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QUERY

# QUERIUS

CURIOUS

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# INTRODUCTION

1. 'Querius' is an android application specially aimed for colleges or universities.
2. 'Querius' tries to solve the problems faced by students raised at the time when are students are doing self study at their home.
3. Our Application provides a user-friendly platform for interaction between teachers and students. It gives a platform to students to ask their queries to teachers or discuss with their friends. In this way, Querius will not only help students to improve the interaction with their teachers but also helps to improve their academic performance.

# MOTIVATION

1. Each and every student has some doubts regarding various college-related matters, be it exams, seminars or tech-fests.
2. For enquiry about the above events, students may need to visit the college frequently, only to be denied due to the busy schedules of the college professors and administrators.
3. Students cannot regularly contact their professors for doubt clarification as well.
4. Moreover, professors too find it difficult to impart more knowledge due to their busy time-table and thus, have limited interaction with the students.
5. Thus, a mobile application goes a long way in easing the tasks for both the students as well as the professors by allowing active discussions as well as query solving to take place remotely.

# USER PERSONA -- Student(Tejas)

<b>Demographics</b>	<b>1. College Student 2. Age : 18 - 21 3. Male / Female</b>
<b>Background</b>	<b>Tejas is a motivated and hardworking student demonstrated by the marks that he has obtained in his previous exams.</b>
<b>Needs</b>	<b>1. Efficient way to clear his doubts 2. Portal for discussion regarding college matters</b>
<b>Goals</b>	<b>Minimize effort, Get doubts cleared</b>
<b>Frustrations</b>	<b>1. Frequent visits to college for doubt clarification 2. Depends on availability of teachers</b>
<b>Motivations</b>	<b>A simple intuitive interface for posting and answering queries regarding college matters.</b>

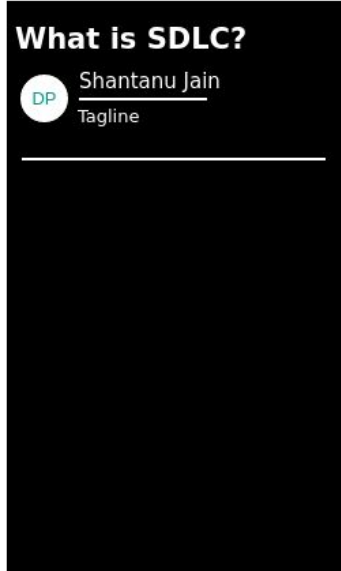
# USER PERSONA -- Professor (Prof. XYZ)

<b>Demographics</b>	<ol style="list-style-type: none"><li>1. University Professor</li><li>2. Age : 35-45</li><li>3. Male / Female</li></ol>
<b>Background</b>	<b>XYZ teaches Data Structures to S.E. and T.E. students. He wants to impart as much knowledge as possible, but due to his busy schedule and number of classes, he is unable to do so.</b>
<b>Needs</b>	<ol style="list-style-type: none"><li>1. Efficient way for clearing doubts online</li><li>2. More time for teaching the students for better understanding.</li></ol>
<b>Goals</b>	<b>Imparting more knowledge, enhanced interaction with students</b>
<b>Frustrations</b>	<ol style="list-style-type: none"><li>1. Frequent visits and calls from students at peak hours for doubt clarification.</li><li>2. Unable to complete essential topics due to lack of time.</li></ol>
<b>Motivations</b>	<b>A simple intuitive interface for Q/A discussion, allowing to post links for data structure topics and college notices.</b>

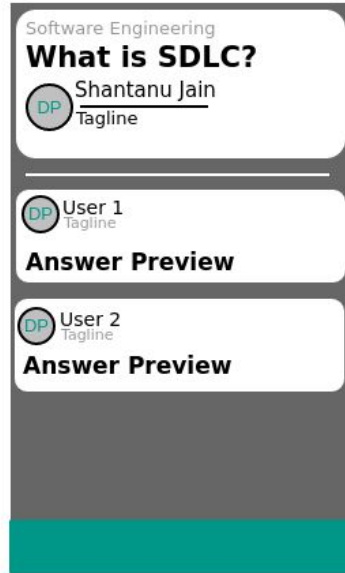
# CONTEXTUAL INQUIRY

1. Firstly, a user will login into his personal account. If the user does not have an account created, then he can create his personal account first and then login into his account.
  2. If a user forgets his password, our application will send him an email on his registered email id with his password.
  3. Secondly, if a user is logging into his/her account for the first time, he/she will be asked to select the categories he/she is interested in and will be shown the questions according to the categories selected by user.
1. Adding to that, the user can surf through our application accordingly. If he/she has answered a question, then he will receive a notification if his/her answer has been upvoted by anyone or commented upon by anyone.
  2. Further, if a user wants to answer a question, then a complete text editor is provided to user which will include all types of text formatting operations which will help user to improve the readability of the user's answers.
  3. Additionally, the user can upvote, comment as well as share answers that he likes with the help of a simple user friendly interface provided by Querius.

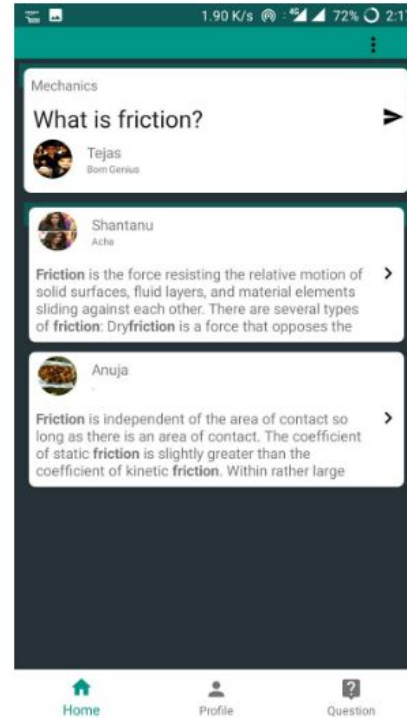
# UI/UX PROTOTYPING



PROTOTYPE 1



PROTOTYPE 2



FINAL VERSION

# EVALUATION OF UI

There are three methods for user interface evaluation namely,

1. Testing
2. Inspection
3. Inquiry

These methods focus on checking the consistency of the UI with the 5 E's, which are:-

1. Effective
2. Efficient
3. Engaging
4. Error tolerant
5. Easy to learn



# Contd..

Parameters	User 1	User 2	User 3	Average Review
Ease of posting questions.				
Comfortability with the text editor for answering as well as commenting				
Qualify your level of satisfaction when searching for various queries				
Qualify your level of satisfaction based on data statistics provided?				
Evaluate your comfortability level with the overall UI.				

# ENHANCEMENTS OVER QUORA


## QUERIUS

1. Splash Screen arouses interest amongst users.
2. Simple Answering options are available on each screen making it easy for first time users.
3. A single user interaction is needed to answer a particular question which is simple and easy to use.
4. All answer previews to a particular question are available on one screen, allowing the user to read the one of his choice.
5. On sharing a particular answer, shares the text of the answer for offline viewing.
6. Separate question tab for asking queries, along with details about the query (such as the domain).


## QUORA


1. No Splash Screen present.
2. Answering a question is not intuitive, specially for novice users.
3. To answer a particular question, three specific key presses are required, which increases complexity and introduces unnecessary delay.
4. Only one answer for a particular question available on one screen, requiring users to select “More Answers” button to view them.
5. Shares the link of the question, thus allowing online access only.
6. Queries can only be posted from the first activity, thus requiring navigation. Moreover, no additional details are asked before posting question.


# APPLICATION SCREENSHOTS





## SIGN UP


 Full Name

 Email Id

 Tagline

 Location


 Password

 Confirm Password


☐ By clicking SignUp you agree all the Terms and Conditions.


SIGN UP

Already have Account? Login here.



## LOGIN

 Email Id

 Password

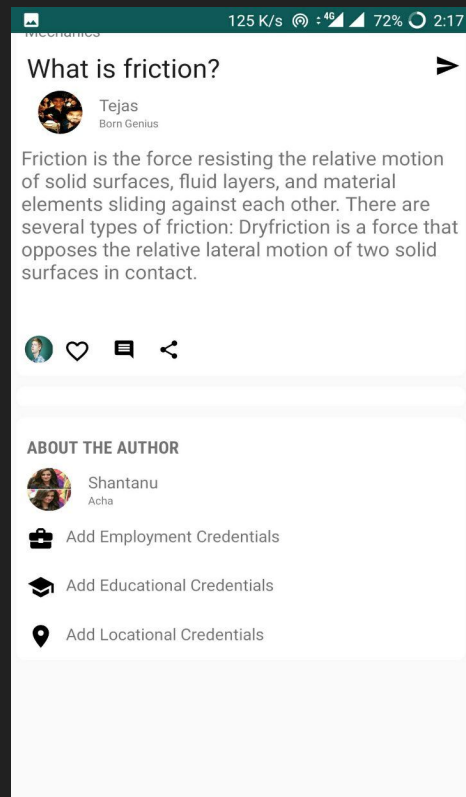
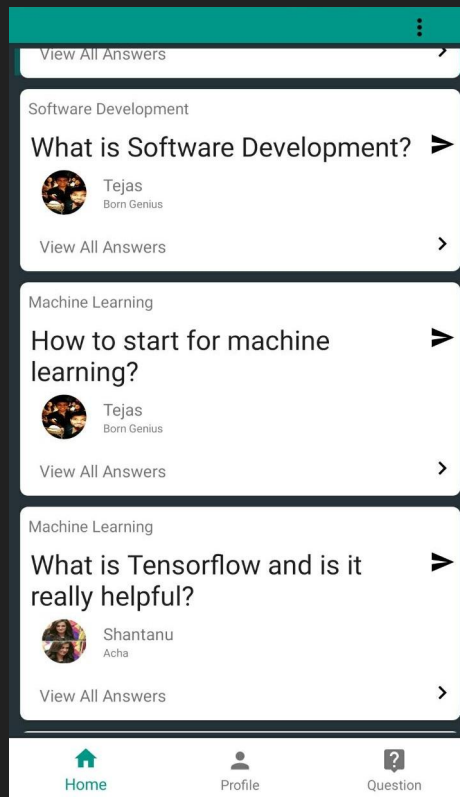
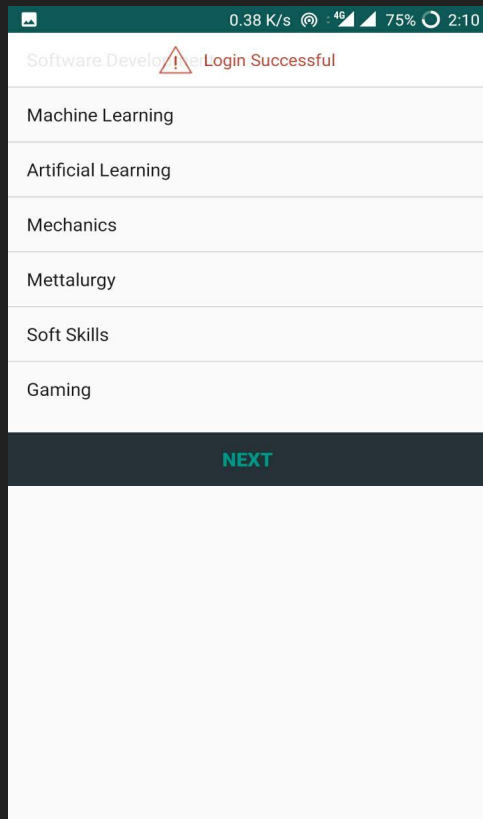
☒ Show Password

[Forgot Password?](#)


LOGIN

Not a Member yet? Sign Up here.

# Contd..



# Contd..






Tejas  
Born Genius

0 Questions   0 Answered   1 Followers

CREDENTIALS AND HIGHLIGHTS

- Infosys,GM >
- PICT,BE >
- Pune >

 Home  Profile  Question




ASK A QUESTION

Please select Question Category

Tejas Srivastava asks

The Question Goes Here.

ASK

 Home  Profile  Question

Mechanics

What is friction? >




Tejas  
Born Genius

Shantanu  
Acha

Friction is the force resisting the relative motion of solid surfaces, fluid layers, and material elements sliding against each other. There are several types of **friction**: **Dryfriction** is a force that opposes the

Anuja

Friction is independent of the area of contact so long as there is an area of contact. The coefficient of static **friction** is slightly greater than the coefficient of kinetic **friction**. Within rather large

 Home  Profile  Question