

# project presentation

# SYNCO

presented by

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# Presentation Content

- Motivation
- Top requirements
- Design
- Evaluation
- Conclusions



# The Motivation

what problem did we want to solve?

The team noticed problems regarding communication and collaboration in group situations. With that said, the team wanted to make a solution for the said issues.



# Top Requirements



Before we started designing SYNCO we surveyed college students about their general experience in group projects. The survey is split into three main parts: Team Dynamics, Communication, and Challenges. The results will then be interpreted using a 5-point Likert scale.

Then it will be calculated to the overall mean.

# Results of the Survey

3.45

## Team Dynamics

There seems to be issues regarding the dissemination of parts in a project

3.51

## Communication

There seems to be issues regarding the communication in group projects

4.23

## Challenges

There seems to be issues regarding certain members when in a group project





building the  
**SYNCO**  
prototype

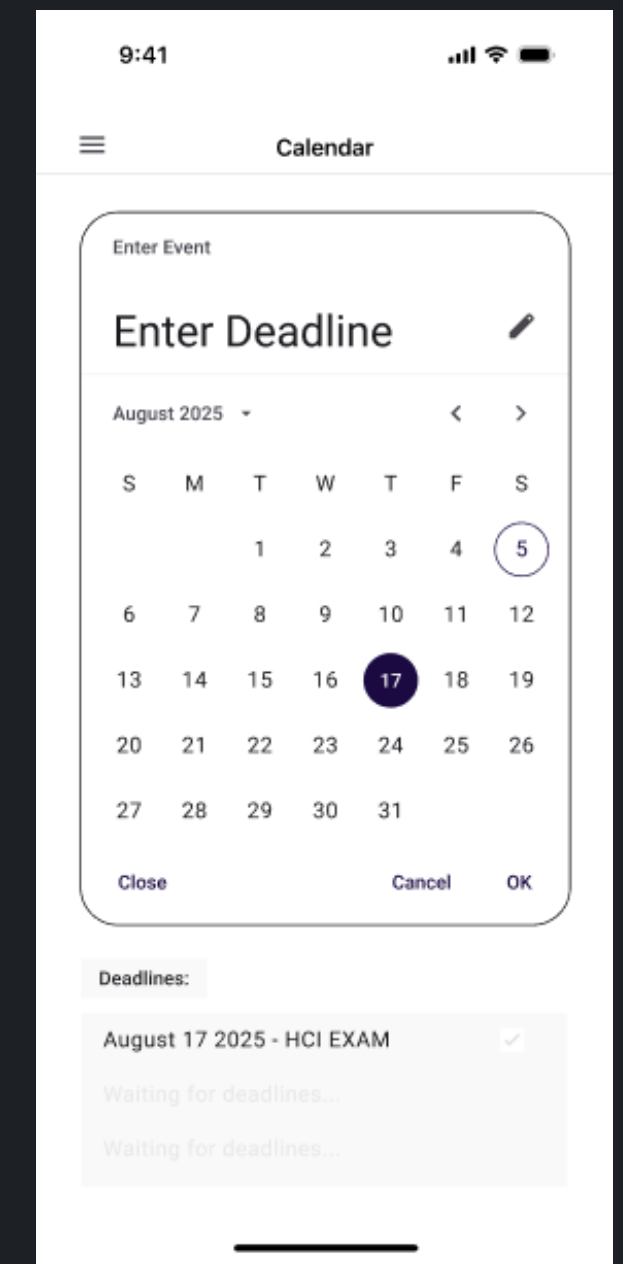
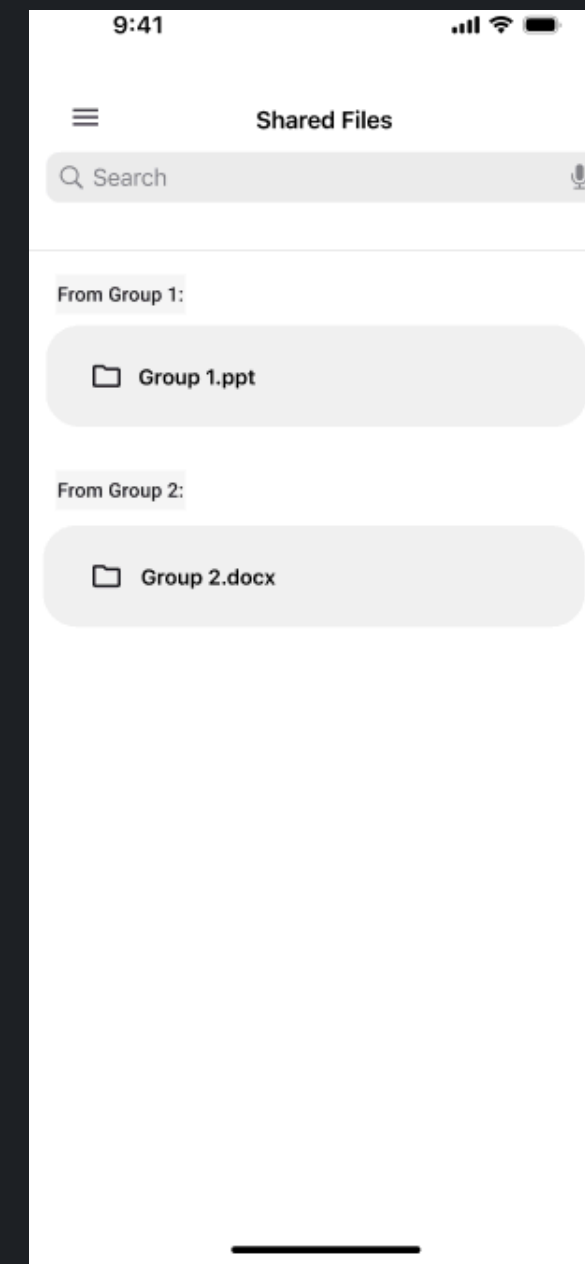
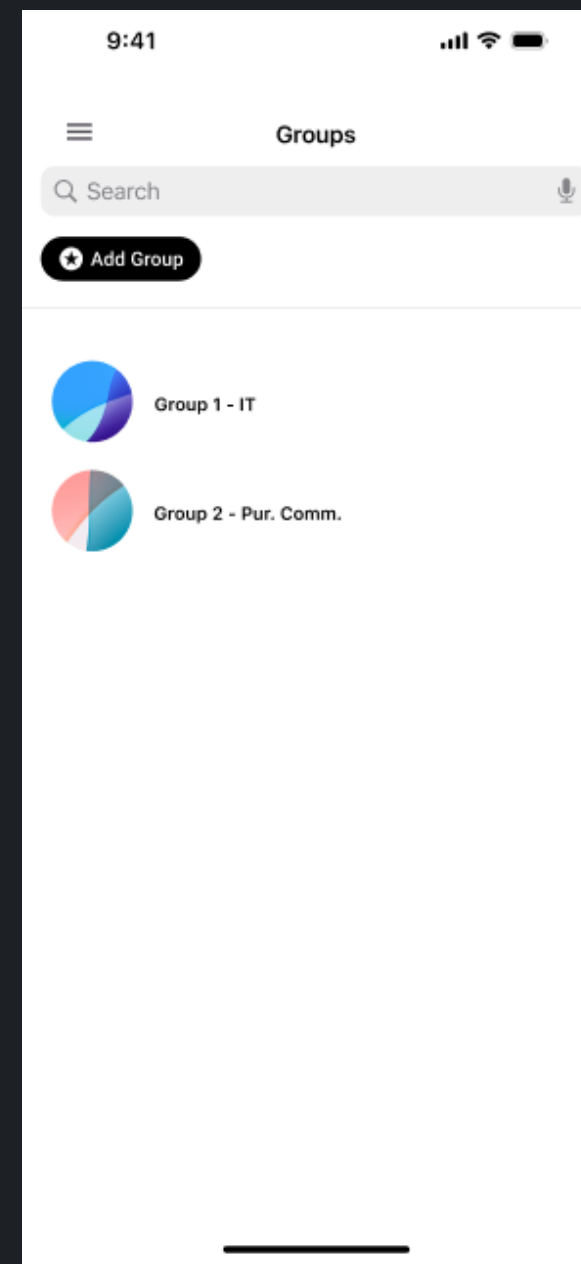
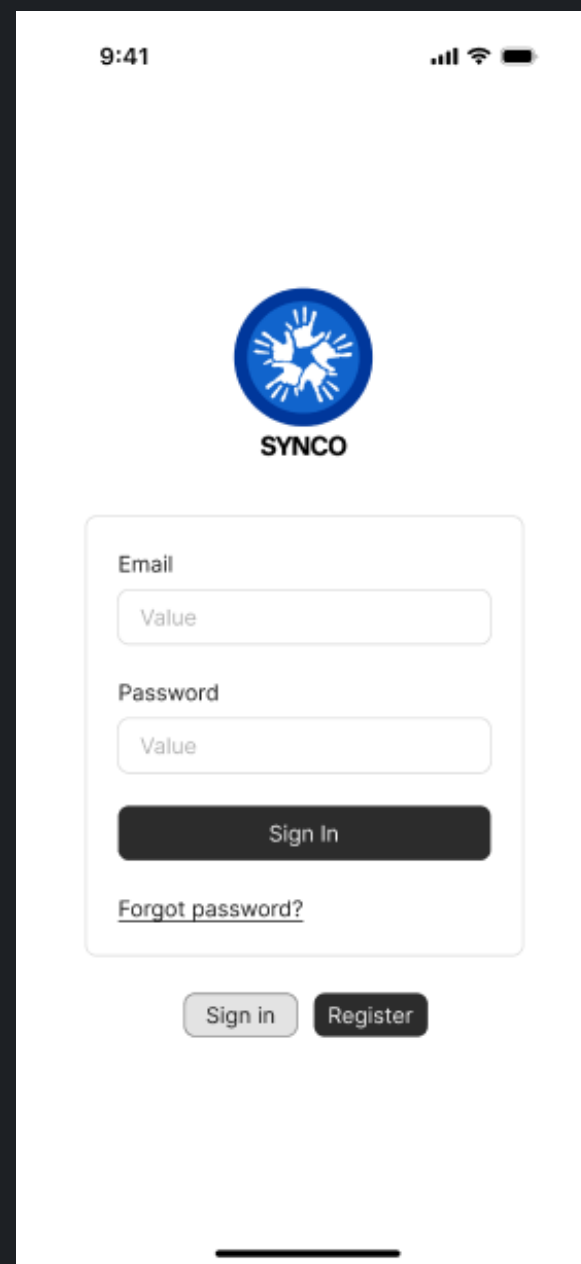


# Brief Description

SYNCO is a student-friendly app for university group work, helping teams manage tasks, share files, and communicate efficiently on projects and academic events.



# Prototype Design





# Prototype Design

## Style

### Minimalistic

The prototype is designed to be simple and user-friendly.

## Font

### San Francisco

The font used in this prototype is San Francisco or the default font of apple devices.

## Figma

### Software

This prototype was created in Figma for real-time collaboration and easy sharing with participants.

# Features

what can it do?

- ★ Create Group Chats
- ★ Share Files
- ★ Set Deadlines



# Evaluation Plan

1

## Prepare

Prepare the prototype and the survey form for the participants.

2

## Test

The participants will test the prototype of the app for evaluation.

3

## Evaluate

Members will be guiding while the participants use the prototype. While doing all that the team will be evaluating everything.

4

## Discussion

After gathering the results, the team will discuss on what to do next.

5

## Discussion

The team will share final thoughts on whether the prototype needs improvement.



# Methods of Evaluation

## ★ Usability Specs

Participants are given specific tasks and timed to determine the usability of the feature.

## ★ Heuristic Evaluation

The prototype will be assessed using Nielsen's Heuristics method to ensure a professional evaluation.

## ★ Survey

A survey will be provided to the participants to gather reviews on our prototype. This will be a 5-point Likert scale survey combined with optional feedback.



# Usability Specifications

24s

## Creating a Group

Highly Acceptable!

Participants were quick to create a group and had zero issues.

1m43s

## Sharing Files

Highly Acceptable!

Although participants encountered issues when doing the task, they were able to still do it at a respectable time.

26s

## Log Out

Highly Acceptable!

Participants were quick to log out and had almost zero issues except for the navigation drawer.

1m52s

## Setting Deadlines

Highly Acceptable!

Although participants encountered issues when doing the task, they were able to still do it at a respectable time.

# Heuristics Evaluation

## How well did the prototype perform?

Overall, the prototype successfully met most of the evaluation criteria, although there are still some areas that require improvement. One particular issue the team wants to highlight is the criterion regarding helping users recognize, diagnose, and recover from errors, which was not adequately addressed.



# Survey

# 3.78

**Average Mean of the  
Survey Question**

The survey results indicate that the prototype falls under an Acceptable Interpretation, suggesting that although some issues its design is considered successful.

# Conclusion

**if you had more time, what would you do next?**

If given more time and resources, the team would have conducted two separate evaluations—one for the initial prototype and another for the revised version—to gather more detailed feedback. They also aimed to incorporate back-end development to make the prototype fully functional and enhance it further with features like notifications and online capabilities.





# Team Saranza

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**Thank You!**

