

uni-verse

Your Universe is in your hands



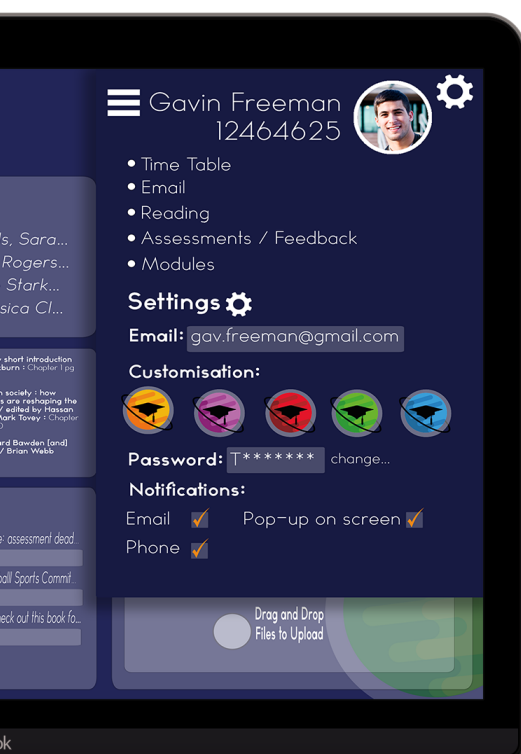
Uni-verse is a multifunctional web site and application designed to cater for all of a university student's academic needs.

Available on the iPhone
App Store

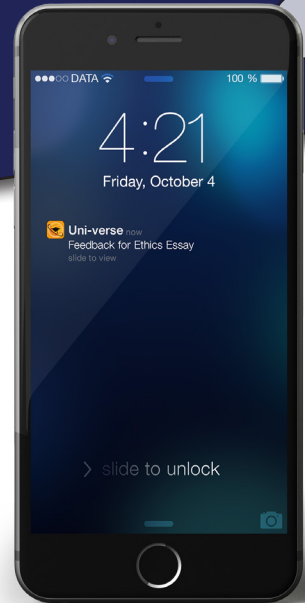
ANDROID APP ON
Google play



Uni-verse is colour customisable to suit the user's personal preference. Reasoning behind this is that it students will be more likely to actively engage in an app they feel is personal to them.



The option menu is easily accessible due to its efficient layout and simplistic design. The user can customise notifications they receive to their phone and computer just by clicking the tick button.



Uni-verse's goal is make students lives easier by having a place where everything is in one place, but it means students will be more organised and it will make the work students do that bit more efficient.

Features

- Module access
- Required Reading Links
- Incorporated Email Account access
- live chat function between individuals/groups
- Monthly / Day Planner
- Assignment submission and feedback portal
- multiple choice quiz area
- shared and personal online storage space
- online lectures



The Quiz function supports one of the core concepts of Uni-verse and this is incorporating the idea of gaming in learning. Not only does it self motivates it also creates friendly competition between peers to strive to do better, The tutor can also use it as a tool to see if students are understanding the core principles of the subject being taught.

A key part of University Life is organisation and time management. With Uni-verse this will not be an issue as both web and app have a specific timetable section for the month and day. Event's plotted on these planners will sync with each other so no matter what device is being used the users will be notified in advance.





Uni-verse in its goal to make learning efficient includes a online storage area that can be used by an individual or a group no matter where they are. The online storage area named 'My Uni-verse' works with the online lectures, transporting the project into the age of blended learning allowing students to engage in debates or discussions where ever they are.

The chat function brings in the social and connectivity side of the project as when it come to working in groups it is often difficult to stay organised and keep everyone in the loop. As with other features the users will notified of anything new on either web or phone.



personal reflection

At the end of last semester when we tasked with putting together a presentation of a potential project that we would maybe have to turn into a real concept this current semester. I found this incredibly daunting as I had never carried out a task to this scale before. I choose the education category more specifically individuals that suffer with mild learning disorders such as dyslexia. This was because I am personally attached to this topic so I thought it would be interesting to follow. As my idea developed into looking at all university's students and trying to develop a new service that builds upon the existing 'blackboard' used by most university's. I began to collect ideas and research from a variety of different services such as Adobe's Education exchange service, Google's online cloud storage and even services that I have been using on a day to day basis such as Facebook's messenger function.

I feel that my Finished project has stayed true to my original brief as an extract of my brief says "to encourage students to carry out the extended reading and also to take an active part in seminars". I have enabled this by making the reading easy to access so it doesn't become much of a chore anymore. In addition to this I have been able to incorporate the idea of gamification through the means of a quiz. This quiz will normally be taken after a set reading so that students can test themselves and aim for a high score that can be compared between students to generate friendly competition.

The project on the whole has been a major learning curve for me as when I started this project I had very limited faith in my design skills, but as time progressed I became more and more ambitious with my work pushing my self to try something more bit more complex. As a result of this my technical skills have improved tremendously. Additionally, I have begun to start noticing design I never noticed before in everyday life. Such as when I had gone back home I started to appreciate the composition of poster featured at a train station with how it used symmetry and balance.

Over the space of development, I did come across a few minor problems that affected progress. An example of one of these was when a large amount of my asset's were lost due to interruption in the Adobe Creative cloud server resulting in my having to recreate the required files so that I could carryon my development. This wasn't a major problem, as yes it did set me back in time a bit but once I had recreated all the lost assets again it meant I had higher quality vectors I could use in my work.

In summary I feel like this has been a positive process for me as it has grown my creative confidence and for one of the first times truly feel proud of a bit of work I have practically made from scratch.

