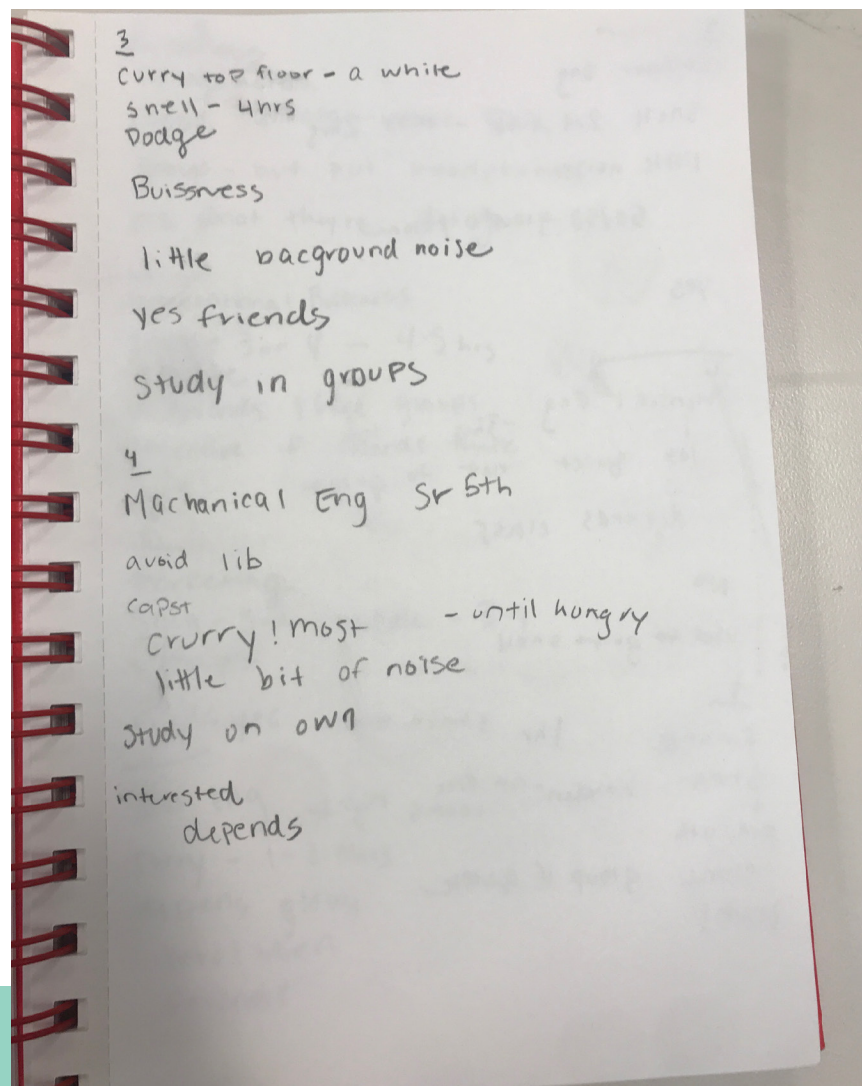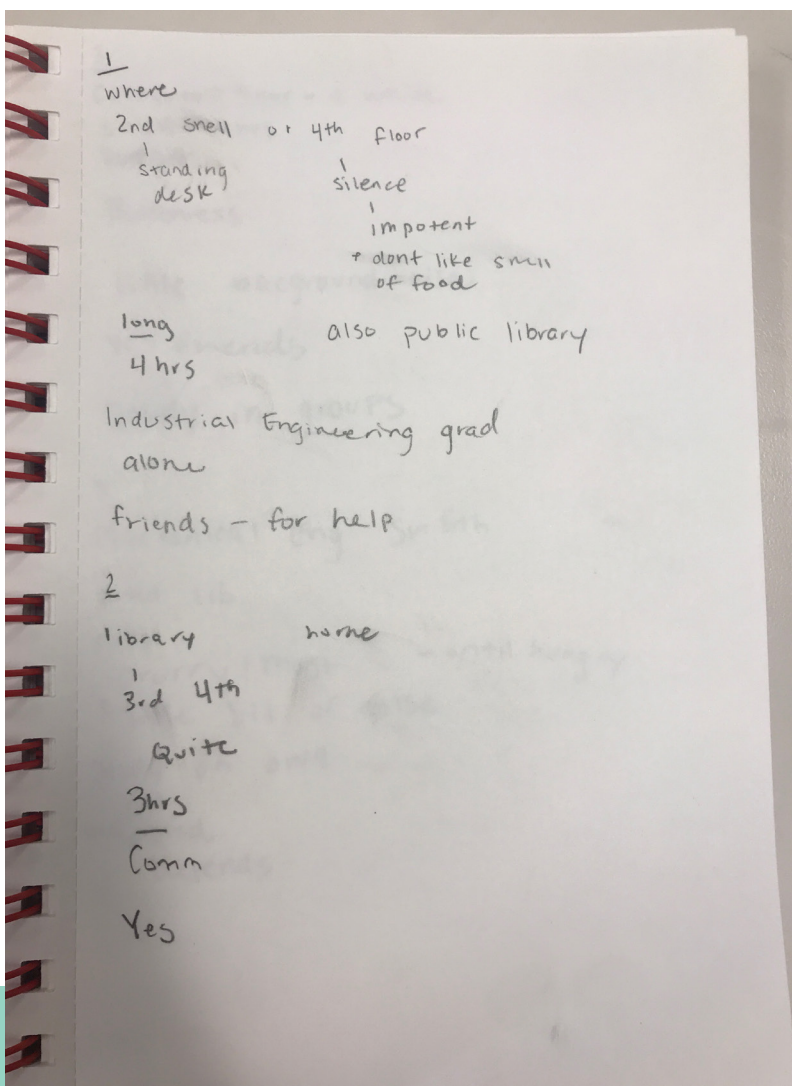# STUDY UP
The Process

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.
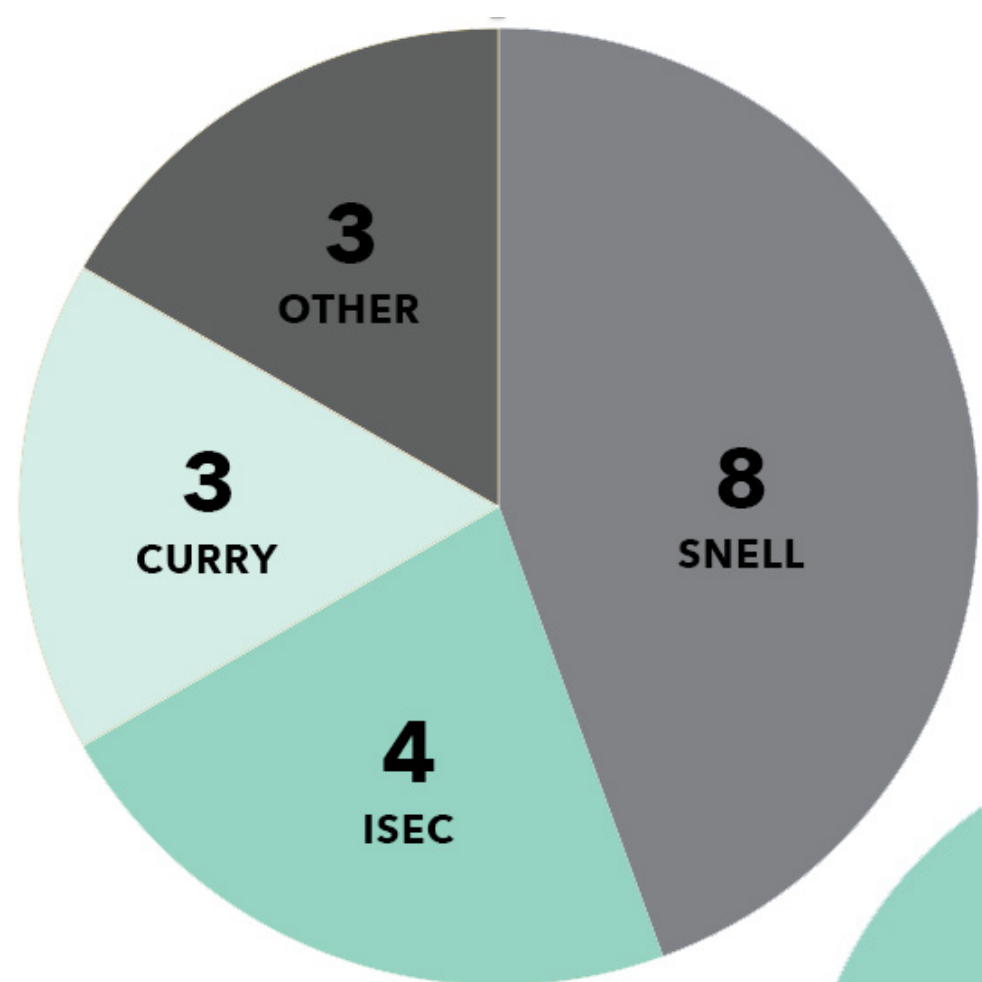
RESEARCH AND DEVELOPMENT

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.
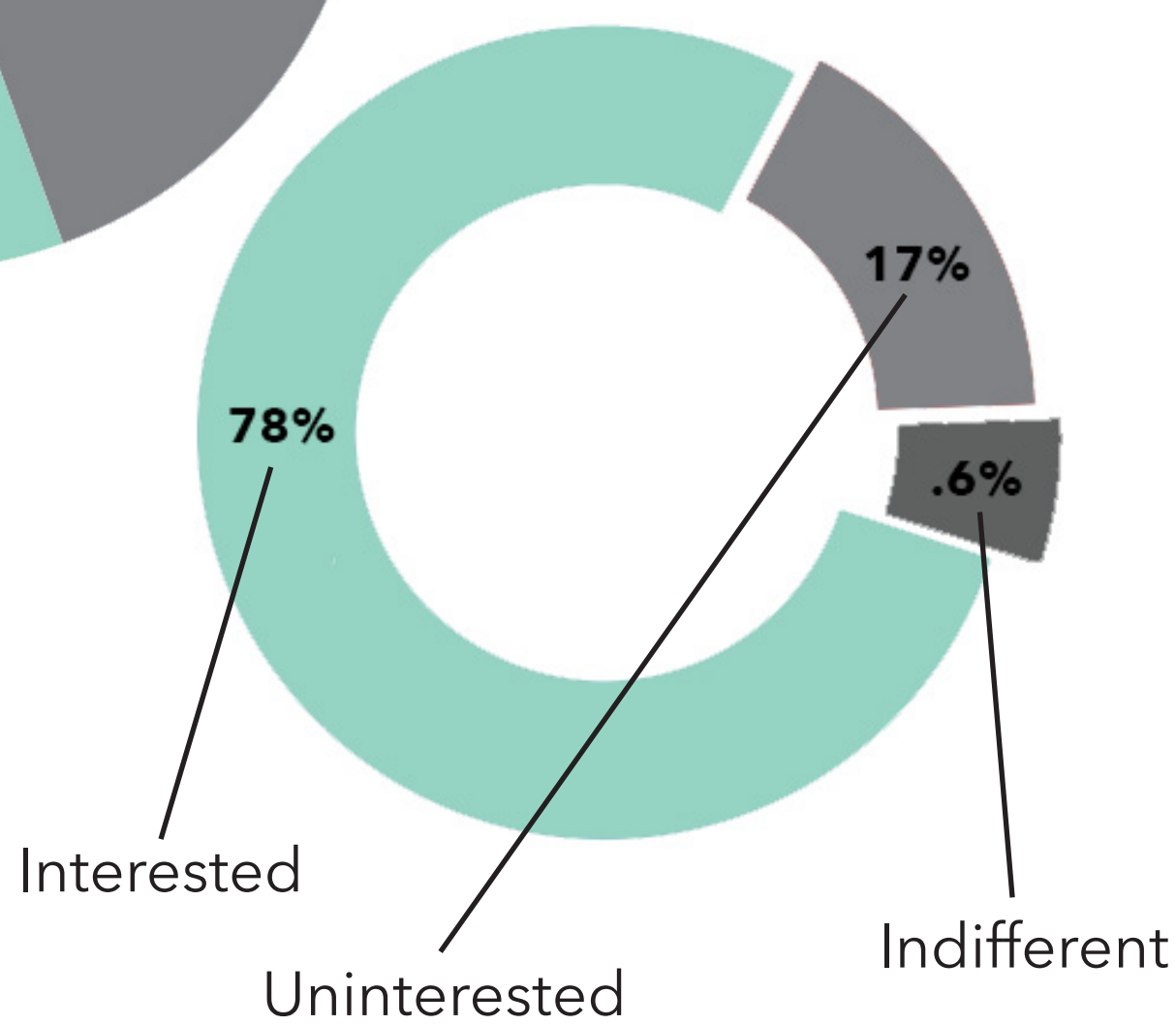

DATA ANALYSIS

Left: study location preference

Below: level of interest in app

Interested 78%
Uninterested
Indifferent 17%
.6%

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.