

CAPSTONE PRESENTATION

Students: Yuri Kusik & Nathalia Silva
Professor: Anjana Shah





WE MADE IT!

Today is our final presentation





“What we learn with pleasure we never forget.”

—**ALFRED MERCIER**



01

TEAM

Intro of team/role

02

PROJECT

Project goals

03

LIVE DEMO

Detailed Demo of
Completed Project

04

CONCLUSION

Technologies used.,
Project Closure Report



THE 01. TEAM



Nathalia Silva

Project Co-Manager

Full-Stack Developer



Yuri Kusik

Project Co-Manager

Full-Stack Developer



OUR TEAM

YURI KUSIK

Software QA Engineer
Test Engineer

NATHALIA SILVA

UX / UI Designing
Cyber-Security





OUR PROJECT 'ACADEMY' .02

Executive Summary, Project Vision and Goals



ACADEMY

The vision of the project is centered around helping students to **maximize** their educational experiences

Academy will do that by providing effective guidance through three main modules :

- Team Structuring,
- Academic Support Network
- Extra-Curricular Broadcasting

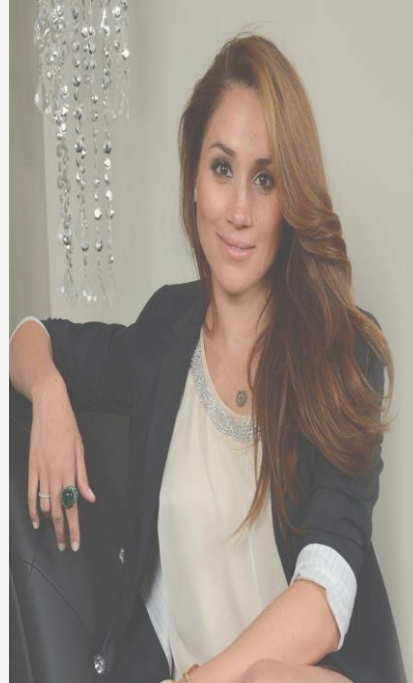


Personas

A persona, in user-centered design and marketing is a fictional character created to represent a user type that might use a site, brand, or product in a similar way.



Student
Jacob Best



Tutor / Student
Melanie Margnon



Instructor
Alex Georgina

SCOPE



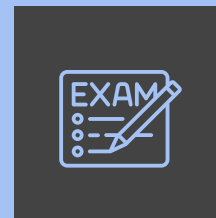
ACADEMIC RESOURCES

Easy to find all the resources needed for assignments and exam prep



EASY ENGAGEMENT

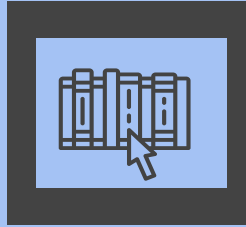
Easy to post content, questions or share information about an academic event



PERFORMANCE BOOSTER

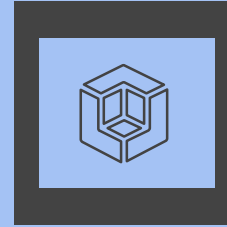
With access to more data and having a supportive community, students can perform better

OUT OF SCOPE FOR NOW



SEARCH

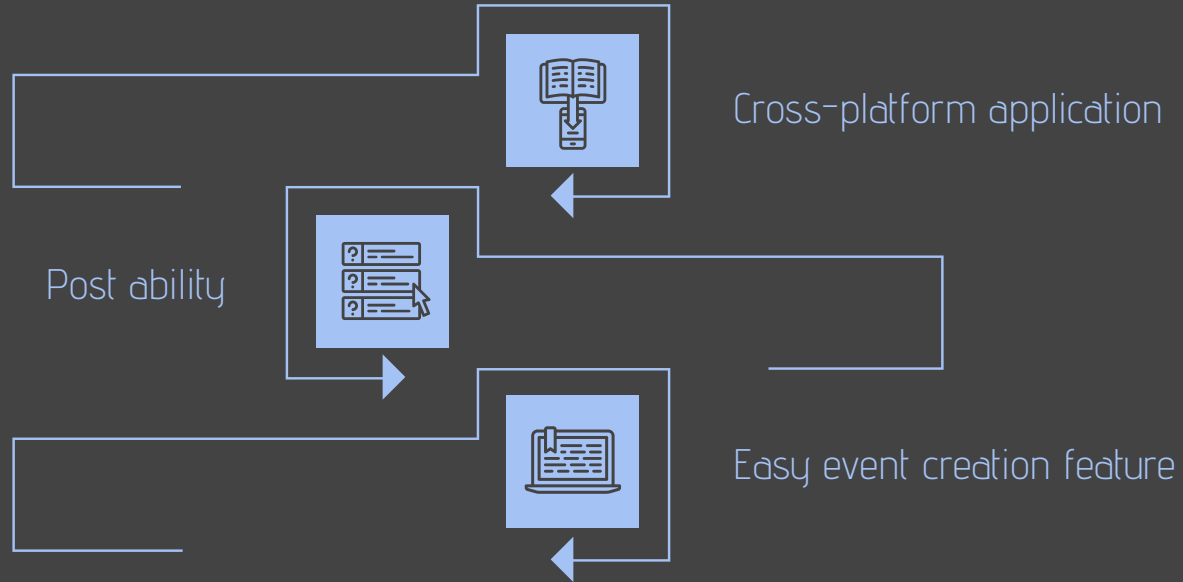
A web search engine or Internet search engine is a system that is designed to carry out web search within a website

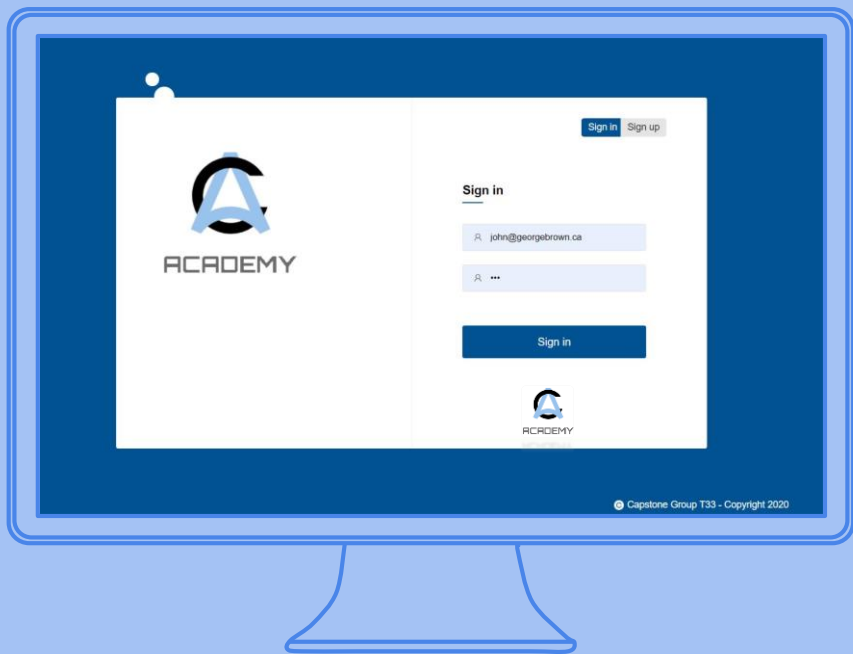


BADGES

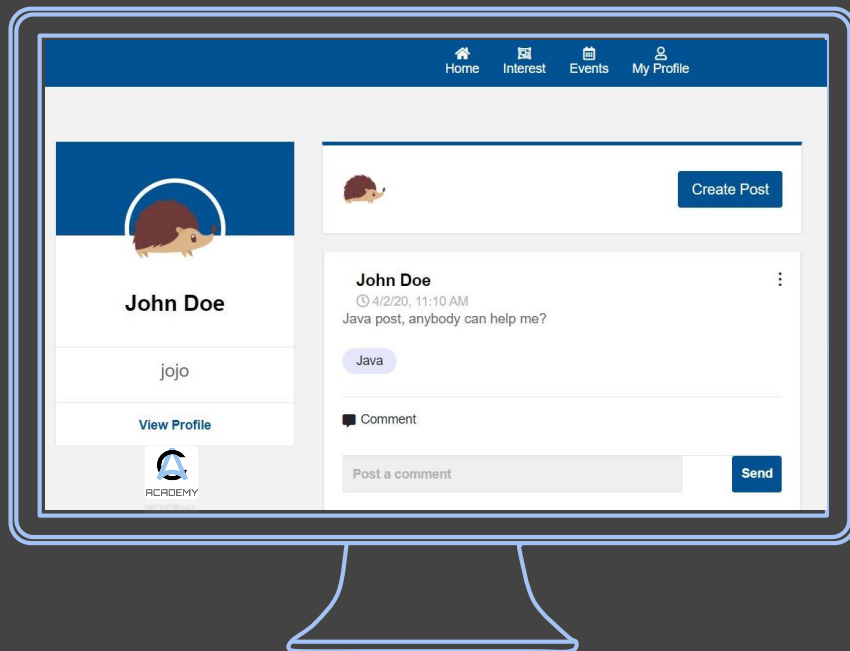
Academy plans on giving badges to tutors. This would help when students are searching for help within the platform

THE SYSTEM THAT WE CREATED





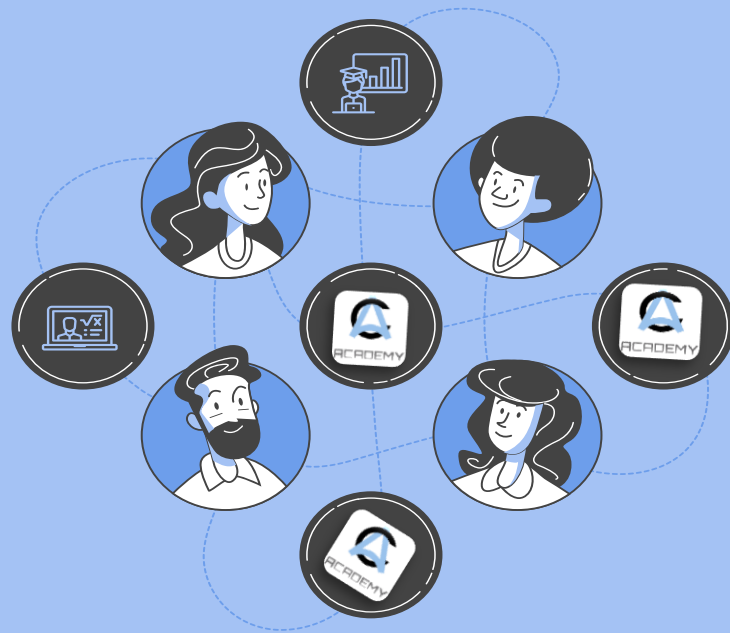
LIVE
DEMO .03



Demo

ACADEMY

FINAL THOUGHTS .04



Milestones



October 2019

Project Kickoff,
Requirement Analysis

February 2020

Development Phase,
Design Phase

2019

2020

January 2020

Re-Brand, Re-Scope

March 2020

Testing Phase, Final Release,
Project Closes

Closure Report

PROJECT VALUE

Community Enabler
Academic Booster



LESSONS LEARNED

Team Work,
UX during the dev phase
Test-Test-Test



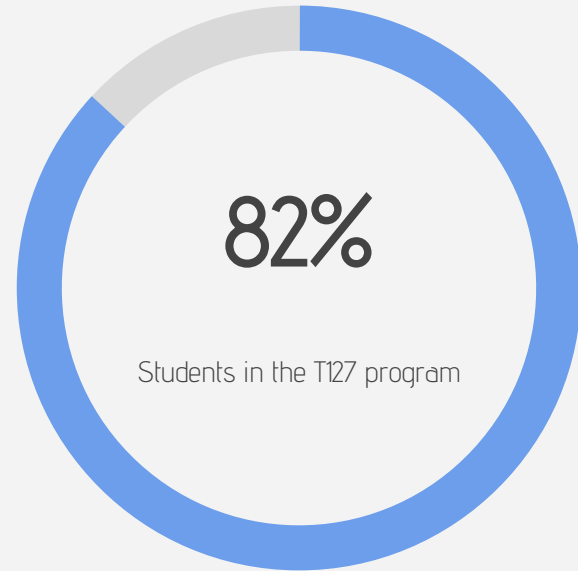
ACADEMY

GBC community
Peer support among students



Future Goals

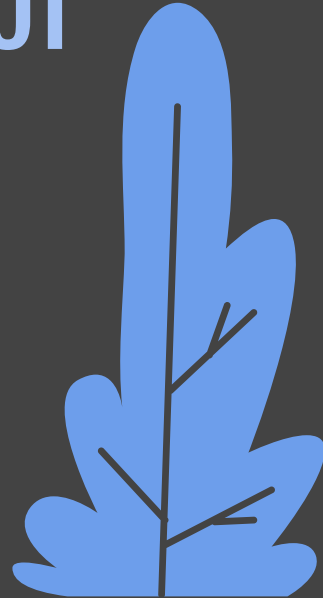
We are focusing on a particular part of GBC; therefore, our public is a particular subset of users that can benefit from **Academy**.



Conclusion

**‘Change is the end result of
all true learning’**

- L. Buscaglia





THANKS!

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