

Project 1 CSM3114

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1. Summary of Prototype

Campus Connection is a mobile application that designed to enhance communication and collaboration within the university community. With this platform, students, and lecturers no need to download third-party mobile application to get a chat platform and online meeting platform.

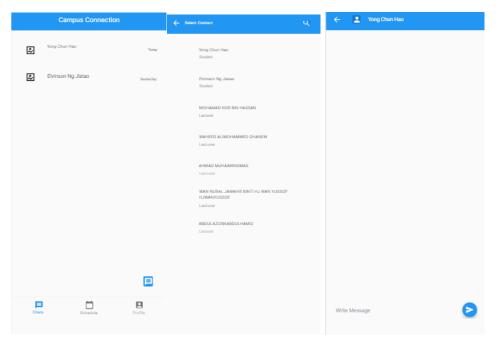
The prototype provides a user-friendly platform to let students and lecturers chat between each other. The prototype will automatically sync with student and lecturer profiles to make sure users no need to manually add contacts to start to chat. This platform facilitates seamless messaging between course mates and lecturers, streamlining the exchange of information and fostering a more connected learning environment.

In addition to its messaging capabilities, the prototype offers a convenient scheduling feature that enables students to arrange meetings with their lecturers efficiently. Student can schedule meeting easily with lecturer just by click button. The prototype also provides a function to let users to check for the upcoming meeting or the meeting that already done.

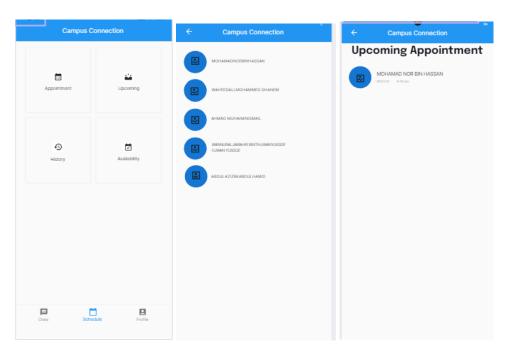
With the help of Campus Connection mobile application prototype, daily lives of university community will be improved.

2. Prototype Design

- 1) Screens and Navigation
 - a. Screen
 - i. Chat



ii. Appointment



b. Navigation

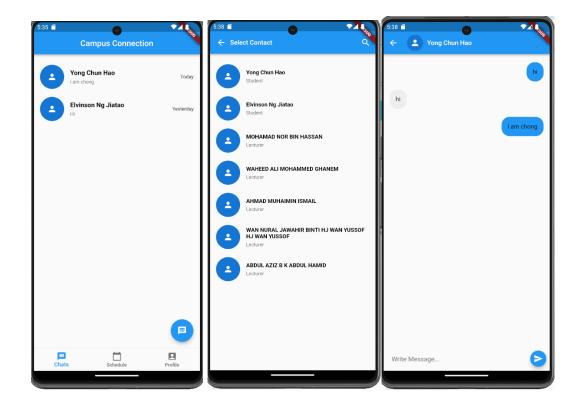
Chat main page to select contact: floatingActionPoint

Appointment main page to schedule appointment: clicking icon appointment

3. UI and UX

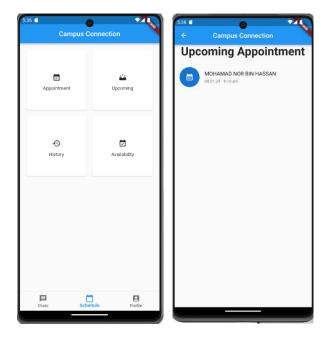
1) Screens

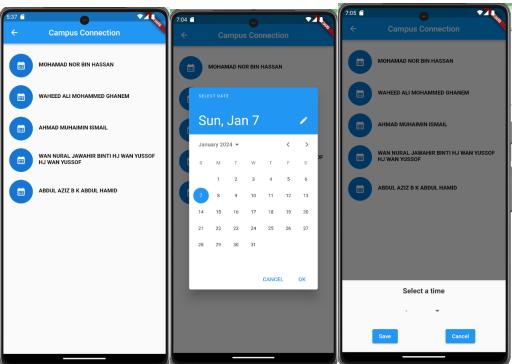
a. Chat



For the first UI at left side, it is main page of chat and show out chat history. User can chat with another user just by clicking name. For the next UI is a page to find contact. User can access it by pressing floatingActionButton at bottom right side on the first UI. In second UI, user can access chat history by clicking name that user want to chat. The last UI is the chat page for the user, it will show up chat history and user can send message by input text in text field and click the floatingActionButton.

b. Appointment





For the first UI it is a main page for Appointment, it can use to access Appointment page for schedule meeting and Upcoming page to see upcoming schedule. The second UI is Upcoming and used to see what upcoming meeting. For the last UI, user uses to arrange meeting with lecterur by input date and time.

4. Commercial Value and Pricing

1) Commercial value

a. Improved Communication:

- i. Enhances communication between students and lecturers, fostering a more connected academic community.
- ii. Reduces communication barriers by providing a centralized and user-friendly messaging platform.

b. Time-Saving Features:

- i. Automates the scheduling process, saving time for both students and lecturers.
- ii. Integrates with academic calendars to optimize scheduling based on availability.

c. Virtual Meeting Capabilities:

- i. Addresses the growing trend of virtual learning by providing seamless integration with video conferencing tools.
- ii. Adapts to the needs of modern education, supporting both in-person and virtual interactions.

d. Competitive Advantage:

- Positions educational institutions using Campus
 Connection as forward-thinking and tech-savvy.
- ii. Offers a competitive edge by providing a modern solution for communication and collaboration.

2) Pricing

Campus Connection provides a subscription plan for the university. For first time subscription, university needs to pay for RM20,000 for 20,000 users to use mobile application. After the first payment, university need to pay RM10,000 per year for maintaining the mobile application.

5. Lesson Learned

When doing this project, I learn new some flutter knowledge:

- 1) Get input from showDatePicker and convert it to string
- 2) Use bottomNavigationBar to change the screen (Lomibao, L. 2022)
- 3) How to use ListView to do a chat platform (Krissanawat, 2021)
- 4) Customize appBar for searching function

6. Conclusion

In conclusion, Campus Connection represents a forward-thinking solution for modern educational institutions seeking to enhance communication and collaboration in a digital age. By addressing the challenges of traditional communication methods, the platform offers a user-friendly and efficient way for students and educators to connect, schedule meetings, and collaborate seamlessly. The incorporation of advanced features, such as calendar integration and virtual meeting capabilities, positions Campus Connection as a valuable tool for optimizing the academic experience.

As institutions increasingly recognize the importance of digital communication tools, Campus Connection provides a competitive edge by offering a comprehensive and adaptable platform. The prototype's potential for customization, scalability, and integration with existing educational systems further enhances its commercial value. With the right pricing strategy and a commitment to ongoing improvement based on user feedback, Campus Connection has the potential to become an integral part of the digital infrastructure of educational institutions, fostering a more connected and collaborative learning environment.

7. References

Krissanawat. (2021, January 20). How to Build a Chat App UI With Flutter and Dart. :FreeCodeCamp.org. https://www.freecodecamp.org/news/build-a-chat-app-ui-with-flutter/

Lomibao, L. (2022, May 17). How to Navigate Screens Using BottomNavigationBar - Flutter. Nucleio Technologies IT Solutions. https://www.nucleiotechnologies.com/how-to-navigate-screens-using-bottomnavigationbar-flutter/#google_vignette

[Flutter] How to Create Simple Search Bar in AppBar. (2021, December 16). Enoiu. https://enoiu.com/en/app-develop/flutter-search-function/?lang=en

Code references:

```
ListView.builder(
itemCount: messages.length,
 shrinkWrap: true,
 padding: EdgeInsets.only(top: 10,bottom: 10),
 physics: NeverScrollableScrollPhysics(),
 itemBuilder: (context, index){
   return Container(
     padding: EdgeInsets.only(left: 14,right: 14,top: 10,bottom: 10),
       alignment: (messages[index].messageType == "receiver"?Alignment.topLeft:Alignment.t
       child: Container(
         decoration: BoxDecoration(
           borderRadius: BorderRadius.circular(20),
           color: (messages[index].messageType == "receiver"?Colors.grey.shade200:Colors.
         padding: EdgeInsets.all(16),
         child: Text(messages[index].messageContent, style: TextStyle(fontSize: 15),),
      ),
     ),
   );
```

Code from Krissanawat.