GUARDIAN

The way to help students stay focused!

GUARDIAN

TODAY we have a lot IN STORE.

WHY?

HOW?

so let's get to it...

WHAT?



the PROBLEM...

As students move forward in school they have a hard time developing effective study skills, managing their time, and seeking better advice, leaving students behind academically and unsure about their direction

the VISION...

Guardian seeks to develop a product that will help students oversee their academic curricula in a manner that will track, remind, and manage their time here at Purdue University

the TARGET POPULATION... and reasoning



Purdue University's Mechanical Engineering Students

WHY?

Mechanical Engineering has the largest population within the College of Engineering according to resources.

Purdue Engineering Degree Programs

Undergraduate Only

Environ & Ecolo

Onder Braduate Only							
B======*	Fall 14	ABET	Degrees Awarded in Previous Academic Year				
Program*	Enrollment	Accredited	Fall 2013	Spring 2014	Summer 2014	Total	
Aero & Astro Engineering	559	Yes	36	94	9	139	
Agricultural Engineering	81	Yes	4	16	1	21	
Biological Engineering	158	Yes	2	40	0	42	
Biomedical Engineering	259	Yes	8	41	0	49	
Chemical Engineering	552	Yes	11	127	2	140	
Civil Engineering	399	Yes	68	109	13	190	
Computer Engineering	428	Yes	21	60	3	84	
Construction Engineering	72		5	16	1	22	
Electrical Engineering			27	0.0	۵	1/1/	

Fall 2014 enrollment: **1376**ABET Accredited: Yes

Degrees Awarded in previous year

Fall 2013 : **78**

Spring 2014 : **259**

Summer 2014 : 24

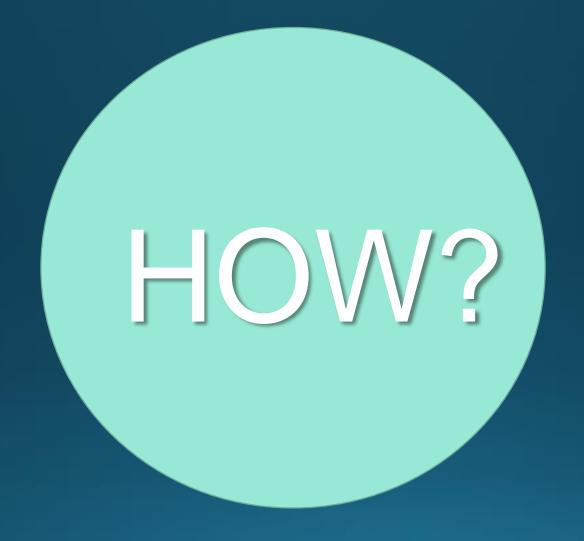
Total : **361**

Figure 1. Purdue Engineering Degree Programs, Purdue University (2014).

Mechanical Engineering Program

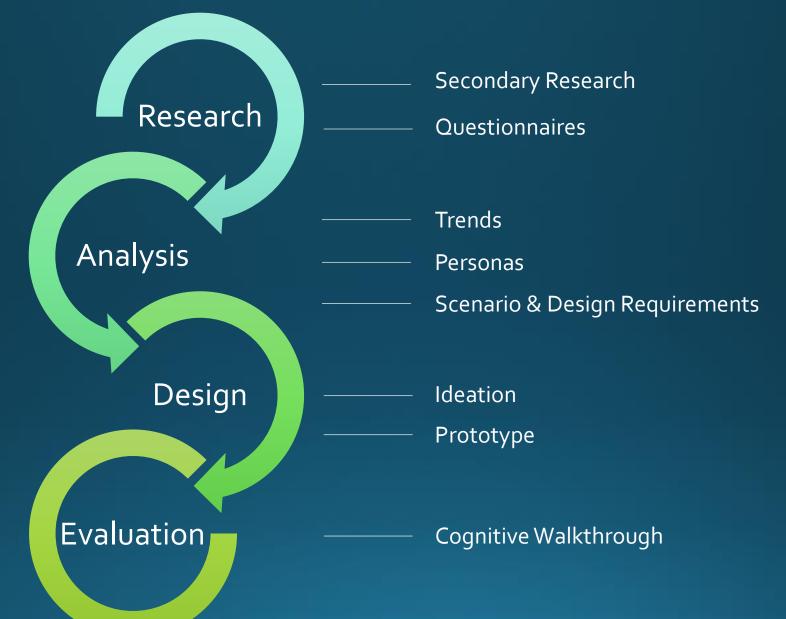
Industrial Engine 1376 259 Interdisciplinary Materials Science Mechanical Eng Multidisciplinary Yes 5 27 34 Nuclear Engineering First Year Engineering 2309 n/a 49 Pre Agr & Biol Engineering n/a Totals 7877 348 970 69 1387

^{*} Enrollment numbers for the professional engineering programs excludes students in First Year Engineering and Pre Agr & Biol Engineering.

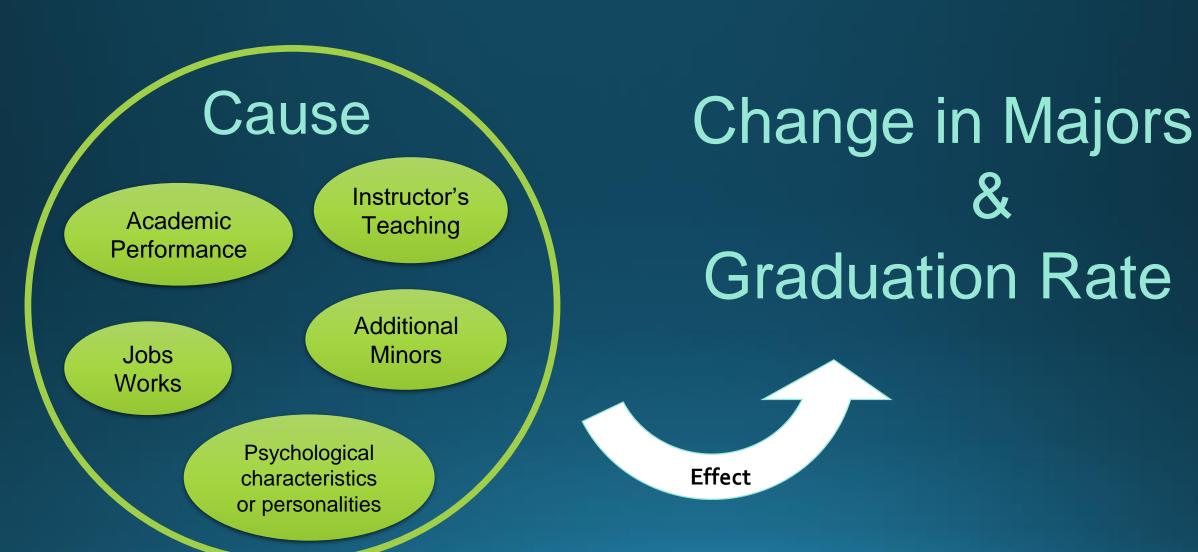


ways Totackle the PROBLEM...

Process



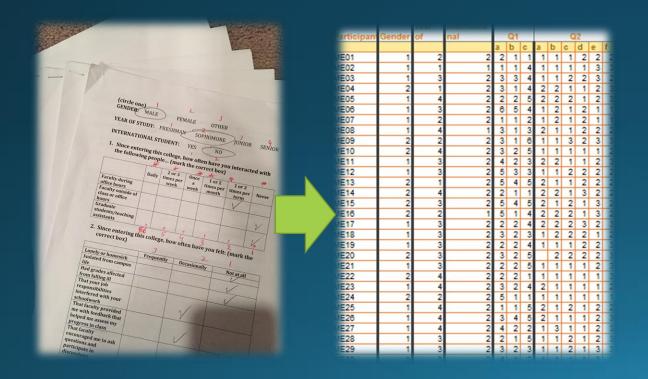
Secondary Research Overview



Questionnaire

Sample

Sample of undergraduate students in Mechanical Engineering were chosen to complete a 5 -10 minute questionnaire by recruiting inside of the ME building at Purdue. Students had no connection to the interviewers.



Demographics



20 male

2 freshmen, 4 sophomores and 14 juniors



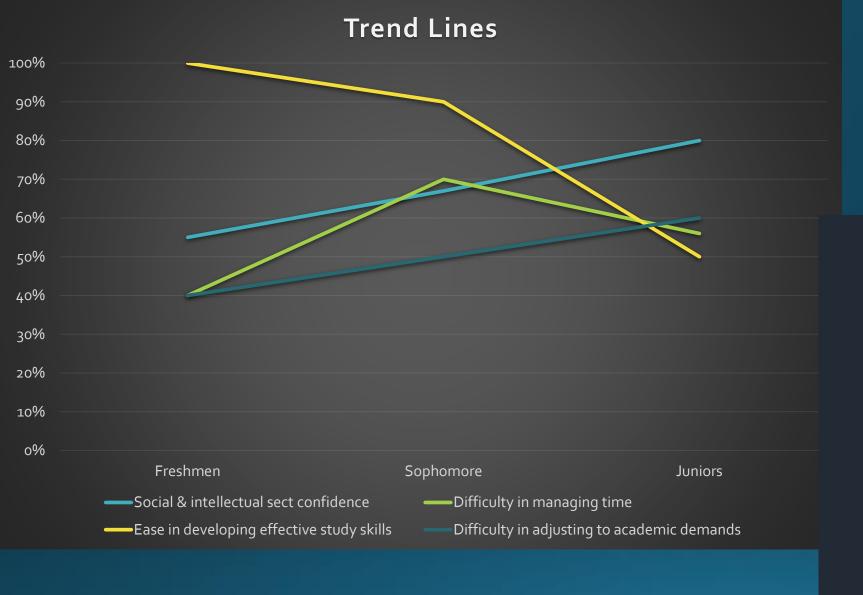
11 female

3 freshman, 6 sophomore and 2 juniors

Trends

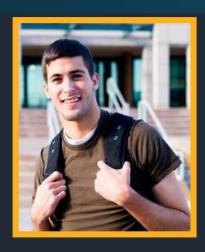


After all the data was gathered from the questionnaires, it was placed into a sequence where averages were taken and placed in categories to create an affinity diagram. This helped to define personas.



- ☐ It can be noted that as year increases student's social self confidence increases as well.
- ☐ Students find difficulty in managing time in their second year but recover fairly well in their junior year.
- ☐ Students' ease of developing study skills decreases over the years.
- ☐ Students' difficulty in adjusting to academic demands increased slightly.

Primary Persona



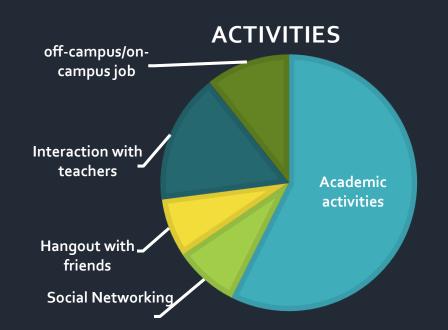
Name: Jeffrey E. Nelms

Year: Junior

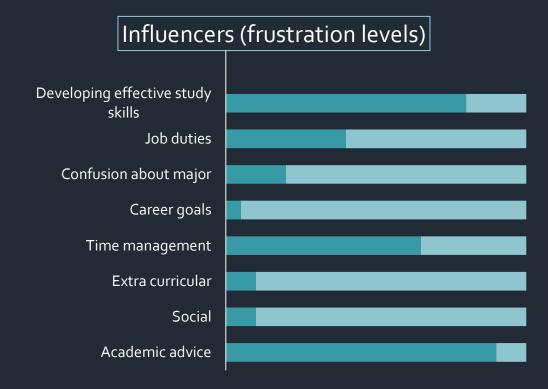
Major: Mechanical Engineering

College: College of Engineering

University: Purdue University



"I need better advice from teaching community and better time management to help me graduate on time"

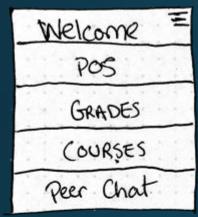


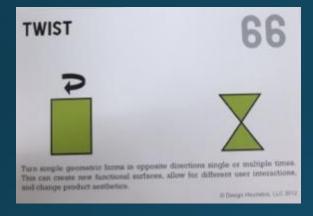
Design Requirements

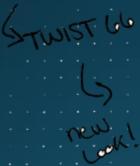
- A notification system for upcoming tasks, deadlines, exams and even some tips to manage subjects and times
 - Ability to view all the courses, current or past and ability to add or remove courses
 - Guardian should generate suggestion for which courses to take based on the peer and course analysis
 - A way to track grades/scores, predict grades/scores and help in improvement of overall scores/grades
 - Ability to maintain and share plan of study, ability to create multiple plans
 - Re-enforce the communication with advisor



Ideation







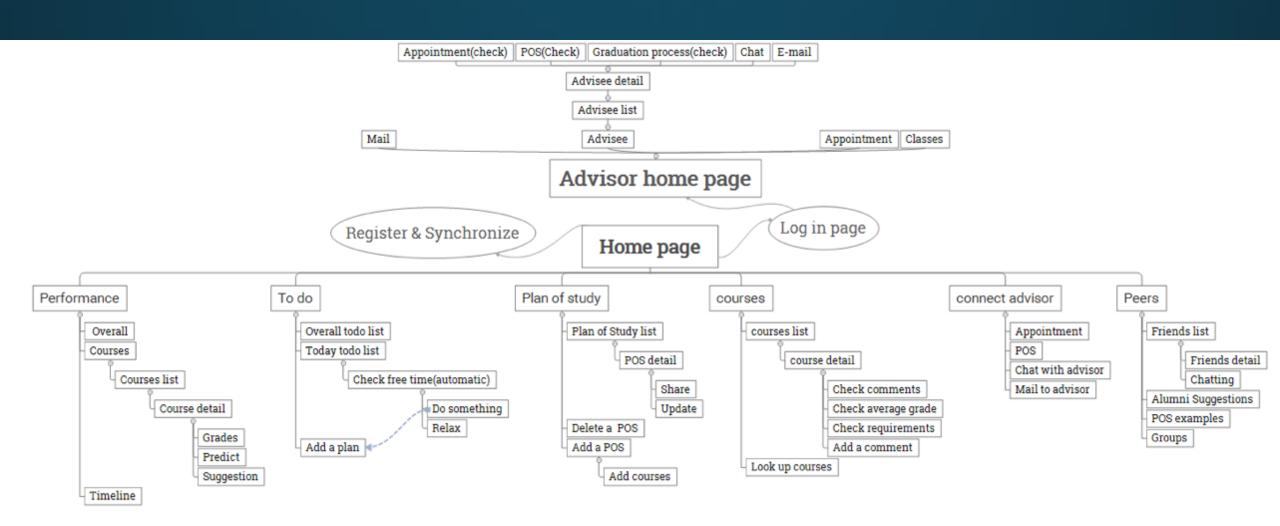








Information Architecture



the PROTOTYPE...

the Walkthrough...



<u>OVERVIEW</u>

ACTION >	The student wants to check course-wise path predictor.	The student wants to chat with another peer.	The student wants to check their notifications in the app.
1. Will the user realistically be doing this action?	YES	YES	YES
2. Is the control for the action visible?	YES	YES	YES
3. Is there a strong link between control and action?	NO	YES	NO
4. Is the feedback appropriate?	YES	YES	YES

OVERVIEW

ACTION >	The student wants to add a different course to a new plan of study.	The student wants to see Guardian's advice on what course to take in the coming semester.	The student would like to schedule an appointment with the advisor.
1. Will the user realistically be doing this action?	YES	YES	YES
2. Is the control for the action visible?	YES	NO	YES
3. Is there a strong link between control and action?	YES	YES	YES
4. Is the feedback appropriate?	YES	YES	YES

What is Recommended...

- Review the Wireframe for any corrections [agile]
- Design high-fidelity prototype & Review

Software Design & Development Kickoff

