

Part-1 **Needfinding**

Q1:

- The primary end users for the app are students and educators.
- Secondary end users can be teaching assistants and administrators.

Q2:

Students-

- Clear navigation for easy access to courses and assignments.
- Real time updates on assignments and group chats
- Secured communication tool

Educators-

- Ability to upload assignments, course material and other resources.
- Access to chat feature to give feedback and communication with students.

Teaching Assistants-

- Limited admin access to assist educators and students.

Administrators-

- Managing users and courses

Q3:

1. Google Classroom-

Liked: Easy assignments submission and grading

Disliked: Limited Customization

2. Microsoft teams-

Liked: Integrated tools for communication and collaboration.

Disliked: Overwhelming interface for first time users.

3. Canvas-

Liked: Intuitive interface for mobile support.

Disliked: Limited offline capabilities.

4. Edmodo-

Liked: Student friendly design.

Disliked: Lack of grading tools

5. Moodle-

Liked: Open source

Disliked: Outdated UI

Q4:

- A notification system for assignments and course updates.
- Offline access to previously accessed course material.
- AI tracked system to suggest online videos to better understand course material.

Q5:

- Interviews- Directly asking the end users of their feedback.
- Study forums, reviews and app feedback.
- Observations of how users are interacting with the app.
- Prototype testing to identify gaps

Part-2 Comparative Analysis

Top 5 competitor applications are-

- Google Classroom
- Microsoft Teams
- Moodle
- Canvas
- Edmodo

Competitor Matrix Analysis

Feature	Course Companion App	Google Classroom	Microsoft Teams	Moodle	Canvas	Edmodo
Courses Page	✓	✓	✓	✓	✓	✓
Assignments Page	✓	✓	✓	✓	✓	✓
Group Chat	✓	✓	✓	✗	✗	✓
Individual Chat	✓	✗	✓	✗	✗	✓
Real-time Updates	✓	✓	✓	✓	✓	✓
Mobile-friendly Design	✓	✓	✓	✗	✓	✓
Customization Options	✗	✗	✓	✓	✓	✗
Offline Access	✓	✗	✓	✓	✓	✗

For scoring-

- Courses Page: 5 points
- Assignments Page: 5 points
- Group Chat: 10 points
- Individual Chat: 10 points
- Real-time Updates: 5 points
- Mobile-friendly Design: 5 points
- Customization Options: 5 points
- Offline Access: 5 points

App	Total Score	Percentage
My App(Course Companion App)	45	90%
Google Classroom	40	80%
Microsoft Teams	50	100%
Moodle	35	70%
Canvas	40	80%
Edmodo	35	70%

UX/ HCI and Visual Design issues of competitors

Google Classroom-

UX issue: No individual chat feature, no offline access.

Visual Design: No engaging visuals.

Microsoft Teams-

UX issue: Poor organization of features.

Visual Design: Cluttered layout

Moodle-

UX issue: Outdated design with multiple steps for simple action.

Visual Design: Very text heavy.

Canvas-

UX issue: Confusing course navigation layout.
















Visual Design: Very bleak and basic design.

Edmodo-

UX issue: Weak group chat tools and no real time updates.

Visual Design: Outdated UI.

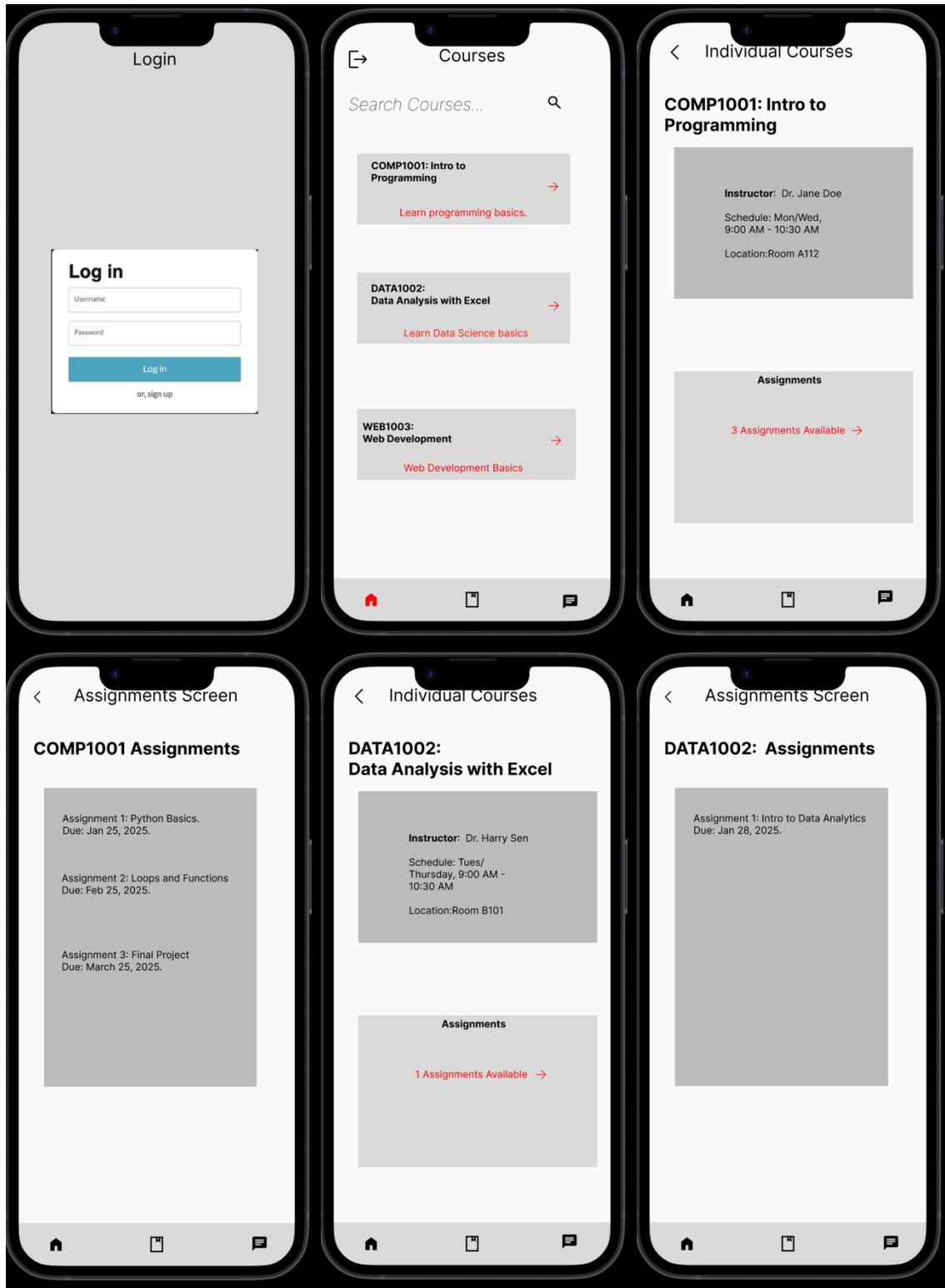
Design Principles

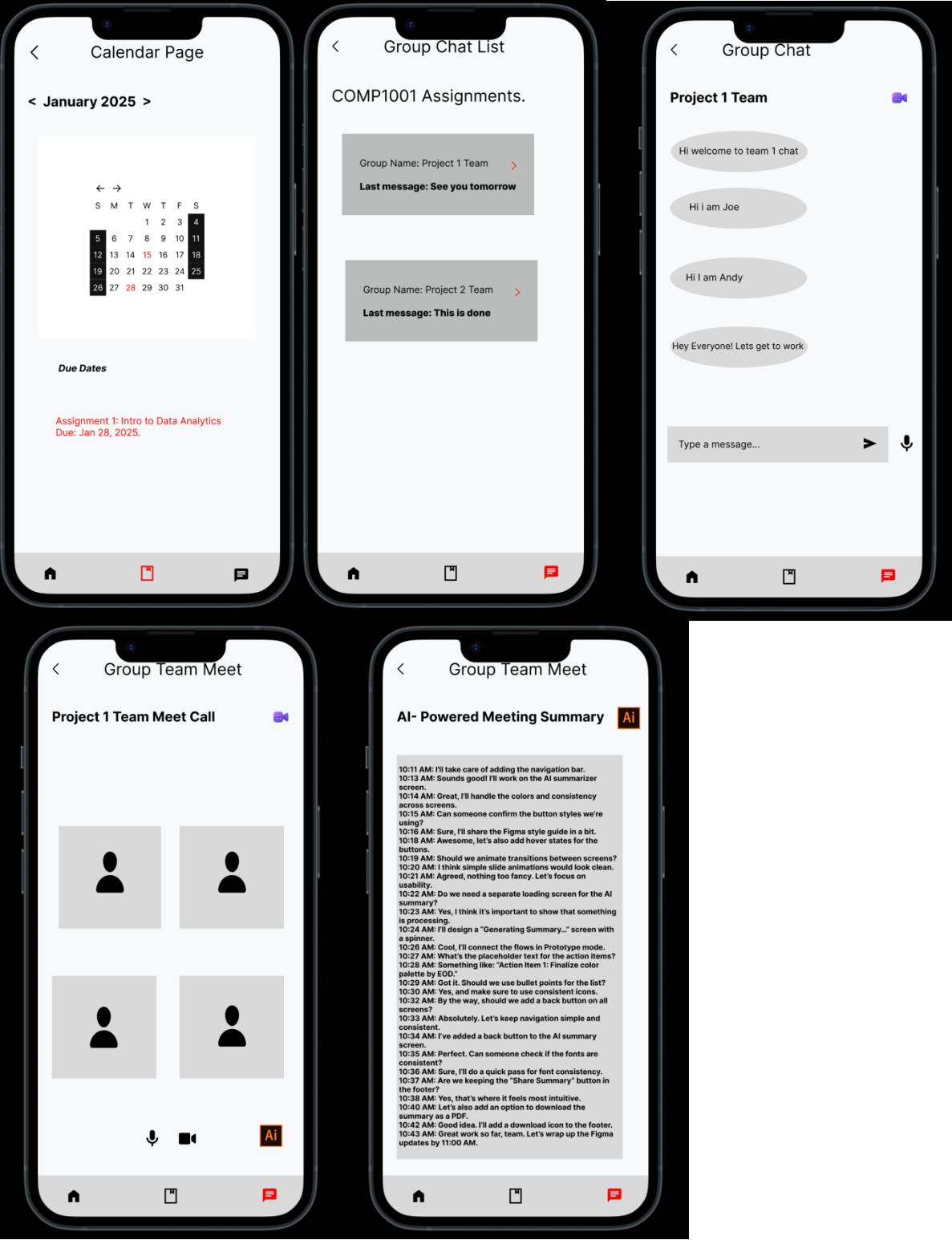
	A	B	C	D	E
1	Design Principle	Score (1-5)	Explain your method for improving the design principle for your app, if not applicable please write N/A		
2	 Discoverability	4	Easy to locate, but labels can be improved		
3	 Simplicity	5	Minimalistic designs, can work on task flows		
4	 Affordances	5	Functions are pretty clear		
5	 Mapping	4	Interface is pretty clear but navigation can be worked on		
6	 Perceptibility	5	Clear interface		
7	 Consistency	3	Some features might be overwhelming for new users		
8	 Flexibility	3	Chat feature can become more flexible		
9	 Equity	3	Na		
10	 Ease	5	Na		
11	 Comfort	5	Na		
12	 Structure	4	Assignment structure can be improved		
13	 Constraints	4	Na		
14	 Tolerance	4	Na		
15	 Feedback	4	Visible feedback can be shown to users		
16	 Documentation	2	More documentation can be done		
17					
18	Average	4	The average will be calculated automatically. If design principle is not related please put 5 for its score		

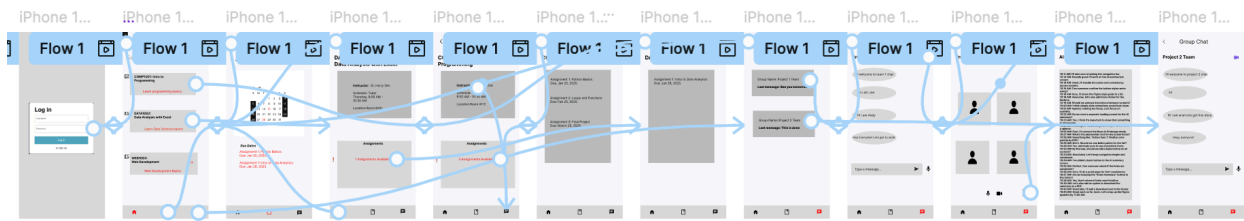
Figma Prototype Link-

<https://www.figma.com/design/d3XK3rT4BrGbcPpES8ZuAI/Assignment-2Part-3?node-id=0-1&t=pUfqVD4cdLfzqzC1-1>

Screenshots-







GitHub Repository Link-

<https://github.com/igurvir/HCI-Assignment-2-y3s2>

Youtube Demo Link-

<https://youtu.be/FrUwjISwmB8>