

# Design Research and Insights

## Cardspark - Group 26

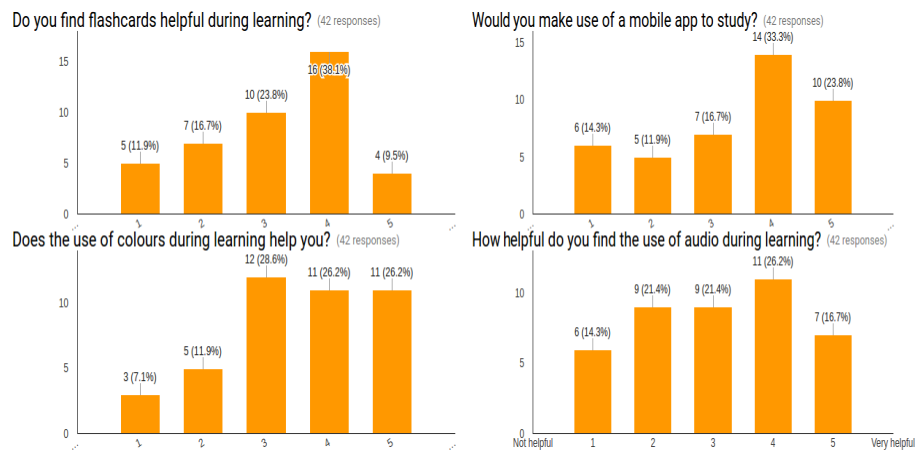
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We had the idea of a revision app due to our previous difficulties in revision so we choose to research this idea with our peers.

The screenshot shows a Google Form titled "Learning Methods". The form includes a section for "Learning Preferences" with the following questions and response options:

- What is your current employment (Which university if student)? \*  
Imperial College London
- Do you find flashcards helpful during learning? \*  
Not helpful at all (radio button), 1 (radio button), 2 (radio button), 3 (radio button), 4 (radio button), 5 (radio button), Very helpful (radio button)
- Does the use of colours during learning help you? \*  
No it doesn't (radio button), 1 (radio button), 2 (radio button), 3 (radio button), 4 (radio button), 5 (radio button), Yes it is very helpful (radio button)
- Does collaborating with your friends during your studies help you? \*  
No it doesn't help me (radio button), 1 (radio button), 2 (radio button), 3 (radio button), 4 (radio button), 5 (radio button), Yes it helps a lot (radio button)
- Would you make use of a mobile app to study? \*  
1 (radio button), 2 (radio button), 3 (radio button), 4 (radio button), 5 (radio button)

Using the Google form above, we surveyed our friends, their friends and then their friends as part of our market research. This meant we didn't just get opinions from Imperial College, but from all parts of the UK like Scotland and Northern Ireland. It gave us the following results:



More importantly it gave the users a chance to say what they have problems with during revision and what they would like to see to combat it.

Tests with feedback
Examination answers
Subject totals ie how long you've been working on each so you can get an even split
Easy categorisation of your learning such as folders and tags. A shuffle like function to mix them all up. "Playlists" as well.
Very simple interface!!
Quick, easy note taking
Yes pls!
Ability to collaboration

We then took these general problems and asked some people around us to expand on this and what the core problems they had were.

The answers we got we that revision notes were too much for one person to handle and that it is hard to test yourself easily and properly on said notes. We then wanted to investigate this further and how many collaboration of flashcards could help form a solution to this.

We read papers on group work saying that groups "can save time and requires a shared workload" [1] and "people remember group discussions better" [2]. We thought this was a key idea and decided that collaboration would drive our process forward.

## References

- [1] [https://sydney.edu.au/education\\_social\\_work/groupwork/docs/BenefitsOfGW.pdf](https://sydney.edu.au/education_social_work/groupwork/docs/BenefitsOfGW.pdf)
- [2] [http://uncw.edu/cte/et/articles/Vol11\\_2/Burke.pdf](http://uncw.edu/cte/et/articles/Vol11_2/Burke.pdf)