

StudyGroup App

PRESENTED BY BELINDA CHAN



ABOUT

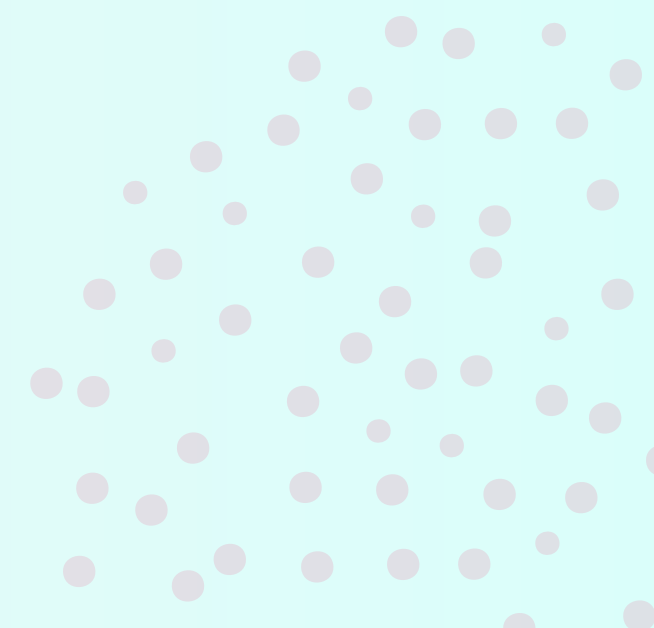
My name is Belinda and I am a third year Commerce/IT student. In my spare time I enjoy going to the gym, playing sports, drawing and reading books.

WHY UX DESIGN?

It's simple - I love designing. I enjoy sketching then bringing those sketches to life by adding nice colours to it.

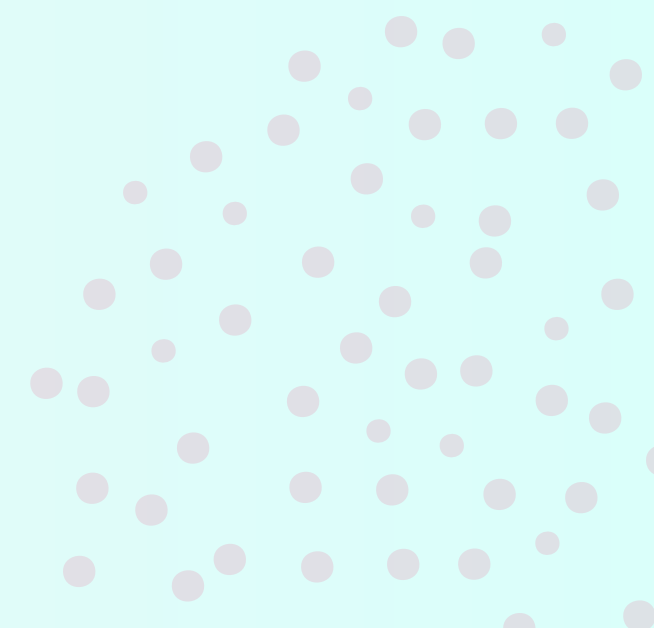
STRENGTHS AND WEAKNESSES

- **Strength: I'm creative and have an eye for detail. I'm also great with time management and organisation.**
- **Weakness: Once I start something I can't stop thinking about it until it's complete!**



As a group of UX enthusiasts, my UX team and I wanted to make an app to make our local community better. The first step in doing this was brainstorming ideas. After several meetings, our team came up with the final project idea.

Our team's idea is a web app that allows university students to form and maintain study groups with other students enrolled in the same unit. It aims to create an environment for discussing study topics without distractions that come from using multiple sites. It should also help students connect with others that share the same study interest and have similar study habits.



SURVEY QUESTIONS

In order to design a good product, we first needed to understand our potential users. A survey was created to help find out more about uni students and their current habits, preferences, desires and frustrations. Some questions I asked were:

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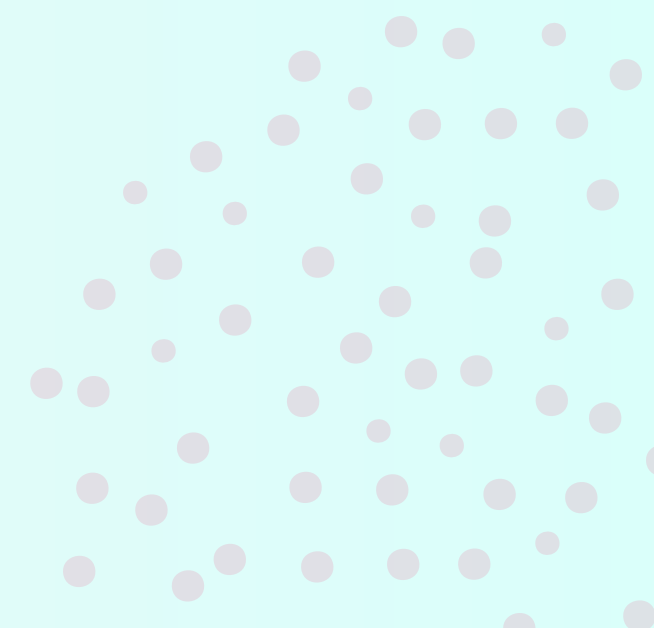
What sort of benefits do you gain from studying with a group of other students who are doing same unit as you ?

“

On average, how many hours of personal study do you do outside of class per week ?

“

What are some study-related issues that you commonly face throughout your time at university ?



SURVEY RESULTS

25 people had actually responded to my survey. Results collected from each survey provided useful insight to potential users of the app, making it much easier to group users and create user stories for different types of students and their aims.

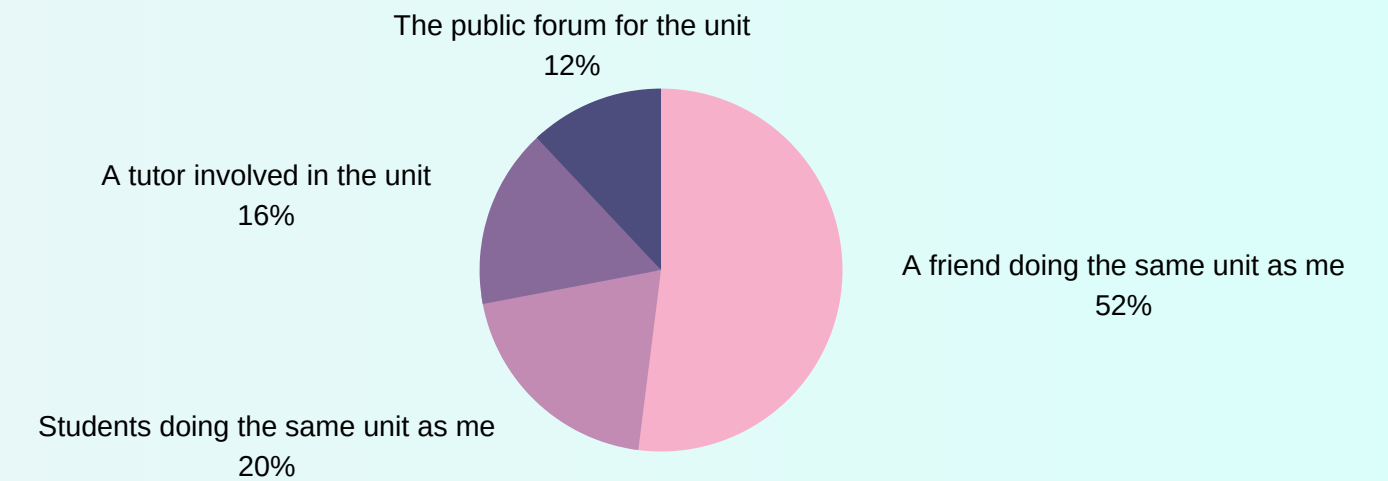
Most commonly used communication tool amongst students was: Facebook Messenger (68%).

Majority of respondents (76%) had part-time/casual work as a commitment outside of studies.

Online distractions (including gaming) is most likely to affect students' studying habits (60%).

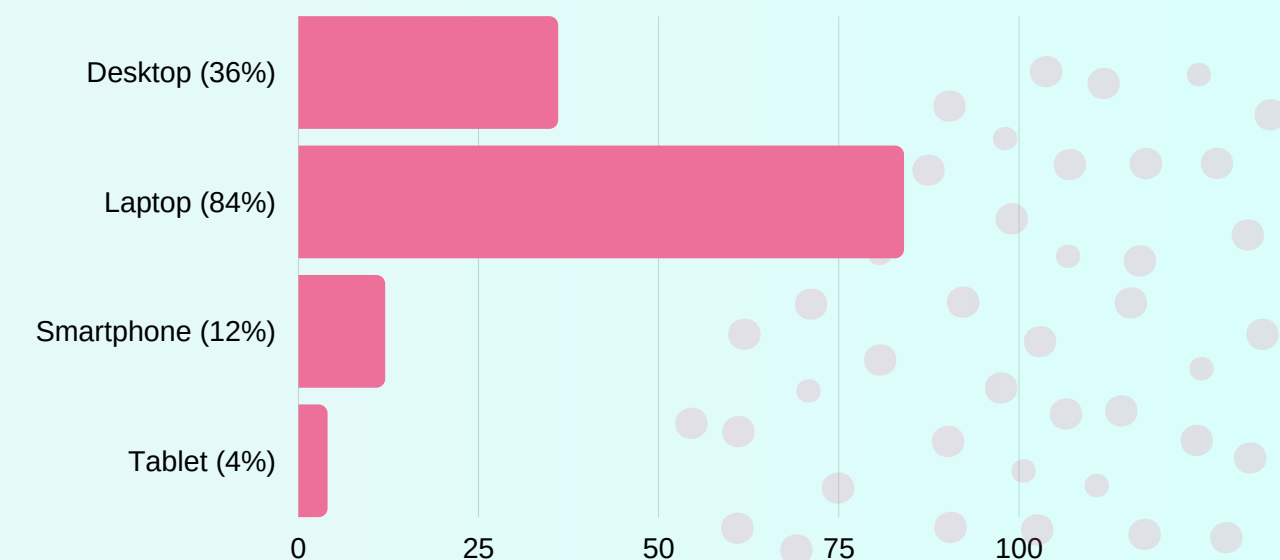
ASKING FOR HELP

52% of students would most likely ask a friend doing the same unit if they encountered a question raised from their study material.

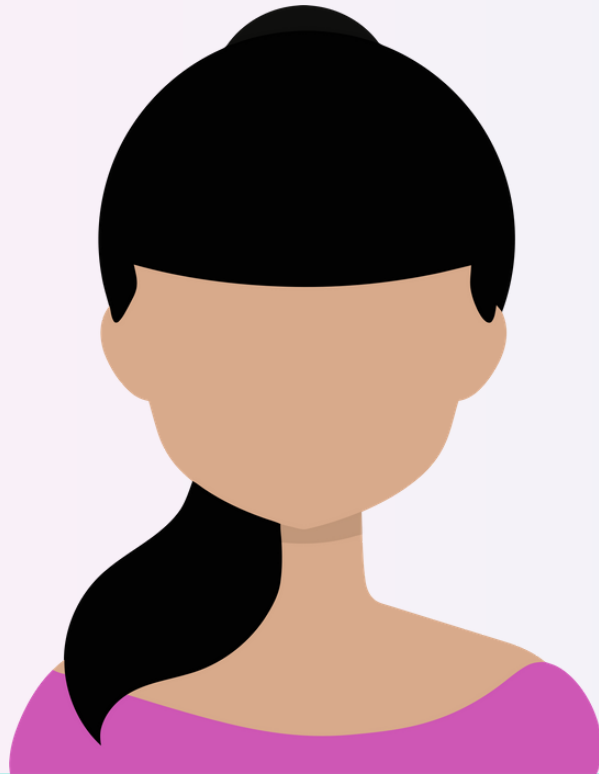


USE OF TECHNOLOGY

84% of students used a laptop as a primary device for their studies.



Using the information gathered from the survey results, personas were created with the help of mental models. These personas were reflective of particular groups of users and keeping them in mind allowed us to produce a number of different user stories.



"Time is precious - I need an application where I can save time in my already busy schedule"

Hardworking

Enthusiastic

Ambitious

PERSONALITY

Introvert

Extrovert

Thinking

Feeling

Sensing

Intuition

Judging

Perceiving

ABOUT

- Age: 21
- Course: Commerce/IT
- Location: Springvale

BIO

Victoria is a full-time double degree student who also works a part-time retail job. In her spare time, she enjoys spending time with her family, whether that be going out for a nice dinner or staying in for a movie night. She also enjoys going to the gym. However, her busy work schedule often leaves her with little stamina for studies, and she feels that there may be some gaps in her learning after each week of new content.

DEVICE USAGE

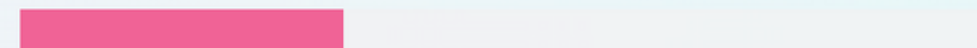
Desktop



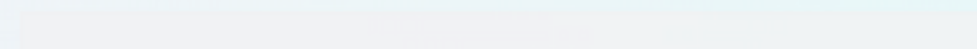
Laptop



Smartphone



Tablet



BRANDS



MOTIVATION

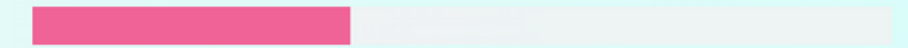
Enhance understanding on content



Convenience



Organise resources



Efficiency in studies



To become more social



NEEDS

- An application that supports more active discussion in relation to my queries
- An application where I can view other students' shared notes to assist my understanding of certain concepts
- An application that enables me to plan meet-ups on campus for a study session to keep me focused and productive

FRUSTRATIONS

- Low response rate on public forums when asking for clarification or further explanations on tasks and concepts
- Overwhelmed with weekly content across a full-load of units
- Trouble finding study groups to join

Using inspiration from the personas, user stories were produced to represent the different needs of our potential users. These user stories helped us to consider what students wanted to see and use within a study group app.



As a student who encounters trouble understanding content from self-study, I would like to be a part of other students' discussions so that I can clear up my misunderstandings.



As a student who gets distracted when online, I would like to have all my resources and receive help from the same place so that I do not get tempted to look at other sites when I switch between my tabs.

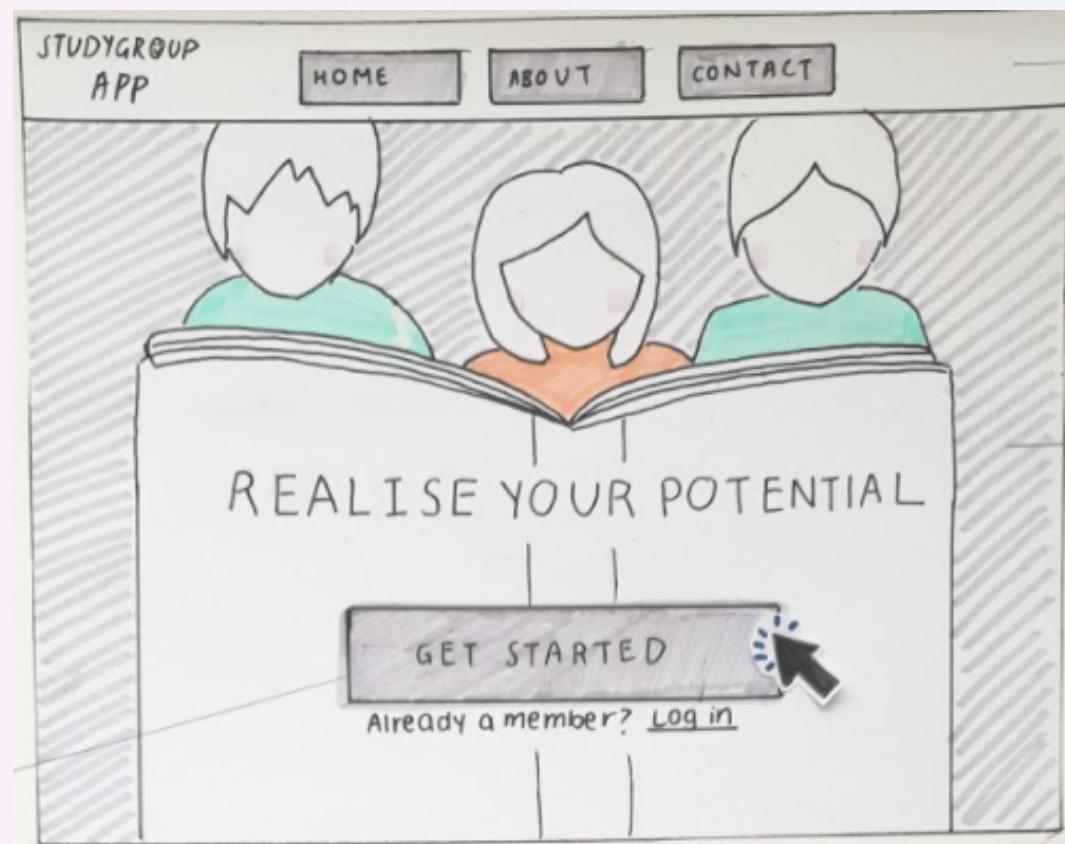


As a social-learner, I would like to be able to organise study group sessions both online and on-campus so that I can surround myself with people who provide me a comfortable and supportive study environment.



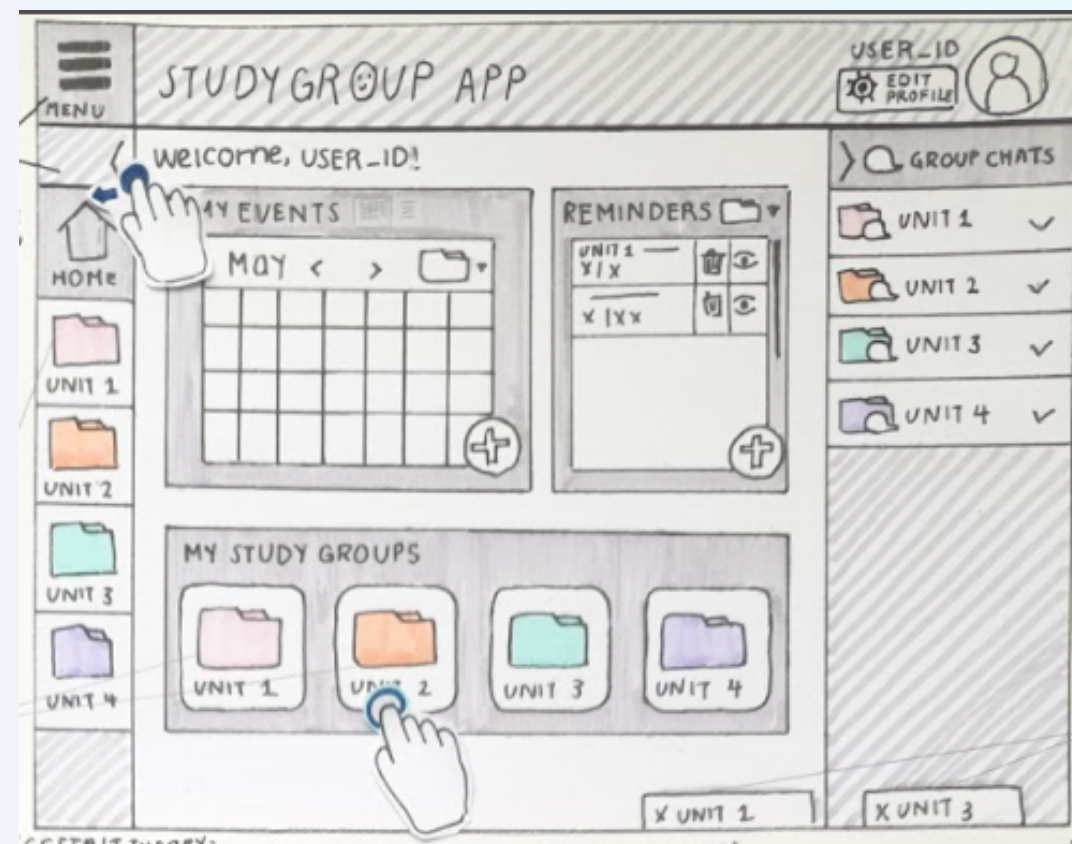
Next, multiple sketches were created with the help of the user stories and personas. The sketches drawn aimed to show different functionalities and layouts that potential users would like, giving us many ideas for the final design. These were some of my own favourite creations I made:

USER SIGN-UP



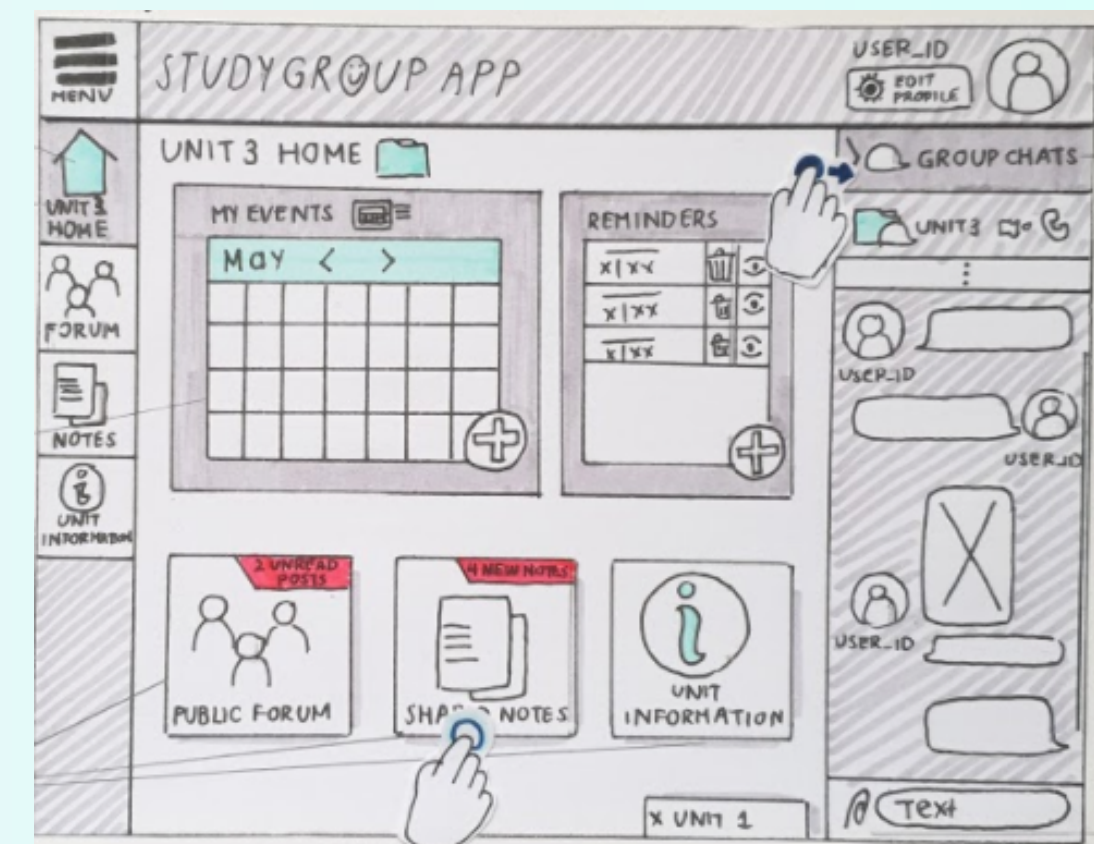
Nice and simple and only uses a few main colours.

USER DASHBOARD



Offers many things students need when it comes to studying - folders to separate different units, a calendar for events, a reminder list etc.

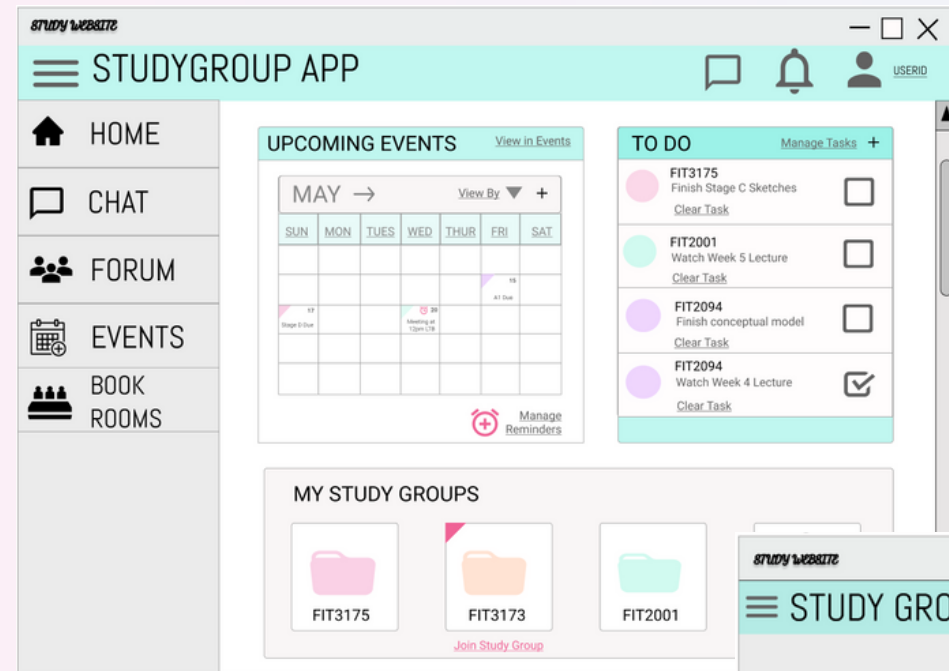
UNIT DASHBOARD



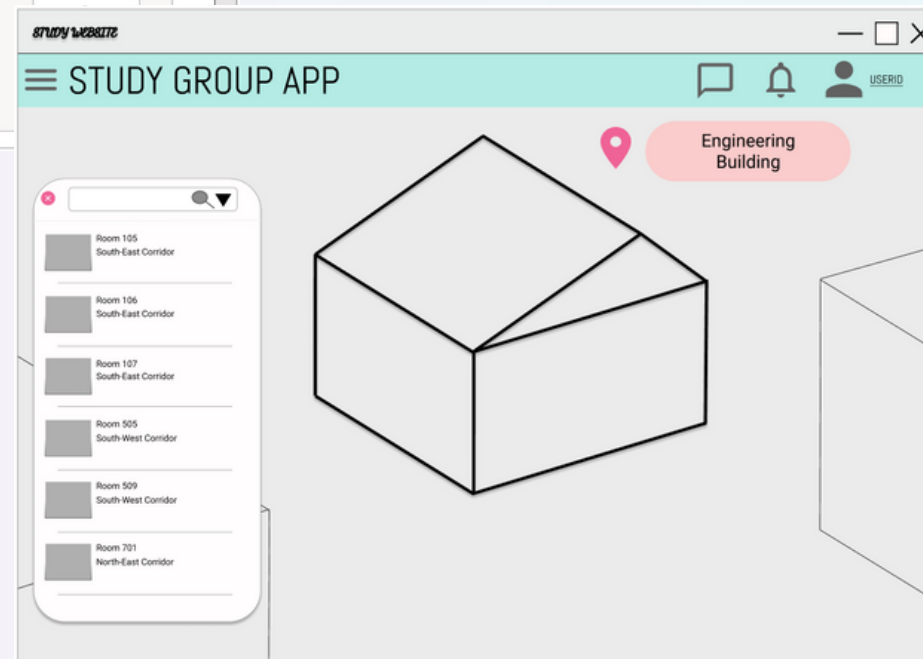
Consistent with the dashboard to avoid user confusion.

Finally, the team's sketches were brought to life! As a team, we discussed pros and cons of our favourite sketches, and worked together to bring different aspects of them to create an interactive prototype. Using Figma as the design tool, we came up with our final design of the StudyGroup app.

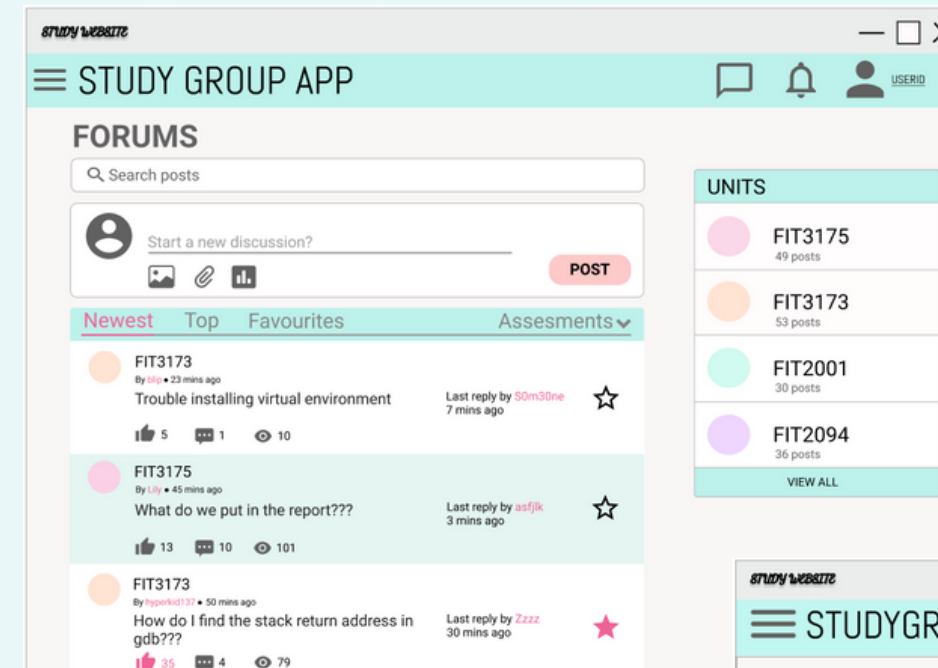
SOME MAIN APP FUNCTIONS:



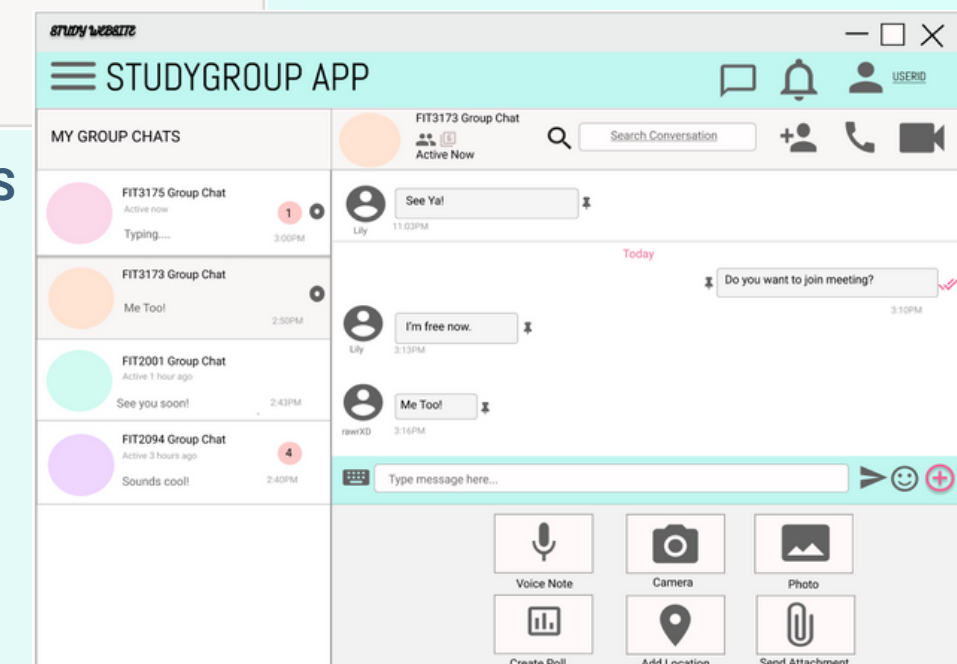
USER DASHBOARD



CREATE ROOM BOOKING



VIEW & MAKE FORUM POSTS



CHAT TO YOUR GROUPS

Lastly, we needed to find out if our prototype solution was successful and had good usability. Hence, we created an evaluation plan and got different people to try out our app. Overall, the testers liked our app. Here are some of the good things they said:

“

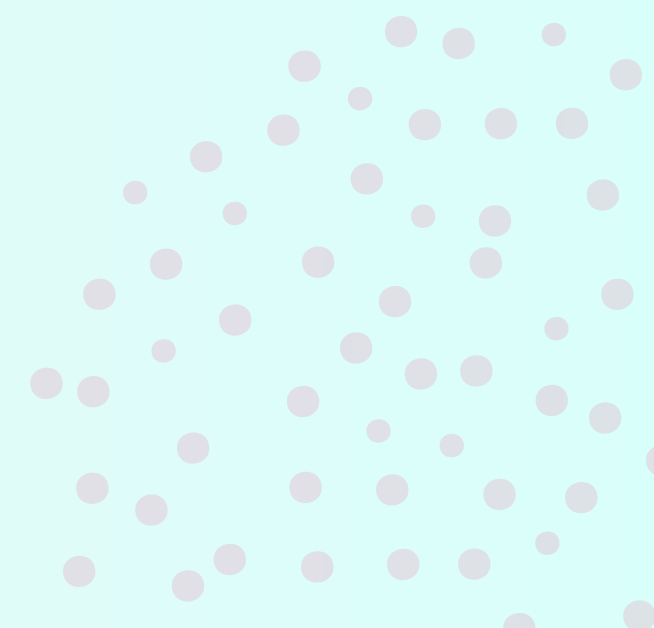
The colours were pleasing to the eye and very relaxing to look at!

“

The interface easy to navigate icons are easy to understand.

“

This app looks like many of the apps I have used...but all in one!



Throughout the process of creating the app, I learnt a lot during the experience. Although the app was considered to be a success, some future improvements could be made.

WHAT DID YOU LEARN?

- First of all, I learnt about the elements of good design.
 - Taking different users into consideration allowed me to challenge myself with the way I designed things to make the app more inclusive for all users.
- I also learnt how to work in a team despite the COVID-19 situation.

FUTURE IMPROVEMENTS

- Improve overall accessibility through:
 - Use of more colourblindness friendly colours
 - Making the app screen-reader friendly and support tabbing
 - Making the 'Book Room' process easier to understand

