

PixelPact

COGS 123: Phase IV

Group 15: Alvin Zhou, Hamin Lee, Karen Li, Madison Yu, Taylor Tak

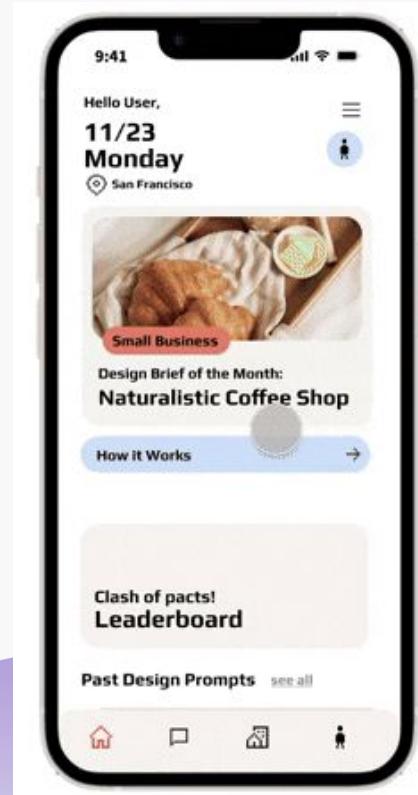
Social Setting

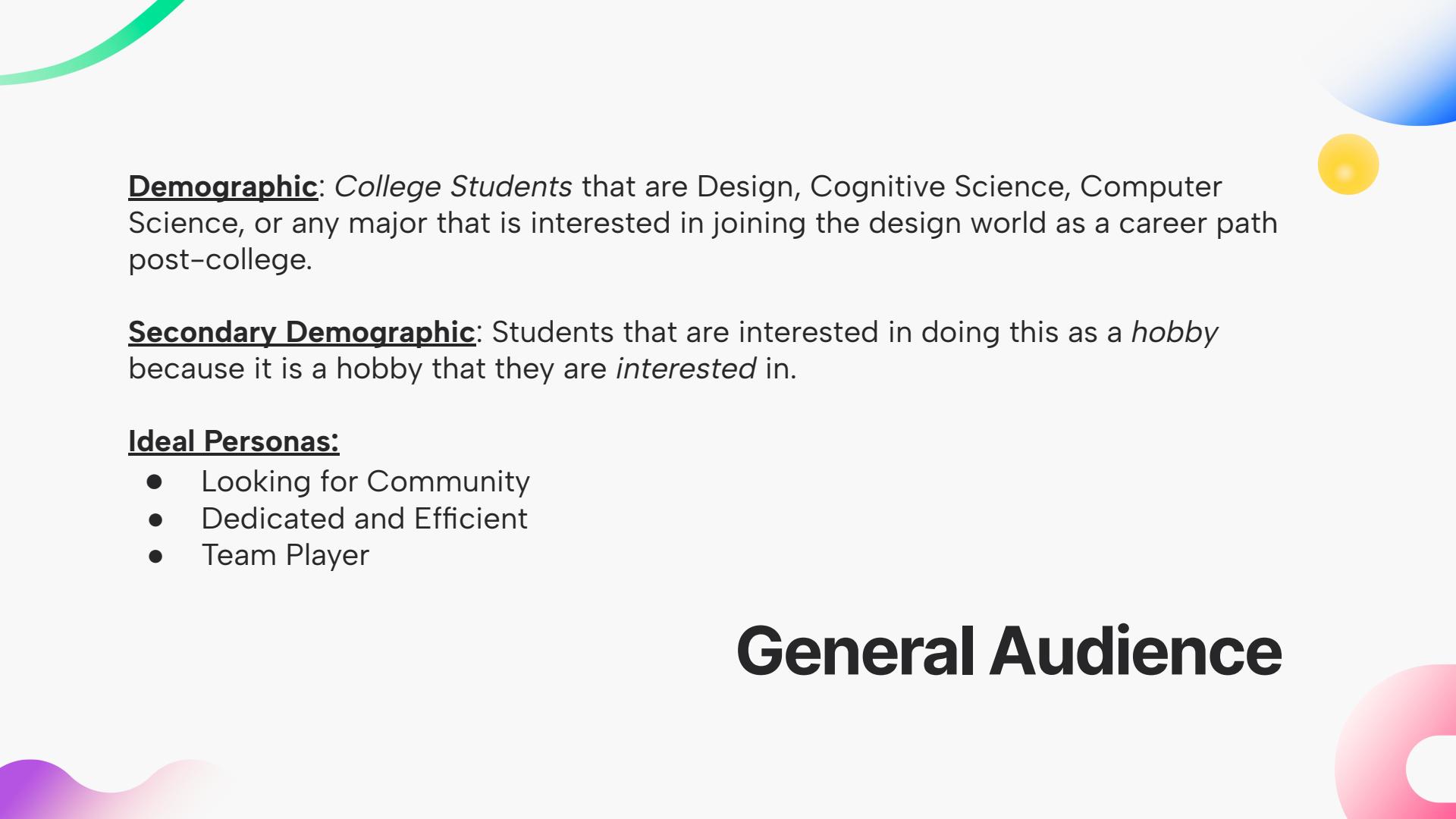
An **online space** that allows users (4-5 people) to be **matched** into teams based on their interests/skills.

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.





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

Novelty of App

- Connecting with designers and developers through projects
- An app to build your portfolio by finding and collaborating with new people
- Addresses the struggle to find people to work on projects with
- App specifically for people interested in HCI
 - Purpose to build careers, network with other, share knowledge about the field

Social Computing Experience

Random Team Matching:



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 "Challenge Champion" for completing challenges. This can be **displayed** on their profiles to showcase their *commitment and collaboration skills*.

Goal-Setting for Each Challenge:



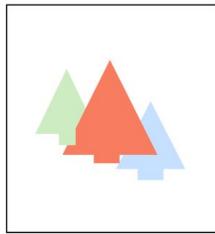
Teams set clear, achievable goals at the start of each week to manage time effectively and **stay on track**, with **progress tracked** via *visual indicators* for tasks completed and goals met.

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 to utilize.

Brand Logo



Brand Colors



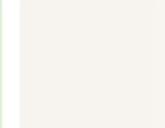
HEX: F87C60
RGB: 248, 124, 96



HEX: C6E1FF
RGB: 198, 225, 255



HEX: 9D9F91
RGB: 157, 159, 145



HEX: F7F4EF
RGB: 247, 244, 239

Typography

AA
AA

HEADING

ARCHIMOTO

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

Play
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 **4-5** people the form
- Questions created to explore what users primary purpose of using the app would be and 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 titled "PixelPact Interest Feedback Form". The interface includes a toolbar with text and image editing tools, a sidebar with icons for adding sections, and a navigation bar with "Questions", "Responses 23", and "Settings".

Section 1 of 3:

PixelPact Interest Feedback Form

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.

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.

< 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 >

Name (First, Last) *

Short answer text

Age *

Short answer text

After section 1 Continue to next section

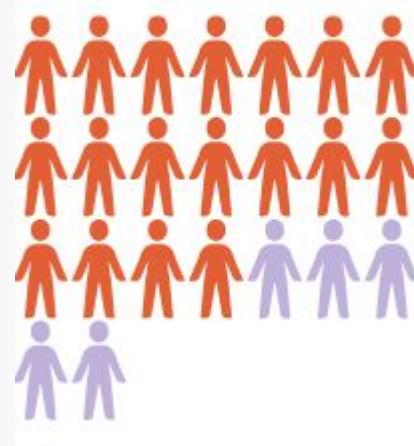
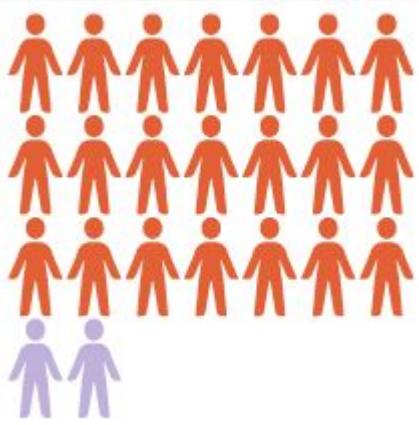
Section 2 of 3:

Questions about Potential Users & UX

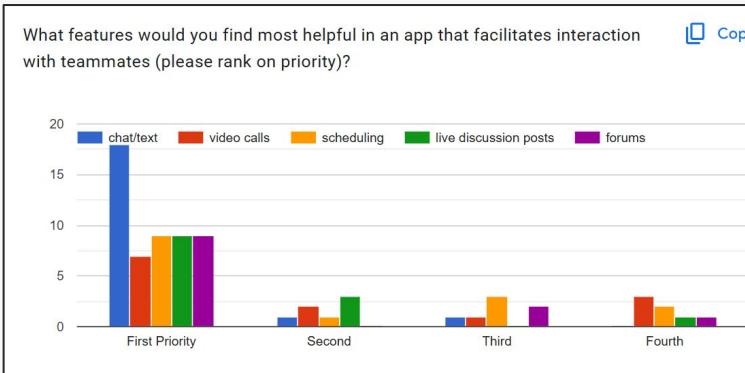
This will help us as a team create include needed features and the overall flow of the app.

Survey Key Findings

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



Survey Key Findings

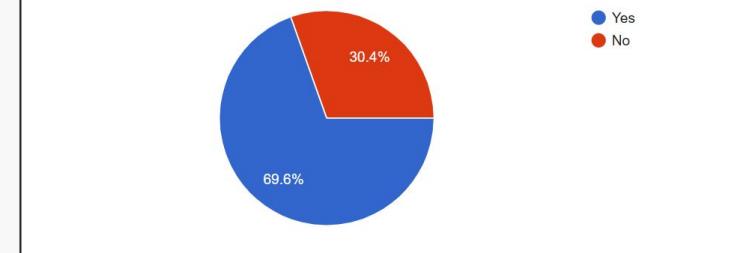


Interaction Features

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

Competitive Analysis

Categories	PixelPact	Behance	Dribbble	DailyUI
Target Audience	Early career designers	Extensive, global creative community for inspiration and networking.	- Large, engaged community of creative professionals.	Design students and professionals
Community Engagement	Group projects, community forum, feedback badges	Peer appreciation highlighted works	Like, comments, saves	none
Primary Focus	Portfolio Building and design contests	A professional portfolio display platform	Effective networking and job-seeking platform for designers.	Providing daily design prompts to practice and improve on UI/UX skills
Design Challenges	Monthly themed challenges in collaborative groups	None	Playoffs where users can contribute to certain design themes	Predetermined daily prompts for individuals

Features From Literature Review

- **User-Friendly Navigation**

Self-Determination Theory (SDT) emphasizes autonomy and competence (Deci & Ryan, 1985). A seamless interface empowers users to easily navigate tasks, boosting satisfaction.

- **Profile Personalization**

Social Exchange Theory (Homans, 1958) highlights trust and reciprocity. Personal profiles build mutual trust by showcasing skills and achievements.

- **Forums and Community Chats**

Communities of Practice (CoP) stress the importance of shared spaces for skill-sharing and informal interaction (Wenger, 1998).

- **Ability to Expand your Portfolio**

Reinforced Learning-assisted models (Guo et al., 2020) demonstrate effective skill-based matching for collaborative success.

- **Incentivized Badges and Achievements**

Gamified incentives increase user retention, aligning with studies on entertainment-based motivation strategies (Zhang et al., 2020).

- **Rateable profiles**

Social Exchange Theory supports trust-building mechanisms like ratings, fostering accountability and engagement (Homans, 1958).

- **Personalized and Group Goal Tracker**

Reinforcement Learning highlights goal alignment, facilitating balanced team collaboration (Guo et al., 2020).

- **Personalized choices for Projects**

Self-determination links intrinsic motivation with autonomy, driving engagement through tailored project selections (Deci & Ryan, 1985).

Week 8 Prototype 1

How does it work?

Users are able to create their own customizable profile and connect with others to collaborate on projects created each month by different non-profit organizations. At the end of every month, the Organization chooses which group designed the best project. The chosen group gets placed onto a leaderboard and also gain a badge for their hard work.

PixelPact Profile

Welcome to PixelPact!
PixelPact is a platform that brings together designers and developers to collaborate and create a new project. Set up your profile now to get started!

kal033@ucsd.edu [Switch account](#) 

 Not shared

* Indicates required question

First Name, Last Name *

Your answer

Email Address *

Your answer

City *

Profile

 Create Profile 

 Join Monthly Contest

Make My Own Project

Navigation Bar

 Chat Room (1)

To Do List

 Databases



Leo

Connections 100

 Bio Extroverted individual who loves to converse on deep topics. Very passionate about UX design

 Email Address leo@sba.edu

 Gender Male

 Preferred Roles User Design

 Region / Studying ... San Bernardino, studying at the Art Center

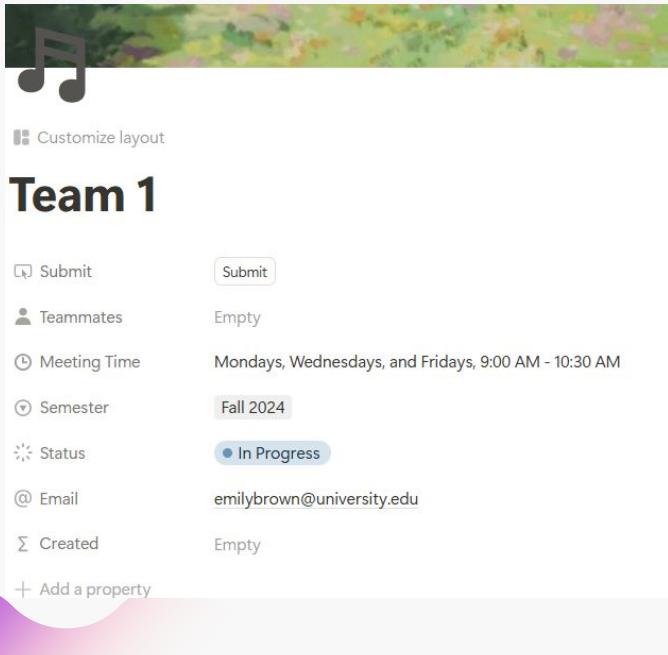
 Skills Problem solving

 Teammate Review Teammate Review

+ Add a property

Team Dashboard and Workspace

After they create their profile, they are randomly assigned into a group based on selected roles and will have access to the team dashboard. From there, they are able to communicate about their work time, work schedule, common goal deliverables, and submissions.



Customize layout

Team 1

Submit

Teammates: Empty

Meeting Time: Mondays, Wednesdays, and Fridays, 9:00 AM - 10:30 AM

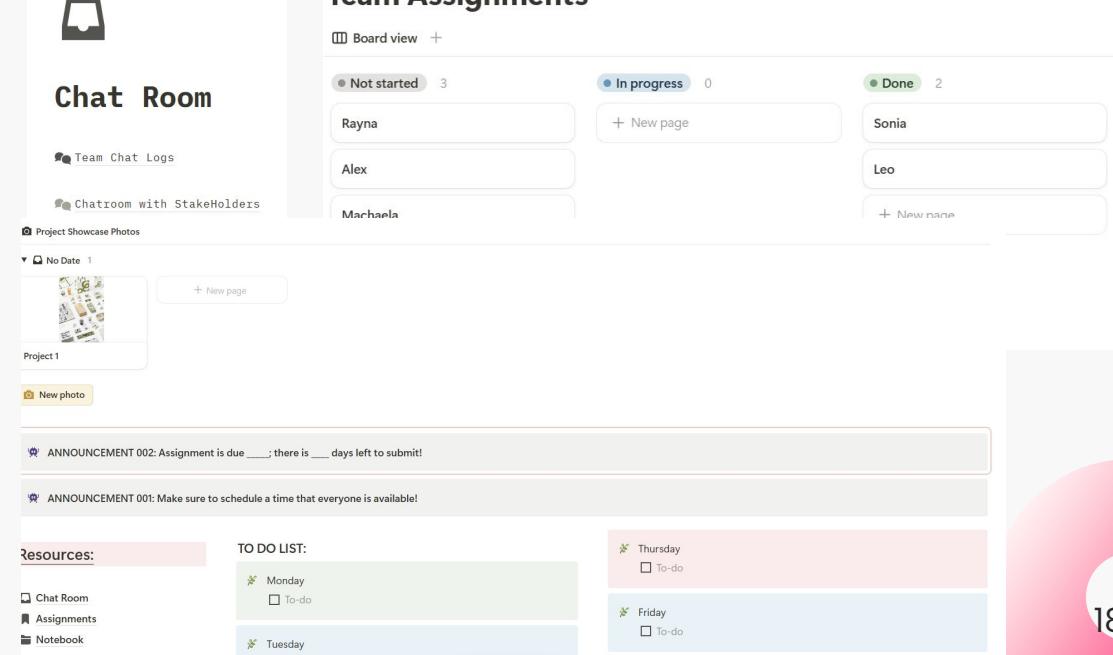
Semester: Fall 2024

Status: In Progress

Email: emilybrown@university.edu

Created: Empty

+ Add a property



Chat Room

Team Chat Logs

Chatroom with StakeHolders

Project Showcase Photos

No Date 1

Project 1

New photo

ANNOUNCEMENT 002: Assignment is due ____; there is ____ days left to submit!

ANNOUNCEMENT 001: Make sure to schedule a time that everyone is available!

Team Assignments

Board view +

Not started	In progress	Done
3	0	2

Rayna	+ New page
Alex	
Marcaela	

Sonia
Leo

+ New name

Resources:

- Chat Room
- Assignments
- Notebook

TO DO LIST:

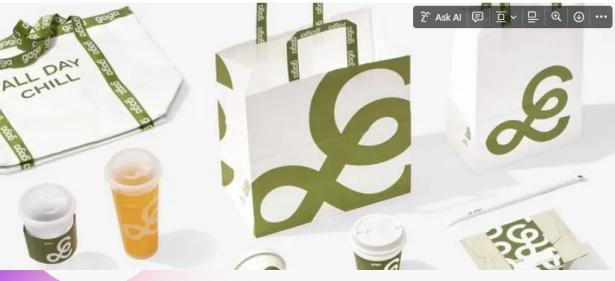
Monday	To-do
Tuesday	To-do
Wednesday	To-do
Thursday	To-do
Friday	To-do

Submissions and Highlights

As a group, if they are opted in to complete the month's design contest, they will have access to the main design album, and a subfolder will be created. Within their team workspace, they can directly update to the subfolder about their process or final deliverables for feedback.

 Project 1

Date 15/11/2024
1 more property



 Project Highlights +

+ New page



Project 1: Coffee Rebrand

1 photo

 QUICK ACTIONS

New album

Leaderboard and Contest Updates



Design Challenge #1

Click to Create Team...

Click to Create Team

Type

Project Briefs

Due Date

November 18, 2024 → November 23, 2024

+ Add a property

Add Notes

BUSINESS:

TYPE:

INTRODUCTION:

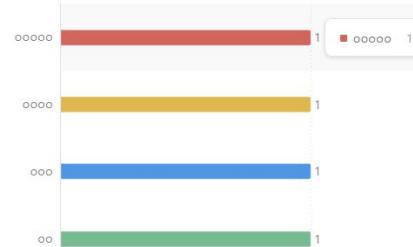
Target Audience:

DELIVERABLES (TASKS):

DESIGN KEYWORDS:

Leaderboard

Board Teams Chosen Teams +



Contest Timeline!

Upcoming Calendar Weekly All

NOVEMBER 2024

Mon	Tue	Wed	Thu	Fri	Sat	Sun
28	29	30	31	+	Nov 1	
4	5	6	7	8		
11	12	13	14	15		
18	19	20	21	22		
25	26	27	28	29		

Design Challenge #1

Feedback after Prototype 1

1. Confusion in how to **navigate** the actual application due to so **many features**
2. Does **not feel involved** through the tools we used to demonstrate our prototype
3. Notion being a site not everyone is **universally familiar** to
4. Overall **loss of engagement** due to **lack of information**

Feedback

After conducting our first prototype to the class we received some critical feedback...

Was the purpose of the prototype clear to the question we were trying to solve?

sort of. i understand the concepts of doing projects for portfolio experience so the guidelines were clear.

It wasn't that confusing but there's a lot of features, so it would take me more time to understand each one

I would have liked it more if we got to prototype the features you mentioned instead of just filling out the form.

It was my first time using notion so I was kind of lost on what we were supposed to do after filling out the Google form.

The leaderboard felt confusing. I don't think I like the idea of being rated publicly like that for work.

I didn't really feel the interaction since we didn't get to actually make a team.

Didn't feel like I was engaged in the simulation

i think for me i'm not familiar with notion so it was just difficult to navigate notion in general

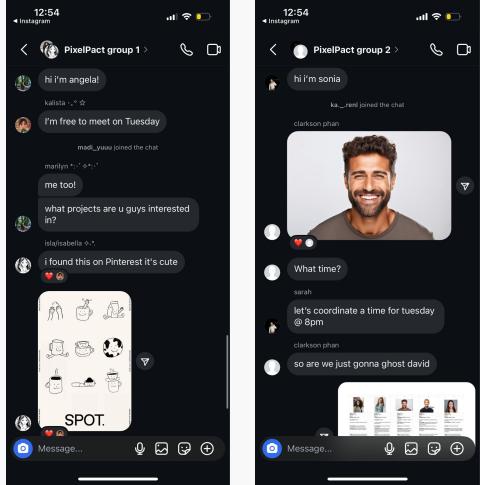
Therefore we tried something new

Figma + Google Sheets + Instagram Group Chats

The Figma interface displays two designs side-by-side:

- Community + Reviews Page - Taylor:** This design features a grid layout with five columns. Each column contains a profile picture, a name, gender, age, occupation, location, personality, and a quote. Below the grid are four QR codes labeled "Group 1", "Group 2", "Group 3", and "Group 4".
- Dashboard - Karen:** This design shows a similar grid layout with five columns, each containing a profile picture and some text.

	Name: Angela Gender: Female Age: 30 Occupation: Student Location: Los Angeles, studying at USC Personality: Enthusiastic individual not afraid to speak up and share ideas. Prefers to work in groups. Goals: Wants to add her college portfolio to her LinkedIn and connect with others of the same interest	Name: Sonia Gender: Female Age: 30 Design Team: UK Research Occupation: Student Location: Orange County, studied at CSULB Personality: Kind, interested, Quiet, Detail-oriented, and organized. Goals: To become more open to sharing her ideas and connecting with others of the same interest	Name: David Gender: Male Age: 30 Programming Team: Front-end Development Occupation: Student Location: San Francisco, studied at UC Berkeley Personality: Confident, Honest, Down-to-earth, and approachable. Goals: To network with a few new individuals and learn more about how to create a collaborative project that fits his interests	Name: Leo Gender: Female Age: 30 Designer Team: UX Design Occupation: Student Location: San Francisco, studying at the Art Center College of Design Personality: Determined, and tenacious. Goals: He feels that he performs best when working with others and enjoys giving his feedback to his peers
Group 1				



Week 10 Prototype 2

Profile Creation Simulation

- We used Google Forms during the Week 8 process to simulate how users would create their profiles when signing up for the app.
- Kept this part of the simulation the same since it went smoothly and there was no feedback or criticism about it

PixelPact Profile

Welcome to PixelPact!
PixelPact is a platform that brings together designers and developers to collaborate and create a new project. Set up your profile now to get started!

tatak@ucsd.edu [Switch account](#) 

Not shared

* Indicates required question

First Name, Last Name *

Your answer

Email Address *

Your answer

City *

Your answer

Username (do not include @) *

Your answer

Please put your date of birth. *

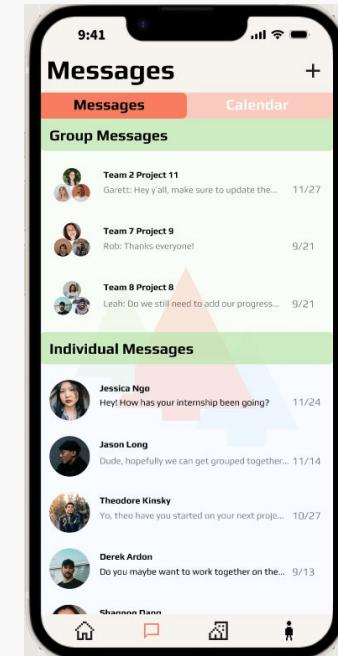
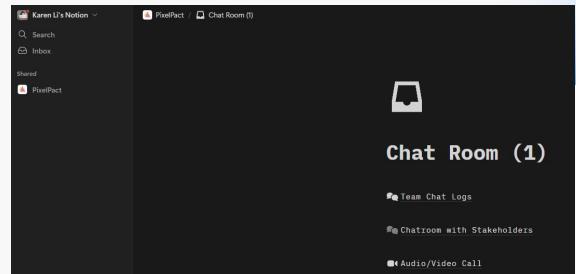
Date

What we changed

- We decided to move to a more user friendly applications that many are familiar with
 - Figma, Instagram, and Google Sheets
- Prioritized on enhancing the user experience when transitioning from one platform to another
- Showing more of our prototype than just talking to give the users the fullest experience

Transition to Notion → Figma

- Our original plan was to have our prototype and simulation all in Notion (Week 8)
 - Chat feature
 - Leaderboards
 - Reviewing Teammates
- Feedback from Week 8 mentioned how Notion was too confusing to navigate
 - Some people were unfamiliar with the application
 - Notion was difficult to navigate
- We switched to Figma for our prototype to help users visualize what the simulation was intending to replicate
 - Much clearer to the audience what the purpose of each step of the stimulation was
 - Clarified the instructions for simulation
 - Able to better understand how the simulation related to our app



Google Sheets

Based on the feedback our team received from the initial prototyping form, and due to the lack of user engagement in Notion, we decided to use Google Sheets to provide **more interactive options** for users.

We also added persona board to the google sheets so users can make a profile based on their persona assigned to have *better simulation when prototyping our app.*

A	B	C
1		
2	1	2
3		
4	Name: Angela	Name: Sonia
5	Gender: Female	Gender: Female
6	Age: 18	Age: 19
7	Designer Team: Visuals	Designer Team: UX Research
8	Occupation: Student	Occupation: Student
9	(Located in Los Angeles, studying at UCSD)	Located in Orange County, studies at Cal State Fullerton

Group chat/ Ratings

On our google sheet our team made two separate tabs: one for the persona/group chat QR code and the other for the ratings.

Group chat: Our team used instagram dm function to show how randomly assigned users can communicate with each other and introduce themselves/ set up a meeting time to start on the project

Ratings: After the team is done with the final project users can rate their teammates and give rating out of five stars and also write optional additional comments.

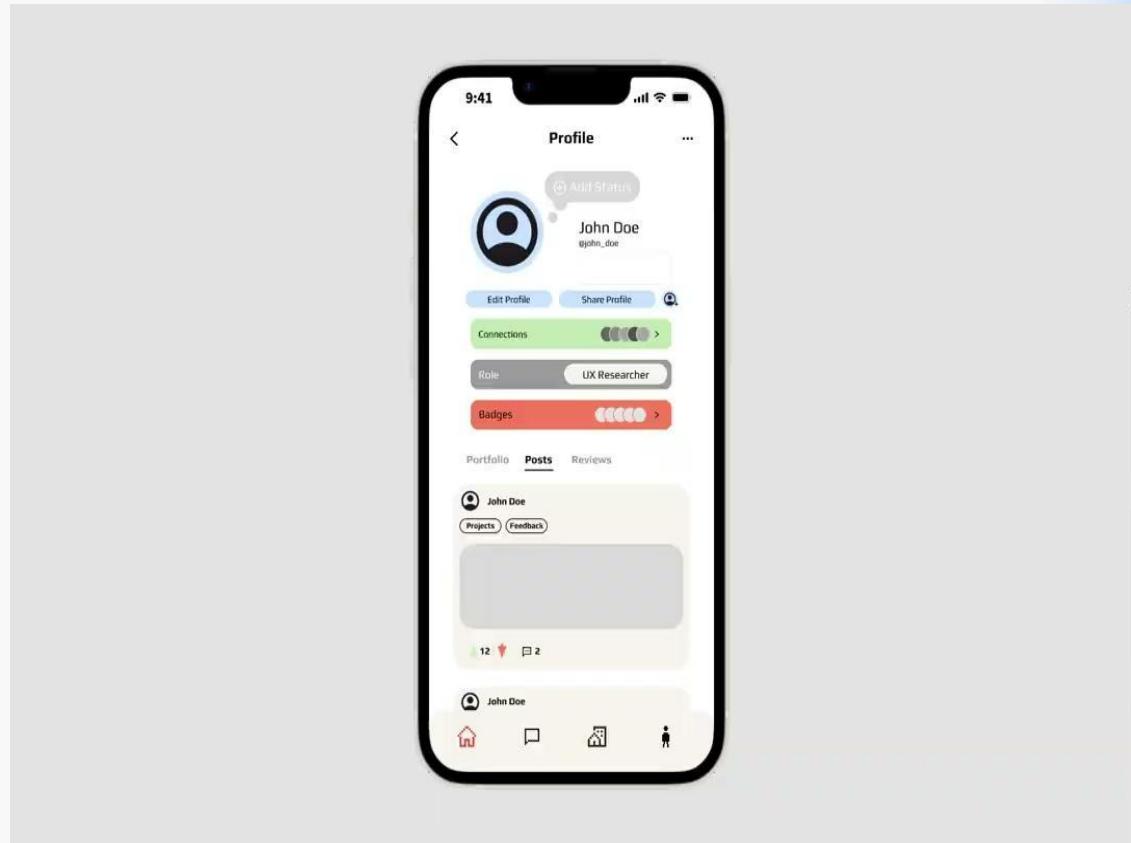
.

	A	B
1		
2		
3	Rating Page	
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16	Name: Angeloa	(additional comments)
17	Group 1	
18	★★★★★	
19	★★★★★	
20	★★★★★	
21	★★★★★	
22		
23	Group 2	
	+ = Personas	Comments/Ratings

Personal Profiles

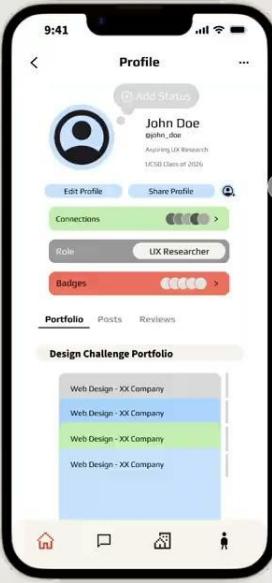


(Prototype)



Badge Customization

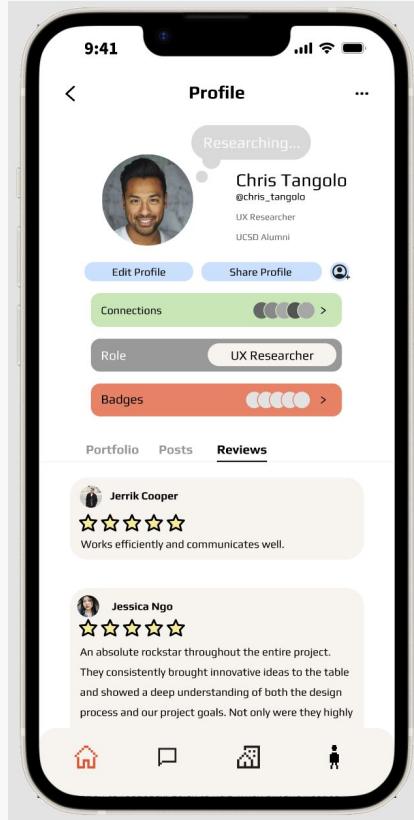
Our app presents the idea of badges that you can earn upon **completing courses, logging in, how many reviews** you have, and etc!



Reviews Tab

We had the teams rate each of their team members out of 5 stars.

- Were they easy to work with?
- Did they meet team deadlines?
- How was communicating with them?
- Did they produce good quality work?



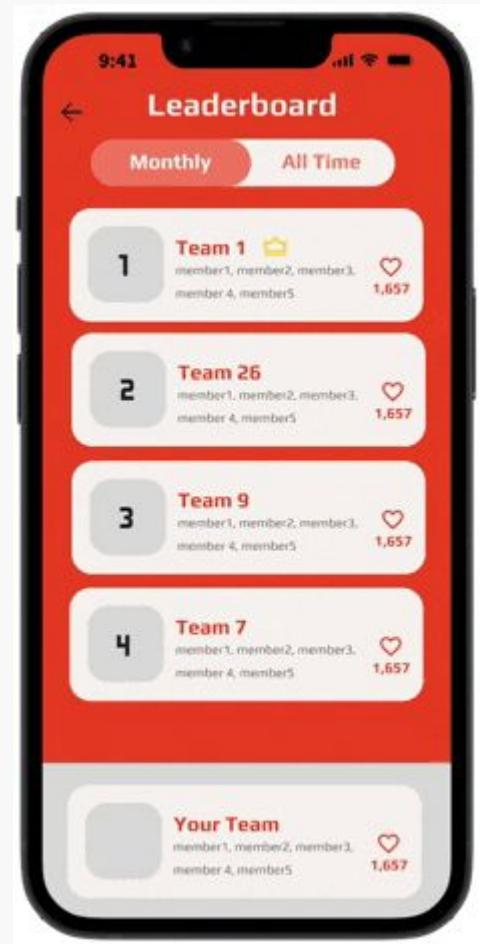
Interactive Leaderboard

Monthly:

- Team Leaderboard showcasing team project and details

All Time:

- Personal User Leadership showcasing personal portfolio, amount of projects, etc.

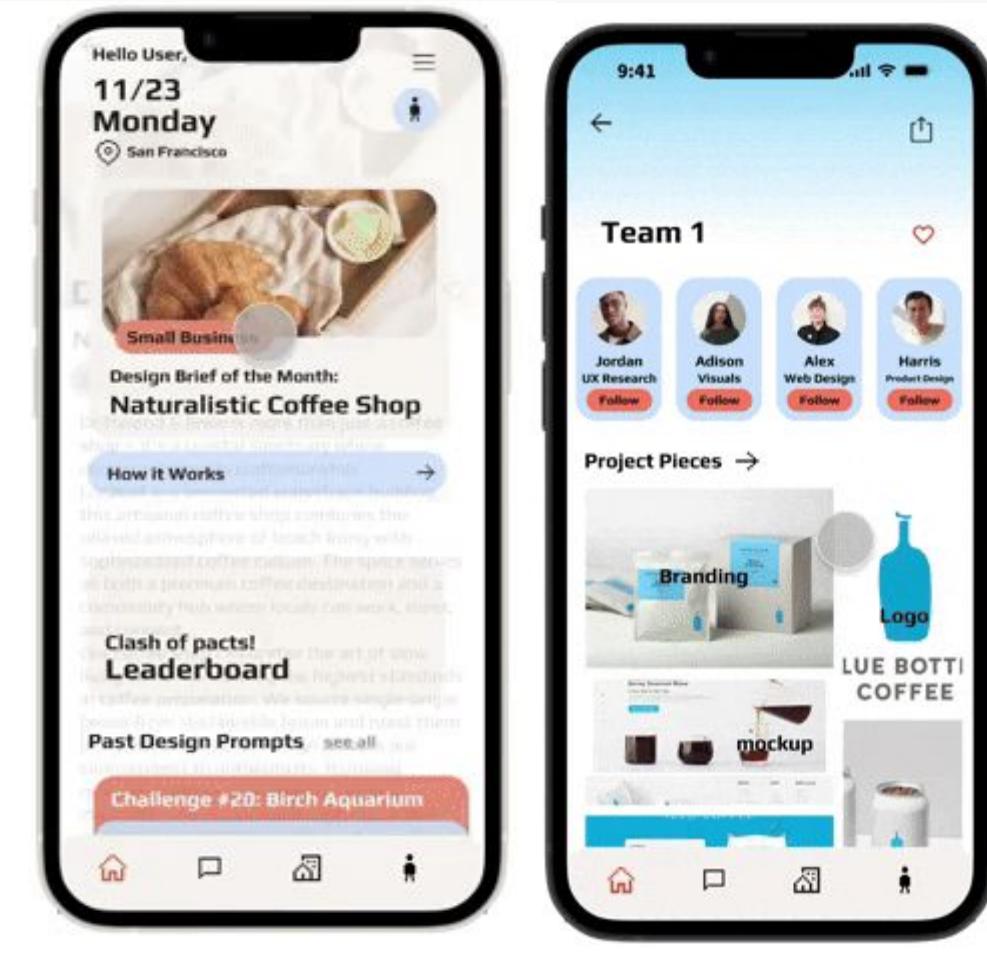


Monthly Challenges

Details include:

- Overview
- Deliverables
- Target Audience
- Type
- Keywords
- Related Images

You can view links, company information and comments as well at the bottom of the page.



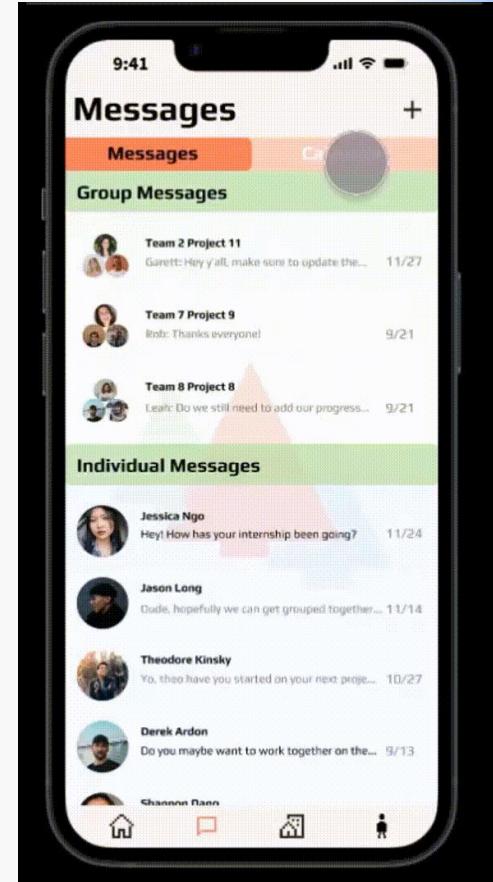
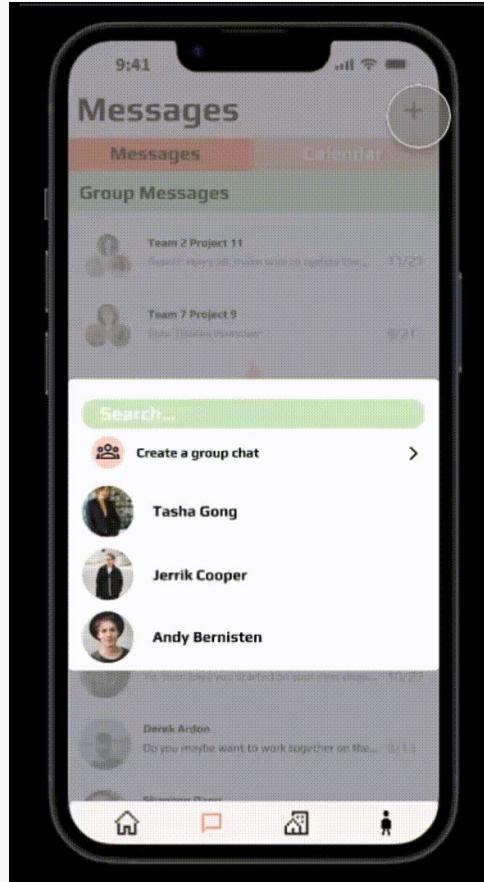
Group Collaborations

Chat includes:

- Direct Messaging
- Group Messaging
- Audio & Video Calling
- Calendar Scheduling

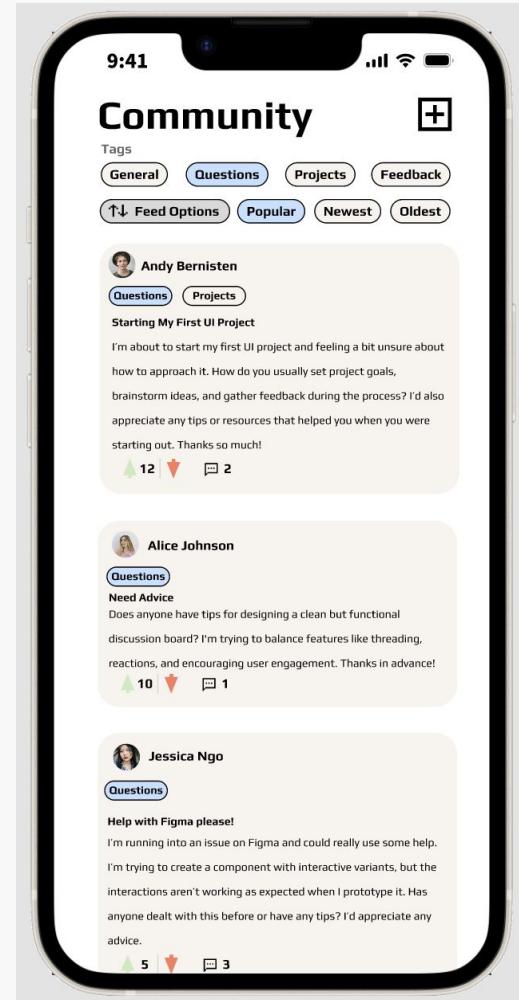


(Prototype)



Community

- Don't like the design challenge topic?
Look for projects on the discussion board!
- Pitch project ideas and look for people to work with
- Ask questions and share tips with others going into design/development
- Get feedback from others regarding your projects
- Share new insights and knowledge with the community!

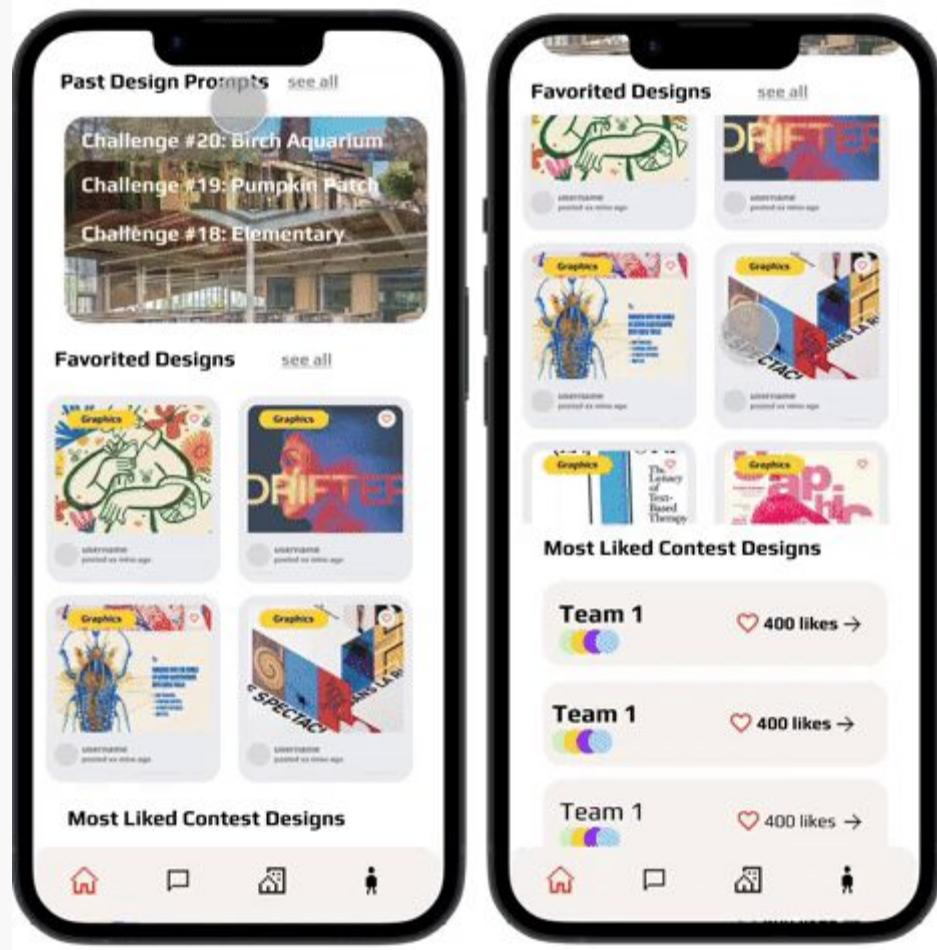


Design Highlights

See what other teams have produced in the past for inspiration and case study analysis.

You can see:

- Filter
- Imagery
- General Team & Company Information
- Most Liked Team Contest Designs



Feedback after Prototype 2

a more comprehensive style guide. i liked the ui but there was a lot going on

1. **Confusion** in how to join groups for specific events after creating the profile
2. The layout for the rating/leaderboard **could have been a lot better** on the testable prototype
3. There is **a lot going on** in the UI, might create a **learning curve**

just confusion with joining the groups

group assignment was confusing initially

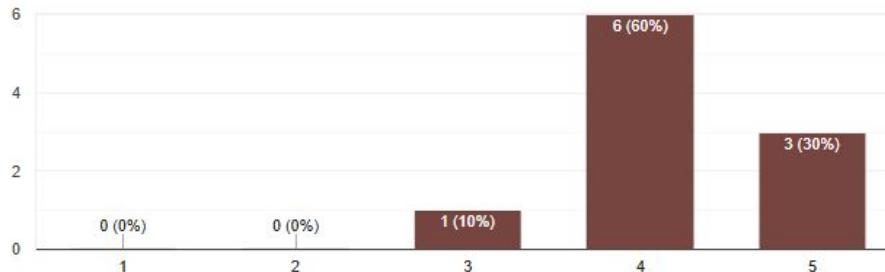
Feedback

After our second prototype from week 10, we witnessed that our presentation went a lot smoother. People were able to understand more from the visuals that we presented, and they found the overall interaction fun to play with.

How likely are you to recommend this design/product to someone?

10 responses

 Copy chart



It felt really real like I was actually on a team!

hifi screens were well made !

very well thought out and put together

very cool i like the progression

i like it!! seemed very intuitive and easy to navigate

super fun! I liked the interactions

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.

What is Next?

- Start creating the **fully functioning** application with **other collaborators**
- **Add or take away** any new design features
- **Create** the app
- Continue to **monitor** our popularity
- Monitor **bugs and updates** from information by **feedback** of a mass audience

Thank You

Team Contributions

Taylor: Project Leader, Research on Social Setting, Team Collaboration Slide, Community & Reviews Page Design, Google Form Profile Creation

Madison: Meeting Recorder, Research on Social Setting, Key Findings, Appendix, Profiles & Log-in Design

Karen: Brainstorm Notetaker, Branding, Competitor Analysis Research, Dashboard Design

Alvin: Tech (Algorithm) Research, Competitor Analysis Research, Chat Room and Google Sheets (prototype) design

Hamin: Title Slide, Social Setting & Social Computing Slides, Chat Room and calendar and Google Sheets (prototype) design

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

Citations

Zhang, X., Zhang, Y., & Liu, J. (2016). Incentives for mobile crowd sensing: A survey. *IEEE Communications Surveys & Tutorials*, 18(1), 54–67. <https://doi.org/10.1109/COMST.2015.2415528>

Guo, Y., Yang, Y., & Liu, J. (2023). A reinforcement learning-assisted genetic programming algorithm for team formation problem considering person-job matching. *arXiv*. <https://arxiv.org/pdf/2304.04022>

Deci, E. L., Olafsen, A. H., & Ryan, R. M. (2017). Self-determination theory in work organizations: The state of a science. **Annual Review of Organizational Psychology and Organizational Behavior*, 4*, 19–43.
<https://doi.org/10.1146/annurev-orgpsych-032516-113108>

Wenger, E., McDermott, R., & Snyder, W. M. (2016). What is a community of practice? In **Cultivating communities of practice: A guide to managing knowledge** (pp. 1–14). Springer.
https://doi.org/10.1007/978-981-10-2879-3_1

Chernyak-Hai, L., & Rabenu, E. (2018). The new era workplace relationships: Is social exchange theory still relevant? *Industrial and Organizational Psychology*, 11(3), 390–399. <https://doi.org/10.1017/iop.2018.58>

Oleson, A., Solomon, M., & Ko, A. J. (2020). Computing Students' Learning Difficulties in HCI Education. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*, 22–22.
<https://doi.org/10.1145/3313831.3376149>

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

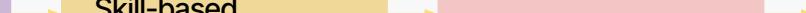
- Session Schedules
- Remote or In-person
- Video chat
- Screen sharing
- Document sharing

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 where you input your location
- Rating favorite**
 - I think the rating favorite show there is mydramalist and
 - there is "uptated" + 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 want a lot off their phone during the test, they can, but if they want to cheat, they can't. Tests can be created, the DBA will keep track of the student's progress and correlate it with their grade.
- the university platform - Happy Test**
 - Created for university students to use their free time to help each other succeed in their studies. It's a place where students can come together and discuss their assignments and projects. It also provides a space for students to connect with each other and form study groups.
- Food trading platform**
 - Want to eat out, but don't want to pay full price? This platform allows users to trade food with each other. Whether you're looking for a meal deal or just want to swap out a dish, this platform makes it easy to find a partner who needs what you have.
- Public Bathroom Lingerie - Irks**
 - poor reviews of public bathrooms (cleanliness, likelihood of finding a seat, wait time, etc.)
 - depending on location, it'll direct you to the closest public bathroom - and connect you to people in your dorm room
 - database will be based on personal reviews and inputs from people that are on the app
- Networking Platform:**
 - Members 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

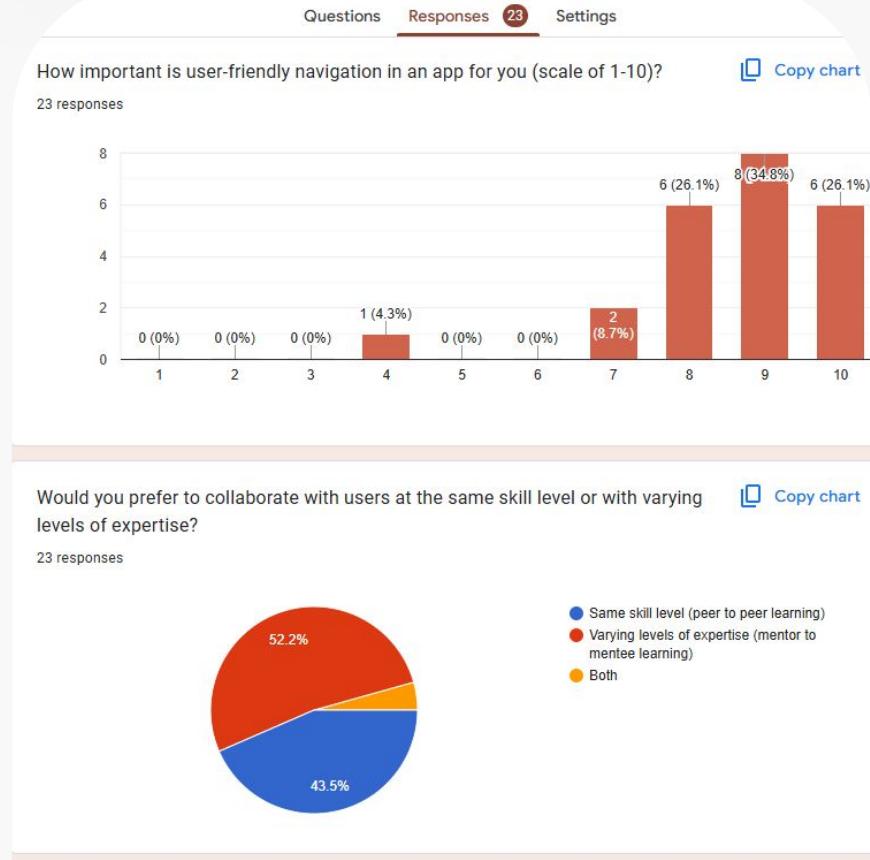
madison

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.

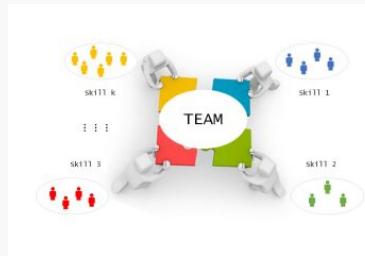


Lit Review: Solving Team formation Problems

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

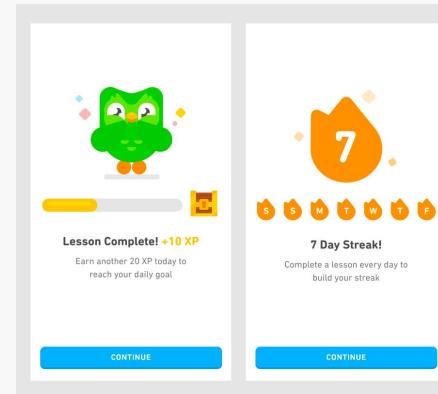
Incentives for Mobile Crowd Sensing: A Survey by Xinglin Zhang et al.

"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.

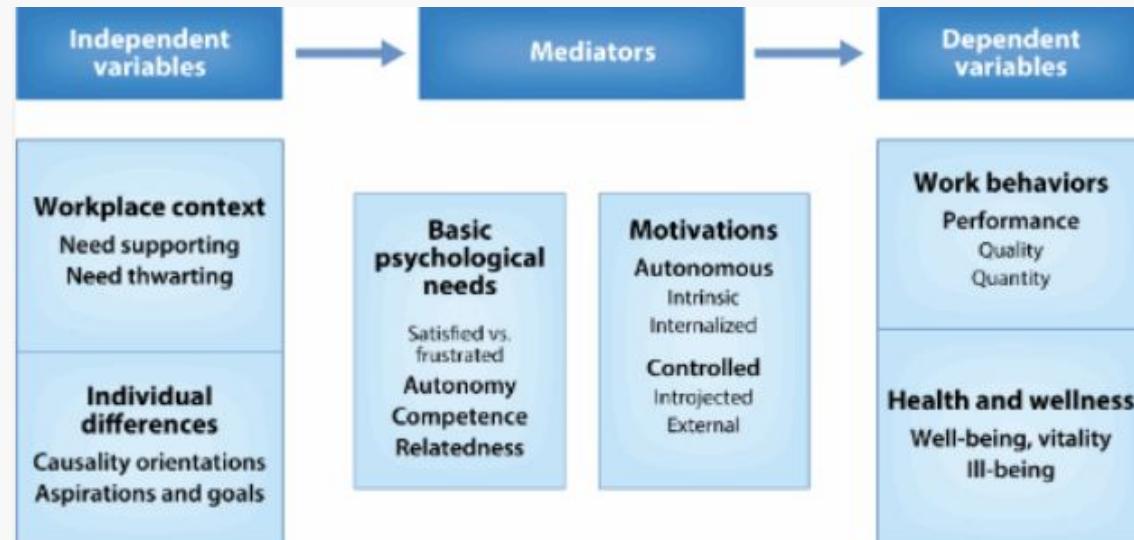
The concept of a Community of Practice (CoP) by providing a collaborative design platform where users connect over shared interests and project goals. It emphasizes building a community through meaningful interactions, feedback, and shared achievements. As users engage in projects, they develop a practice 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.

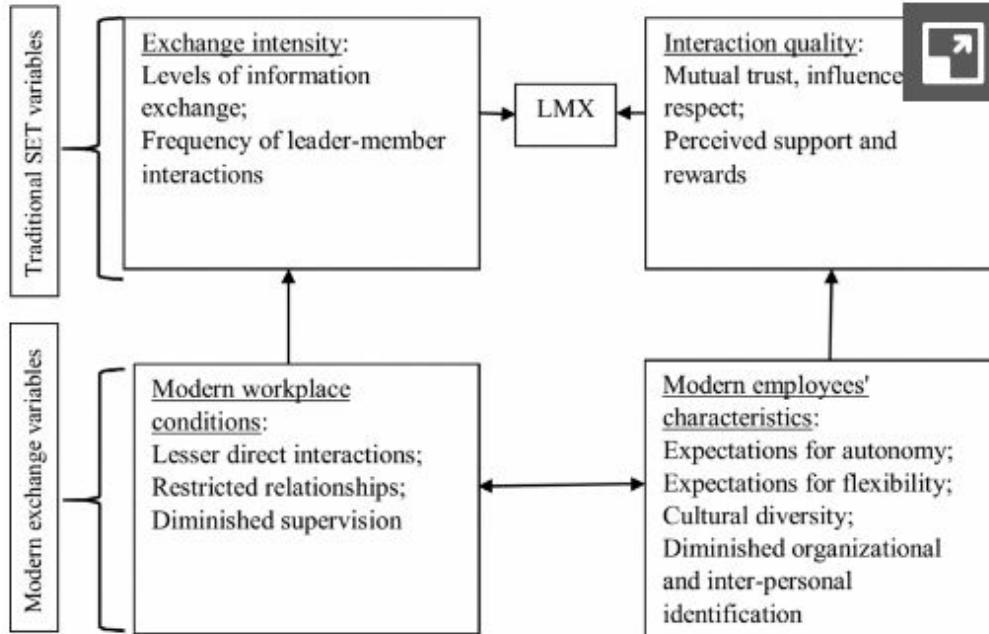
Performance and Well-being: Organizations that foster self-determination enhance both individual performance and overall well-being, benefiting organizational health like by fostering growth, like offering skill workshops.



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.

Research on Tech

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

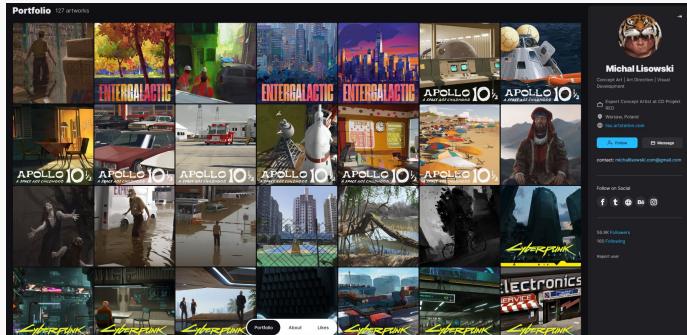
A screenshot of a "LEADERBOARD" page from the Toggl Track app. It shows a list of members with their activity data:

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%	-

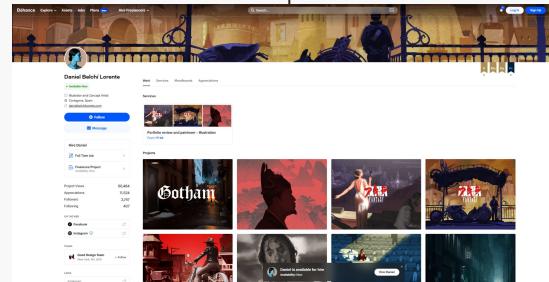


Tech Research: Portfolio Expansion

Piggyback off: Behance, ArtStation, Artup

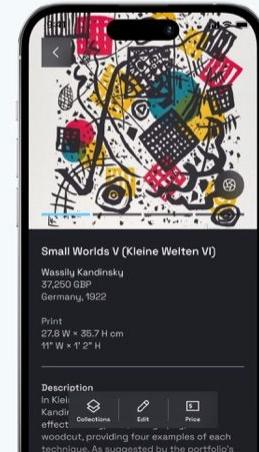


This app introduces projects that are catered to **help expand your portfolio** for any design or coding career you desire.



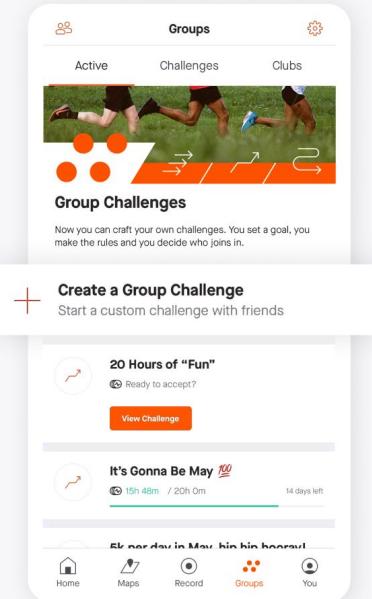
Store
and manage

your art portfolio with photos,
pricing and details

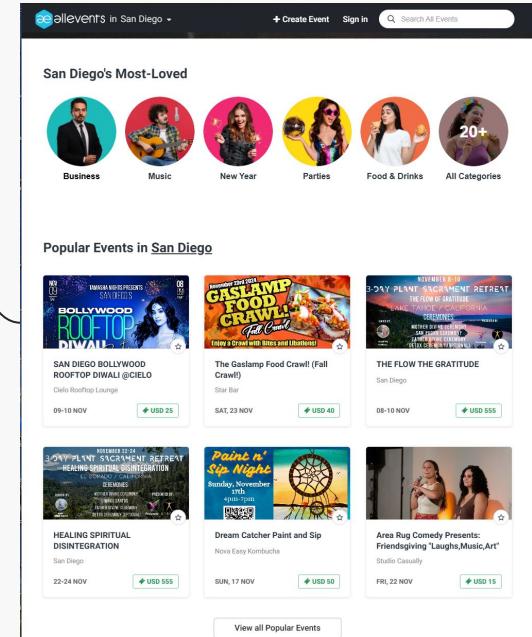
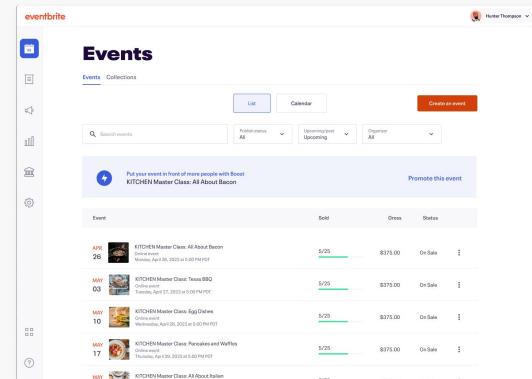


Tech Research: Pick and Choose

Piggyback off: Strava, Eventbrite, AllEvents

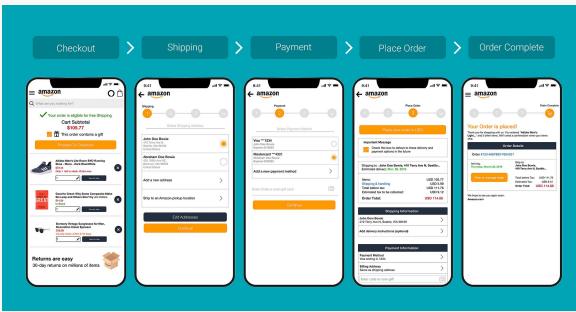


Our app does not force you to participate in every event! Take a breather and relax, comeback when your ready to **create again!**

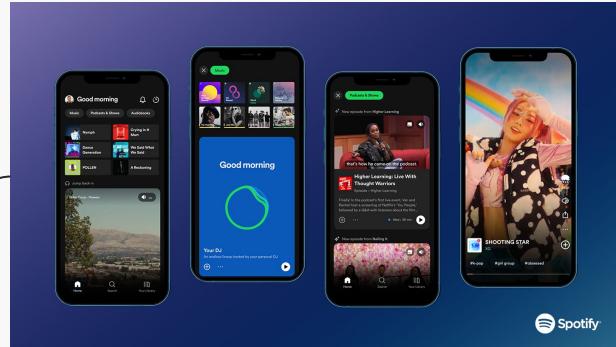
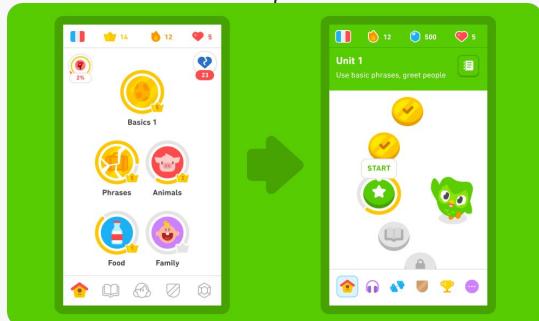


App Experience: User Personalization

Piggyback off: Amazon, Spotify, Airbnb, Duolingo



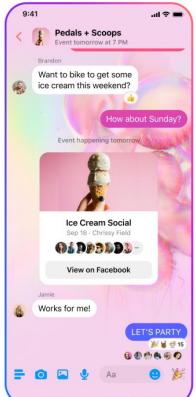
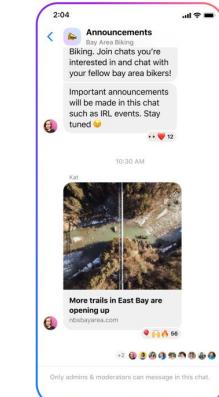
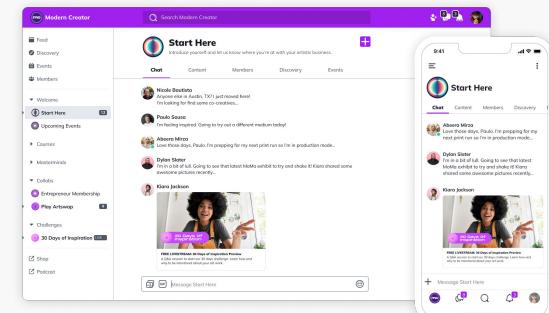
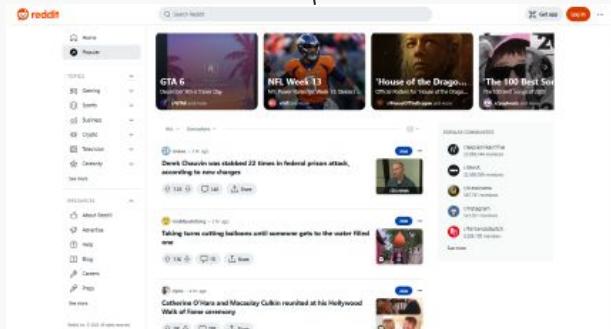
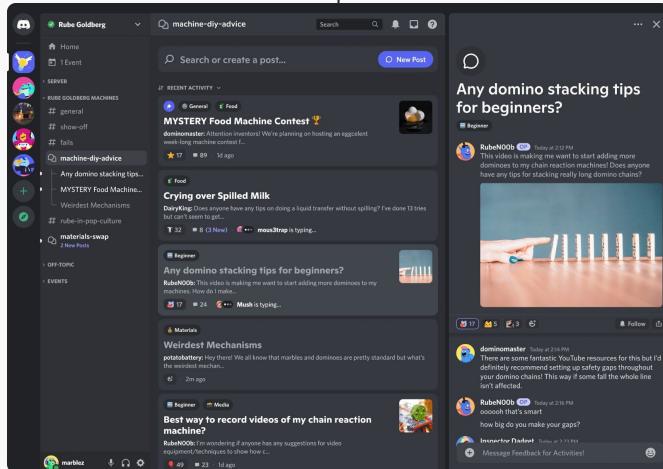
We are creating a simple yet **effective** user interface like duolingo and spotify, where users are able to **easily navigate** our app.



App Experience: Community Forums

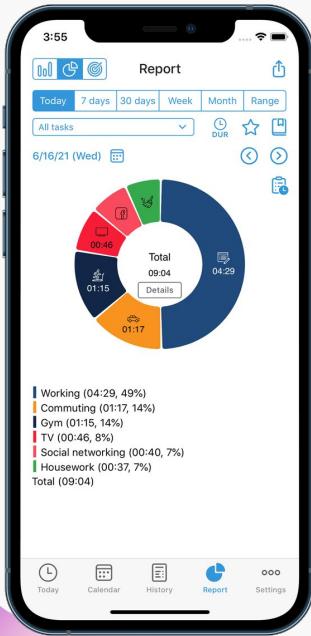
Our application will consist of Community Forums that help users **connect** and **ask questions**

Piggyback off: Discord, Reddit, Facebook, Mighty

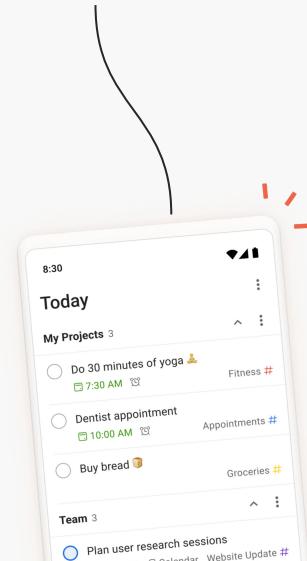


App Experience: Goal Tracking

Piggyback off: Todolist, ATracker, GoalsOnTrack

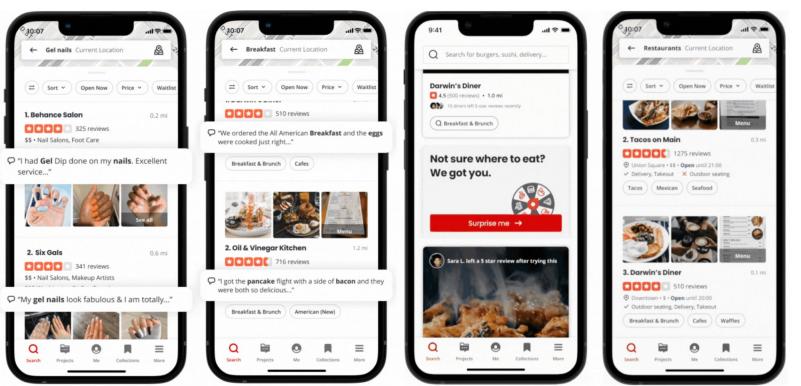


Our app will contain a **personalized** goal tracker for each skill you want to complete. You can have the option of **combining** these goals with other peers to achieve that ultimate goal of yours!



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

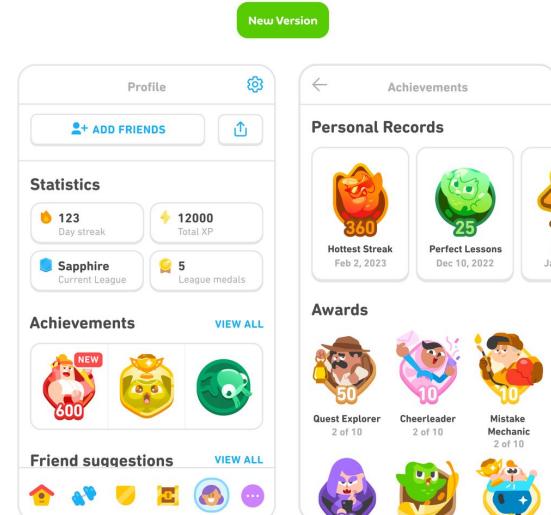
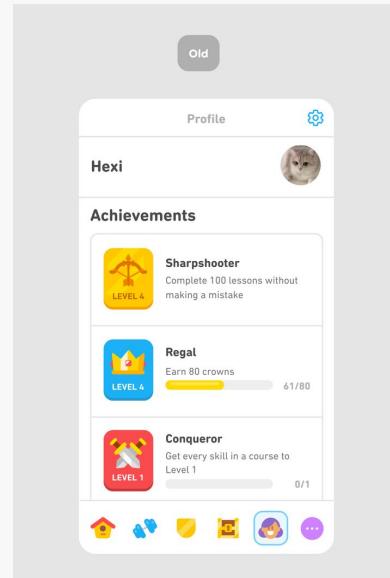
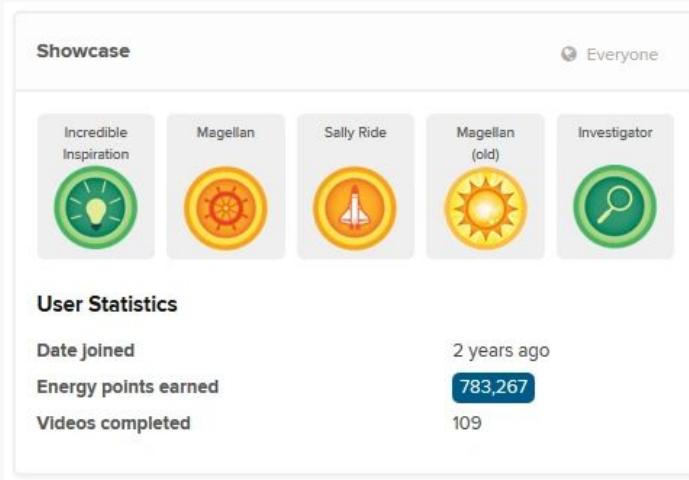
A search interface titled "Search Google Reviews by Keyword". It features a search bar with the placeholder "Restaurants" and a magnifying glass icon. Below the search bar, there are three review cards from Google:

- 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!**