User Research Project Report

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Extracurricular Activities Manager (ECAM)

This project is to provide the users with a unified interface that provides information for all extracurricular activities (like club events, sports, etc.).

Research Aim & Objectives

The aim of this user research is to:

- Prove the hypothesis stated in the project proposal
- Researching the way information about extracurricular activities is disseminated
- Finding the problems that users face while using the current system

Target Users & Sampling Users

The target users are the students of IIIT-H.

For our research, we randomly sampled 20 students from different batches.

Out of 20:

- 7 from BTech, 11 from MTech and 2 from PhD
- 15 were males and 5 were females

Research Tools

For our research, we have used the following tools:

- **Survey**: We have conducted a survey to get responses from IIIT-H students to prove/disprove our hypothesis and to frame questions for the interview.
- **Interview**: For uncovering the story behind the user's experience and pursuing in-depth information, we interviewed 20 students.
- **Observational Research:** For better understanding how, the existing system addresses and solves the problem statement.

Survey Questionnaire

- Which programme do you belong to?
- How often do you take part in extracurricular activities (like club activities, cultural events, daily sports, gym, etc.)?
- Would you agree that taking part in an event/activity has a positive or refreshing effect on you?
- What kind of impact does taking part in an event/activity have on your academic life?
- How do you get information about an event/activity?
- Do you think that a dashboard that gives information about all the past, present and future events would be helpful?

Interview Questionnaire

- Describe your average day in college.
- How do you spend your leisure time?
- How important are these activities for you?
- How do these activities affect you?
- How frequently do you take part in such activities?
- Do these activities affect your academic life? If yes, then how?
- How do you get to know about current and upcoming events?
- Have you ever faced any problems because of these sources?
- How do you keep track of activities that are of interest to you?
- How satisfied are you with these sources of information?
- Do you think that an alternative solution is required?
- What do you think about a unified interface for all extracurricular activities?
- Do you feel there is a need for such an interface?
- Would you use such an interface?

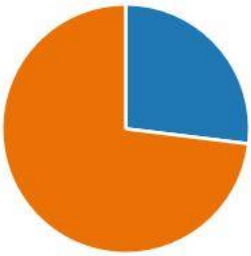
Data Analysis

Survey Data

3. Gender

More Details

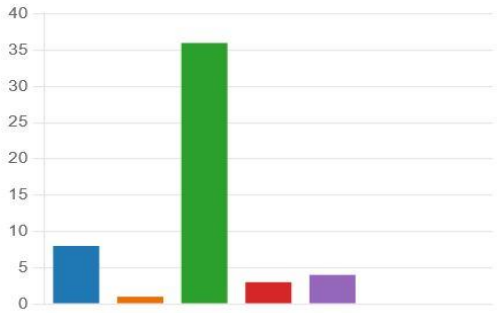
Female	14
Male	38
Non-binary	0
Prefer not to say	0



4. Which programme do you belong to?

More Details

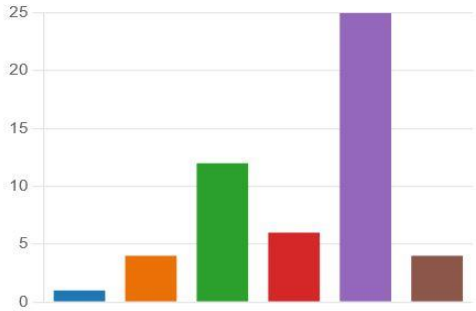
B.Tech	8
Dual Degree	1
M.Tech	36
M.S.	3
PhD	4
PGSSP	0
M.Phil	0



5. How often do you take part in extracurricular activities (like club activities, cultural events, daily sports, etc.)?

More Details

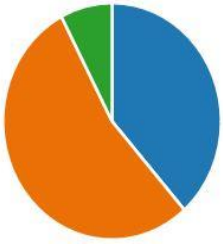
Never	1
Once per semester	4
Few times per semester	12
Few times per month	6
Few times per week	25
Daily	4



6. Would you agree that taking part in an event/activity has a positive/refreshing affect on you?

More Details

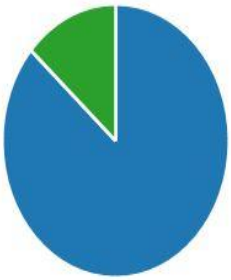
Strongly Agree	20
Agree	28
Neither Agree nor Disagree	4
Disagree	0
Strongly disagree	0



7. What kind of impact does taking part in an event/activity have on your academic life?

More Details

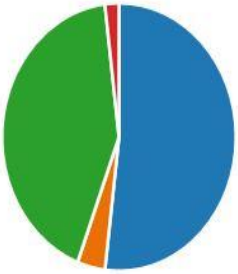
Positive	45
Negative	0
Other	7



8. How do you get information about an event/activity?

More Details

Friends and social circle	27
Posters/Fliers	2
Email	22
Other	1



9. Do you think a dashboard that gives information about all the past, present and future events would be helpful?

More Details

Yes	45
No	0
Maybe	7

Insights

- Most of the interviewees said that their day comprises of academic work and sometimes includes leisure activities.
- Most common leisure activities are playing some sport (football, cricket, table tennis, badminton, etc.), going to the gym, socializing, watching movies.
- 20/20 people said that these activities help them to relax and release some stress.
- 16/20 people said that taking part in these activities is important for them.
- 13/20 people said that taking part in such activities increases their efficiency and productivity.
- 6/20 people think that such activities have both positive and negative effects on their academic life.
- College e-mail, WhatsApp groups and peers are the most common sources of information.
- 15/20 were unsatisfied with these sources.
- 12/20 admitted to missing an event due to the current available sources.

Observational Research

Challenges

1) Cluttered information from multiple sources. (E-mail, WhatsApp)
2) Users are not aware of all the active clubs/societies in our college.
3) Difficult to keep track and get updates of an event.
4) No single place to get regular updates on club events.
5) Sometimes information is not widely circulated about an event, leading to students missing it.
6) No way to filter activities based on a user's interests.

How Students Currently overcome above challenges

1) They mostly try to remember the details of events.
2) Some ask their friends and Peers for Regular updates.
3) Few Users Write it down on sticky Notes.
4) Many Users use Calander to mark events.

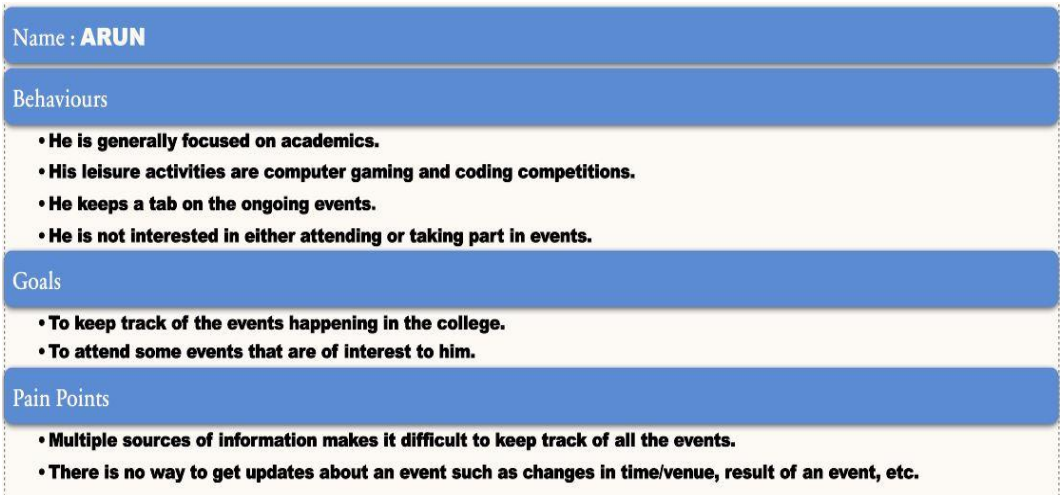
User Types

There are Primarily Two types of Users:

1. **Attendee and observer:** He likes to attend and enjoy events as a viewer and does not prefer to participate.
2. **The Pro-Active Participator:** He likes to participate in all the activities and events of his choice. He has difficulties managing and tracking things.

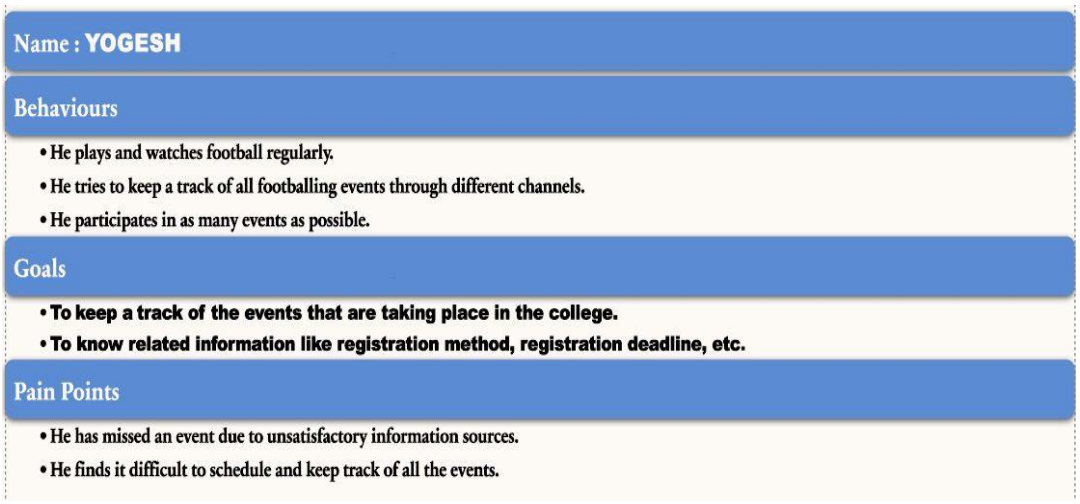
User Cases (Stories)

1) ARUN (The attendee): He likes to attend the event as a refreshment to his academic life and does not participate much. He feels there is scope for improvement. He has had a few events which he thinks he could have attended had he known the details of them on time.



2) YOGESH (The Proactive Participator): He actively likes to participate in events and is interested in knowing when the registration to an event starts, where it is being held, what are the updates regarding it.

He wants to be notified of everything about the event.



User Requirements

1) A Single Point of Information Dispersal and Update on all events.
2) To keep track of club and Events users have specific interest in

   i.e... Filter activities based on user interest

3) Share Event Details among Friends and Groups.
4) Common Registration method for all, so that no one misses out.
5) Notify and Remind Event in Hectic Acedemic Schedule.
6) A way for Peers to create their own events as per their schedule.

   i.e., Informal Groups (Friends) can create informal events.

NOTE: Some Complement Requirements that Indirectly effect User(s)

- Official Event Creation and Event Update by Club Admins in case of any change in Event Schedule (or) Event Organization.

Feature List

1) Event registration
2) Club subscription
3) Event reminder (notification)
4) Create an Informal event (normal user)
5) Create an official event (club Admins)
6) Share an event
7) Update event details

Complement Feature(s): Create Official Event

Update Official Event

App Registration

Task Flow Analysis

Extra Curricular Activities Manager

Priyank Mahour (2022201047)

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USECASE: Register to the APP

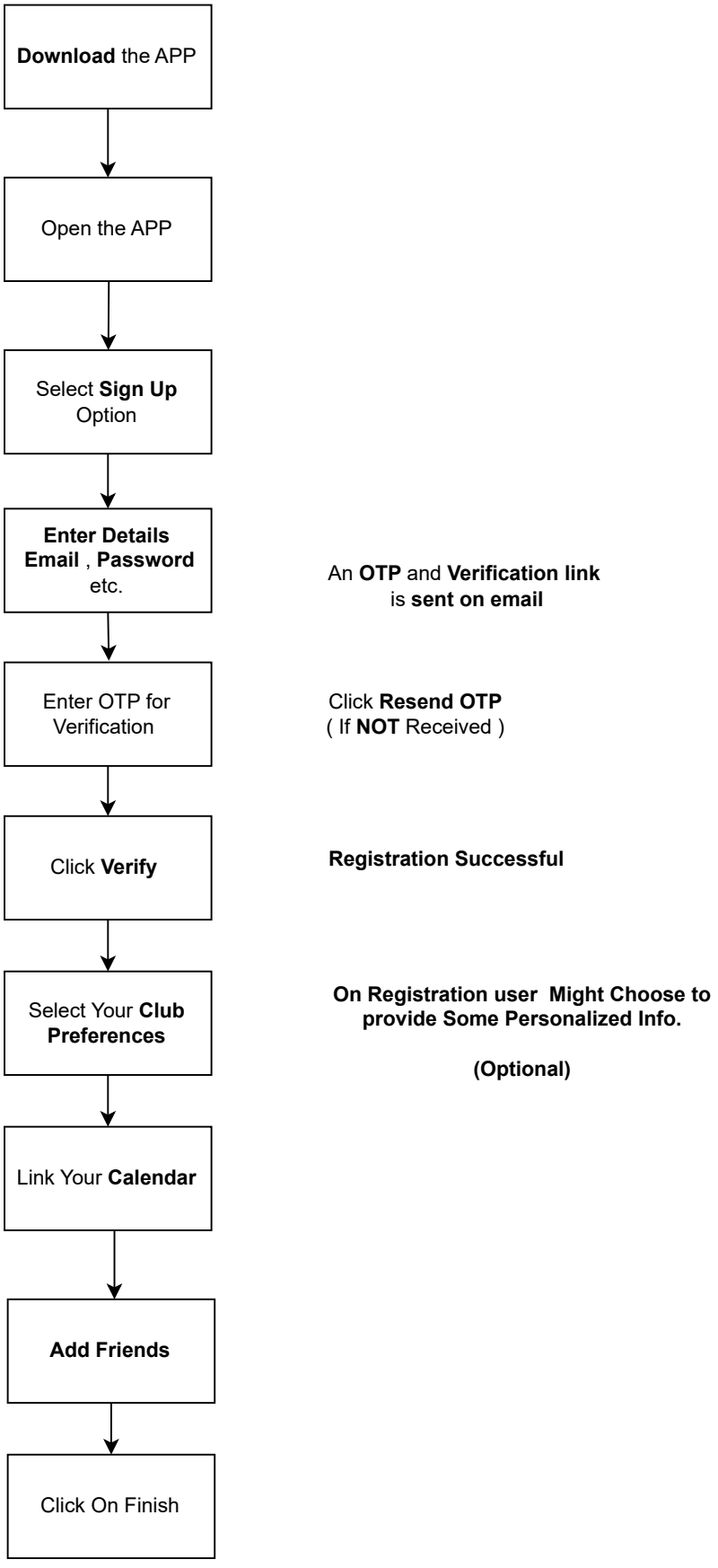

Fig 1 : Taskflow for User Registration

USECASE: Subscribe to Music club

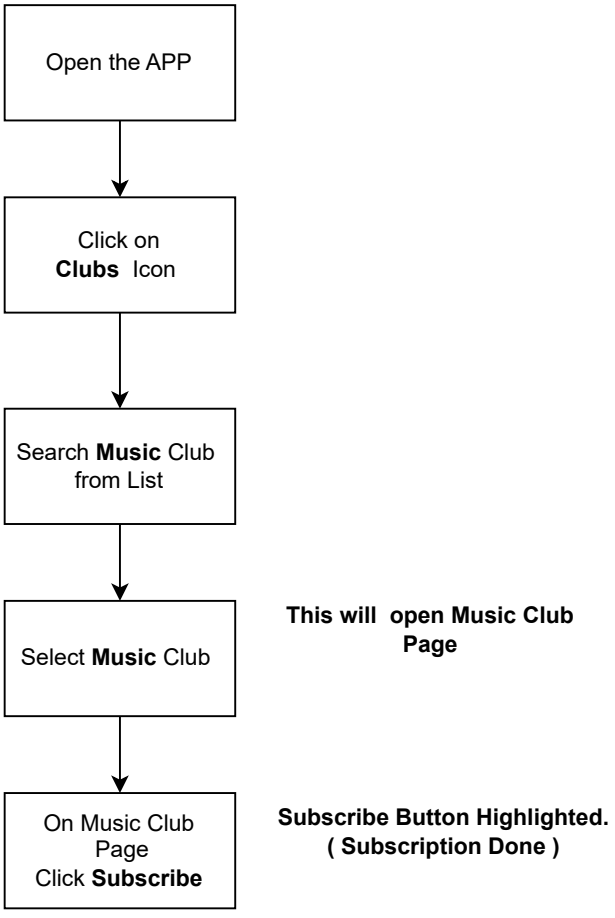

Fig 2 : Taskflow to Subscribe A Club

USECASE: Register For Dance Event

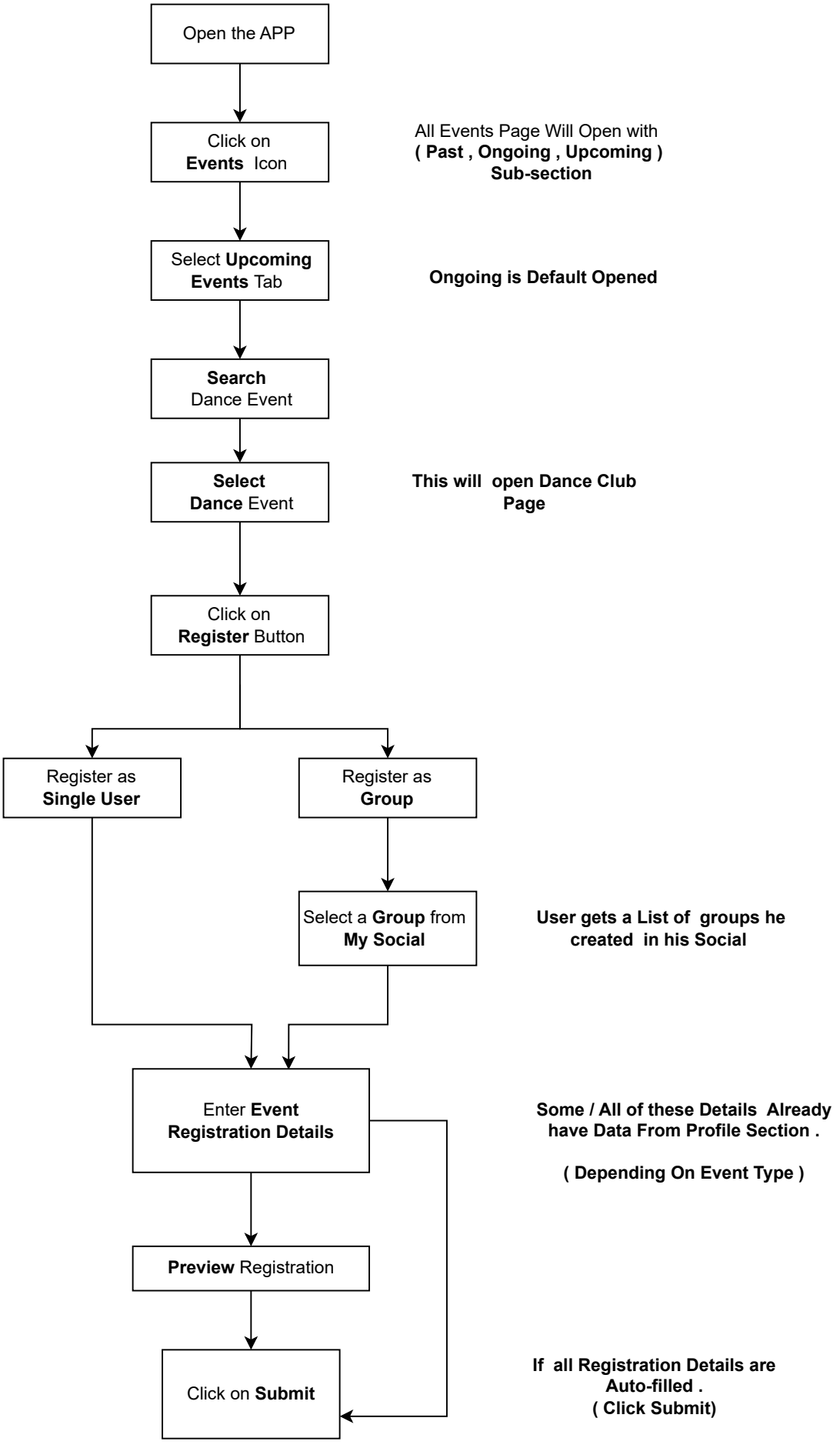

Fig 3: Taskflow to Register For An Upcoming Event

USECASE: Set Reminder to Event

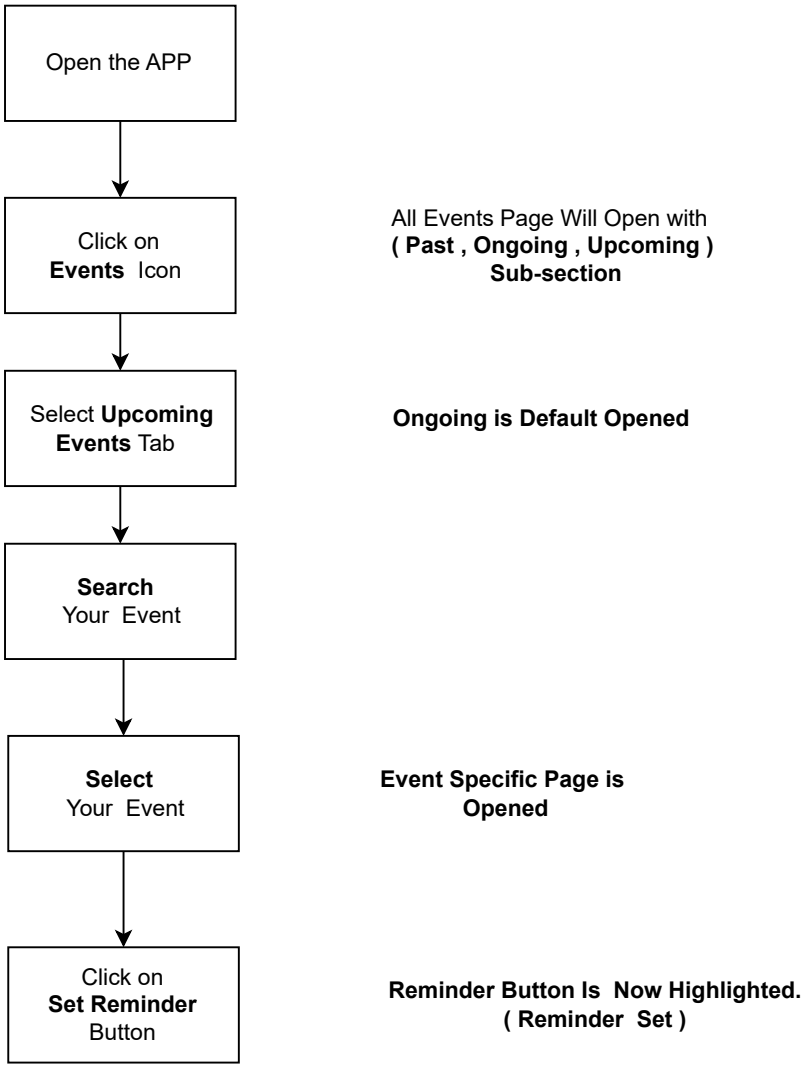

Fig 4: Taskflow to Set Reminder to an Event

USECASE: Create a Group

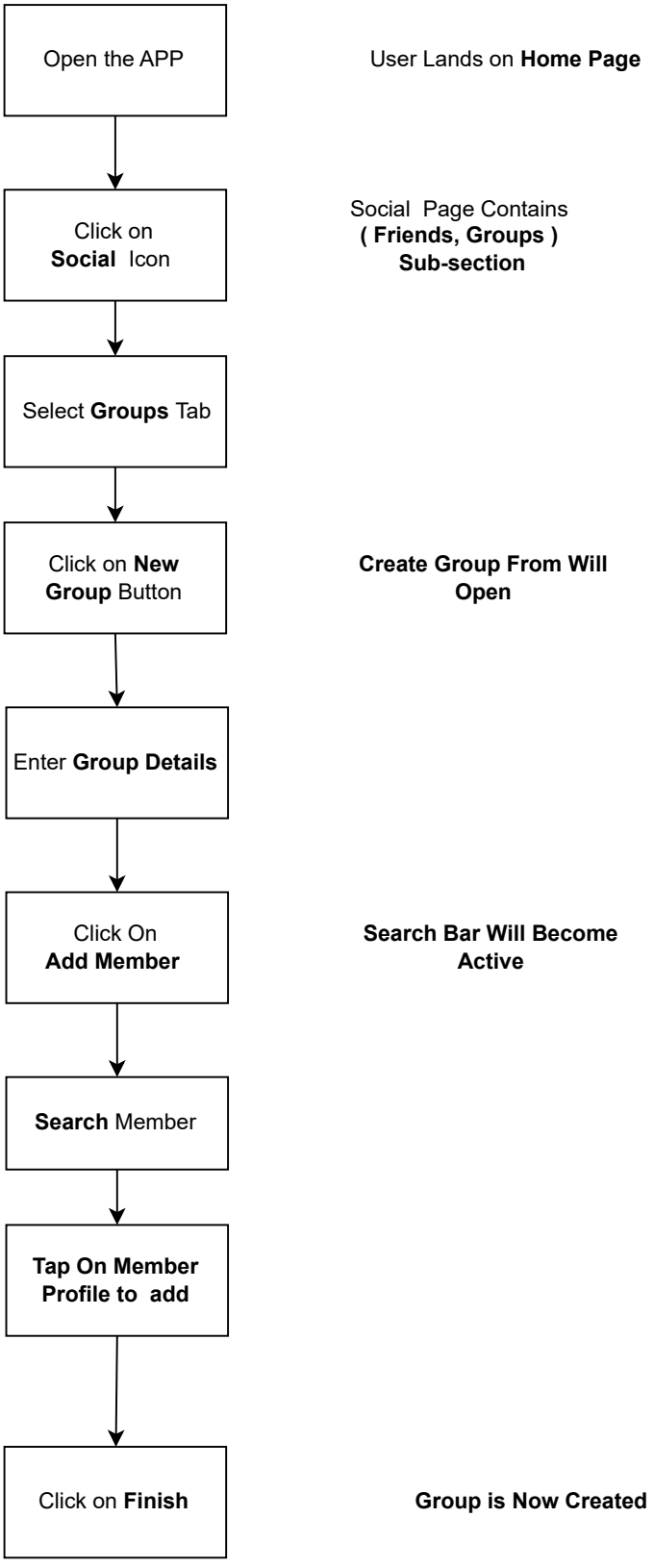

Fig 5: Taskflow to Create a Group and Add Members To Group

USECASE: Share Dance Event

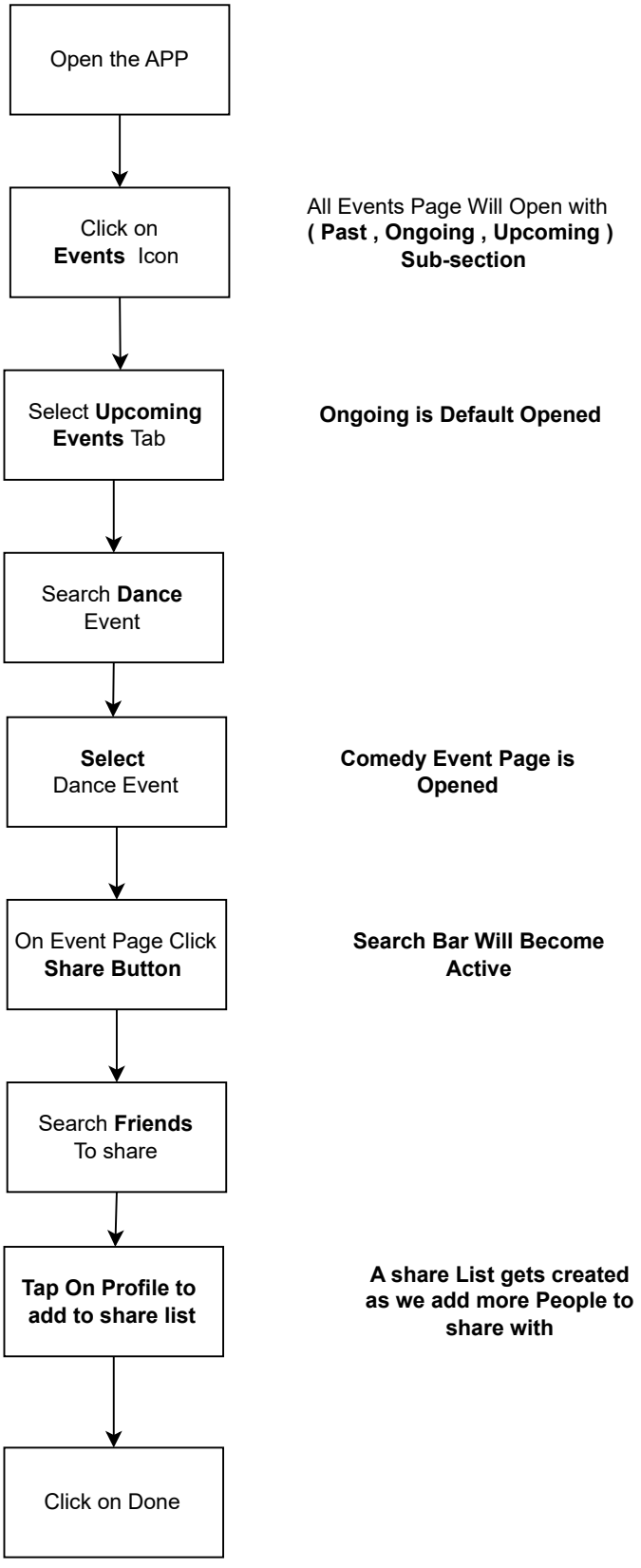

Fig 6: Taskflow to Share an Event

USECASE: Create a Formal Music Club Event (as Club Admin)

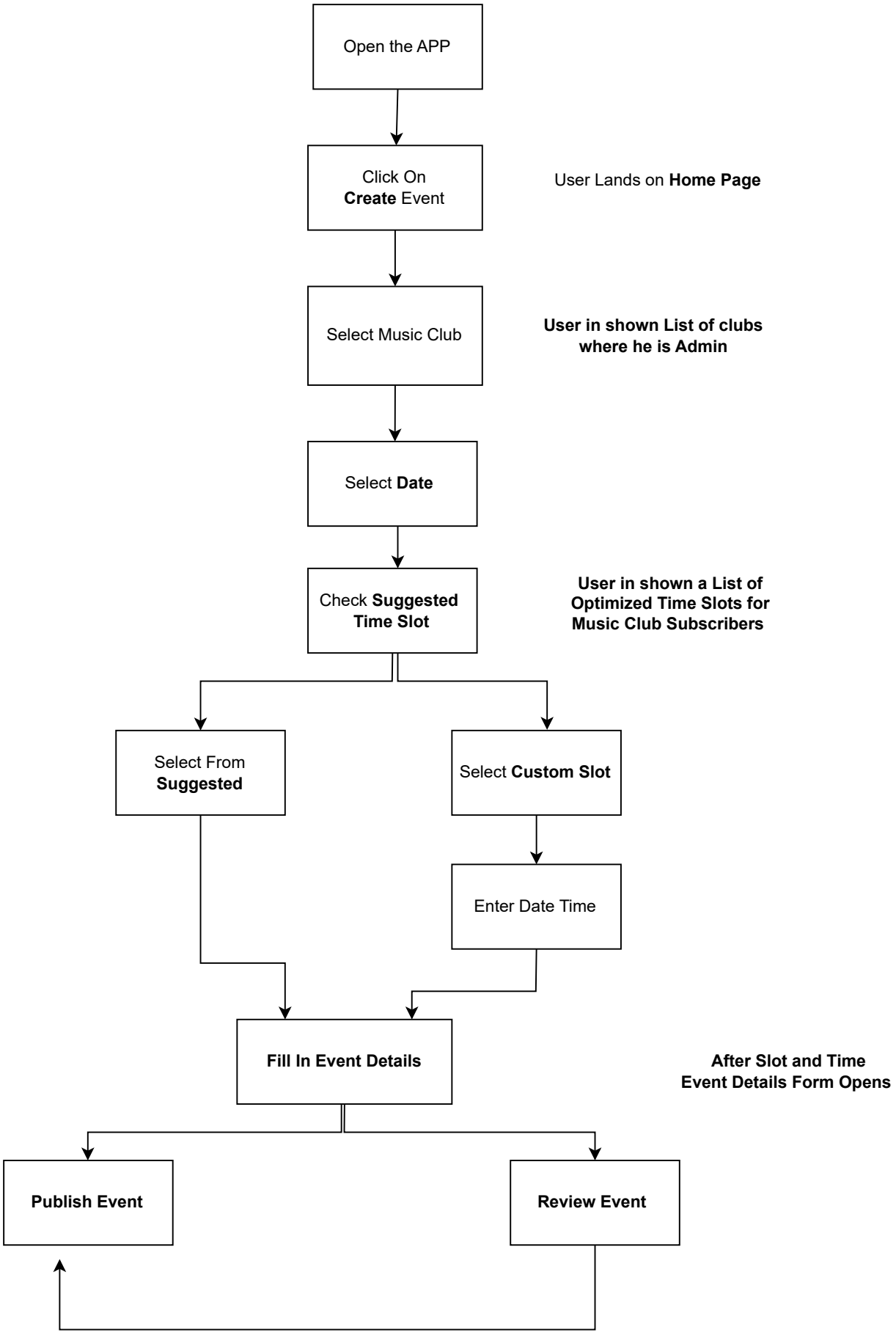

Fig 7 : Taskflow to Create a Formal Event

Fig 8 : Taskflow to Create an Informal Event

USECASE: Update Event Details

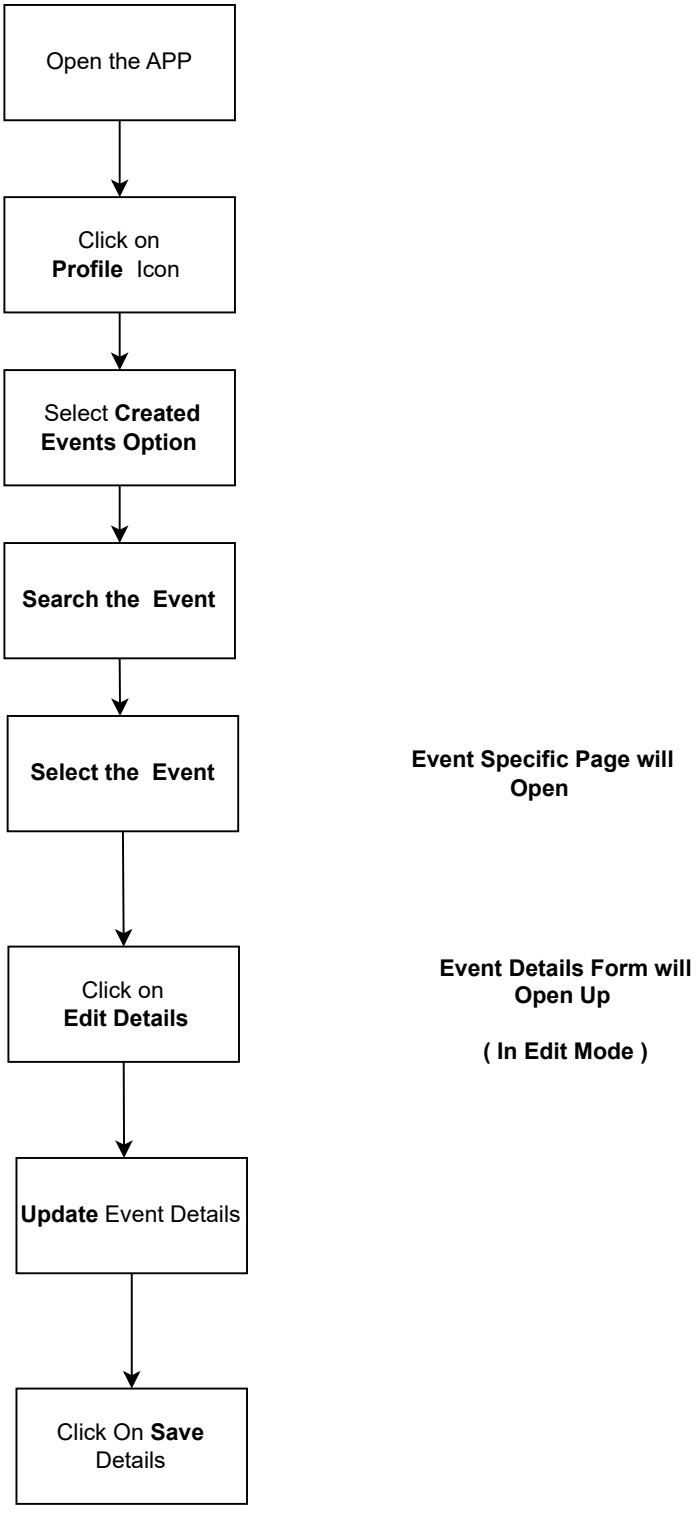

Fig 9: Taskflow to Update Event Details

Link to Prototype:

https://www.figma.com/proto/IiCchjuWUYb3jC6cjDuK3I/UIUDP?node-id=1-30&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A30&show-proto-sidebar=1

Link to Figma File:

https://www.figma.com/file/IiCchjuWUYb3jC6cjDuK3I/UIUDP?type=design&node-id=0-1&t=BEVvfijyCimddls5-0