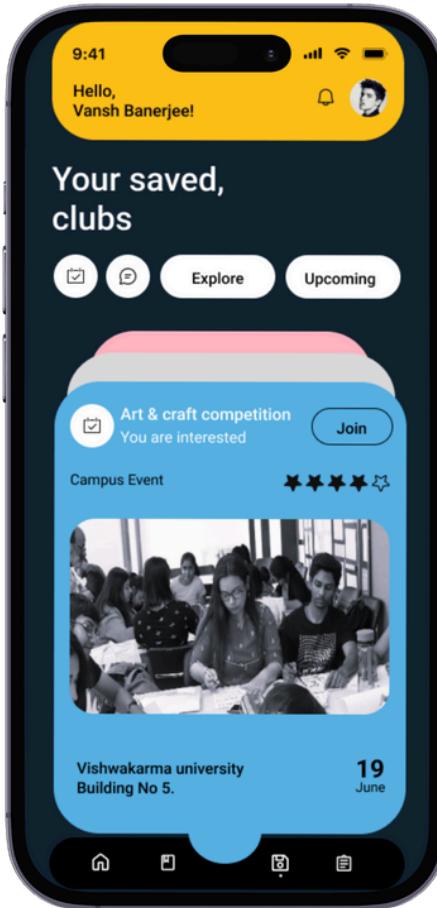
The profile page displays achievements, rewards, and credits earned through participation in extracurricular activities and clubs, allowing students to enhance their academic profiles.



(E)

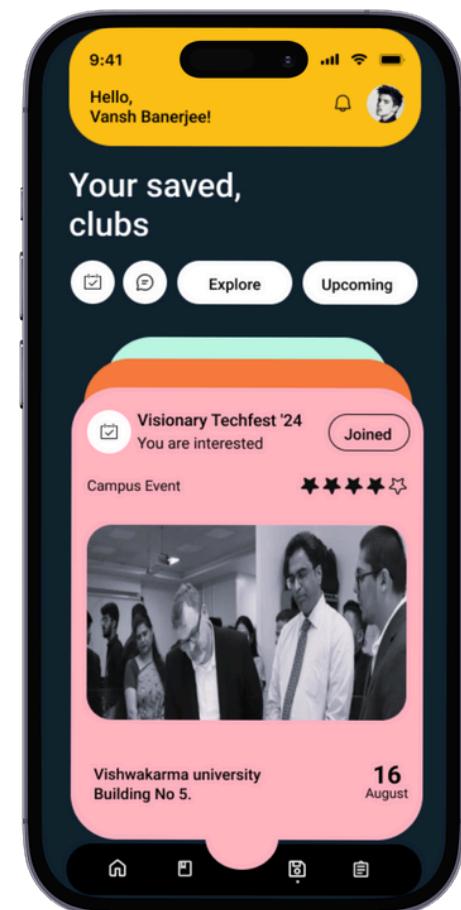
Saved clubs

This page shows the clubs and events you have saved previously, allowing students to revisit and manage the events they've earmarked for future participation.



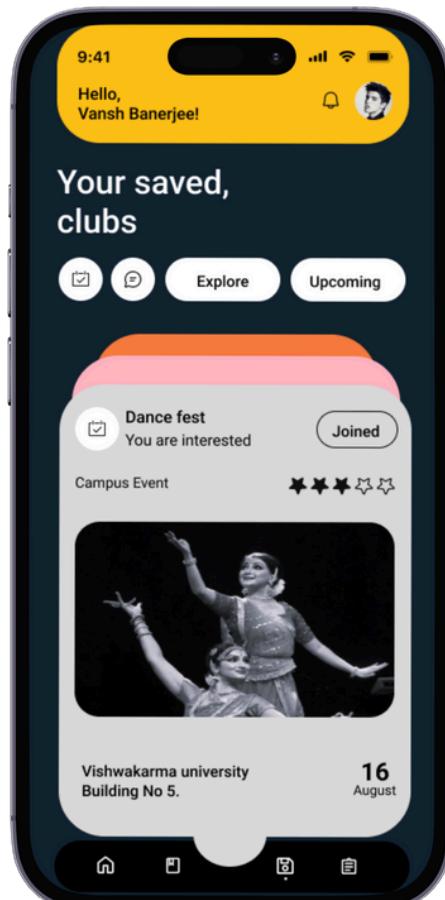
Join event

Recent saved event which student will able to join.



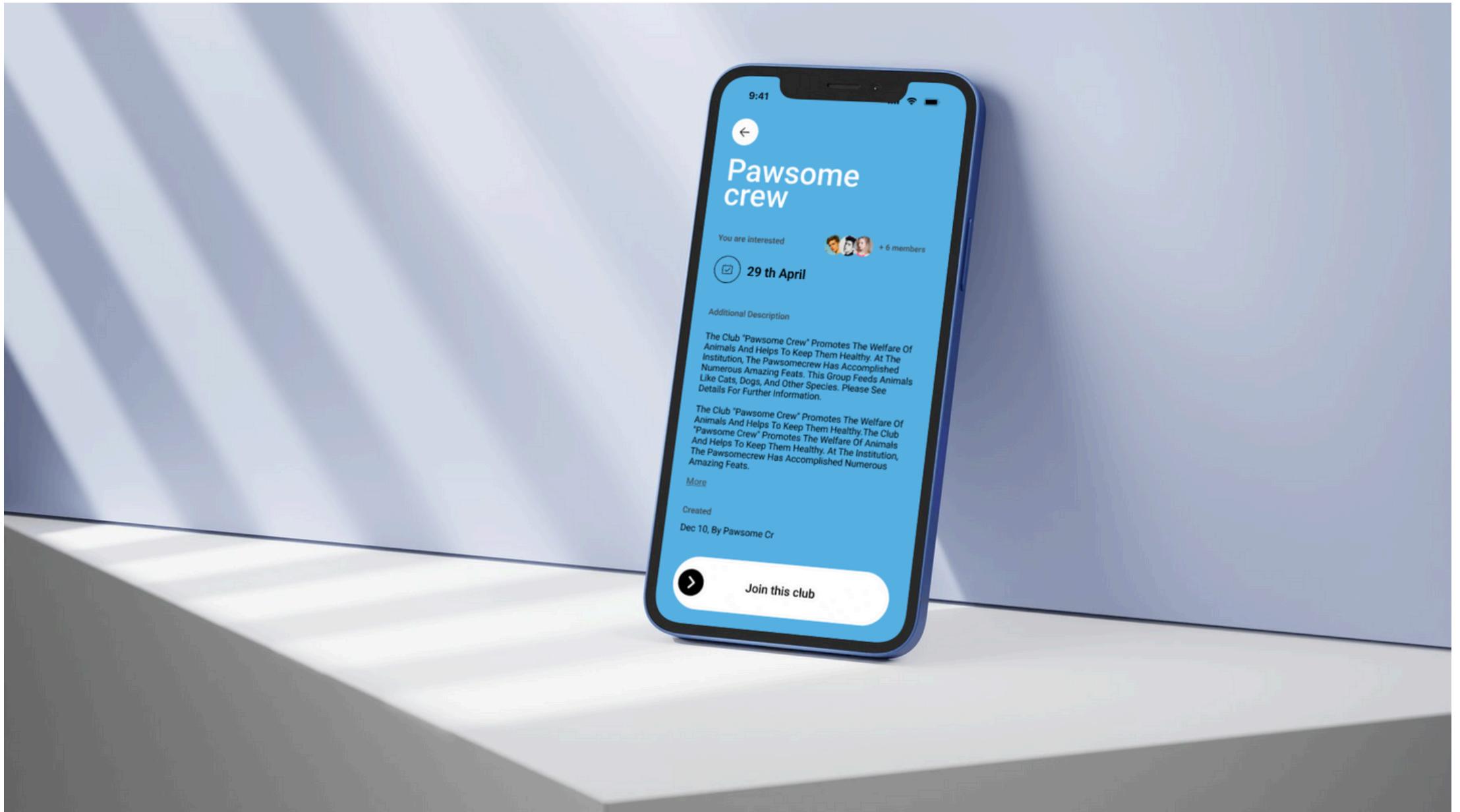
Registered event

The joined events reminder page notifies you about upcoming events you have registered for.



Explore event

Upcoming event which student will able to join.



No.

About

About

(F)

Explore clubs

Each club has a participation limit, allowing only a specific number of students to join a club at one time. Students can explore these clubs and join up to two of them.

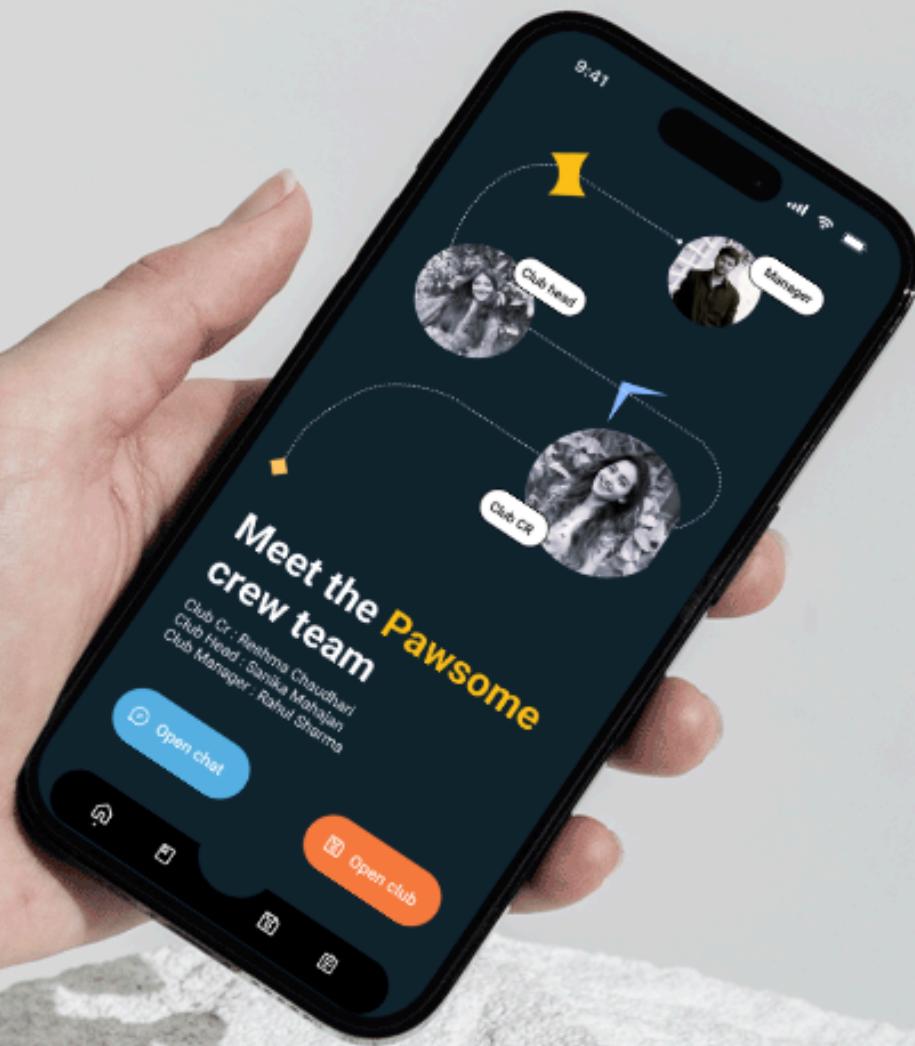
Event page

Explore events and get the information



Explore clubs

Join maximum two clubs for better academic performance



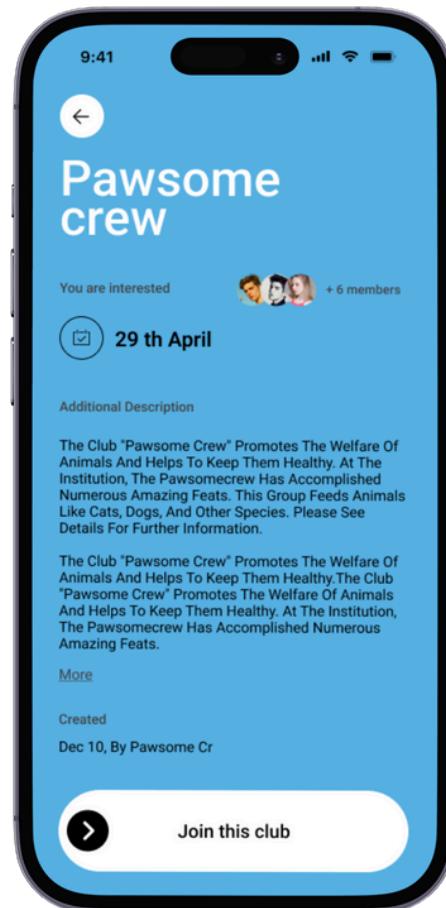
(G)

Join club

After choosing their preferred clubs, students can click on them to see more details. When they request to join, the club head will review their achievement profile. Based on this review, the club head will decide whether to accept the student into the club. If selected, the student can then join the club.

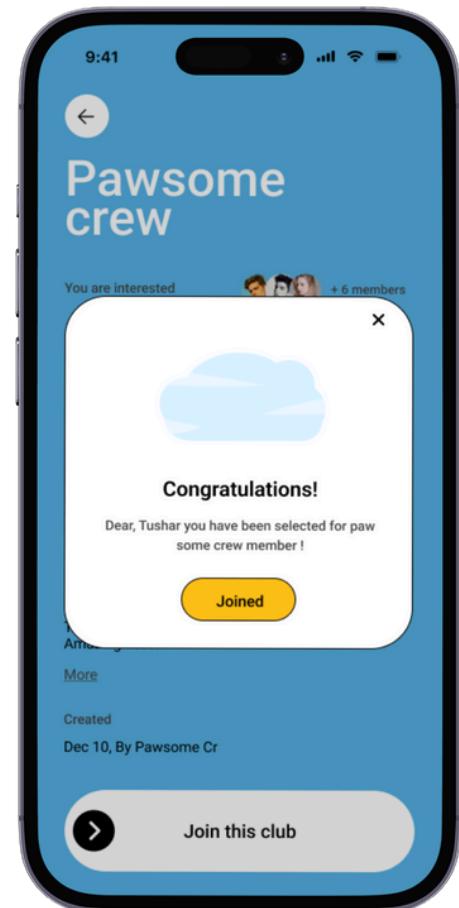
Club information

Club information page in detail and last date of joining.



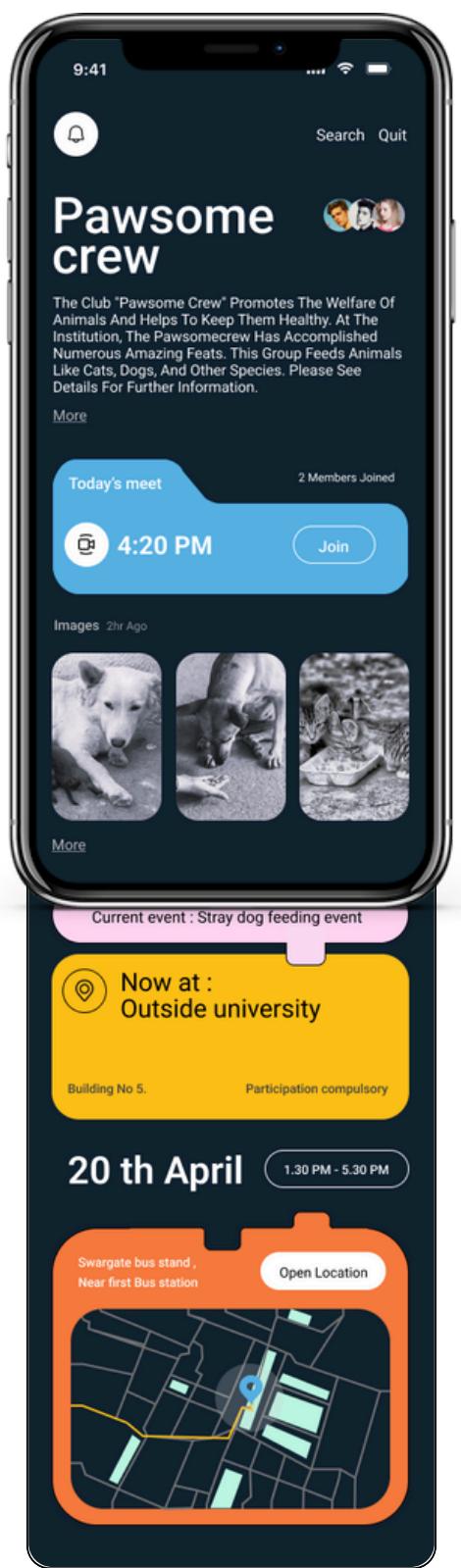
Club selection

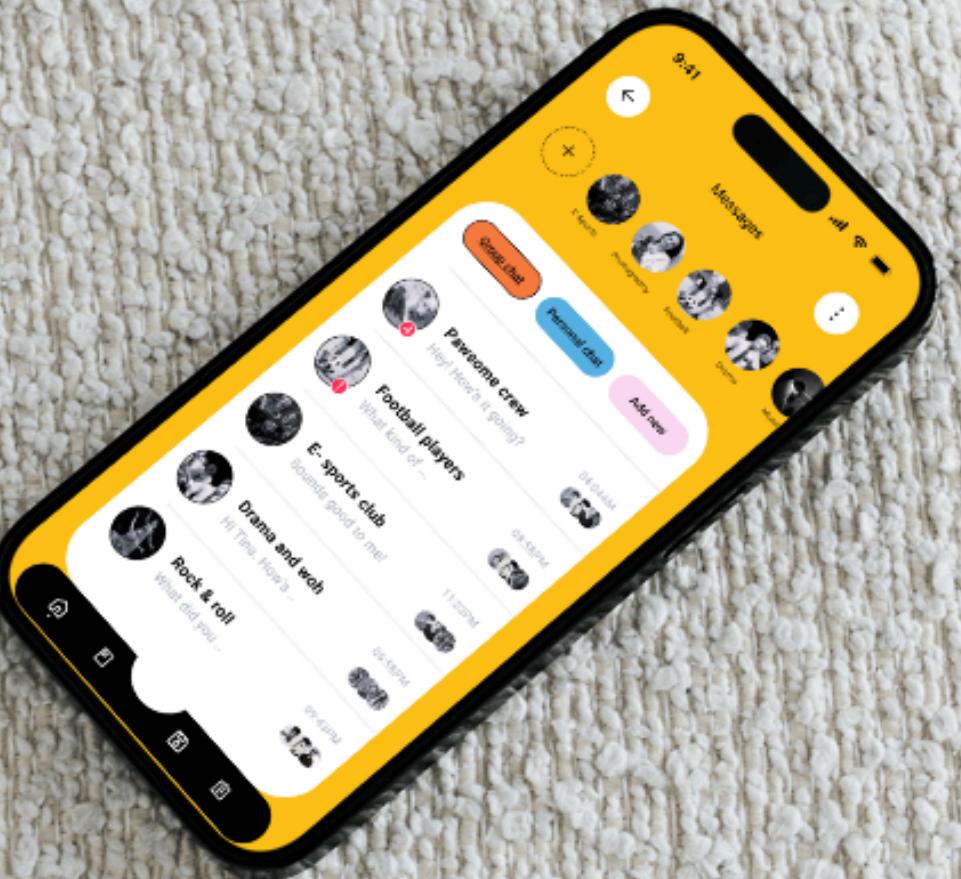
can get selected through higher achievements of the students



Club leader

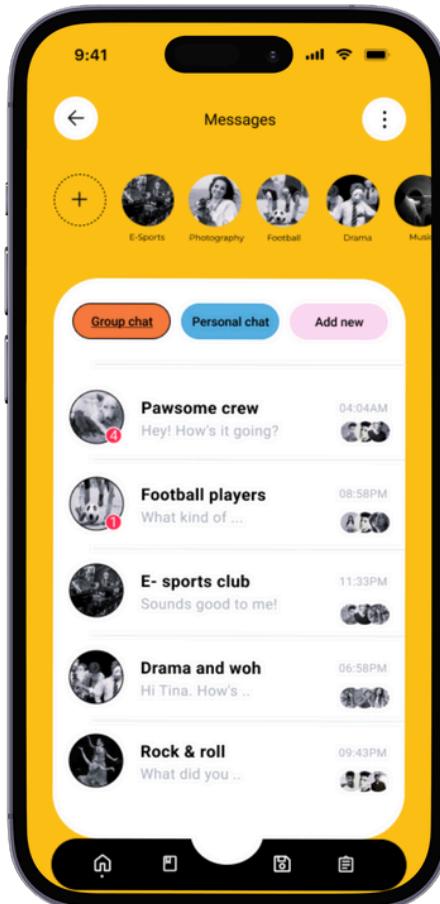
Introduction about club member page and the club leaders .





(H)

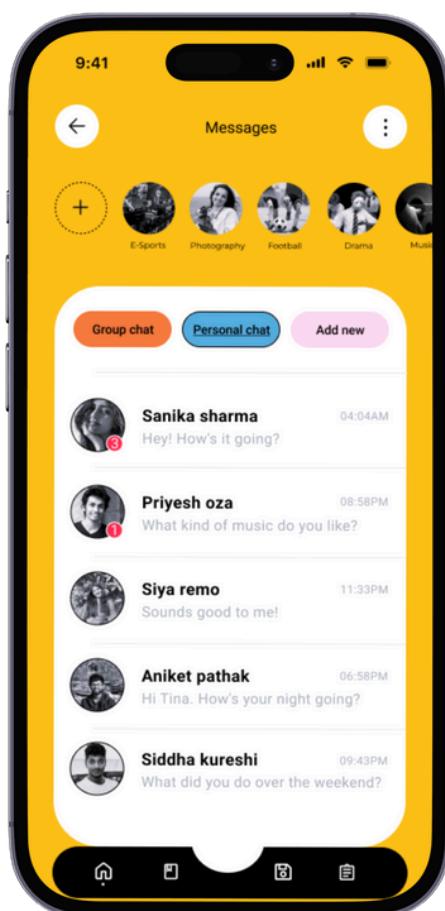
Messages



Group chat

Club and other group chat students can join

Once successfully joined, students can engage in group chats with fellow club members and also have personal chats with their friends within the platform.



Personal chat

Students can have personal chat with anybody including their friends and club members



No.

About

About

(I)

Leaderboard

The student leaderboard showcases achievements earned through club work and event participation. Additionally, an AI dustbin rewards students with credits for disposing of garbage, which can be redeemed for reward coupons like Rs. 10 or Rs. 20. These activities contribute to the overall college leaderboard.

Sign in and log in page

Daily ranking based on todays achievements which can change daily.

Sign in and log in page

Weekly ranking based on students performance



No.

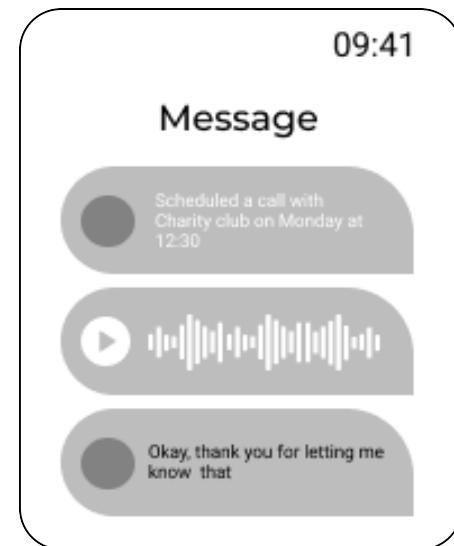
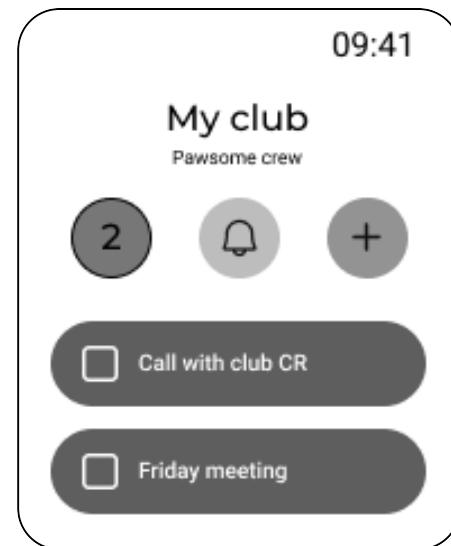
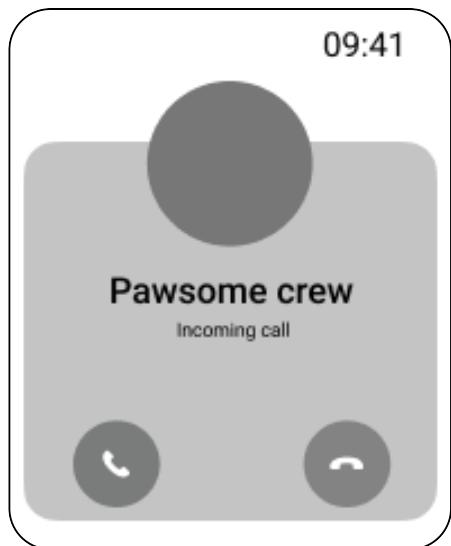
About

About

(J)

Low - fi

Low fidelity screens for watch which will send direct notifications about club event to your watch .



09:41



Pawsome crew

incoming call



(K)

Watch interface

A watch interface with a strong notification system to ensure students receive timely updates about clubs and events, helping them stay informed and avoid missing out.

Voice call

Club member can have a voice call on app itself



Event calendar

Establish event dates to ensure students stay informed and don't miss out on updates.

Student task update

Students can receive updates on the tasks they are required to complete within clubs.



Messages

Receives voice messages and text messages from the app directly.

No.

About

About

(L)

Prototype

The prototype encompasses all screens, animations, and the app interface.

Prototype page

Vishwakarma extracurricular activity app prototype

Prototype page

Vishwakarma extracurricular activity app prototype



No.

About

About

(L)

Watch Prototype

The prototype encompasses all screens, animations, and the app interface.

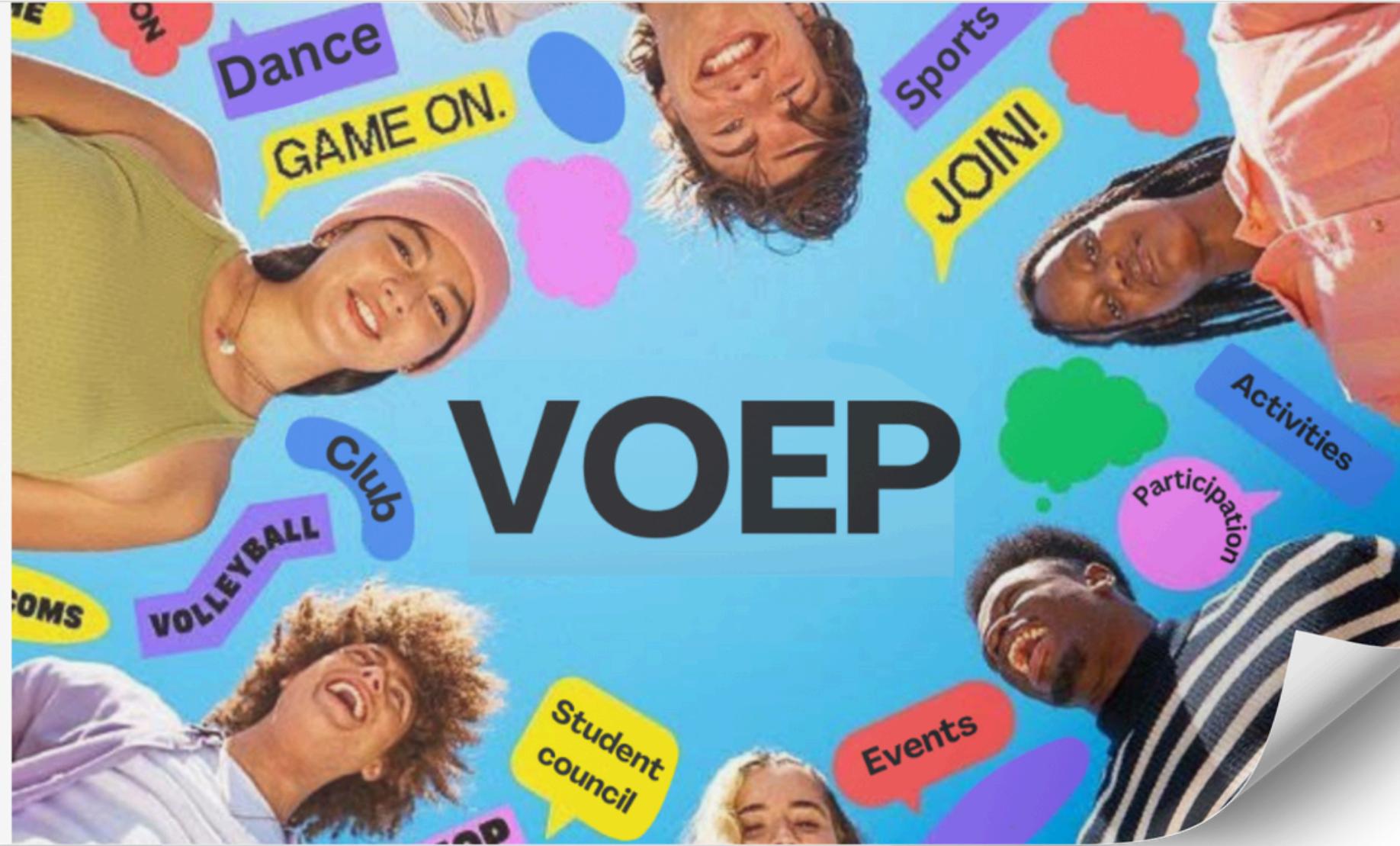
Prototype page

Vishwakarma extracurricular activity app prototype



Prototype page

Vishwakarma extracurricular activity app prototype



Thank you

