
ED_EZ

AN APP ENHANCING LEARNING



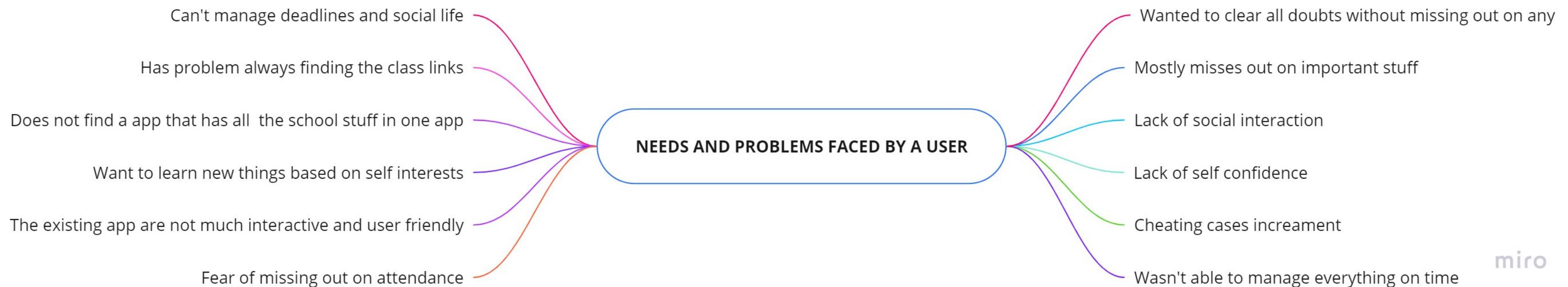
Problem Statement

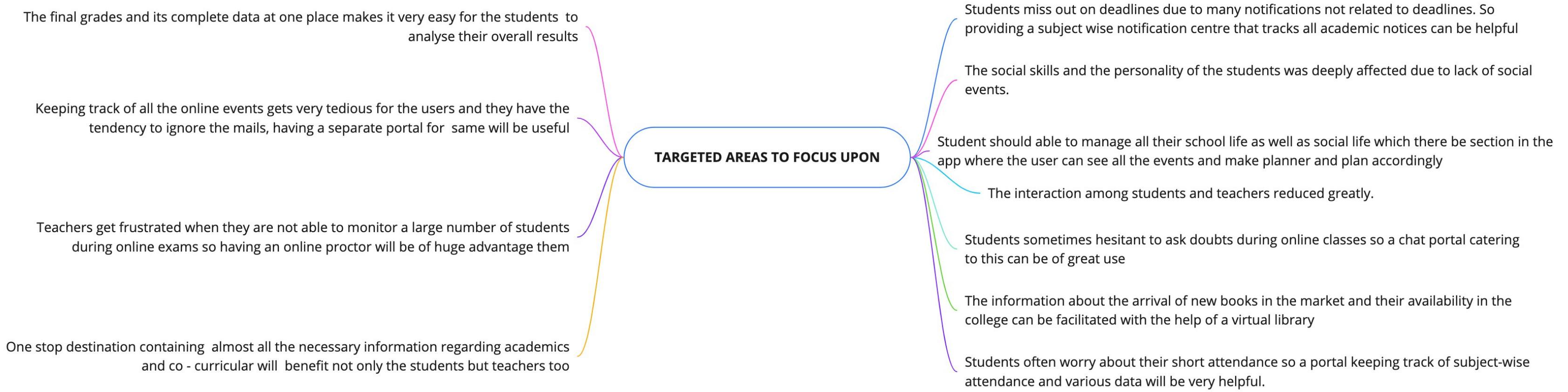
Chaotic nature of online education had lead to future insecurity, social reclusion, demotivation among students. All this because of "dearth of right application" which would ease students and teachers work.

Solution Statement

ED_EZ is the one stop solution for all these problems. Designed in a way to reduce pressure on both students and teachers . ED_EZ would unfetter from coerce nature of online mode of education.

Idea Of Our App

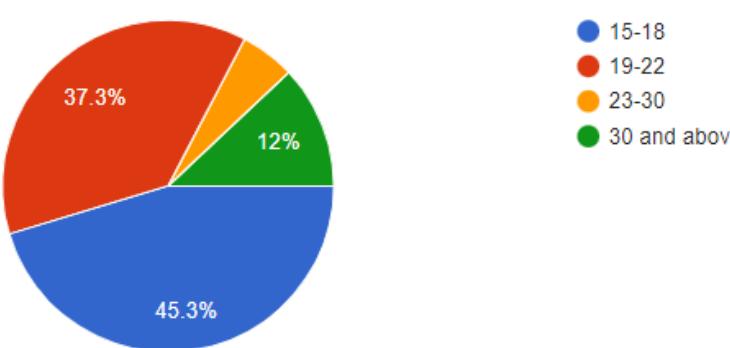




Research insights

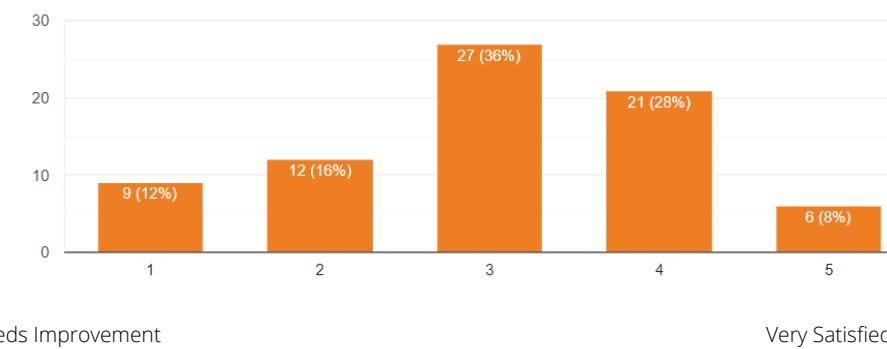
Age group :

75 responses



Rate the user experience of the classroom platform used by your college or school.

75 responses

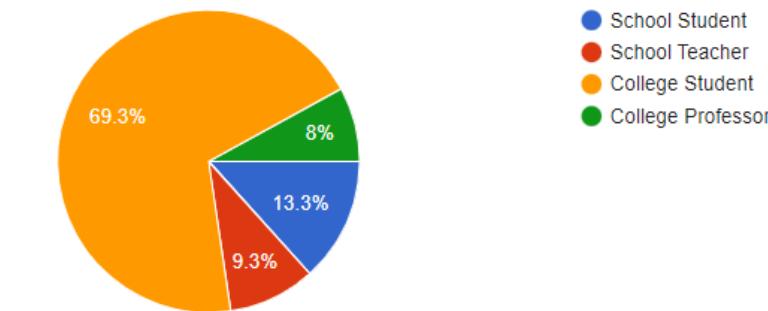


Needs Improvement

Very Satisfied

Designation :

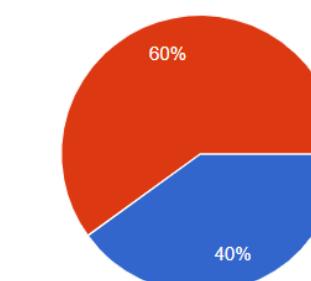
75 responses



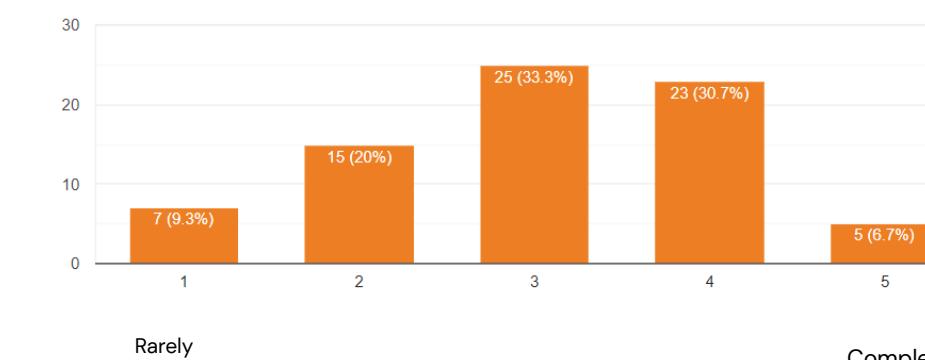
Do you face problems in contacting your fellow teachers or students?

For students:
Do you get all your doubts solved?

For teachers:
Are you able to interact with students properly and help them with doubts?



75 responses



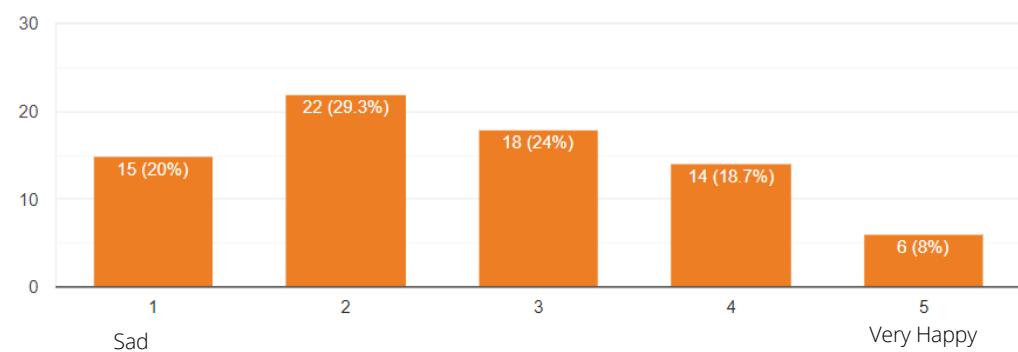
Rarely

Completely

Students: How happy are you with online interaction with your peers?

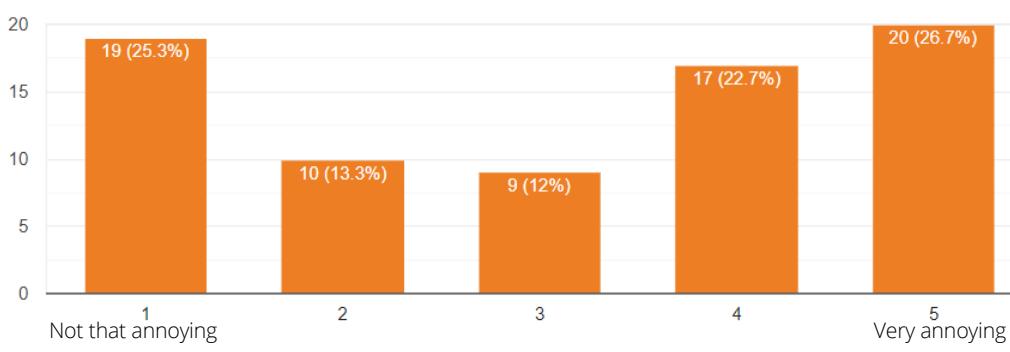
Teachers : How happy are you when you have to teach a large number of students without much interaction with the students

75 responses



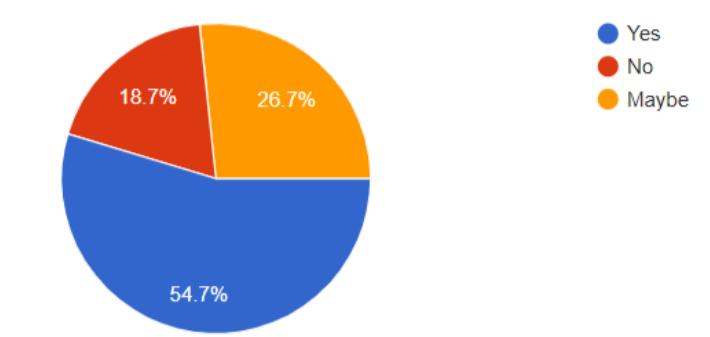
How annoying do you find searching for class links and not being able to properly keep track of meet links for all your lectures ?

75 responses



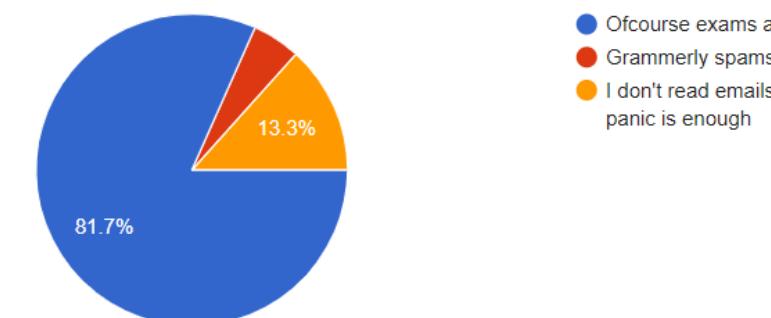
Do you sometimes forget about upcoming deadlines and quizzes? Will a system that keeps track of everything and sends regular notification help you?

75 responses



Do you think emails/announcements should be more categorized (Information about exams, quizzes , labs ,tuts ,etc. should be more visible than other companies spams)

75 responses



Comparison and data research

SET CRITERIA	WEBSIT- -ES	PRICES/ DISCOU- -NTS	ATTENDA -NCE RECORDS	APP INTEGRA- -TION	DOUBT CLARIFI- -CATION	EXAMS/ PRACTI- CE SETS
	HELLO PARENT A PP	FREE OF COST	RECORDE- D	NOT PROVIDE- D	NOT AVAILABLE	PRESENT
BYJUS APP	EXPENS- -IVE	NOT RECORDE- D	NOT PROVIDED	AVAILABLE	PRESENT	
GOOGLE APPS	FREE OF COST UPTO CERTAIN LIMITS	NOT RECORDE- D	PROVIDED	NOT AVAILABLE	ONLY IN GOOGLE FORMS	

SYNTHESIS

Personas



KRISTEL JENNER
15 YEARS, SCHOOL STUDENT

"YOU HAVE TO BE CONFIDENT TO BE AN ODD ONE AMONG EVERYONE "

DESCRIPTION:

- KRISTEL IS A SLIM AND SHY SCHOOL GIRL LIVING WITH HER PARENTS AND ATTENDS SCHOOL ONLINE. SHE IS A BRIGHT STUDENT WITH GREAT ART SKILLS. SHE IS WORRIED ABOUT HER SELF-CONFIDENCE AS SHE IS AN INTROVERT.
- SHE HAS QUITE A PRIVATE LIFE. DISSATISFIED WITH HER FRUSTRATION OVER FUSSY THINGS. SHE OVERTHINKS MOST OF THE TIME AND DOES TAKE A LOT OF STRESS AND WANTS TO PURSUE COMMERCE. SHE HAS BECOME A LONER IN THIS PANDEMIC TIME AND WANTS TO MAKE NEW FRIENDS AND UPGRADE HER QUALITIES MORE FINELY

GOALS:

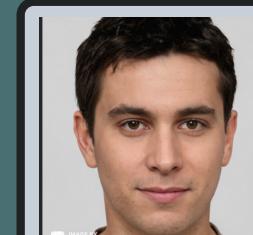
- KRISTAL WANTS TO MAINTAIN HER GOOD REPUTATION AND WANTS TO REMAIN A STUDIOS CHILD.
- SHE WANTS TO PURSUE COMMERCE WITH MATHS. SHE WANTS TO BUILD UP HER CONFIDENCE AND ALSO WANTS TO TAKE PART IN PHYSICAL SPORTS LIKE BADMINTON AND ALSO WANTS TO ENHANCE HER ART SKILLS.

FRUSTRATION AND PAIN POINTS:

- SHE IS A SUPPORTIVE COLLEAGUE TO EVERYONE IN HER CLASS BUT THE TIME COMES, NO ONE HELPS HER MAKING HER FUSSY AND SAD.
- MOST OF THE TIME EVEN WHEN SHE KNOWS THE ANSWER SHE FAILS TO RESPOND BECAUSE OF A LACK OF CONFIDENCE IN HERSELF.

NEEDS AND DESIRES:

- wants to enhance her skills and build up confidence.
- wants to attend offline classes for better interaction.
- she needs to try to be an extrovert a little bit.



ASHLEY ROBERTS
19 YEARS, COLLEGE STUDENT

| "I HAVE NEVER BEEN MORE TENSED IN MY LIFE THAN NOW. MY FUTURE IS AT STAKE, AND MY SELF CONFIDENCE IS ZERO CURRENTLY."

DESCRIPTION:

- Ashley is an engineering student, he is very hardworking. He lives in a rented apartment and due to the pandemic, he is forced to attend online classes. Due to this, his interactions with his friends decreased. He wants to be an entrepreneur. Currently, he is working as an intern at Google.

GOALS:

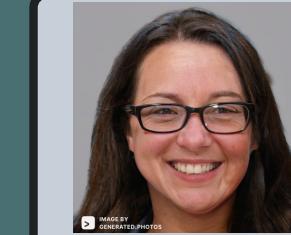
- Wants to remain among the top students in his college
- He initially desires to get an excellent msc to understand the software industry better and, from there, build on his knowledge to start a new company.
- He also wants to make new friends and interact with different people.
- He wants to become financially independent and start his bootstrap startup.

FRUSTRATION AND PAIN POINTS:

- Due to the online classes, understanding concepts has taken a hit, has many doubts to be solved
- he doesn't indulge in any unfair means, but most of his mates are scoring better than him by cheating, due to which he feels cheated and annoyed.
- due to bad connection, he misses the attendance part, which reflects in his overall grade

NEEDS AND DESIRES:

- He wants his colleagues to conduct more events, activities, and sessions, which will help him to increase his knowledge about certain aspects of the industry.
- He wants his colleagues to have an attendance system that records the time he attended the class.
- He wants the exams to be held with an online proctor system so that no student can cheat.



AMY SMITH
33 YEARS, COLLEGE PROFESSOR

"LEARN AND KEEP LEARNING YOUR FULL LIFE AS IT IS THE ONLY WAY TO PROGRESS."

DESCRIPTION:

- Amy is a professor at the Washington college and teaches computer science to students. She has two kids - one is a toddler and other goes to high school. She has doing her PhD and writing a thesis..She is very innovative, kind and helpful.

GOALS:

- complete her PhD.
- provide needful knowledge to the students of her college.
- give time to her high school son and toddler.
- To provide mentorship to all students in need

FRUSTRATION AND PAIN POINTS:

- gets many emails from students, and it's tough to manage them
- no perfect platform to address her students all things
- can't give more time to her children.
- can't give time for herself for her self-growth..

NEEDS AND DESIRES:

- She is looking for a system (software) that will provide her with tools to help her solve her problem.
- Improvement of her student in all areas, such as knowledge, intellect, and so on
- Her goal is to give her kids with an optimal learning environment.
- Make an effort to schedule time for everything in her life.



ROBERT JR
19 YEARS, COLLEGE STUDENT

"Student should always keep working hard to make dreams come true and should focus on knowledge instead of marks."

DESCRIPTION:

- Robert Jr. is the first university student at IITD now pursuing a bachelor's degree. Playing football, swimming, coding in various languages and reading books are some of his favorite pastimes. Since he was ten years old, he has wanted to be a software developer and has wanted to be a software developer he was ten years old and to produce something significant in the technological sector.

GOALS:

- learn and explore new things at the same time.
- Being an introvert he has decided to do stage performances in order to overcome his fear of the stage, but it is possible only when colleges will be offline.
- In online mode, he wants a product that will ease students part of learning, which will have multiple tools required in E-learning.

FRUSTRATION AND PAIN POINTS:

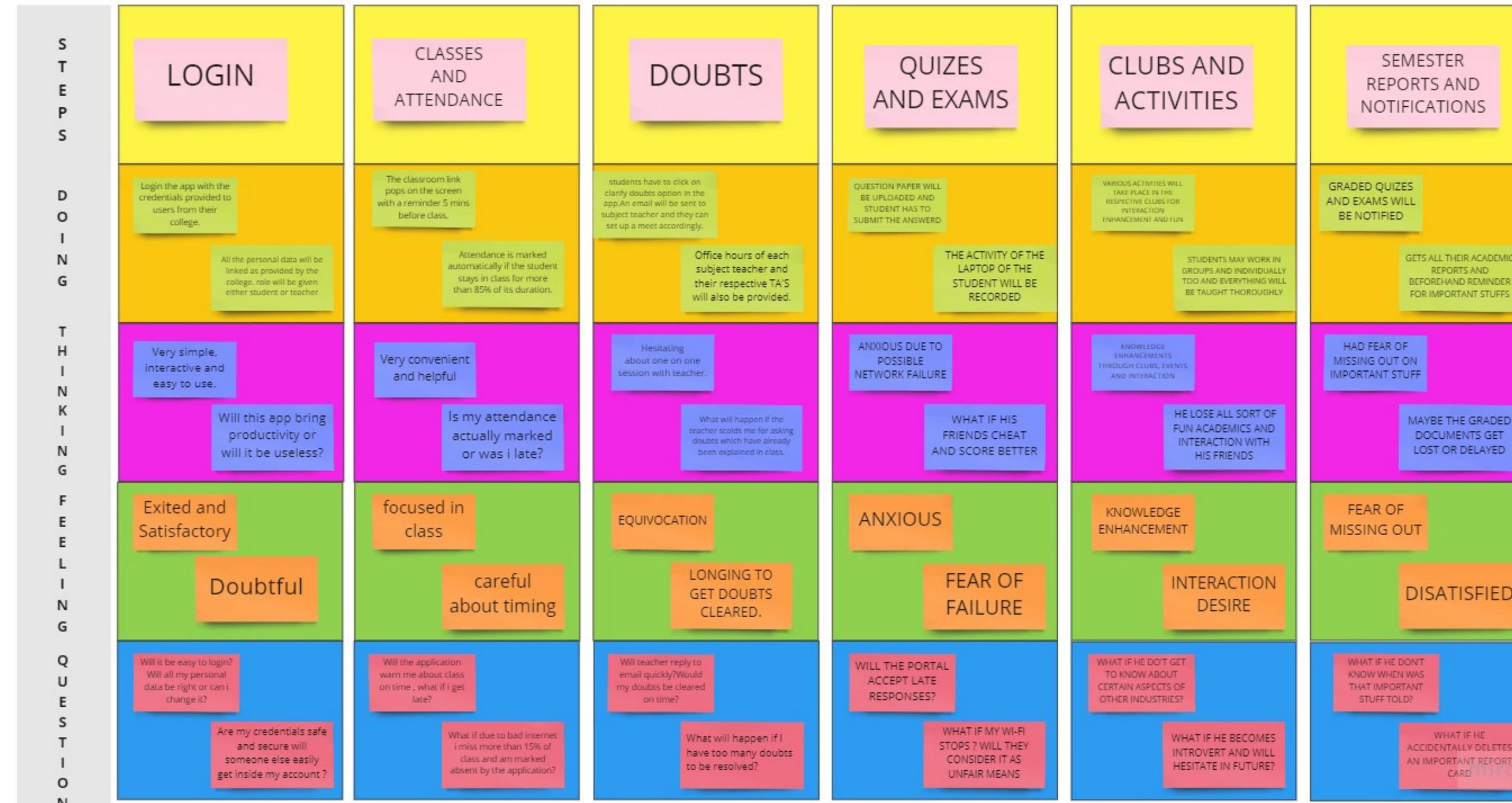
- Forgets his class login credential many times.
- Poor net connections sometimes hinders learning process.
- Due to time limitation unable to clear all his doubts.
- Student to teacher relationship is not as good as in offline mode.

NEEDS AND DESIRES:

- An app that contains all class login credentials of students.
- More interactive classes should be organized which will enhance student and teacher relationships.

We choose 4 personas after conducting our interviews. These cover all our primary and secondary stakeholders.

Scenario Mapping



Affinity Mapping

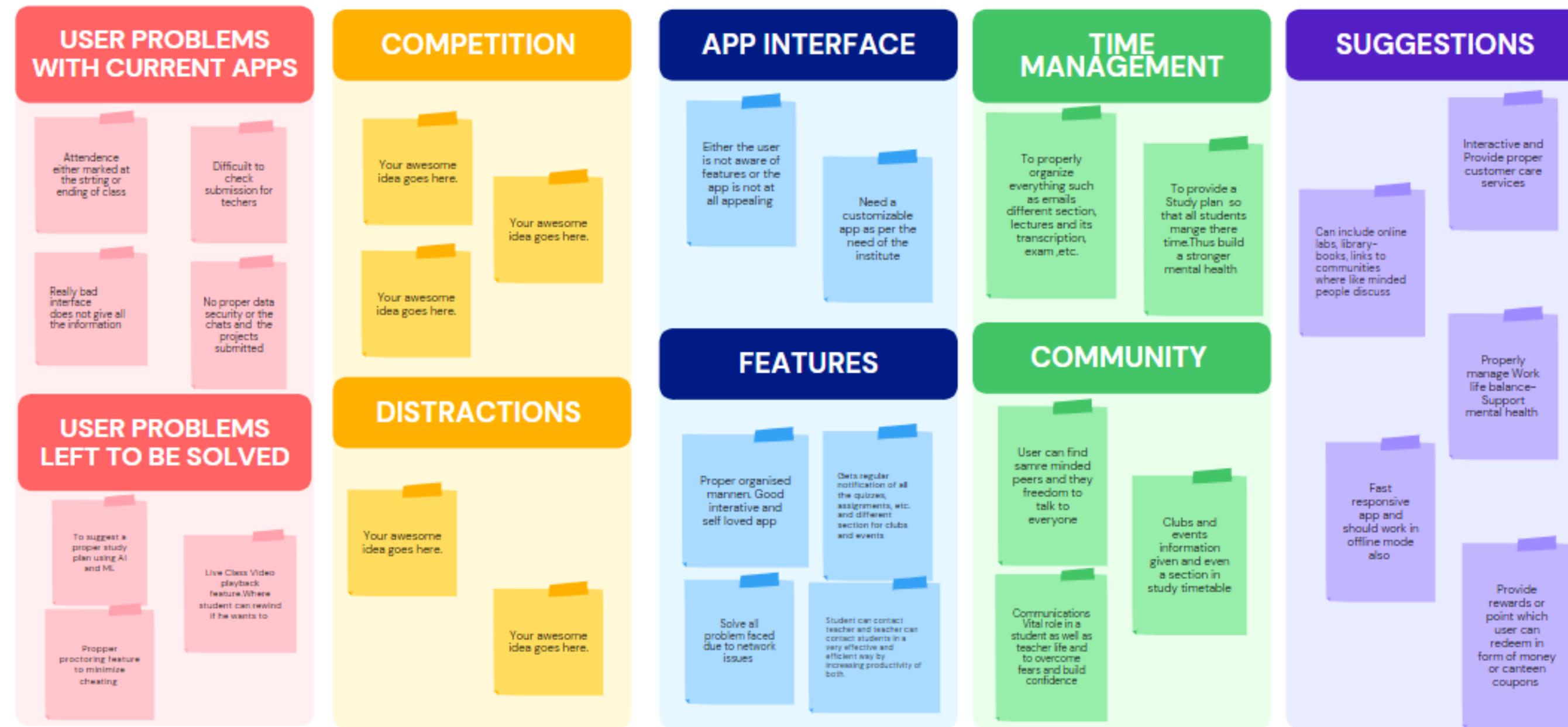
(Based on user needs)



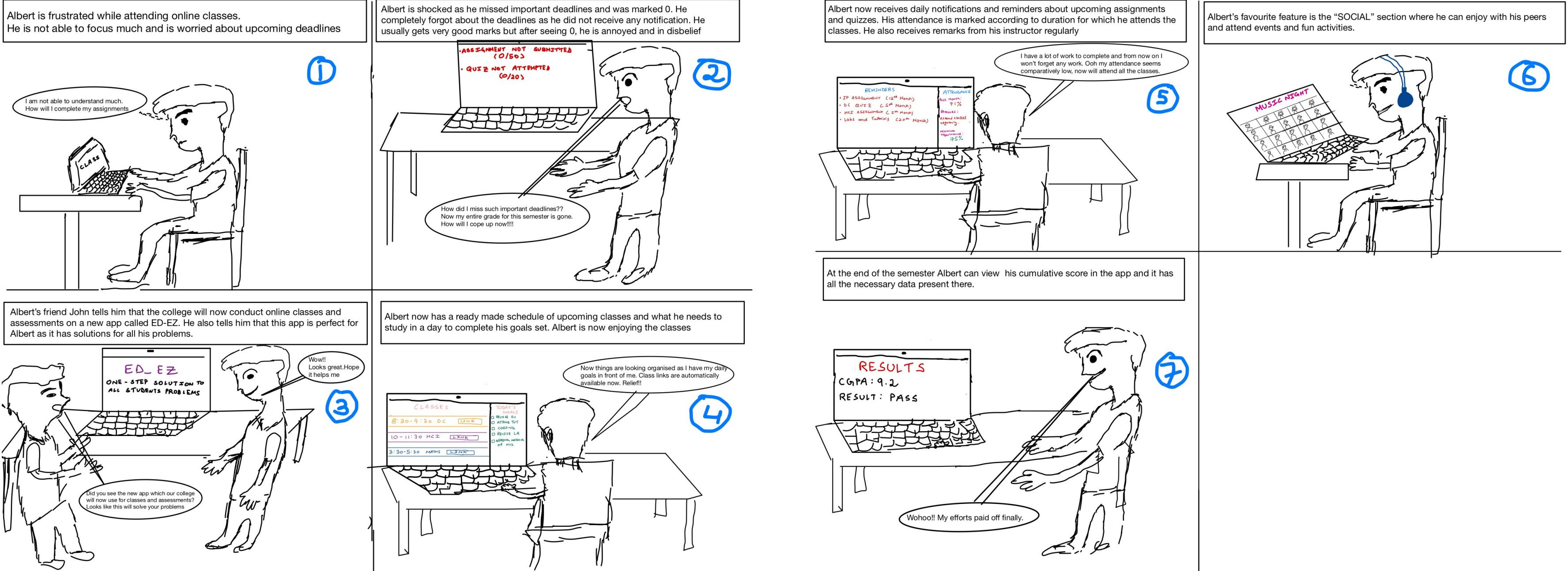
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Affinity Mapping

(Based on interviews and data collected)



Storyboard



Video Storyboard

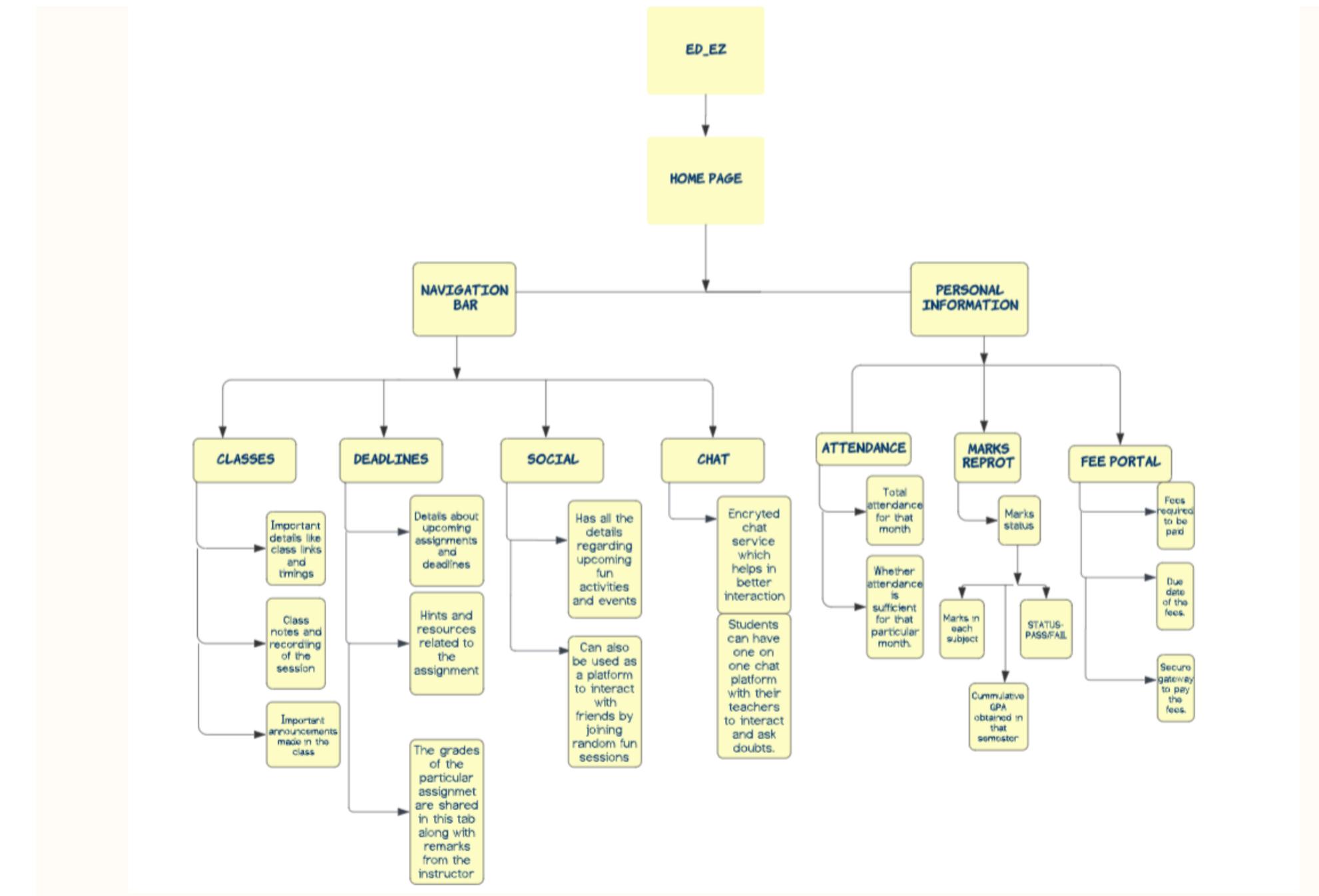


(Video representation)

Link: https://www.powtoon.com/online-presentation/dxlwKYPwdjm/?utm_medium=social-share&utm_campaign=studio+share&utm_source=copy+link&utm_content=dxlwKYPwdjm&mode=movie

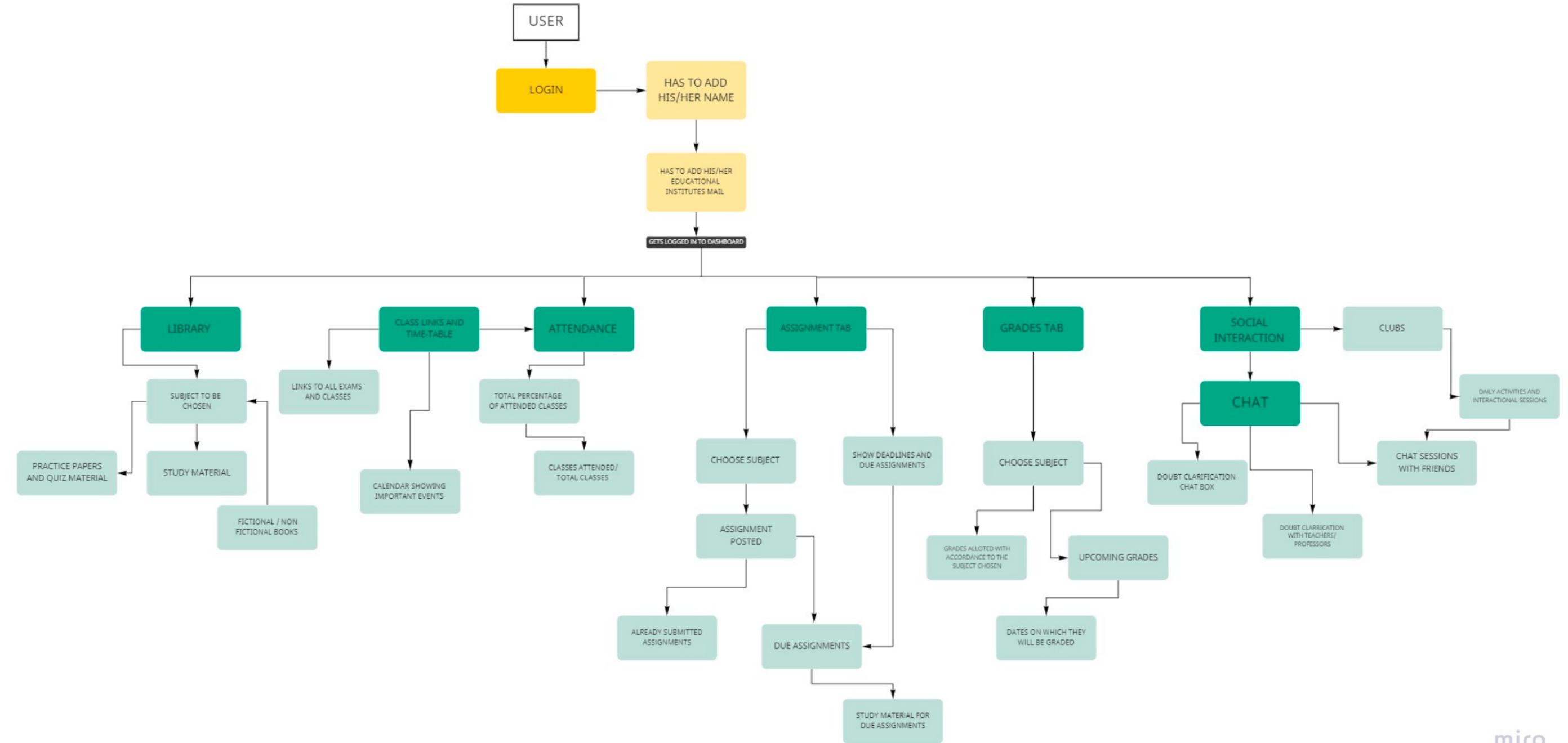
Information Architecture

(System Design)



Information Architecture

(User Flow)



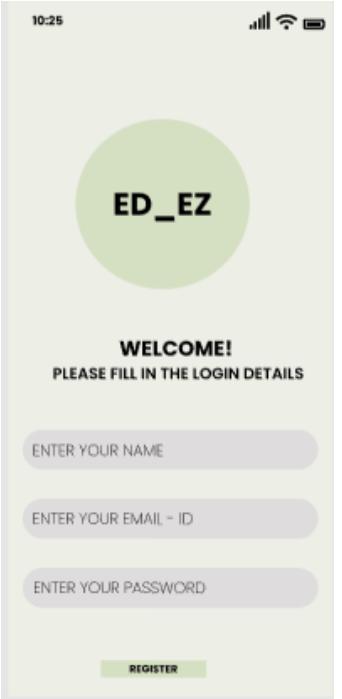
Low Fidelity

The wireframe illustrates a mobile application interface for a school management system, featuring several screens:

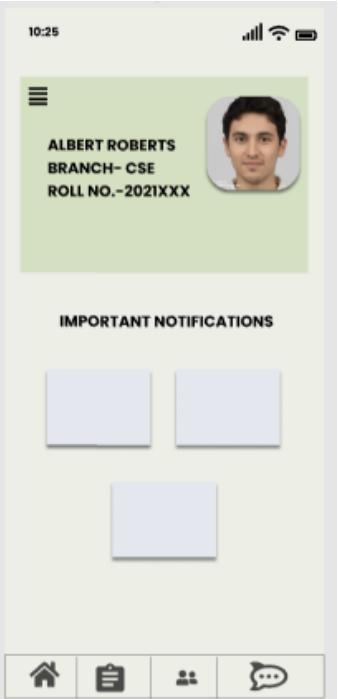
- Login Screen:** Displays the "ED_EZ LOGO" at the top, followed by fields for "LOGIN:", "Email:", and "Password:".
- Home/Dashboard:** Shows a welcome message "Welcome XYZ Branch Roll No.", a "PIC" placeholder, and a section for "Important Notification".
- Profile:** A vertical menu with options: Profile (radio button), Attendance, Fees Portal, Library, and Grades. It also includes a "HOME" button and navigation icons.
- Assignments:** A screen showing assignments categorized by week: "This week", "Next week", and "Coming up". Each category has a dropdown arrow icon.
- Social Interaction:** A sidebar with "Social Interaction" at the top, followed by "CLUBS", "EVENTS", and "CHATS".
- CLUBS:** A list of clubs with "JOIN" buttons: Club Name: [REDACTED], Club Name: [REDACTED], Club Name: [REDACTED], Club Name: [REDACTED].
- EVENT NAME:** A form for creating an event with fields for "TIMINGS", "VENUE", "DETAILS", and "PARTICIPANTS". It also includes a "LINK FOR THE EVENT" field and navigation icons.
- CHATS:** A screen for messaging with sections for "CHAT WITH TEACHERS" and "CHAT WITH PEERS". It includes a search bar for "TEACHER / PEER NAME", a text input field for "TYPE YOUR MESSAGE", and a send icon.

MID - FI

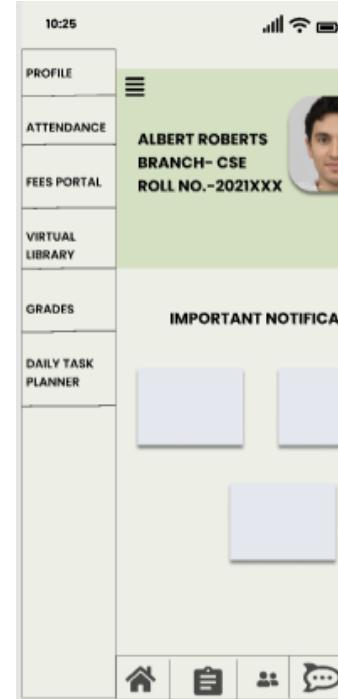
LOGIN PAGE



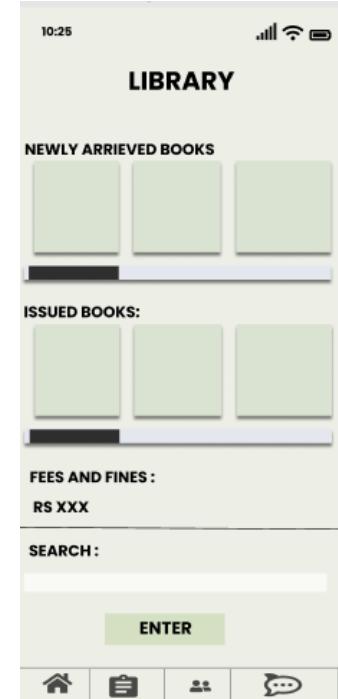
HOME PAGE



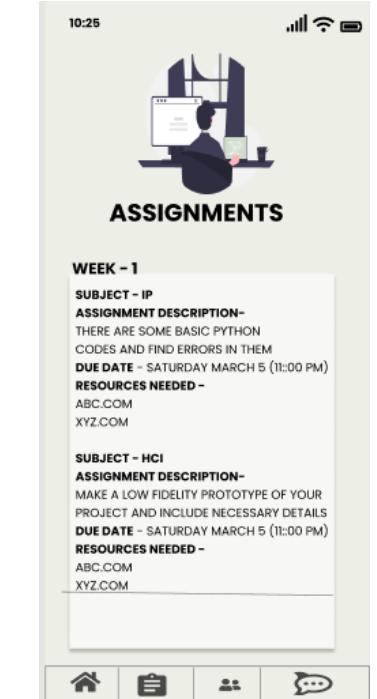
SIDE BAR (HOMEPAGE)



LIBRARY PAGE



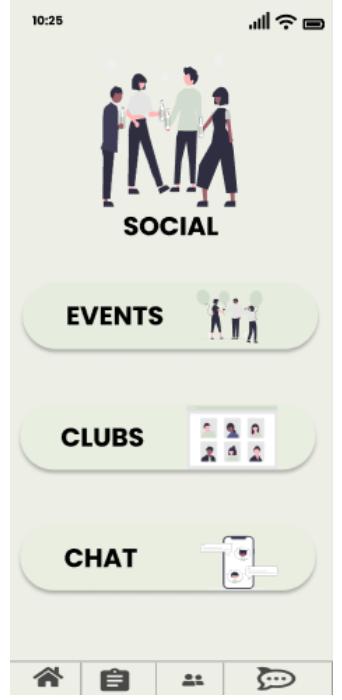
ASSIGNMENT PORTAL



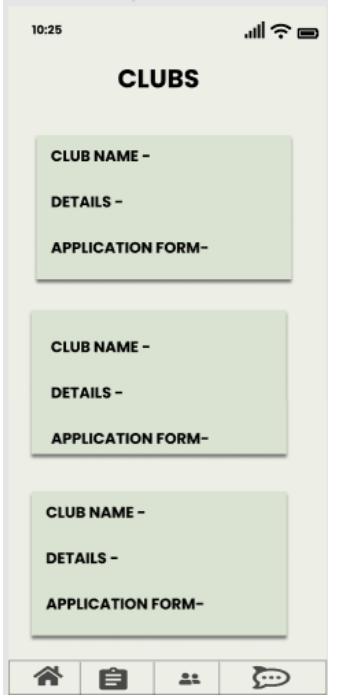
CALENDER PAGE



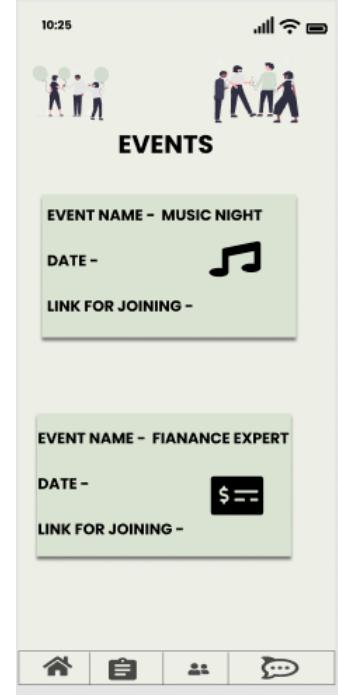
SOCIAL PAGE



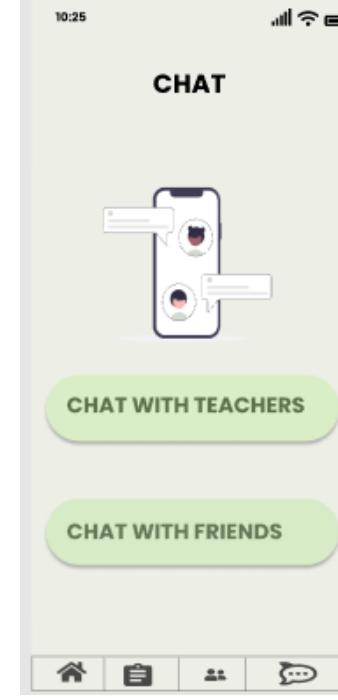
CLUBS PAGE



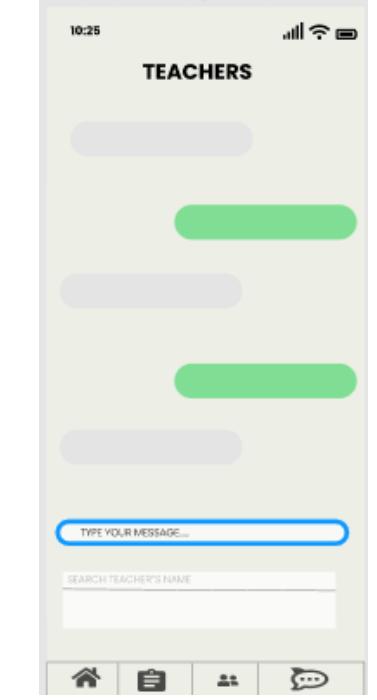
EVENTS PORTAL



CHAT PAGE



CHAT PORTAL



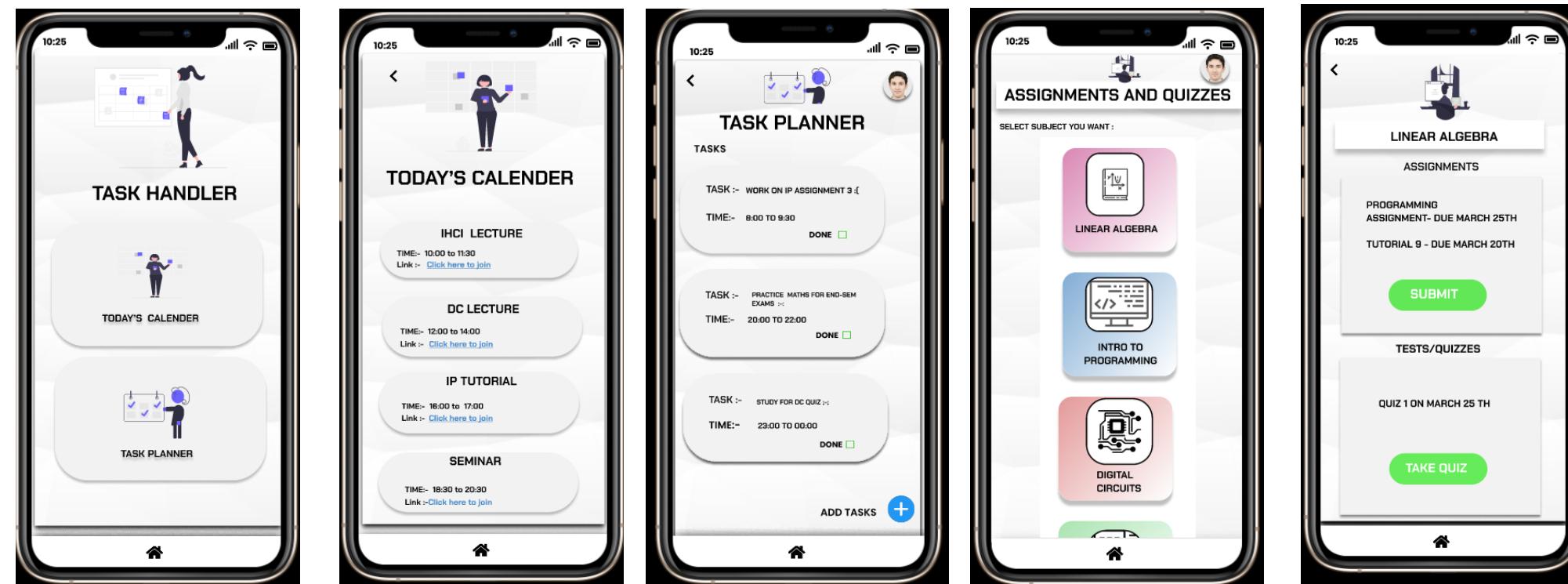
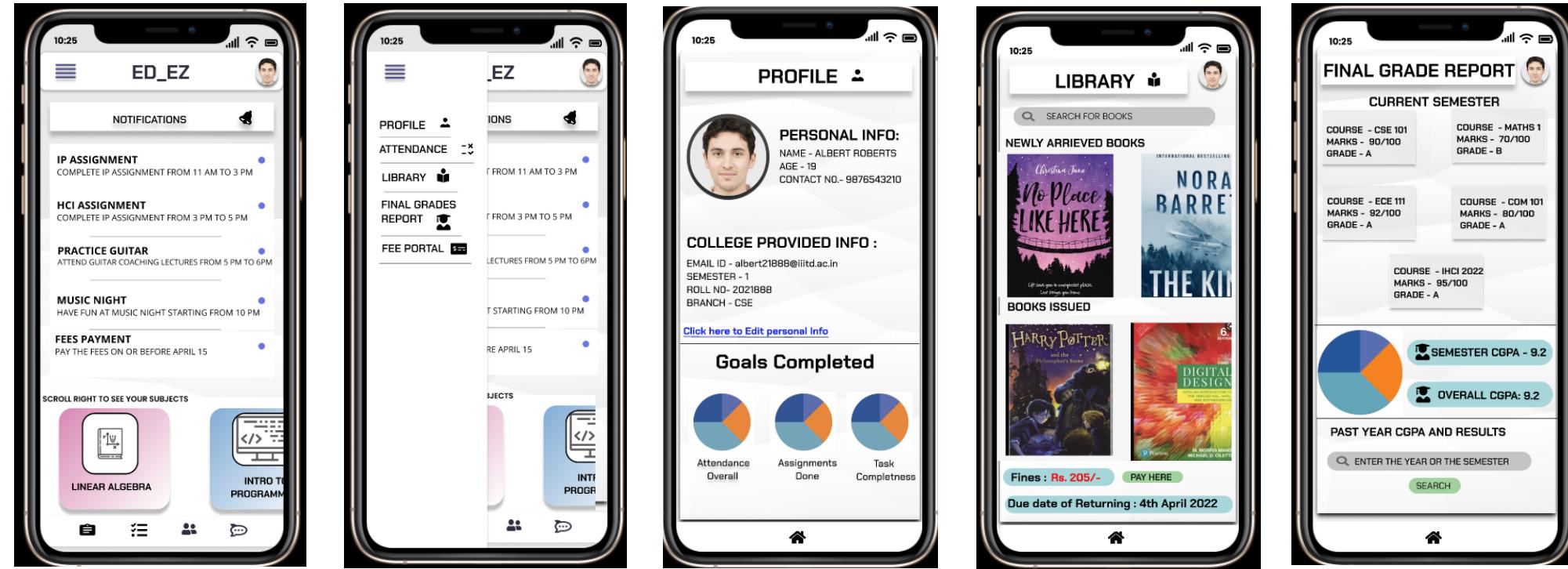
TASK PLANNER PAGE

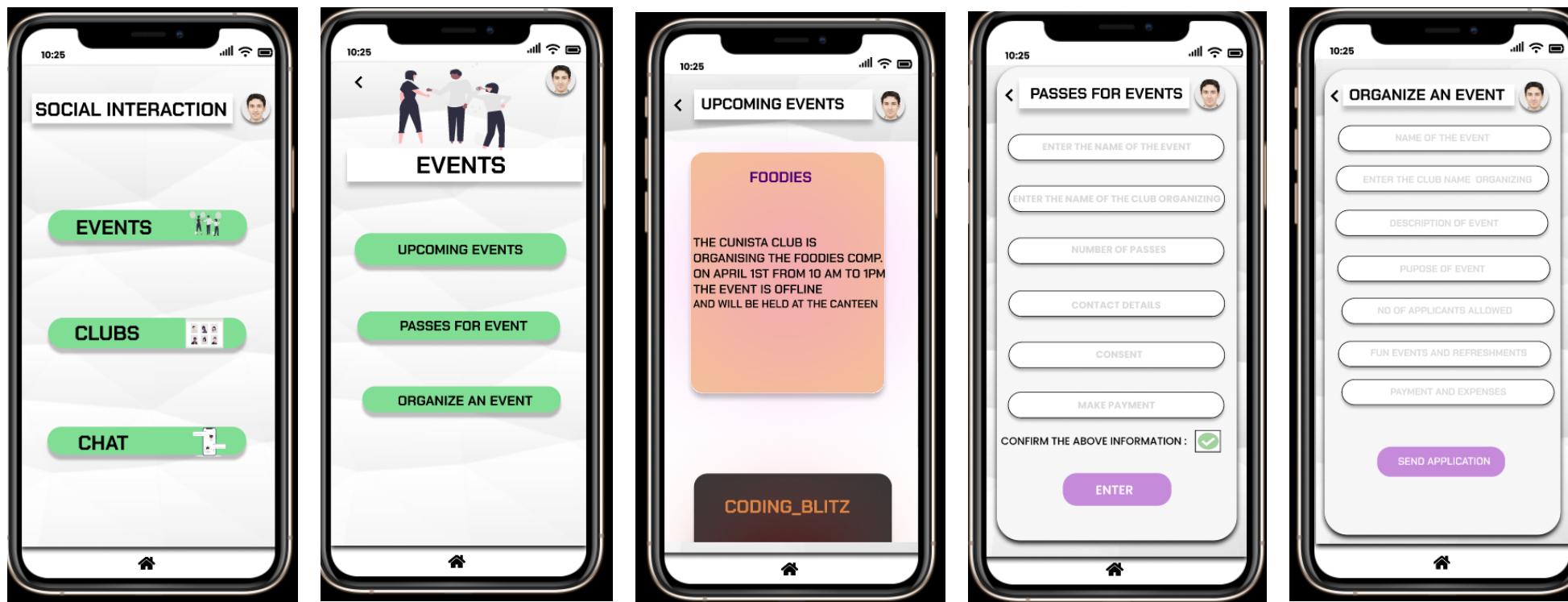
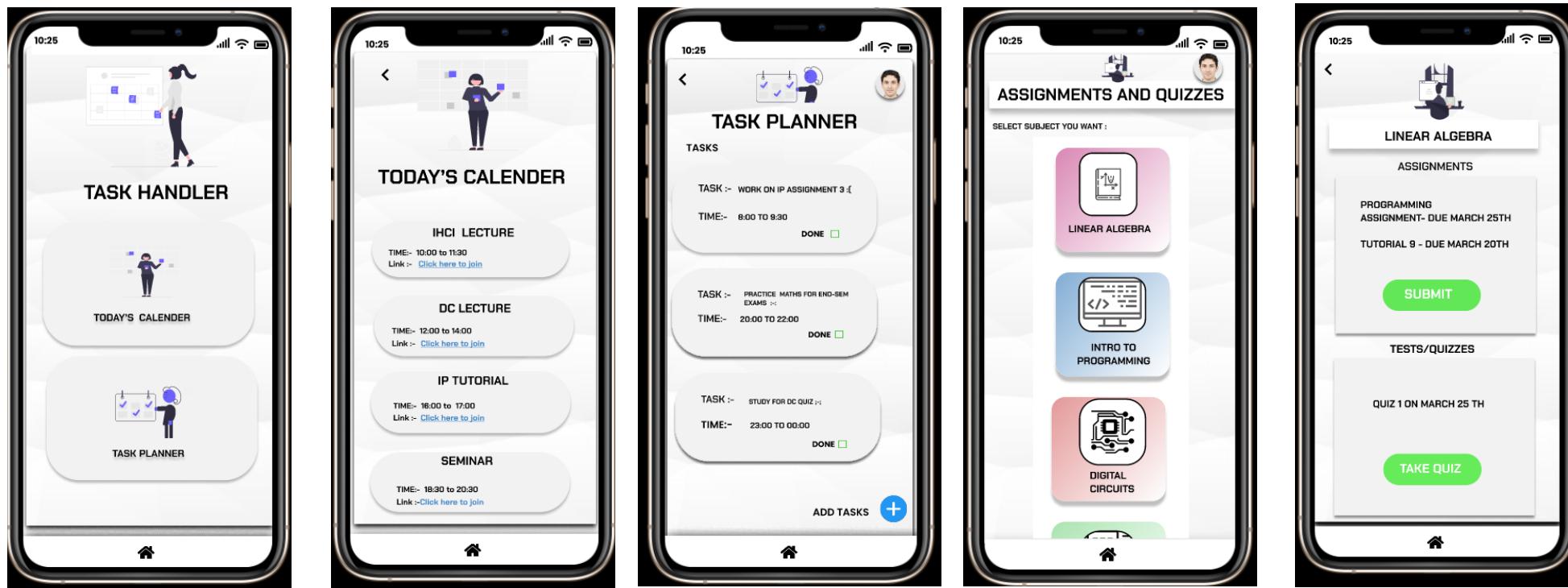


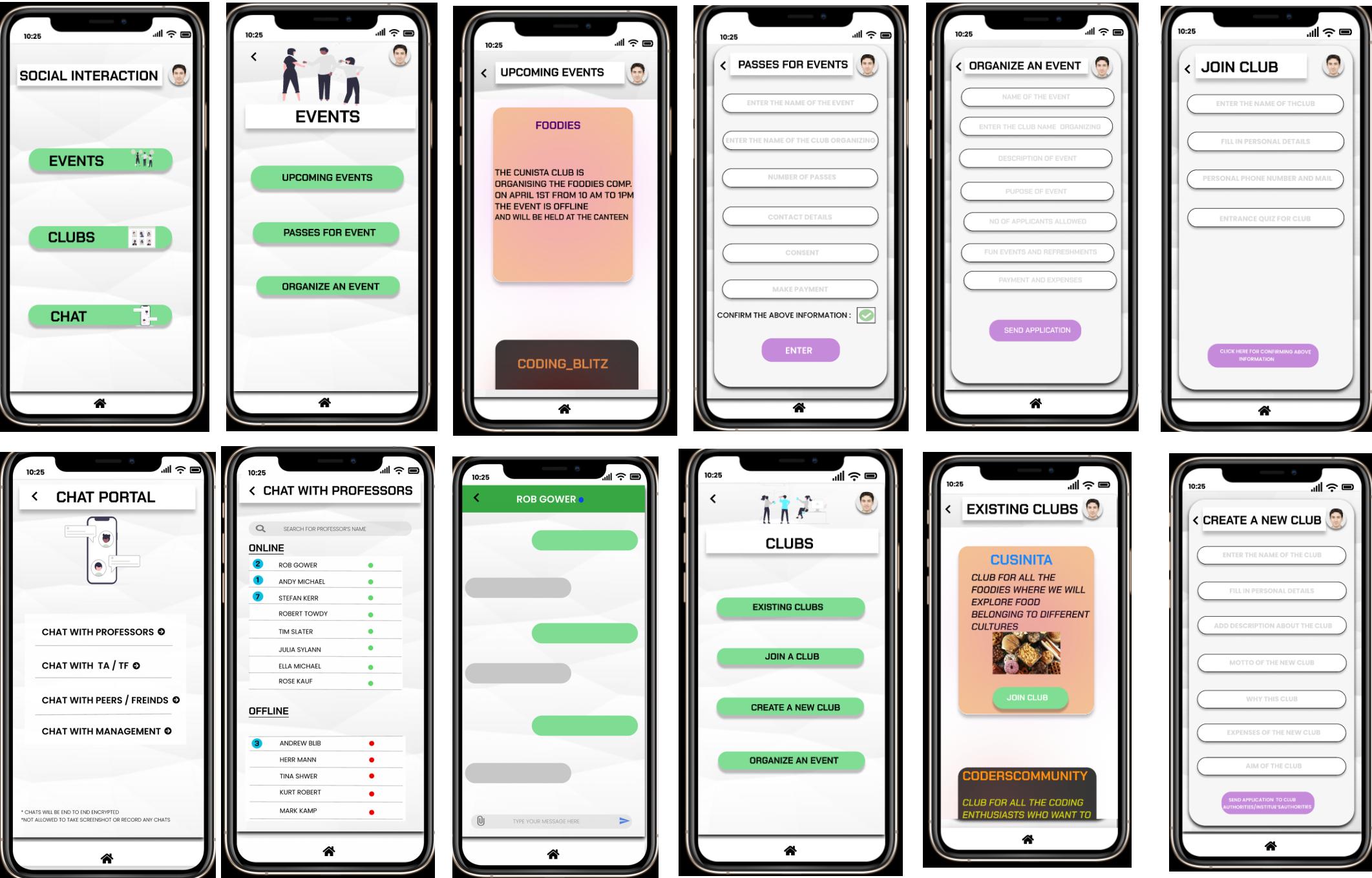
Hi-Fi Prototype

Link to final high-fidelity prototype

https://www.figma.com/proto/KTffp9UKPdNlxHnFX9gf8F/Hi_Fi-final?node-id=74%3A24&scaling=scale-down&page-id=0%3A1&starting-point-node-id=74%3A10

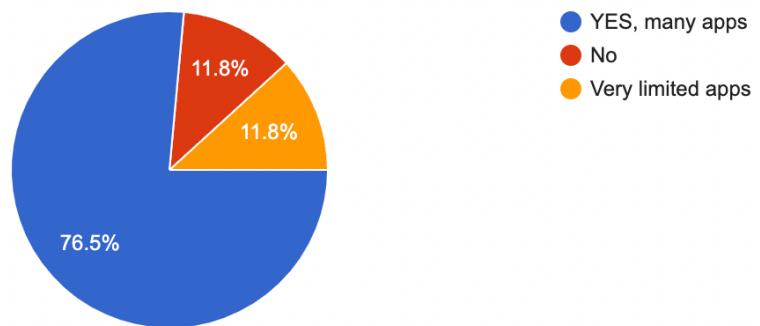




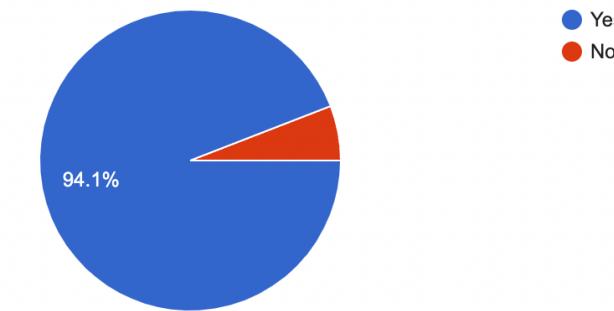


User Evaluation

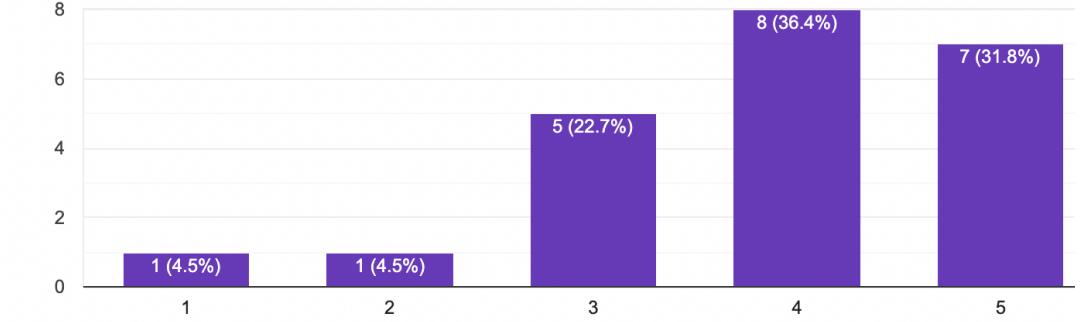
Have you used any apps related solely to education before ?
17 responses



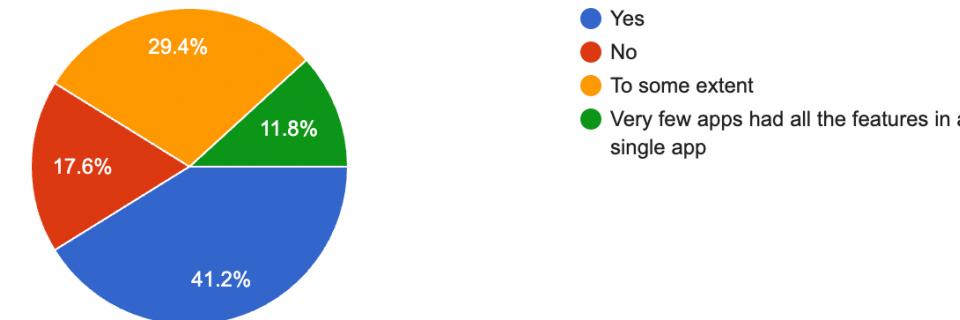
As the effect of COVID is now reducing significantly and people are shifting to offline modes, do you think such education related app will be useful now ?
17 responses



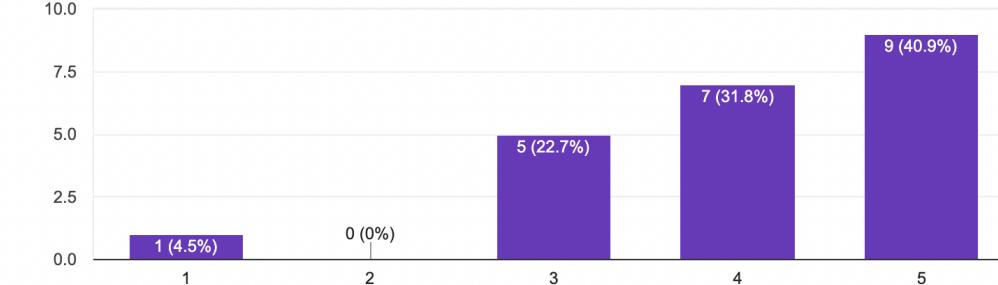
Does our visual design suits the aesthetics you would expect from an education-based application? Is it comfortable to you?
22 responses



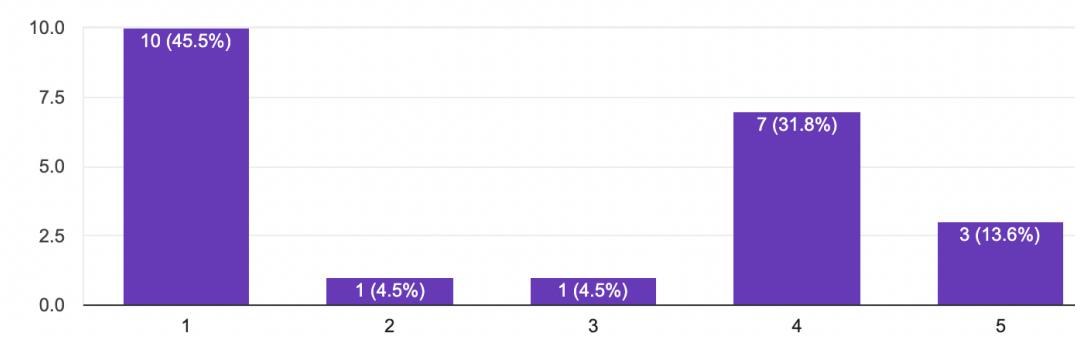
Were all those apps fulfilling all your intended tasks ?
17 responses



Do you think our icons , symbols and word makes sense to you? if yes by how much?
22 responses



Do you think the navigation system for different tasks in our application is intuitive ?
22 responses



LINK TO THE FEEDBACK FORM -

<https://docs.google.com/forms/d/e/1FAIpQLScciyGWv3ZuNESmWbCV5NMu2HQptvhUkFo7opxik6XXEYFLw/viewform>

Guerrilla Evaluation

- The main problem faced by the users was that in some interfaces too much information was given and in others there was a lot of empty spaces.
 - The meanings of some icons and the scrolling part was not intuitive to the user and caused some confusion.
 - The search bar in some pages was at the top while it was at the bottom in some pages thus making it a bit inconsistent.
 - The task flow catered to the need of the students and would help them greatly in improving their social skills and personality.
-

Hi-Fi
Prototype
live



Thank you !!!

GROUP 33 (ED TITANS)

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SANSKAR RANJAN (2021096)

PRANJAL BHARTI (2021080)
