

Studyhub – on going project documentation

DECO3500 – Social Mobile Computing



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University of Queensland

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# **Project Brief**

StudyHub is a project designed to solve numerous common problems that students encounter every semester such as:

* Not knowing anyone in the course, making it awkward when it comes to forming groups. Some students even miss out on group forming sessions.
* Scattered resources – Apart from Blackboard, there are many other sites with useful resources for students to utilize during revision periods. However, students need to create many accounts to access such resources.
* On the topic of having many accounts, students also have many accounts for different communication and or collaboration apps and they tend to forget most of the account details, hence making it difficult to login when they need to use the apps again for other courses later.

There are two major features of StudyHub and they are:

* A centralised place for resources – where students can access all useful resources from the app instead of opening multiple tabs trying to find the resources they need.
* A communication/collaboration platform where students can view all students that are enrolled in the same course and form groups beforehand and make group work and group communication much more efficient.

Construction of project is limited due to time constraints so the group decided to mainly focus on the communication/collaboration feature of the app.

# **Project Documentation**

According to our Project Proposal, this project breaks down to the following phases:

* User Research Phase
* Paper Prototype Design Phase
* User Testing Phase
* Design Re-adjustment Phase
* Construction Phase

Design process and changes for each phase are documented below.

## User Research Phase

As current UQ students, we knew the problems listed above very well and since our main focus was communication/collaboration, we also would like to know what other students think or suggest when it comes to problems with communication/collaboration. A user research was conducted.

A quick survey was created and sent out to students and responses were received and summarised.

**Link to the survey:** <https://docs.google.com/forms/d/e/1FAIpQLSdiKTDAX38rbtVxc8j9dFwI61RIBFyVFWnrUyP-vGeUcPAgLg/viewform>

**Summary of responses:**

Out of all responses, 61% of the respondents currently use Facebook to interact and collaborate with other students in their courses. All respondents agree that communication is easy with the use of Facebook Messenger due to its push notifications so peers reply quickly. However, they find it difficult to collaborate and lack of file sharing. Other recommendations include: a screen sharing function but that cannot be implemented in time due to the time constraint on project, automatic group forming for teams and a way to browse attached files without going through chat dialogues.

Detailed responses are in the Research folder.

**Task Allocation:**

Survey creation – Bob

Survey distribution - Everyone

## Prototype Design Phase

**Design Process:**

After summarising the feedback we have received from surveys, we created a prototype online. Link to prototype: <https://app.atomic.io/d/82zyEp7cE2Sg>

The prototype was designed on a mobile platform which included both features but mainly focused on the communication/collaboration functionalities.

We included a feature where students can view all students that are enrolled in the course and can form groups on a separate page on the app. Students can also message their practical or tutorial session groups and receive immediate responses in case they have missed anything. This is faster than sending emails to individual students as a tutor or lecturer because some students may have the same questions in mind. Answering questions in a group chat is more efficient.

Students can also open files on the app but some lengthy documents can be hard to read due to the small screen sizes of mobile phones. We aimed to keep the layout neat and user friendly.

**Task Allocation:**

Prototype design and creation – Everyone

Prototype review and testing – Everyone

## User Testing Phase

Goal:

Feedback:

Task Allocation:

## Design Re-adjustment Phase

Goal:

Process:

Task Allocation:

## Construction Phase

Goal:

Process:

Task Allocation: