

# Duzuro

<http://duzuro.herokuapp.com/>

Casual, real-time, assignment-based  
peer communication

## Need-finding

### Methodology

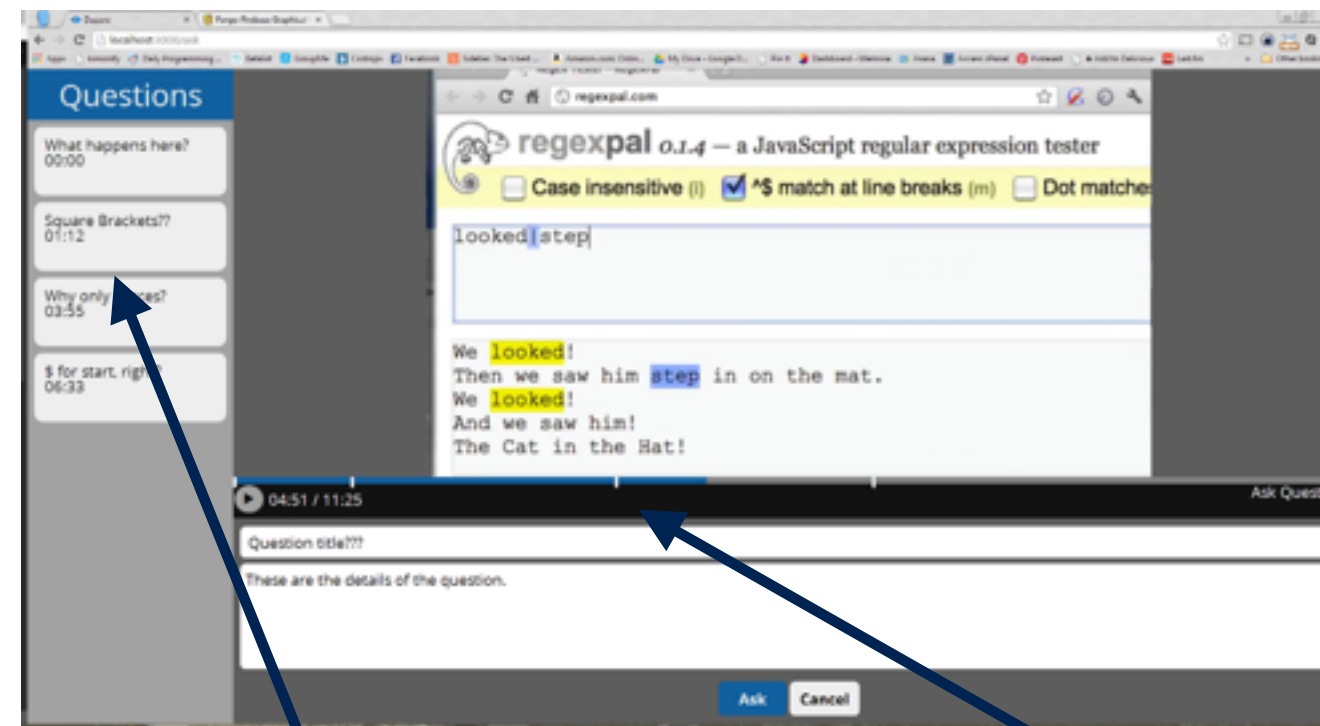
We “**deep hung out**” with students on campus in various class-related situations (watching lectures at home, working on assignments, office hours) and ran **semi-structured interviews**.

### Insights

Students were often **distracted** from watching the lecture video to other activities  
Students struggled to explain the **context** of their question on **Piazza and emails**

## Prototype I

*Q&A forum embedded in lecture video*



Browsable Q&A list

Questions organized  
according to lecture  
video

## User Test I

### Methodology

We ran **user tests** on the basic tasks of the prototype (asking and answering questions) and interviewed two main groups of potential users, **local** and **SCPD students**. We also ran semi-structured interviews with **CS110 teaching staff**.

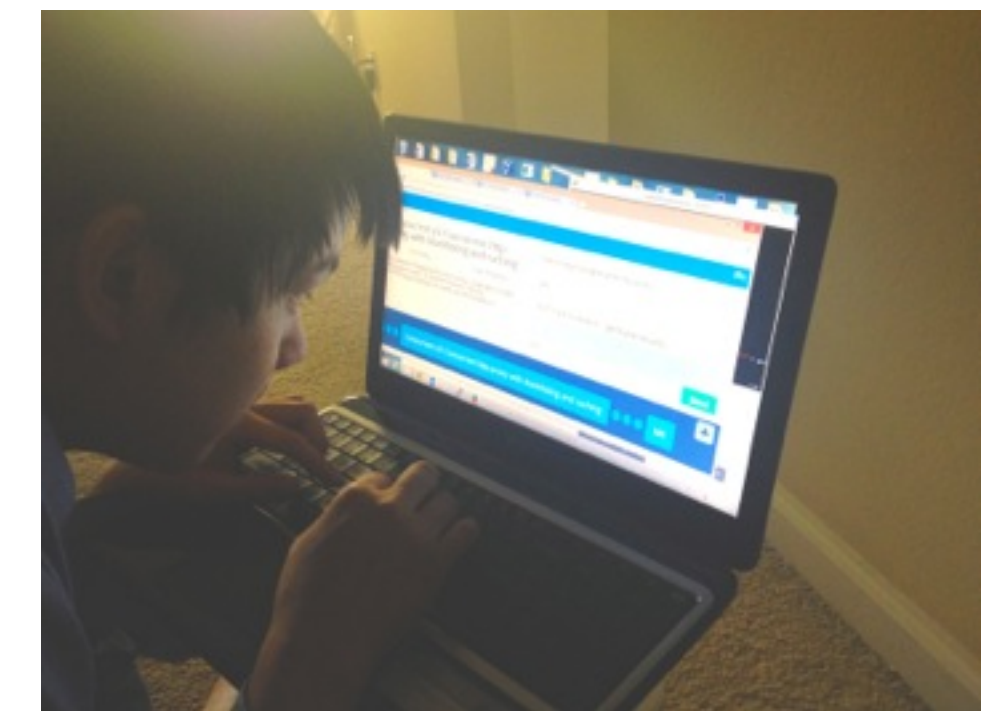
### Insights

Successful local students attributed their productivity to having **programming sessions** with a **group of friends** in the class.

SCPD students wanted:

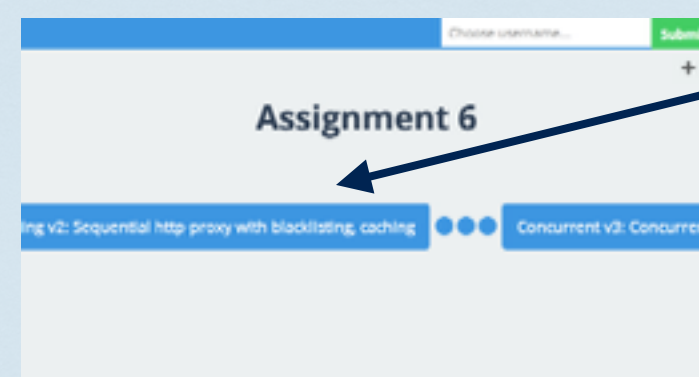
- A medium between in-person interaction and class-wide forum posts for “**casual**” questions
- To **bounce ideas** back-and-forth during while programming in **real-time**

*The most valuable experience for students was **casual communication with peers** over the course of an assignment. While local students had access to their peers during office hours and class, this need was **entirely unmet** for SCPD students.*



## Prototype II

*Casual, real-time communication  
with peers organized around  
assignment progress*



Assignment-Centered  
Structure

Casual Communication



Classmate  
progress viewer

## User Test II

### Methodology

We ran **live chat sessions** in which multiple SCPD students used the prototype to communicate synchronously while working on their assignment. We also ran **semi-structured interviews** with individual students.

### Insights

Users loved the ability to interact **based on stage** of assignment  
But wanted the **real-time** aspect to be amplified  
Need to easily use alongside **other windows** in work environment

## Final Product

Assignment-Centered Structure



At-a-Glance Progress Gauge



Casual Communication

