

FEUP – Licenciatura em Engenharia Informática e de Computação
Interação Pessoa Computador – 1st Semester 22/23

Eventive

Phase 1 Report - User and Task Analysis

Class 3 - Group 3

Maria Carlota Gomes Ribeiro Matos Leite - up202005428@fe.up.pt

José Carlos Cardiano Mota Gonçalves da Cunha - up201905451@fe.up.pt

Raquel Marques Carneiro - up202005330@fc.up.pt

Index

Index	1
1. Project's idea description	2
2. Related Apps / services	3
3. Questionnaire Highlights	4
4. Answers to 11 Questions	5
5. Personas	8
6. Activity scenarios	14
7. Conceptual Model	16
8. Functionalities and tasks	17
9. Usability requirements	18
10. Conclusion	19
11. Attachments	20

1. Project's idea description

The focus of the project is to build a user interface for a mobile application to check and schedule extracurricular activities, that is called *Eventive*.

Its use would be of personal nature, presenting a personalized weekly schedule for each user, based on their preferences related to various events organized by the University of Porto' community. Furthermore, the distinctive element of the project is the automatic registration. The search for activities that arouse their curiosity will promote the student's integration in the university life.

Regarding this, the group aims to develop an indispensable platform that allows users to consult their schedule and at the same time reconcile their academic responsibilities with their personal interests and thus make the most of their time.

2. Related Apps / services

When talking about calendarization and time management in this context, it's imperative to mention the functionalities brought by the calendar and the notes app, as well as Uni, which are the ones that are most similar to Eventive.

As we know, the calendar app not only lets you check the days of the month, but allows you to take notes and create reminders. In our opinion, these features aren't visible enough to the user, making its reach more limited.

Regarding the note app, we recognize its utility, but only when its used with caution. Otherwise, its content can become very unorganized and confusing, leading the user to be overwhelmed and to the loss of information.

Whereas the Uni App it's more limited, grants you access to your schedule and the dates of exams, but it will not support adding more events to the agenda.

3. Questionnaire Highlights

The questionnaire that was realized regarding the Eventive project received 24 answers. Everyone that answered were FEUP' students between the age of 18 and 21. In particular, were received 16 male answers and 8 female answers.

Most students either had interest or had some interest to participate in extracurricular activities, receiving information about them from different sources, such as email, social networks or even through friends. However almost one-third answered that the way that the events are informed is not viable.

In order to analyze the respondents' passions, it was asked on a grade from 1, as not interested, to 5, as really interested, to evaluate the significance of different topics, in order to understand what is more enthusiastic for students nowadays. It was perceived that the more amusing activities were sports, music and parties, while the least engaging were arts, seminars and esports.

As revealed by the questionnaire, more than 95% of the students would like to organize their schedule according to their extracurriculars.

Regarding desirable tasks, the respondent notably had their preferences such as organize their schedule according to their life, check deadlines and locations for activities, add events corresponding to their preferences and having a to-do list. While travel time and the repeating of events were not so engaging.

4. Answers to 11 Questions

I. Who are the users?

- LEIC students.
- Portuguese and International students that speak mainly Portuguese or English.
- Have interest to take part in after school activities (in various areas).

II. What tasks do they perform?

Currently, students must go into many different applications to know about groups and activities, such as email, Instagram or Sigarra.

III. What tasks are desirable?

- Possibility to organize your schedule according to the activities that you want to participate.
- Everything is in the same application (enrollment deadlines, activity locations).
- To-do list.
- Travel time.
- Repeating events.

IV. How are tasks learned?

When starting the app for the first time, users will be presented a learning page that will function as a tutorial.

V. Where are tasks performed?

Calendar like application that allows you to add your course agenda, activities, or events.

VI. What is the relationship between user and information?

The user will provide their UP-login information, in order to sync the schedule. On scheduling events, they will also be able to share the location of the event and other information. Since it's sensitive information,

VII. What other instruments does the user have?

Some of the related apps are the Calendar, Notes and Uni. In the calendar, where users can schedule events. While the apps allows the creation of to-do lists and in Uni you can check your exams and weekly schedule.

VIII. How do users communicate?

Users don't communicate with each other. Although, they can share events with other users that use the platform.

IX. How often tasks are performed?

- Putting events or schedule in the calendar (very frequent)
- Search for extracurricular activities (frequent)

X. Are there time restrictions?

Since the app is meant to be used for organizing the academic life (school and after school activities), the user might spend more or less time using the app, depending on if the user has an easier time getting organized or not.

XI. What happens if something goes wrong?

The app must have an error page and a text box where the user can relay the problem to the developers.

5. Personas

GISELE MARTINS

Biography:

Age: 18

Education level: High school

Work/Occupation: Full time student at FEUP

Family: 2 younger brothers and her parents

Location: Lives in a university residence in Porto, but she's from Viseu

Technological proficiency: Above average

Preferred devices: Mobile phone/laptop

Archetype: the 'organized friend'



Artistic

Perfectionist

Overachiever

Narrative/Lifestyle/Behavioral Patterns:

Being the eldest of 3 kids, Gisele always got used to have her schedule organized, since she took care of her brothers, while her parents were at work. She is now a freshman and since she doesn't have to take care of her brothers, she has plenty of time to spend on extracurricular activities as she wants, related to either music or arts. To keep herself organized, she likes to keep her phone quite clean, without apps that can easily distract her from classes or her study time.

Objectives/Needs:

- Being able to choose which activities interest her, saving time in searching for each of them.
- She'd like to receive notifications in case an activity she is interested in is getting scheduled.
- Having a to-do list to write important things during class.

Frustrations/Pain points:

- She is getting upset and tired of wasting time to go through different apps informing her of different activities.
- Having to go to various platforms to know about activities in the university community instead of having everything in the same application.

João Costa

Biography:

Age: 19

Education level: High school

Work/Occupation: Full time student at FEUP

Family: Both parents and a sister

Location: Lives in an apartment with 3 friends in Porto and is from Aveiro

Technological proficiency: Average

Preferred devices: Mobile phone

Archetype: the 'party animal'



Active

Outgoing

Extrovert

Narrative/Lifestyle/Behavioral Patterns:

Making it to the basketball team this year will occupy a lot of time in João's schedule. Even though he really likes to party with his friends and doesn't have to worry about his parents' lectures, he can't fall behind on his classes nor on his training routine. João isn't really an organized person, he likes to live at the moment, but since he is now on his second year, with so many things to do, he is giving it a try.

Objectives/Needs:

- Organize his schedule according to the extracurricular activities he participates in.

Frustrations/Pain points:

- Doesn't like to spend a lot of time arranging his schedule, needing something that can be done in a few clicks.
- Not the most organized person, but feels like this year that is going to be necessary since he now has basketball practice.

PEDRO MACHADO

Biography:

Age: 20

Education level: High school

Work/Occupation: Full time student at FEUP, part time job on the weekends

Family: Mother

Location: Porto

Technological proficiency: Above Average

Preferred devices: Mobile phone/laptop

Archetype: the 'caregiver'



Sensible

Empathetic

Responsible

Narrative/Lifestyle/Behavioral Patterns:

Pedro has always been a great student and a hard worker regarding his academics. He is a member of the informatics club and likes to participate in every workshop/seminar that he can. He works a part-time job on the weekends, which makes him in need of organizing his studying time and still needs time to finish his works. Even though he lives with his mother, he still takes at least 45 minutes commuting to college.

Objectives/Needs:

- Needs to add his traveling time to his schedule to make sure he doesn't get late.
- Effective way of knowing all deadlines to signup in workshops/seminars.

Frustrations/Pain points:

- Frustrated by the way the events are currently advertised.

6. Activity scenarios

GISELE MARTINS

Gisele just installed **Eventive** to quickly learn about extracurricular activities. After **authenticating**, she chooses her interests and the events corresponding to those choices are automatically added to her calendar. She decides to add her class schedule as well. To do this, Gisele adds the classes as events, in which she then adds the classroom, teacher, class number and any notes she finds important.

JOÃO COSTA

João is second-year student who just joined the basketball team. He likes to party a lot and to hang out with his friends which makes him lose focus of his studies sometimes and now that his schedule is busier with basketball practises and tournaments he wants to keep his schedule on track and be a bit more responsible. João talked to some of his team members and they advised him to use **Eventive**. On the app, he scheduled his classes and practises and a few hours a day to study with friends killing two birds with one stone. He also appoints FEUP CAFE'S parties although he probably wouldn't forget about them.

PEDRO MACHADO

Pedro is a third-year student at university who is a member of the informatics club and also works a part time job during the weekends. He has been using **Eventive** for a couple of year now and everytime he has a club meeting he sets an alarm to make sure he isn't late, and during the meetings he takes notes on his weekly planner of the tasks he has to get done before the next one. He thinks it is really practical how he can open the app and be aware of his schedule and see how much free time he has left.

7. Conceptual Model

Objects (attributes):

event(name, local, date, reminder, todolist, notes)

person(name, interests)

user(name, email, password)

interests(name, events)

todolist(name, tasks)

task(description, priority, date, reminder)

Actions:

create, edit, remove, share event;

choose, edit, remove interests;

add, edit, remove tasks (todolist);

Relations:

A **person** is a **user**;

A **user** has **interests**;

A **user** adds **events**;

A **user** adds a **todolist**;

An **interest** has **events**;

A **todolist** has **tasks**;

8. Functionalities and tasks

Functionalities:

- The user will be able to select interests when first launching the app, which will indicate what events will be recommended
- Users can add events or edit the automatically added events (interest-related)
- To-do list to keep tasks and its deadlines on the calendar

Tasks:

- Create a to-do list attached to your event
- Visualize the deadline of an event
- Check a task as completed on the to-do list
- See the weekly schedule
- Add an event
- Share an event
- Add a deadline for your to-do list
- Set an alarm
- Select the activities of interest

9. Usability requirements

The amount of time the user will need to spend on the app to plan their agenda will be short and accomplished with few clicks. In addition to spending less time doing tasks, the users won't have the necessity to go to other apps to organize their agenda. Overall, the app will be user-friendly, simple and intuitive, creating a pleasant user experience.

1. Create a to-do list attached to your event:

- **Efficacy:** 75% of the users completed the task, made no more than 10 errors
- **Efficiency:** Under 40 seconds, 70% made less than 12 clicks
- **Satisfaction:** 80% users were satisfied

2. Add an event:

- **Efficacy:** All users completed the task, made no errors
- **Efficiency:** Under 15 seconds, all made less than 5 clicks
- **Satisfaction:** 95% users were satisfied and liked our solution

3. Select the activities of interest:

- **Efficacy:** 100% of the users completed the task, made no more than 3 errors
- **Efficiency:** Under 45 seconds, 85% made less than 8 clicks
- **Satisfaction:** 90% of the users liked our solution

10. Conclusion

According to the questionnaire, and even though it's in an early stage, it was perceived that the project that the group is working on will be well received among the FEUP students.

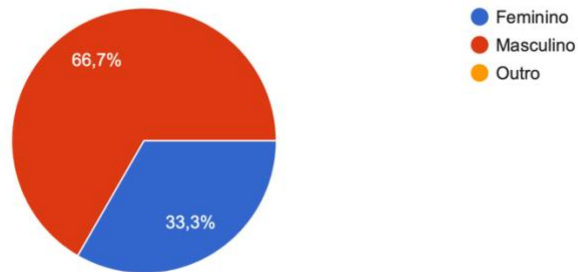
Overall, the group intends to create a platform where users can go beyond their university life and enjoy it to its fullest, while keeping themselves organized and up to date on their works.

11. Attachments

FORMULÁRIO:

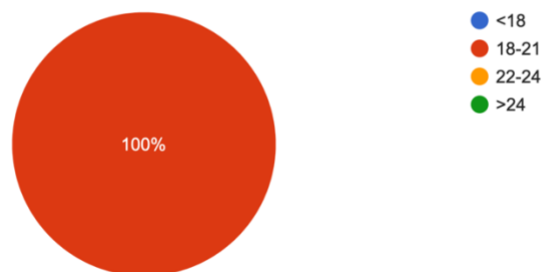
Género

24 respostas



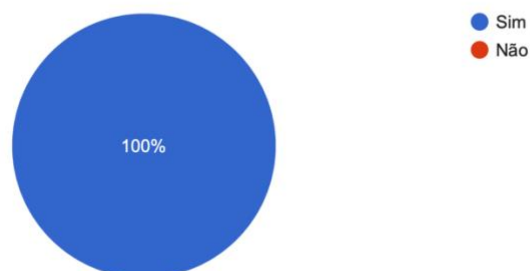
Idade

24 respostas



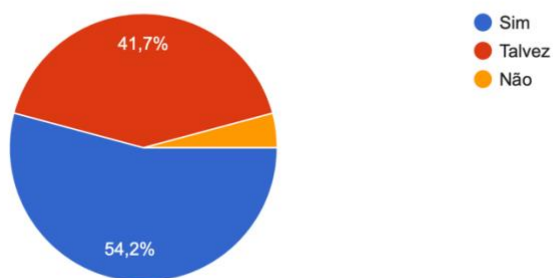
És estudante na FEUP?

24 respostas



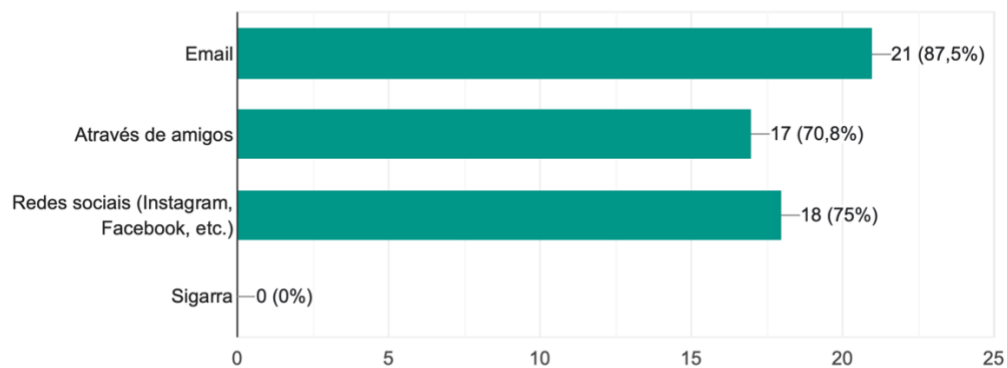
Tens algum interesse em participar em atividades extracurriculares?

24 respostas



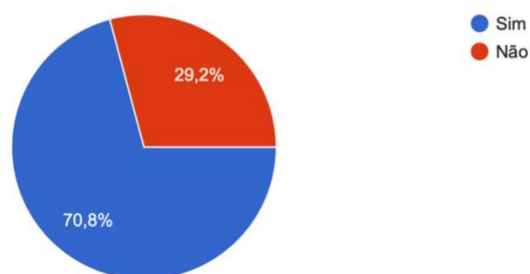
Até agora, como é que tens tomado conhecimento da sua existência?

24 respostas

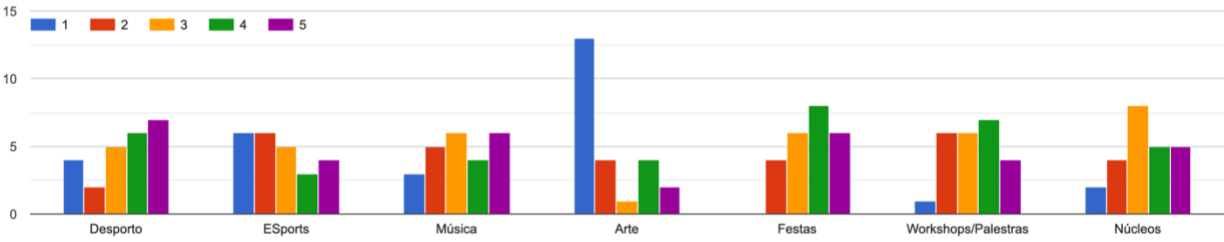


A forma como tomas conhecimento dos eventos é viável?

24 respostas

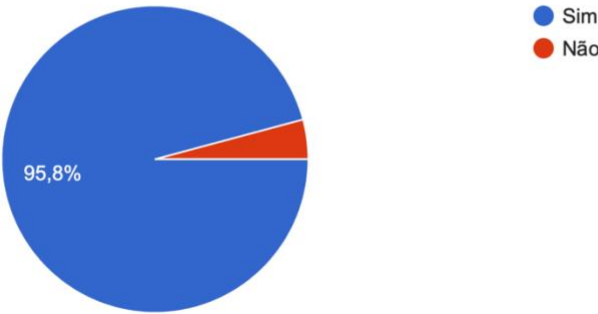


Quais é que são os teus interesses?



Tens interesse em organizar o teu horário de acordo com as atividades em que participas?

24 respostas



Quais tarefas são mais interessantes?

