Project Title:

Iowa State Connect & Match Resource Finder

- Empowering Marginalized Students through Personalized Club Recommendations and Helpful Resources.

Project Overview:

- Iowa State Connect & Match is a solo-developed mobile application and website aimed at enhancing student engagement and fostering inclusivity at Iowa State University. The platform will utilize user preferences, such as race, ethnicity, and interests, to generate personalized club recommendations. Modeled after visually appealing social networking apps, it will allow students to select their interests right when they download the app. They will then be able to scroll through the different organizations that apply to their interests. All of the chosen organizations will be stored so that the user may look back at them later.
- Connect's primary goal is to provide students with an intuitive platform to explore and join clubs aligned with their interests and identities. It will feature a Discover page as well that focuses on helpful resources for students of low-income and marginalized backgrounds.

Project Scope:

- Develop a user-friendly mobile application and website interface for Connect
- Create a preference-based matching algorithm that takes into account students' race, ethnicity, and interests to suggest relevant clubs and organizations.
- Curate a comprehensive database of clubs, including detailed descriptions, meeting schedules, and contact information.
- Design and implement a resource section to provide information about helping organizations and campus resources.
- Incorporate user profiles, allowing students to manage their preferences and track their club involvement.
- Projected Project Timeline:
- Research and requirements gathering: Stage 1
- Design and development of application interface: Stage 2
- Integration of preference-based matching algorithm: Stage 3
- Database implementation: Stage 4
- Resource section development: Stage 5
- User profile implementation: Stage 6
- Testing, debugging, and refinement: Final stage
- Project Resources:
  - Development tools and software
  - Hosting and server infrastructure
  - Data collection and storage resources
  - Design assets and graphic elements

Project Evaluation:
- Evaluate the success of Connect using the following metrics:
- Number of registered users and active participants
- User feedback and satisfaction surveys
- Increase in student club engagement and participation rates
- Number of successful club matches made through the platform

Project Risks and Mitigation:
- Time constraints: Prioritizing tasks and establishing a realistic timeline. Use of Kanban methodology.
- Technical challenges: Continuously update my technical skills and seek support through online communities and forums.
- Limited promotion: Leverage social media platforms and collaborate with relevant student groups to raise awareness about Connect.

Project Benefits:
- Empower students to explore and join clubs that align with their interests
- Encourage registration and participation for clubs with low student populations
- Promote inclusivity by considering race, ethnicity, and interests in club recommendations
- Provide a centralized platform for accessing information about helpful organizations and resources