STUDAUDIO

Blain Engeda, Nolawi Ayelework, Yarency Avelar, Yasser Jamal

[Link to prototype](#)

Target Audience

- Returning Adult Students:
    - Age Group: Typically aged 25 and above.
    - Education Status: Individuals who are returning to education after a hiatus, either to complete a degree or pursue further studies.
    - Varied Backgrounds: Students with diverse life experiences, possibly juggling work, family, and other responsibilities.

- **Professionals Seeking Career Advancement**:
    - Career-oriented: Individuals who are looking to enhance their career prospects through additional education.
    - Flexible Learning: Professionals who require flexible learning solutions due to their work commitments.

- **Parents Balancing Family and Education**:
    - Parents: Individuals with parenting responsibilities who seek a convenient way to pursue education without compromising family time.
    - Multitaskers: Those looking for tools that allow them to learn while managing household responsibilities.

- **Individuals with Busy Lifestyles**:
    - Busy Schedules: People with hectic schedules who value the convenience of learning on-the-go.
    - Commute Learners: Individuals who want to utilize commute time for productive learning.

Design Tools

For designing the prototype for Stuadaudio, we used Figma. For the final project, we plan on making a cross-platform app, but for our prototype, we designed it for the dimensions of the iPhone 15 Pro Max.

Operating Instructions

Overview

Studaudio is your gateway to flexible learning on the go! Effortlessly connect with your class assignments, convert readings into audio for convenient listening, and quickly record and share notes with fellow returning adult students. Experience a seamless blend of convenience and collaboration at Studaudio, empowering you in your educational journey.

Navigation Bar (bottom of screen)
- Interactive Class Buttons (Right):
  The home page consists of all the classes a student is enrolled in. Clicking on a class button instantly navigates the student to a dedicated section for that class. This ensures a streamlined experience, reducing the steps needed to access assignments, lectures, and other class-specific content.
- Quick Record (Center):
  This button allows students to swiftly capture audio notes, lectures, or any spontaneous thoughts. This function supports on-the-go learning, providing a convenient way to revisit key concepts or create personalized study materials.
- Help Button (Left):
  The help button is designed to provide instant assistance to students. Whether it's technical support, general inquiries, or guidance on using specific features, clicking the 'Help' button connects students to a comprehensive support system.

Onboarding process (Sign-In Page)

Joining StuAudio is a breeze! If you have an account, you can sign in using your username/password or associated canvas/google/apple accounts. For sign-up, there's a bottom screen clickable that requires the user to connect their canvas account to allow us to populate their courses.

Home Page
- After signing in, the user is directed to the home page which lists all the courses they are currently enrolled in
- From this page, the user can easily access the assignments, notes, and readings for each course

Task 1 (Simple): Complete and submit an Assignment
- View Assignments:
  Immediately after pressing the Assignments button for a course, the user is presented with 3 different pieces of information: the assignments that are due soon,

assignments, that have already been submitted, and any upcoming tests that are scheduled

- **Submitting Assignments:**
  - **Listen to Question**

  The upper-half of the screen gives users the option to listen to the assignment question. They have the option to either play the question aloud, using the play button and rewind/fast-forward buttons, as well as the option to read a text version of the question by pressing on the [Transcription] button

  - **Answering Question**

  The lower-half of the screen gives users the option to submit an answer to the question by pressing on the microphone to record their answer through audio, with the ability to save or redo their answer.

  - **Fast-forward**

  At the top left of the screen is a question-bar displaying the current question that the user is on, as well as allowing them to skip to any question in the assignment. This allows them to easily answer the question of their choosing rather than having to navigate through every single question by manually pressing the 'next' button at the bottom-right of the home screen

Task 2 (Moderate): Convert a reading into audio

- **Select Readings:**

  Immediately after pressing the Readings button, the user is presented with a list of readings in the class.

- **Reading Menu**

  Pressing a reading will give the user the option to either read the text, which would essentially be the existing pdf or other text file of the reading, or to listen to the reading in an audio format.

- **Listening Page**

  If the selected reading has not already been converted to audio, the user will see a loading bar displaying the progress in converting the reading to an mp3. Once completed, the user can now listen to the reading from start to finish. The user can fast forward or rewind as necessary, and also change the speed of the reading. This is designed to be similar to what listening to a podcast looks like in terms of the simplicity of its design and the functions.

Task 3 (Complex): Create a new note and share it

- **View Notes:**

Immediately after pressing the Notes button, the user is presented with a list of notes they have created for the specific class and can view the note, or create a new note.

- **Create New Notes:**
  In the main page after pressing the Notes button, the very first option allows the user to create a new note by pressing the 'plus' button on the right-hand side. The user is presented with a screen allowing them to record a note by pressing the microphone in the center of the screen, and save or redo the note. There is also the option to rename the note at the top of the screen

- **Share Notes:**
  At the far right of each note, the user has the option to share the note, presented with the common share icon. The note can be shared through messages, gmail, slack, airdrop, and saved to files

Limitations

The app is currently designed to work only for students with access to canvas, as Canvas would allow us to access things such as a user's course list and list of readings that we can't find in other places. This limits our users to Canvas users only as of now. One of our stretch goals is to add other platforms such as Blackboard, so that every student has their school's online course platform on our app.

In addition, one big portion of our app is its usage of audio, namely allowing students to submit assignments, create notes, and listen to readings purely through the recording of their audio and transforming text into audio playable versions. However, Figma currently does not support the use of audio, and there are no current prototyping tools available to workaround this. Though there exists a plugin to support audio, it would require every user testing the prototype to install this plugin, resulting in unnecessary work for the tester. Thus, as a workaround we simulated this audio experience by adding titles like "recording in progress" and displaying the microphone so that users still understand the functionality.

Finally, we only added functionality to the screens that are needed to execute the three core tasks outlined above. Thus, there are several buttons that do not work such as clicking on the help button or the quick record button. Because we are focused on prototyping the parts of the app that most users will be accessing (submitting an assignment, listening to a reading, and creating a new note), these additional features were not fully fleshed out in this prototype.

Wizard-Of-Oz Items

- **Conversion of text into audio**
  We are unable to utilize an API in Figma to take in an actual pdf and convert it into an audio format as outlined in task 2. Thus, we needed to "fake" this and are currently simulating the ability to play an mp3 file of the converted reading
- **Submission of assignments**
  When a user clicks submit after answering all the questions on an assignment, we magically update the Assignment home screen to move the assignment from the due soon section to the submitted section with the understanding that the assignment is also now submitted on Canvas. In reality we would need to sync the app and its data to Canvas so that the assignment is not only submitted on StudAudio, but also on Canvas. However, due to the limitations of figma we are unable to actually provide this connection

Hard Coded Item(s)
- **User profile & information**
  Why? As we currently do not have a backend system with a list of users, we had to hard code a sample user as seen in the log-in page in order to test the main components of the app
- **Courses & corresponding Content (assignments, notes, readings, etc)**
  Why? Similarly with the user, because we do not have a database to store the user and all of their course-related information, we had to hard-code sample courses in order to demonstrate the three key tasks