

Bringing **STUDY LOGGING** to mobile



STUDY BUDDY



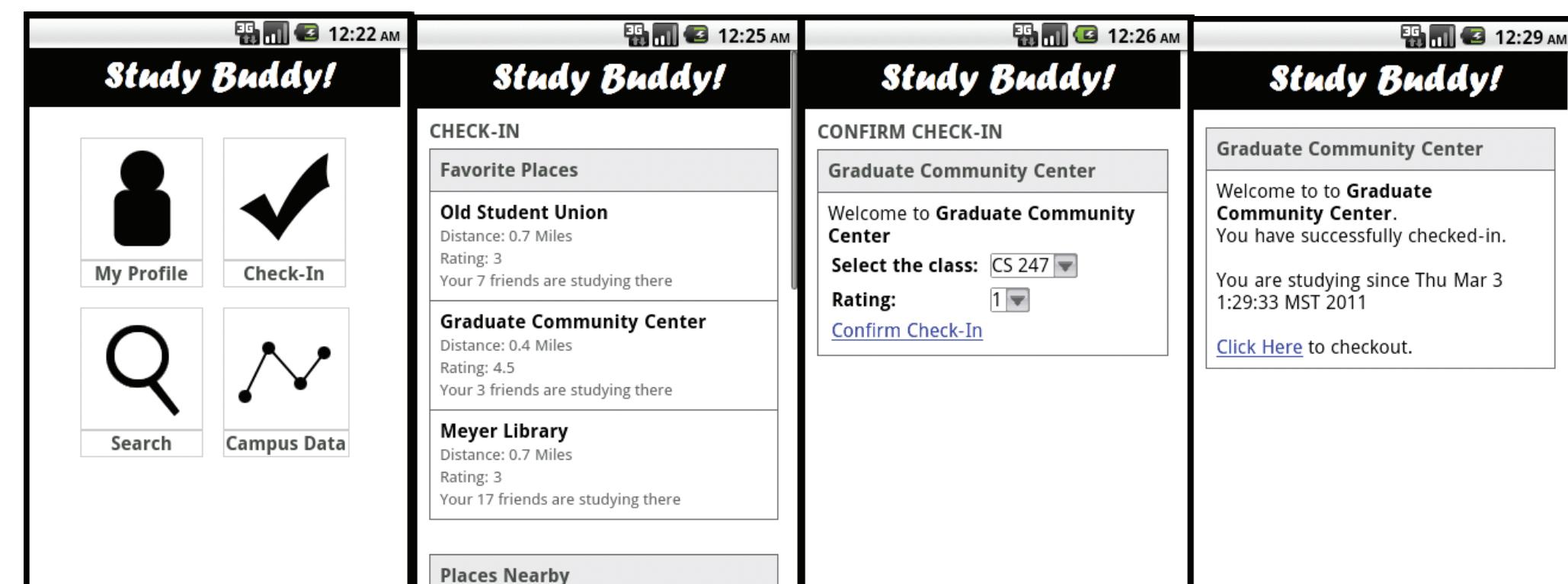
Find the best study spot on campus - Check-in to get your study statistics - See where & how your classmates are studying

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For this phase, we aimed to get the **check in and check out functionality** implemented. We also gave it an initial black/white/greyscale design that would eventually go through several iterations.

Feedbacks collected from the in-class test run and a meeting with our mentor

- 1) revise the **rating system** (currently 1~5) and rename it
- 2) remove the home screen and add a **tab bar** for faster check-in & easier browsing
- 3) add a **timer** instead of "since when" to provide better time information to users
- 4) add an information **update page** when users change courses they're working on
- 5) revise the **input forms** from a drop-down menu to buttons

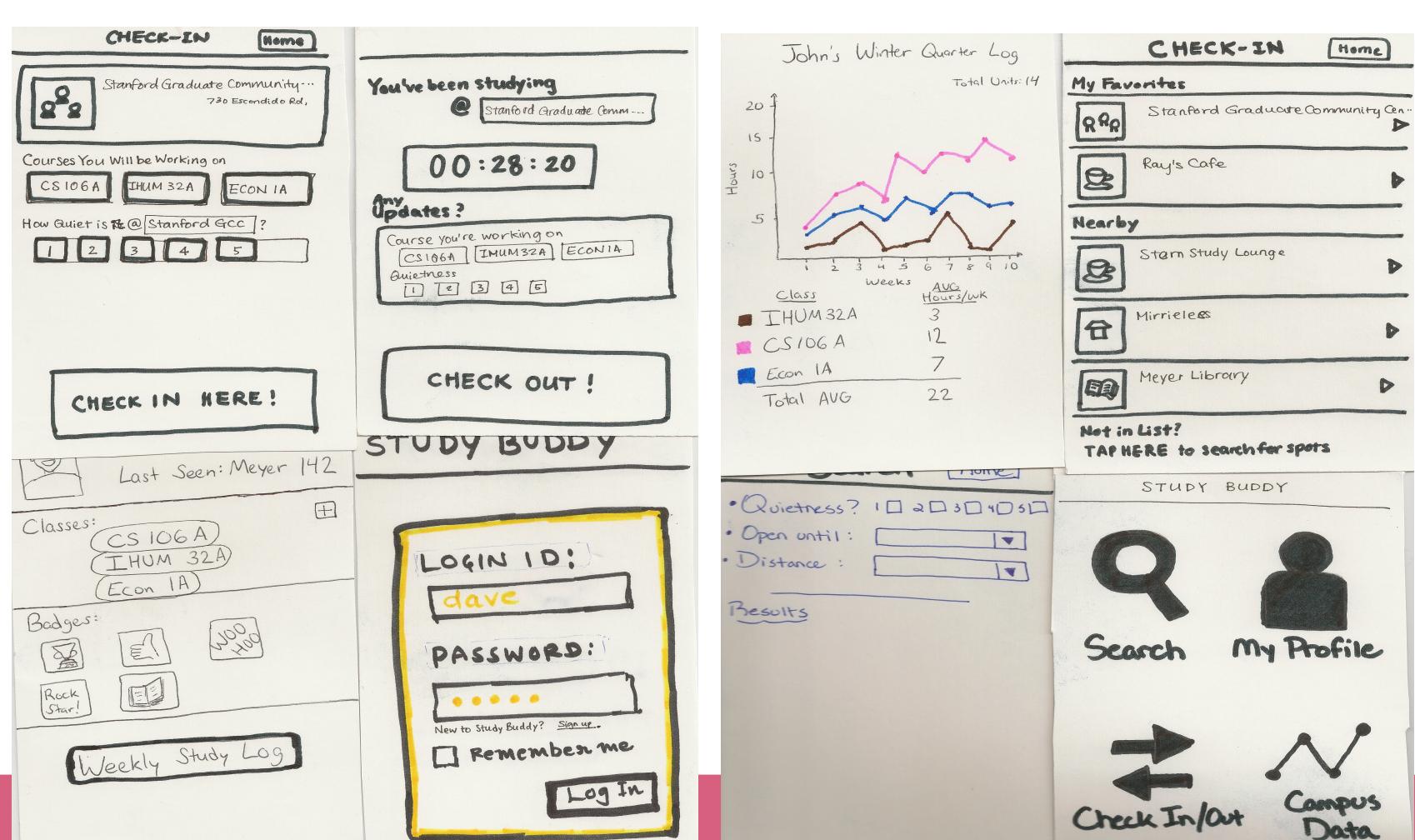


Alpha Prototype

We decided to implement the following features and developed a paper prototype based on the functionality we expect.

Check-in @ Study Spot -- Search for Study Spots -- Aggregated Campus Data

For implementation, we started with a client server architecture where we planned to write a native android app that would make a HTTP request to a server side back-end module to get data in JSON/XML and do a native rendering.



Paper Prototype / Project Planning

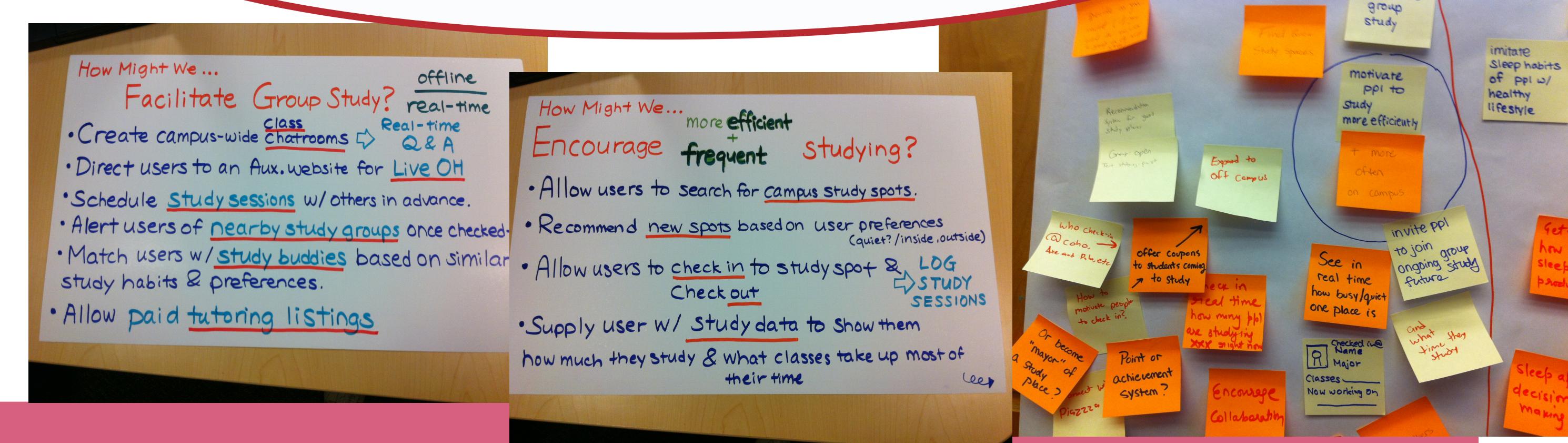
We observed that a lot of data centered around "studying experience" on campus have never been logged but should be very useful to college students. Thinking about "how might we encourage students to study more efficiently and frequently," we decided to make a mobile app that provides users logged information about where & what their friends are studying and how loud study spots are at the moment.

We came up with the idea of "study logging" to collect those data inspired by the check-in process by FourSquare.

USER SCENARIOS

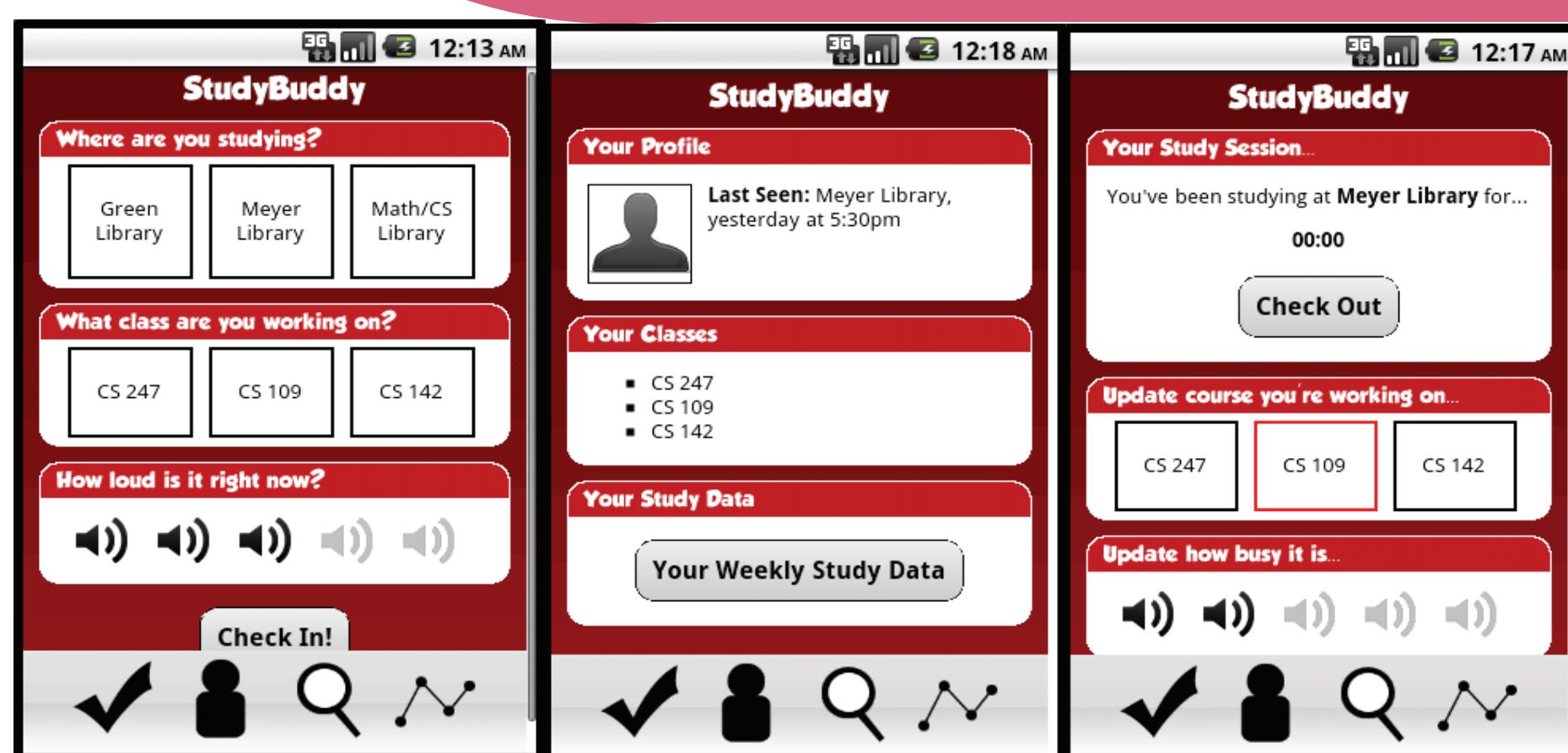
Jenny who needs a last-min help on her homework when office hours are all over searches for the spot where her classmates is, and seeks for their help.

Dave preparing for his midterms searches for the place where is currently quiet and logs his study sessions to get his study statistics week by week.



Needfinding /Brainstorming

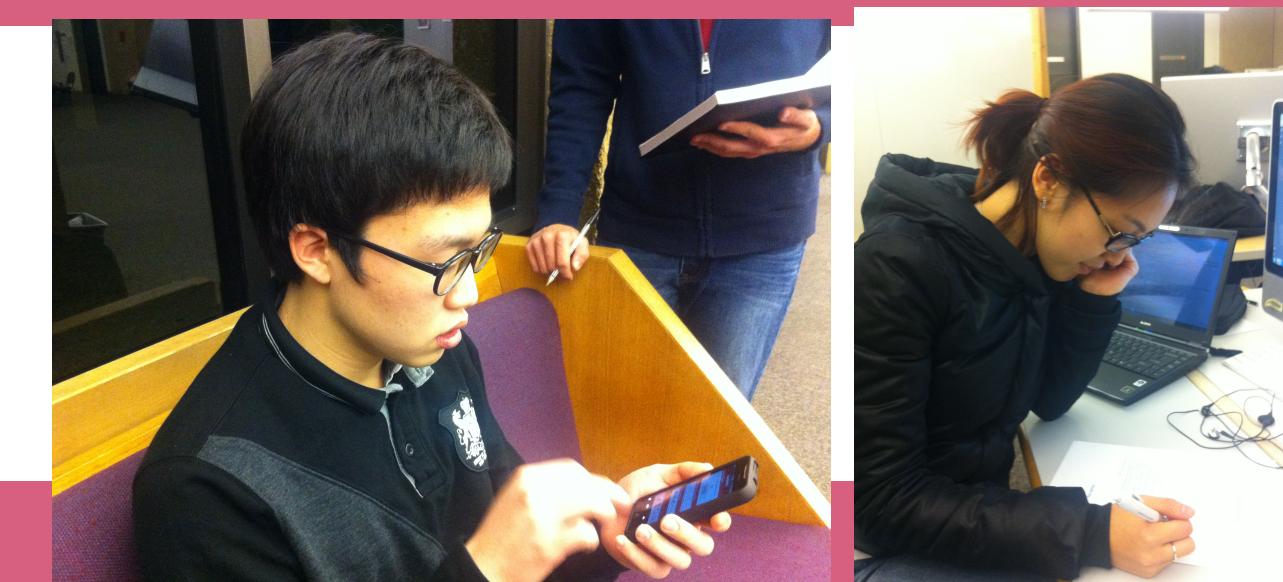
Beta Prototype



For this phase, we aimed to **incorporate the feedbacks** into our prototype. For instance, we streamlined our checkin process by chucking the old homepage and making the homepage the actual checkin page. Thus, you could now check in by clicking 4 times, whereas in our previous iteration, the user had to find the check in page and go through the process.

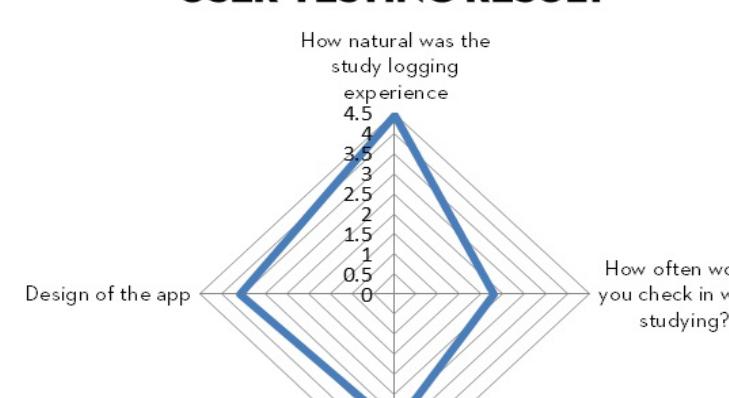
Also for this phase, we aimed to implement the remaining functionality like **searching locations**, and **adding/deleting classes** from your profile. Lastly, we applied a **red color theme** to our prototype.

In terms of implementation, we dropped the idea of native UI rendering but started using an Android native webkit



User Testing

USER TESTING RESULT



User Testing Facts

8 students = 4 ppl @ Meyer Library + 4 ppl @ Graduate Community Center
- Average age: 21.6
- 5 from the States, 3 from Asia

Ratings in number (out of 5)

How natural (4.4) / How often (2.3) / How effective (3.3) / Design (3.6)

Average rating = 13.6 / 20 = **68% positive**

Comments on the App

"Quick steps for check-in encourage me to use this app more often"
"Very user-friendly"
"Change the fonts & revise the color scheme"
"Add more locations"

We tested on 8 users studying in GCC(a casual graduate student union) and Meyer library (a quiet study spot) to ask them about their study logging experience and gained 68% positive feedbacks.

We also conducted a FiveSecondTest to measure the average time spent on check-in, which was 8.2 seconds.

FINAL VERSION

