# Analysis

**Survey**

This section outlines the analysis of the survey conducted by Karan Kaushik for ‘Code Connects’ features and target audience requirements.

**Survey data:** <https://smcepping-my.sharepoint.com/:x:/g/personal/kauskara_stmonicas-epping_com/EU_nVV-3TnhLoUJsJVmf9SgBY2Q49Z03YyBio17u_VInfA?e=236wSy>

Surveys were used to quickly collect lots of data on the preferences/most desired features and collaborative requirements of potential users. Participants were chosen as known coders to not skew the data and get irrelevant information.

Individuals were asked whether they ‘want to connect with programmers. Out of 15 participants, 13 reported a definite desire to connect with programmers. An individual expressed a potential desire. 1 participant said ‘No’. These results indicate a strong desire of the sample size reflecting programmers to connect with each other.

Insights found GitHub to be the most popular collaborative platform between programmers, with the most selected of 10. Discord (9) and Reddit (8) followed.

Less chosen apps include stacked overflow (3) and LinkedIn (5).

For the other category, apps included WhatsApp and Telegram.

These results indicate a large desire for community driven and chat functionality specific apps to collaborate with programmers. Chosen apps like discord, reddit and telegram indicate a high expectation to provide the UX and features of these apps potentially such as message reply to feature and reactions. This also reflects that these users have experience and the technical skillset to navigate these apps. If Code Connect follows similar UX, it will be intuitive and familiar to the target audience.

Participants were asked how often they collaborate; the most selected option was ‘weekly’ with almost 50%. 2 Respondents said ‘Daily’, and an individual said monthly. This means 65-70% of participants expressed frequent collaboration. This infers a strong need for coders to collaborate, primarily on a weekly basis.

Near 55% of participants selected similar goals friends and group suggestions as their most desired feature out of a list of key features:

1. Goal setting with Inscentives
2. Accountability partners
3. Leaderboards based on individual goal completion
4. similar goals friends and group suggestions

20% chose accountability partners as their top and 13.3% chose goal setting or leaderboards. This reflects a strong desire for features that support similar goal-oriented suggestions and accountability partners. This could mean individuals prefer collaboration specific features to enhance their learning progress and for networking purposes. The most selected features were Collaboration related, supporting the outcomes above.

11/15 individuals expressed a desire to use this trade feature of AI suggested friends and groups. This shows a strong desire and interest in the feature Code Connect intends to provide.

Other features that participants desired were a portfolio page for user projects and work, GitHub integration as well as game jams/events amongst the community. Game Jams is not a feature that most collaborative apps previously mentioned have, ‘Code Connect’ could fill this gap, increasing engagement between users.

12/15 individuals preferred ‘Code Connect’ to take the form of a website, most likely as a website can be accessed from any device and stores all the data remotely. This likely indicates a preference for cross-device compatibility, remote storage, and easy access.

70% of respondents expressed Python as their top language for collaborative purposes, second being JavaScript with 10-15%. This data shows that the participants reflecting potential users are semi-beginner to intermediate developers as both python and JavaScript are common entry point languages.

When participants were asked what their primary motivation for connecting with programmers, their responses were:

* Learn new skills or languages (5)
* Network with individuals (5)
* Collaborate with others on language (3)
* Mentorship or mentor others (2)

This enforces our previous findings and assumptions regarding high demand for networking and collaboration features; it shows users are potentially self-driven and interested in their own continuous improvement.

**Summary of findings:**

The data shows a strong interest in programmer collaboration, with most users valuing features like goal-based friend suggestions and accountability partners. Other findings include the importance of weekly collaboration and preference for a web-based platform. These insights suggest that ‘Code Connect’ should be focused on community/collaboration, goals and networking functionality. ‘Code Connect’ should also follow the familiar structure and expectations of collaborative apps that users have previously used. The platform should have ease of access while still being secure and accessible on a large variety of devices. The platform should be easy to navigate and beneficial for even beginner programmers while still providing content for advanced coders.

**Interview:**

3 programmers were then interviewed to gather more data on personal insights and reasoning on specific survey choices for more thorough detail. Identities of interviewees were kept anonymous due to privacy reasons.

Interviews were then used to collect more qualitative data and personal insights as to why individuals think the way they do to prevent false assumptions gathered from the survey. The data was de-identified, and participants were known programmers.

The questions asked to the respondents were:

1. "What kind of features would make you *actually want* to open and use a coding collab app regularly?"
2. "How important is it for you to connect with people at a similar skill level? Why?"
3. "What would an ideal accountability partner feature look like for you?"
4. "Why do you prefer a website platform over a mobile app?"
5. "What kind of events or group activities would actually get you involved?"

Participant 1’s responses:

1. Daily mini-challenges, a Todo-List, a feed where people can post, it should feel like a combination of discord and GitHub.
2. Very important, so we can understand each other and collaborate rather than one teaching the other.
3. I’d like weekly checkins, shared goals and reminders based on my own coding goals.
4. I code on my desktop but I can’t take that everywhere, so I use my phone to message people when I’m away, a website would hep with this.
5. Challenges that can last a few days or on weekends like game jams but more generalized for programming.

Participant 2’s responses:

1. A clean dashboard with my current projects, an easy way to find friends who are doing similar things to me, an actual fun platform to use.
2. It’s quite important but I'd also like to speak to people with a higher skill level to know more about certain fields.
3. Weekly or daily goals and streaks
4. Websites are better because I can use them at school or even at home without downloading anything
5. Leaderboard based events or hackathons maybe with prizes or gamified incentives

Participant 3’s responses:

1. Reminders to finish my tasks, progress tracking, group chats and maybe areas for me to ask for help with my problems.
2. Very important, I don’t want to get overwhelmed by advanced answers
3. Shared daily goal list or fun messages like reminders saying ‘You’re so lazy you didn’t code today’
4. I don’t like having my phone near me when working so I’d prefer a website over an app
5. Maybe something where we build a small app based on theme and see what different versions people created

**Findings:**

The data from these participants offers some key insights for the project.

All 3 participants value motivating features like goal tracking, accountability, and progress tracking. They also value community-based features like messaging and events. A mix between GitHub and Discord is highly attractive. Having the ability to talk to people with the same skill level is very important, participant 2 also wants to communicate with more advanced users suggesting potential for a mentorship feature or community driven help forums within groups. The app should acquire the user's skillset and find similar groups or friends to achieve this. The accountability system should give reminders, potentially offer streaks, and be fun. Websites are clearly preferred over app format, which also supports the data shown in the survey unanimously. This means the platform should prioritize security for access from multiple locations and devices. Competitive or gamified events should be implemented for all skill types, and ‘Code Connect’ could provide a gamified incentive or leaderboard recognition.