



# EDU APP

Documentation

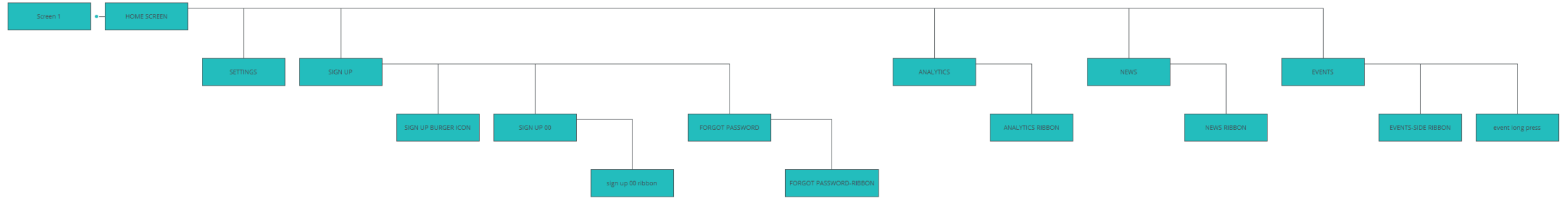


# INTRO

The purpose of this app is to co-ordinate volunteers with the help of government to fill gaps in the educational system, there by increasing leymen's access to education, which could be skilled or un-skilled.

This document aims to give a brief insight on how the app works and the process we went through, for creating the prototype.

# SITEMAP



# PROCESS

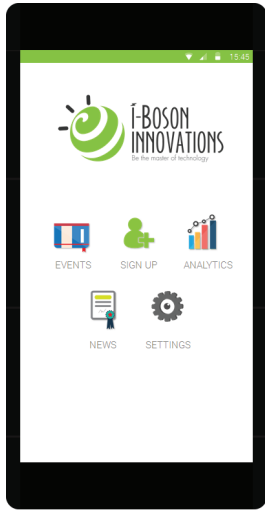
The first stage of building the app was the **research** phase, where we talked about **scenarios**, on how the app could prove useful for people and how they'd prefer to use it. Then we ran a closed forum **survey** to understand the volunteer market; because without them this app wouldn't serve its purpose. Then we moved on to the **UI/UX** part, where we drew up **wireframes** and **sitemaps** (*which was a to and fro process*), before moving to prototyping. The whole app is meant to be used with the right hand, but we are also building a lefty option in the final build.

# WIREFRAMES

We believe that, if you have fun building an app, then the user would have the same amount of 'fun', when using it. We went full crazy mode while coming up with wireframes which stands as a basic design guide.



To the left, are given a couple of examples for the wireframe we drew up during this stage and there are a lot more hand drawn sketches that are not provided here.



# HOME SCREEN

In the home screen, you can see 5 icons - EVENTS, SIGN-UP, ANALYTICS, NEWS AND SETTINGS.

*-touch the icon, to open up the respective section-*

## EVENTS

The events section will greet you with a calendar, with interactive capabilities. The volunteers can tag date of an event which could be seen by the participants or the users. Participating, govt. employees can also edit the calendar. The map is located just below, the calendar, which is also interactive. We are planning to use *Google maps API*.

*-long press the date highlighted in pink to see how the volunteers put in event details-*

*-touch and drag to scroll-*



# SCREENS

This part of the document shows the prototype app screen that was built with regards to the result of the survey and a closed user group testing.



## LOADING SCREEN

When you touch the app icon, you will be greeted by the loading screen. After a quick load you will be taken to the home screen



# SIGN IN/SIGN UP

The sign in page has two type panels, one for the user name and one for the password. It has 2 more screens, one for sign up and the other incase the user has forgotten the password. Option to log-in via Facebook and Twitter is also given.

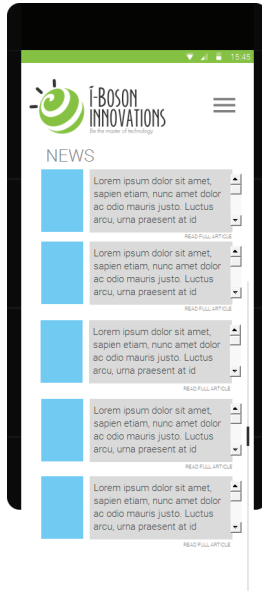
*-touch the icon, to open up the respective section-*

# ANALYTICS

Analytics page shows, the overall graphical representation of the improvements made. For example, the number of tasks completed vs on going vs incomplete ones, this will give an idea to the govt. employee user of the app, on how things are progressing.





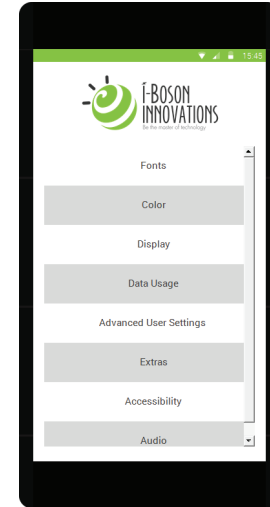


The purpose of the news page is to promote those who can't produce on paper, but is skillful at something else. Like, say a person who can write, is bad with exams but is really masterful with wood design. The news could be read without having to go in, as it could be scrolled down with a touch and drag, but there is also an option to go in, if the user chooses to.

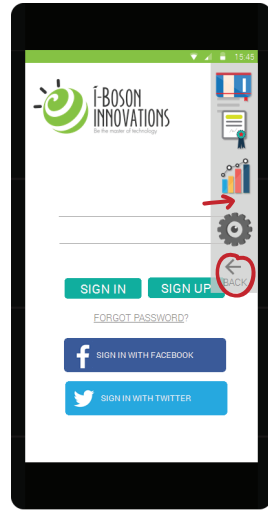
# NEWS

# SETTINGS

Via the settings option, a person can change the settings of the app. For example, India has so many different regional languages. We are providing a language switching option in later updates.

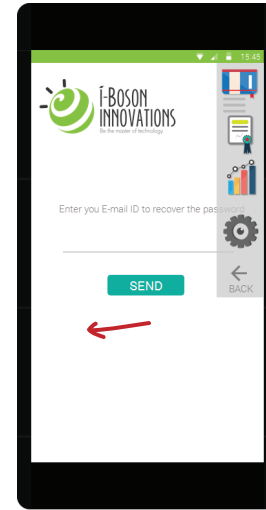


# COMMON OPTIONS AND GESTURES



figure(ii)

Every page has a burger icon on the top right, as shown in the figure(i). When the user touches it, the ribbon pops up from the right, as displayed in figure (ii). the person using the app can exit the whole app to the home screen by pressing the back button or exit the slider by swiping right on the slider, There is also an option to exit the current page just by swiping right on the page, as shown in figure(iii).



figure(iii)

# DEVELOPMENT

For the prototype, we used a prototyping tool in conjunction with HTML5 and CSS 3. For the closed user group testing, we used the same. The app will be developed using IONIC FRAMEWORK, as it supports both iOS and Android. On top of that, the codes will be easy to understand and in a scenario where add-on's are to be made, it would be easy on the developers.

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We really believe that, this app would be used for the better and like aforementioned, to close the gaps in education systems. Further down the road, we would like to evolve this app into an EDUCATIONAL PLATFORM, like Moodle, only less complicated and easily available.

THANK YOU