CS5.401 User Interaction and Usability of Digital Products

Extra Curricular Activities Manager (ECAM)

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Introduction

This Project Tries to Encompass the Personal , Extra-curricular and Social Aspects of a Students life. To look at these different dimensions the most prominent way is to study a students behavior through their mobile phones. Analyze how students of IIIT-H use their mobile phones to simplify , efficiently navigate through these Aspects. Most students use mobile phones to stay updated with the latest information about club/societies , events that are happening (or) are of interest to them. Hence we try to understand and capture a students Extra-curricular , Social life through mobile phone , try to figure out some challenges they face and propose a solution to facilitate students through these challenges.

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 Academic Schedule.
6. A way for Peers to create their own events among their Friends and Groups.

Features

After Carefully Understanding User Requirements and Pain Points, the following Feature list Provides a wide Scale Solution to all the user Needs.

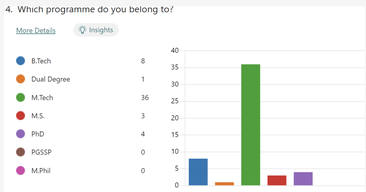
1. Event Registration
2. Club Subscription
3. Event Reminder (Notification)
4. Create an Informal Event among Friends
5. Create an Official event (Club Admins)
6. Share an Event

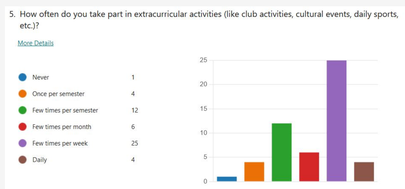
Research Methodology

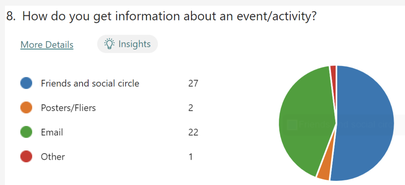
Research Methodologies used to develop the Project are: **Surveys** , **Focus Interviews** and **Observational Research.**

Information Source: IIIT-H Students.

Some of the data analyzed is compiled below :



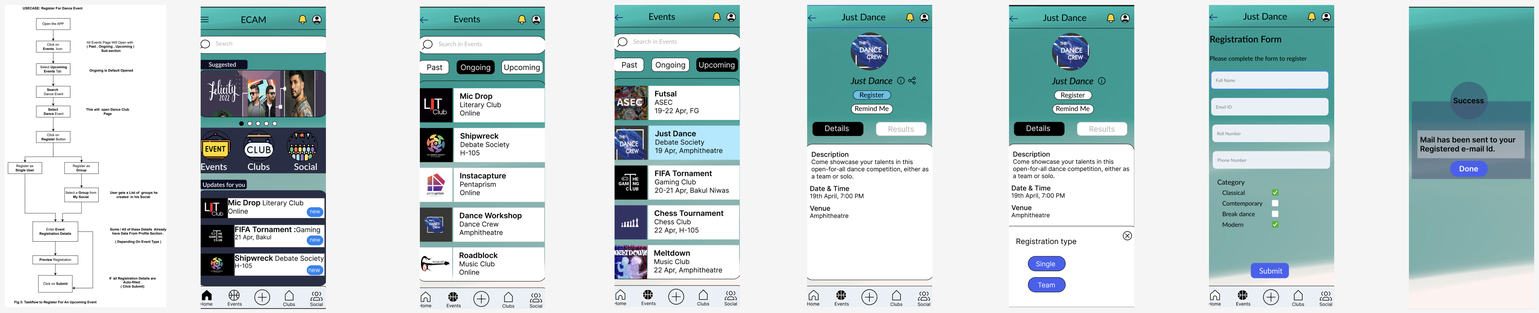
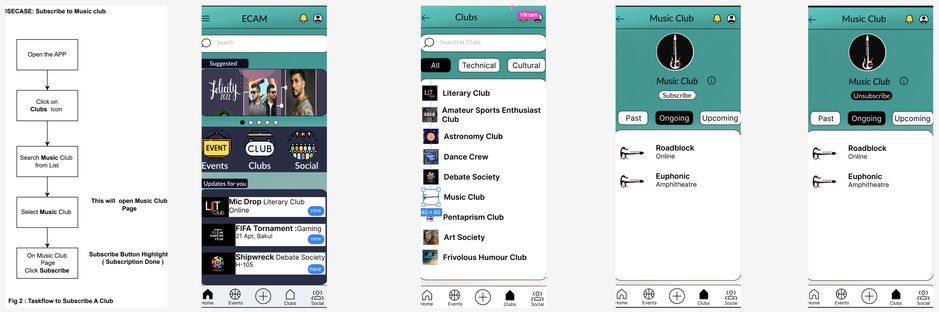
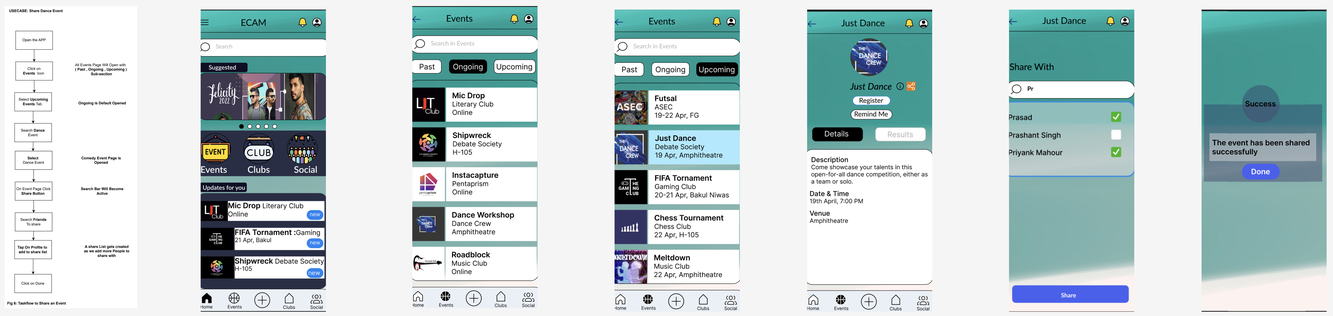




Problem Identified (Specific)

There is Cluttered information from multiple sources (E-mail, WhatsApp) about any Event . Students find it Difficult to keep track of changes in case of any update to the event. There is No single place to get Notified about last minute event updates.
Most students try to remember event details or write it down somewhere , only to often forget it later. Even Sometimes information is not widely circulated about an event, leading to students missing it.

Hence, There is Need to provide the users with a unified interface that provides information for all extracurricular activities (like club events, sports, etc.) and helps in tracking any changes to events.

Wireframes for Use cases

The following are taskflows and wireframe for :- (a) Register to an Event , (b) Subscribe to a Club Use-case