STUDY UP

**Find your place to study-
and interact with people who
are studying along with you**

STUDY UP

where do you want to study up?

WHERE
on campus I don't care off campus

HOW LOUD
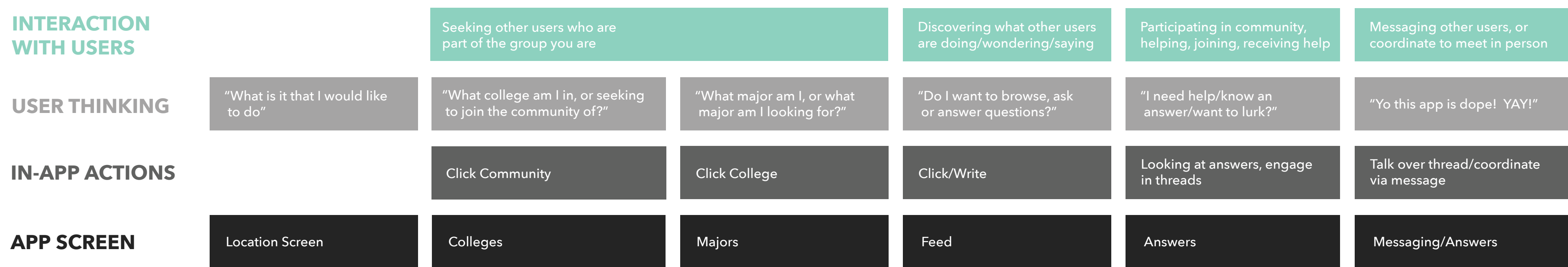quiet loud

PEOPLE
empty lit

AMENITIES

Our application, Study Up, is an app used to not only find places to study, but also to interact with people who are studying in the same place as you. When you first open the app you are asked to either sign in or sign up. After doing so, you are brought to a home screen which consists of recent places you have studied, popular study locations, your active friends, and two buttons for checking in and messaging other users.

BLUEPRINT TO PROCUREMENT OF APP

PHYSICAL	Download App	Engage with App		(Go to location)		(Go to location)	
USER ACTIONS	Acquire Phone/App	Sign Up	Enter Study Parameters	View Results	Select Space	Check In	Utilize location features
		Attempt to check-in	Search Spaces				
			Enter new space	Enter new space info			
USER THINKING	"I want to be proactive and effiicent in my studying"		"What do I want in a study environment?"	"Which location do I want to go to?"		"I want to study here/ I don't want to study here"	"Time to ask/answer question, engage"

USER EXPERIENCE JOURNEY MAP

INTERACTION WITH USERS		Seeking other users who are part of the group you are		Discovering what other users are doing/wondering/saying	Participating in community, helping, joining, receiving help	Messaging other users, or coordinate to meet in person
USER THINKING	"What is it that I would like to do"	"What college am I in, or seeking to join the community of?"	"What major am I, or what major am I looking for?"	"Do I want to browse, ask or answer questions?"	"I need help/know an answer/want to lurk?"	"Yo this app is dope! YAY!"
IN-APP ACTIONS		Click Community	Click College	Click/Write	Looking at answers, engage in threads	Talk over thread/coordinate via message
APP SCREEN	Location Screen	Colleges	Majors	Feed	Answers	Messaging/Answers

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Eliza Downs
Second Year

19 yrs old and she is a second year and she did NUin her freshmen year. She is majoring in mechanical engineer and focuses a lot on her studies. Eliza prefers to study in a quiet environment and usually goes to the 3rd or 4th floor of Snell Library. Eliza is also very interested in art and likes drawing and painting in her down time. She loves Northeastern and finding new spots to hang out around campus.

Joey Hines
Fourth Year

Joey is 21 yrs old and is a fourth year business major he enjoys studying in groups. When studying Joey likes having a little bit of background noise. He gets distracted easily so he doesn't like to study for more than 3 hrs at a time. When Joey is not studying he enjoys running and hiking.

Courtney Williams
First Year

Courtney is 18 yrs old and is a freshmen. She is a communications major, she likes to go to Snell Library because that's what she knows best. She studies from anywhere between 3-5 hrs at a time because she doesn't like to do any work in her dorm. On weekends she enjoys going to coffee shops around Boston with friends.

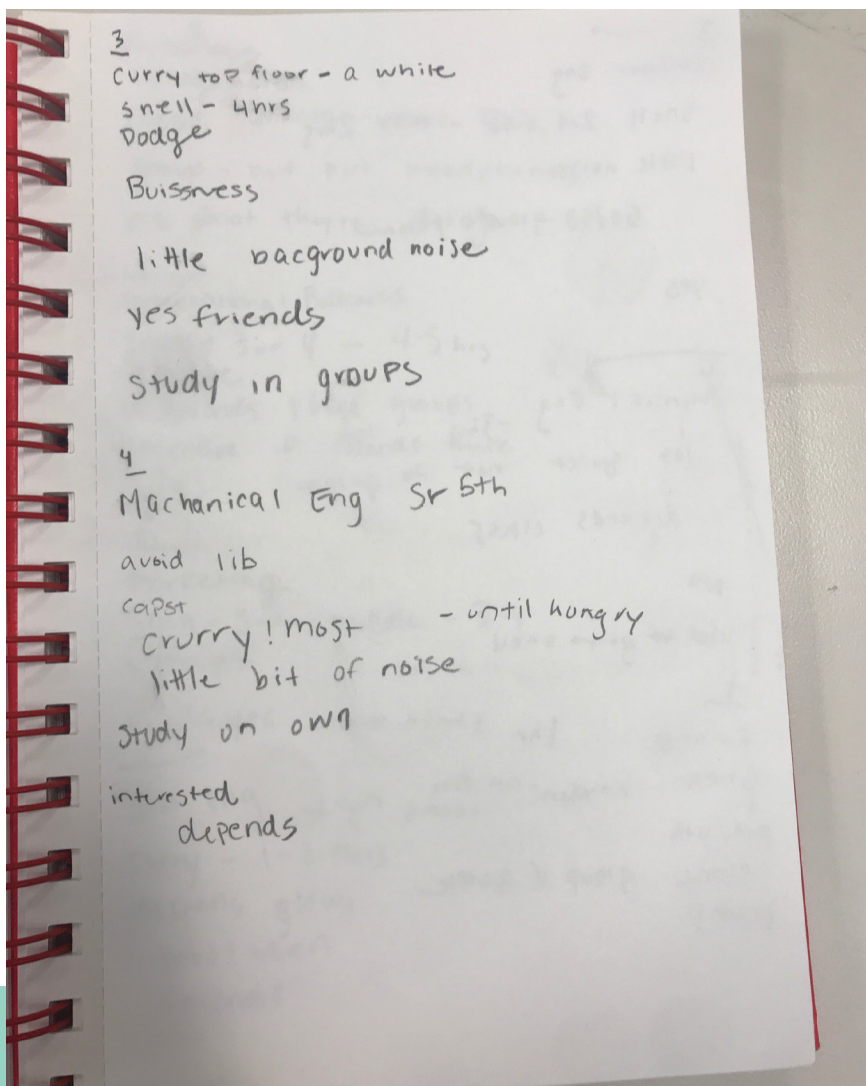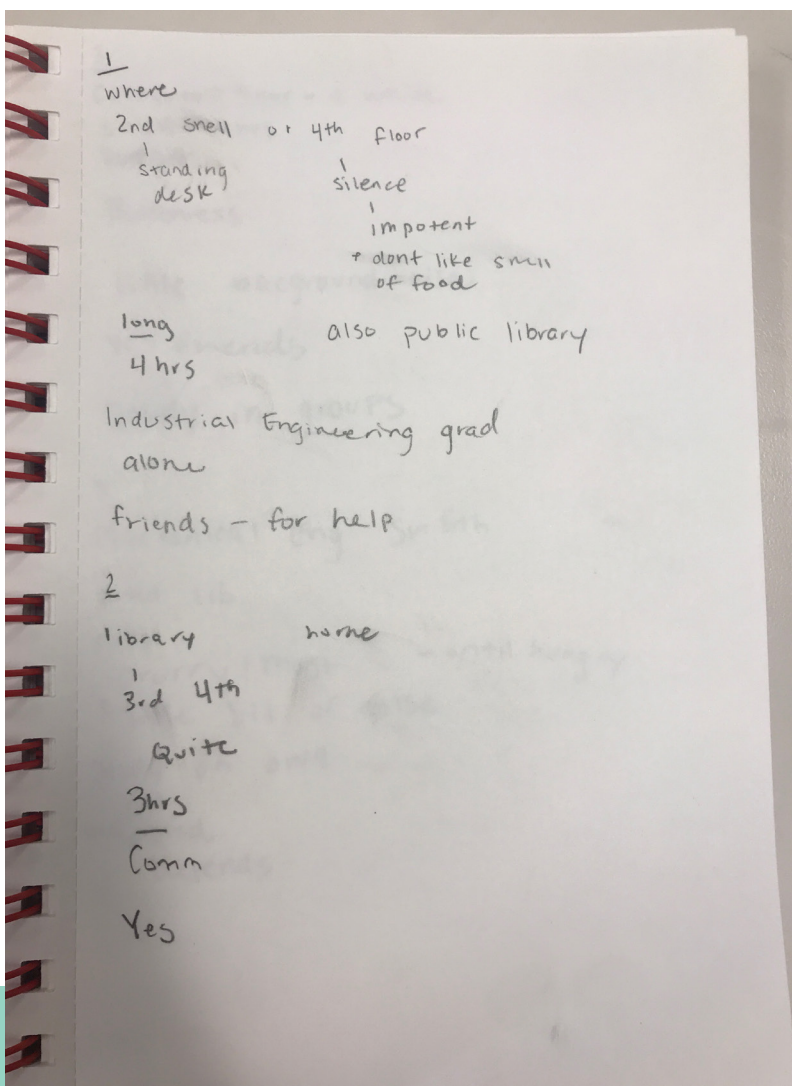## FACILITATE INTERACTIONS IN-APP OR CONNECT IN PERSON
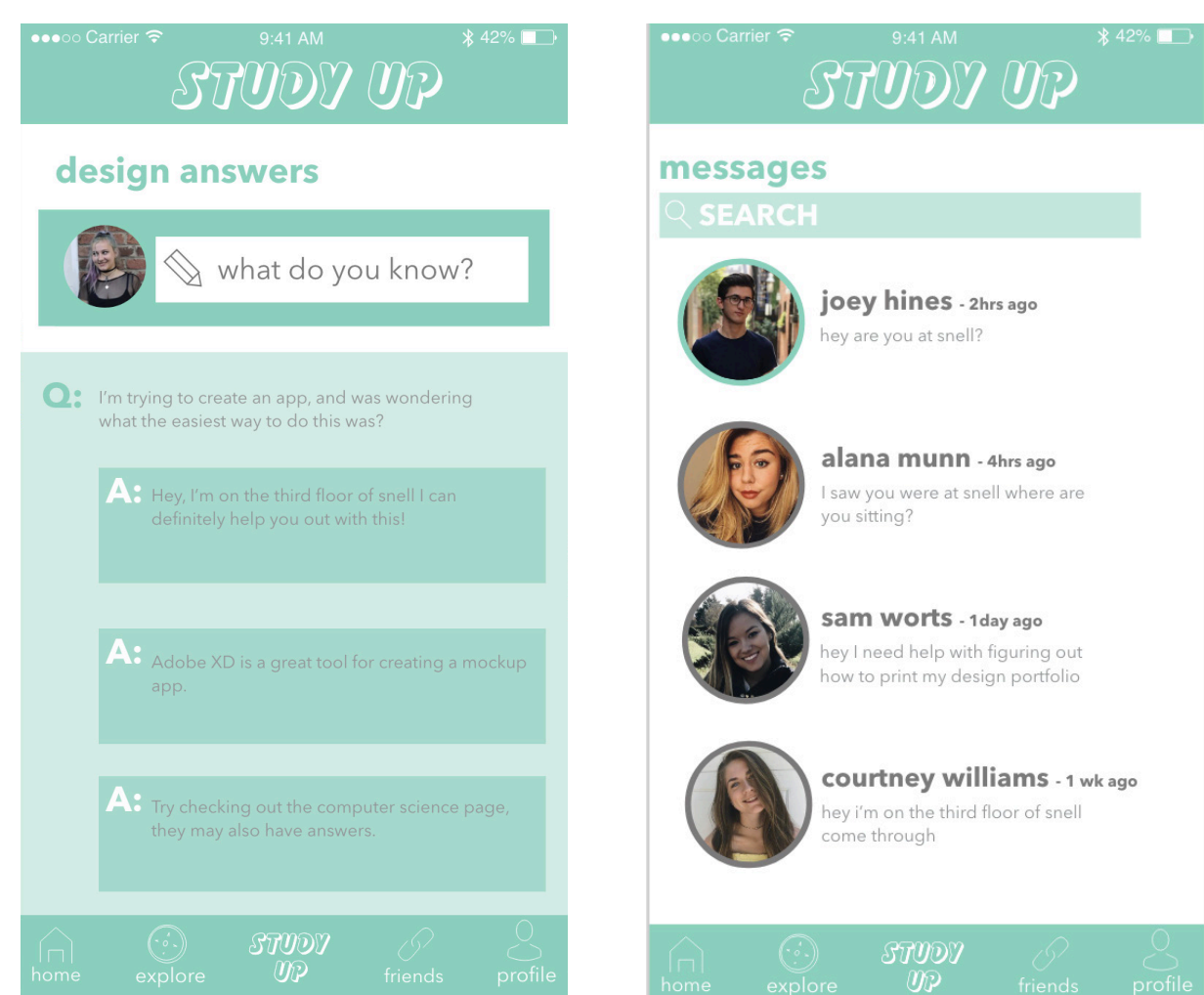
We all agreed that there is nothing more annoying than going to Snell to study, only to find there is absolutely nowhere to sit. Fixing this problem was the catalyst that began our development of *Study Up.*   While the scope of our project changed during the course of this process, the fundamental premise remained generally the same: we're just trying to find a better way to study.
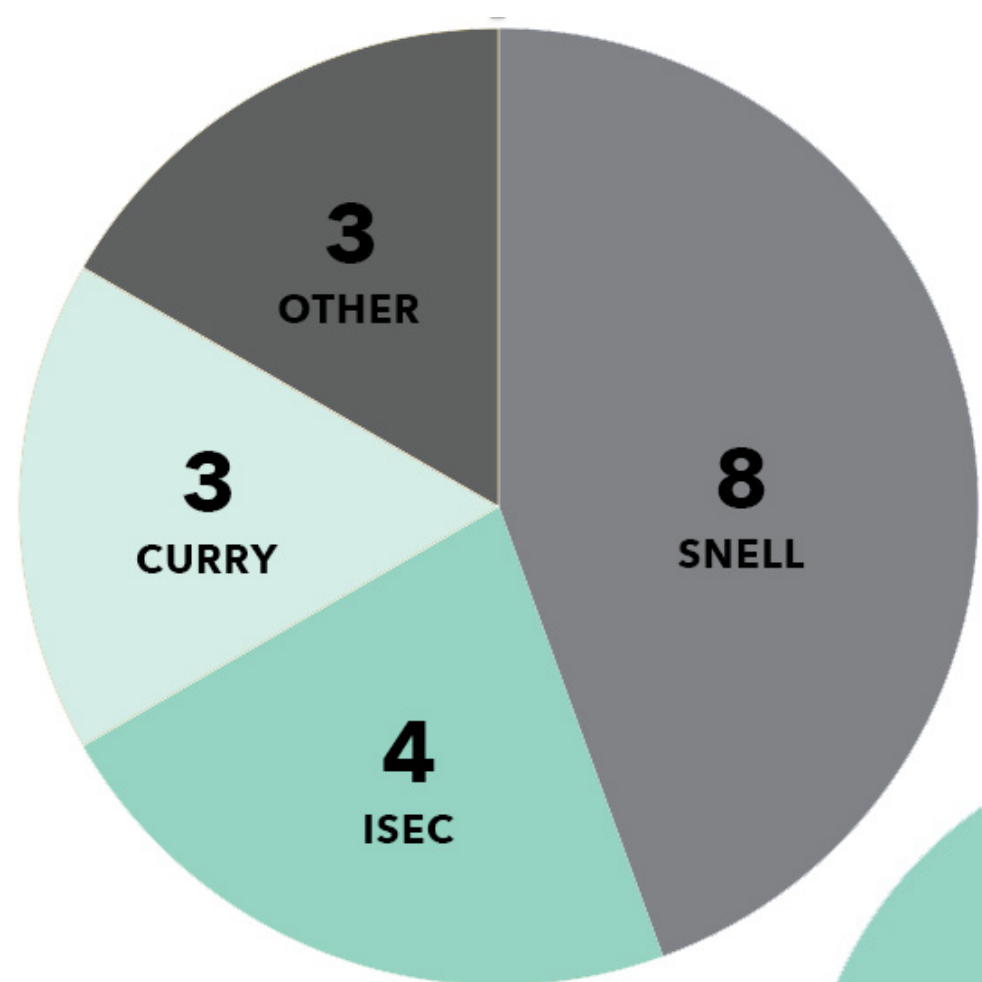
RESEARCH AND DEVELOPMENT

Biggest takeaway here? Students care far more about finding an environment that suits their needs than finding a way to study with friends more easily. However, they are highly interested in an function that would allow them to engage with people studying the same thing in a nearby space.

DATA ANALYSIS

Left: study location preference

Below: level of interest in app
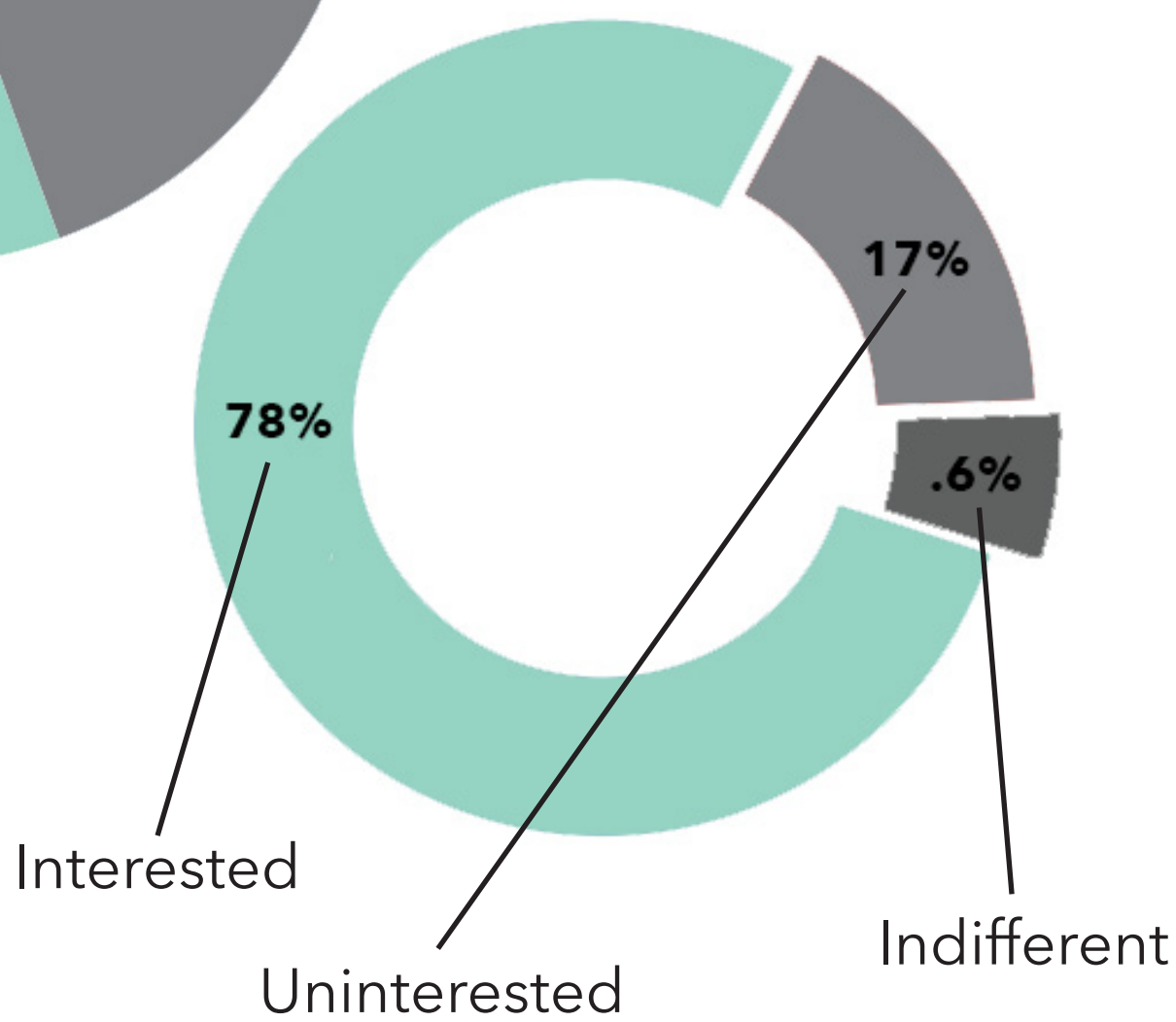
DESIGN MAPPING

Below is an image of our initial wireframes for *Study Up.* Through this process we truly honed in on what problems were most important to address in the experience. Of coure, we wanted user experience to be seamless, but we also wanted to find creative ways to facilitate community engagement, real-time data, and interaction amongst users without the app intruding on ones actual studying.