

PixelPact

COGS 123: Phase II

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Social Setting



An **online space** that allows users (4-5 people) to be **matched** into teams based on their interests/skills. They have the alternative option to pick their own teams and projects through a discussion forum.



Once grouped, users will **collaborate** on a project prompted by the app. As they work together, the app tracks progress and milestones, allowing users to achieve goals and unlock continued use of the platform after completing their first project.

Social Computing Experience

Random Team Matching:



Each week, teams are randomly matched, offering users the opportunity to collaborate with new people, expand their skill sets, and network.

Achievements and Badges:



Users earn badges like "Weekly Challenge Champion" or "Creative Collaborator" for completing challenges, which can be displayed on their profiles to showcase their commitment and collaboration skills.

Goal-Setting for Each Challenge:

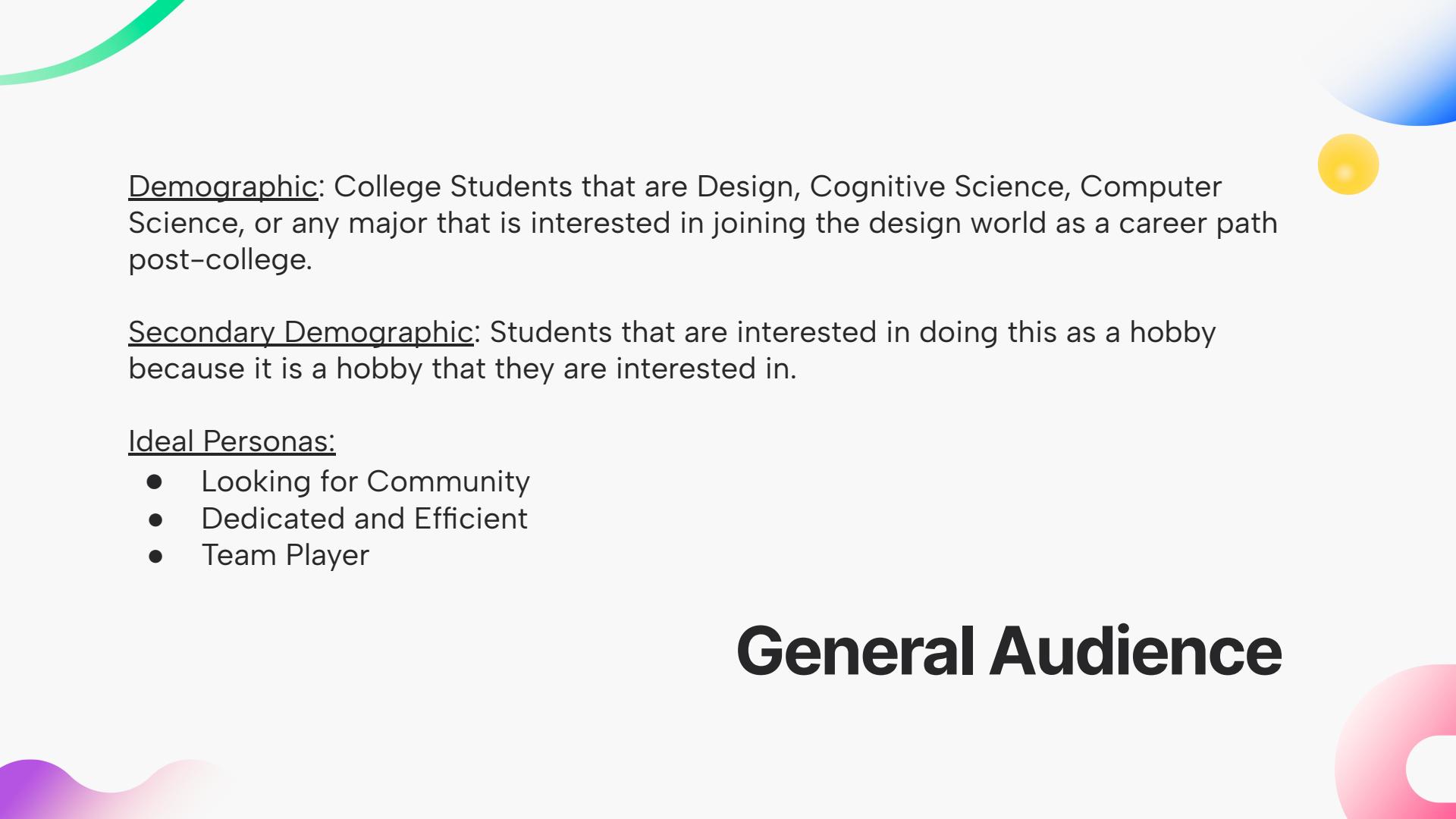


Teams set clear, achievable goals at the start of each week to manage time effectively and stay on track, with progress tracked via visual indicators for tasks completed and goals met.

Non-Profit Redesign Projects:



Projects focus on redesigning for non-profit organizations. At the end of the month, nonprofits select the team whose work they prefer.



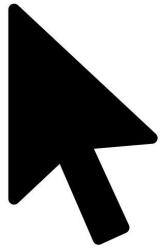
Demographic: College Students that are Design, Cognitive Science, Computer Science, or any major that is interested in joining the design world as a career path post-college.

Secondary Demographic: Students that are interested in doing this as a hobby because it is a hobby that they are interested in.

Ideal Personas:

- Looking for Community
- Dedicated and Efficient
- Team Player

General Audience



Logo Versions

Inspiration and final



Branding

Brand Colors



HEX: F87C60
RGB: 248, 124, 96



HEX: C6E1FF
RGB: 198, 225, 255



HEX: 9D9F91
RGB: 157, 159, 145



HEX: F7F4EF
RGB: 247, 244, 239

Typography

A A

HEADING

ARCHIMOTO

AA BB CC DD EE FF GG
HH II JJ KK LL MM NN
OO PP QQ RR SS TT UU
UU WW XX YY ZZ 0 1 2 3
4 5 6 7 8 9

Montserrat
Secondary text

Aa Bb Cc Dd Ee Ff Gg Hh Ii
Jj Kk Ll Mm Nn Oo Pp Qq
Rr Ss Tt Uu Vv Ww Xx Yy
Zz 0 1 2 3 4 5 6 7 8 9

Method of Surveying

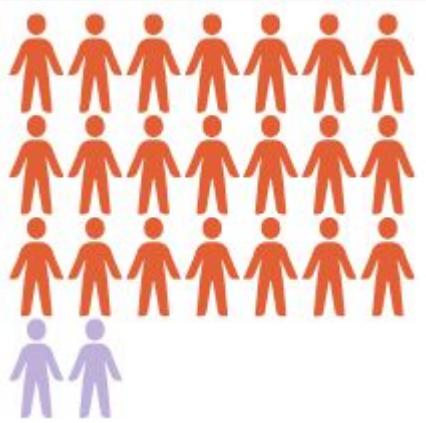
- Google form sent out to UCSD students with an interest in UI/UX or web/app development
- Each team member sent the form to 4-5 people
- Questions created to explore what users primary purpose of using the app would be and to uncover background on the social setting
- 23 total responses
- Ages of respondents range from 18-22 years old (average age: 20 years old)

The screenshot shows a Google Form interface with the following details:

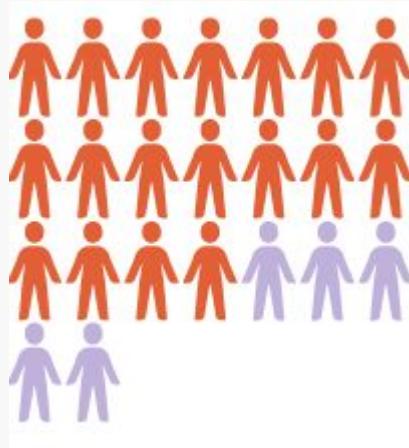
- Title:** PixelPact Interest Feedback Form
- Section 1 of 3:**
 - Text Area:** An online space that allows users (4-5 people) are matched into groups based on their profiles and a matching algorithm, similar to dating apps.
 - Description:** Once grouped, users will collaborate on a project prompted by the app. As they work together, the app tracks progress and milestones, allowing users to achieve goals and unlock continued use of the platform after completing their first project.
 - Note:** < This is a form that will be covering features and answer clarifying questions that will help our team understand how to best go about prototyping this app >
 - Form Fields:** Name (First, Last) * (Short answer text input), Age * (Short answer text input).
- Section 2 of 3:**
 - Description:** Questions about Potential Users & UX
 - Note:** This will help us as a team create include needed features and the overall flow of the app.

Survey Key Findings

Most students would use the app for **personal interests** and/or **career advancements**

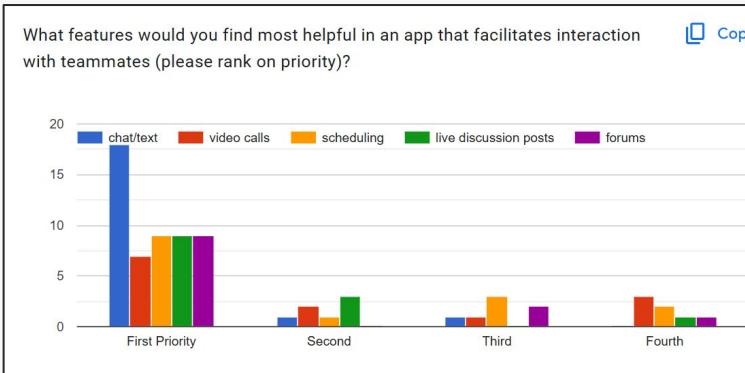


21 out of 23 participants
would use the app for
personal interest



18 out of 23 participants
would use the app for
career advancement

Survey Key Findings

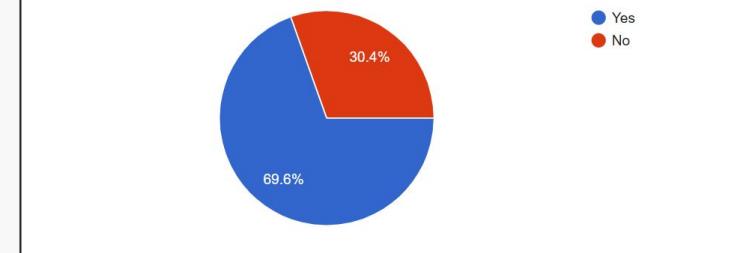


Interaction Features

Most responders prioritized **chat/text** features the most, and **live discussion post** second. **Scheduling** was then there and **video calls** were the least prioritized of the responses.

Would you be interested in tracking your learning progress after connecting with other users?

23 responses



Progress Checking

70% of responders stated they would be interested in having progress tracking features and some stand out suggestions (14/23 responses) were:

- Bars
- Calendar of logged in interaction
- Ranking System between teammates
- Ranked Ladder

Concerns of PixelPact

Skill Disparity

Responders are concerned over **skill differences** and what that could look like in a workspace. → This can lead to **ill distribution** of work and false resume building for those that did not put in the effort.

Toxicity

There is a concern over the behavior of others in the workspace, whether annoyance, or harshness in critique that would lead to **hate speech**.

Identity Theft

The possibility that with first and last name provision, there is the ability to **pretend** to be someone else, or find information out more **personal** information of other users

Dis-engagement

There may be users that are uninterested in the project and just join, and without consequences or rewards, users may not

Research on Social Settings

WHO

College Students that are interested in Design (UI/UX & Web/App Development)

Those that are interested in gaining more hands on experience while also cultivating relationship and connections with others that are looking to be in a similar field, or simply have similar interests

WHERE/WHEN

Online and in **real time** during chats, video calls and interactions between team members collaboratively working.

Asynchronous when participating in "independent work" for the user's role in the project.

HOW

Currently, most students with interests in UI/UX and Web/App Development are starting projects in-person through their classes or school clubs. With this app, we want to make it **more accessible** for users to create projects for their portfolio or personal interests by allowing them more opportunities **online and asynchronously**. Users are able to start new projects through design competitions or collaborating on project ideas they find interesting on the forum. They're also able to communicate and ask for feedback from a greater number of people through the app's features.

Research on Social Settings

Computing Students' Learning Difficulties in HCI Education (Oleson, A., Solomon, M., & Ko, A. J. (2020))

This article discusses learning difficulties for HCI students based on survey responses. Some reasons they found were:

1. Difficulties around **how** to do design work
2. Difficulties around project management **skills**

*Through our app, we believe we would be able to address these concerns because of making projects **more accessible** as well as a greater community online for networking and feedback.*

WHAT

- Building portfolios through group collaboration
- Projects for practice and experience
- Receiving feedback from others
- Networking with people with similar interests

WHY

- Designers not having projects for their portfolio
- Entry designers not having enough experience
- Having a project idea, but not knowing people interested in it

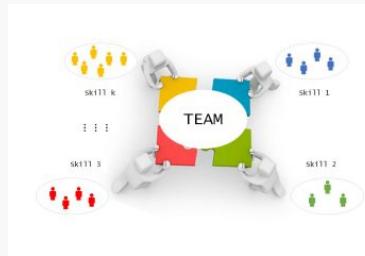
Research on Competitive Space

Lit Review: Solving Team formation Problems

A Reinforcement Learning-assisted Genetic Programming Algorithm for Team Formation Problem Considering Person-Job Matching by Yangyang Guo et al.

"To solve the team formation problem considering person-job matching (TFP-PJM), a 0-1 integer programming model is constructed, which considers both person-job matching and team members' willingness to communicate on team efficiency, with the person-job matching score calculated using intuitionistic fuzzy numbers." (Guo et al., 1)

"We propose a population ensemble strategy that includes four search modes, and use reinforcement learning methods for search pattern selection, balancing the exploration and exploitation of population search" (Guo et al., 13).



Summary:

This research proposes a new approach to solving complex problems of team formations within companies. The authors introduce (RL-GP) that considers both individual skills and communication dynamics to create an effective team.

Terms:

RL/GP: Reinforced Learning-assisted genetic programming assistant

BGP: Traditional genetic programming

GP-E: genetic programming through an external repository

Lit Review: Incentivized badges and achievements

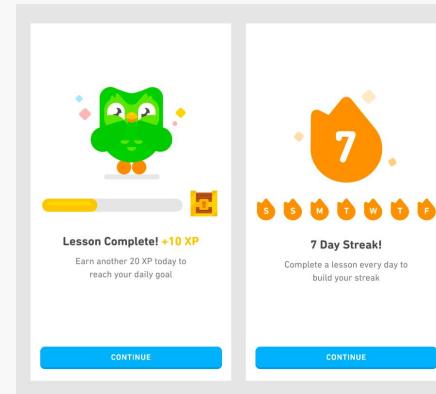
Incentives for Mobile Crowd Sensing: A Survey by Xinglin Zhang et al.

"To guarantee good performance of such applications, it's essential to recruit sufficient participants. Thus, how to effectively and efficiently motivate normal users draws growing attention in the research community." (Zhang et al., 1)

"The incentives are divided into three categories: entertainment, service, and money. Entertainment means that sensing tasks are turned into playable games to attract participants. Incentives of service exchanging are inspired by the principle of mutual benefits. Monetary incentives give participants payments for their contributions." (Zhang et al., 1)

Summary:

This text focuses on incentive strategies to encourage new users to participate in MCS (mobile crowd sensing) applications. The research categorizes strategies into three types, entertainment, service, and money. Each three involves tasks and services that will help keep the users entertained to stay within the application



Lit Review: Community of Practice (CoP) - community building and skill sharing

https://link.springer.com/chapter/10.1007/978-981-10-2879-3_1

Domain	Community	Practice
<ul style="list-style-type: none">- Key Idea: CoPs form around a shared domain or area of interest.- Role: The domain unites members with a common purpose and motivates voluntary participation.- Example: A community focused on environmental sustainability that shares resources and best practices.	<ul style="list-style-type: none">- Key Idea: Relationships within the CoP foster a sense of community.- Role: Informal interactions and regular affirmations build trust and engagement.- Example: Members celebrate achievements and connect over discussions, reinforcing bonds.	<ul style="list-style-type: none">- Key Idea: CoPs develop unique practices and identities through shared experiences.- Role: Collective identity forms as members share stories, tools, and solutions.- Example: An education-focused CoP where teachers develop effective methods and resources.

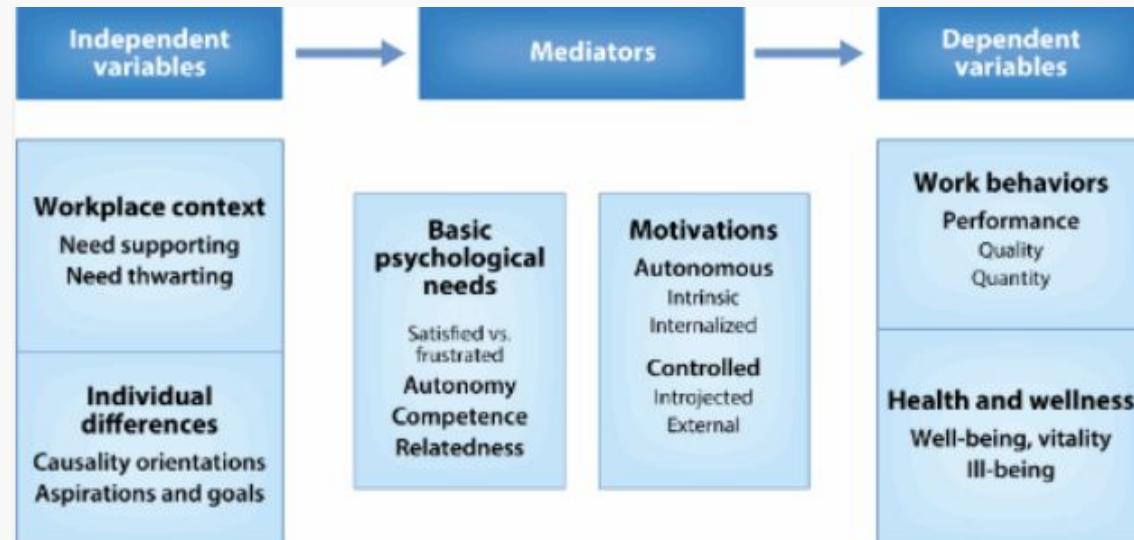
The concept of a Community of Practice (CoP) by providing a collaborative design platform where users connect over shared interests and project goals. It emphasizes building a community through meaningful interactions, feedback, and shared achievements. As users engage in projects, they develop a practice unique to their group, accumulating design knowledge, resources, and experiences. The domain of PixelPact — creative collaboration — motivates users to engage and build portfolios together, fostering skill growth and a sense of belonging.

Lit Review: Self-Determination Theory (SDT) - distinguish self from others and self value

Intrinsic Motivation: Self-determination in work is linked to intrinsic motivation, where employees feel motivated when tasks align with personal values and interests. Employees feel most engaged when their tasks resonate with personal interests, like a graphic designer motivated to take on a branding project they find creatively fulfilling.

Basic Needs Fulfillment: Autonomy, competence, and relatedness are fundamental for job satisfaction and well-being, supporting greater engagement and productivity. Meeting needs for autonomy, competence, and relatedness—such as by allowing employees flexibility in task approaches—leads to higher job satisfaction and team cohesion.

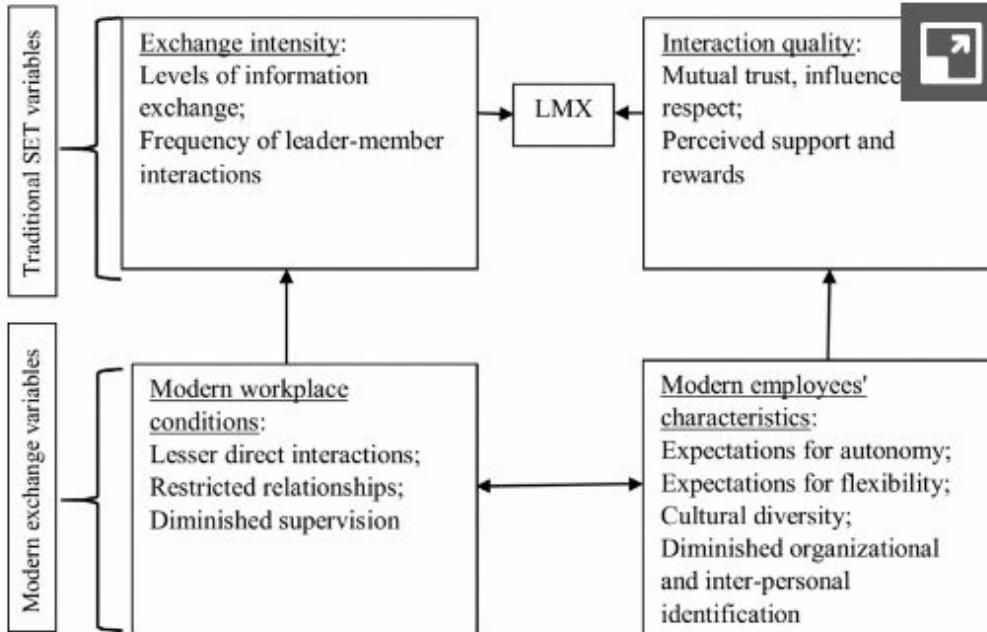
Performance and Well-being: Organizations that foster self-determination enhance both individual performance and overall well-being, benefiting organizational health like by fostering growth, like offering skill workshops.



Deci EL, et al. 2017.
Annu. Rev. Organ. Psychol. Organ. Behav. 4:19–43

Literature review

Social Exchange Theory: important to learn about group dynamics



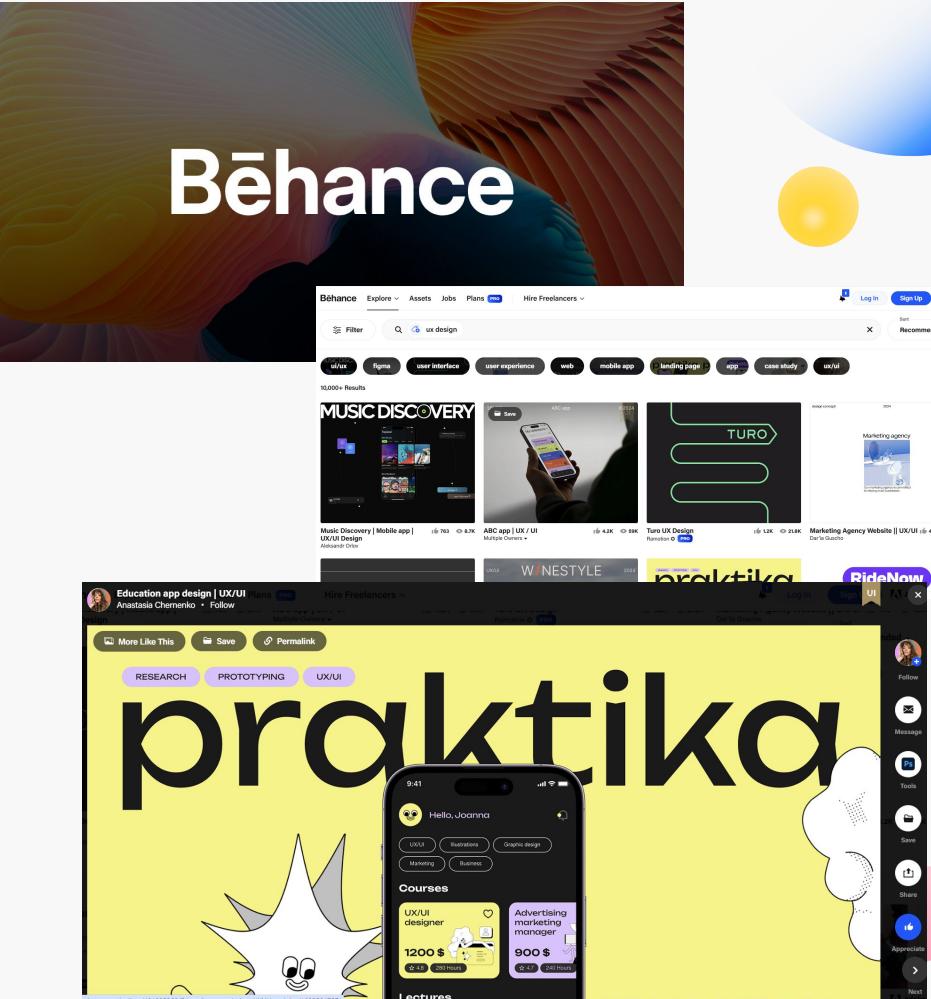
social exchange theory:

Its basic premise is that human relations are formed based on subjective cost–benefit analysis, so that people tend to repeat actions rewarded in the past, and the more often a particular behavior has been rewarded, the more likely its recurrence (Homans, Reference Homans1958). SET claims that social relationships are based on the trust that gestures of goodwill will be reciprocated.

Social Exchange Theory (SET) suggests that relationships are based on a cost-benefit analysis and mutual trust. In modern settings, however, the dynamics are more complex, with employees prioritizing autonomy, flexibility, and cultural sensitivity. Applied to a design platform like PixelPact, SET highlights the importance of trust and reciprocal support in fostering collaboration. This would mean creating a structure where users gain value through skill-sharing and collaborative feedback, building trust and engagement within diverse, flexible project groups.

Behance

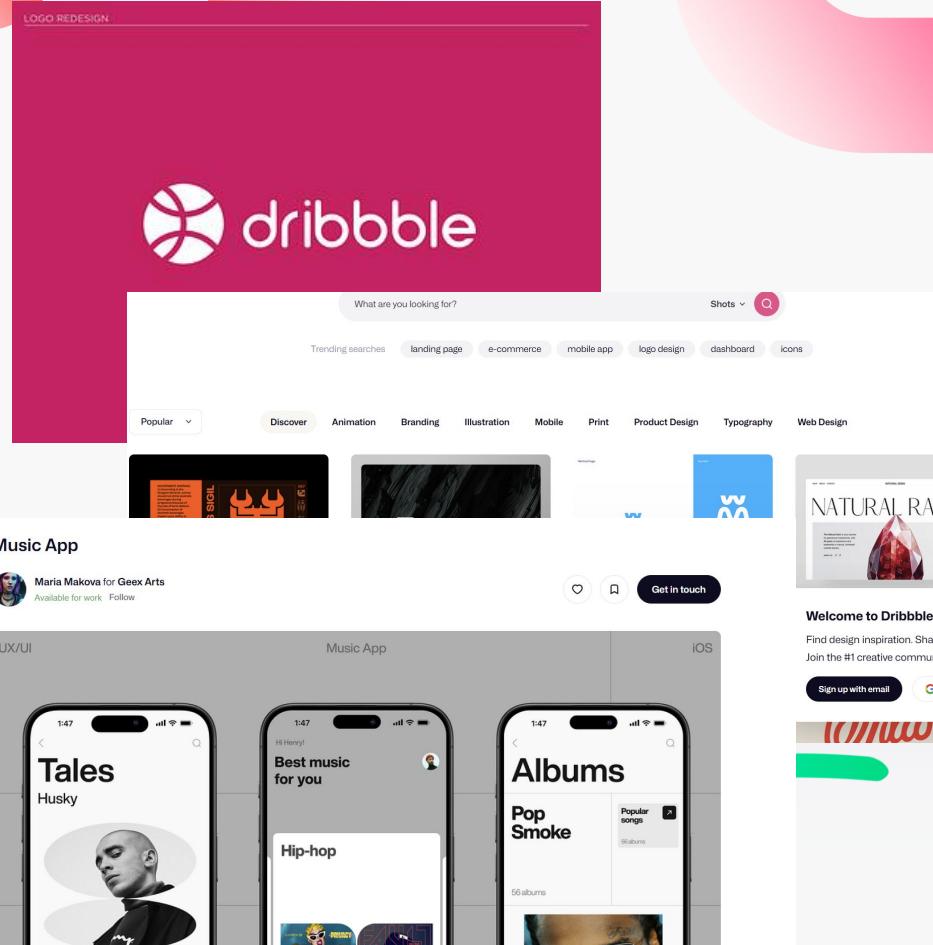
- **Slogan:** "Showcase and discover creative work."
- **Tone:** Professional, inspiring, and community-driven
- **Emphasis:** Portfolio building and showcasing creative work across various fields such as design, photography, and illustration. Networking with other professionals and attracting clients.
- **Cost:** Free to use for browsing and creating a portfolio; Adobe Creative Cloud subscribers get additional features and Behance Pro options.



Dribbble

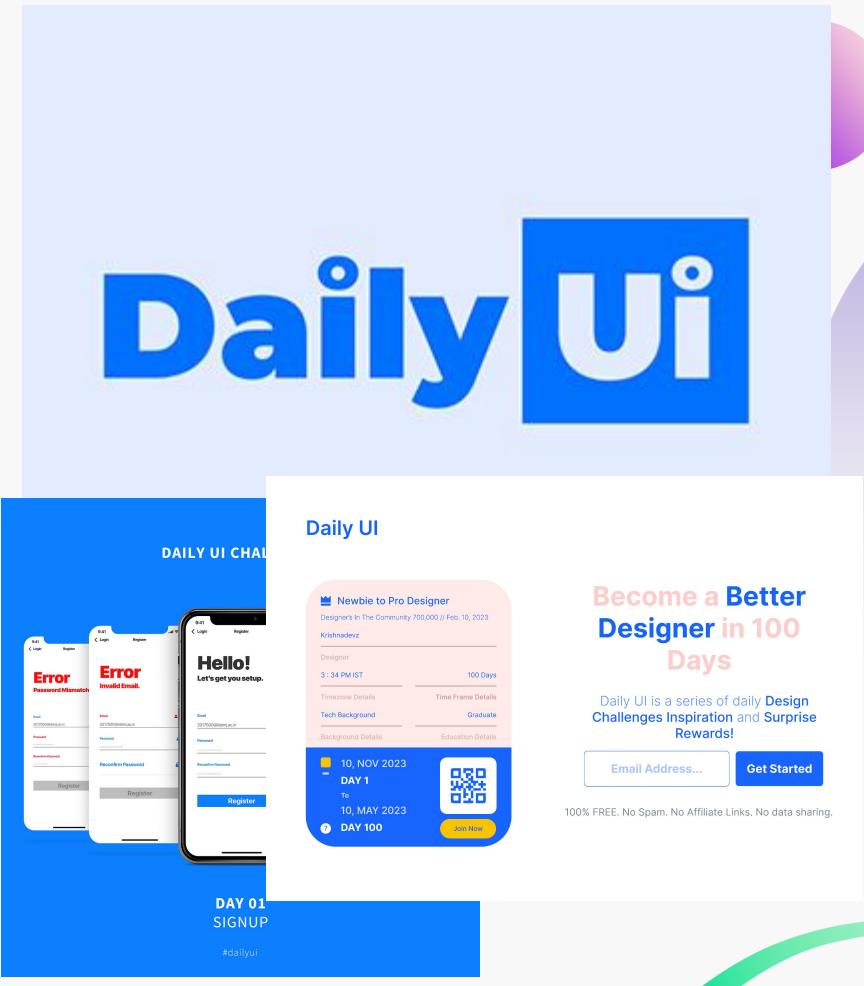
Slogan: "Discover the world's top designers & creatives."

- **Tone**: Playful, innovative, and supportive
- **Emphasis**: Networking and showcasing design projects, particularly for UI/UX, graphic design, and web design. Strong emphasis on attracting design job opportunities, can ask for commissions.
- **Cost**: Free for basic use; Dribbble Pro is available for around \$5/month, offering premium job listings, the ability to message other users, and profile customization.



DailyUI

- **Slogan:** "Level up your UI skills, one design challenge at a time."
- **Tone:** Practical, motivating, and challenge-focused
- **Emphasis:** Daily UI challenges designed to improve users' UI/UX skills through consistent practice. Focused on skill development and design discipline.
- **Cost:** Free to sign up for daily prompts; no paid subscription required.



Company Name	Strengths	Weaknesses	Opportunities	Threats
Behance	<ul style="list-style-type: none"> - Extensive, global creative community for inspiration and networking. - Integrated with Adobe Creative Cloud, appealing to Adobe users. - Free for basic use. 	<ul style="list-style-type: none"> - Limited interaction options outside of portfolio showcasing. - Competitors like Dribbble offer more community engagement tools. 	<ul style="list-style-type: none"> - Expansion into more collaborative tools or freelance marketplace features. - Enhanced analytics for creatives to track portfolio performance. 	<ul style="list-style-type: none"> - Competition from other portfolio and networking platforms like Dribbble and LinkedIn. - Potential limitations for non-Adobe users in accessing some features.
Dribbble	<ul style="list-style-type: none"> - Strong focus on design-oriented fields, particularly UI/UX. - Effective networking and job-seeking platform for designers. - Large, engaged community of creative professionals. 	<ul style="list-style-type: none"> - Limited support for non-design fields. - Premium features require a subscription, which may limit accessibility for some. 	<ul style="list-style-type: none"> - Expansion into more diverse creative fields beyond design. - Partnerships with design schools or software companies. 	<ul style="list-style-type: none"> - Competition from similar creative networking platforms, such as Behance and LinkedIn. - Risk of platform saturation, making it harder for new users to gain visibility.
Daily UI	<ul style="list-style-type: none"> - Encourages consistent practice with a structured format. - Community-driven; participants can share work and get feedback. - Free access makes it widely accessible. 	<ul style="list-style-type: none"> - Limited interactivity compared to platforms with networking or job features. - Focused almost exclusively on UI, limiting appeal for creatives in other fields. 	<ul style="list-style-type: none"> - Expansion into broader design challenges, like UX and web design. - Partnerships with design tools or online education platforms. 	<ul style="list-style-type: none"> - Competition from other skill-building platforms, such as Dribbble's community challenges. - Risk of users "outgrowing" the platform as they seek more advanced learning or networking.

Research on Tech

Features in our app

User-friendly Interface

Our app will offer a user friendly interface that is easy to navigate for all users.

Be able to Expand your Portfolio

Our app offers prompts that you can complete with others to ultimately serve as projects for your portfolio.

Personalized Goal Tracker

You can customize your personal goals between different skills to help you reach your ultimate stage

Profile Personalization

Each profile will be catered to our users with the best customizable profile through colors and badges

You are given Freedom in Choice

Each user is able to choose when they wish to participate in a select project for each month.

Ratings for Past Teachers and Learners

After each lesson, you can rate your teacher or learners on how well they taught or engaged

Forums and Community Chats

There will be a community chat for everyone as well as one for specific skills

Be placed onto our Leaderboard

We offer a position on our leaderboard each month for users that have the top-voted project

Incentivized Badges

We have badges that can help make your profile look better. Each badge has different requirements to gain them

Tech Research: Leaderboard

Piggyback off: Spinify, Quirl, Toggl Track



Competing against other individuals, our app presents a **leaderboard** for individuals involved with winning the most projects

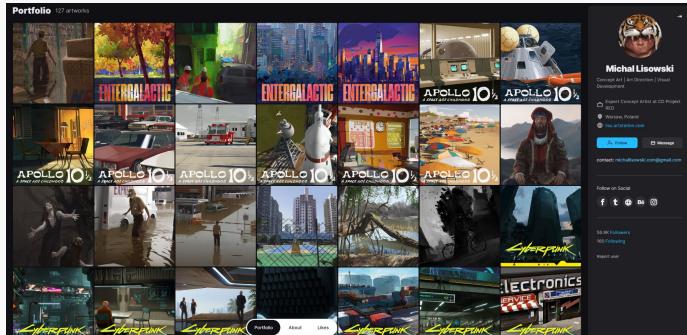
A screenshot of a "LEADERBOARD" page from the Toggl Track app. It shows a list of members with their activity and productivity metrics:

Member	Time	Activity	Productivity	Achievements
Johann Sebastian	1:42 - 4:25	50% + 1%	0%	4+
Jun Roxas	0:02 + 0:02	0% -	0%	-
Michael Haverford	1:00 + 1:00	0% -	0%	-
Patrycja Rembiszewska	17:52 - 1:01	0% -	0%	-
Gabriel Ayala	75:14 + 17:36	0% -	0%	-
Chase Marshall	1:30 + 7:30	0% -	0%	-

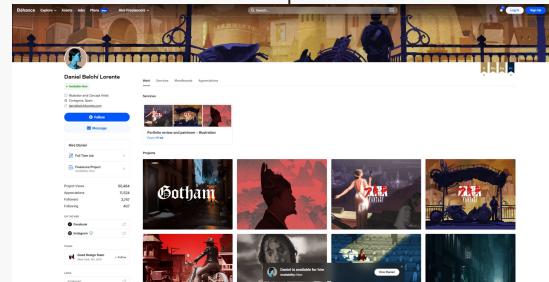


Tech Research: Portfolio Expansion

Piggyback off: Behance, ArtStation, Artup

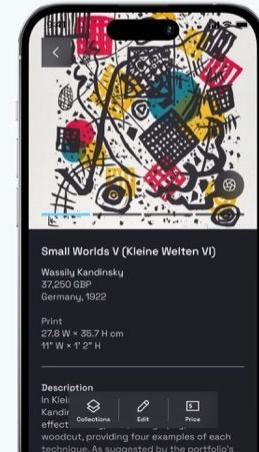


This app introduces projects that are catered to **help expand your portfolio** for any design or coding career you desire.



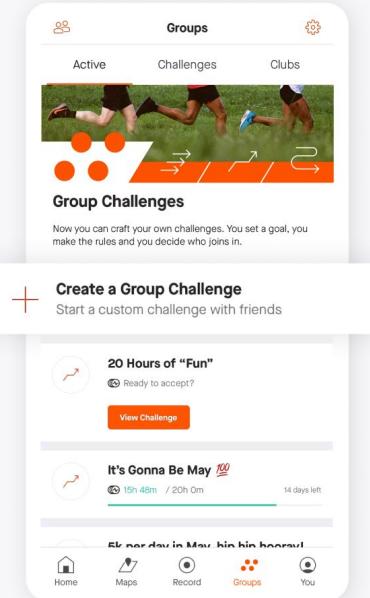
Store
and manage

your art portfolio with photos,
pricing and details

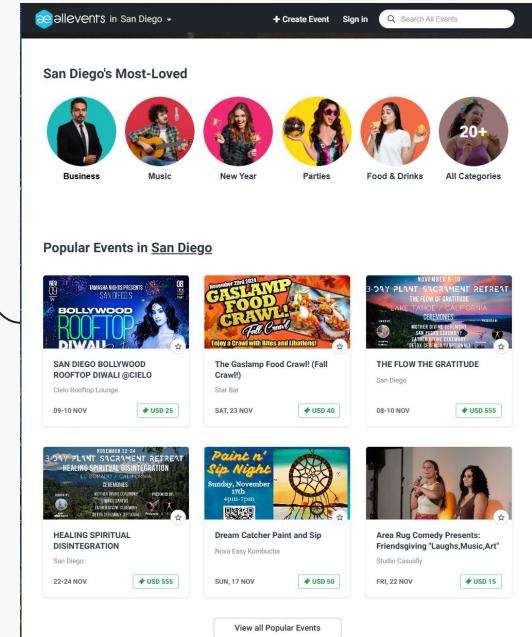
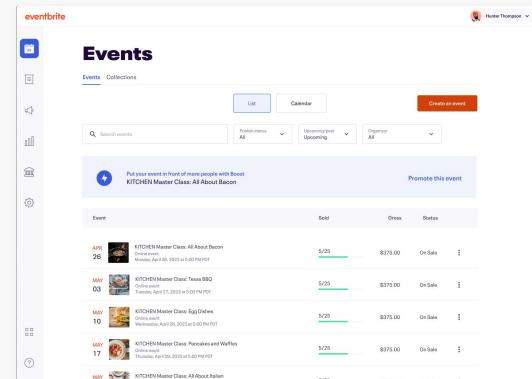


Tech Research: Pick and Choose

Piggyback off: Strava, Eventbrite, AllEvents

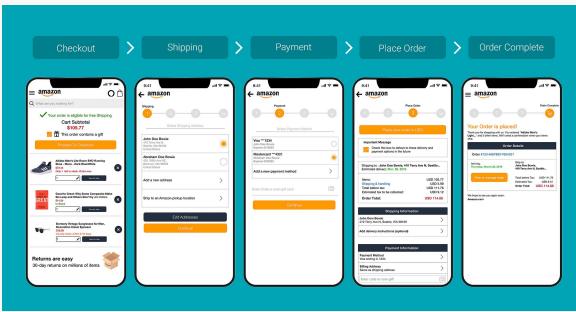


Our app does not force you to participate in every event! Take a breather and relax, comeback when your ready to **create again!**

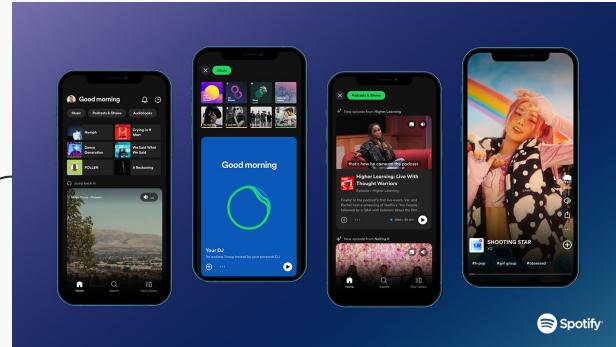
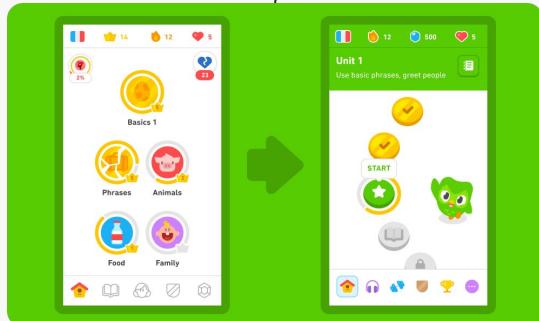


App Experience: User Personalization

Piggyback off: Amazon, Spotify, Airbnb, Duolingo



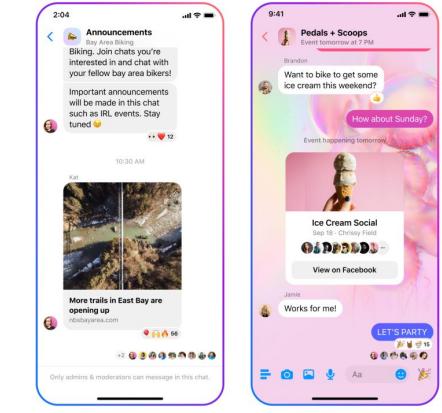
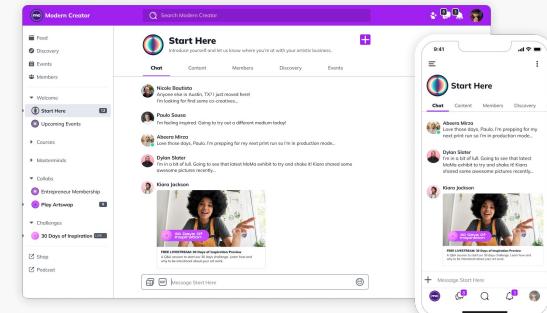
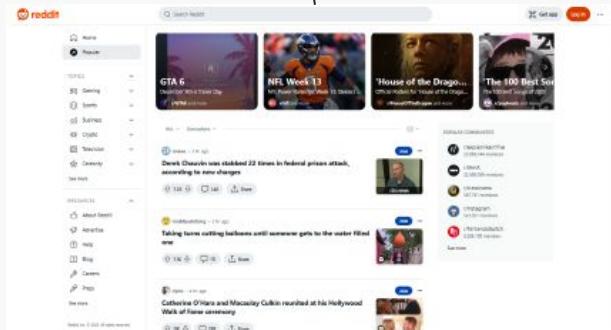
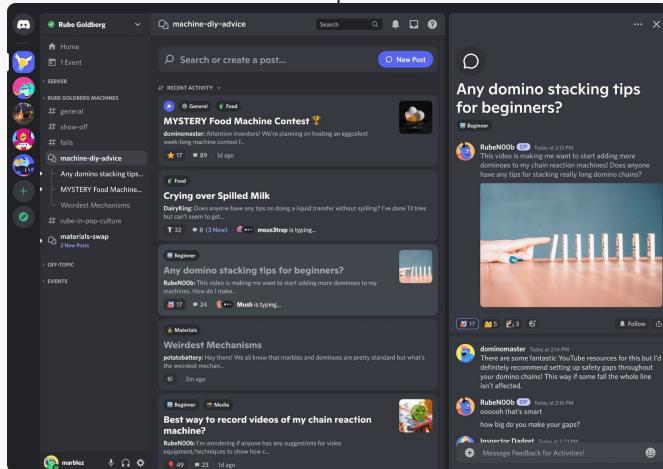
We are creating a simple yet **effective** user interface like duolingo and spotify, where users are able to **easily navigate** our app.



App Experience: Community Forums

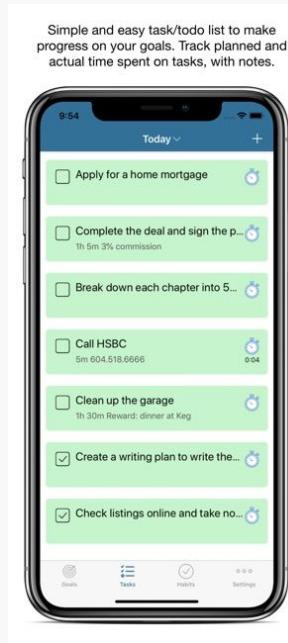
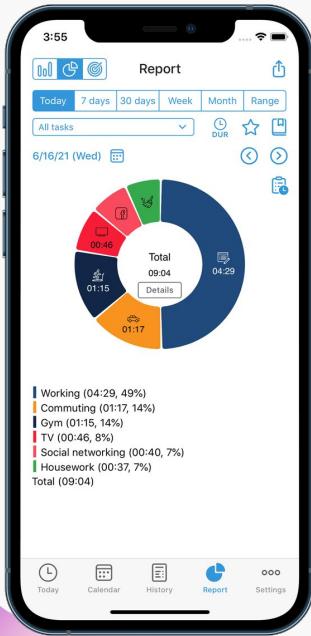
Our application will consist of Community Forums that help users **connect** and **ask questions**

Piggyback off: Discord, Reddit, Facebook, Mighty

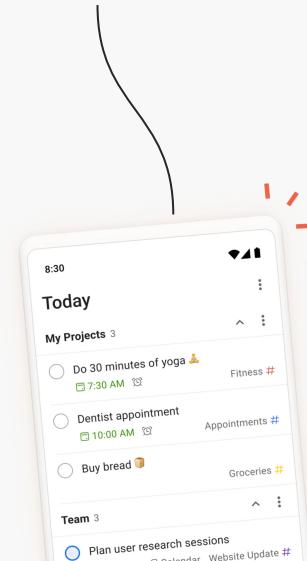


App Experience: Goal Tracking

Piggyback off: Todolist, ATracker, GoalsOnTrack

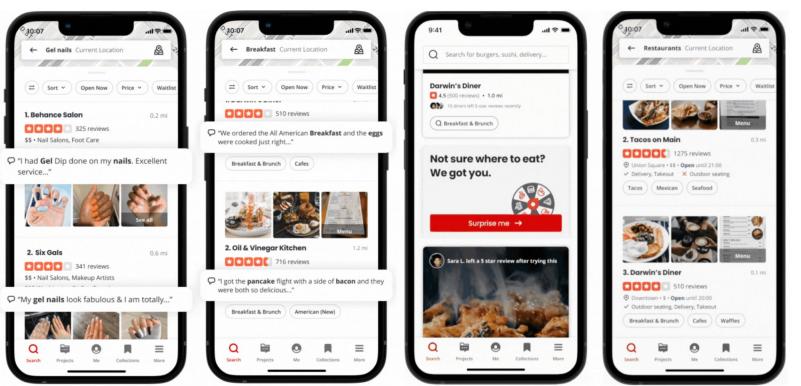


Our app will contain a **personalized** goal tracker for each skill you want to complete. You can have the option of **combining** these goals with other peers to achieve that ultimate goal of yours!



App Experience: Ratings

Piggyback off: Yelp and Google Reviews



After each skill session or even during the time, you are able to **post reviews** for the teacher or learner to help our community build its **trust** around each other

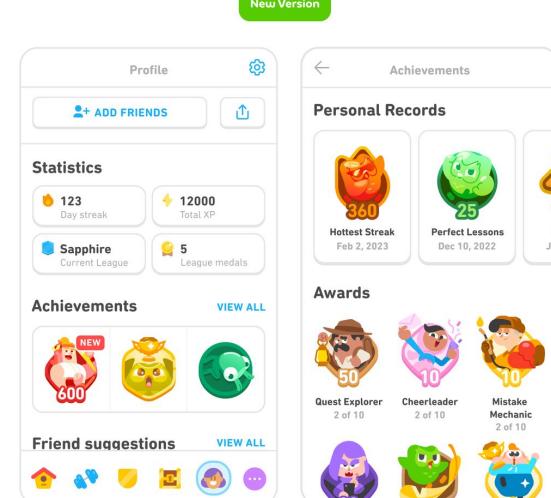
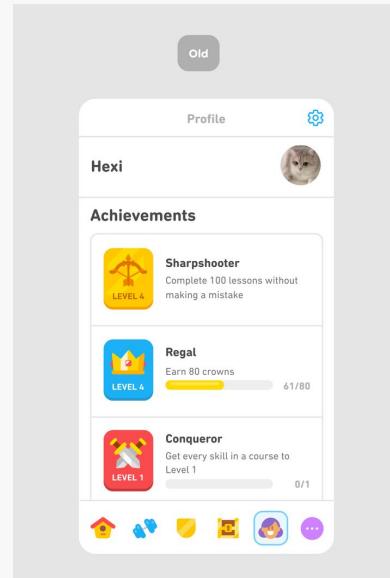
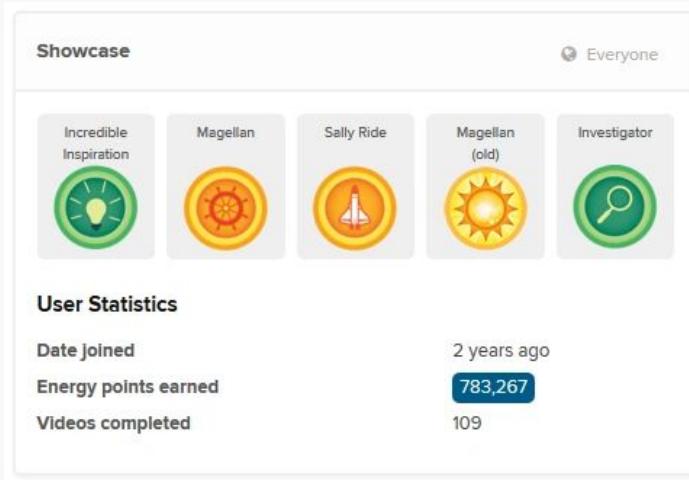
A search interface titled "Search Google Reviews by Keyword". It features a search bar with the placeholder "Restaurants" and a magnifying glass icon. Below the search bar, there are three review cards from Google:

- Timothy Garrett** 3 days ago
★★★★★
Probably my best Michelin experience! Chef Tom and the team doing an incredible job!! The service was outstanding!
- Joe Lawson** 3 days ago
★★★★★
Modern European cuisine with a light and zesty touch to the traditional. Worth a stop for special celebrations!
- Lori Coleman** 3 days ago
★★★★★
Incredible food with an fantastic service team, everyone on the service team moved as one as the dishes and drinks are being served.

The interface includes decorative elements like a large yellow circle on the right and wavy patterns at the bottom.

App Experience: Badges

Piggyback off: Khan Academy and Duolingo



Our app presents the idea of badges that you can earn upon **completing courses, logging in, how many reviews you have, and etc!**

Technical constraint

1. Scalability

- **Challenge:** As the user base grows, the app needs to handle an increasing number of users, transactions, and data. Scalability is a critical factor in ensuring smooth performance without crashes or delays.
- **Considerations:** Cloud infrastructure (e.g., AWS, Google Cloud) may be used to scale dynamically, but it could also increase costs.

2. Data Privacy and Security

- **Challenge:** Users have an option to input their personal information into their biographies for each profile, it is their choice if they want to, we wish to maintain everyone's pseudo-avatar for safety

3. Voting Considerations

- **Challenge:** At the end of each event, projects are voted upon and chosen by a communities majority vote. This may raise concerns on what if groups can chose themselves or if they incentivize votes to favor them
- **Considerations:** Users that participated in the group will not be able to vote for their own project. Instead all other group options are available. Incentivized votes are strongly prohibited and will result in a suspension or a ban.

Team Collaboration

Taylor: Project Leader, Research on Social Setting, Team Collaboration Slide

Madison: Meeting Recorder, Research on Social Setting, Key Findings, Appendix

Karen: Brainstorm Notetaker, Branding, Competitor Analysis Research

Alvin: Tech (Algorithm) Research, Competitor Analysis Research

Hamin: Title Slide, Social Setting & Social Computing Slides

Everyone: Brainstorming Process, Citations, Looking Over the Slides to give Feedback

Appendix

LINKS:

[Phase 1 Teams and Ideas](#)

[Phase II Research](#)

[Meeting Records](#)

[PixelPact Interest Feedback](#)

Prototyping Stage

UI Design

- Clean and simple interface
- Interactable functions
- Vibrant colors
- Personalized profiles
- Recommended partners

Onboarding Process

- Light onboarding process
- Algorithmic suggestions
- Skill-based matches

Exchange Sessions

- Session Schedules
- Remote or In-person
- Video chat
- Screen sharing
- Document sharing

Community Engagement

- Rateable profiles
- Trust and community
- Chats and forums
- Shared resources and skills

Progress Tracker

- Milestones
- Commitment
- Badges
- Profile display



Figma Jamboard

Final project details

- Invent a novel social computing experience
- Project phases**
 - Find a team and pitch ideas (10%)
 - Conduct research and develop the idea (20%)
 - Build and test a social prototype (40%)
 - Create a portfolio and presentation (30%)
- Form teams of 4-5 people at same section time (by Oct 11)

Final project constraints

- Use devices to connect people in some way
- ...with multiple users interacting (either real-time or asynchronously)
- ...to share or transform information (broadly construed)
- Be able to create a live role-play session (W8 and W10)
- Aim for something "novel".... (Check out the "Archive" on the class website home page, but don't repeat ideas)

Your project concept should NOT...

- emulate an existing platform (instead invent some new way to structure interactions)
- just make a "place to discuss" a particular topic (instead invent novel discussion mechanisms)
- just create algorithms for connecting people (give them activities to do once they connect)
- just collect info (try to leverage computation, transform data, or share info)
- force people to imagine the experience (instead, create an experience people can try)

Brainstorm for Possible Ideas

- College friend networking platform**
 - Users can anonymously post anything about college or hangouts to make friends.
 - Only same college people can join to the same server and has to be verified
 - People can share their schedules on the app and share it with others
- Code Rating Social Network - Simple**
 - get diverse rating info you have been to with rating of what you got (sugar) and Food recommendations (top 3)
 - feature where you can add your top 5 cities to your profile
 - location based rating
 - there can be a homepage that has the top 10 popular cities that people have been posting more alongside a list of cities that are sponsoring the site when you input your location
- Rating favorite**
 - I think the rating favorite show there is mydramalist and
 - there is "uptapped" + kava for kava rating
- Study Group Platform**
 - Study like every other study platform, however, in this one you are competing with other students to see who can get the best grade. If they have a day off or phone during the day, they can't participate in the competition. So if 3 tasks can be solved, the DSA Kit will be awarded to the student who solved the most correctly.
- the university platform - Happy hour**
 - Created for university students to have a place to go to have fun with their friends and have a great time. It's a place where students can come together and have fun with their friends.
- Food rating platform**
 - Compare food from different restaurants across the world. People can rate the food based on taste, price, and service. It also includes reviews and ratings from other users.
- Public Bathroom Lingerie - Irks**
 - poor reviews of public bathrooms (cleanliness, litter, smell, wait time, etc.)
 - depending on location, it'll direct you to closest public bathroom - and connect you to people in your area
 - database will be based on personal reviews and inputs from people that are on the app
- Networking Platform:**
 - Users sign up to be a mentor or mentee
 - mentees are people who have professional career experience
 - mentees are college students looking for more opportunities
 - makes networking less intimidating (since the mentors specifically signed up to have mentees)
- existing app: mentorTODD and mentorSocial**

fav idea

college friend network	skill trading platform	pathcrosser	cafe keepi
1	2	2	1
5 votes			

Vote

Survey Questions

Page: 2 of 2

10	How would you envision linking your profile here to other social or learning platforms you use?	11	If you were using this app to trade skills, what core features would make the experience most enjoyable or valuable?	12	What kind of customization would make the platform feel more personal and engaging for you?
13	Would you be interested in tracking your learning or teaching progress? If so, what would that look like for you?	14	How would you prefer to communicate within the app (text, video, live chat, forums)?	15	What do you find missing or frustrating in similar apps you've used?
16	If you could add any feature to make this platform stand out, what would it be?	17	What would be an incentive to help you stay on other social media applications?	18	What skills do you think should be added into this application? (any hidden skills?)

QUESTION FOR POTENTIAL USERS:

1. What motivates you to learn a new skill? (e.g., personal interest, career advancement, social interaction)
2. How do you feel about a rewards system (e.g., badges, points) for teaching and learning skills within the app?
3. What concerns do you have about sharing skills with others through an app?
4. Would you prefer to collaborate with users at the same skill level or with varying levels of expertise?

QUESTION ABOUT UX:

1. How important is user-friendly navigation in an app for you (scale of 1-10)?
2. What features would you find most helpful in an app that facilitates skill sharing? (e.g., chat, video calls, scheduling)
3. How would you prefer to connect with other users? (e.g., through profiles, recommendations, a matching system)
4. Rank based off of importance

QUESTION ABOUT COMMUNITY:

1. How important is it to provide feedback on your experiences with other users?
2. What would encourage you to provide honest feedback about your skill-sharing experiences?
3. What kind of support do you expect from the app? (e.g., FAQs, tutorials, user support)

ADDITIONAL FEATURES:

1. Are there any specific features you wish were included in this type of app?

madison

madison

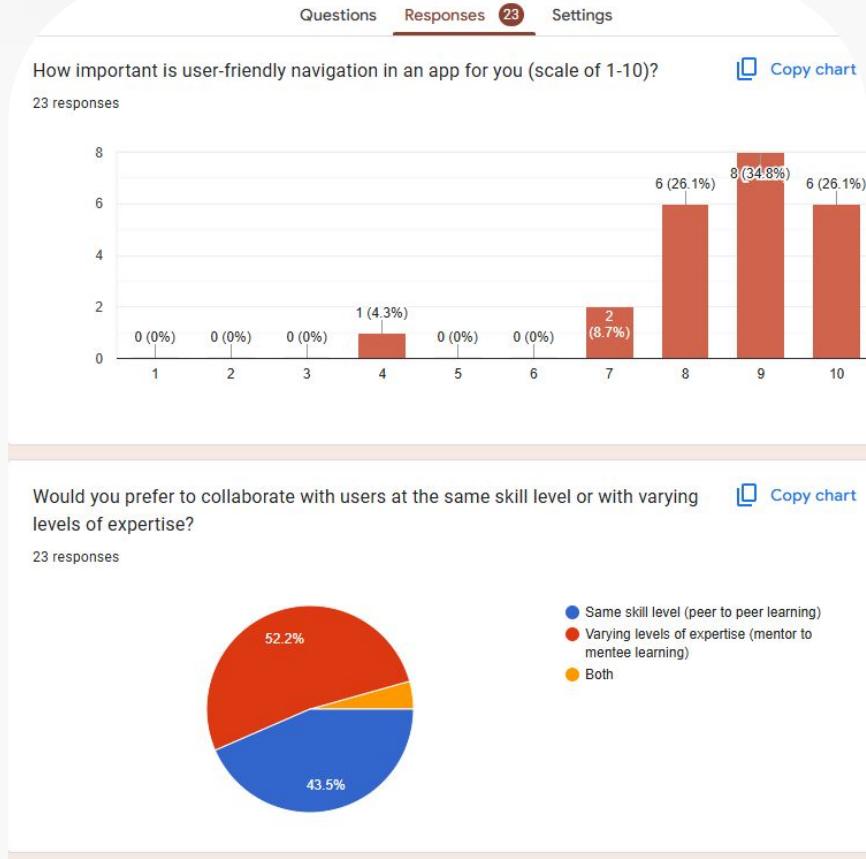
madison

Brainstorm

Survey Question overview, as a team, we all pitched in survey questions options and had them completed over Figma JamBoard and created a Google Form Survey to start sending out to college students.

Feedback Form

Sent out and readjusted information that was originally for our former app and used questions that were correlated and took out questions that were not related to the app any longer.



Citations

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Thank You