Res Life Support

Eric, Mario, Megan, Jayson, Hai, Charles and Lixiang
Description

● Big Idea: CONVENIENCE
● Residence Hall is your home, a place where you are supposed to feel safe and comfortable
● Aspects:
  ○ Electronic Room Condition Report
  ○ Floor Map
  ○ Where’s my RA?
  ○ Study Help
  ○ Ask Questions
Explanation of Stakeholder Research

Based on the research we made, we find out that there are three main aspects that stakeholders, which are dorm residents care most. They are Safety, Educational Support and Convenient Access to food. Safety can be accomplished by a quick and easy contact with our RA. Educational support can be reached in form of let residents know if there are study sessions available by checking the App. Convenient Access to food can also be accomplished by showing residents whether food place is opening or closed in the Application.
Explanation of research

Since our app is based on being as convenient as possible, our group took all the ideas that could fall under the title “convenience” (such as not being able to find bus schedules, needing to find your RA, or setting up tutoring sessions) and tried to basically find a way to fit a variety of helpful functions into one single app so that students could conveniently find whatever they needed in one place. For example, our app will allow students to find a map of their floor, look up where and when to find study help, and know where their RA is if they ever need them.
How Did We Make The App What It Is?
Consulting

- Interviewed a variety of people
  - Resident Life Coordinator
  - RA
  - Friend(s)
- We gathered information as to what they would like to see in our app and compiled all of their ideas.

Analyzing

- We combined all of our ideas together to see where there may be similarities and differences.
- We had numerous groups, such as convenience and bathrooms, but settled on convenience.
- This allowed us to see where we wanted to go with our app (we also decided an app was best after seeing all our suggestion or ideas by our interviewees)
ACADEMIC + CAREER DESIGN

INSIGHT

DEFINE

IDEATE

TEST

RESOURCES, IDEAS, +
RESEARCH

GOALS AND DREAMS

OPTIONS, EXPERIENCES, +
PATHWAYS

PLANS AND ACTION STEPS
Designing

- We decided what we wanted in our app, but then had to decide how we want it presented.
- We all made designs and then had to sort through each design to see which one best fit our vision for the app.
- Here are designs that we decided best fit our interviewees needs and wants and were easy to understand...
RES LIFE SUPPORT

[Hand-drawn house with a stick figure outside]
Front Page

Menu

Video Explaining What is On The App

What Building do you live?

Scroll down more buildings
MENU SCREEN

Where's my RA?
Where Am I?

STUDY HELP

Room Condition Report

ASK QUESTION
Where's my RA?

RA Class Schedule
8 AM
10 AM
12 PM
2 PM
Social Media Link Interface
RA: Hey guys, I'm going off campus. Text if you need anything. Message your RA!
Study Help

Do you need help?

What class?

Study sessions happening right now:
- McNitt: 8 am
- Briscoe: 5 pm

Who else needs help in this class?

Contact Tim Smith
Contact Jane Smith
Room Condition Report

Beginning of Year

Link to Report

Upload Pictures of Damage

Maintenance Problems: Add Here.
Need to decide how we can make it so all users with different phones can use the app
  ○ iOS
  ○ Android
  ○ Windows Phone

Objective-C Coding Language and Cocoa Framework

IDE (Integrated Development Environment)
  ○ Software application that provides comprehensive facilities for computer programmers for software development
  ○ XCode only runs on Mac
    ■ Need Mac to make iOS apps

Computer Programmers
  ○ Or teach ourselves using iOS Dev Center
Evaluation

- Currently in this stage
  - Need to see if there are any program errors in app
  - See if it is user friendly
    - Most important aspect of app
  - Test Step of Design Squiggle
    - We are testing it by presenting it to you and gaining your feedback so we can make improvements.
  - Important step in seeing what goes wrong with app
Creating the technology

- **Creating a great idea to make a great app**
  - Figure out a problem that can be solved by your app

- **Research more into the ideas**
  - Look more into apps that might have a similar idea as yours
  - Look into the designs and layouts of each app and get an idea of what you should be added and made better in your future design

- **Designing the app**
  - Sketch out a design of the app on paper on a tablet/computer

- **Wireframe**
  - Download any wireframe program that is available online.
  - It is a blueprint/storyboard in which you can give the design of your app more definition
  - Your wireframe is the foundation of the app and is something to build upon, can bring the app to life

- **Back end of the app**
  - Use the storyboard that was created in the wireframe to exam functionality of the app
  - Use wireframe to delineate the servers, APIs, and data diagrams. There are apps that can help you do this.
Creating the technology (cont.)

- **Review**
  - Find people that will checkout out the demo that you have made and will give constructive feedback

- **Edit the app**
  - Use the feedback that you have received and tweak anything that needs to be made better

- **Build the functioning app**
  - Create the app now that everything is pulled together
  - Need a developer who will set up servers, databases, and APIs (unless you can do this yourself or using a do-it-yourself app builder)
  - Go over feedback of people that tested the demo and edit then create the app

- **Beta-test**
  - Find people that will collect ideas and have questions about your apps
  - These people usually work as a team and will find bugs to eliminate, define the target users, and identify goals again

- **Launch**
  - Now it is time to launch your app to the App and Google Play store
  - With the Google play store you can simply upload and launch the app
  - On iOS the app has to go through a program called Testflight before it is approved for the App Store
  - Once the app is approved it will be launched onto the App Store

- **Update**
  - Once you receive review and feedback from the average consumer, you will need to go back and edit your app to update any bugs and fix anything that needs to be fixed on a consistent basis