



Disciplinary

Design Project: Web Application

CS3201

Assignment 1

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❖ **Problem Statement:**

Creating a website to host/connect different linguistic people thereby making language learning as easy as abc.

❖ **Brainstorming:**

- 1) Threat to feeling of security and privacy.
- 2) End user has lesser “choice of preference”.
- 3) User doesn’t have much control over the suggestions offered by website.
- 4) User doesn’t have much control over the advertisements.
- 5) Loosing of interest after some period of time.
- 6) Too formal welcome messages.
- 7) Very less control over the interface, its style and design.
- 8) Fewer updates about the latest events or changes.
- 9) End user can’t send invitation message while adding someone.
- 10) No weekly events to promote & enhance learning experience.
- 11) Less visibility of system status.
- 12) Error prevention using suggested keywords.
- 13) No track of user activities.
- 14) No discussion forums where end user can post their doubts and community could reply.
- 15) Text based interface, no scope of video calls or power point presentations.

❖ **User needs/Requirements:**

(NOTE: These points are based on Survey and interview results)

- 1) Genuine people should be registered.
- 2) The interface should be easy so that all age group can use it.
- 3) Website should show me suggestions of people.

- 4) After registration there should be a test of the person in his/her native language or the languages they know and based on that test score others could know about their command on that language.
- 5) There should be a scoreboard too.
- 6) Availability of complaint box i.e. if there is some problem with the website the end user could post it in issues section.
- 7) Availability of chat-box, audio and video calls.
- 8) Instant chat translator.
- 9) Profile pictures and bio about the person.
- 10) Availability of filters so that end user could search/connect to people based on their preferences and choice.
- 11) Image and documents sharing options should be present in the website.
- 12) User should have feeling of control and freedom i.e. at any moment if he wants to undo the things he can do that.
- 13) End user could connect to existing Google or Facebook account or using phone number rather than creating a new one.

❖ Kano – Model Analysis:

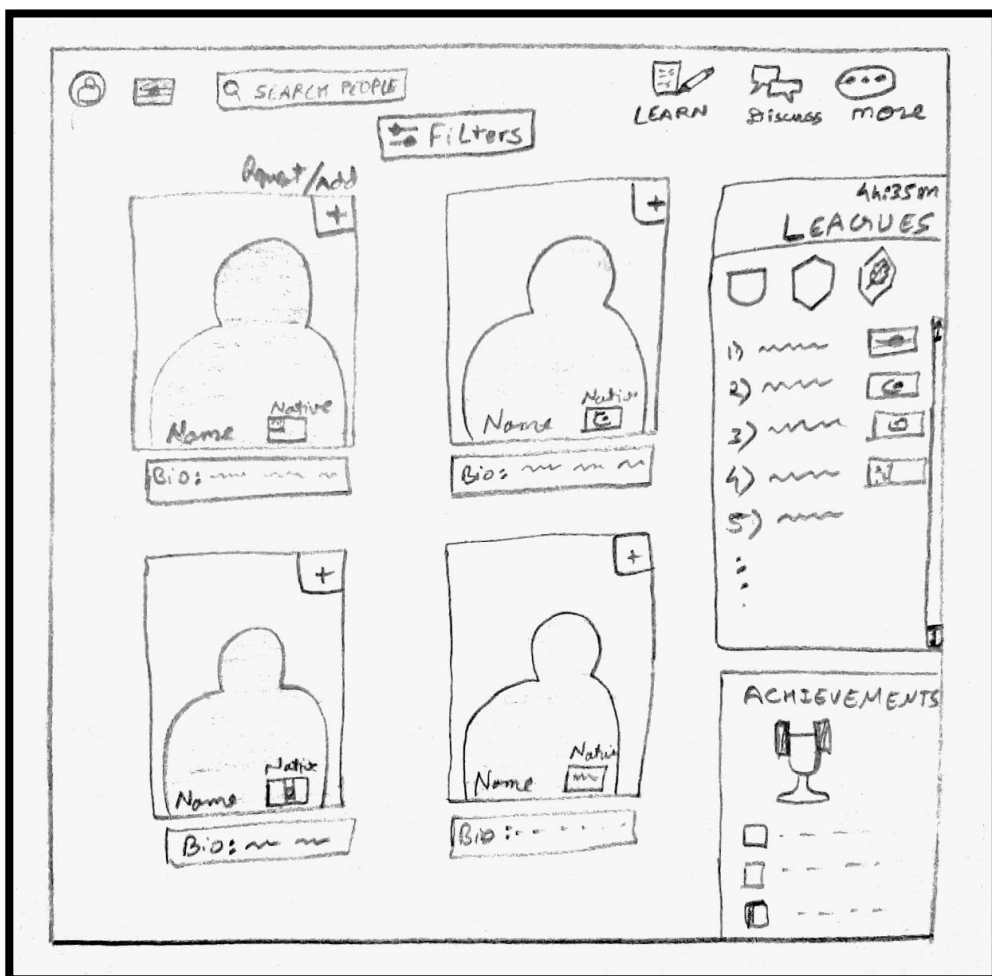
Must Be	Satisfactory	Delighters
Registration.	Language proficiency test.	Interface customisation based on users choice.
Search panel.	Profile suggestions.	
Friendly welcoming message.	Track of user activities.	
User control and freedom.	Bonus points.	
File/image/doc sharing options.	Visibility of system status.	
Send/Accept connection request.	Weekly events.	
Score board availability.	Connecting with Facebook/Google/Phone number.	
Filters.	Availability help desk/option.	
Chat/Video and audio availability.	–	
Discussion forum.	–	
Chat translator.	–	

❖ **Causes of the problems:**

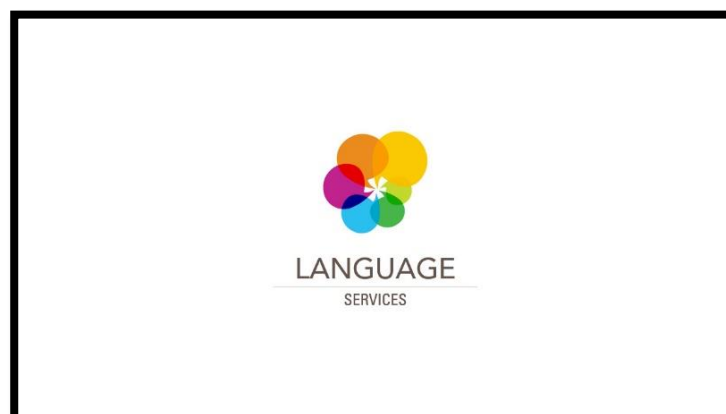
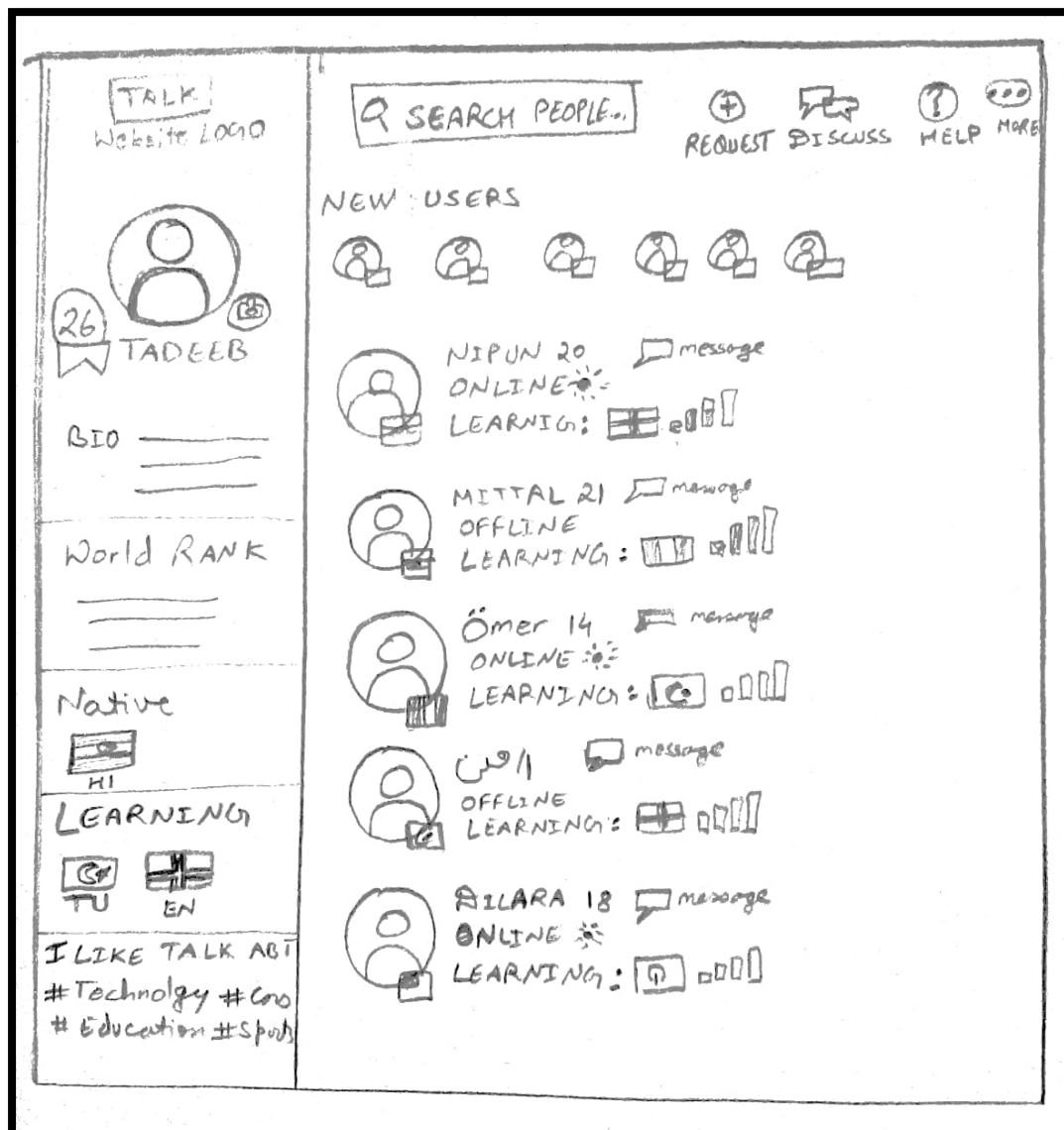
Problem	Cause
1) Threat to privacy.	Lesser or no security options.
2) Difficulty in operations.	Difficult/too crowded data on the website.
3) Loosing of interest.	No/fewer engaging activities and lesser availability of system status.
4) Frustration while registering.	Fewer/no alternative choice available for the user.
5) Low customer acquisition.	No trials available/high payment demand.

❖ **Solution (3 Conceptual sketch):**

- 1) It includes Sending and receiving of connection request, Discussion forum, and achievements section of the end user along with filters to perform the various tasks but there is no availability of system status and lesser end user control. It also provides with the search option.

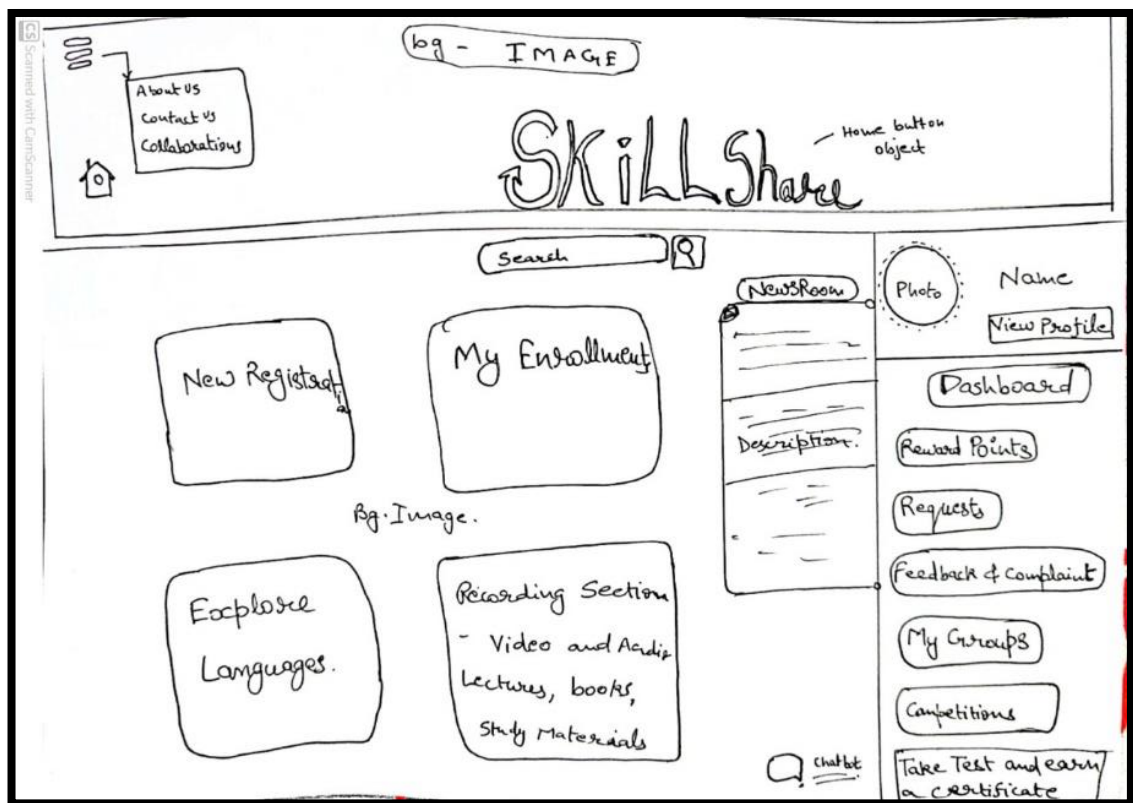


- 2) This concept includes the features like searching, discussion forums, help and information about the events and knowledge check test in the more section of website. Along with this it is less clutter thereby making it user friendly. It also shows suggestions and new users on the website and stores the information and activities of end user.



Logo idea

- 3) Interactive design and simple UI having all the information regarding the language skillset sharing and learning via our platform, all the necessary events, news and competitions are regularly updated and published. Suggestions, feedbacks and complaints sections feature is added with a translator chat bot which can communicate in any language.



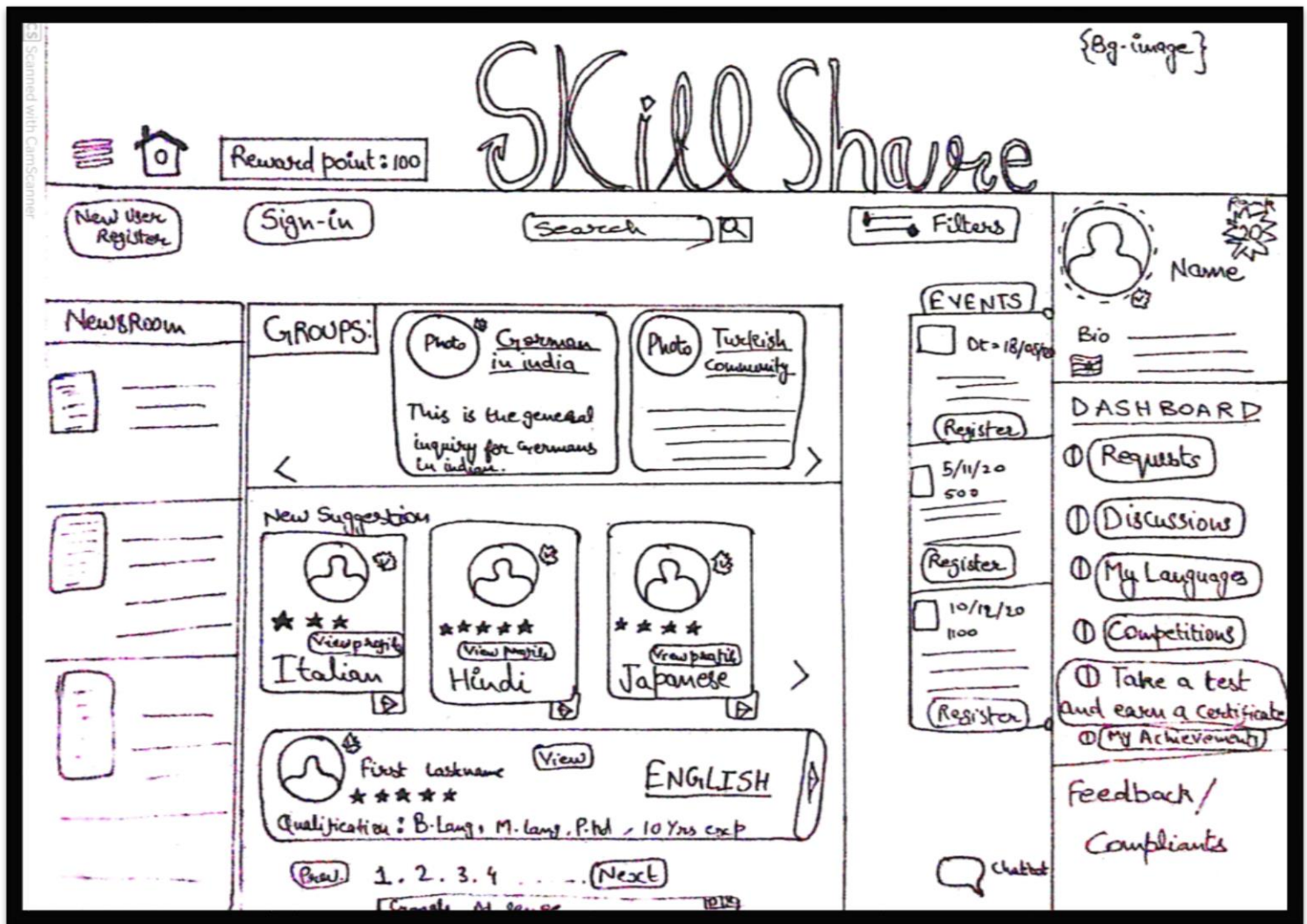
❖ Requirement Analysis:

- 1) Knowledge of HTML for developing structure of web page.
- 2) Knowledge of CSS for styling and aesthetics.
- 3) Knowledge of JavaScript for adding the interactivity and transitions.
- 4) Knowledge of DBMS for storing, retrieving the data and query processing.
- 5) Knowledge of PHP for connection of database and website.

❖ Comparison chart

Features	Concept 1	Concept 2	Concept 3
Search tab	✓	✓	✓
Filters	✓	✗	✓
Suggestions	✗	✓	✗
Discussion Forums	✓	✓	✗
Help desk	✗	✓	✓
Events	✓	✓	✓
Trials	✗	✓	✗
Achievements	✓	✗	✓
Recognition rather than recall	✗	✓	✓
Error prevention	✗	✓	✓
Visibility of system status	✗	✓	✓
Optional Knowledge check	✗	✓	✗
User control and freedom	✓	✓	✓
Chat bot	✓	✓	✓
Clutter	✓	✗	✗
Language proficiency level	✗	✓	✓
Reward point	✗	✗	✓
Certification	✓	✓	✓
Groups	✗	✓	✓
Time Scheduling	✗	✗	✓

❖ Final Concept Selection



❖ Constraint & Challenges:

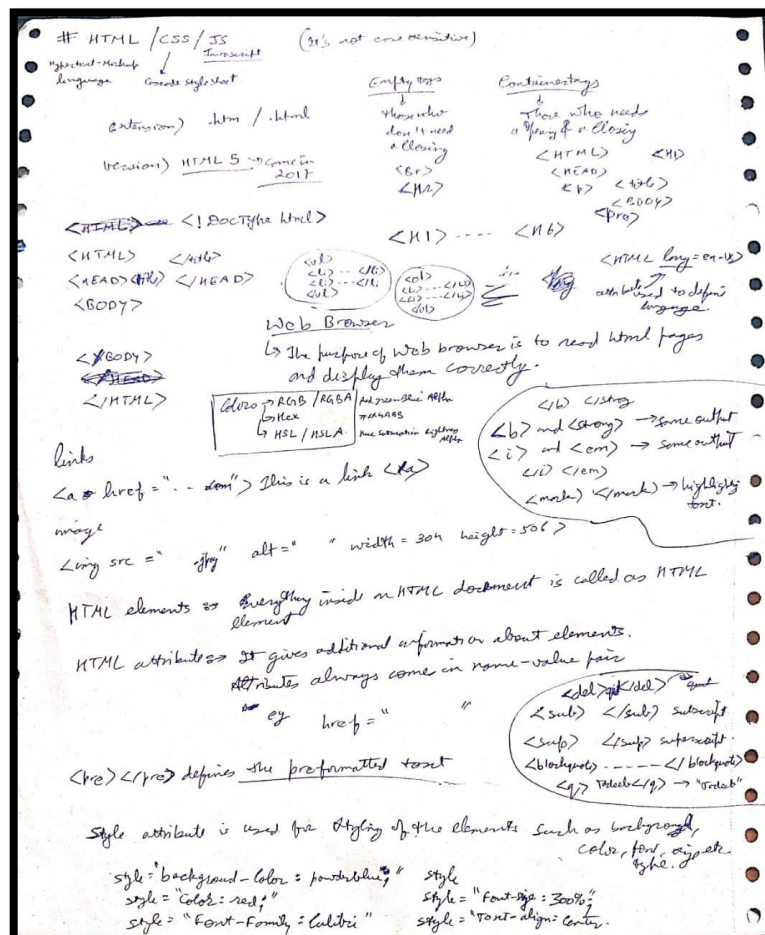
- 1) Conducting the classes for especially abled classes is a unique idea but as well as the challenging too as it can become impossible to teach the deaf and blind students in a remote mode.
- 2) Time scheduling is a bit challenging for the availability of end to end users for their convenience.
- 3) Identification of the skilled linguists is the hectic time consumption process.
- 4) Request of incoming and outgoing request acceptance delays can cause loose of interest.

❖ Conclusion:

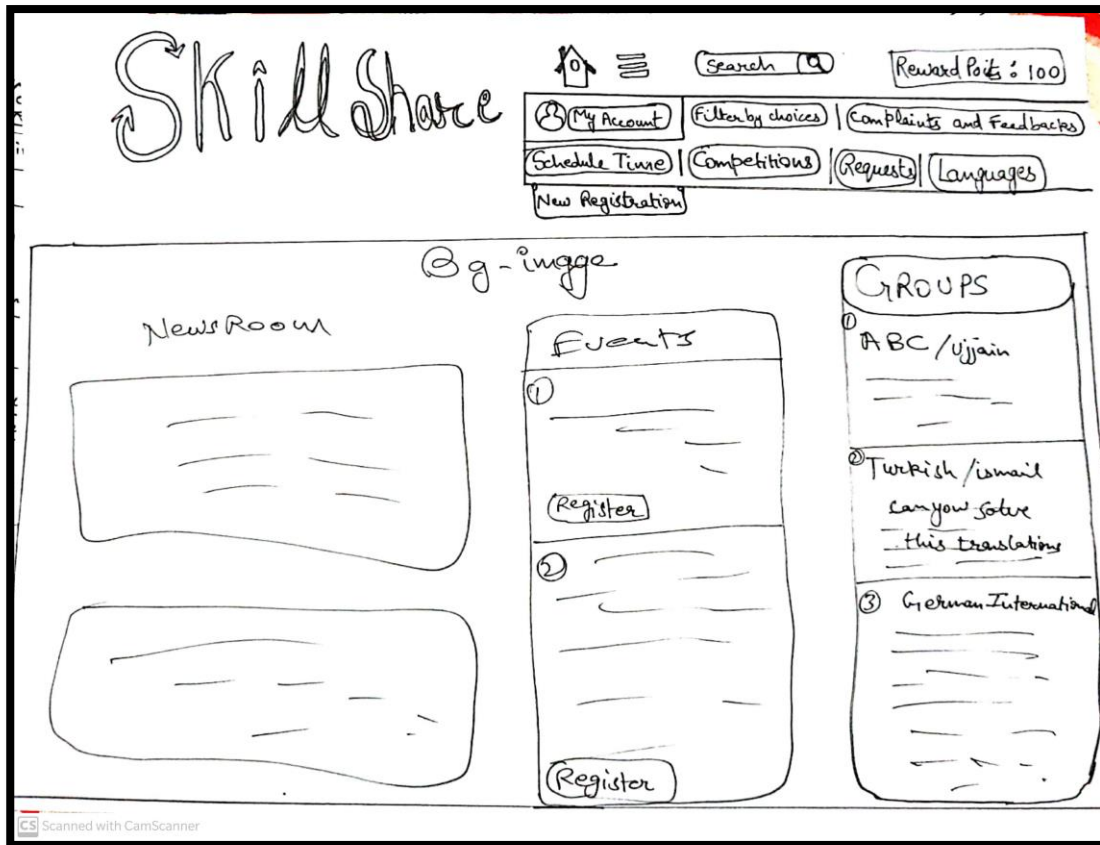
After comparing and evaluating all the 3 major concepts we have created a new layout for our final website model there by making it more user-friendly. This website covers the following features:

1. Events and Newsroom.
2. Groups, language exploration.
3. Suggestions.
4. Achievements and certifications.
5. Filtration and Requests.
6. Reward points.
7. Time scheduling or calendar.
8. Recordings.
9. Discussion and feedbacks.
10. Chatbots.

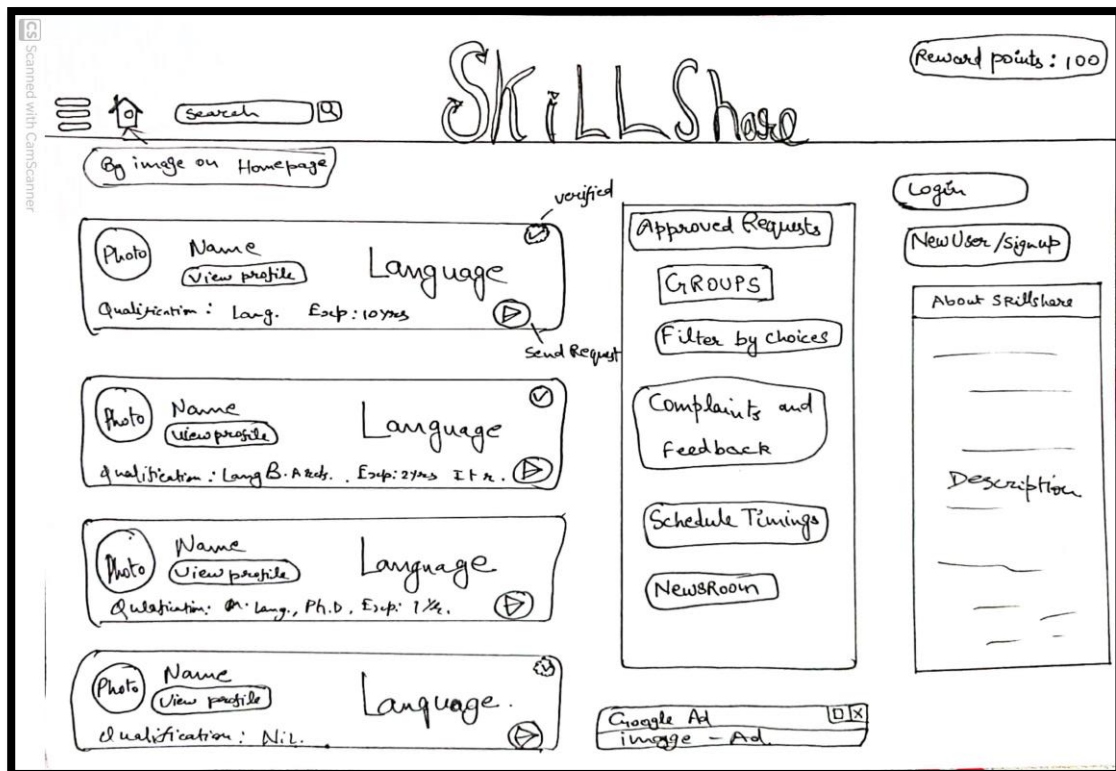
❖ Paper Work:



Research



Concept generation



Extra Concept generation