

eventive



eventive

PHASE 1 PRESENTATION

User and Task Analysis

Group 3

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AGENDA

Introduction

Related Apps

Highlights

Personas

Activity Scenarios

Conceptual Model

Functionality and Tasks

Usability Requirements



INTRODUCTION

Eventive is a project created by students for students. Its main goal is to help students check and schedule extracurricular activities.



RELATED APPS



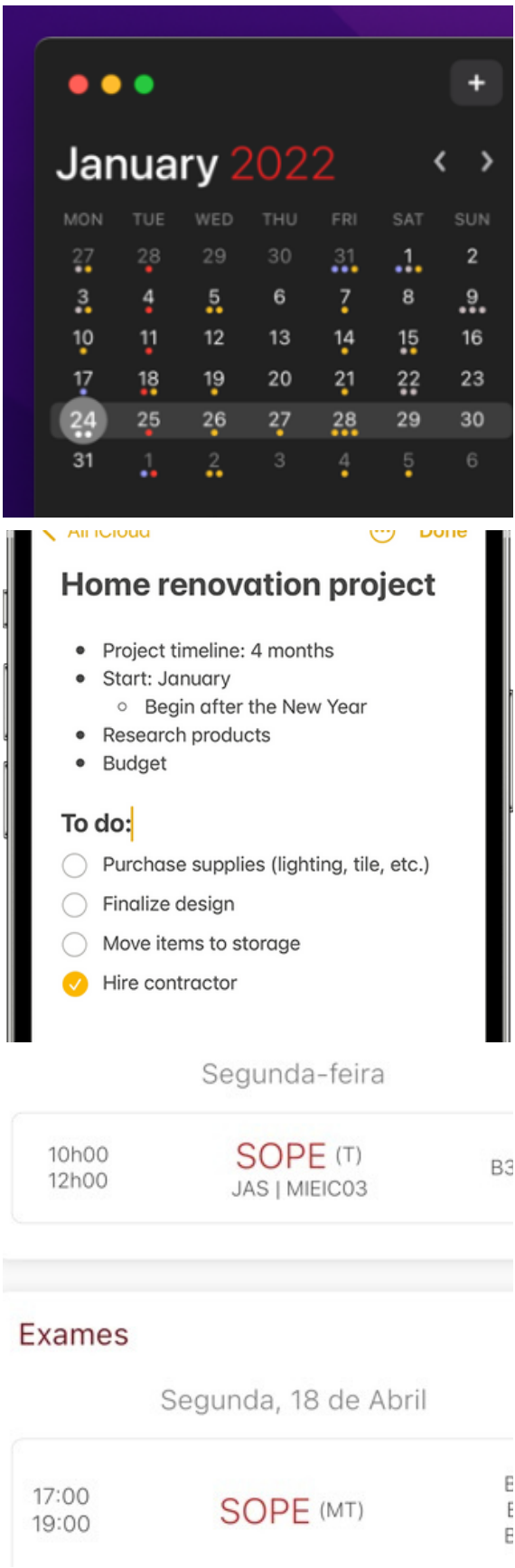
Similar to the Calendar App, where users can create events and set alarms



Creating notes to write down tasks, but it can get quite messy

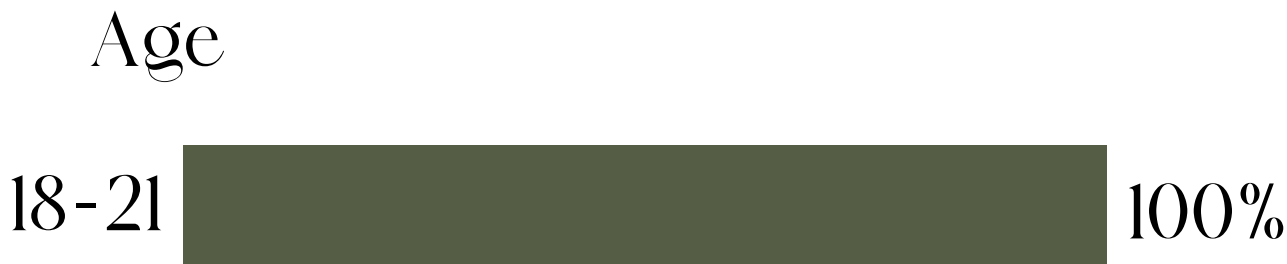


Check exams, but it won't help you organize extracurricular activities



HIGHLIGHTS

24 answers



Interests



Preferred tasks

- 1 Organize your schedule
- 2 Add activities according to your preferences
- 3 Check deadlines for activities

PERSONAS



Gisele Martins

The ‘Organized Friend’

Narrative

Being the eldest of 3 kids, Gisele 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 she doesn’t have to take care of her brothers anymore, so she has plenty of time to spend on extracurricular activities, related to either music or arts. To stay organized, she likes to keep her phone quite clean, without apps that can easily distract her from classes or her study time.

Objectives

- 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.

Problems

- She is getting 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.

PERSONAS



Pedro Machado
The ‘Caregiver’

Narrative

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 have to organize his studying time to still be able to finish his work. Even though he lives with his mother, he takes at least 45 minutes commuting to college.

Objectives

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

Problems

- Frustrated by the way the events are currently advertised.

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.

ACTIVITY SCENARIOS

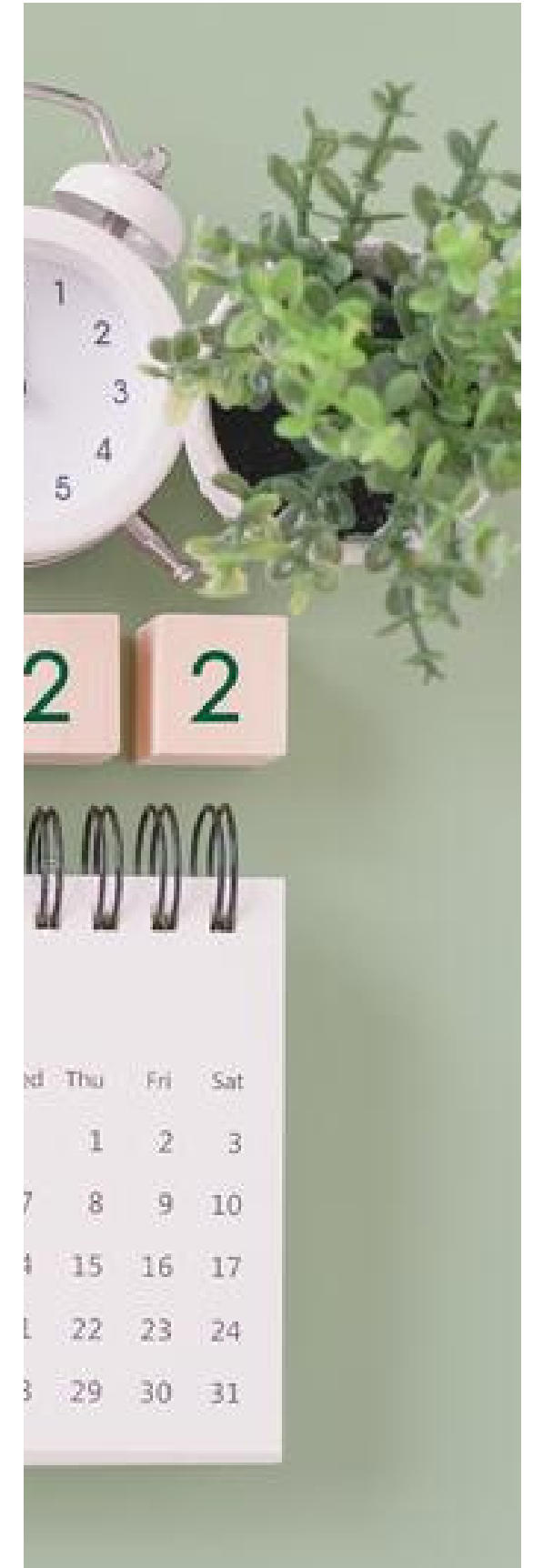
Pedro Machado

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 years now and every time 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's really practical that he can **open** the app and be aware of his schedule and see how much time he has left.

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)



CONCEPTUAL MODEL

Actions:

- create, edit, remove, share event;
- choose, edit, remove interests;
- add, edit, remove tasks.

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**.

FUNCTIONALITY AND TASKS

Functionality

- 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

- Visualize the deadline of an event
- Check a task as completed on the to-do list
- See the weekly schedule
- Add and remove an event
- Share an event
- Add a deadline for your to-do list
- Set an alarm

USABILITY REQUIREMENTS

- Most common tasks are made with a few clicks, like adding or editing an event.
- Tasks related to search for an event and check its details can be done in one or two clicks, but it will take more time.
- Functionalities will be intuitive and user-friendly, so users don't need to spend a lot of time searching for it.
- The App must guarantee the user's Privacy and Security in the most transparent way.

USABILITY REQUIREMENTS

Task	Maximum number of clicks	Maximum Time
Create a to-do list	2	15s
Create/Edit an event	3	10s
Select activities of interest	8	60s
Edit activities of interest	12	30s

CONCLUSION