USER STUDY

Understanding student report creation journey

For this assignment, I prepared questions, interviewed and analyzed the

projects of my 2 college colleagues.

QUESTIONNARE

What did you like the most about them and what didn't? 2. What resources did you use for preparation and how much time did you

1. Briefly describe the process of writing a project. What tools did you use?

- have for that? Which websites have you visited and books read? 3. What kind of materials did you use when creating the project? How much time did you have and was it enough?
- 4. What problems did you encounter? Were the problems technical, a topic, or something else? How did you solve these problems?
- 5. Do you like to do this type of project? Do you think that is useful? 6. Final thoughts? Would you emphasize or add something?

INTERVIEWS

I asked listed questions with a couple of sub-questions online. It took approximately 45mins per user to complete the interview.

User Persona

Danilo S. Age: 21 Occupation: Student Location: Serbia **Education: High School** Status: Single **Interests** Computers Influences

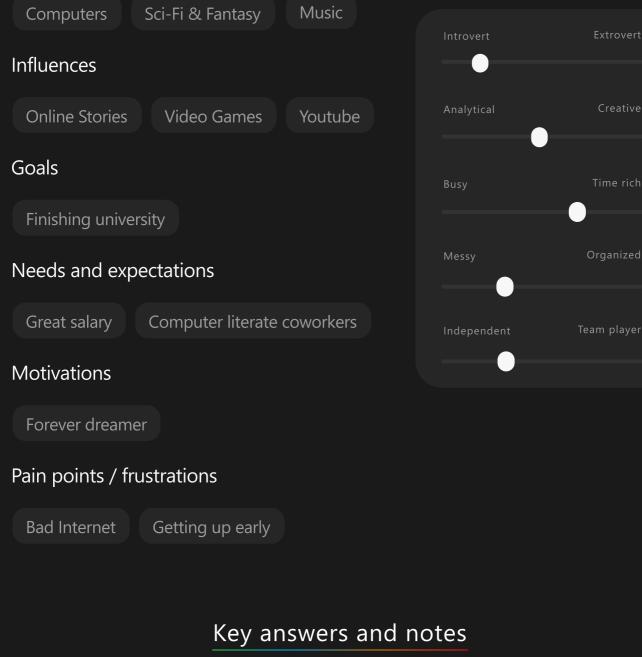
also interested in sci-fi and fantasy

Bio

literature, so after I finish my studies, I may try making video games." Personality

"I have always been interested in

computers, so I'm studying CS. I am



wrote a short Word document with code explanations. I liked programming in

1. The first part of the project was creating a Windows application in C# with

the Visual Studio 2016 Community Edition and working with MSSQL. The second part consisted of creating a full-stack application. HTML, CSS, and

JavaScript were used for the front-end and C# for the backend. After that, I

C# the most because I'm the most experienced with it. I didn't like the CSS

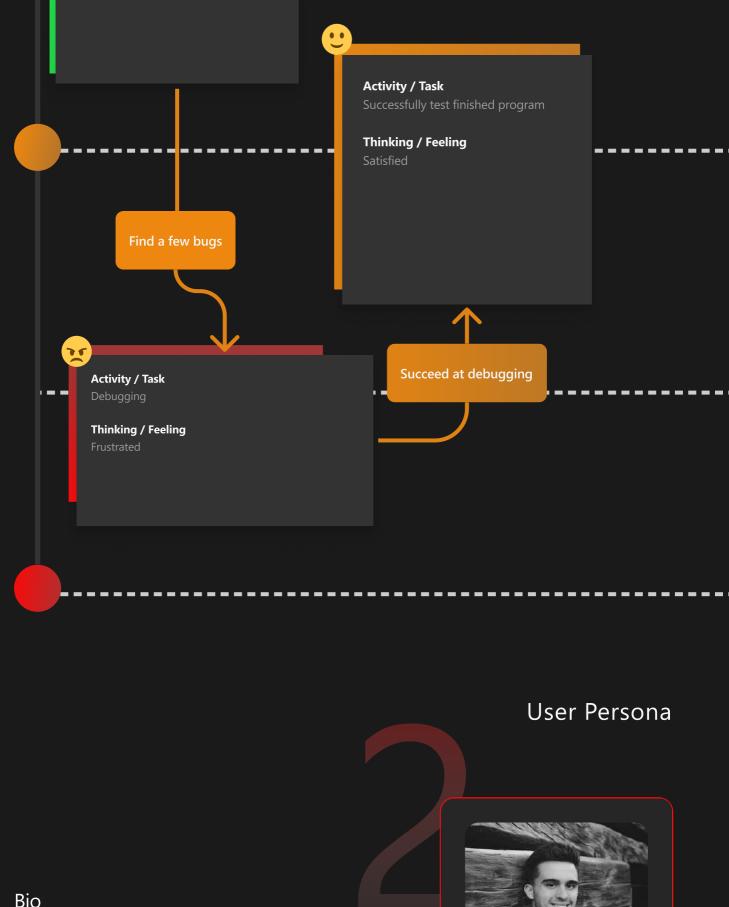
- 2. There were 2 weeks for preparation with tasks that could be given on the project. I worked and listened to lectures and exercises, and those were enough materials for me. 3. During development, the only resource that was allowed to be used was IntelliSense. I had 3 hours per project, which was enough because I understood everything. 4. There were no major problems, some technical problems were solved with the help of a debugger, while the topic itself was not a problem. 5. & 6. The project only included the basics, but I wish it was a little more
- Journey Map

complex, but it was certainly useful. I would not add anything.

Activity / Task Writing Windows Form

Thinking / Feeling Calm & focused

media query.



Blockchain Influences

Interests

Youtube

Finishing university

Great salary

Motivations

Power

Flexible working time

Pain points / frustrations

Goals

Remote work Needs and expectations

Free time

"Innovative with a strong will to learn.

My hobby is American football, cyber

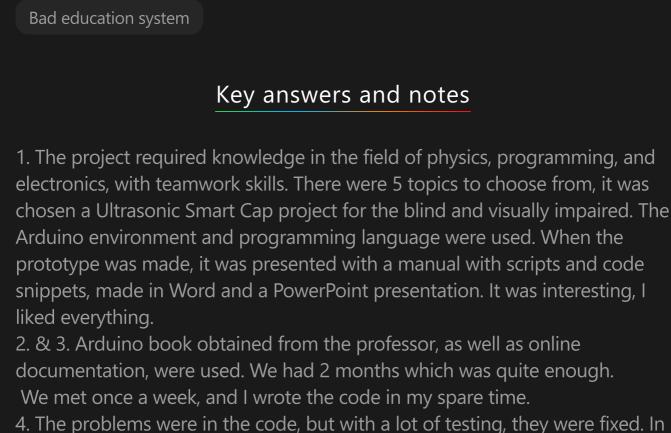
Web3

Websites

Etherium

Businessman

security & crypto."



other obligations, but I succeeded.

Journey Map

Activity / Task

Thinking / Feeling

gained, I can't wait for the next project!

Status: Single Personality

Filip Ð.

Occupation: Student

Education: High School

Location: Serbia

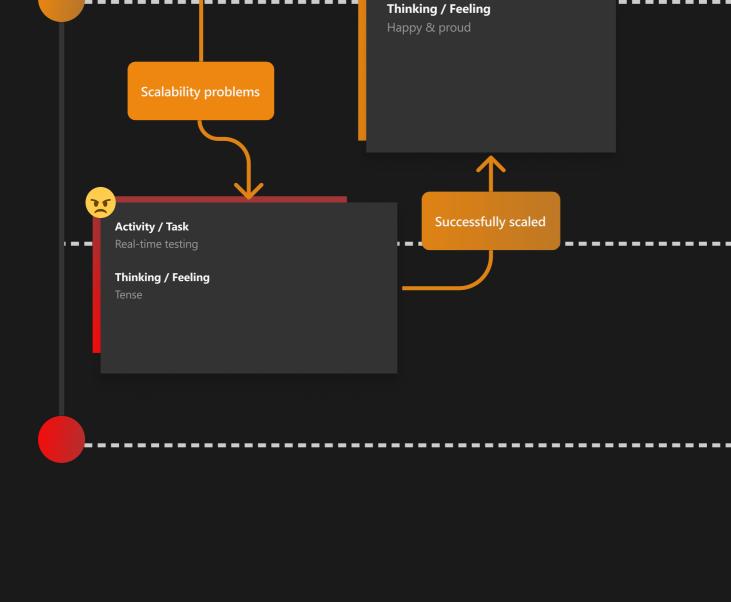
Age: 20

Programming Ultrasonic Smart Cap

Activity / Task

the beginning, I was skeptical about whether I would be able to fulfill all the

5. & 6. Such projects are very useful because a lot of practical knowledge is



REPORT

My assumption about the course of the project was that one must have a

My opinion about the problem was that they should be seen more as

obstacles because they are all solvable, which was shown by both students.

Summary of Insights

basic knowledge of the topic and the tools used, as well as the interest of the student. If they have enough, it will be easier for them to do everything on time. As for resources, they can always be found on the Internet, I think there are

experience.

too many. And if something is not found, there are books.

I assumed that they liked the project, because it is in the profession, and in the end, they turned out to be both useful and good for continuing their career. For the most part, they did not have any criticism regarding the projects, because they managed to solve everything on time. Conclusions

process was similar for both students and the result was positive because they managed to solve all the problems they encountered. With good organization, knowledge and will, they showed that everything can be done. All they did was simulate what they would do daily, so it was a rewarding

Based on user personas and journey maps, I concluded that the creation

students would show theoretical knowledge, working in a team, and

encourage them to ask as many questions as possible.

Proposed next steps I recommended the students to continue working on other projects, as well as supplementing their knowledge from the Internet and practicing. I would motivate professors to give more practical and realistic projects on which