

CSM3 114 - Project 1

StudyUnity

Study Group Finder

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Executive Summary

Main goal

- To improve learning experience by making study group formation easier
- To close the gap between students with similar academic interests

Problem

- Difficult task of manually creating groups
- Difficult finding appropriate groupmates

Solution - StudyUnity

- Uses Flutter to create simplified platform
- Improving student participation in learning
- Encourage student to learn in many areas



User Interface



Color Palette

- Black and grey to align with professional and serious tone



Typography

- Contrast between black, grey, white to optimize text readability

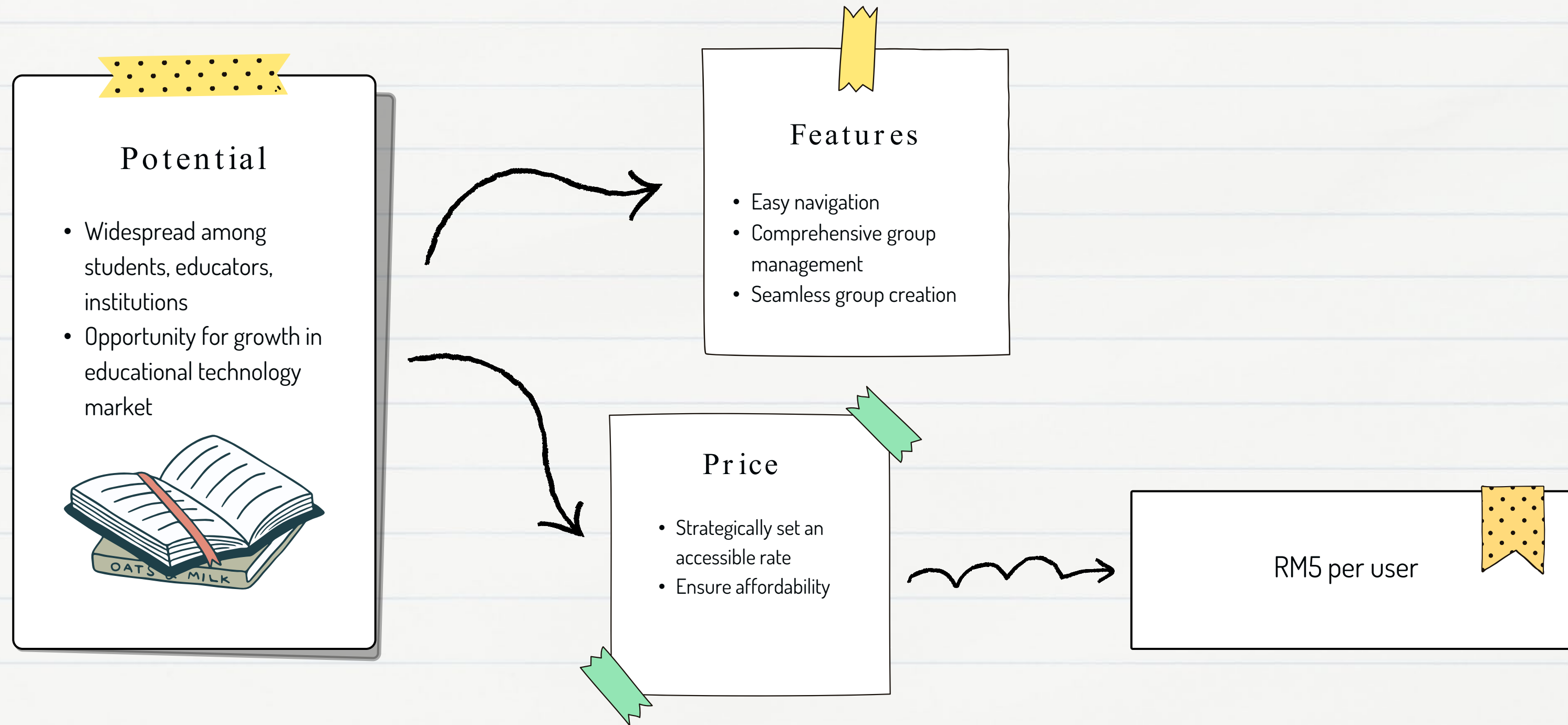


Iconography

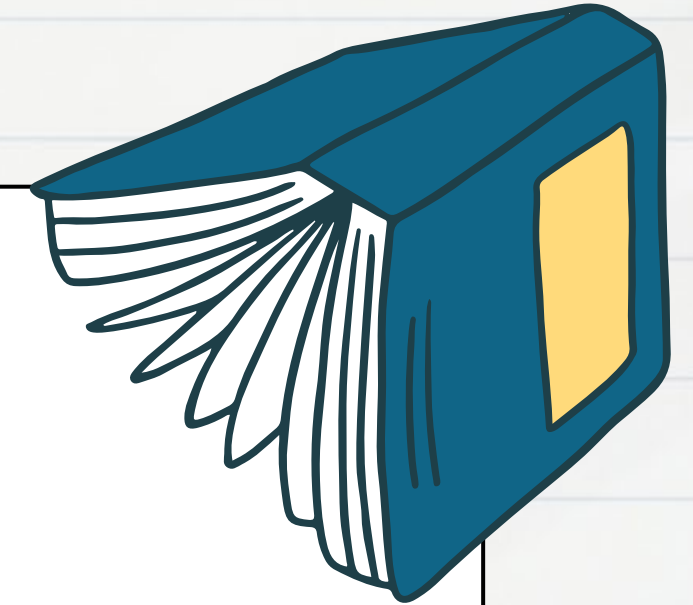
- To convey functionality succinctly
- Consistency to ensure user can quickly grasp the meaning



Commercial Value & Pricing



Lesson Learned



User-Centric Design

- Requires deep understanding of end-user's needs and preferences
- Significance of user feedback and iterative design process

Coding Skills

- Enhanced proficiency in Flutter, Dart

Pricing Model

- Requires thoughtful balance between affordability and perceived value of features offered
- Necessity of conducting market research



Conclusions

01



StudyUnity mobile application prototype emerges as a promising solution for improving collaborative learning experiences on campus by making it easier to form study groups

02

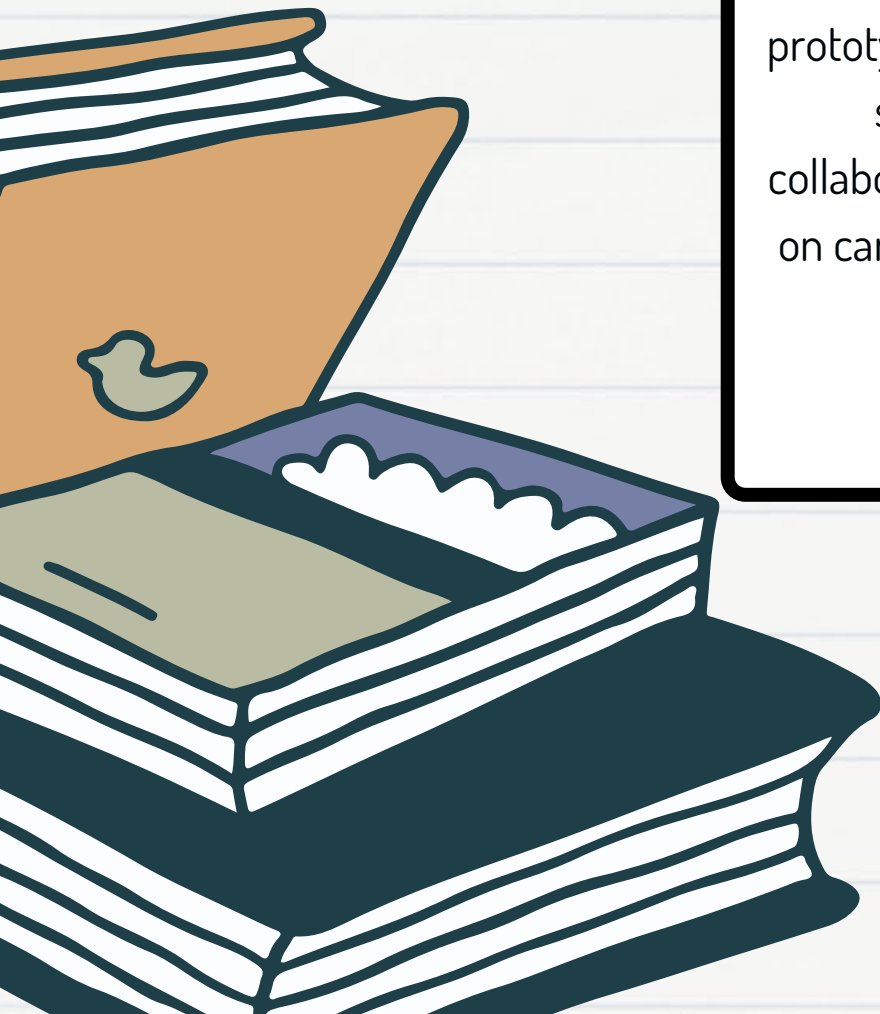


StudyUnity has the potential to have a substantial impact on students' academic progress

03



StudyUnity's prospective commercial value and pricing strategy demonstrate the company's feasibility in the educational technology market



Thank's For
Watching

