

TALLINN UNIVERSITY OF TECHNOLOGY
School of Information Technologies

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COMMUNITY APP

Distributed systems project

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Author's declaration of originality

I hereby certify that I am the sole author of this project and this project has not been presented for examination or submitted for defence anywhere else. All used materials, references to the literature and work of others have been cited.

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Abstract

The thesis is written in English and contains [pages] pages of text, [chapters] chapters, [figures] figures and [tables] tables.

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1. Introduction

Community is an application that brings students closer together to achieve mutual academic goals. Students can keep track of their university workload in real time with suggestions like which courses to prioritise based on the amount of time and effort it takes to complete them on average and reminders of upcoming deadlines. Gamification factors like shooting confetti on marking to-do list items as done, seeing the progress metrics surge and getting badges on completion will motivate students to keep track of their studies. Since dropout rates among men are higher than among women, adding the gamification factor could lead to a higher completion rate. The workload visibility and organisational part might be more appealing for women; thus, the percentage of both genders should increase.

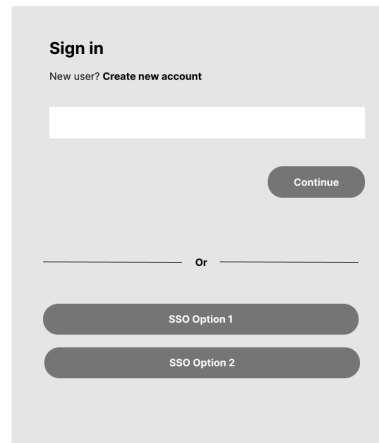
However, the main emphasis of Community is on collaboration to keep students from falling behind and getting help from peers when they struggle. Especially if you are a student returning from study leave or after a dropout, continuing studies with a different group in each class, this track can become really difficult. The collaboration features like creating or searching for teams to tackle an assignment could battle loneliness and make learning at university a more enjoyable and, I dare to say, a fun experience.

The application will be able to track time on assignments spent like Toggl time tracking without using a 3rd party software. At the end of the semester, you will know exactly how much time you put in and compare to other peers where you position on the leaderboard.

When users see the metrics on how much one still has to go and how much time one has to put into subjects to achieve the points, the reality hits them in the face. Overview with metrics will dissipate the illusion of having all the time in the world and minimise students falling into the Student Syndrome at the end of each semester. Community is a tool to help balance the academic workload, find study groups and help manage one's projects and semester work.

2. Wireframe

1. Login Page



Sign in

New user? [Create new account](#)

Continue

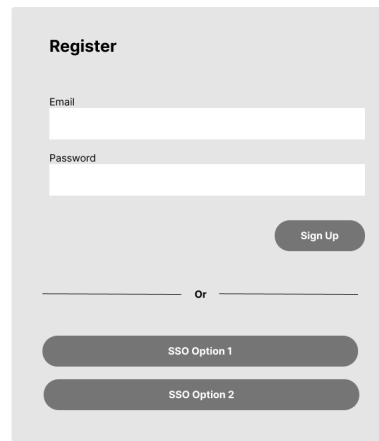
Or

SSO Option 1

SSO Option 2

This wireframe shows a 'Sign in' form. It includes a title 'Sign in', a link for new users to 'Create new account', a text input field, a 'Continue' button, a separator line with 'Or' in the middle, and two buttons for 'SSO Option 1' and 'SSO Option 2'.

2. Register Page



Register

Email

Password

Sign Up

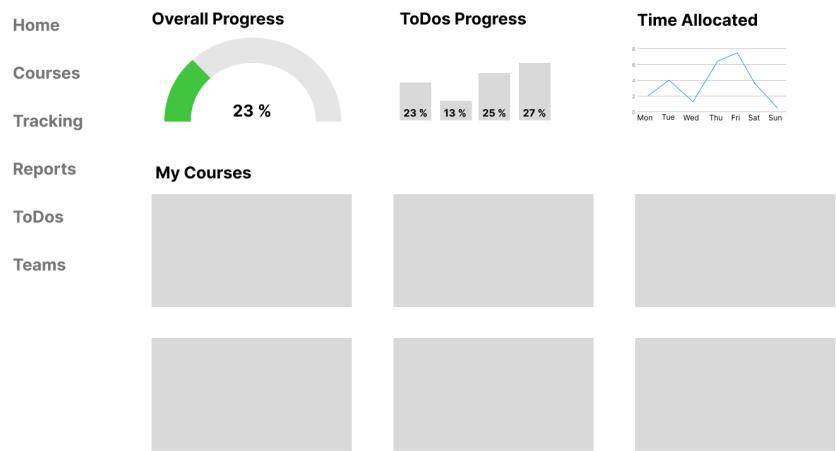
Or

SSO Option 1

SSO Option 2

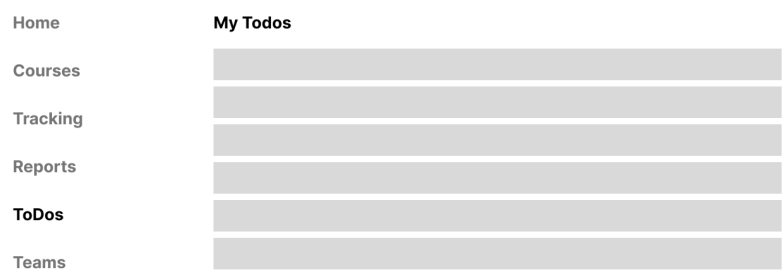
This wireframe shows a 'Register' form. It includes a title 'Register', labels for 'Email' and 'Password', corresponding input fields (password is masked), a 'Sign Up' button, a separator line with 'Or' in the middle, and two buttons for 'SSO Option 1' and 'SSO Option 2'.

3. Main page



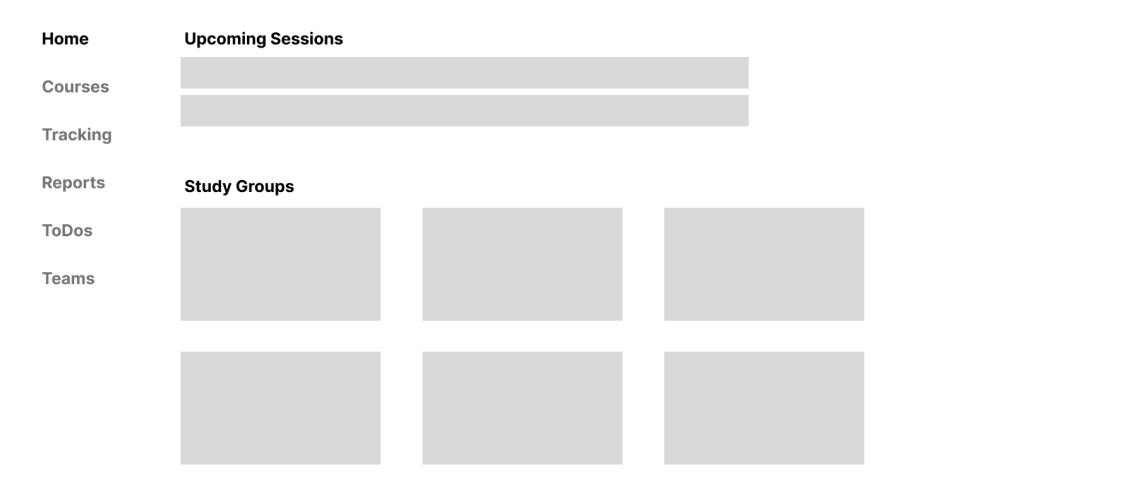
Ideally I want the main view to show a dashboard of the necessary running metrics and a view of active courses so a user can quickly resume work on whatever is necessary.

4. ToDo list page



Time tracking page will look similarly. You can edit ToDo list items and study sessions similarly.

5. Teams



In teams you can see the upcoming study sessions and chat and keep track of group activites.

3. ERD Model

