

Collab

Our Research



1 out of 3 NUS Freshmen



2 out of 3 Undergraduates



2 out of 3 Graduates

Face **difficulties** finding groups & compatible group mates

The Problem



Freshmen who do not become close with their orientation groups or do not participate in **freshmen orientation camps** will face further

difficulties when they do not have a wide network of friends to do projects with, and will have to do group projects with **unfamiliar people**.



Senior students (**Undergraduates**) face the same problem (of being unable to find compatible group mates) when they enroll in

modules with various prerequisites or are highly specialized, **reducing the number of people they know in class**.

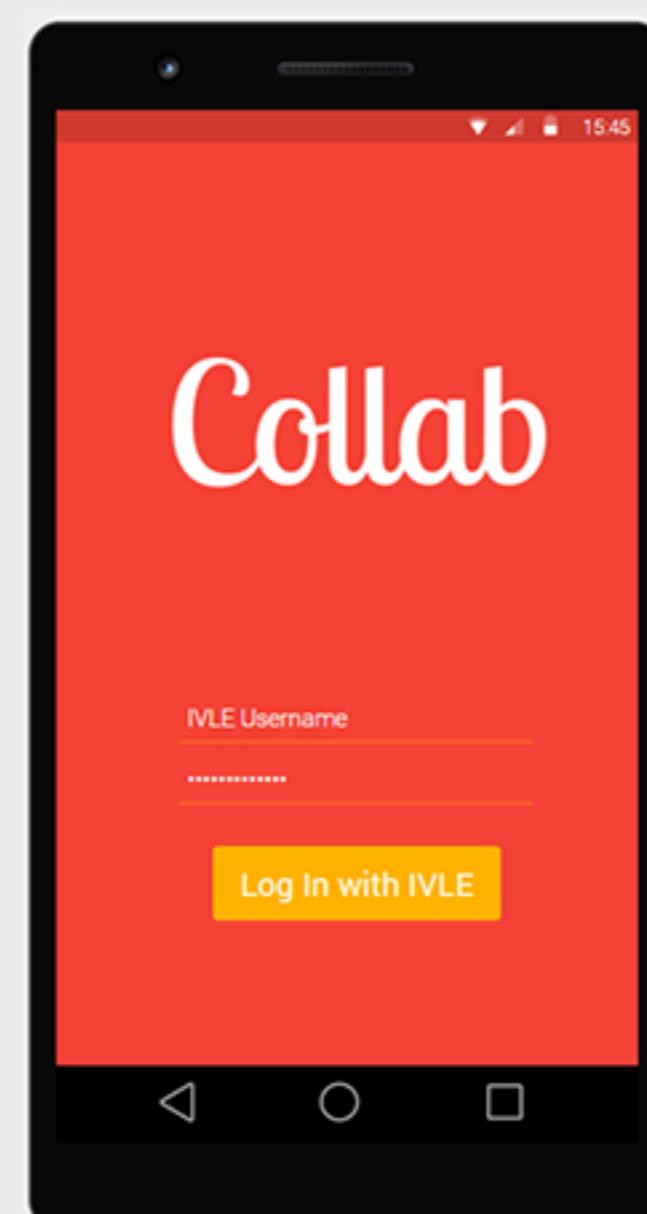


Graduate students also face **similar problems**. Some take their graduate studies full-time, while others do a part-time graduate degree while working. Furthermore, graduates are also allowed to do undergraduate modules to fulfil some of their requirements. This greatly **reduces the chances** of them knowing any other graduates that are taking the same course as them. **Differing schedules** will also make it **difficult to collaborate** with these unsuitable groupmates.

Our Solution

We aim to solve the problem of (undergraduate and graduate) students who are constantly unable to find a group (for their projects) with compatible groupmates.

Thus, our mobile application Collab was born.



Timeline

- Week 2** Kick off team meeting
- Week 4** Formulating of proposal and user study
- Week 6** User study via Contextual Inquiry to obtain more information before we start prototyping
- Week 9** Initial prototyping producing our individual prototypes (Version 0.1)
- Week 9** Prototype evaluation for each of our individual prototypes using concurrent think-aloud approach
- Week 11** Refinement of prototypes to form our group prototype (Version 1) using the information obtained from prototype evaluation in week 9
- Week 11** Prototype evaluation of our prototype (Version 1) using concurrent think-aloud approach
- Week 12** Refining our prototype again (Version 2) to finally settle with our final prototype
- Week 13** Final adjustments to our prototype (Version 3)
- Today** STEPS Event

Findings

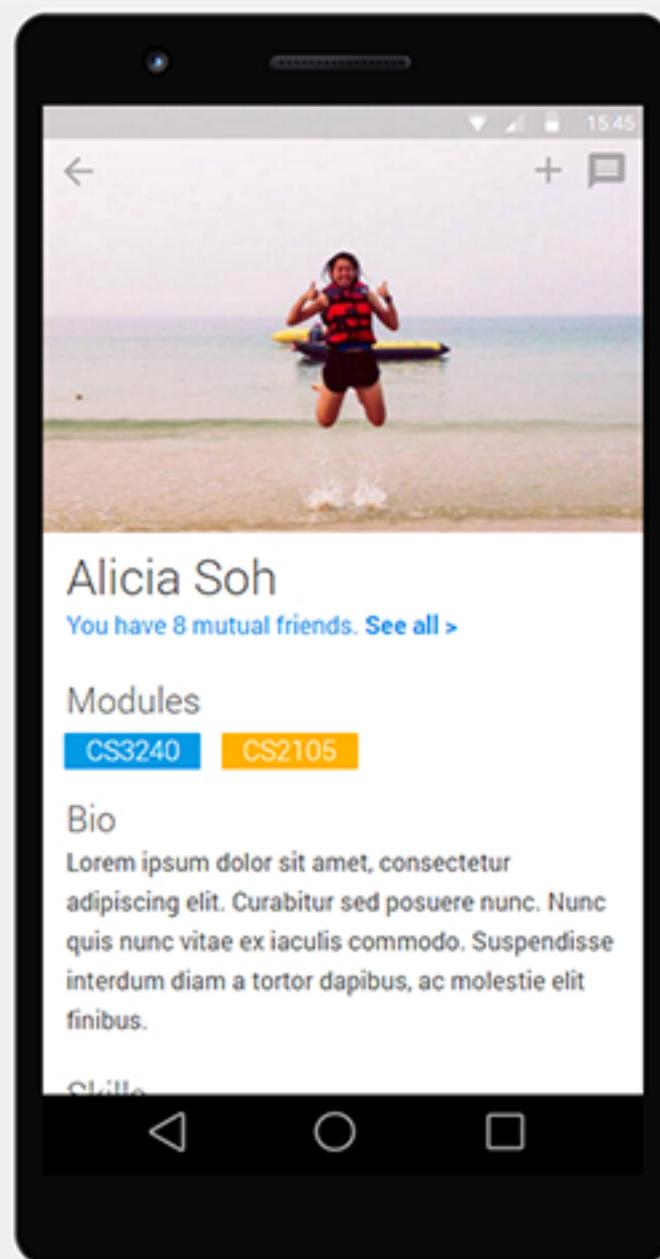
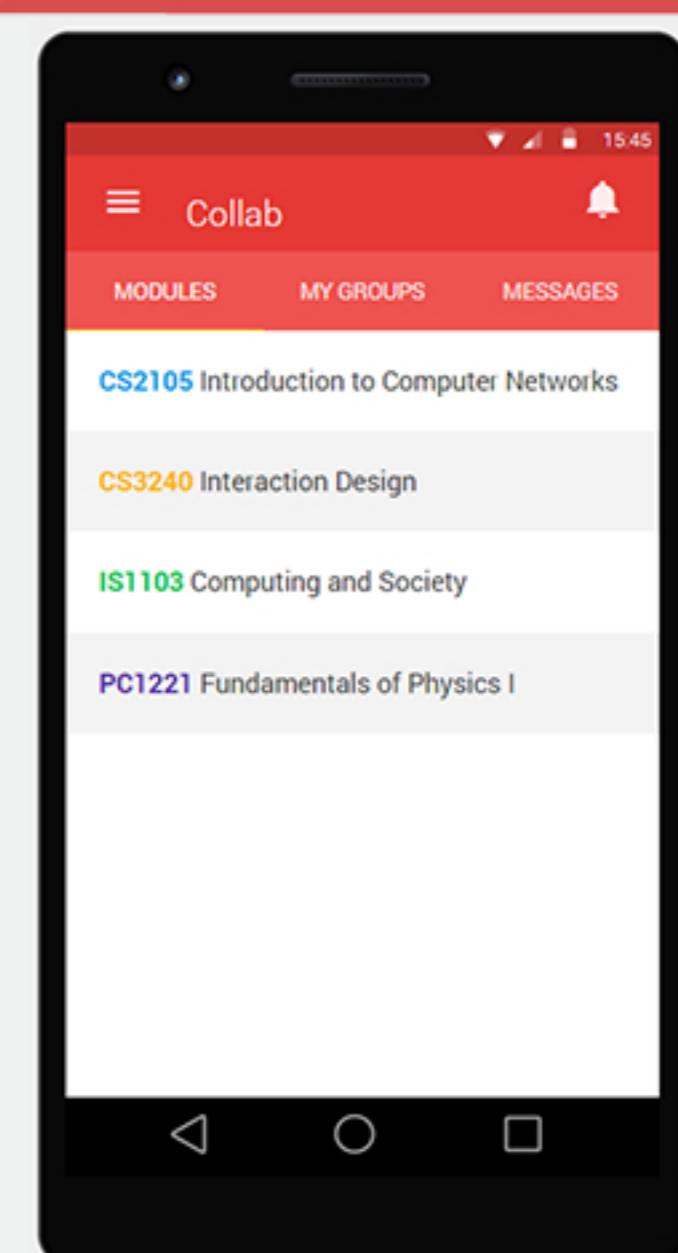
From our user evaluation process in week 9:

- 2 out of 4 users gave us the feedback of "This app will be useful if it were to be **integrated with Facebook**".
- We also received the feedback that the visibility of number of **mutual friends** and the names of the mutual friends that the user has was very useful -- users then do not need to switch between applications to check who is/are their mutual friend(s).
- Users do not mind the hassle of **signing in into the application** before they are allowed to access the functions.
- Users prefer a **clean and simple look**, with a familiar design.

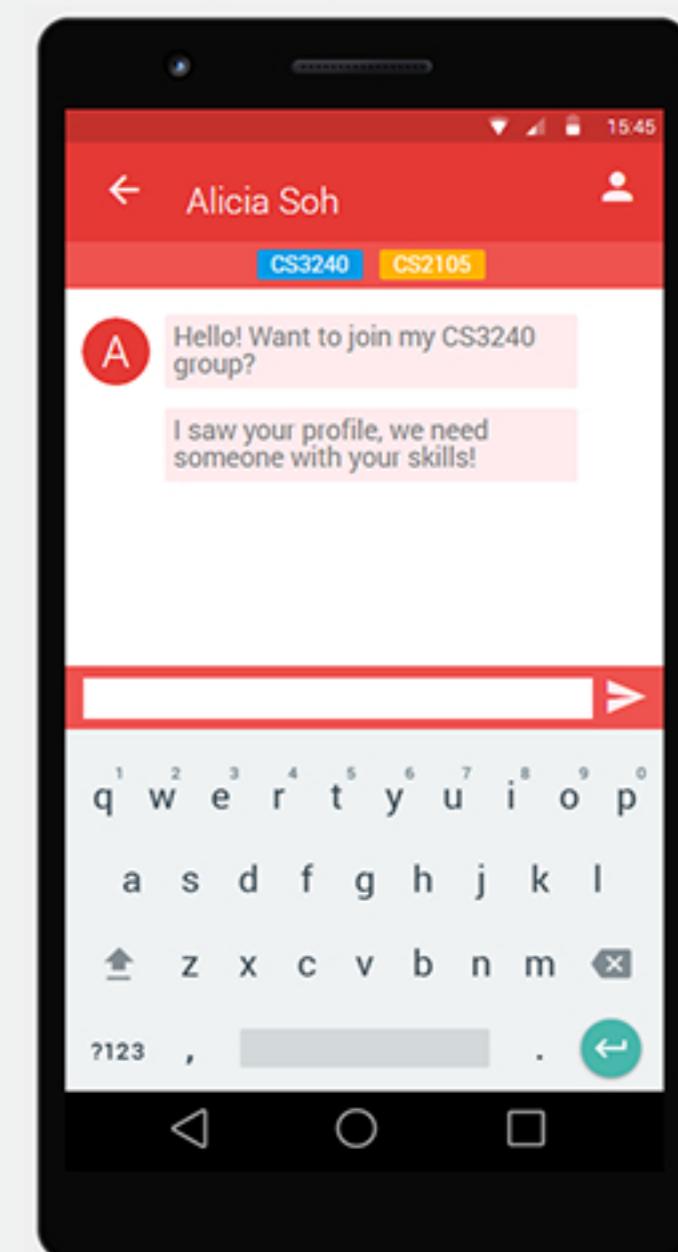
From our second evaluation process in Week 11:

- Some menus have **repeated functions**, e.g. the side drawer menu displayed information on tabs. While this was originally designed to be convenient, users found this more cluttered.
- The icon used to represent notifications is not very appropriate as it is an inbox icon.
- There is no way to know at a glance that there are unread messages -- **users had to click on the message tab to manually see** if there were any new messages.

Collab App Features

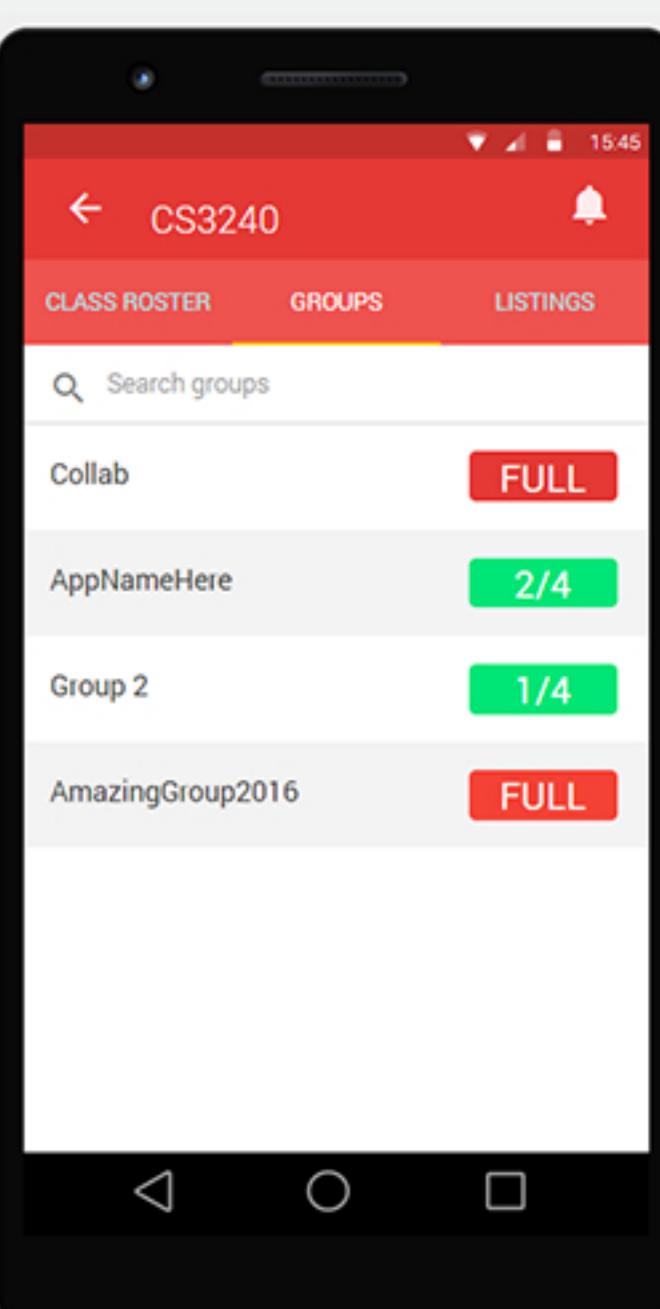


- Module labels so users can easily recognize where students are from
- More detailed user profiles with specific skills section so users can make decisions about engaging them



- Instant messaging system to contact other users

- Ability to request, send, receive and reject group invitations
- Push notifications for updates when the app is closed
- Integration with IVLE and Facebook



- Shows current strength of each group in numbers
- Module-specific Listings page so users can pitch themselves to coursemates
- Users with mutual friends are highlighted in the class roster for each module