Gurvir Singh 991675538 26th Jan 2025 Assignment-2

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

1. Microsoft teams-

Liked: Integrated tools for communication and collaboration.

Disliked: Overwhelming interface for first time users.

1. Canvas-

Liked: Intuitive interface for mobile support.

Disliked: Limited offline capabilities.

1. EdModo-

Liked: Student friendly design.

Disliked: Lack of grading tools

1. 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Disliked: Outdated UI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 screenshot of a computer

AI-generated content may be incorrect.

Figma Prototype Link-

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

Screenshots-

A screen shot of a phone

AI-generated content may be incorrect.A screenshot of a cell phone

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AI-generated content may be incorrect.A cell phone with text on it

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

GitHub Repository Link-

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

Youtube Demo Link-

<https://youtu.be/FrUwjISwmB8>