COMP 3008 A: Human-Computer Interaction
Design and Prototyping Project
Fall 2023

Team members:
- Garrison Su - 101232418
- Merraj Masstan - 101186611
- Tooba Sheikh - 101028915

● **What general area are you interested in (e.g., desktop, web, mobile, alternate input mechanisms)?**
Web application (HTML, CSS, JavaScript, SQL)

● **What is the existing need?**

Students need an efficient way to study individually before tests and exams. While quizzes exist everywhere on the internet, there should be a way for them to freely create their own quizzes based on the content they learn in their courses. This will help them identify and measure their strengths and weaknesses, and stimulate their cognition everyday. Furthermore, teachers also need a platform where they can provide students with practice quizzes to help them improve their learning.

● **Who are the target users? (and why the interface fits the criteria)**

The target users are mainly students who go to highschool, university and college. Since this app is focused on helping students study and tracking their progress, it needs to be easily accessible from anywhere. Students can have very different circumstances from being international students, e-learning to in-person attendees. Therefore a web application is the perfect interface for our target users who would need to use this from many different locations on many different devices. The target users also include teachers or tutors who want to provide quizzes and review material for students.

● **Is this feasible within the timeframe of the class? YES**

The project is designed and built to easily accommodate growth and expansion. We can start by creating a prototype and then gradually continue adding/removing features that align with our objective. Our project has a clearly defined goal focusing on essential features such as self quiz creation, score tracking and study note management.