Alvin

Based on the initial interviews and an online survey, we found that most UQ students follow a typical process to participate in an event held by clubs and societies. First, prospective members go to the Market Day and become a member of one or several clubs. Second, they keep connected with the club mainly via online social media to get the latest news of events. Third, they can choose whether or not to participate in the event. However, a bunch of problems exist in the process. For example, students have many considerations before they make a decision to attend a club or an event. They are lacking information about the activeness of the club, whether the event matches their interests, etc. More importantly, some of them report that they are disconnected with the club, and they have never been informed of any event. This is because the process of participating a club event is linear and over 90% of the members get to know their club on the Market Day.

Peter

The first thing we want to do is to help students to make a better decision on choosing which clubs and events to participate. So, How can we achieve this? First, we want to increase the transparency of the information about UQ clubs and events. This is to reassure the prospective members by presenting the basic information and the past events of the club.

Another thing we want our design to achieve is to allow students to be aware of what is going on around them and participate in the events they may be interested in. In fact, most events welcome both existing and potential members to attend and students can register as members at any time besides the Market Day. But at present, if students miss the Market Day, they can hardly join a club or be informed of an event. So we want to change the current mode. Once all events are integrated into one platform, it is more likely that students are aware of available events, and they can choose to join a club after participating in an event.

Danson

As for organizers, we would like to help them to arrange interesting and dynamic events and offer them a consistent way ~~of informing~~ to manage the future events. All the incoming events will be shared which allows users to leave their comments or opinions. In this way, organizers are able to ~~adapt their events or~~ prepare their events concisely according to the feedback data.

Nan

So, on the basis of what we want our design to be capable of, we decided to design a mobile application which is an integrated platform of UQ clubs and events. With the app, students can make a better decision when choosing clubs to join. They can be aware of interesting events available to them and make new friends by matching interests.

The main features of the product should involve (1) filtering available events to users, (2) presenting information about clubs and events, (3) allowing users to follow a club as a potential member, participating in an event as a casual member, or joining a club as a loyalty member, (4) rating the activeness of clubs and members, (5) meeting friends close to you in a social diagram, and (6) having a good utility for organisers.

Tony

We will deliver an interactive prototype at the end of the semester, which should “look and feel” like a real product. The main tools we are going to use are sketch and invision. As we have already listed the main features of our project, we will start designing in details from later this week. Two rounds of usability tests will help us get feedback from our target audience. In the first round, we will collect people’s opinions on the product, to see whether it is effective to achieve those goals. Then, we will test the functionalities in the second round to check the usability of the prototype.