

CS102

Spring 2020/21

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G1C

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~ University Social App ~

union

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UI-Design Report

(v1.0)

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1. Introduction

University life has always been a stressful and busy experience for students. As a matter of fact, the basic needs of every student are getting academic support for their lessons, socializing, and attending club activities to have fun while being well prepared to start their career. Therefore, we propose a university social app that enables students to track university life in one single app easily. Furthermore, our social app promises college students to provide opportunities like chatting and socializing with each other much more quickly than the current social applications. Besides socializing, uni0n also aids university students in their education life. For example, there were forum sites on the internet like Stackoverflow or Stackexchange. These websites allow users to discuss problems about specific subjects. However, for university students, there were no platforms for specific course codes (Math 101, Cs 223, etc.). Because of that reason, university students may have such difficulties, like asking or discussing problems for specific subjects. uni0n provides students a medium that makes students able to discuss any problem about any specific topic.

Another feature of uni0n is student clubs. uni0n will help student clubs to reach to and update students about the upcoming events and changes in the schedule, so students can be informed about them and quickly attend these events that they are interested in. We believe that this will support student clubs by increasing the participation ratio, and making it easier to notify the audience.

This mobile app is mainly designed to be used by university students and clubs but only the ones that have a dedicated university email (e.g. teachers and graduate students) are welcomed to use the app in future updates especially to contribute to the topic-based *questions* section.

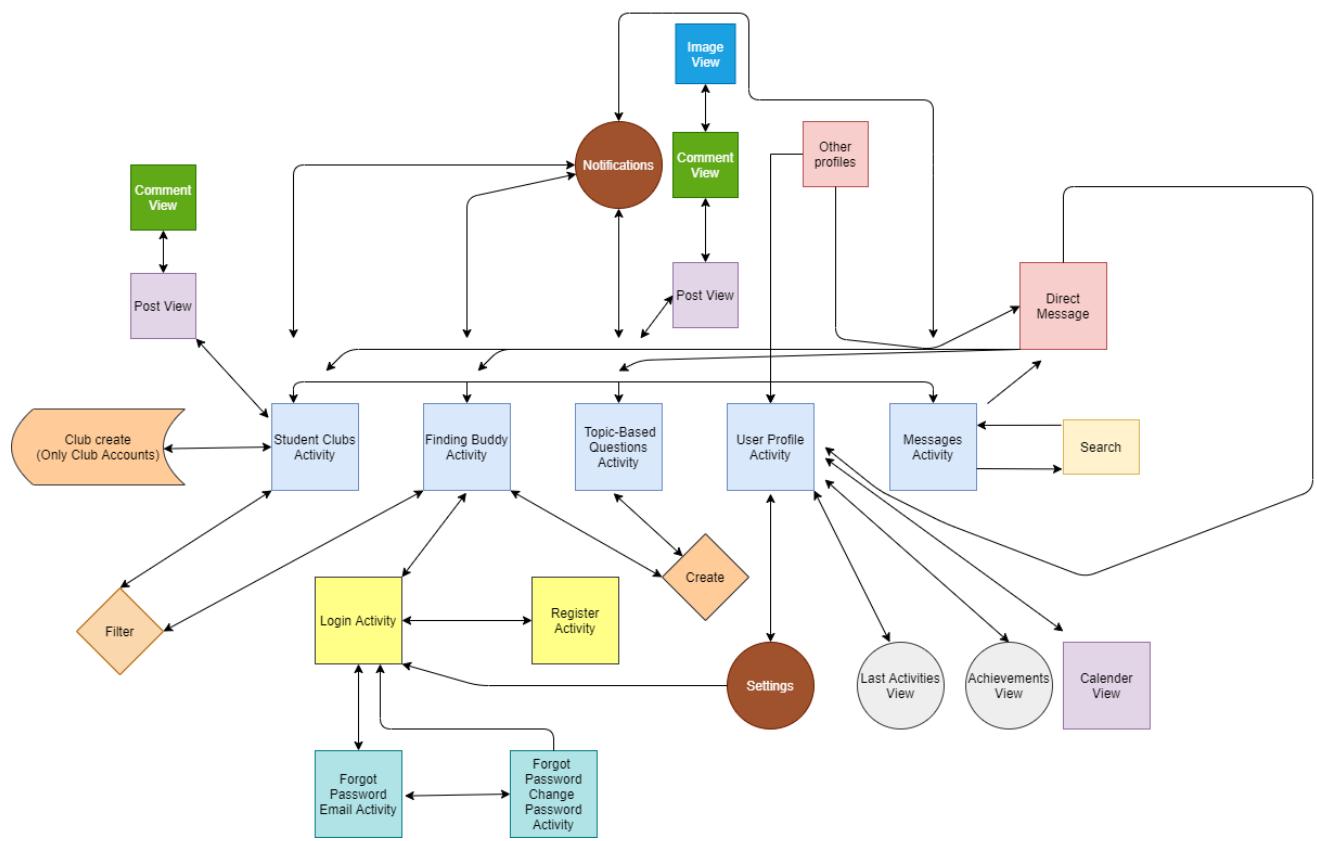
2. Details

uni0n has 5 specified activities which are provided to all users:

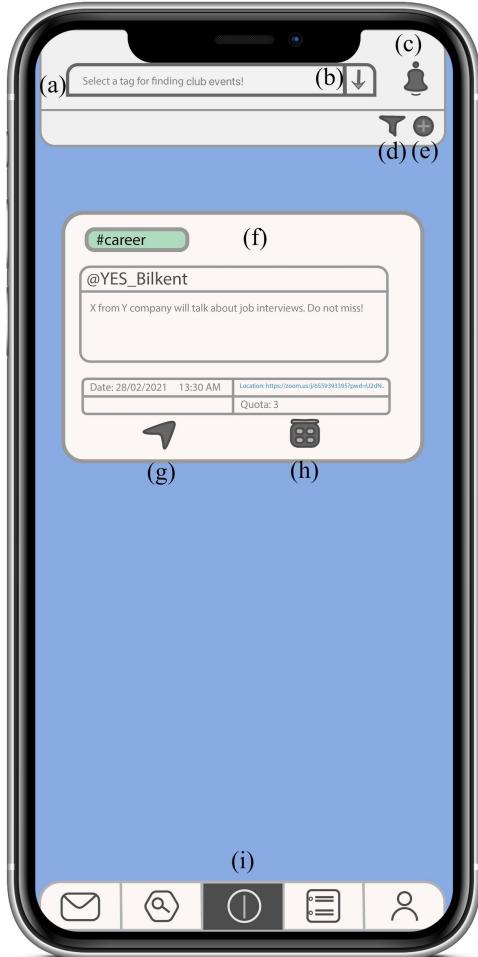
1. *Student Clubs* activity
2. *Finding Buddy* activity
3. *Topic-Based Questions* activity
4. *Messages* activity
5. *User Profile* activity

These 5 activities with icons are placed into the bottom-navigation bar, where the user can easily switch between the activities. Moreover, some activities have sub-activities inside them, and they will be considered in forms of images later on (see 3.0). Additionally, there is one *Login* activity that is not always visible for the users if they do not sign out explicitly.

2.0 Storyboard



2.1 Student Clubs Activity



[1]



[2]

2.1.1 General View

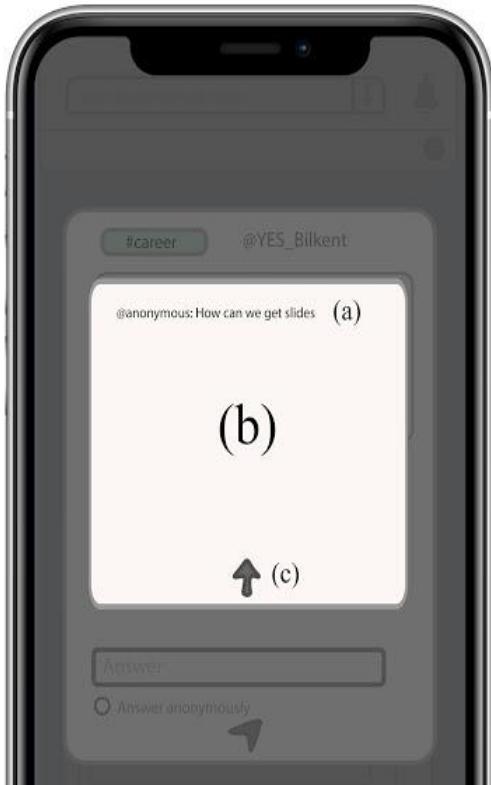
On the top side of the activity view [1], there is a search bar (a) for typing & searching for some dedicated tags. Near the searching bar (a), there is a drop-down menu button (b) to seek some premade tags of interests. On the upper right corner, there is a bell icon (c) to look for notifications. Under the bell icon (c), there are two other icons (d) and (e) that represent the filter and create an announcement respectively. To see the activity that appears when the button (e) is pressed, see 2.1.4. The postcard (f) is the representation of a post including the related tag, the club name, the activity content, activity date, and activity quota. The postcard (f) can be pressed as a button and when the user presses the card, a public chat of comments opens up, see 2.1.2. The button (g) is for direct messaging (see [3]) to the club host (in [1] the club is the @YES_Bilkent). When the button (g) is pressed, a new activity of direct messaging (see [3]) with the host will appear, see 2.1.3. The button (h) is the button to view the activities in a daily-activities view. The Student Clubs activity button (i) is the button for the user to open the *Student Clubs* activity.

2.1.2 Comments of a Club Activity View

To see how the *Comments of a Club Activity View* interface looks like, see [2]. The section (a) shows some tag examples about the context of the club activity. On the right side of the tag examples, there is a field where the name of the club is shown. The textfield (c) is for general information about the club activity and this information includes the date and the time of the activity. Under the text field, there is a sample question section. It includes some question examples which are already asked about the content of activity, changes in the schedule and etc. The section (d) is used for *upping* the question given to the post, that pushes the order of the answer up by 1. The question at the top is determined by the content quality of the question. The section (e), is the area to answer the related questions about the activity. The section (f) indicates that users can comment anonymously. The send button (g) is the button to send the post to the feed of *Student Clubs* activity. By pressing the blurred outer fields, the user can return to the view [1].

2.1.3 Comments Details View

The section (a) shows a comment on the club activity and the section (b) indicates the text limit of the comment and the user can not reply a comment, pressing the up button (c) is the only thing users can do, which results in moving the comments to the top so that the club can see that comment more comfortably. By pressing the blurred outer fields, the user can return to the view [2].



2.1.4 Create An Announcement View

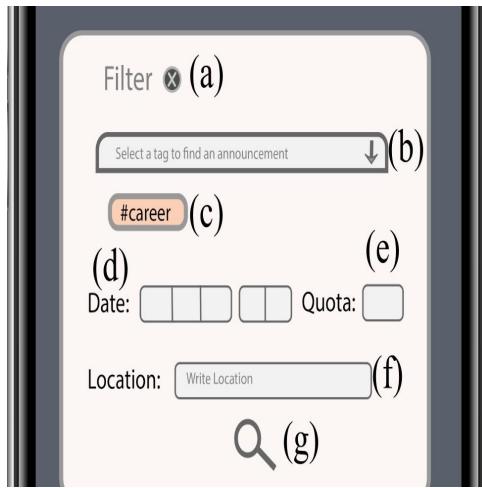
To see how the *Create An Announcement* interface looks like, see [3]. There is a search bar (a) for typing & searching for some dedicated tags. There is a drop-down menu button (b) to seek some premade tags of interests. The section (c), shows the date of the student club activity. The section (d) shows the quota of the student club activity. The textfield (e) shows the dedicated location of where the student club activity will be done. The button add-image (f) for uploading the banner/poster of the club/activity. The textfield (g) shows the details/contents about the activity. The button (h) is for sharing the activity as a post on behalf of the student club (this sharing activity will be done by the club leader/host and the post will be added to *Student Clubs* feed). The button (i) is the button for the user to open the *Student Clubs* activity. By pressing the blurred outer fields, the user can return to the view [1].



[3]



[4]



[5]

2.1.5 Direct Messaging to Club Host View

On the top side of the activity view [4], there is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a bell icon (c) to look for notifications. Under the bell icon (c), there is a textfield (d) where the club host username is shown. Under the username area, there is a messaging screen (e) that shows both the incoming messages and the replies to these incoming messages. At the bottom of the messaging field, there is an area (f) where the user types his/her messages and there is a button next to it to send the messages to the receiver user. The *Messages* activity button (i) is the button for the user to open the *Messages* activity.

2.1.6 Filtering of Announcements View

To see how the *Filtering of Announcements* interface looks like, see [5]. The button (a) for deleting all of the selected filters with one click. There is a search bar (a) for typing & searching for some dedicated tags. There is a drop-down menu button (b) to seek some premade tags of interests. The section (c) shows the selected tags of interest. The section (d) shows the date of the announced activity. The field (e) is used for entering the quota of the current activity. The field (f) is used for entering a specific location. The button (g) is used for searching the specified, filtered results. By pressing the blurred outer fields, the user can return to the view [1].

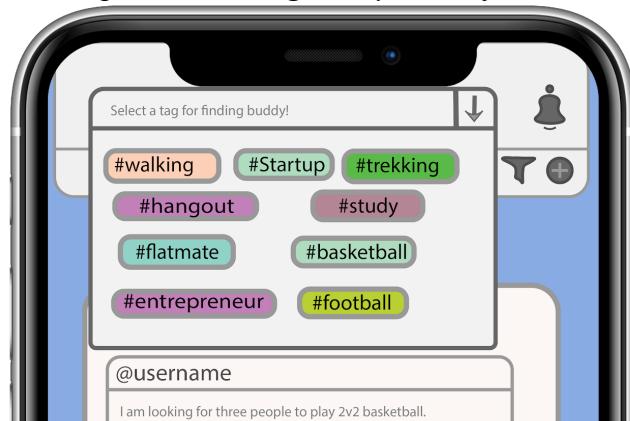
2.2 Finding Buddy Activity



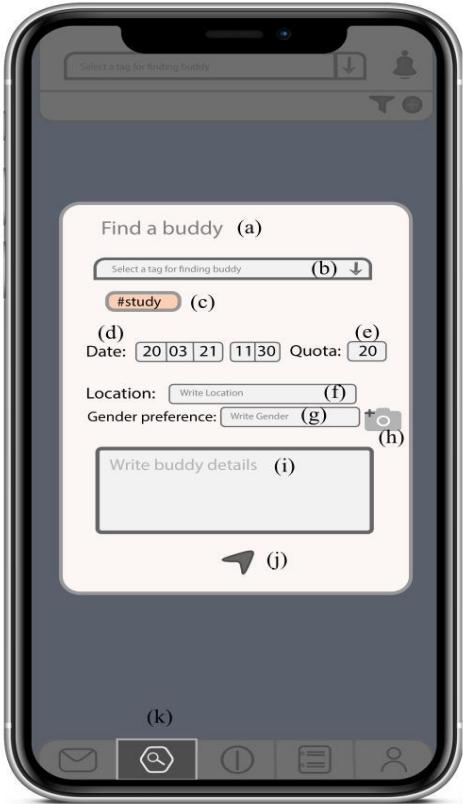
[6]

2.2.1 General View

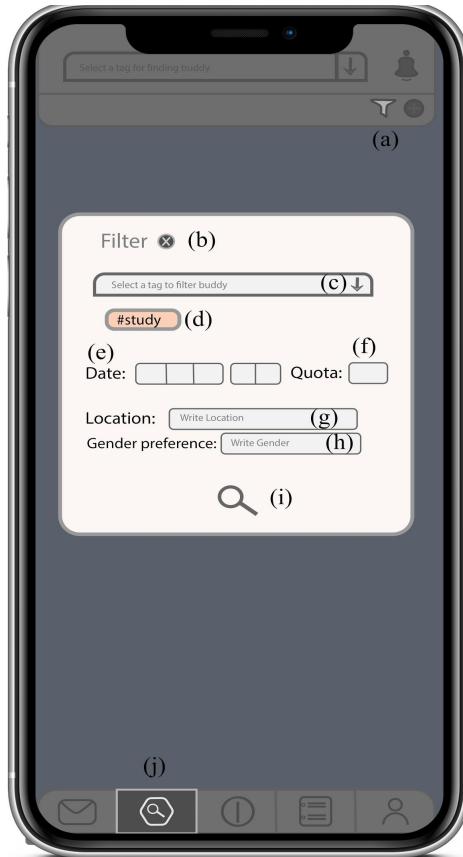
On the top side of the activity view [6], there is a search bar (a) for typing & searching for some dedicated tags. Near the searching bar (a), there is a drop-down menu button (b) to seek some premade tags of interests (see [7] to see the open seek box). On the upper right corner, there is a bell icon (c) to look for notifications. Under the bell icon (c), there are two other icons (d) and (e) that represent the filter and add-post respectively. The filter button (d) shows the options to filter the posts in a specific order (i.e. date-descending). The add-post button (e) is used for adding a specific post under a selected tag. The postcard (f) is the representation of a post including the username, date, location, preferred gender, and the quota of the activity mentioned in the postcard. The send button (g) is the button to send the post to the feed of *Open-Question* activity. The *Finding Buddy* button (h) is the button for the user to open the *Finding Buddy* activity.



[7]



[8]



[9]

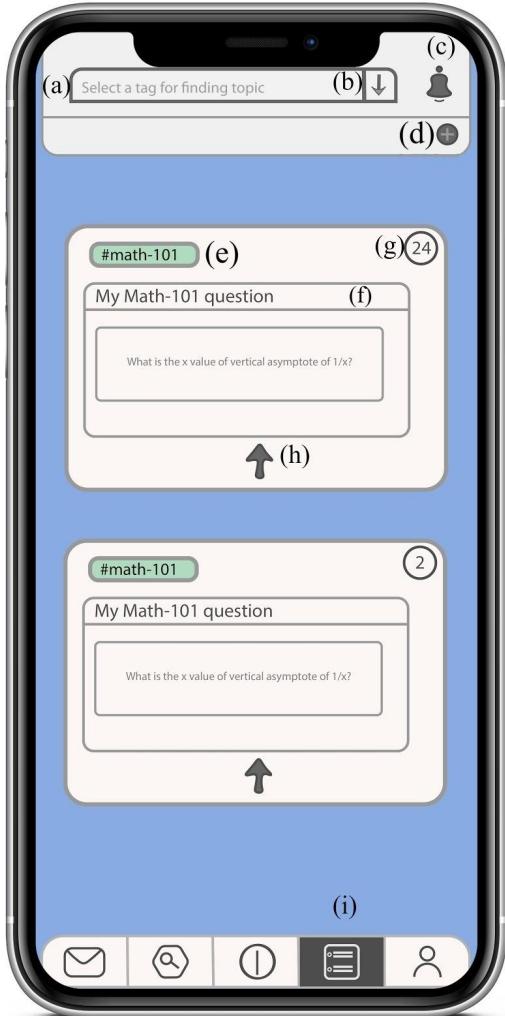
2.2.2 Searching for a Buddy View

On the top side of the activity view [8] there is a search bar (b) for typing & searching for some dedicated tags for finding buddies. There is a drop-down menu button (b) to seek some premade tags of particular subjects. The section (c), shows some tag examples. The section (d), shows the date of the meeting. The section (e) shows the quota of the particular activity. The section (f) shows the suggested location where the activity will take place. The section (g), is for the requested gender preference for some intended activities (gender preference field is optional). The button add-image (h) for uploading image for activity. The textfield (i) shows the details/contents about the activity. The button (j) is for sharing the activity as a post and will be added to *Finding Body* feed. The button (k) is the button for the user to open the *Finding Buddy* activity. By pressing the blurred outer fields, the user can return to the view [6].

2.2.3 Filtering a Buddy Activity View

The button (a) is for filtering a buddy, and making a detailed search. The section (b) in [9] is for deleting all of the selected filters with one click. There is a search bar (c) for typing & searching for some dedicated tags. The section (e) is used for the specific date filtering. The section (f) is used for entering the quota size that the user would want to filter for. The field (g) is used for filtering the location. The field (h) is used for gender preference. The button (i) is used for searching the specified, filtered results. The button (j) is the button for the user to open the *Finding Buddy* activity. By pressing the blurred outer fields, the user can return to the view [6].

2.3 Topic-Based Questions Activity



2.3.1 General View

On the top side of the activity view [10], there is a search bar (a) for typing & searching for some dedicated tags. Near the searching bar (a), there is a drop-down menu button (b) to seek some premade tags of interests. On the upper right corner, there is a bell icon (c) to look for notifications. Under the bell icon (c), there are two other icons (d) and (e) that represent the filter and add-post respectively. The postcard (f) is the representation of a post including the specified tag and it's questions (here the tag is a specific course code). The counter (g) is the *up* number (the number of times that the question is upped via up button (h)). The up button (h) is used for *upping* the question given to the post, that pushes the order of the answer up by 1 (in the feed of the specified course tags, the question having the greatest number included in (g) will be at the top, and the order of the *qualified* answers will be listed in a decreasing *up* order. The *Topic-Based Questions* button (i) is the button for the user to open the *Topic-Based Questions* activity.

2.3.2 Create A Question View

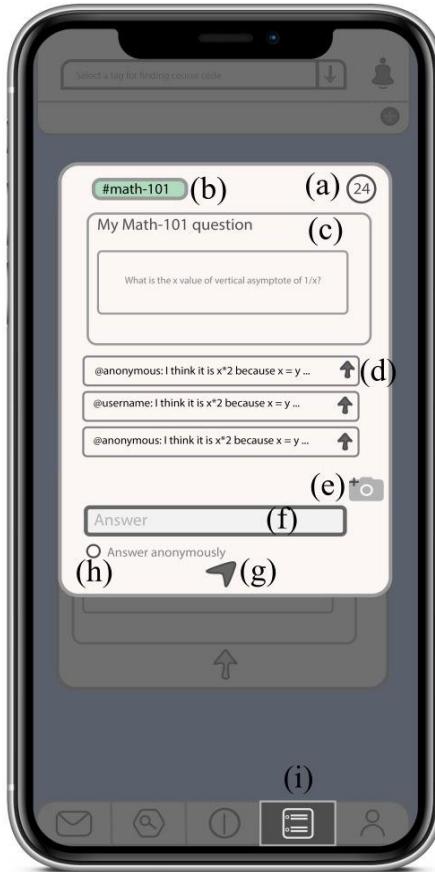
To see how the *Create A Question* interface looks like, see [11]. There is a drop-down menu button (a) to seek some premade tags of interests. The button add-image (b) is used for uploading a question image. The text field (c), is to ask the question. The button (d) is used for some users that may not want to share their username, so this button makes their question suitable to be posted anonymously (the aim of using a button for anonymity is to provide shy users to have a chance for asking their questions without sharing their username). The send button (e) is the button to send the post to the feed of *Topic-Based Questions* activity. The *Topic-Based Questions* button (f) is the button for the user to return to the *Topic-Based Questions* feed activity. By pressing the blurred outer fields, the user can return to the view [10].



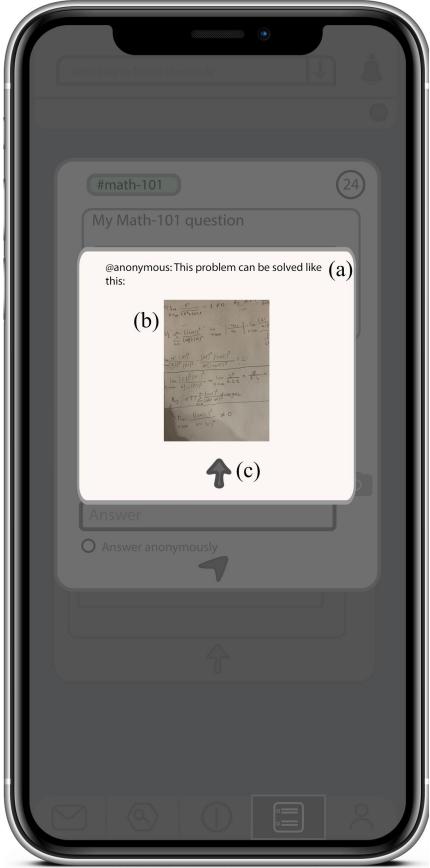
[11]

2.3.3 Viewing Question Discussion View

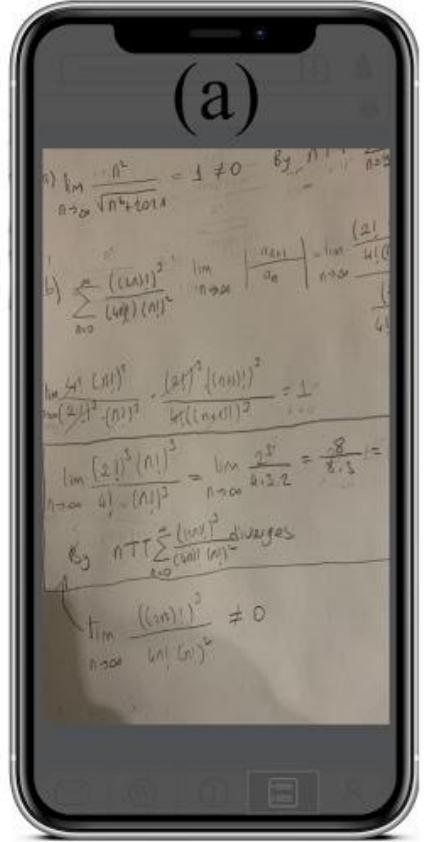
To see how a user views a question, see [11]. (a) is the number of upvotes that the question has. (b) is the tag which the question belongs to. (c) is where the question which is posted is seen. Under the question, the replies(d) of other users are listed. Also the replies can be upvoted. (f) is the part where other users can tap to post their replies. They can also post a photo(e) as their reply. There is also the choice to post the reply anonymously(h). When a user is done with their comment/reply, they can hit the send button(g). At the very bottom, the section which the app currently shows is highlighted (i). By pressing the blurred outer fields, the user can return to the view [10].



[12]



[13]



[14]

To see how the solution interface looks like, see [13]. The section (a) is the user response to the question asked by other users by expressing that the question can be solved by the following image. The image (b) is the solution of the question which will be sent by the user. The up button (c) is used for *upping* the answer given to the question, answers with more ups will be displayed at the top. By pressing the blurred outer fields, the user can return to the view [12].

To see how the enlarged solution interface looks like, see [14]. This picture is a sample image which shows the enlarged version of the solution for the question asked by users. The users are able to make the picture of the solution bigger by zooming in via fingers. By pressing the blurred fields that are shown with (a), the user can zoom out the picture and return back to the screen [13].



2.3.3 Viewing Notifications View

To see how the *notifications* user interface looks like, see [15]. The button (a) is used for opening the notification log (b). The *Topic-Based Questions* button (f) is the button for the user to return to the *Topic-Based Questions* feed activity. By pressing the blurred outer fields, the user can return to the view [10].

[15]

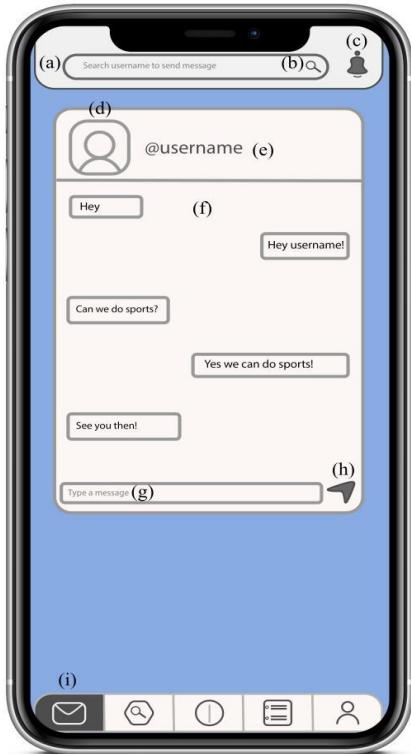
2.4 Messages Activity



[16]

2.4.1 General View

On the top side of the activity view [16], there is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a bell icon (c) to look for notifications. The section (d), shows the listview of messages that were sent by different users. The *Messages Activity* button (i) is the button for the user to open the *Messages Activity* activity.



[17]

2.4.2 Direct Messages to the User View

To see how the *Direct Messages* user interface looks like, see [17]. There is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a bell icon (c) to look for notifications. The section (d) symbolises the user's image. The section (f) shows both the incoming messages and the replies to these incoming messages and the username (e). At the bottom of the messaging field, there is an area (g) where the user types his/her messages and there is a button (h) next to it to send the messages to the receiver user. The *Messages* activity button (i) is the button for the user to open the *Messages* activity.



[18]

2.4.3 Searching for Another User View

To see how the *Direct Messages* user interface looks like, see [18]. The button (a) is for looking into the notification listview. The Sections (b) and (c) indicate the search textView that the user can easily search for other users and reach their profile. (d) shows a typical error message for not finding a particular user in the database.



[19]

To see how the *Direct Messages* user interface looks like while searching for the name of a particular person, see [19]. On the upper right corner, there is a bell icon (a) to look for notifications. On the left side of the bell icon, there is a search bar (b) for typing & searching for the username to send direct messages. On the searching bar (c), when the user enters the name to seek the searched person, some similar name examples also will be shown in a list view under the searching bar. The section (d) shows both the incoming messages and the replies to these incoming messages and the username. At the bottom of the messaging field, there is an area (e) where the user types his/her messages. The *Messages* activity button (f) is the button for the user to open the *Messages* activity.



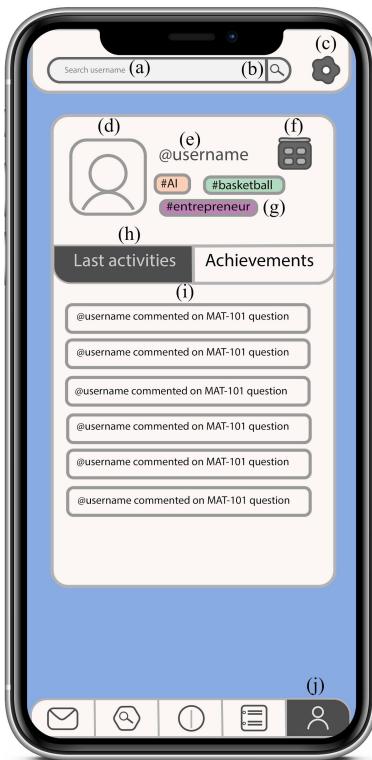
[20]

2.4.4 Searching for Another User View

To see how the *Direct Messages* user interface looks like when messaging with the searched people, see [20]. On the upper right corner, there is a bell icon (a) to look for notifications. On the left side of the bell icon, there is a search bar (b) for typing & searching for the username to send direct messages. The section (c), is the username that was searched by the user to send a message. At the bottom of the messaging field, there is an area (d) where the user types his/her messages. The *Messages* activity button (e) is the button for the user to open the *Messages* activity.

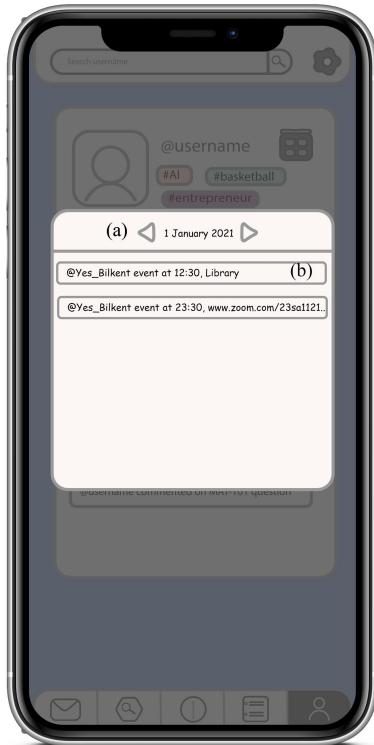
2.5 User Profile Activity

2.5.1 General View



[21]

On the top side of the activity view [21], there is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a gear icon (c) to access settings. Under the search button , the section (d) symbolises the user's image. On the field that is on the right side of the user image (d), there are username (e), calendar (f), and specific tags which are based on the choices of the user. The username(e) is the name of the user; calendar (f) is basically the agenda of the user. In the calendar, users will see all activities that are chosen by him/her until today and all other upcoming things that are planned by him/her for the future. The section(g) shows some kinds of tags which are determined by the choices of the user. The section (i) shows all comments of the user until that day about any activity that he/she participated and any topic that he/she argued. The *User Profile* activity button (j) is the button for the user to open the *User Profile* activity.



[22]

On the top side of the activity [22], the user can move back and forth by pressing the triangular buttons (a). When they view a date, the events which they added to their calendars will be displayed if they are on that date (b). Some properties of the events will be displayed such as the time and location. By pressing the blurred outer fields, the user can return to the view [21].



[23]

2.5.2 User's Achievements View

To see how the *User's Achievements* user interface looks like, see [23]. There is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a gear icon (c) to access settings. Under the search button , the section (d) symbolises the user's image. On the field that is on the right side of the user image (d), there are username (e), calendar (f), and specific tags which are based on the choices of the user. The username (e) is the name of the user; calendar (f) is basically the agenda of the user. In the calendar, users will see all activities that are chosen by him/her until today and all other upcoming things that are planned by him/her for the future. The section (g) shows some kinds of tags which are determined by the choices of the user. The section (h) shows all achievements of the user until that day about any activity. In section (i) there are some samples of labelings based on the level of the success of the user about any kind of activity and topic. The *User Profile* activity button (j) is the button for the user to open the *User Profile*.



[24]

To see how the *User's Achievements* user interface looks like when viewing another user's profile, see [24]. There is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a direct message button (c) to send a message to the profile owner. Under the search button , the section (d) symbolizes the profile owner's image. On the field that is on the right side of the profile owner's picture (d), there are username (e), and specific tags (f) which are based on the choices of the profile owner. The username (e) is the name of the profile owner and the section (f) shows some kinds of tags which are determined by the choices of the profile owner. The section (h) shows all achievements of the profile owner until that day about any activity. In section (i) there are some samples of labelings based on the level of the success of the profile owner about any kind of activity and topic.



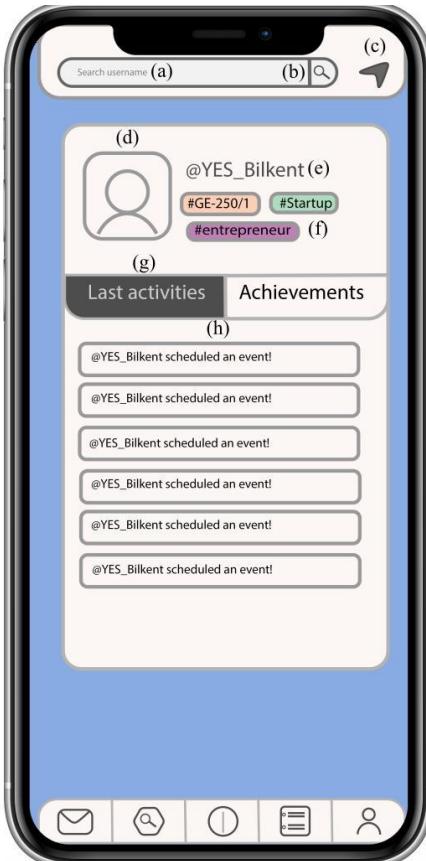
[25]



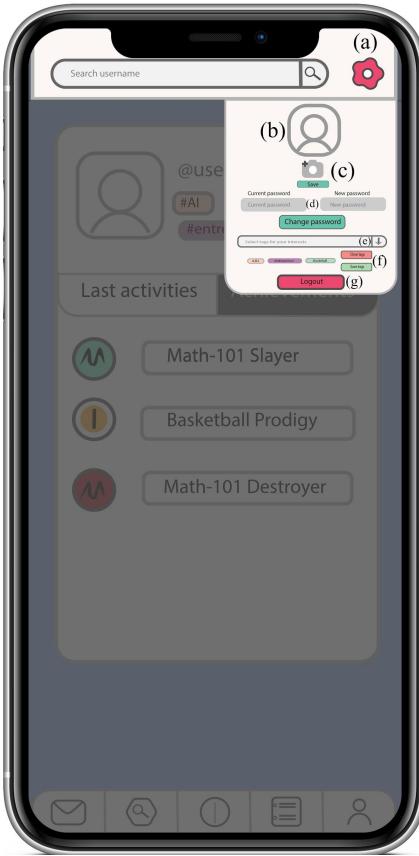
[26]

On the top side of the activity when viewing another user's profile (see [25]) there is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a direct message button (c) to send a message to the profile owner. Under the search button, the section (d) symbolizes the profile owner's image. On the field that is on the right side of the profile owner's picture (d), there are username (e) and the section (f) shows some kinds of tags which are determined by the choices of the user. The section (h) shows all comments of the profile owner until that day about any activity that he/she participated and any topic that he/she argued.

To see how the *User's Achievements* user interface looks like when viewing a student club profile, see [26]. There is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a direct message button (c) to send a message to the profile owner. Under the search button , the section (d) symbolizes the profile owner's image. On the field that is on the right side of the profile owner's picture (d), there are username (e), and specific tags (f) which are based on the choices of the profile owner. The username (e) is the name of the student club and the section (f) shows some kinds of tags which are determined by the choices of the club. The section (h) shows all achievements of the club until that day about any activity. In section (i) there are some samples of labelings based on the level of the success of the club about any kind of activity and topic.



[27]

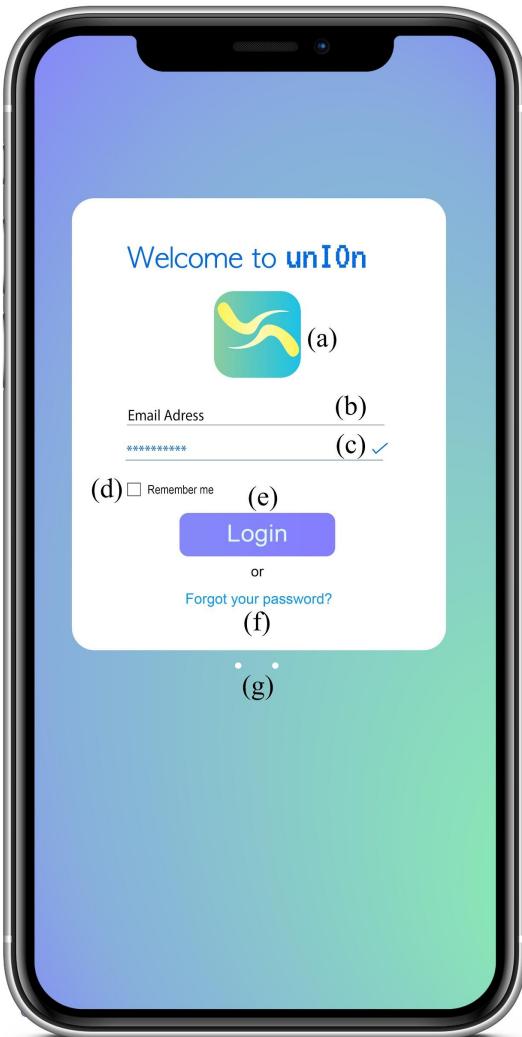


[28]

On the top side of the activity, when viewing a student club profile, see [27]. There is a search bar (a) for typing & searching for the username to send direct messages. Near the searching bar (a), there is a drop-down menu button (b) to seek the searched person and some similar name examples also will be shown in a list view under the searching bar. On the upper right corner, there is a direct message button (c) to send a message to the club. Under the search button , the section (d) symbolises the club's image. On the field that is on the right side of the club's image (d), there are, name of the club (e) and specific tags(f) which are based on the choices of the club. The YES_Bilkent (e) is the name of the club. The section (h) shows all comments of the club until that day about any activity that the club participated and any topic that the club argued under the heading of *last activities* (h).

2.6 Settings View

On the top side of the activity view [28], there is an icon gear that represents the settings. Settings consist of profile picture (b), the button add-image (c) for the user's profile picture, the section (d) to change the user's password, the field (f) for tags to make some changes about them like saving and cleaning, and the button (g) to logout from the profile.



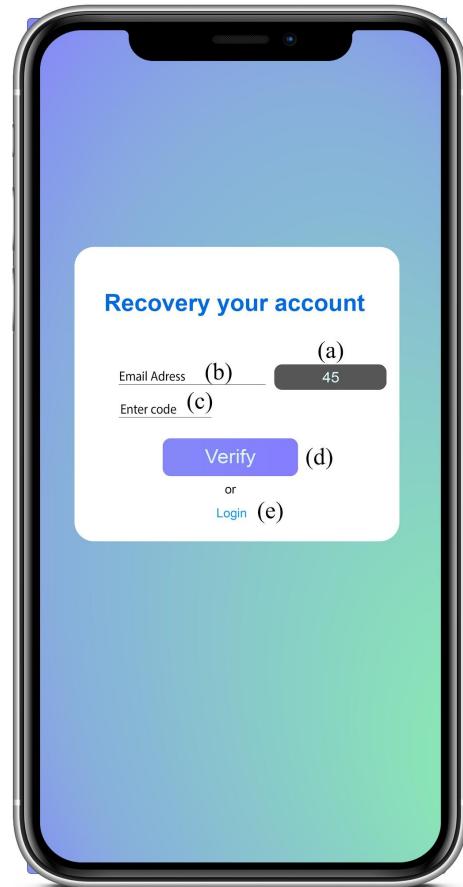
2.7 Login View

In the login screen, the logo of the app(a) is presented. Sections for entering email(b) and password(c) are seen under the logo. There is a Remember me(d) choice for the user to select when they do not want to login every time. Login button(e) is pressed after filling blanks correctly. There is also a Forgot Your Password?(f) section in case the user forgets their password. At the very bottom, there is a 2 section sign(g) which represents whether the user is in the login view or sign up view.



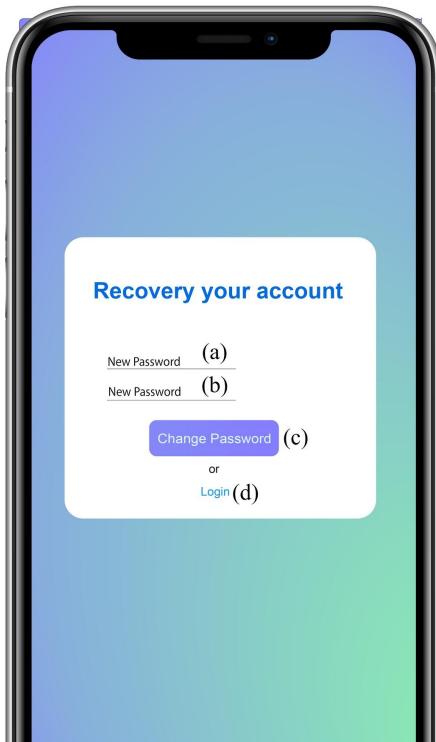
2.8 Sign Up View

The field (a) is for a user to type his/her name. The field (b) is for the user to type his/her surname. The field (c) is for the user to type his/her email address. The field (d) for the user to type his/her desired password to use it for this application. The field (e) is to confirm that the entered password to be used for this application is the same with the entered password entered in (e). The section (f) is the union agreement and privacy statement agreement part for users to confirm or not to confirm. The button (g) is for signing up after doing required operations below. The button (h) is for login to application if the user has already an account. The section (i) is for the signaling that the user is in the second part of the sign up view.

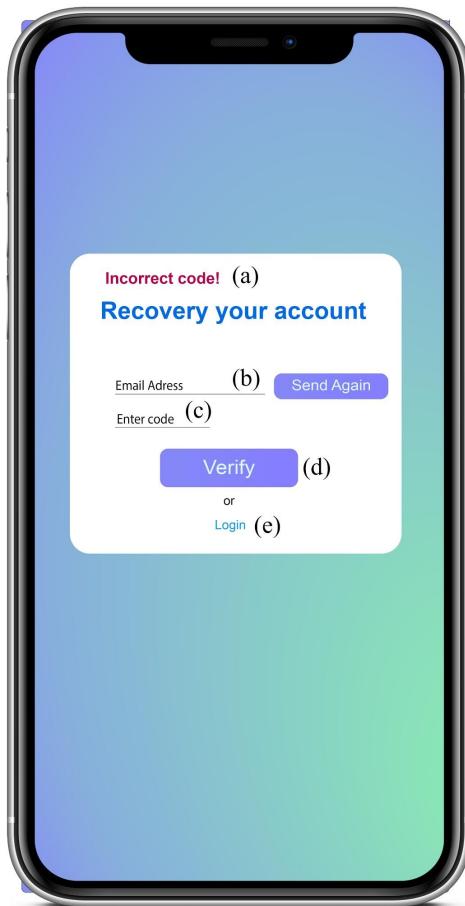


2.9 Recover Your Account View

The field (b) is where users will enter their email which they signed up with. After the user enters their email, they will push the send code button (a) which will send a code to their email. After the send code button (a) has been pushed, a 45 second timer will start. Users must enter the code in this 45 seconds to the section (c). Verify button (d). There is also a Login button (e) in case that the user opened the Recover Your Account View by mistake so that they can turn back to Login View.



If the verify code is correct, then the user will continue to this section where they will enter their new password. (a) is for entering the new password. (b) is for entering the confirmation of the new password. There is still a Login button(d) in case the user has made a mistake. The Change Password button(c) is pushed after entering a new password twice.



If the user has entered the verification code wrong, they will see an error(a). They will enter their email to the given space(b) again and hit the Send Again button. (c) is for entering the code. There is also a Login button(e) in case that the user opened the Recover Your Account View by mistake so that they can turn back to Login View.

Summary & Conclusions

This report developed the features required for a new product intended to help university students to interact with each other, seek help for their problems and make their university experience better overall. We are hoping to have an app that lets students connect with each other easily and will help them during their university lives.